

ROGUES

OF THE BORDERLANDS™

#8014



A Fantasy Role Playing adventure module from
J.R.R. TOLKIEN'S MIDDLE-EARTH®



Playable with



Rolemaster

Based on THE HOBBIT® and THE LORD OF THE RINGS™, this supplement presents the beautiful wild lands at the edge of the Blue Mountains, the barrier between the Lhûn River valley and the Elven Kingdom of Lindon. Numeriadon has remained unthreatened by the forces of darkness for millennia. The Witch-king of Angmar knows the region however, and the open terrain holds more danger than its peaceful appearance betrays. This module is usable with ICE's Empire of the Witch-king™ Sourcebook.

Talath Murl

Annadum

Numeriador

Ered Luin

Nan-s-Neugim



ROGUES OF THE BORDERLANDS™

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Ehlissa ducked suddenly behind the standing stone overlooking the burial mounds. Was that a cloak fluttering in the cool night breeze? She pulled her own garment closer, knotting its hem to prevent a gust of wind from carrying the cape's folds outside her hiding place. Kneeling on the damp soil in the stone's shadow, she peered around the monolith's bulk. Starlight, glimmering faintly on the distant, snow-capped peaks of the Ered Luin, illuminated the scene before her.

A ring of hills cupped the grassy vale where the Celeglin Barrows marked the tombs of long dead Dúnadan warriors. The crouching woman let out a careful breath. The stone portal of the nearest mound gaped open, and from its dank maw a shadow drifted across the threshold. As the stars' pale rays probed his looming silhouette, the shadow became a man cloaked in blood-red. The wind caught his garb, spreading the heavy fabric to show merely shivering air within the billowing cape. This was no man! Ehlissa shuddered as the wraith turned in her direction.

1.0 GUIDELINES

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

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

PROFESSOR TOLKIEN'S LEGACY

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

Remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit* and *The Lord of the Rings*, although they have been developed so that no conflict exists with any of the other sources.

1.1 ABBREVIATIONS

GAME SYSTEMS

MERP *Middle-earth Role Playing*

RM *Rolemaster*

MIDDLE-EARTH TERMS

A Adûnaic	KhKhuzdul (Dwarvish)
Be Bethleur (Silvan Elvish)	LotR . The Lord of the Rings
BSBlack Speech	Or Orkish
Cir.... Cirth or Certar	Q Quenya
D Dunael (Dunlending)	R Rohirric
DuDaenael (Old Dunael)	Rh Rhovanion
E Edain	S Sindarin
El Eldarin	S.A. ..Second Age
Es Easterling	Si Silvan Elvish
1.A. .. First Age	T.A. ..Third Age
F.A. ...Fourth Age	Teng . Tengwar
Hi Hillman	V Variag
H....Hobbitish(Westron variant)	W Westron(Common)
Har ...Haradrim	Wm ..Womaw
Hob ..Hobbit	Wo Wose(Druedain)
KdKuduk(ancient Hobbitish)	

CHARACTER STATS

Ag Agility (RM/MERP)	MeMemory (RM)
Co Constitution (RM/MERP)	Ig Intelligence (MERP)
St Strength (RM/MERP)	Re Reasoning (RM)
Pr Presence (RM/MERP)	Em Empathy (RM)
It(In) Intuition (RM/MERP)	Qu Quickness (RM)
SD Self Discipline (RM)	

GAME TERMS

AT Armor Type	Lvl Level (exp. or spell)
bp bronze piece(s)	MA Martial Arts
cp copper piece(s)	Mod Modifier or
CritCritical strike	mp mithril piece(s)
D Die or Dice	NPC Non-player Character
D100.. Percentile Dice Result	OB Offensive bonus
DB Defensive Bonus	PC Player Character
FRP ... Fantasy Role Playing	PP Power Points
GM ...Gamemaster	R or RadRadius
gp gold pieces(s)	Rnd or Rd ..Round
ip iron piece(s)	RR Resistance Roll
jp jade piece(s)	Stat Statistic or
tp tinpiece(s)	

1.2 ADAPTING THIS MODULE

Like the rest of this series, this module is designed for use with the Middle-earth Role Playing game (*MERP*) or the more advanced Rolemaster (*RM*) system, but is adaptable to most other major FRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

1.21 CONVERTING STATS AND BONUSES

Bonuses: When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

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

1.22 CONVERSION CHART

If you play something other than *MERP* or *Rolemaster* and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

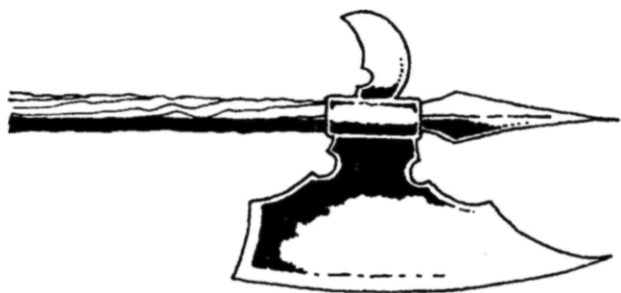
1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	1	8	5
10-14	-5	1	7	4
5-9	-10	-2	6	3
3-4	-15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

2.0 INTRODUCTION

West of the lands of Arthedain lies a great expanse of territory known as Numeriadon (S. "The Empty Western Land"). This open and rugged terrain is wrinkled by a series of rolling foothills that rise up from the river Lhûn to become the mighty Ered Luin, the Blue Mountains. The peaks serve as a barrier between the lands of the Lhûn river valley and the Elven Kingdom of Lindon to the West. Within the range's roots lie the ruins of the ancient Dwarven cities of Nogrod and Belegost. The mountains hold many wonders and dangers for those who wish to brave their heights and depths.

Numeriadon is often forgotten in the books of Men and Elves (which describe it merely as "wild lands"), but the foothills of the Ered Luin are not so much wild as they are uncluttered by the roads, hedgerows, stone walls, and farmsteads that dot the countryside of more civilized regions. The foothill's slopes support a myriad of plant and animal life, some of which are found only in Numeriadon. Great expanses of forest, yawning valleys, and spectacular cascades of water are but a few of the sights. In fact, those who travel through the region are sometimes so captivated by its beauty that they take up residence in one of the small villages that dot the virtually untouched landscape. Primarily composed of Elven territories surrounding the Dwarf-mines of the Nan-i-Naugrim, the scenery retains the pristine character of lands dominated by the Eldar.

This land, since the end of the First Age rarely touched by the ravages of war, was the border on which the great realm of Beleriand once stood. The people are a simple and pacific folk; even the Dwarves that remained behind after the destruction of Nogrod and Belegost find an unhurried repose in the great splendor of the area. And the Silvan Elves indulge their meditative natures more fully than is practical in more war-torn regions. Individuals of all races are content to wander Numeriadon, braving the wild animals and the threat of the region's sometimes unpredictable weather.



Far from uninhabited, tribes of Rivermen comprise the bulk of the scattered population in Numeriadon. Dwelling in small villages and encampments that dot the river's edge, these folk make their living by hunting, trapping, and trading with the people in neighboring lands. In smaller numbers, Dwarves live at the source of the Annúduin, within the Nan-i-Naugrim (S. "Valley of the Dwarves"), at the foot of what were once the great cities of Nogrod and Belegost. Some of the Dúnedain from Arthedain dwell on the river's shores, trading with both the Elves of Mithlond and the Rivermen of the northern waters. In even fewer numbers still, some small villages of Elves remain isolated at the very foot of the Blue Mountains, close to their home kingdom of Lindon to the West.

An expanse of simple but spectacular beauty, Numeriadon has remained peaceful and unthreatened by the forces of darkness for several millenia. The Dark Lord is not unaware of the foothills however, for sometimes, things are not always as peaceful as they seem...



3.0 THE LANDS OF NUMERIADOR

3.1 THE GEOGRAPHY

Numeriador is a wide strip of land that lies east of the Ered Luin and west of the river Lhûn. The Elven port of Mithlond (S. "Grey Havens") punctuates its southern stretch, while across the mountains to the west the great kingdom of Lindon cloaks the land. Numeriador measures roughly one hundred miles wide by nearly two hundred miles north to south — yielding nearly twenty thousand square miles of forest, foothills, mountains, and valleys in which a relatively small population of the Free People reside.

3.11 THE ERED LUIN

In the Elder Days, before the awakening of the Firstborn, the land was moulded by Aule the Smith under the direction of Eru the One, creator of all Eä. In what would become the lands of Numeriador, Aulë folded and compressed the land so that it would rise from the earth to become the Blue Mountains or Ered Luin as the Firstborn would call them.

The Ered Luin were named as such because of the way the peaks look from a distance. The rock from which they were formed is gray in color, but appears to have a bluish tint when seen from miles away. This effect is more apparent in spring, when the snow on the peaks is slowly melting; the white of the snow contrasting with the gray of the rocks, under a blue sky, makes the stone appear as an even deeper shade of grayish blue.

The range is lower than the Misty Mountains to the east, but its highest point still reaches a height of over eight thousand feet. The mountains are low enough, however, that in the summer months, the snow on the peaks melt, leaving only the icefields in the northern portions of the Ered Luin. The tallest of the peaks is Lossozil (S. "Snowy-peak") in the middle of the range near the great icefields. Lossozil stands 9497 feet in height and is one of the very few peaks that remains snowcapped all year round. The tallest ridge of mountains (on which Lossozil is located) is some eight to ten miles west of the eastern edge of where the foothills actually become the rocky crags of mountains. As one follows the range towards the western coast through Lindon, the mountains become steadily lower and more rounded before arriving at sea level. The foothills on the eastern side of the mountains are geologically the youngest and are actually rising from the earth, while the mountains on the western side have experienced sufficient weather and water to wear down their edges and round their silhouettes.

The gentler slopes of these mountains are covered in a predominantly pine forest at lower altitudes, while the trees become scrub, small bushes, and eventually grasses at higher altitudes. Water flows freely from melting snow, icefields, and glaciers to form cold mountain lakes, which in turn feed the many tributaries of the mighty Lhûn. These rivers and streams further carve the valleys and ravines found in the deeper areas of the Ered Luin. From the earth itself, cool, fresh springs bubble in the peaks' shadows, adding their moisture to the greater volume provided by snowfall.

3.12 THE FOOTHILLS

The foothills, as they are called, are in reality low mountains still being pushed up from the earth. They begin at the western edge of the Lhûn river and gradually rise to meet the jagged ridges of the Ered Luin. Many of the residents of Numeriador live among the folds of the lower ridges, in the sheltered valleys and clearings. The foothills are rarely snowcapped except in winter and early spring. They remain below the tree line; once the heights extend above this level, they are considered to be proper mountains.

The mountains and foothills of the Ered Luin form large ridges that run roughly northwest to south. If one observed the land from the point of view of a Great Eagle, one could more clearly see the patterns formed by the mountains: a series of high ridges and low valleys that stretch from the Lhûn all the way to the western coast. The rivers that run through the land cut through breaks in the ridges, but all of these eventually find their way to the river Lhûn and then out to sea.

3.2 THE CLIMATE

Numeriador exists within what is called a "rain shadow". The winds from the ocean blow moisture over the land, meeting the mountains at the eastern edge of Lindon. While the winds travel up over the mountains, the moisture is trapped at the lower altitudes. Thus, more rains occur on the windward side of the mountains than in their lea. Numeriador receives far less moisture and precipitation than does Lindon from the same westerly winds. In fact, Numeriador receives the majority of its precipitation in the summer when the winds shift to the south and the sea winds blow uninhibited from the bay, up the river valley to deliver the precipitation in the form of rain. In the winter months, the winds often shift to the North, bringing a frigid mass of air down from the northern ice cap, sometimes plunging to temperatures as low as -30 degrees Fahrenheit (-34 Celsius). The weather is freakishly unpredictable, however. A quixotic warm, dry wind sometimes gusts across the Ered Luin, clearing the skies of clouds and warming the cold air of the foothills as much as 45 F (25 Celsius) over a period of one hour. This phenomenon only occurs in a small path extending from the Nan-i-Naugrim south to roughly where the river Lhûn begins to sweep back towards the west. This local phenomenon is called the Annûresule (Q. "West Heat-wind") and can be felt as far away as the western edge of the Eryn Uial in Arthedain, if the gusts are strong enough. This weather pattern is easily recognized on a Routine (+30) weather watching roll if there are clouds in the area. It is Medium (+0) to recognize the Annûresule if the sky is clear. The winds that blow up from the bay do not have the same effect as the west winds; they possess a large amount of moisture, and frequently add more snow to the ground rather than removing it.

Numeriador's low humidity accounts for the wide range in temperature that the region experiences. Temperatures in the still of winter may plunge to as low as -10 F (-23 C) on average to as high as 80 F (27 C) on average during the summer. Daily temperatures also vary greatly, sometimes showing a difference of 35 F (20 C) between day and night highs and lows. These temperature differences often result in severe storms characterized by hail, even on warm days during the summer.

Overall, Numeriador's climate is pleasant, but notoriously unpredictable. In one traveller's tale, an oldtimer described a day in Numeriador in the following words:

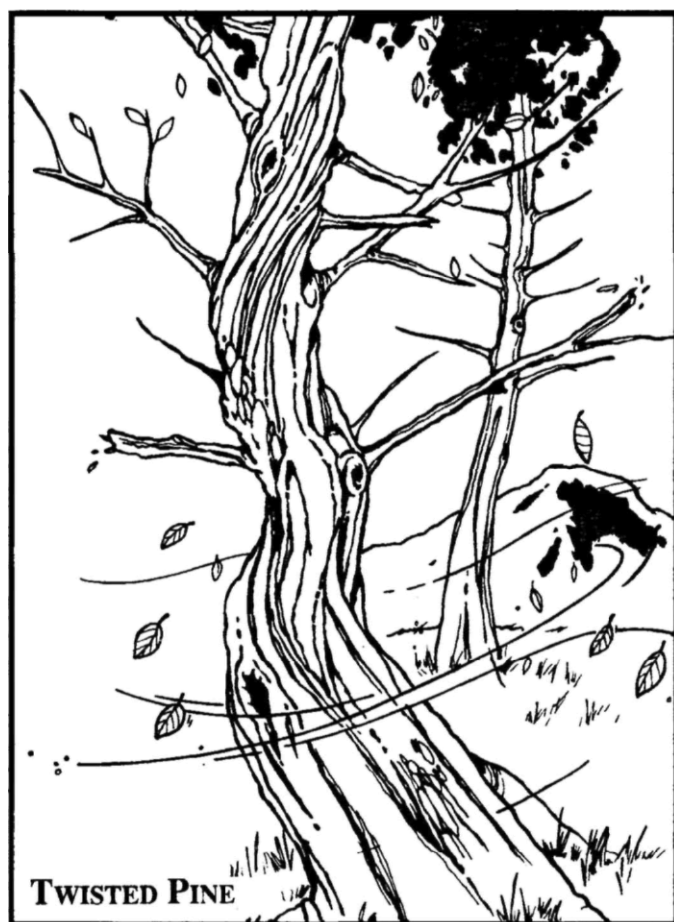
"Mus' have been back before th' plague, I recall that one day while I was stayin' up at ol' Vamil's place 'way up in th' higher foot'ills. I decided to go down and do some cuttin' to earn m'keep at his home. But, by the time I had gotten myself ready, a great cold wind was a howlin' from the North, and soon me an' Varnil were wond'rin' if we'd ever get out alive. But by th' evenin' the storm had cleared, the sun was out, and the snow was beginnin' to melt"

The weather is so unpredictable, that it is a Very Hard (-20) static maneuver to accurately predict a day's meteorological events in Numeriador. The weather is also one of Numeriador's fiercest predators, and has taken the lives of more travellers than any Troll or wild beast. When one travels in winter through the foothills and mountains, the traveller should prepare himself for the worst possible situation. Chances are, he may not need it, but with the way the winds blow in Numeriador, one never truly knows.

4.0 FLORA AND FAUNA

4.1 FLORA

Numeriador's soil provides an ideal base for plant life. It supports a multitude of species which vary according to their proximity to the mountainous regions. At the lowest points in the river valley, the soil is rich in nutrients and ideal for small scale farming, tall grasses, and predominantly deciduous trees like the chestnut, oak, and maple. These types of plant life can be found up to altitudes of seven hundred feet above sea level. From altitudes of six hundred to one thousand feet, grasses are still common, with deciduous forests the norm, although many of the trees are varieties of poplar and birch rather than those found on the valley floors. The higher altitudes have increasingly lower concentrations of soil, which grows more and more alkaline with elevation. These conditions are ideal for coniferous trees and small deciduous shrubs. The most common coniferous trees include spruce, pine, and larch, although some fir is present in the southern regions. (They are native to Lindon, some of which reach heights of over 200-300 feet — 60-90m.) The trees have a tendency to be smaller the higher one travels above sea level, due to the harsher climes and winds that beset the region, and the overall lack of soil. The tree population dwindles and gives way to rough turf, lichens, and junipers at altitudes above seven thousand feet. Many of the younger mountains, however, appear bare because of their sheer rock cliffs and steep slopes.



4.11 HERBS

Numeriador, because of its locale, is home to a large number of herbs that have many applications. It is said that many travel from distant lands to obtain the rare, medicinal resources native to the area. This is only partly true, but many legends have arisen from it. The following is a description of some herbs that can be found in the region. For more information, see section 10.4.

MENELAR

This uncommon mixture is brewed from the cones (seeds) of a larch. It is frequently used to combat the effects of poisons that enter the bloodstream. The common practice that most herbalists agree upon is to crush the cone into a small bowl, then mix it with boiling water. They also make mention that the taste and smell if this brew could curl the toenails of a dragon (mind you, no one has lived to test this theory).

JOJOJOPO

Jojojopo is very, very rare and only found at the highest altitudes in Numeriador. The herb is the leaf of a small flowering plant that grows in extreme conditions. It is easily recognized by its low profile to the ground, and a small purple flower that signals its location. The leaf of this plant is extremely effective against the cold when providing relief from frostbite and exposure. In application, it is ground to a wet pulp, and then applied to the surface of the skin.

DARSURION

The leaf of this fern is frequently used to help heal small cuts and abrasions, and is relatively common in the area. Many herbalists from Arthedain visit the region to collect the fern in large numbers. Its leaf, like that of Jojojopo, is ground, but then usually mixed with a small amount of water, and applied directly to the wound. Many people who have used it say that the paste helps soothe the pain.

THEMBITUL

The flower can only be found in Numeriador, and even then rarely. The plant is a small, thin hanging vine that thrives in the southern reaches of the region. The flower petals are chewed or swallowed, and the effects can be felt immediately. It will cure any disease or affliction the consumer may have, and will give a +50 bonus to any disease RR he must make for the next month.

4.12 POISONS

On a darker note, the region is not devoid of dangerous plants that sometimes spell the doom of travellers. Sometimes, these poisons are used by the rivermen as a hunting tool. The following is a list of the more notable poisons found in the area. For a complete description, see section 10.4.

DOLIMOR

The grayish-black dome of this fungus is a telltale sign of the gruesome properties possessed by this grim plant. If ingested, it has been known to kill a full grown man in a matter of hours. Those who travel through the region are cautioned against eating any kind of fungus, as some travellers have met their fate after unwittingly consuming one.

PHENILAS

The broad leaves of this weed have been known to inflict a burning, itching feeling on the skin surface it touches. Unfortunately for travellers in the region, the plant is rather common. Travellers are well advised to avoid Phenilas, since it often comes in large patches, and the effects are not felt until a half hour after contact with the leaves.

4.2 FAUNA

A great variety of animals roam the lands of Numeriadior. Sometimes referred to as a hunter's or a trapper's paradise, the beasts make their living virtually free of the presence of man. Only a small fraction of the inhabitants of the area actually hunt and trap, making them an integral part of the food chain.

4.21 HERBIVORES

The Lassanakuni or leaf-eaters are common throughout all of Numeriadior. They range from small rodents to the large Nimfiara and Losrandir of the North. They are constantly preyed upon by other predators, and of course, man. The following is a list of the most notable herbivores of Numeriadior.

ASTABANHELI

Otherwise known as the Giant Pronghorn, the Astabanheli is uncommon in the higher altitudes of Numeriadior, but is not unheard of. These timid animals resemble their smaller antelope cousins, having dull yellow fur that brightens to a pure white at the rump. Often found in small herds ranging from ten to one hundred in number, they are quick to flee from danger. More often, the weaker animals fall prey to the predators that stalk them.

CARU

This large deer is found throughout all of Numeriadior and is prized by hunters for its large antlers. Caru prefer the non-forested regions of the area and often travel in gargantuan herds numbering up to as many as twenty thousand strong. They feed on the grasses, moving with their food supply. Caru are a favorite among hunters because of the warm furs the pelts provide.

CUNARA

Cunara are small brown rodents, common throughout most of Eriador. Sometimes referred to as Gophers, the rodents are known for their large colonies of burrows, which are marked by telltale holes in the earth. Their chirping can be heard throughout the summer months, and many can be seen roaming and playing in the fields. The farmers of the region dislike the Cunara intensely because of the havoc they wreak with their livestock. The men set snares and fill in the burrows to prevent their herds (and themselves) from stepping into the holes and breaking a leg.

ATENLA

These rabbits are common throughout the higher lands of Numeriadior. They usually live in communal burrows that support up to twenty of the rodents. Timid, but always curious, the atenla eat grasses and small leafed plants. Their grayish brown fur provides them with excellent camouflage against their enemies, and their powerful hind legs carry them at high speeds away from would-be predators. Their pelts are collected by trappers frequently, and are often made into warm winter clothing.

GORAL

A rarity on the western side of the Lhûn, the Goral is a species of Bighorn sheep that are found only on the downs of Eriador. They rarely travel in herds, but have a natural pecking order according to the size of their horns. They are sometimes captured by livestock farmers and bred with their domesticated herds to improve the quality of the coats of the offspring.

LOSRANDIR

These great deer of the North are relatives of the Caru and are most common in the northern foothills of Numeriadior. Mature individuals sport large sets of antlers. Their fur ranges anywhere from black to white, although most are a grayish silver. They are the favored game of the Lossoth of the North, prized for both their antlers and hides.

NIMFIARA

A larger and rarer species of Caru (Elk), the large Nimfiara are a legend among the people of northwestern Middle-earth. They are reputed to be mystical in nature, and the horns are said to produce an elixir that slows the process of aging. Their furs are also highly prized, and as a result many hunters and trappers seek the beast for their own livelihood. When cornered or threatened, Nimfiara fight strongly. Nonetheless, due to the hunting and trapping that has been done, the numbers of this great beast are dwindling.

MOUNTAIN GOATS

Most common in the higher altitudes of Numeriadior, these are actually a species of antelope and are reputed to be very agile climbers. Their reputation is based on fact, since they have been known to climb very steep precipices in search of food. Their thick, shaggy coats protect them from the cold alpine winters and altitudes. Often their approach is heralded by periodic baying that echoes throughout the valleys of the Ered Luin.

4.22 BIRDS AND FLYING CREATURES

Birds are a common sight in Numeriadior, ranging anywhere in size from the tiny barrow owls to the Great Eagles that live on the peaks of the Ered Luin. Bats are also creatures of the sky, but often do not get the same respect as do their feathered companions. The range of species in Numeriadior is vast, but the following is a sampling of the more common varieties.

BARROW OWLS

Uncommon, but at home virtually everywhere in Numeriadior, the barrow owl makes its home in abandoned gopher holes and tree cavities. The bird is a nocturnal predator, and often hunts mice (which are sometimes larger than their hunter). Barrow Owls are also known to be carriers of various diseases, including rabies. Many people avoid the tiny barrow owl as a result.

HUMMINGBIRDS

Smallest of all avians, the tiny hummingbird is native to the southern portions of the Numeriadorian riverbanks. They are often mistaken for insects because of the buzzing sound that their rapidly flapping wings generate (and hence their name). This method of flight gives them extreme maneuverability, and they are the only avians that can move backwards while on the wing.

GREAT EAGLES

The Great Eagles are the largest and most noble birds of all Eä. They were created in the Elder Days by the Valar Manwë and Yavanna. They are the appointed overseers of all the Kelvar (animals) and have often played critical roles in the history of Middle-earth. As intelligent as any of the Free Peoples, the Great Eagles are masters of their realm. They speak their own language, Eryr-aryth, but master Sindarin as well as the more common Mannish languages (Westron). These birds are bitter opponents of evil and make extremely fierce foes. Legend has it that some individuals dwelling in the mountains have actually earned the friendship of one of the Great Eagles.

GORCROWS

Attracted to shiny things, these annoying black birds often gather in large communities. Gorcrows will attempt to eat everything that looks remotely edible. They will sometimes cooperate in flocks to protect their nests and can be surprisingly fierce. When attacking a would-be nest thief, they often go for their foe's eyes.

VEREUT EAGLES

This large, black bird is native to the river valleys of Numeriadior. They are excellent hunters, preferring to fly low to the ground and surprise their prey at close range. Their beak and talons are bright yellow in color and provide excellent natural weaponry for this noble bird.

4.23 REPTILES

Although not common, a few species of reptile do live in Numeriador. They are cold blooded, and so are only active during the summer months. Following are two more dangerous varieties.

NETHAIRM ERDYR

These small snakes frequently inhabit the more rocky regions of Numeriador. Despite their small size (2-3 feet), Nethairm Erdyr are known to be vicious if threatened. They have small, triangular heads with diamond-like patterns on the back. They are poisonous (level 5), delivering the toxin via their long razor-like fangs.

ROCK VIPERS

A rare creature, the small rock viper favors the mountains of the southern Ered Luin, although some can be found in the mountains of Numeriador. These seemingly harmless gray and black snakes are far more dangerous than they appear, for their poison is extremely toxic (20th level). If someone is bitten, he must be medically treated immediately (magically or herbally) or the victim will suffer the following symptoms. The wound swells, bruises, and becomes discolored; after about a minute, however, the situation goes from bad to worse, as the victim's heart begins to flutter and his breathing becomes irregular. Mercifully, the victim dies in six to ten minutes.

4.24 PREDATORS

There are a wide range of carnivores in Numeriador, most of which live in the higher foothills and mountains of the region. Some of them are very docile, if not outright afraid of human contact; others, like the Glutani, are extremely vicious and fierce, and have been known to attack Men, Elves, and Dwarves alike.

BLACK BEARS

These large, solitary animals are not true carnivores, but omnivores. Their diet consists of anything from roots and berries to fish, small mammals, and carrion. Black Bears are often passive, but can become fierce if enraged. Travellers in Numeriador are cautioned against coming between a female bear and her cubs, for few survive the wrath of an angry mother bear. Black bears are also known for their eating habits, as some of them become nuisances in towns and villages, raiding food stores and garbage dumps. The Lossoth and Eriadorians both revere the bear with an almost cultish obsession. Many consider wearing the pelt of a bear they have killed to be the symbol of a true warrior.

CAVE BEARS

Found in the mountain regions, the huge cave bears share many similar characteristics with their smaller brethren. Some of them grow to weigh some fourteen hundred pounds or more and stand some nine feet in height on their hind legs. Cave Bears are usually

solitary wanderers, and like their cousins, they gorge themselves on roots and berries in the fall for their winter sleep. The older male bears have a reputation for being unusually cranky and aggressive to those that disturb them. Distinguishing them from the smaller black bears, cave bears have dark brown to black fur, large wide paws, and a large hump between the shoulders on their backs. The older males frequently possess graying hairs on the hump, making the area appear almost silver in color. This characteristic gives these creatures another, less common name: grizzly bears.

CHETMIG

This large, rare cat is a feared predator that lives in the lowlands between the Ered Luin and the Misty Mountains. It is nocturnal and greatly feared by the people of the region. The cat's strong, compact frame is perfect for the type of hunting it practices. A Chetmig often waits and hides in areas where its gray markings provide the

best camouflage and then leaps on its prey from distances as far away as one hundred fifty feet.

DIRE WOLVES

Travelling in packs, dire wolves are intelligent, social animals that resemble their smaller cousins (timber wolves). They cooperate in collective hunting efforts when preying upon herds of Losrandir and Caru. Because they lack fear of Free Peoples, they also hunt Men, Elves, and Dwarves like any other prey. They have silver grey coats and may weigh one hundred fifty pounds or more.

HIGHLAND GLUTANI

Although rather small, this vicious animal is feared throughout all Numeriador. Shaped very much like a large badger, the wolverine-like creature has thick, dark brown to grey fur. Its long, sharp teeth and claws have become almost legendary among the residents of the region, and those people who sport Glutani furs also sport scars from Glutani claws. Even with a bounty of 25gp per Glutani pelt, many hunters prefer to leave these creatures alone; the beasts have been known to remove limbs from unwary hunters.

GRAY WOLVES

Sometimes referred to as timber wolves, these social animals can be found virtually anywhere in Middle-earth. In Numeriador, this species of wolf sports a predominantly grayish silver coat with stripes of black that run along its spine. The animals often travel in packs or family groups (male-female pairs), and more often than not shy away from the Free Peoples. However, Gray Wolves are fierce, somewhat unpredictable, and can be extremely vicious if cornered. They prefer to prey upon the herds of Caru and Losrandir in the region, but will sometimes feed on smaller rodents and fish.



EREDACATH

The Eredacath or Mountain Lion is a large, wild cat found in the higher foothills and mountains of Numeriad. A skilled hunter, this normally solitary animal is respected (and avoided) by many travellers in the region. They have long legs and tails that provide them with excellent balance and control while hunting. Their fur is often a reddish brown color that fades to white on their undersides; the tip of their tails and the backs of their ears are black. Eredacaths prefer to run down their prey with their swift, powerful legs. They are very agile climbers, often observing their prey from the trees. They often hunt rodents such as rabbits and gophers, but make the larger Caru the chief element of their diet.

HIGHLAND LYNXES

The highland lynxes are much rarer than the Eredacath and frequent the lower foothills of the region. Unlike the mountain lion, however, these animals are social predators and travel in small groups of five to eight animals. Highland lynxes are not overly fierce and will run if threatened, but if cornered, they can be as fierce as any wild cat of Numeriad. Sometimes (although rarely), some hunters will take lynx kittens and raise them to be pets.

MADRATINES

The Madratine resembles a cross between a small fox and a cat. They prey mainly on small rodents (Cunara), although they are known to eat insects, lizards, and small birds. They live in pairs and establish burrows in which they live throughout the year.

WHITE FOXES

Found in the higher regions of Numeriad, the white fox makes its home in shallow burrows and small caves. As per its name, the white fox sports a silvery-white coat of fur in winter that fades to gray during the summer months. They favor small mammals and birds, and also feed on several varieties of insects.

4.25 INSECTS

Although not overly dangerous, the insects of Numeriad do deserve some mention. Though the smallest of Endor's creatures, they have proven themselves to be annoyance much larger than their size. The following is a list of the more common varieties.

NEEKERBREEKERS

A noisy cricket-like insect, these tiny creature buzz in the air all over Numeriad. They are a nuisance to travellers, not because of their noise, but because of their preference for the travellers' food.

HORSE FLIES

Due to their long, razor sharp beaks, the insect's sting can penetrate even the thick hide of horses. They are most often found around rivers and watering holes and are commonly attracted by splashing. Horse flies often bother travellers bathing or drinking at a spring and are hard to exterminate because of their speed.

HORNETS

Hornets or wasps are social and are related to the earthbound ants, making large colonies in trees and in the cliffs of the Ered Luin. They are only present in the summer, and prove to be a menace to climbers and mountaineers. Their sting is well known, and, although not remotely deadly, even the mightiest of fighters cringe and flee from an angry wasp.

MOSQUITOS (MIDGES OR BLACK FLIES)

The bane of all travellers making camp, these parasites make themselves more than just a nuisance in Numeriad. They are most common during the spring and early summer months and congregate most often near ponds and lakes. By no means deadly, their bites often swell slightly and show a tendency to itch a great deal. Many travellers have recipes of herbal mixtures that repel these annoying insects (not to mention other travellers).

4.26 DOMESTIC ANIMALS

Numeriad, for the most part, consists of wild lands, and domestic breeds of animals are not common. There do exist several breeds of cattle, sheep, and dogs bred by the few farmers cultivating fields in the region.

CATTLE

These beasts are used by farmers as their chief source of milk and meat. They are frightened by very little, and the bulls can be aggressive toward anyone who happens infringe on their territory or threaten their cows. Yet, even the females are not the docile breeds found elsewhere in Endor. They sport horns like the males, and are not loathe to use them to defend their calves or their favorite grazing spots.

HOUSES

Domesticated dogs are found virtually anywhere that Man or Hobbit dwells. The hunters of Numeriad often use these beasts to track down their game, and frequently the dogs help to bring a partially wounded animal down. These canine friends are typically very loyal to their masters, but woe to any foes who mistake a dog's merry manner for indiscriminate affection. The hounds have sharp teeth and quick reflexes.

4.3 MONSTERS

Some creatures dwelling in Numeriad are not a part of the balance of nature, but twisted perversions of darkness. They are rare, and more often found in tales used to frighten the youngsters than in the fields and meadows surrounding a village or hamlet. Yet, Trolls, Undead, and other corruptions do lurk in the forgotten and unfrequented folds of the land. The following is a list of the monsters that may be encountered in Numeriad.

TROLLS

Trolls are a race of fierce, but sullen, creatures that were bred by Morgoth in mockery of Ents in the Elder Days. They are known for their incredible strength and power, and for their weakness to sunlight. The Trolls found in Numeriad are mostly of the forest, stone, and hill variety, the latter being the more common of the three; there have been some reports of hideous mountain and cave Trolls in the higher elevations.

FELL BEASTS

Thankfully rare creatures, fell beasts are huge semi-reptilian flying beasts that make their nests in the peaks of the Ered Luin. Their numbers are kept at a minimum by the Great Eagles, although a few do manage to survive in the region. They silently cruise the skies, looking for unwary prey, diving out of the sun to grasp the victims with long talons. Once the chosen morsel is securely grasped, a Fell beast carries its prey into the air, dropping it once from a great height (presumably) to finish the prize off and retrieving it to devour. Fell beasts are seldom seen by man, and many people do not believe that these creatures exist.

EVIL HUORNS AND TREES

It is said that the most frightening entities in Numeriad can be the trees themselves. A pine with boughs frenzied by the wind, or an oak whose leaves quiver ominously in the rain might scare even a seasoned traveller under the proper circumstances. Yet the stories told around firesides in the winter refer not to trees riled by bad weather, but to those with a sentient awareness usually possessed only by the *kelvar*. Huorns are rare, and few of those inhabiting the forests of Numeriad possess sufficient malice toward the Free People to actively pursue hostilities against them. But the suspicion inherent between things with roots in the ground and those that can flee runs deep, and huorns do perpetrate more subtle horrors against the Men, Elves, Dwarves, and Hobbits who invade the forest lands.

UNDEAD

Undead is a broad term that describes any being that exists in an unnatural state of life after that entity has died. They are horrid creatures, and the bane of all the living. Tales of ghosts are common throughout Numeriadore, but few of them are true. The most common stories of the Undead are centered around old burial sites and abandoned houses. Wraiths and spectres lurk among some of these darkened sites.

5.0 PEOPLE AND CULTURES

The folk that inhabit the Lhûn river valley are almost as varied as the species of animal life dwelling there. Many of Endor's Free Peoples mix in the taverns of the towns, enjoying the company of other races, yet maintaining their own separate Mannish, Elvish, Dwarvish, or Hobbitish identities. Tribes of Rivermen are scattered throughout the region, while the Dúnedain, Dwarves, Elves, and Hobbits dwell in smaller concentrations along the foothills. Each culture seems to respect the others (or is it distrust?), and yet each remains apart, guarding its unique character despite interaction and trade.

5.1 THE RIVERMEN

The reclusive Rivermen form one of the larger cultural groups that live on the western bank of the Lhûn. They dwell in a number of small hamlets in the northern reaches of Numeriadore, trading and bartering their wares with almost anyone they encounter (with the exception of the Elves). The Rivermen are an adventuresome lot, rarely settling permanently in a fixed geographic location constantly moving from one community to another. They are skilled hunters and trappers, trading pelts and furs for firewood and other necessities. Their massive three-hundred pound canoes can be seen almost daily pushing up and down the great river.

The Rivermen are distinct among the various Northmen cultures. Although they possess the blond hair and blue-eyed visage common among many of the Northmen, their rustic appearance sets them apart from any other of western Arthedain's people. To the schooled, they may seem gruff, uneducated, and somewhat crude, but they possess an extensive knowledge of the environment around them. They live for trade and adventure, preferring a nomadic lifestyle. Some of those that marry settle in the smaller villages along the river's banks, while the majority prefer a life of trading and bartering, raising their families afloat on the currents of the Lhûn.

Overall, the Rivermen are a friendly folk, but do not easily trust outsiders. They confide in their partners, while presenting a stern image to all others. They have a distinct aversion to the Elves, and consequently avoid the southern reaches of the Lhûn valley. In a Riverman's eyes, the Eldar appear to have everything they want. Consequently, the Northman prefer avoidance to negotiating an unprofitable trade.

5.2 THE DÚNEDAIN

The faithful exiles of the fallen land of Númenor live in the remnants of the shattered Kingdom of Arnor in Eriador. Although the vast majority of the Dúnedain remain within the boundaries of Arthedain in the east, a brave few choose to reside in the foothills of Numeriadore. Most are independent farmers and laborers who admire the beauty of the mountains and prefer more personal freedom than the feudal hierarchy of Arthedain allows. The largest Dúnedain community is the town of Caras Celairnen on the eastern shores of the river Lhûn.

On the western banks, however, the Dúnedain are a rarer sight. Those who frequent them prefer hunting and trapping, and almost resemble educated Rivermen. Their craftsmanship, however, is more meticulous, and they attend to details of the finished product more thoroughly. Unlike the Rivermen, they often visit the Grey Havens, enjoying the cultured company of the Elves led by Círdan.

After the fall of Arthedain in T. A. 1975, the Rangers of the North frequently travel the lands of Numeriadore, keeping intact the lines of communication between the Elves of both Lindon and Riven-dell, the Dwarves of the Nan-i-Naugrim, and the Men of the North. Though reclusive and few in number, the Rangers are present throughout the later Third Age and early in the Fourth.

5.3 THE DWARVES OF THE NAN-I-NAUGRIM

Descendants of those who once inhabited the ruined cities of Nogrod and Belegost, the Dwarves of the Nan-i-Naugrim make their home upon the doorstep of their once magnificent delvings. The Naugrim are a gruff and stout folk, renowned for their stubborn demeanor and their unparalleled stone and metalcraft. In Numeriadore, the Dwarvish settlements continue to mine and forge, while keeping a watchful eye open for the treacheries of Sauron. Their unfortunate suspicions of the Elves run deep in the attitudes and beliefs of these stout people, but they do maintain a semblance of courtesy between themselves and the Firstborn.

Originally, the Dwarves of the Nan-i-Naugrim were descended from Thrór's Tribe and Dwálin's Folk when they dwelt in Nogrod and Belegost in the First Age. However, the strife suffered by the Dwarves over the years has brought a number of representatives from other tribes to the Blue Mountains. Most notably, in T.A. 1981, the great city of Khazûd-dûm was abandoned after the Balrog was unleashed from its depths. Many of Durin's Folk fled north and founded the Kingdom under the Mountain at Erebor. Yet, some also settled in the Dwarven Vales. After both the loss of Erebor to Smaug and the Battle of Azanulbizar, many of the First House travelled westward to found new communities in the Nan-i-Naugrim, alongside those of the refugees from the sister cities.

Dwarves, by nature, possess an empathy with the earth itself. Aule the Smith was their creator, and his love of craftsmanship is apparent in all his children. The Naugrim of the Blue Mountains, like Dwarves everywhere, are sober, quiet, possessive, suspicious, pugnacious, stubborn, and greedy. They favor residences in underground locales, enclosed within Halls of Stone. They guard their hoards with jealous vigor and remain wary of travellers. In the past, they have been victimized by the use of magic in conjuration and treat it with caution and criticism. They prefer to employ such powers in the creation of physical items.

The Dwarvish settlements, true to their makers' nature, are built into the stone of the foothills and mountains of Numeriadore. Many of the halls of the Khazâd are missed by mapmakers who explore the region. Within the Nan-i-Naugrim alone, there are fourteen communities, each possessing a population exceeding two-hundred persons. For more information regarding the Dwarven settlements, refer to section 6.0.

THE RUINS OF NOGROD AND BELEGOST

Serving as the backdrop for the Dwarven villages in the Nan-i-Naugrim, these once great cities now sit in a cold and dark silence, long abandoned since the great cataclysm at the end of the First Age. Only the distant ringing of lonely hammers in the uppermost level echo through their empty halls. Two of the valley's largest concentrations of Khazâd reside in the Halls above the remains of Nogrod and Belegost. These two communities possess a population of 1400 Naugrim each, sizable by current standards, but less than a seventh of each city's original mass.



ARTHOROTUR

Occasionally, an adventuresome Dwarf will delve deep into the ancient ruins, trying to discover the roots of his family. More effort than such personal attempts to reclaim the glory of the past is deemed hopeless. Much sorrow shrouds the lives of the Dwarves of the Vale, but they guard the feeling fiercely as a part of their heritage. Though the Khazâd retain exceptional skill in the arts of weaponcraft and armoring, the now silent forges of the ruined cities are a grim reminder of the grandeur of the Elder Days.

5.4 THE ELVES

Situated in lands south of the Nan-i-Naugrim, the city of Mithlond (S. "Gray Havens") stands in eternal beauty. This jewel, located at the mouth of the river Lhûn, is the easternmost point of Lindon. The lands beyond the borders of the Blue Mountains, Forlindon and Harlindon, support the largest population of Eldar in Middle-earth. Yet, the Elves of Lindon are rarely seen in the hills of Numeriadur. Nearly sixty miles north of Mithlond, one small community of Noldo and Sinda Elves dwell in secluded peace. This haven has been named Galenros (S. "Green Spray") by its inhabitants, after the cascade beside which it was founded. Quite often, any trade that occurs with the Eldar in Numeriadur is accomplished through the Elves of Galenros.

5.5 THE OTHER RACES

Although the largest populations of people dwelling in the Lhûn river valley are listed above, they are by no means the only cultural groups. The stoic Lossoth from the North frequently venture south, following the massive herds of Losrandir and Caru. Some adventuresome Hobbits reside within the communities of men, cultivating their crops of pipe-weed. And the Great Eagles silently cruise the skies, maintaining an ever-watchful vigil over the lands below.

6.0 POLITICS AND POWER

The Wilds of Numeriadur may seem to a passing traveller to be devoid of any kind of political order. The opposite is true. The Dûnedain of Arthedain, the Elves of Lindon, the Dwarves of the Nan-i-Naugrim, and the scattered tribes of Rivermen all exercise some degree of influence upon the people of the land. Each of these groups possesses its own interests, and complex diplomatic maneuvers are often required to respect the goals of each constituency. For example, the Arthadan nobility often seeks to place a form of taxation upon their own people. On occasion, tax collectors travel into the Wild Lands, visiting the towns and villages and collecting their respective taxes. But which towns are under the jurisdiction of Arthedain? Lindon (Mithlond)? The Naugrim? What of the Rivermen? Each regional power possesses some degree of influence within the towns, but these alignments often shift from one power base to another throughout the years.

The following is a brief description of the political systems and their effect upon the residents of Numeriadur. It is followed by a list of the important personages whose policies have direct effect upon the people dwelling in the foothills.

6.1 THE KINGDOM OF ARTHEDAIN

The river Lhûn serves as the western border of the last remnants of Amor. Arthedain, the strongest of the three successor states, stands as a bastion of hope against the might of the Witch-king's armies until its defeat in T.A. 1975. Within the borders of this scion of the North Kingdom, a feudal society reigns, led by the Arthadan Royal Court at Fornost Erain. Seven Great Houses of Nobles rule the realm under the orders of the King himself. The common folk have sworn allegiance to the King first, and the claims of each governing Noble House remain below those of ruler.

Until the fall of Arthedain, the highly stratified society of this realm possessed a degree of influence over the west banks of the Lhûn. Although not officially under Adan rule, the nobles of Arthedain conveniently assumed their powers of sovereignty extended into the Wild Lands of Numeriadur. This loose governance did not stop a number of people from crossing the river to escape the kingdom's taxes. Nor did it prevent a few criminals from seeking refuge among the deep hills and valleys of Numeriadur. Despite the adversarial relations between the men of the region, the rulers of Arthedain maintain cooperative ties with both the Dwarves and the Elves, especially in working against the Witch-king.

The Arthadan nobility is ambivalently regarded by the Mannish inhabitants of Numeriadur. The Requain (S. "Knights") who travel the roads and the countryside provide protection from bandits and a sense of security. Yet, the tax collectors appear far too frequently for the farmers' and artisans' comfort. Most believe that their hard earned coin and bushels of grain support the Royal Court in parasitic luxury in Fornost Erain. Only during the weeks after Arthadan soldiers repulse Orcs marauding under the Witch-king's banner do the citizens feel gratitude toward their distant ruler. Arthadan influence is both welcomed and resented.

6.2 LINDON AND THE ELVES

Separated from Numeriadur by attitude as much as the peaks of the Ered luin, the Elves of Lindon do not play an active role in politics of the frontier lands. The Elvish influence is subtler, evident most clearly in the love of the land and its natural beauty exhibited by the inhabitants. The Eldar are not trusted by the Dwarves, nor do they trust the Naugrim's motivations. Although they remain aloof from the mundane affairs of Man and Dwarf, the Elves do concern themselves with the movement and military tactics of the Angmarim.

The single most influential individual is Cirdan the Shipwright, Lord of the Gray Havens. He is well known throughout both Numeriadon and Arthedain, and is even respected by the Dwarves (perhaps because of his beard). During the course of the Third Age, he sat upon the White Council and was the bearer of Narya, before he entrusted it to Gandalf. He prefers not to flaunt his power (unlike some of the Arthadan Lords) and thus remains greatly favored by the majority of Numeriadon's people.

6.3 THE DWARVES

Unlike either the Adan kingdom or the Grey Havens, the Dwarven political base is centered within the very heart of westernmost Eriador. Living within the Nan-i-Naugrim, the Children of Aule make their home in a state of guarded peace. Ironically, the political influence of the Dwarves is marginally lower than that of the Eldar. The Naugrim tendency to ignore or discount the worth of members of other races combines with outsiders' resentment of the Dwarvish dislike of strangers to create a functional isolation. The Dwarvish demeanor is typically distant, cold, or just downright rude. However, once a Man, Hobbit, or Elf gains the trust of a grim-faced Dwarf, he need never doubt his new friend's loyalty.

Throughout the Third Age, the Naugrim have maintained steady and cooperative relations with Amor and its remnants. While their views of the Elves remain mixed, they do retain a kindly opinion of the Lord of the Grey Havens himself. Many have said that Círdan's beard is the sole reason for this relationship. Nevertheless, whatever the cause, peace between the Elves and Dwarves in Numeriadon has remained constant.

THE EXILE OF DURIN'S HOUSE (T.A. 2791-2941)

The majority of the Dwarves who dwell in the Vale are descended from either Dwálin's Folk or Thrór's Tribe, the founders of Nogrod and Belegost. However, in the late Third Age, Durin's Folk suffer a number of awful tragedies. The coming of the Balrog, the War Between the Dwarves and Orcs, and finally the sacking of Erebor by Smaug the Golden force many of the First House to seek refuge throughout Endor. A sizable group arrived at the Nan-i-Naugrim below the ruins of the sister cities. Among them was Thorin Oakenshield, heir to the Kingdom under the Mountain. He and his folk dwelt long enough in the Blue Mountains to hollow out fair halls for their residence. Yet gold was scarce, and their vaults seemed mere hovels when compared to the magnificence of the palatial caverns beneath Erebor.

When Thráin, restless and discontented, departed for the East, Thorin became the leader of his people. For the next ninety-six years, the community thrived in harmony with the other tribes. Yet, creature comforts were not sufficient for the Dwarvish heart. Thorin and his people longed to return from their life in exile to their home beneath the Lonely Mountain. With the aid and blessing of Gandalf the Grey, Thorin and the most adventuresome and dissatisfied of his band set out from Numeriadon to Erebor. During their journey, at the advice of the Wizard, they stopped within the Shire to meet with a Hobbit named Bilbo Baggins. They asked him to accompany them, and complete their "lucky" number. The Company included Thorin Oakenshield, Balin, Dwalin, Kili, Fili, Bifur, Bofur, Bombur, Dori, Nori, Ori, Oin, Gloin, and of course the Hobbit Bilbo. The entire tale is told in the Red Book of Westmarch under the title *There and Back Again*.

The slaying of Smaug, and the return to Erebor marked the end of the Quest and the Dwarven Exile. Dain II was crowned King under the Mountain at Thorin's death, and Durin's Folk possessed a home once again.

6.4 PEOPLE OF NOTE

The most important of those individuals who either dwelt within Numeriadon or possessed significant influence upon the Wild lands during the Third Age are described below. While most play no direct part in the adventures detailed in *Rogues of the Borderlands*, all figure indirectly in the events that transpire.

6.41 CIRDAN

Lvl: 60.

Race: Sinda (Teleri).

Profession: Animist/Cleric.

Home: Falas, the Isle of Balar, (Third Age) the Grey Havens, later Aman. Aka: (S. "Ship Maker").

RM Stats: Co-96; SD-103; Ag-99; Me-106; Re-103; St-96; Qu-102; Pr-101; In-108; Em-98.

MERP Stats: Ag-99; Co-96; Ig-103; In-108; Pr-101; St-96. Appearance: 96.

Skill Bonuses: Climb80; Swim 136; Ride 101; Stalk/Hide86; Perception 106; Runes91; Staves/Wands80; Adrenal Moves60; Acrobatics80; Acting86; Administration105; Appraisal90; Architecture 115; Crafting136; Diplomacy100; Diving105; First Aid112; Fletching95; Foraging65; Leadership 136; Leather-working55; Mathematics91; Meditation 105; Music 100; Navigation 136; Public Speaking 113; Rope Mastery95; Sailing143; Seduction101; Signalling111; Singing95; Skiing80; Spell Mastery 105; Star-gazing; Stone Carving 118; Weather Watching129; Wood-carving 119.

The Lord of Mithlond (S. "Grey Havens") since the beginning of the Second Age, Cirdan was one of the wisest of all the Eldar. He was entrusted with Narya, the Ring of Fire and kept it until the arrival of the Istari in Endor (when he passed it on to Gandalf). He was a member of the White Council, whose other members include such noble figures as Queen Galadriel, Elrond, Saruman, and Gandalf. Certainly, the Shipwright is the most powerful of all of Numeriadon's people, and probably the best liked (with the exception of the Rivermen).

As the Lord of the Grey Havens, Cirdan supervised both civic activity, as well as construction of sea-going vessels. His vessels were among the finest ever built, resembling white birds dancing atop the waves. It was upon these vessels that many of the Eldar crossed the Sea into Aman. Indeed, the ships that carried the Ringbearers (including Cirdan) were of his design.

Cirdan was tall even for an Eldar, he towered at a height of 7'4". He also developed two unusual traits for Elves, taking on the appearance of one who is aged, and growing a flowing white beard. It is thought that this feature alone helped the Elven Lord in his relations with the Naugrim of the Vales.

CIRDAN'S PRINCIPAL ITEMS

Armor (Gaerennon) — (S. "Sea-armor"). A full suit of chain made from mithril and blue laen. It does not encumber the wearer (no penalties), and will float in water. It provides protection as AT Ch/16 with an additional DB modifier of +45.

Bracers (Ossanna) — (S. "Gift of Ossë"). Made from white eog and mithril, these items cast Alkar at will, act as a x8 PP multiplier for all realms, bestow a +30 bonus to all water-related maneuvers, and allows the use of Water Law to 50th and Liquid Alteration to 30th.

Sphere (Gaergil) — (S. "Sea Star"). A clear laen sphere (1' in diameter). It enables the wielder to cast Weather Mastery at 100th level (using the wielder's own PP) and supplies a +50 bonus to all Navigation rolls.

Ring (Sulrostur) — (S. "Master of Wind and Foam"). A simple mithril ring encrusted with a large star sapphire. It allows the wielder to independently control the winds in the sails of up to as many ships as the wielder's level, at a rate of 1 mph per level. The ships must be within sight.

Full Shield — An unencumbering item +35, floats in water.

War Hammer — Made from Ithilnaur, it is a +45 weapon and delivers additional Impact and Unbalancing crits; if the wielder parries with it, any weapon that strikes it receives a 30th level Weapon Slayer attack. This item floats in water.

Heavy Crossbow — An enchanted weapon +35, it floats in water, and may be fired every round without penalty.

NOTE: Cirdan held Narya, one of the Three Rings of Power, after Gil-galad gave it to him in the Second Age, and then passed it on to Gandalf in T.A. 1000. For more information see LOME I p.43.

CÍRDAN'S SPECIAL POWERS

Spells — 420 PP. x8 multiplier (3360 in total). Cirdan knows all Cleric and Animist base lists to 50th level, and all Open and Closed Channeling to 20th.

6.42 GALDOR

Lvl: 28.

Race: Sinda.

Profession: Animist

Home: Grey Havens.

RM Stats: Co-92; SD-101; Ag-90; Me-99; Re-100; St-84; Qu-94; Pr-97; In-101; Em-98.

MERP Stats: Ag-90; Co-92; Ig-100; In-101; Pr- 97; St-84. Appearance: 98.

Skill Bonuses: Climb120; Swim120; Ride65; Stalk/Hide 150; Perception 135; Runes100; Staves/Wands 100; Acting80; Administration60; Diplomacy80; Diving85; Fletching65; Leadership82; Leather-working45; Mathematics84; Meditation82; Music77; Navigation96; Public Speaking80; Sailing 116; Signalling91; Singing67; Star-gazing98; Weather Watching 102.

Galdor served Cirdan as his primary emissary and diplomat throughout the Third Age. He is among Mithlond's more notable Lords, and frequently represents the city throughout Eriador. He has a standing relationship with the Dwarves, although the Naugrim prefer speaking with the shipwright himself. He frequently travels through Numeriadore on his journeys to other lands. Cirdan chose Galdor to represent him at the Council of Elrond in T.A. 3018 to decide the fate of the One Ring.

GALDOR'S PRINCIPAL ITEMS

Armor—Made from the skin of a Sea Drake, it enables the wearer to swim as fast as he can run, and he may breathe underwater.

Glaive — A large mithril blade mounted upon a mallorn staff. x5 PP Channeling. It attacks as a polearm +25, acts as a normal shield and casts Sudden Light 4x per day.

Elven Cloak — Bestows a +50 bonus to all Stalking or Hiding Maneuvers.

Elven Boots — Allows wearer to move silently, gives +30 to all moving maneuvers. Wearer may cast up to 20PP/day from the Lofty Movements list to 10th.

GALDOR'S SPECIAL POWERS

Spells—84 PP. x5 multiplier. Knows all Animist base lists to 25th lvl, 12 Open and Closed Channeling lists to 20th.

Read LotR I 315, 327-28.

6.43 THRÁR III

Lvl: 21.

Race: Dwarf (Of Thrár's Tribe).

Profession: Warrior/ Fighter

Home: Moria, then Erebor, then the Nan-i-Naugrim in the Ered Luin. Aka: The Keeper, Lord Thrar, the Kind.

RM Stats: St-100; Qu-72; In-84; Pr-78; Ag-94; Co-98; Me-77; Re-80; SD-86.

MERP Stats: St-100; Ag-94; Co-98; Ig-79; It-84; Pr-78. Appearance: 82.

Skill Bonuses: Climb94; DTraps75; PLock67; Perc87; Rune65; Cave85; Chem60; Cra70; Gamb72; Med77; Smith 117; Stone71; Track75; Trad80; TrapB57.

Thrár III is a direct descendant of Thrár I, the founder of Nogrod in the Blue Mountains. Born in early T.A. 1554, he ruled the Dwarven communities from 1604 until his peaceful death in 1810. He was known throughout Numeriadore as "The Kind", reflecting his gentle disposition towards his people. His skills as a fighter, however, were far from gentle. He would often lead a small company to the northeastern borders of Arthedain, where they would hone their skills hunting Orcs.

During his reign, Thrár maintained cordial relations with Arthedain, and Lindon, while keeping an open road to Khazad-dum. He was regarded highly by the ruling King Bain (I), and trade flourished during this time.

THRÁR'S PRINCIPAL ITEMS

War Mattock (Erchmar) — (Kh. "Ore-crusher"). +40 Mithril with a Laen spike. May be wielded one-handed without penalty. If wielded with both hands x2 concussion hits. It is Of Slaying Orcs and Trolls, and delivers an additional Impact critical of one level less in severity.

Full Shield (Khazâd Teren) — (Kh. "Dwarf Protector"). +20 Mithril Shield, Unencumbering. Acts as a Wall Shield. Supplies the wielder with an additional +30 against all cold and fire based attacks.

Dragonhelm — Full Helm, +15 to all perception rolls. +25 to wearer's DB. Negates 40% of all head criticals.

Armor — +30 Mithril/ Eog chain hauberk. Encumbers as AT RL/9, protects as AT Pl/20.



6.44 THORIN II

Lvl: 27.

Race: Dwarf (of Durin's Folk).

Profession: Warrior/ Fighter.

Home: Erebor; later Dunland; later Ered Luin. Aka: Thorin Oakenshield.

RM Stats: St-92; Qu-88; Em-79; In-85; Pr-82; Ag-92; Co-91; Me-89; Re-86; SD-82.

MERP Stats: St-92; Ag-92; Co-91; Ig-87; It-85; Pr- 82. Appearance: 84.

Skill Bonuses: Climb84; DTrap86; PLock82; Perc79; Rune83; Cave84; Chem78; Cra73; Gamb74; Med79; Smith88; Stone82; Tracking83; Trad70; TrapB86.

Born in T. A. 2746, Thorin was the eldest son of King Thráin II. Twenty-four years later, he and his kindred were chased from the hold of Erebor by the great drake Smaug. His people fled to the bounds of Dunland where they stayed until 2790. The Battle of Azanulbizar marked the bloody end of the Dwarf-Orc war, after which the surviving members of Thráin's Folk journeyed to the Ered Luin. During this battle, Thorin earned the name "Oakenshield" by using the limb of an oak to beat away his foes' blows when he lost his shield. The exiles of Dunn's Folk were granted sanctuary in the Nan-i-Naугrim alongside the remnant's of two other great tribes. The long exile was begun with Thráin II at the helm.

Thorin's father disappeared fifty-five years later on a quest to Erebor. The Oakenshield was then crowned King in Exile. He ruled the small holding in the Ered Luin until its meagerness galled him beyond any equanimity. At last, in T.A. 2941, he resolved to journey east, cast down Smaug, and reclaim the Kingdom under the Mountain. With him went twelve other Dwarves. Much to Thorin's disgust, Gandalf suggested that an additional member be round out the Company to fourteen members. Though reluctant, Thorin decided to take the Wizard's suggestion and asked Bilbo Baggins to accompany them on their quest. (Bilbo was also recommended by Gandalf.) The choice worked to their benefit, since the timid Hobbit made the reclamation of Erebor possible.

Following the death of Smaug, Thorin and Company fought in the Battle of Five Armies, uniting Man, Elf, and Dwarf against a huge force of Orcs and Wolves. Though the Eagles turned the tide of the battle, Thorin was mortally wounded, and was buried with his Sword Orcrist and the legendary Arkenstone beneath Erebor.

THORIN'S PRINCIPAL ITEMS

Orcrist — (S. "Goblin-cleaver"). +30 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, the Orcrist was rescued from the den of Stone-trolls in Eriador by Thorin Oakenshield. Like its twin, Glamdring, the blade of the sword glows with a bright blue flame when Orcs or Trolls approach (dim within 1000', and very bright within 100'). Is Of Slaying Orcs and is considered holy. Fumbles only on an unmodified attack roll of 01.

Arkenstone — A gleaming white gem of unheard-of value, the Arkenstone was entombed with Thorin under Erebor in T.A. 2941.

NOTE: Both of the above items were acquired by Thorin in the Quest of Erebor in 2491.

6.45 ARTHOROTUR

Lvl: 42.

Race: Great Eagle.

Home: eyrie in the Ered Luin

Aka: The Mighty and Noble, the Lord of the Ered Luin, (S. "Noble Eagle-master").

Ruling the Kelvar of the western peaks with benevolent authority, Arthorotur is a distant cousin to Gwaihir, Windlord of the Misty Mountains. Truly an impressive sight, Arthorotur is among one of the largest Eagles remaining in Endor; his mighty wingspan spreads to span 50 feet. Although remaining aloof from the affairs of Numeriadur's people, the Lord of the Ered Luin is well known as the source for many a legend. Arthorotur's Eagles have occasionally interfered in the conflicts during the Second and Third Age, becoming involved in pushing back the forces of the Dark Lord in S.A. 1700. The second and final time came at the end of the Third Age in 3019, when Arthorotur and his company joined Gwaihir at the destruction of the One Ring in the fires of Orodruin.

Although his demeanor is haughty and arrogant, Arthorotur is a kind spirit. He and his kindred have been known to rescue hapless wanderers lost in the dangerous wilds of Numeriadur, setting them down in safety near a town or village. The Eagles are stuff of legends. Although rarely seen, they possess the respect of Numeriadur's educated folk.

7.0 TOWNS AND VILLAGES OF NUMERIADOR

Although Numeriadur is a vast and untamed land, a number of small villages are sprinkled across it. Many people, from all walks of life, dwell in these settlements.

7.1 THE MANNISH SETTLEMENTS

The Men are the most common of Numeriadur's races, and not surprisingly are found in most of the region's settlements. Although these vary in size from 50 to 1000 or more people, their structure remains very similar. All the towns possess a local Thain, appointed from the populous of the village by the King of Amor. The Thegn is technically treated as minor nobility, although many of Arthedain's lords refuse to acknowledge this. The title of Thegn becomes a hereditary title passed down along patriarchal lines. If a Thegn dies without a son, then the ruling King of Arnor (later Arthedain) appoints a new one. After the fall of Arthedain in T.A. 1975, the title of Thegn was absolved, and town councils sprang up in virtually all the settlements. The councils were differently named of course, bearing such interesting titles as the Wise Ones, Speakers of Arnor, the Elders, etc...

CULWIC (S. "HIMTIL")

One of the larger towns in Numeriadur, Culwic possesses a population just under 400 souls. It is home to the famous Two Waters, an inn of some renown. Located between the junction of the Malhir (S. "Golden-stream") and the Celebril (S. "Silver-brilliance"), the community is more peaceful than most. Its inhabitants are at once very conservative and quite friendly to outsiders; very little exists to upset their way of life. One of their best known visitors is an old Dwarven prospector who frequents the Two Waters.

Much of Culwic's business derives from its origin as a trading post. Trappers and hunters often stopped here to trade their wares for flour, firewood, clothing, or money. Since then, more profit has come to the town through small-scale lumber operations. A small mill is located upon the edge of the river, a quarter mile south of the town. A substantial portion of the population is employed either felling timber or laboring at the sawmill. Upstream from the mill, an elaborate chute system has been developed in order to transport the logs downriver to the saw.

The architecture and construction of the town's homes reflects the influence of the local business as well as responding to climatic

conditions. Each structure is built of wood and designed with sunken first floors to retain a large amount of heat during the frigid winter months, while allowing it to breathe and cool off during Numeriadur's blistering summers. Adjustable vents, awnings, shades, and sunwalls are but a few of the elements employed.

ERUIMAR (S. "THE LONELY HOME")

Placed at the foot of the Ramluin (S. "Blue-wall"), Eruimar sits below the easternmost point at which the foothills become the rocky crags of the Blue Mountains. Although Eruimar is named as such for its remote locale, finding the mountain village is not especially difficult. Mere distance creates its isolation rather than thick forest, a deep ravine, or even Elvish enchantments. Many a lost traveller has found his way back to safety by sighting Eruimar.

The hamlet itself possesses not more than thirty-five households, each a comfortable homestead surrounded by vegetable gardens outbuildings. Like Culwic, Eruimar was founded as a trading post for trappers and mountaineers. To this day, the village retains that role, any many a wild tale may be heard when these adventurous individuals come to visit. Although founded by the Dúnedain, the bulk of Eruimar's 150 people are of Riverman or Northman stock. This does, of course, create some difficulties with Arthedain's tax collectors.

The town is sustained by a handful of local farmers and herders who come to the Lonely Home to do business. A small stream named "Laughing Brook" trickles through the midst of the community. The rivulet is one of the many tributaries that feeds the Lhûn.

EREDIMAR

Often confused with Eruimar (above), the village of Eredimar (S. "Mountain Home") is some fifty miles southwest of the Lonely Home. Nestled within the vale of Imladorn (S. "The Wooded Vale"), Eredimar stands at the very foot of the Ered Luin (hence its name). Due to its isolation, Eredimar is no more than a small collection of houses with a population of less than 100 people. Nevertheless, it is noteworthy due to the wide variety of cultures contained therein. Hobbits, Dwarves, Elves, and Men have all made their homes within this village at one time or another. Additionally, the sulfur springs located in Eredimar's vicinity give the hamlet renown as a place of healing. Three well-kept hostels await the travellers that pass through, for news of Eredimar's picturesque beauty and health benefits reach the ears of many.

MILOME-I-TARMA (Q. "IN THE SHADOW OF THE MOUNTAINS")

The southernmost Mannish village in Numeriador, Milome-i-tarma is tucked nicely away atop a ridge overlooking the Elven port of Mithlond, some twenty-three miles distant. Many hunters and trappers reside here, as the town is actually built beneath a large overhang of rock. The overhang provides the town with protection from the winter's bitter cold and violent storms. Some of the homes in Milome-i-tarma are integrated wholly or partially into the base of the cliff. A small network of squarely carved tunnels make the town seem smaller than it really is.

Within the tunnels, a single spiral stairway travels up a natural chimney to the top of the cliff, some 600 feet above. Many songs have been written about the incredible and unobstructed view one obtains of the southern Lhûn valley from this vantage. In all, the elevation is nearly 6000 feet above sea level and the port of Mithlond.

Situated on the road running north from the Grey Havens along the base of the Ered Luin, Milome-i-Tarma serves as a point of trade between the urban population of the port city and the rural folk dwelling amidst the hills and forests of Numeriador. Timber, quarried rock, and rare herbs are exchanged for tools, weapons, fabrics, and the odd luxury item.

CARAS ELAIREN (S. "LAMPWATER TOWN")

Although located on the east of the Lhûn, Caras Elairnen is considered a part of Numeriador because it lies outside of the official Arthadan territories. It is the region's largest Mannish town, with a population of nearly 1500 people. Most of Numeriador's administrative concerns (with respect to Arthedain) are performed at Caras Elairnen. Many people who travel to the west bank, for whatever reason, pass through this town.

7.2 THE DWARVEN VALE

The bulk of the Dwarvish population of the Ered Luin is concentrated within fourteen holdings located in the Nan-i-Naugrim. They have remained unmarked upon the maps of Men and Elves because of their underground nature. These communities range in size from 70 individuals to over 1400. Each of the Dwarf-holds are of similar design and construction, with the exception of the two delvings excavated from the remains of Nogrod and Belegost. These two holds are named by the Elves in Mithlond as Noegrod (S. "Dwarf-dome") upon Nogrod and Telenaug (S. "The Last Dwarf") upon the remains of Belegost. The halls above the ruined cities have been restructured in the centuries since the downfall of Morgoth, and some adventuresome Dwarves have delved deep into the skeletons of the old delvings. The forges within the mountains can be smelled upon the air as a bittersweet tang of hot iron.

The entire Dwarven community of the Nan-i-Naugrim is ruled by a King whose lineage includes the blood of both Dwálin's Folk and Thrár's Tribe. In T.A. 1640, the King is Thrár III. The Dwarvish population throughout the Vale is no more than 7,200 individuals.

NOEGROD

As mentioned previously, Noegrod was excavated from the remains of Nogrod and is often called "new Nogrod". With a population of 1427 Naugrim, its people still retain the reputation of being among the finest weaponcrafters and armorsmiths in Endor. A single representative (descended from the House of Dwálin) of the King is responsible for governing Noegrod and serves as one of the King's most trusted advisors.

Expeditions have been launched into the caves below Noegrod to try and rediscover many of the old city's lost treasures. During one of the early forays into the flooded halls, the Dwarvish weapon Erchmar was found and appropriated as the symbol of the King's rulership.

TELENAUG

The largest of the holds in the Nan-i-Naugrim, Telenaug possesses a population of 1715 Dwarves. The King of the Vale rules from the throne room contained within its halls. Like Noegrod, the delving was excavated from the remains of what was once Belegost, and is frequently referred to as such. Though the forging complexes in the hold are masterful, their output falls short of the exquisite craft in Noegrod primarily due to the facilities. The mines below Telenaug were opened in T.A. 210, using some of the intact equipment that could be found below. A wide variety of materials are removed from beneath the hold daily, but they have never matched those found in Khazad-dûm.

7.3 THE ELVISH HAVENS

Within the bounds of Numeriador, there are two communities whose principal population is Elvish. The small hamlet of Galenros (S. "Green-spray") providing a haven to no more than forty-one individuals, and the great port-city of Mithlond (S. "Grey Havens") numbering in excess of 21,000 Elves. Although their populations are radically different, both their ideals and structure are remarkably similar. The Elves that live within Galenros consider themselves under the stewardship of Círdan and will answer to the administrative decisions of Mithlond.

GALENROS

Galenros was named for the river and waterfall beside which the haven was built. The water itself possesses a high concentration of copper oxide, leached from the mountains above, that gives the water a light green tint. Galenros' population consists primarily of herbalists and philosophers who have chosen to escape the larger communities in Lindon for quieter seclusion. They consider themselves a part of Lindon's society, yet remain separated from it. As mentioned before, the Elves rely on the Círdan's wisdom as exercised in Mithlond, nearly one hundred miles to the south. The haven itself possesses a representative who travels to Mithlond, to convey their concerns. No single kindred dominates Galenros, Sindar, Noldor, and Silvan Elves all dwelling side by side in an unusual harmony.

MITHLOND

Actually composed of the twin towns of Forlond and Harlond, on opposite sides of the Gulf of Lhûn, the Grey Havens together form the largest population center west of Tharbad. Certainly among one of the largest concentration of Elves in Endor (next to Lorien and northern Mirkwood), Mithlond beckons to all the Eldar as the gateway to Aman. All ships which sail across the sea depart from the Grey Havens. It was here that Gandalf and the Istari arrived in Endor, and it was here that the Ringbearers passed across the sea. Reputed to be among the most beautiful of the cities in Middle-earth, Mithlond has stood here since its founding at the beginning of the Second Age. An account in intricate detail covering the design and appearance of the Grey Havens would not be appropriate in this module, since the adventures provided focus on the events of the Wild Lands. However, look for a more complete description of Mithlond in future ICE releases.



8.0 THE LEGEND OF THE ICE CAVES

Among the foothills of the Blue Mountains, many tales of immense wealth and bottomless chasms are told by the local folk. Most of these are just legend, a mythical story to amuse the young children. Yet, some magnificent treasures do lie in the Ered Luin: the once-great Dwarven cities of Nogrod and Belegost and the gold coins, fist-sized gems, and enchanted swords lying in their flooded halls provide the mightiest of these myths. Other stories exist, but most are elaborate works of fiction spun in the imaginations of skilled bards. However, legends, no matter how tall or how imaginative, almost always possess some grain of truth...

8.1 OLD BÁIR'S TALE

Báir, an aged Dwarf originally from the Iron Hills far to the East, has lived and mined in Numeriadur for nearly seventy years. During the past decade, he has become a regular patron at the Two Waters. Once every two weeks the Dwarf makes the trip from his mountain hut down to Culwic. Once settled at a table in the inn with a tankard of ale, he amuses the villagers with exciting tales of the wild while displaying his latest finds. Most people regard the kindly old Dwarf with respect and enjoy his company when he comes to town. His cheery smile and hearty laugh set even the shyest at ease.

Recently, however, old Báir returned from the mountains in a much different mood. The venerable Dwarf neither smiled nor spoke when he entered the Inn that night. Nobody pressed him: something was clearly troubling him. After nearly a quarter of an hour of silence, Báir began to talk.

His initial words were so disjointed as to be complete nonsense. Phrases referring to his stone mountain hut, his wanderings through Eriador, and his coming to Numeriadur were discernable, but interspersed with long speeches in Khuzdul. References to the river and goldpanning led to more strident utterances concerning a mysterious cave and the Dwarvish legends of gold deep within it. These ravings subsided into mutters about phantoms and ghosts. When Báir at last fell silent again, the inn remained quiet. No one liked seeing the Naugrim like this. Clearly, old Báir needs someone's help, but no one has yet volunteered their aid...

8.2 THE NPCS

This adventure has several NPCs with whom the player characters will interact during the course of play. The following is a list of the major personalities the PCs will encounter.

OLD BÁIR

Báir has been prospecting in the crags of Numeriadur for nearly seventy years. The Dwarf was born in the Iron Hills far to the East, where he lived until he reached a young and adventurous fifty years of age. Leaving the Emyrn Engrin, he wandered throughout Endor exploring his people's roots and culture, and learning of their struggles in the past. He travelled alone, enjoying the company of others only during his brief visits to Mannish towns or Dwarven holds. He returned to the Iron Hills wiser, older, and somewhat saddened by decline he had witnessed among the Naugrim. The glorious days of old had truly passed. He spent the next decades immersed in military concerns, polishing his skills as a warrior and dreaming of the conquests that might restore his peoples' fortunes.

Many years later, when Báir was getting on in years, he awoke from his dreams of military glory. Wars would come and go, but the Dwarves required more than victory on the battlefield to achieve the stature they'd held in the Elder days. Báir didn't know what that might be, but he refused to cling any longer to his illusions. He left the Eryn Engrin once more, travelling to the Blue Mountains in the west. He built a stone hut, half-buried in the slope of the mountainside, and commenced leading the life of a hermit. His home was comfortable enough, but occasionally he felt that a visit to one of the local towns might be in order. Following several months of experimentation, Báir discovered the Two Waters located in Culwic and has confined his patronage to this establishment ever since.

Currently, the Dwarf's sunny temperament has suffered an eclipse. His brow remains furrowed with worry rather than laughter, and his tales of adventure and excitement have ceased. A few days ago, while panning for gold, he noticed that the water was murkier than usual. Something was happening upstream. The Dwarf decided to hike up the mountain river's banks to find the source of the trouble. He did not expect much, but he also had not travelled in this area for nearly fifty years.

After a day's walk into the mountains, Báir found a set of wagon tracks that lead both into and out of the river, the source of the murky water (now cleared). In the distance, he could see the entrance to a cave in the side of a cliff. Noting that the wagon seemed to be travelling toward the cave, Báir's curiosity increased.

Hiking to the cave's entrance proved to be a bit of a climb, but well within the old Dwarf's capabilities. Báir was disconcerted by the fact that the wagon tracks ended with no sign of either the wagon itself or any continuation of tracks farther along the way. He pressed forward to the cave and entered the shadowed maw to see what secrets the darkness held.

Thirty paces into the cave, he discovered the skeletal remains of a man. Persistence kept him moving forward. Then he saw the apparition that still keeps him awake by night. Bobbing in the darkness, a lantern swept towards him; no bearer carried it, and an eerie howl accompanied the floating light. Trembling with fear, the Dwarf's legs seemed like water for a long minute.

Báir fled the cave and tried to put the horror out of his mind. During the next two days, the Dwarf panned for gold and did not find a single grain. Instead, the vision of the bearerless lantern waivered behind his eyes. Prolonged, ghostly cries unlike any wolves ever heard in Numeriador and echoing creaks and groans bothered him at night. The forest no longer seemed to welcome him. The third morning he packed his bags and departed his hut for the Two Waters.

Báir is convinced that he has been cursed by a supernatural force within the cave. He wishes for help, but is too proud to ask for it. His tales of the cave ghost have scared most of the inhabitants of Culwic sufficiently to prevent any offers of aid. Silent and grim, Báir's brown eyes no longer sparkle the way they once did. For the first time since the venerable Dwarf started to frequent the Two Waters has he actually looked old.

Báir is a short, weathered Dwarf who stands a stout 4'5". He is very stocky and has graying hair. In his favorite style of dress, Báir wears a green knitted-wool sweater with a hood, a leather jacket, thick wool pants, and strong leather boots. Although he seldom uses it, the Dwarf often carries a large, ornately decorated steel warhammer (+15 magical).



TORENDRA, THE KEEPER OF THE TWO WATERS

Torendra is a middle-aged widow who has lived in Culwic for most of her life. She became the head innkeeper after her husband died two years ago of exposure. She is cheery, compassionate, and enjoys conversation with the travellers at her inn. She has known Báir since she first moved to Culwic as a bride twenty years ago. She and her husband became the proprietors of the Glutani when her father-in-law turned over ownership to them shortly after they arrived in the town.

Like Báir, Torendra is troubled, but for a different reason. In all the years that she has known the old Dwarf, she has never seen him like this. She wants to investigate the haunted cavern, but feels helpless to do so herself. It is Torendra who will ask someone to help restore the Dwarf to his former stalwart self.

Torendra is a tall but thin woman of both Riverman and Dúnadan descent. Her long raven hair is kept in a single braid that she wears over her right shoulder. She has blue eyes, and a gentle smile that makes the most weary traveller feel at home.

CARRADAR, LEADER OF THE BANDITS

Fleeing from a hangman's noose in Arthedain, Carradar and his bandits have come to the high reaches of Numeriador to seek their fortune. During their journey, they encountered an old prospector travelling to a cave on the edge of the mountains, a place reputed to have some quantities of gold within its depths. Carradar and his companions sacked the prospector's wagon and took it for themselves. They followed their stolen map to the cave, which they started exploring and mining only eight days ago. When the curious Báir discovered the site, the bandits decided to spare the old Dwarf's life, choosing to give him a fright rather than fight him.

Carradar, who had studied the magical arts in the past, put some of these skills to work to frighten off the intruder. The ploy worked, but the bandits had so much fun that they decided to continue scaring the Dwarf—even in his own home. After Báir left his stone hut for Culwic, the bandits returned to the cave to continue their work.

Carradar is a malicious and cruel man who likes nothing better than to harass and hinder innocent common folk. Standing a sinewy 5'7", he is of Dunlending descent. He favors dark grey clothing, and wears a broadsword on his left hip (+10 non magical). He has sandy brown hair and hazel eyes. Despite his ordinary appearance, his manner possesses sufficient menace to dominate the bandits who follow him. A very rowdy group, these men are obnoxious, rebellious, and dangerous. They follow their leader's orders, but more out of fear than respect. If overwhelmed, the bandits will probably flee deep into the cave, returning for revenge on the PCs at a later time.

OTERICS

Not an overly bright individual, Oterics is Carradar's right-hand man. The Northman's burly build and apparent lack of higher thought processes make him an ideal body guard. He is unusually strong, and wields a large battleaxe (+10 nonmagical). He is wanted in Arthedain on a murder charge for which he faces a penalty of death. Although innocent (the deed was in self defense) he fled with Carradar before the trial, condemning himself to death by inadvertently admitting his guilt. Carradar uses this to his advantage. Oterics stands 6'3" and weighs nearly 260 pounds; he has long, dark hair.

IRURN

Irum, to put it nicely, is a man who never plays fair. He is sneaky, underhanded, determined, and obnoxious. Although he does not face a prison charge, Irum is a friend of Carradar's and almost always attempts to outdo his companion. He is short (5'2"), thin, sports greasy-black hair, little beads for eyes, and the disposition of a packrat. He is the best sneak of the group.

WINTILA

A bom con-man, Wintila is wanted by four of the Arthadan Great Houses for thievery and fraud. He considers himself a professional, but tends to be a little careless. Almost as tall as Oterics at 6'1", Wintila does not possess the same kind of bulk that the big warrior boasts.

HINREL

The youngest of the group, Hinrel was a street urchin in Fomost for most of his life. He met Carradar several years ago and fled with him after getting into more trouble than he could handle. He has formed a friendship with Irum and constantly tries to "outsneak" his companion. Hinrel is a superb pickpocket, and can move around unseen as easily as Irum. Standing 5'3", Hinrel is only fifteen years old, but possesses a dangerous mean streak.

REGÛK

Easily the homliest of the bandits, Regûk is a Half-ore who can pass for an ugly human. He is a skilled warrior and an excellent tracker. Regûk's nose brought the group onto the trail of the wagon and then to the cave itself. The bandits enjoy the Half-ore's company despite his disgusting habits. He stands 5'7" and carries a Dúnadan broadsword (+5 magical) alongside an Orcish dagger.

BRUG

Like Oterics, Brug is a trained warrior whose thoughts frequently misfire. He is not as large as the Northman, but makes up for this deficiency through sheer stupidity. He stands 5'10".

EGULË

Always a tactician, Egulë is a personal friend of Carradar and advises him, whether the advice is desired or not, on all the bandit band's activities. The other bandits find this trait annoying, but Carradar's respect for the small man keeps the others in line.

GOL MAKOV

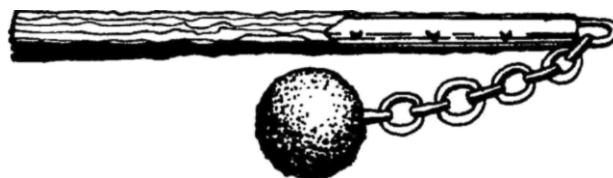
Once a member of the Sagath Easterling tribe of Rhovanion, Gol Makov abandoned his post when his company was run down by a group of Eothraim (Rohir) warriors nearly two years ago. He has been wandering ever since, and has fallen into some unsavory company (Carradar's band). He is not very skilled in Westron, and so relies on his companions to help him learn it. He is not by nature a malicious person, but mistakenly looks upon his companions as good fellows who have fallen on hard times.

EMENDIL

Fleeing from a dreadful misunderstanding in Cardolan, Emendil has taken up company with Carradar and proved to be a valuable ally. He is a trader by nature, but not entirely honest, preferring to swindle someone rather than perform a legitimate trade. He is of mixed Eriadorian origin, possessing some Adan and a trace of Eldar blood.

DEJYK

Like Gol Makov, Dejyk is a traveller from afar. He hails from the city of Tul Poac in Far Harad, but possesses a better understanding of Westron than his Easterling companion. As his grasp of the language increases, he is beginning to doubt the sincerity and sanity of Carradar. He keeps these suspicions to himself. He is considering leaving the band, and will honestly give himself up to the PCs if given the chance.



8.3 THE SETTING

THE TERRAIN

1. Culwic. A fairly small town, Culwic is heavily dependent upon the local logging industry. The town's original function was as a trading post, but it has developed several other avenues of productivity throughout the years. The town's landmark is the Two Waters, known for its hearty meals and frothy drink. Old Báir frequents the Glutani where the legend of the gold of the ice caves occasionally circulates among old timers.

2. Old Báir's Home. Set along the bank of the Malhir (lit. S. "Gold-flow"), Báir's home is typical of many prospector's dwellings in Numeriadore with one exception. His Dwarvish tastes dictate that he abide within halls of stone. The cottage is constructed of mortared stone, and situated so as to be half-buried in the hillside. At the the river, a small inlet has been dug into the bank, allowing the current to form a small pool. The Dwarf sifts through gravel here to find the small flecks of gold hidden among the rock and silt.

3. The Ice Caves. Not easily seen from any distance over one mile, the entrance to the cave appears as a large slit in the cliff side. Spotting the ice caves at distances greater than a mile should be a Hard (-10) perception roll, while the task becomes Easy (+20) within a mile. The cliff is primarily sedimentary rock, most of which is shale and slate, with small pockets of quartz sparsely splattered across its face.

THE ICE CAVES

From the river, the hike to the mouth of the caves is a steep one. Have the PCs roll a Very Hard maneuver once to determine the amount of time that passes while climbing until they reach the cave mouth. Remember that the caves are constantly at the freezing level (that's why they are called Ice Caves). A small fire in the deeper caves, which can be smelled from the cave entrance (Medium (+0) perception roll), keeps the bandits warm.

1. Lower Slopes. A large quantity of loose rock spreads in the last remains of a slide, making moving up the steep incline into the cave an Extremely Hard, -30, moving maneuver.

2. Natural Steps. The shale in this area has eroded away in such a fashion that it resembles a wide set of uneven stairs. The rock is sturdy and offers an easy route into the cave mouth.

3. Cave Mouth. Shaped like a rough rectangle, the roof of the cave stands nearly one-hundred thirty feet above the highest natural step. A small ledge high on the cavern wall can be seen easily (a Light, +10, perception roll to spot). The bandits use this ledge as an observation platform.

4. Side Tunnel. Although the ceiling within the main tunnel is very high, a small sub-cave on the west side of the passage has a roof of no more than five feet. Anyone standing over five feet in height must duck, and is at a -10 penalty to any actions. A small, cramped passage leads down and away from this sub-cave, a Hard moving maneuver to wiggle through it. Individuals six feet or taller, and weighing more than 250 pounds, must make a successful Contortions roll (Hard) or be stuck within the passage's confines.

This passage leads downwards for about forty feet and arrives at a small natural chimney, Easy (+20) to climb. The chimney provides access to the ledge in the cave entrance over a hundred feet above. There is roughly four to five feet between the ledge and the ceiling of the cave. Most people who come up here prefer to lie upon their stomachs, minimizing the risk of falling to the sharp rocks below (+120HCr, Impact and Crush Crits).



5. Deeper Passage. Just beyond the side tunnel, the cavern levels out to a rough floor, partially coated with slick ice. An incline leads up to a narrower entrance and a large ice flow. Moving across the floor of the cave is Very Hard, -20, since the footing is not good, most of it ice. The ice flow has a rope attached to the wall beside it, as well as wet footholds. Climbing the flow is Hard (-10). In this part of the cave, a noticeable temperature drop can be felt. The warm dry air of the outside combines with the cool moist air of the cavern to create a fine mist. Looking toward the entrance, the mist can be seen as water droplets suspended in the air where the light from outside streams in. The temperature in this part of the cave is roughly 30-34 degrees Fahrenheit (-1 to +1 Celsius), consequently the mist creates the ice that coats the stones upon the floor.

6. Natural Ice Cavern. The ice here is 1-2' thick and forms a smooth surface across the floor of this large chamber. Moving across this flow is an Easy (+20) maneuver at a walking pace; moving more quickly is harder. Each higher pace adds two difficulty levels to the normal maneuver roll (i.e., a Dash, normally a Hard, becomes Extremely Hard). The ceiling ranges anywhere from 4' to 15', and will require anyone passing through to duck occasionally. The walls glitter in the lamplight due to ice crystals that have formed upon them.

7. Side Passage. Extremely Hard (-30) to spot, this passage looks like a dark spot in the ice, until it is closely scrutinized. The tunnel slopes steeply down into an ice lined passage. Several pitons have been imbedded in both the walls and the ice to facilitate movement. If one does not use the pitons, one must make an Absurd climbing maneuver or slide down this natural tube. Even using the pitons remains a Very Hard task. The tunnel leads sixty feet horizontally and thirty feet downwards to a small chamber. The walls have ice crystals upon them, but the floor has been cleared of ice. A small circle of stones outlines a constantly burning fire, which is often surrounded by several bandits. Water can be heard rushing in the distance.

Most of the bandit's gear is stored within this cavern, including picks and shovels, lanterns, several weeks of food supplies, and a small sack of mined gold (10gp worth).

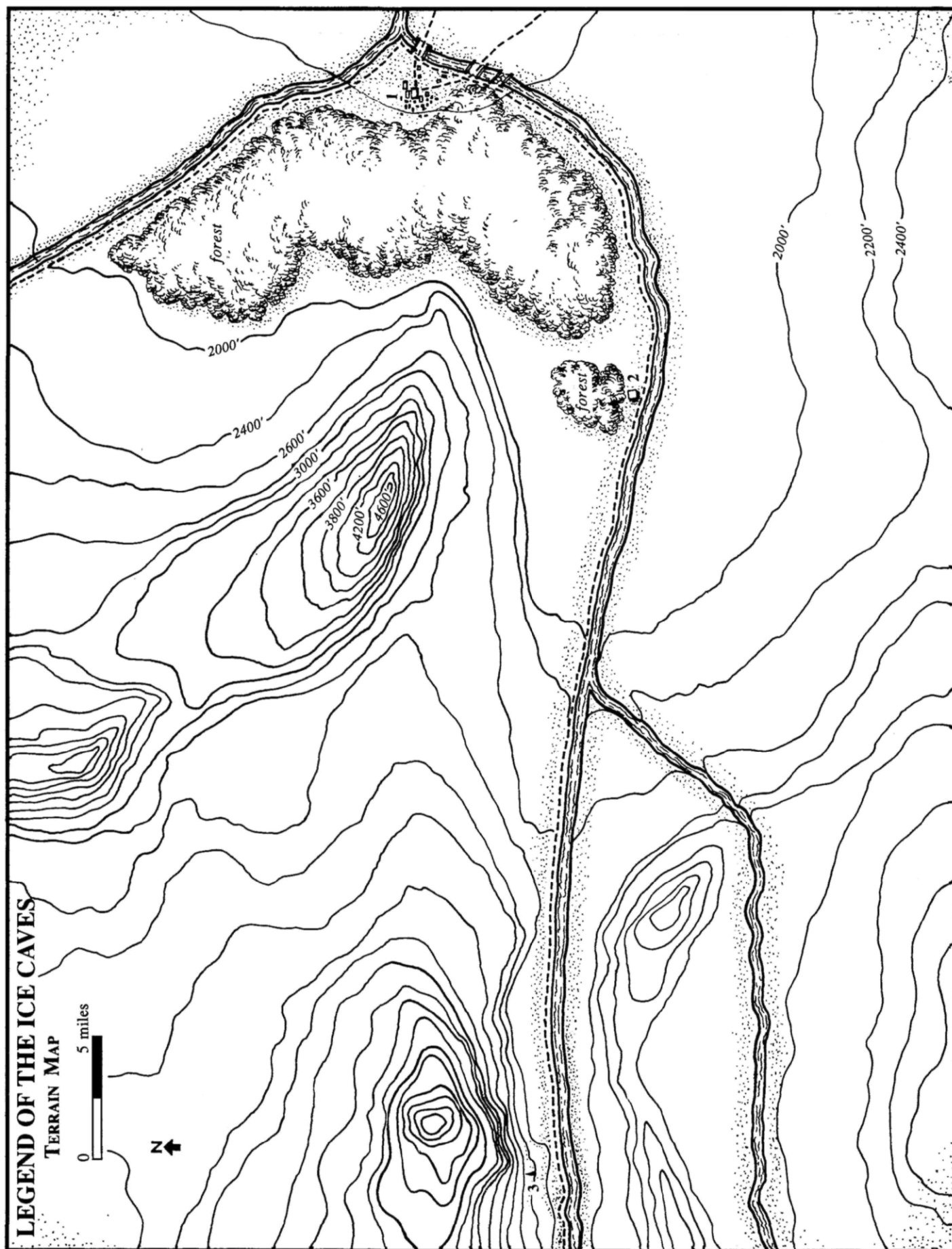
8. Spring. The passage from the isolated room leads to a small fissure with a cold spring. Although ice crystals no longer adorn the walls at this point, the mist from one's breath is still readily seen.

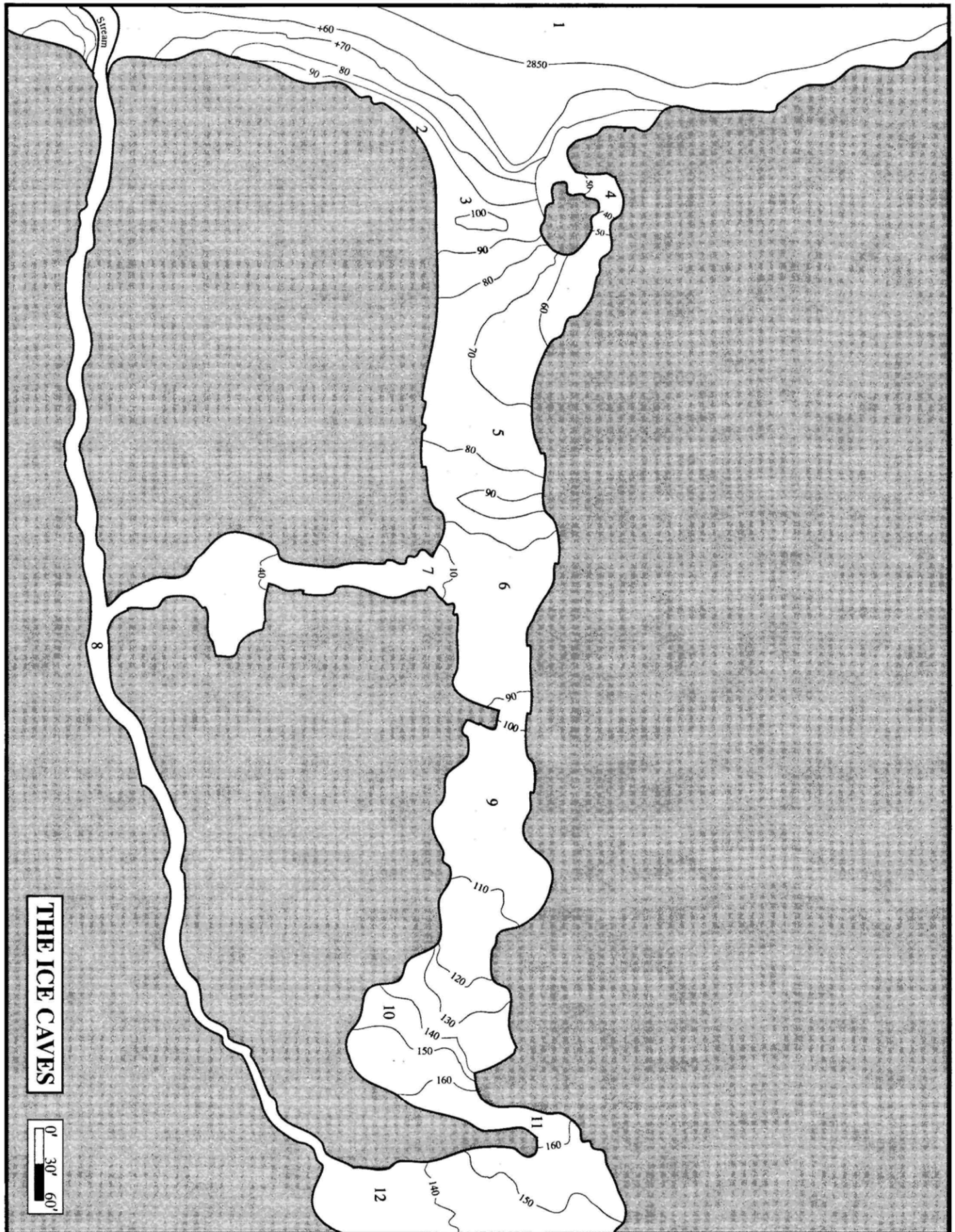
9. Sloping Cavern. The ice flow begins to turn upward in a few ice stalagmites and stalactites around the room. Although the incline is not steep, it can be cumbersome to walk upon. Consider, it a Medium maneuver, with any movement faster than a walk one degree harder for each pace increase (i.e., a Dash would be an Absurd maneuver). Footholds are available, but do not make the task of moving any easier.

10. Steep Cavern. The ground within this cavern slopes up at a fairly sharp angle. Ascending the slope is complicated by a layer of ice two to three feet thick. Pitons have been placed along the walls, as well as good footholds and a strong rope. Climbing the slope while using the rope should be considered a Medium maneuver; any other method should be at least an Extremely Hard maneuver. Toward the top of the chamber, the ice becomes much thinner and finally gives way to exposed earth. Several springs can be heard flowing under the ice here, since this is the primary source of water for the ice in these caverns.

11. Curving Passage. Free from the smooth covering of ice, the ground in this sloped hall is very rough. The air is much colder than that in the iced passages, since the layer of ice acts as an insulator for the air above it. The temperatures hover at 0 to 10 Fahrenheit (-18 to -12 Celsius). (These measurements reflect both summer and winter temperatures, although those of winter may be one or two Celsius degrees cooler). A successful Hard (-10) Caving roll or Easy (+20) Stone Lore roll will identify the numerous streaks of white along the hall as quartz. Identifying this, in turn, will reveal the possibility of gold within the walls of this cave.

12. Cavern of Gold. Numerous picks and shovels are scattered throughout this frigid cave. The bandits try to keep a fire burning near the fissure, but ventilation is poor. The smoke frequently obscures vision and makes breathing difficult. The end of the cavern holds a wide vein of quartz with a noticeable streak of Mal (S. "Gold") running through it. The bandits stole the claim and killed its owner for this secret. It is proving to be more trouble than its worth, but the bandits persevere.





8.4 THE TASK

The players will be asked by Torendra to investigate the cave that has frightened Báir the Dwarf so much. Once there, their job will be to route out the bandits, while preserving their own skins.

8.41 STARTING THE PLAYERS

There are a number of ways that the adventurers can be started, but the most natural involves an encounter with old Báir's troubles firsthand. While travelling through Numeriador, they unknowingly make camp near the Dwarf's hut. When the phantom howls and eerie rasps and squeals (created by Carradar's mastery of the Essence, such as it is), begin for Báir's edification, the PCs will experience a similar degree of anxiety. Whether they meet the Dwarf that night and accompany him to Randrane or encounter him in the Glutani Inn when they themselves travel into town, the adventurers will possess a personal reason to investigate the haunted phenomena. After hearing the full story, including the episode in the ice caves, their interest should be high. However, Torendra the Innkeeper will approach the travellers and ask them to help ease the troubled Dwarf's mind by investigating the haunted cave about which he mutters.

An alternative exists if the PCs are native to the area themselves, coming either from the town itself or a nearby farm. They may know Báir personally and thus possess the motivations of friendship to explore the caves without prompting.

8.42 AIDS

Torendra can supply the players with additional food and clothing to protect them from the weather. Báir will be able to locate the cave entrance on a map, or give directions on how to get to the cave verbally. Certainly any regional knowledge of Numeriador picked up in their travels or from the inhabitants of Randrane will prove helpful in negotiating the rugged terrain.

8.43 OBSTACLES

The largest obstacle the PCs face is that of Carradar and his ten bandit companions within the ice caves. Numeriador's weather and terrain will necessarily also provide a respectable challenge. Within the ice caves, several natural hazards exist. Slick ice, low ceilings, and ice-covered rocks are but a few of the difficulties presented. The bandits have an advantage over the adventurers in that they have explored the cave and therefore can use its features to their advantage in a fight.



8.44 REWARDS

If the PCs overcome the bandits, they will find small veins of gold within the "haunted" cavern. If they wish, they could stay within the cave and mine the gold for themselves. It is tedious work, however, requiring a successful caving roll to break the material out of the rock. The PCs may extract an ounce of gold per eight hour period of work (3gp) worth.



An easier reward is available from the grateful Báir who will present the adventurers a token of his appreciation: a single gold nugget worth about 10gp. Additionally, Torendra will offer reluctant PCs 2 silver pieces each to investigate the cave and help the old Dwarf.

The largest reward will result if the PCs are successful in capturing one or all of the bandits and returning them to Arthedain. The bounties will vary, but the reward should be fairly substantial.

8.5 ENCOUNTERS

The wilds of Numeriador provide challenging encounters for any who travel through them, whether seeking adventure or not. Indigenous beasts and difficult terrain are among the perils present. But the most dangerous opponent, short of the bandits themselves, is the unpredictable weather of the region. The PCs may be forced to contend with violent storms, harsh winds, biting cold, or blistering heat. Equally likely is the scenario wherein they encounter nothing but a pleasant walk through the countryside.

THE BANDIT MINERS

Carradar is an intelligent, cunning, and thoroughly vicious individual. He is somewhat overconfident, but usually assesses a situation accurately. The PCs will not only have to contend with all ten of the bandits, but they must also face the Illusionist's spells. The bandits, if alerted to the presence of an intruder, will set up ambush positions throughout the caves. They will use their knowledge about the place to find the best places to hide, picking off the adventurers one by one if possible.

9.0 NO SENSE OF HUMOR

The harsh winters and brutal storms have a tempering effect upon the people of Numeriador. They are resourceful and tough, meeting emergencies with creative sangfroid. Since the Wild Lands are a crossover point for a several distinct cultures and people, they are accustomed as well to the unusual and the different.

Recently, however, the village of Eredimar has been plagued by several bizarre incidents. A prankster is loose in the community, and his sense of humour is grotesque at best. A young calf was spirited off a few nights ago, while several potentially lethal traps have been discovered in the local paths and fields. Normally, such awful devices would not be labeled as pranks, except for the fact that odd messages have been found near the sites. One trap involved a huge boulder attached to a pivot. When triggered by a trip wire, the massive rock swings down to smite anyone in its path. Crudely inscribed upon the stone (possibly in blood), a curious note read "Got ya!"

With one exception, most of the traps have been found and disarmed before wounding anyone. An adventuresome Hobbit, visiting Eredimar, was caught off-guard by one of these lethal jokes. He found himself with bruised ribs, a broken arm, and several minor fractures. Luckily Thoddo survived the experience and limped back to the village. He thought he caught a glimpse of the prankster, but nothing could be that big...

9.1 URBUTH, GRUD, AND WUMAG

Eredimar's troubles stem from two unusually intelligent Hill Trolls that have moved into the area. Urbuth and Grud have always possessed a morbid sense of humour, but only recently have they started to exploit it. These two are responsible for every single trap that has been found (or not found) in the vicinity of the village. They have done their best to remain unseen and have been surprisingly successful in their attempts (no one knows that the pranksters are Trolls). They are also responsible for the loss of the calf, which provided their dinner on the eve of its disappearance.

The two Trolls hold a belief that no joke is too far, no trap too vicious. The attitude has brought them trouble in the form of a huge Cave Troll named Wumag. One of the pair's first victims, Wumag has long since forgotten exactly what the joke was. Yet it angered him so much that he has followed Urbuth and Grud to exact his revenge upon them. Needless to say, Wumag did not find the prank amusing (he does not know what "funny" means). He spends considerable time musing about the violence he will do to the two Hill Trolls when he finds them.

9.2 THE NPCS

URBUTH, HILL TROLL

Urbuth, the older brother of Grud, introduced his sibling to the concept of humour several years ago. He is unbelievably smart for a Troll and has an unusual faculty for creative thinking. He discovered practical jokes by accident one night when his father stepped upon a Dwarvish shield (being used as a plate) and slipped. This first glimmer of laughter opened up an entirely new world for Urbuth, and soon it was more than shields being slipped upon. Since then, he and Grud have competed for new and ingenious ways to "get the other," and have grown quite proficient in the "art" of practical jokes. Urbuth's personal favorite is a trip wire (rope) that is attached to a large stone hanging from a branch above. When the trap is sprung, the stone drops onto the victim's head. Funny.

Urbuth is a fairly tall creature, standing 10'7" and weighing almost 1350 pounds. He wears a great cave-bear pelt with a half-barrel converted to act as a greave across his right shoulder and with a small skirt of chainmail hanging from it. He carries a massive club hewn from the trunk of tree felled by lightning (treat as +10 magical, does damage as per a flail—on a multiple crit, secondary criticals are Impact). He has a mane of scraggly brown hair (also unusual for Trolls) and mottled brown skin. His eyes are a deep brown with flecks of red.

GRUD, HILL TROLL

Grud is two years younger than Urbuth, but his sly mind devises tricks with an edge slightly sharper than those created by his brother. After being introduced to practical jokes, Grud has learned some interesting techniques in trap design (it was he that built the "got ya" trap). Grud discovered and learned the concept of hiding, and taught the skill to his older (and bigger) brother. He is an excellent sneak (really rare for

a Troll) and uses this ability often (much to his advantage). He enjoys playing little pranks on his brother, such as putting vegetables in his food (something Trolls find extremely disgusting).

Grud is somewhat shorter than his brother, standing 10'1" and weighing in at 950 pounds. He is light and swift on his feet and carries a wide-bladed sword which he wields in one hand (treat as a two-handed sword, +5 nonmagic). He wears a large leather jacket, thick wool pants, and homemade fur boots. (He is rather well-dressed for a Troll.)





WUMAG, CAVE TROLL

The monstrous Wumag was one of the Hill Troll brothers' earliest victims and has followed them down into the foothills from his mountain home. His name derives from the unintelligible bellow he yells before attempting (and usually succeeding) to smear his victim across his massive axe. The syllables come out sounding like "wu-MAG!!!", which is his attempt to say "you mash!". Naturally, most foes attempt to flee the deformed Troll upon hearing his battle cry. Despite his apparent lack of intelligence, Wumag still searches for a cave each morning before the rays of the sun can turn his flesh to stone.

The Cave Troll has every intention of turning Urbuth and Grud into paste, but he has forgotten what they look like. His solution is simple: kill everything he comes across just in case. He is exceptionally slow on the uptake and can easily be fooled. He understands sufficient Westron to get the gist of what a speaker of that tongue is saying, but usually ignores their words nonetheless. Wumag firmly believes in listening to people after he has eaten them. The Cave Troll will recognize Urbuth and Grud when and if he finally does encounter them.

Wumag stands an unbelievable 16'4" tall. He suffers from a kind of Trollish giantism — the result of a curse afflicting his person when he stumbled upon the huge cavern in the mountains (not the temporary cave where he shelters while tracking the Hill Trolls) that serves as his home. Originally a dragon's lair, the empty cave held one relic of drake-treasure, a copper goblet set with malachite and mother-of-pearl. Like the rest of the dispersed hoard, the primitive chalice bore the dragon's dying curse. From the moment

Wumag claimed it, he began to grow steadily larger. Unfortunately, his incredible size has several drawbacks. He is rather slow and a cumbersome mover, making him an easy target (double Quickness/Agility bonuses of his foes). And his immense height makes it difficult for the Cave Troll to direct blows at extremely small enemies (-40 against anyone under 5', -20 against anyone under 7'). Despite these hindrances, Wumag's impressive strength and bulk (5322 pounds) enables him to put incredible force behind his attacks, each successful stroke delivering three times normal concussion hits. He has blackish gray hide, steel grey eyes, and reddish yellow teeth. He wears several cave bear pelts sewn together. He wields a massive but crude battle-axe, made from the trunk of a tree and a sharpened stone as its head. This weapon is VERY big, and delivers Impact criticals in addition to the slash or crush criticals when it hits. Even Wumag must wield this 150 pound beast with two hands (one-handed instills a -40 penalty).

THERGE, RIVERMAN HUNTER

Therge has always been a tight-lipped, secretive man. He believes in personal privacy and a right to live without others' interference or help. Recently, however, Therge has been combating his isolationist attitude in the interest of Eredimar's safety. Several days ago, he discovered the first of the pranksters traps and has spent all his time since locating the other traps. He has been quite open and informative to his neighbors when they met in Eredimar Hall to discuss the unknown perpetrator of the pranks. Old habits die hard though, and the Riverman has withheld the fact that he found a footprint in dried mud roughly two miles away from the village. The footprint was tremendous, being some 30 inches in length (Wumag's right foot). The discovery has the Riverman frightened and that feeling has prevented him from mentioning it. (He also does not believe that the footprint and the traps are connected.)

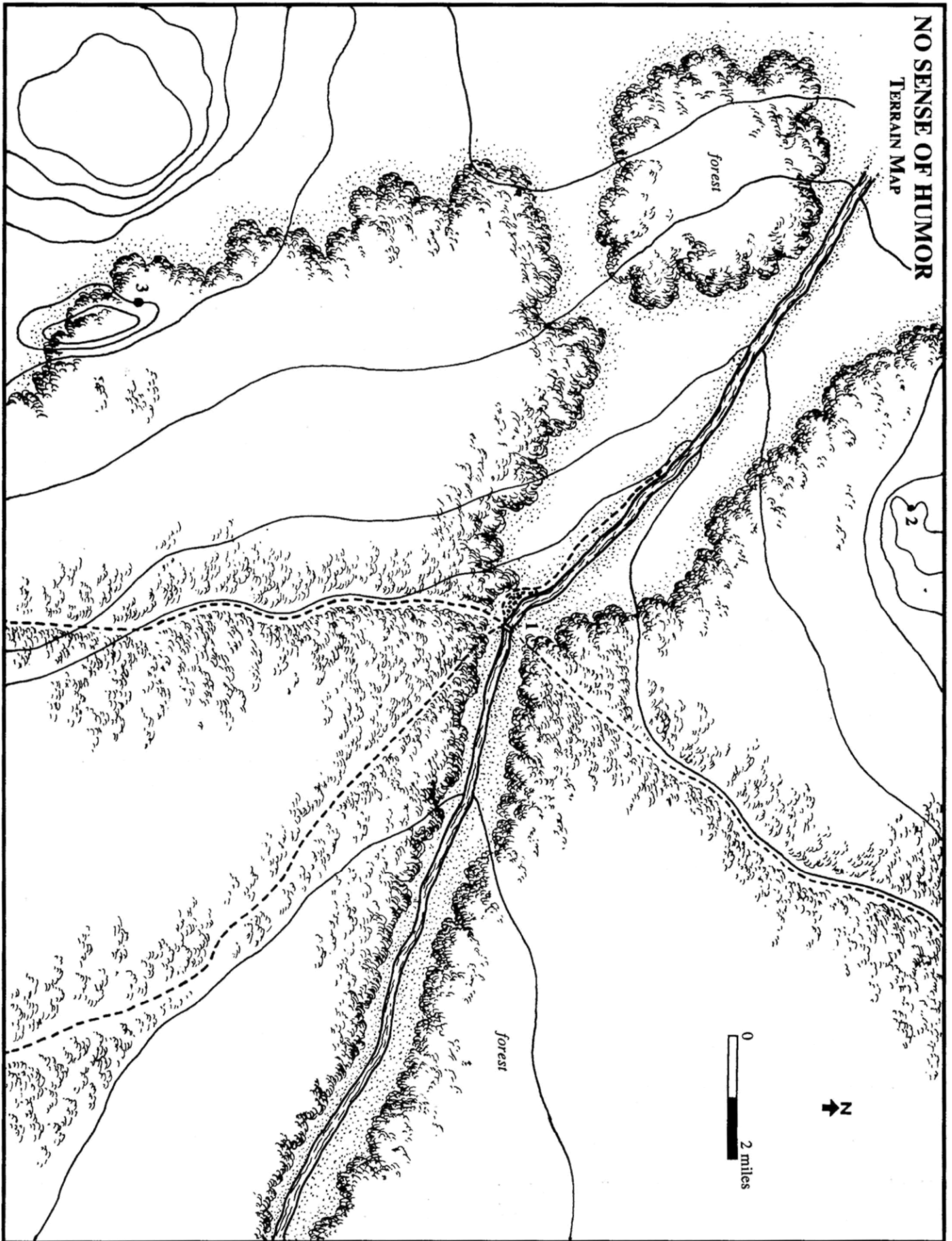
Despite his personal secrecy, Therge asks many questions of all he encounters in his wandering way of life. His sandy, shoulder-length, brown hair and brown eyes combine with his facial features make him appear a young man while he actually is pushing middle age. He stands 5'6" and is rather stocky. He favors forest and earthy shades for his clothing and carries a finely crafted bow (+15 longbow, magical) made in Annúminas before the fall of Amor.

THODDO PROUDFOOT, HOBBIT ADVENTURER

Originally hailing from Oatborton in the Shire, Master Proudfoot is an adventuresome Hobbit who decided to explore the other side of the Lhûn river this summer. Although it is rare for a Hobbit to think of travelling outside of the Shire, Thoddo seems to be an exception. He was unfortunate enough to be surprised by one of Grud's traps and has become somewhat vengeful. Until his arm and ribs heal, he will be staying in Eredimar Hall for a few weeks. Currently he is looking for clues as to the identity of the pranksters. While crawling back to the village, he caught a glimpse of Urbuth, but does not yet suspect that Trolls are behind his accident.

Thoddo is willing to pay money to the person who finds and stops the pranksters. Seeing a Hobbit in a cast and sling is a rather humorous sight. Although he has gotten used to it, he is resentful of anyone who jokes about it. The Halfling is of Fallohide descent and stands a short (for a Fallohide) 3'3" tall and weighs no more than 60 pounds. His small size can be deceptive, since he is skilled in the ways of scouting and is a crack shot with his shortbow (+5 nonmagic).

NOTE: Any individual over 6' must take a -20 penalty for hitting Thoddo because of his tiny size. If by some unusual circumstance Wumag actually meets and tries to hit Thoddo, the entire penalty to Wumag is -80.



9.3 THE SETTING

THE VICINITY OF EREDIMAR

Eredimar sits within the midst of the Imladorn (S. "Wooded Vale"). Urbuth, Grud, and Wumag all have lairs within seven miles of the village boundaries.

1. Eredimar. As mentioned before, Eredimar is a small village, but has a wide collection of Free Peoples within its confines. Imladorn river flows swiftly past the village, and provides excellent fishing. A large well supplies the town with cold and pure drinking water. The famous sulphur springs yield healing to pilgrims. The village is surrounded by a dense mass of mixed coniferous and deciduous trees. Tall grasses and short bushes fill the occasional clearing.

2. Hill Troll Brothers' Lair.

3. Wumag's Cave.

URBUTH'S AND GRUD'S LAIR.

Set into a cliff side just north of the village, the two brothers have spent time expanding the walls and smoothing out the floor of their cave. It is clean for a Troll hole, but still possesses the nauseating stench of burnt meat, rotting flesh, and dung. The brothers are proud of their lair and keep it guarded with several traps.

1. Entrance. A large rock is partially set apart from the cliff face. It looks as though part of the cliff had broken away, leaving two openings five feet wide. The inside face of the stone has been crudely worked by hand. During the daylight hours and when the Trolls are away from their hole, a couple of traps have been set up around the entrance.

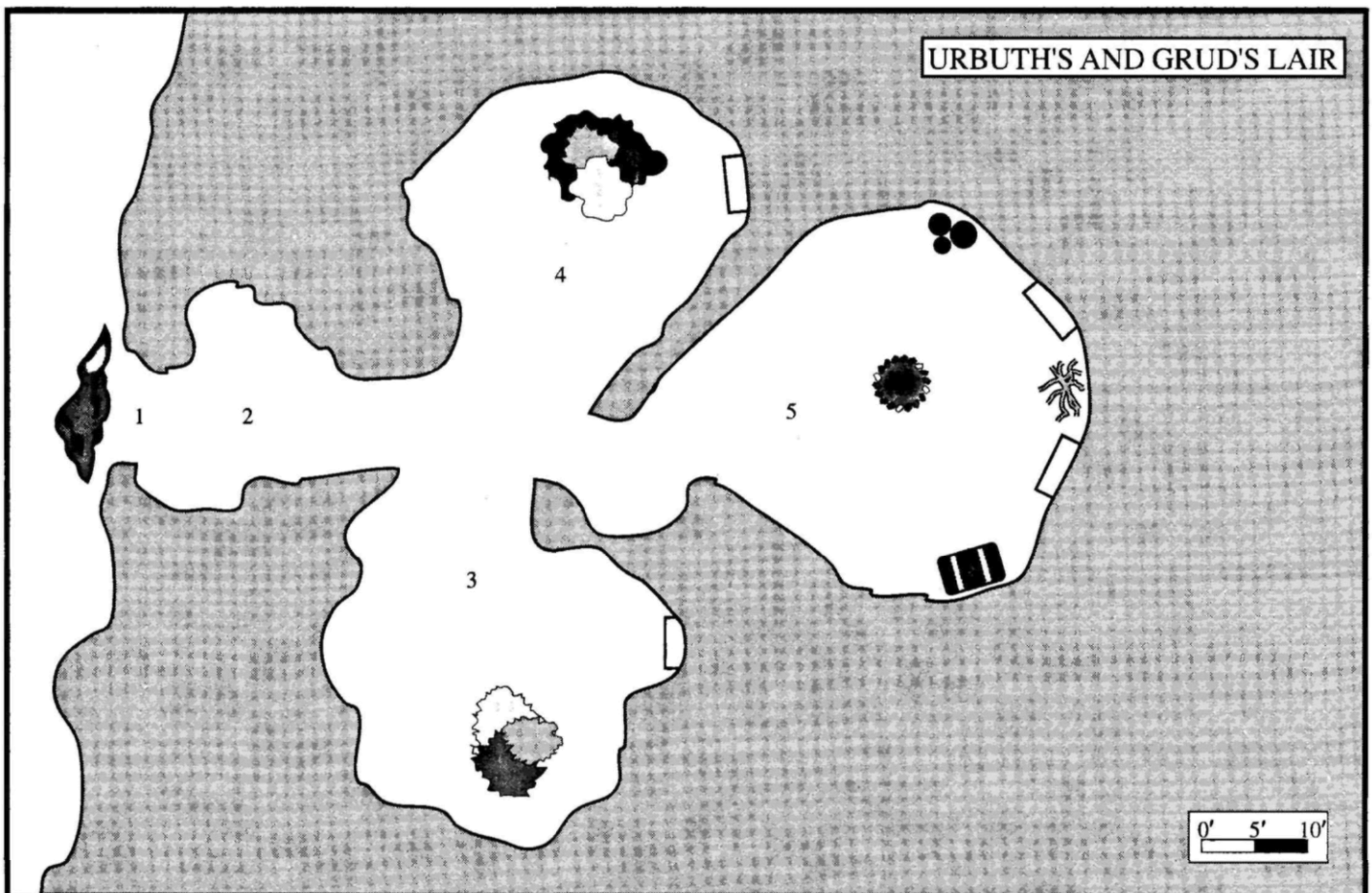
On the northern cave mouth, a rope has been stretched tightly across the entrance. This is set against a sharp rock, so that when anyone walks into the rope, the rock will sever it and set loose a

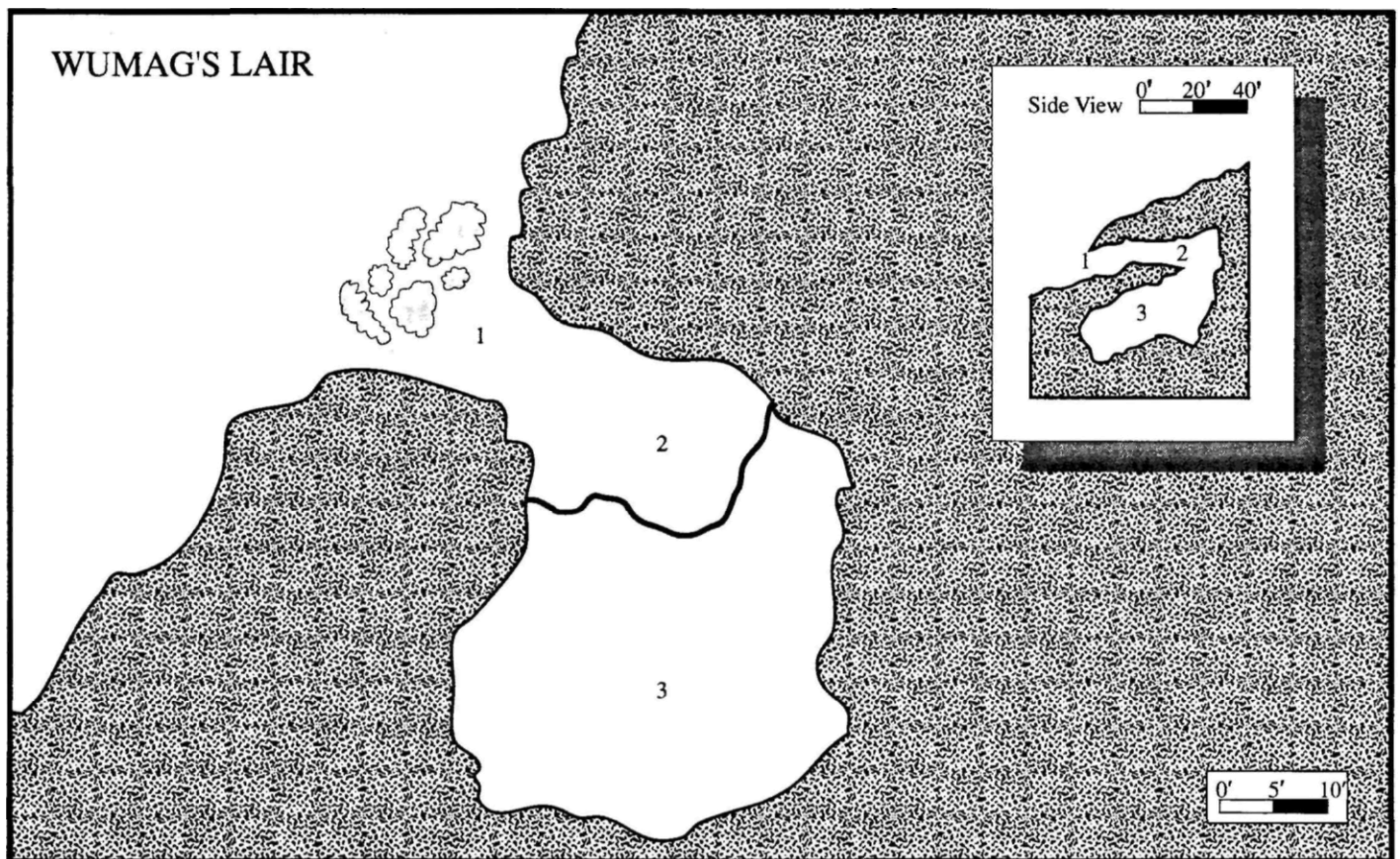
large pile of stones above. The trap is Easy (+20) to spot and Very Hard (+0) to disarm. Anyone who is caught by the trap must make an Extremely Hard (-30) moving maneuver to escape the shower of rocks coming down (consider the mass a +70LCr).

On the south entrance, a mechanism similar, but much harder to see is the trap trigger. A line of wire runs at 1' off the ground. When tripped or pulled, it sets loose a large log suspended by ropes within the ceiling to come swinging down, smiting anyone within its path. The trap is Medium (+0) to spot and Very Hard (-20) to disarm. When the trap is triggered, the victim must make a Very Hard (-20) moving maneuver to get out of the way (if he realizes that the attack is coming), or suffer a +80HBa.

2. Entry Hall. Urbuth and Grud like to refer to this room as their "foyer," since it is virtually empty. The surfaces are crudely worked, although a successful Medium (+0) caving roll will reveal that they are solid. The Hill Trolls took a great deal of care when working and carving the walls and floor, but lacked the skill or desire for any aesthetic beauty. The log used for the trap at the south entrance is suspended near the ceiling, on the north side of the cave. The top of cave is nearly thirty feet above the floor.

3. Urbuth's Room. The largest cavern within their lair, Urbuth's room offers a very comfortable-looking (albeit smelly) bed of bear and wolf furs. A small pile of bones rests beside the bed itself (mostly deer, wolf, or bear—no human remains). A wide shelf sits at the eastern end of the cave; it is loaded with jars labeled "jelly", "goodies", or "snacks", and spelled poorly. Within the jars is preserved the infamous Troll-jelly. Numerous extraneous body parts that were not eaten immediately were prepared as a jelly and canned. Most of these jars contain Troll-jelly made from the remains of captured wildlife, but one of them holds what is left of





an unlucky Riverman who the Trolls caught before they moved into the area. That jar is labeled "Man", and any non-Troll who even looks at the outside surface of the jar must make a RR versus a 2nd level nausea attack. Those that fail are at -10 to all actions for the next 1-10 rounds. If the jar is opened, the attack becomes 5th level, and the effects are -20 and last for 1-10 minutes.

Urbuth has also collected a wide selection of clubs to use as weapons. There are ten in a variety of designs and shapes stored here. Most are Troll-sized and weigh 10-20 pounds each. One of the smaller clubs is actually a staff, picked up by Urbuth from a wayward wanderer some years back. He realizes that this club is magic in some form, but does not understand its use. The staff is made from yew and is enchanted as a +5 spell adder, and can Spell Store 5x per day. However, the staff cannot hold more than fifteen levels of spell at any one time.

Urbuth has decorated the walls of his room with crude and sometimes gruesome displays of art. Recently, he put together a sculpture made of bone which occupies one nook. A tapestry, not of Trollish design, hangs near the piece. It is an Elvish weave, depicting the tragic and heroic story of Gil-galad and Elendil in the last days of the Second Age. The tapestry has been kept surprisingly clean, because Urbuth believes it to be magical in some way. The tapestry is a rare one and could fetch up to 75 gp in Mithlond.

4. Grud's Room. The chamber is not as neatly kept as the one occupied by Urbuth, but it possesses many of the same features. Smaller than Urbuth's room, it contains the same piles of cave bear furs and wolf pelts that function as his bed. There is also a shelf on the east wall on which sits the younger Troll's share of morbid jellies and snacks canned by the pair. If a jar labeled "Man" (the same unfortunate Riverman in the jars of Urbuth) is examined closely (see nausea, above), the examiner will find that a small pendant on a gold necklace rests amidst the preserved manflesh.

Anyone who is strong-stomached enough to pull the necklace out will find that it is a x2 channeling multiplier. The pendant is in the form of a gold bear.

Grud is a collector of swords, and like Urbuth, keeps his collection within his own room. The weapons are neatly laid in rows about the room. Two broadswords and one two-handed sword are crafted from steel and are +10 non-magic blades. Another more impressive weapon is a Corneledge, an Elven broadsword made early in the Second Age by the smiths of Lindon. It is a +20 holy weapon, made from the alloy Ithilnaur (S. "Moon-fire"), that slays Orcs and Trolls. Grud is edgy about this blade, but knows that it possesses strong enchantments. He will not let even his brother touch it.

5. Kitchen. The Troll brothers have constructed a large circular fire pit, over which to cook their food, in the center of this room. A large black stain upon the 20 foot high ceiling attests to the frequency with which this fireplace has been used. The way that the cave is shaped allows the smoke from the fire to escape to the outdoors rather than pooling at the ceiling. A large iron spit extends over the firepit, while three cauldrons of varying size rest on a trivet. A large pile of wood is stacked against the east wall, flanked by a pair of wide shelves. Resting upon the shelves are a number of clay pots, books (untouched, of course), and jars of Troll-jelly. The books contain accounts of Elven history books and were taken from a caravan several hundred years before (by the Troll's father). The tomes tell the story of Númenor and the war between Sauron and the Elves in the middle of the Second Age.

A large chest, closed and locked, squats on the southeast portion of the wall. It possesses markings linking it to Arthedain and Amor, dating back to before T.A. 1409. Within the chest lie several small sacks of money and three scroll cases. In all, there are 200 silver coins, 300 bronze, and 600 copper. The scrolls each possess

the Open Essence Lofty Bridge spell list to 10th lvl, the Closed Essence Rapid Ways list to 10th lvl, and the Illusionist Base Guises list to 10th (Light Law, if using MERP). A large Dúnadan helmet rests in the bottom of the chest, as does an extended chain vest of Númenórean design (AT Ch/14, +10 for quality).

WUMAG'S LAIR

South of Eredimar, Wumag has found a cave that suits his needs to be in the area on a temporary basis. For Wumag's size, the cave is a little cramped, but for protection against intruders and the sun, it is an excellent hold.

1. Entrance. Hidden behind a dense thicket of bushes, traces of Wumag's passing can easily be seen on the soil adjacent to his lair. Several bushes have been ripped from the ground and tossed aside, while the earth bears thirty inch footprints. The cave entrance is only nine feet in height, so Wumag must duck or crawl while passing through this crevice. The cave has quickly acquired the foul smell of Troll, since Wumag has been making an effort to match the nauseating stench of his own hole deep in the mountains.

2. The Ledge. The entrance passage leads forty feet directly into the cave to a wide ledge. Wumag has practiced getting in and out of his cave easily, despite the cramped passage (for Wumag, not for humans). The ledge overlooks a twenty foot drop into the area where the massive Troll sleeps. A few bones and scraps of rotting meat occupy the surface of this ledge.

3. Wumag's Sleeping Quarters. Beneath the ledge, at the lowest point in the cave, Wumag has piled several large boughs from trees to serve as his bed. Numerous bones of large creatures are scattered about the chamber, most of which are picked clean. Anyone who examines them will realize that the animals were eaten raw. Wumag does not bother with the formalities of cooking. Since this cave functions as the Cave Troll's temporary lair, it has not acquired the same wealth as that of the younger Hill Trolls.

9.4 THE TASK

Overall the players' task looks be much easier on paper than it is in reality. Initially, they will be offered a substantial cash reward to find the identity of the pranksters and apprehend them. The job seems simple enough: finding a joker should not be too hard, should it? Arresting them should be a snap!

9.41 STARTING THE PLAYERS

Although Eredimar is isolated, the town enjoys a reputation for the healing powers of its sulphur springs. The sick and elderly who can afford the journey flock to the health resort, putting up at any of the three hostels with access to the springs. The PCs might be there to bath wounds received in battle, to visit an ailing friend or relative, or to sell valuable but bulky (a problem for adventurers) treasures to the wealthy who frequent the community. Once in Eredimar, however, the players will learn of the mysterious prankster and his deadly traps. They will be approached by an infuriated and injured Hobbit (Thoddo) who will offer them a cash reward to find the identity of the menace.

9.42 AIDS

Both Thoddo and Therge will offer information regarding the prankster's tactics. Although the Riverman suspects that there is a Troll in the area, he does not connect it to the anonymous joker and will not reveal anything about it (unless pressed). Maps of the area are rare, but a single one can be found in the village's administrative buildings (not to be removed, of course). Other sources of help might come from Therge's tracking and scouting skills, while actual analysis of some of the dismantled traps might reveal something about their builder. A successful Very Hard(-20) Detect

Traps/Trap Building roll will indicate that they were constructed by a very large hand. Depending upon the success of the roll, the GM may specify the approximate height of the builder.

One of the greatest aids the players will have is that of the sun itself. All three of the Trolls will turn to solid stone if struck by the rays of daylight. This may be the only way to combat them effectively, since they are all exceedingly dangerous and brutal fighters. Beyond this, the PCs must rely on their own skills and prowess. Remember that Wumag is out for the pranksters rather than the adventurers, but he often has trouble distinguishing friend from foe. The Cave Troll does not like to take chances, so he favors the "mash now and check the bodies later" approach.

9.43 OBSTACLES

Numeriador's unpredictable weather and its wild beasts will provide distinct obstacles to the adventurers, but the deliberate malice of the three Trolls is the greater threat. One of the trio is probably the largest to ever walk Endor, while the other two are unusually smart and cunning. These adversaries are especially dangerous while the players do not know that the pranksters are Trolls, since their ignorance may lead them into melee. Single combat with a Troll (especially Wumag) is an exercise in both stupidity and futility. Their massive bulk, plus sheer strength, can easily overwhelm even the most skilled warriors.

Urbuth and Grud are very intelligent Hill Trolls; not only do they build traps and know some degree of subtlety, but each can read and write to a limited degree. Their feats of engineering are usually complex and well thought out, with many of their traps being as elaborate as some Mannish ones. For guidelines delineating the design of the traps, see section 9.5.

9.44 REWARDS

Defeating a single Troll is a reward in itself; defeating three such creatures, especially under the circumstances, constitutes a major achievement. The experience alone will be reward enough for the PCs, but Thoddo is offering the sum of 15 sp to anyone who finds the person responsible for the evil pranks. Additionally, the Hill Trolls do possess a number of coins, kept within their new lair. Finally, the gratitude felt by the citizens of Eredimar for the riddance of these awful terrors will express itself in a cash reward of 200 sp (Arthadan coinage) per head.

9.5 ENCOUNTERS

The players may encounter any number of creatures or people during the course of this adventure. Refer to section 12.0 for the Random Encounter Table. However, the following is a guide on how to run encounters with the three Trolls.

URBUTH'S AND GRUD'S TRAPS

Twisted is the only word that can truly describe the Troll brothers' morbid sense of humor. They like to build traps that are designed to maim their victims rather than kill them. The devices are ingenious, but not hard to spot (Medium, +0, perception roll). The Gamemaster can create the traps prepared by the two Hill Trolls by combining the elements listed below. If the pair has more time, they will set up more elaborate traps; otherwise, the two will rely on simpler devices that are easier to make ready. Each trap will be subtly different from the others, but there are a few characteristics that are common to all.

1. The traps utilize a "Bash" attack, usually involving a large stone or log set up to hit the victim with great force. Treat as a LBa with a bonus ranging anywhere from +50 to +90 (GM's discretion). A PC who makes a successful orientation roll after a trap is triggered may try and move out of the way (a Very Hard, -20, maneuver).

2. The traps all possess some kind of pivot or balance that will release the crushing element when triggered. A stone suspended in the air needs a rope to hold it — when the rope is broken, the rock falls. Boulders poised on the slope of a hill require braces to stay them — when the brace is removed, they roll down to crush any below. The possibilities are endless.

3. Each trap possesses some sort of crude writing. Clearly in Westron, it uses the Angerthas script and states some kind of punch line. The messages are crude (Trolls do not write well), and often say things like "Ha Ha", "Sucker", "Dwarf-lover", or "Elf-friend". These have no bearing on the outcome of the traps, but often add insult to injury.

WUMAG

Wumag stands over two heads higher than Urbuth and possesses the wits of stone. He is a good warrior, despite his immense size, and often uses his weight to his advantage. His massive battle-axe is unwieldy, yet devastating. Probably the most dangerous attribute belonging to Wumag is his one-track mind. The Cave Troll is obsessed with finding Urbuth and Grud to exact his revenge for the joke they played on him. Although he cannot remember the cruel trick, he is still intent on locating the Hill Trolls.

Due to Wumag's immense size, all PCs who see the gargantuan Cave Troll must make a RR versus a 4th level fear attack or flee in panic. Those who fail by more than 75+ are paralyzed with fright. If the adventurers are unfortunate enough to be the target of Wumag's anger, the level of the attack rises to 8th. Wumag is a stereotypical Cave Troll with few operating brain-cells, a big weapon, and a nasty temper. He will remember the two younger Trolls when he sees them, but will otherwise think that anyone he encounters are the pranksters. Perceptive players may notice his

obsession, and could turn it to their advantage. A fast talker may be able to convince Wumag that they are not the ones he seeks. Performing this task is Extremely Hard (-30), but not impossible. Remember that Wumag is likely bigger than any other Troll the adventurers may have seen before.

10.0 THE CELEGLIN BARROWS

It has been nearly six thousand years since the fall of Morgoth at the end of the First Age. Since then, the lands of Numeriadior have only once been assailed by the forces of darkness. Their inhabitants live in a watchful peace once again. The armies of the Witch-king remain perched upon the borders of Arthedain, waiting to strike a fatal blow to the Dúnadan court and bring the North under the sway of shadow. Numeriadior, though not upon the front lines, remains a strategic point of interest to the Lord of Morgul. Consequently, the Wraith-king constantly seeks ways to undermine the integrity and unity of the Numeriadiorim, attempting to bring them under his will.

10.1 THE TALE OF THE BURIAL MOUNDS

The plots of the Witch-king are numerous, intricate in detail, and much more subtle than his ongoing campaign against Arthedain. He has found that the use of spies and warriors whose allegiance to him remains secret prove to be effective against the common-folk. He has planted many of his own among the ungoverned lands of Cardolan and Rhudaur, while others roam the holdings of Arthedain and Dunland. Most of them are indistinguishable from any other of the Free Peoples, yet they possess a malice and cunning attributable to Angmar and the servants of Darkness. Occasionally, the Morgul-lord uses special persons that do not possess the restrictions experienced by mortals or the Eldar. As a Nazgûl, the Black Captain is the lord of the Undead and frequently uses creatures of the shadow world to accomplish his purposes...

GAURITHOTH'S MISTAKE

Gaurithoth was once a lieutenant in the private army of Er-Mûrazôr, the ambitious son of Tar-Ciryatan. The lieutenant was a vain man and, like his commander, jealous of Elvish immortality. He sought to extend his own life, to become immortal like the Elves. After Sauron brought the Black Prince under his tutelage for training, Gaurithoth (then called Arimûr), disillusioned by Er-Mûrazôr's departure, learned the Dark Arts through his own efforts. From the study of ancient texts, he mastered the archaic and evil magics that would preserve his youthful stature. It was during one of his experiments that the process went horribly wrong. The self-taught sorcerer was skilled, but Arimûr's impatience proved his undoing. He attempted to read a spell directly from the pages of a long-forgotten tome, and a simple mispronouncement twisted its results. Arimûr received exactly what he wanted: he would never die.

Unfortunately, his mantle of immortality was that of Undead. The lieutenant's black spirit survived the catastrophe to become hatred personified—a wraith. Unlike the Witch-king and his eight compatriots, Gaurithoth was born free of Sauron's will. Yet, his soul was filled with malice toward all living creatures. He roamed Endor, quietly blackening all that he touched. Seeking ever greater deeds of evil, the wraith fell under the sway of his former lord, now the Lord of the Nazgûl, early in the Third Age (T.A. 1075). He became a very secretive and trusted servant of the Angmarean Lord, and would act as one of his personal spies for the next several hundred years.



Recently, the Lord of Morgul engineered another scheme to undermine the confidence of the people of Endor. His plot would entail the Barrows of the Imlad Celeglin (S. "Valley of Silverglint") and the small Elven village of Galenros. Gaurithoth would implement his design.

THE ANIMATED CORPSE

Several days ago, some alarming and frightening events have occurred in the isolated Elven haven of Galenros. A single half-rotted corpse was found outside of the hamlet, while nightmares have invaded the dreams of the inhabitants. The body did not look as if it was deliberately placed, and there were no signs of it being dragged or dropped. The most plausible explanation suggests that the cadaver walked to where it was found.



The possibility has the entire community of Elves frightened. Although generally unworried by the presence of ghosts, the Eldar suspect the hand of the Witch-king in the animation of a buried corpse. If this theory proves correct, the events they fear may follow could easily outstrip the haven's resources to surmount them. Several options have been discussed, including abandoning their rural home. Obtaining outside help to solve the mystery of the walking corpse remains the most feasible.

THE WRAITH'S PLOT

Under orders from the Morgul-lord, Gaurithoth has come to Numeriador to find the spirits of the dead buried in the Wild Lands and corrupt them. He hopes to create an Undead army under his sway. The walking corpse resulted from Gaurithoth's first attempt (and failure) to begin his unholy battalion. He has taken up residence in the Imlad Celeglin, within the confines of the limited

chambers beneath one burial mound. Several Undead already awakened by his arts currently aid the wraith in his labors to complete the task. Yet it will still require several days to prepare for the necessary ceremonies.

The Celeglin Barrows are the resting place for many of Arnor's fallen men and date back to the end of the Second Age. These burial cairns are not used often, although some of Numeriador's Mannish groups still carry their companions' remains to the vale and lay them to rest. Several hundred lie buried here and provide Gaurithoth's primary target. He plans to raise their spirits, initially one-by-one, corrupting them and bringing each under his control. His power will grow as more spectres answer to his desires, enabling the wraith to pull others into his net more easily. The process will take several months, but already the dark presence of Gaurithoth has been felt. Once complete, Gaurithoth plans to raze the settlements of Numeriador before flying with his Undead army back to Angmar.

10.2 THE NPCS

Due to Galenros' isolated position, the adventurers will not meet a large number of NPCs. The ones that are most closely tied to the adventure are listed below.

GAURITHOTH THE ABHORRENT

Gaurithoth, once a Númenórean lieutenant named Arimûr in the Second Age, is now a spirit driven by rage and hate to fulfill the goals of an evil, cunning mind. The transformation into one of the Undead stripped Gaurithoth of the little compassion he experienced in life. He is dedicated to the Witch-king and his master, bound to their service by his own choice. He seeks at all times to inflict pain and suffering upon the living, while robbing them of life, freedom, and willpower.

To most mortals, the wraith resembles a dark mist with two points of burning fire for eyes. If one sees him as he appears in the world of shadows, his awful features inspire still greater terror. His flesh is deathly pale, clinging to transparent bones. His face is stretched into a horrid grimace, since his teeth have grown long and extended. His hair is long and gray, and his pale eyes are sallow.

NOTE: All those who see Gaurithoth must make an RR versus a 5th level fear spell. Those that fail flee in terror for 1-10 rounds, and anyone who fails by 75+ is paralyzed by fright for 1-5 rounds.

The wraith wears a deep black robe (+30 to hiding, +20 DB) and wields a blacksteel sword named Morhîth (S. "Black Mist"). The blade is a +25 Durang (Titanium) broadsword and casts Shadows 5x/day. A black mist constantly surrounds the weapon, halving all parrying attempts made against it. The mist is an extension of the Black Breath and delivers an extra Cold crit of two levels less severity. Under normal conditions, Gaurithoth is only visible by the blood red cloak that he wears and the normally sheathed blade upon his back. The cloak dates back to the his days as Arimûr and bears the insignia of his house on its folds.

PELINIMLOTH, ELVEN SEER

Pelinimloth is the founder of the Galenros community and a scholar of the natural world. Plants and animals as they exist in the wilds, undisturbed by the influences of civilization, comprise the core of his studies. He and several companions of like mind decided to live apart from both Lindon and Mithlond to enjoy the beauty of Endor free of the aesthetic manipulation exerted by the Eldar over their lands. Pelinimloth does, however, maintain contact with Cirdan the Shipwright to cooperate politically with the Elves of the Grey Havens.

The Seer grew quite worried when the animated corpse was found outside of Galenros. He attempted some auguries to discover the nature of the trouble, but saw merely inky darkness. While alarming, the vision was anything but directly informative. Something very wrong is happening. For the first time since the founding of Galenros at the end of the Second Age, Pelinimloth feels insecure and fears the unknown. Several of the Elves of Galenros have mentioned returning to Mithlond and possibly sailing to the West. As a Silvan Elf, Pelinimloth is reluctant to leave his beloved haven and hopes his friends will remain with him.

Pelinimloth is a rustic looking member of the Eldar. He is average in height at 6'4", but has a slender build. He carries a long slender staff with a Mithril/Gold cap in the form of a perched eagle (x3 Channeling, +15 magical). Around his neck hangs a pendant with a large, clearly polished crystal (enables him to read any manuscript, regardless of the language). He favors a loose, blue tunic, paired with white trousers and a dark blue cloak bearing an embroidered edge.

THE ELVES OF GALENROS

Although Galenros possesses a population of less than forty, the hamlet is rich with Eldar culture. Many of Lindon's lesser known (and a few well-known) philosophers dwell here because of its isolated and natural qualities. The Elvish inhabitants are an unusual group, since they both enjoy the company of visitors and regard them with distrust. More fun-loving than most, they pay little heed to the ways of the outside world and tend to frown upon it. Pelinimloth, as the haven's founder, visits Mithlond irregularly.

Variety abounds within the confines of the community, whose professions include rangers, hunters, seers, philosophers, and sages. All enjoy the ease with which they may immerse themselves within the natural world, more thoroughly appreciating the work of Yavanna and Oromë. The recent events have disrupted their lives of peace, and many are considering leaving the small haven. Others are not so willing to abandon their homes and support Pelinimloth's plan to seek outside help.

10.3 THE SETTING

CIRITH CELEGLIN

Although the mountains surrounding Galenros and Cirith Celeglin are not the highest in the Ered Luin, their rocky peaks can be seen from as far away as western Arthedain. Forests and grasslands are evenly mixed upon the mountains' rugged slopes.

- 1. Galenros.** Nestled beside a large waterfall, Galenros is a small, unusual Elven haven.
- 2. Cirith Celeglin.** Large quantities of quartz abound in the mountains surrounding this pass, providing the source of its name. During bright days (especially in winter), the exposed quartz reflects the light of the sun, giving it a silver-colored gleam. The vale is revered as magical by the Mannish folk of Numeriad, and was consequently the place chosen for burial in times past.

GALENROS

A small community built around a rushing waterfall near Cirith Celeglin, Galenros is Numeriad's only Elven community north of Mithlond. It is a small collection of sixteen structures that provide accommodation for forty-one Eldar. Their origins are mixed, being of Noldo, Sinda, and Silvan descent.

- 1. Pelinimloth's Abode.** Set above the waterfall, upon the east edge of the river. Pelinimloth dwells in the light-filled residence with his wife, Lady Sûl wen; his two sons, Anglas and Cûgalen; and his daughter Nimglîn. The structure serves as the haven's administration center, although meetings usually take place in the Grove near the foot of the falls.

- 2. The Falls.** The thundering of this waterfall can be heard from almost a half-mile away. From the top (17 feet wide) of the escarpment, the water plunges sixty feet into the pool below. The waters of this river are tinted pale green by the presence of copper from the mountains to the North. The haven's name is derived from these falls the Elves call the Galenros (S. "Green-spray"). Mists from the falls regularly drift through the community, moistening the gardens. The Galenros is a very pure river and provides drinking water for the Elves.

- 3. The Grove.** A small collection of trees encircling a wide stone slab set atop four boulders. Vines encircle the area, lending it a natural ambience. The Grove serves as a meeting hall, where all the members of the town participate.

- 4. The Bridge.** Made from preserved wood, this bridge (10 feet long) links the two sides of the haven together.

- 5. Orodriel's Abode.** Orodriel is a healer who grows numerous herbs in the garden behind her home. She is one of the region's best herbalists. Her garden contains even the rarest of western Eriador's herbs, grown in small quantities and harvested regularly.

THE CELEGLIN BARROWS.

A host of barrows occupy the Cirith Celeglin. They vary in size from elaborate Dúnadan mounds to graves marked by a small pile of rocks. In all, there are eleven Dúnadan burial sites and countless smaller cairns.

- 1. Gaurithoth's Mound.** Gaurithoth occupied this large barrow shortly after his arrival in Numeriad. He was successful in raising and corrupting its occupant to his own dark purpose.

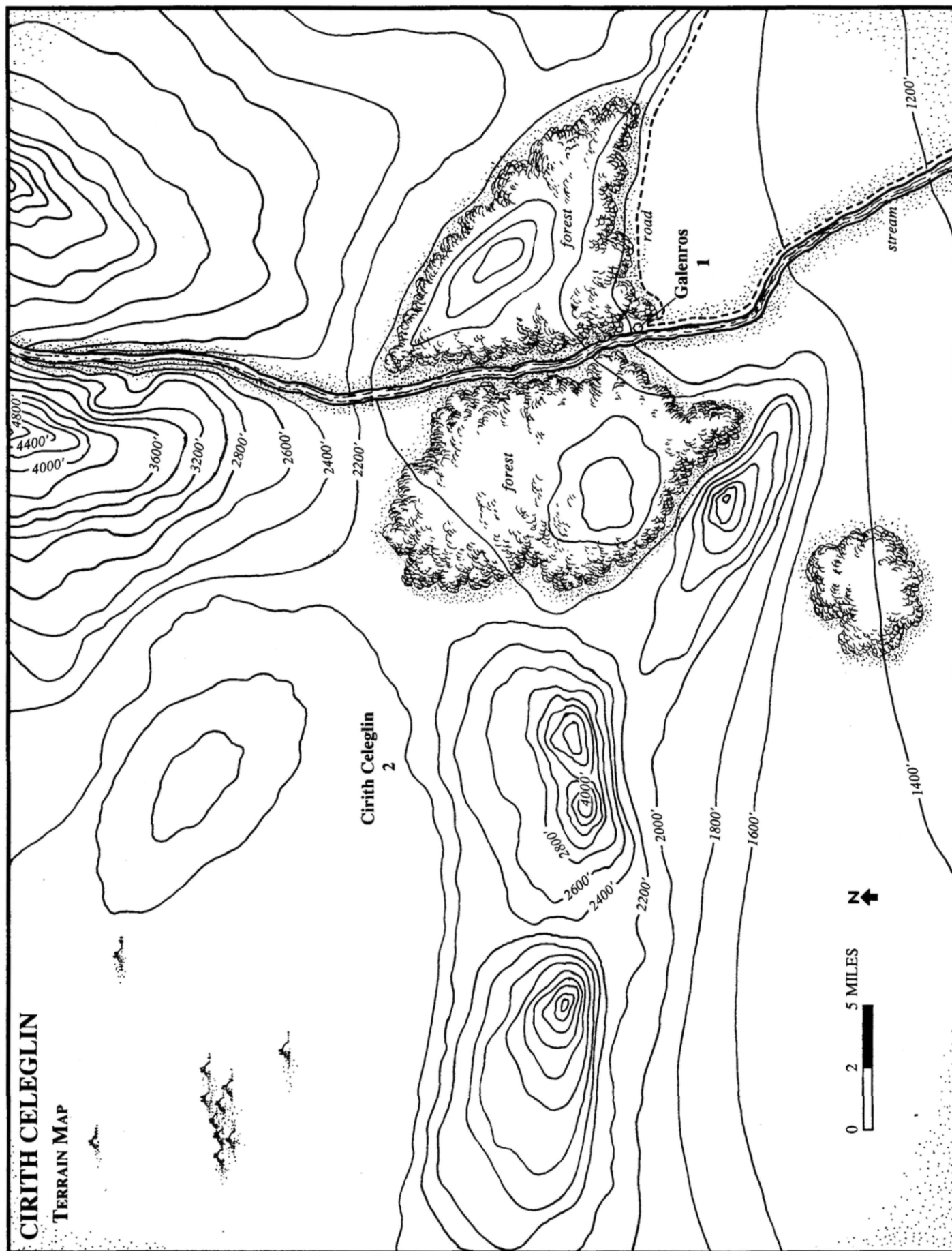
The barrow was erected in S.A. 3441 to bury a Dúnadan captain killed during the Last Alliance against Sauron. It is worn and aged, but its features remain distinguished after thousands of years. A large slab of stone on the exterior has been moved to expose a steep flight of stairs that lead into the depths of the mound.

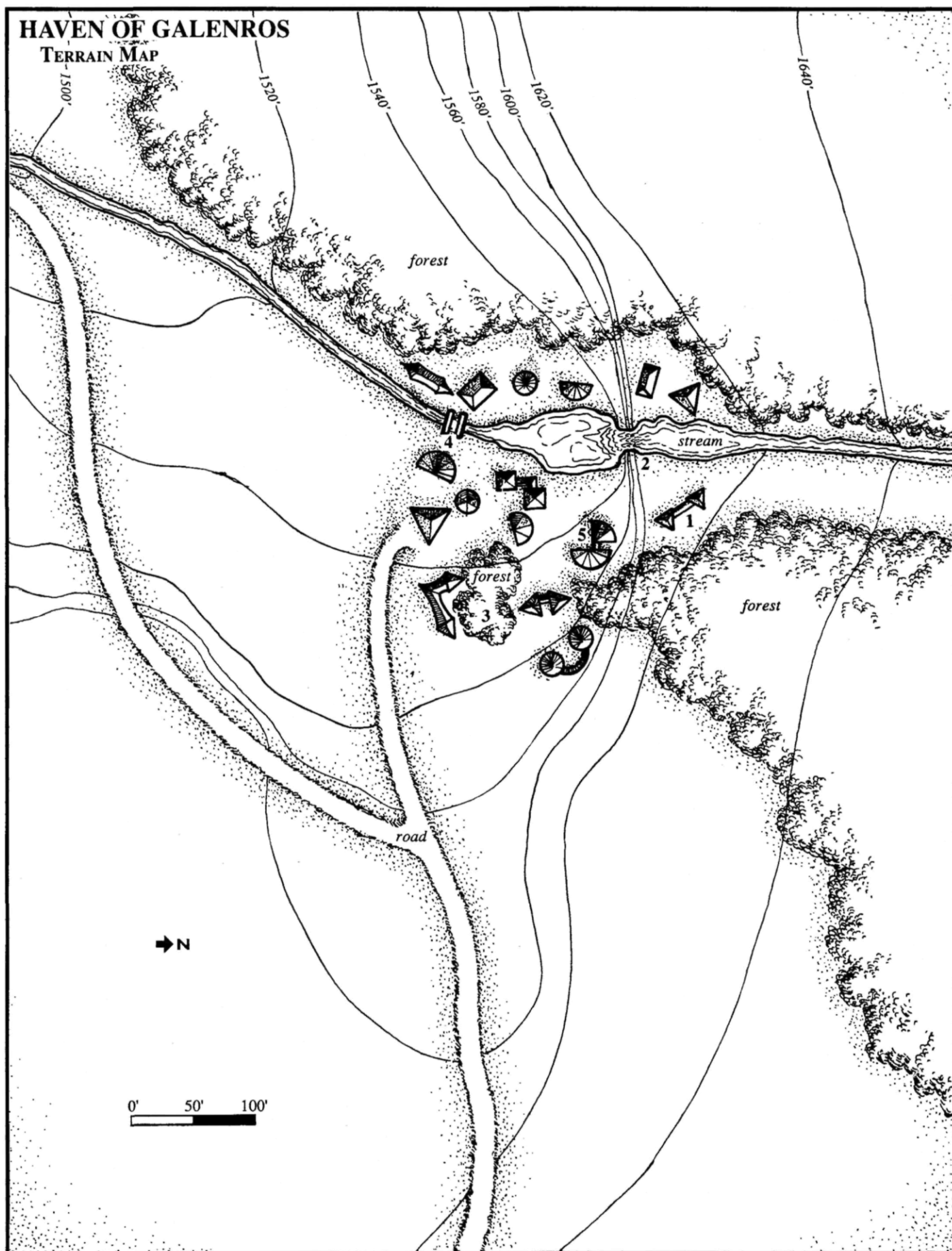
- 2. The Entry.** The floor of this tomb is made from mortared cobblestones cracked with age. Two doors without handles flank a pair of large, silver inlaid steel doors. Upon them are the symbols of Minas Anor and Osgiliath, encircled with ancient Fëanorean lettering (in Adûnaic) describing this ancient captain's duties and the events leading to his death. Erûdâmur was the warrior's name.

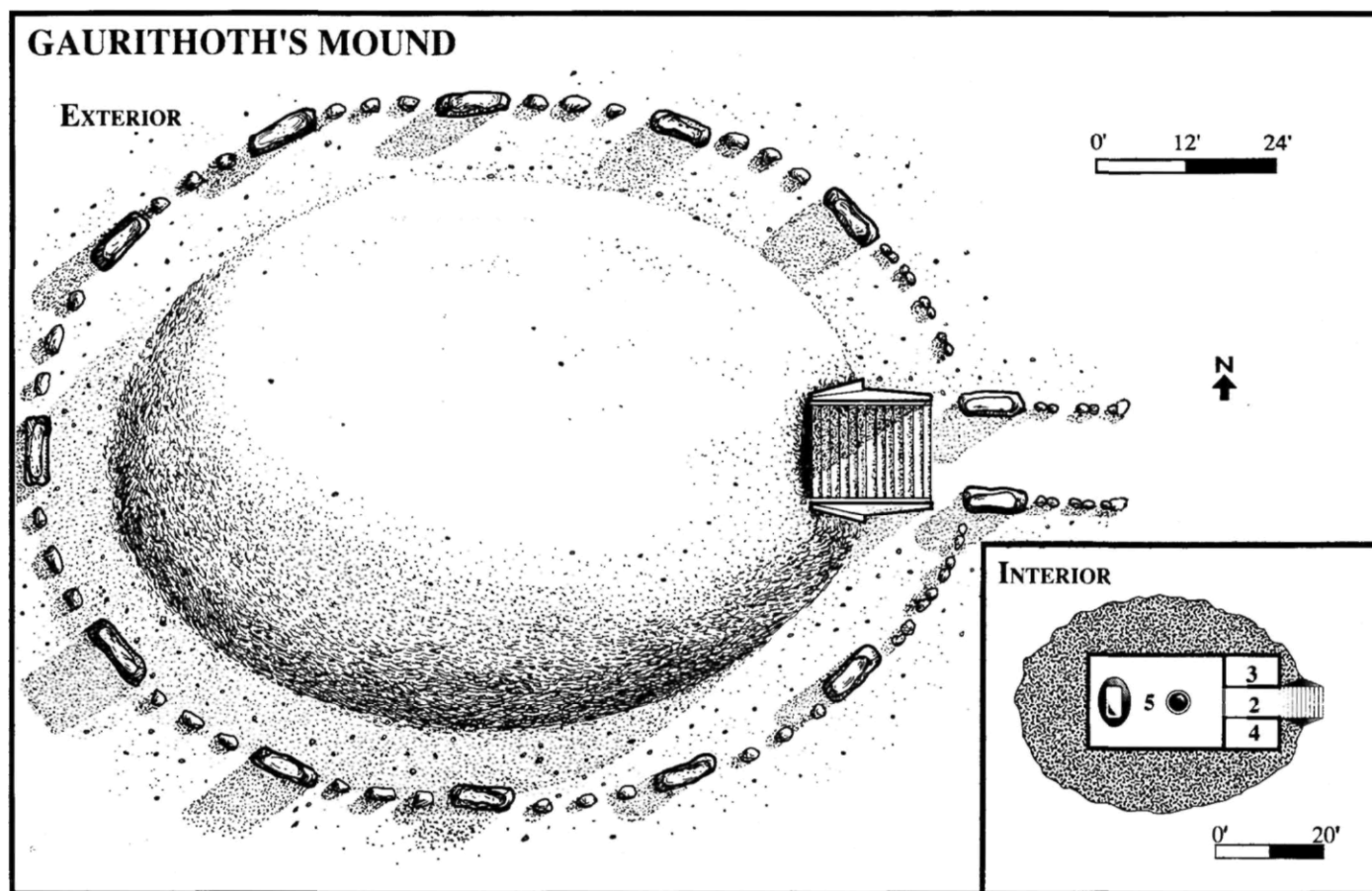
- 3. Room of Possessions.** When Erûdâmur was buried, many of the warrior's personal belongings were placed within the tomb with him. This chamber once contained books (long since decomposed), food, spices, and other similar items. A small chest set on the north wall holds a number of coins. There are twelve gold coins of ancient Amorian mint in perfect condition (value 5gp each); the others, however, have been so tarnished or corroded over the years as to make them valueless. A bag of copper coins has deteriorated so badly that the coins can only be removed in a single green lump. Several swords and shields have rusted beyond recognition, with the exception of a large two-handed blade (+15 magical, glows in the presence of Orcs 30'R).

- 4. Room of Gifts.** Several empty earthen jars stand at the edges of the chamber. They once contained spices and foods given to the fallen Erûdâmur. Four bottles of wine lie neatly in the southeast corner of the room and are the only remaining gifts (the rest have rotted away). These vintages were blended in Forithilien in S.A. 3302 and placed in the tomb along with the rest of the foodstuffs.

- 5. The Tomb.** The seal to the doors of the room have been broken. Upon the walls, the remains of several tapestries hang in varying stages of decay. A dry well, twenty feet deep, squats directly before the door. A large stone slab lies partially ajar, with the shape of a Lidless Eye painted upon its surface. A successful Light (+10) perception roll will reveal that this paint is new, applied only within the past couple of days.







Scattered upon the ground are bits of armor, a sword, and several bones. The disarray results from the ceremony Gaurithoth employs to call the spirit back to the site of its dead body and to restrain it under his domination. The armor remains well preserved, since it is enchanted (AT Ch/15, + 15 DB). The sword lies untouched upon the ground and was Erúdâmur's personal weapon. It is a +20 mithril blade, enabling the wielder to cast Light 20'R 5x/day. When Erúdâmur's spirit succumbed to Gaurithoth's designs, his ghost began to bear phantom weapons that are Evil counterparts of the weapons scattered about the room.

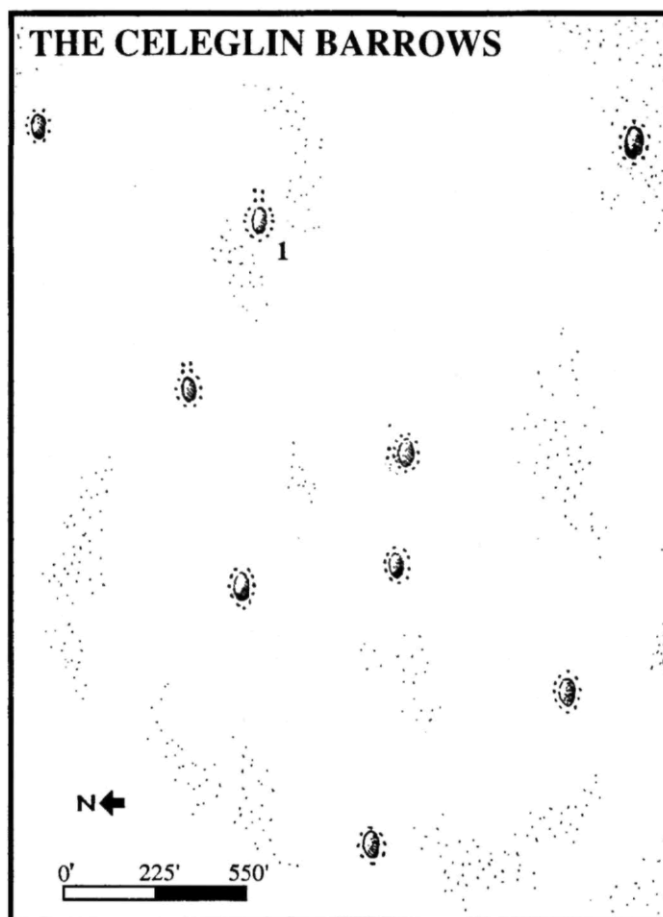
The burial chamber is functioning as Gaurithoth's personal power center. He has used the symbol of the Eye to corrupt the tomb and turn it to his black purposes. The Eye has also been applied to other tombs throughout the barrows.

10.4 THE TASK

The PCs must delve into the mystery of Galenros and discover the source behind the walking corpse. Later their task will expand to include stopping the wraith Gaurithoth from raising his corrupted army. If the adventurers fail, the haven of Galenros will be lost, and several other villages exposed to Gaurithoth's wrath.

10.41 STARTING THE PLAYERS

A plausible method of embroiling the PCs in the mystery stems from the tendency to wander the countryside that adventurers possess. When their travels take them to the southern reaches of Numeriador, perhaps one of their campsites is located near Galenros. The night's silence is broken by dragging footsteps followed by more silence. Nothing more is heard or seen until morning. The adventurers discover the fallen corpse in the company of one of the haven's Elves who is enjoying a dawn stroll.



10.42 AIDS

Each Elf residing in Galenros has his own opinion on the macabre happenings outside the haven. If asked, most will share their views, which could include almost anything. (There is a possibility that one of them may stumble upon the correct story, GM's discretion.) Elaborate maps are available from the local cartographer (who is also a painter), and these denote specific terrain features. It should not take long for the PCs to realize that the Celeglin Barrows must have some bearing upon the mystery. Otherwise, cunning, a brave heart, and fighting skill will be the best aids.

One component that will be both benefit and obstacle is time. Gaurithoth will require several weeks to build his Undead army, giving the PCs an interval to determine the nature of the animated corpse and to act. However, the longer the adventurers wait, the larger the wraith's army grows. The sooner the PCs realize what is going on, the better chance they will have to stop Gaurithoth.

10.43 OBSTACLES

Gaurithoth is the primary enemy in the adventure and the source of the evils observed. When the fallen corpse is discovered, he has already raised and corrupted six of the dead and will draw two more each night under his will. Consequently, the longer the players wait, the harder it will be for them to accomplish their goal. The sheltered vale of Cirith Celeglin will protect the players from most of Numeriadior's harsh weather.

10.44 REWARDS

Pelinimloth will offer the adventurers the substantial sum of 200 gp to discover and eliminate the shadow hanging over Galenros and the Celeglin Vale. A retainer of one silver coin minted in Lindon (buying power 4 sp) per PC will be given up front once the adventurers agree to the task. The Elves have little use for coinage within their haven, and they are more willing than others to let it go. The PCs should also feel satisfaction that another plan of Darkness has been thwarted. Defeating a wraith is no easy task. However, once the full extent of Gaurithoth's scheme is revealed, many more individuals than those residing in Galenros will have cause to feel gratitude. Should the Lord of the Grey Havens learn of the exploit, he will authorize a ceremony honoring the adventurers as well as their choice of an item of power from Mithlond's lesser treasury.

10.5 ENCOUNTERS

Gaurithoth has taken up residence inside the barrow of a newly corrupted Undead lord, and the wraith stays there to consolidate his power. Unlike the majority of Undead, Gaurithoth is immune to the effects of sunlight and can function equally well in any environment. He is immune to any bleeding or stun damage, making injuring him a difficult prospect. Gaurithoth tends to rely on his spells rather than his weapon, but frequently has the blade drawn for purposes of intimidation. His ability to drain the life force (Constitution points) from those around him presents an additional danger.

If confronted, Gaurithoth will send several members of his Undead army to combat the PCs, occupying their attention and energy. While the fight progresses, the wraith maneuvers to strike at his foes where they are most vulnerable. Gaurithoth's army cannot function in the sun and will dissipate if struck by the light of its rays.

11.0 OTHER SUGGESTED ADVENTURES

The possibilities for adventure in Numeriadior are endless. In addition to the more detailed scenarios presented in this module, the following text list three more adventure suggestions.

11.1 THE STOLEN SWORD

Setting: The banks of the Annúduin River in T.A. 1640. A trade route between the Naugrim of the Ered Luin and the Great Houses of Arthedain follows the strong, swift current.

Requirements: A bold, aggressive band of adventurers eager for a fight and the chance to travel in the wilderlands.

Aids: A strong sword arm and knowledge of the lands and lore of the northwestern frontier of Arthedain.

Reward: 100-200 silver pieces plus any loot not immediately identifiable as the property of either the Dwarf-lord Fain Longspear or the Knight Merle Noirins.

THE TALE

Merle Noirins, a Royal Knight pledged to King Argeleb II, commissioned a mithril broadsword from the Dwarf-lord Fain Longspear thirteen months ago. He desired the blade to possess great sharpness and to be of special strength against traitors to the King. Merle fears an uprising incited by the power-hungry House of Eketta, and wishes to be well prepared to defend the royal throne to which he remains ever faithful.

Fain Longspear researched for three months and three days the magical runes necessary to endow the blade with the specified powers. Another six months of labor in the forge were required to transform ingots of mithril alloy into the completed weapon. After testing the blade on granite for strength and on silk for sharpness, the Dwarf gave it a secret name in the khuzdul and a less private one, Galadgrist, in Sindarin. He sheathed it in a red leather scabbard and entrusted it to Caravanmaster Haldor for the journey to Thoronbar, the fortress home of the Royal Knight. Neither caravan nor blade ever arrived.

Merle desires the recovery and safe delivery of Galadgrist, as well as the extermination of the band of outlaws whom he suspects must be responsible for its theft. This is not the first trading caravan to disappear between the borders of declining Arthedain and the rugged mountain slopes below the Naugrim caverns.

THE ENEMY

Brus Redbeard was exiled at age sixteen from his native village when he killed Daine Fierion, son of the local mayor. The event occurred during a bout of fisticuffs that turned suddenly ugly as a knife appeared in Daine's hands. This circumstance and Brus' youth kept the hangman's noose at bay, but the lad was forever banished from the lands of Arthedain. His sweetheart, Margotta Brunsdotter, sister to his late opponent, went with Brus when he departed. They jumped over his sword to seal their commitment to one another, since no priest would perform a marriage ceremony. After journeying for many days and many leagues, the couple founded a homestead in the northwestern wilds.

Brus and Margotta prospered, but no children blessed their union. Eventually they took in a dark-haired waif named Jule Julson. The eight year old boy boasted of illustrious parentage, but no trace of his heroic father was ever found. Nor was Jule able to recall the events that left him abandoned in the frontier lands. The couple raised him as their own son. Ironically, Margotta gave birth to an infant girl, Brigida, three years later.

Recently, however, hard times have come to Wildbriar Farm. A forest fire consumed the barn and the house. Raiders poured through as the flames died, removing the few articles of value that had survived the blaze. Brus Redbeard has become a desperate man, fighting to support his wife and child with the help of half-grown Jule. The two of them pillaged the remains of a ransacked caravan (also hit by the raiders) and found the blade Galadgrist hidden among the foodstores, their primary target.

THE TASK

Merle Noirins and Fain Longspear intend to sponsor a party of tough adventurers to recover the sword Galadgrist and to eradicate the menace to the Annúduin trade route. For Galadgrist, they offer 100 silver pieces; for each dead bandit, 15 silver pieces, to a maximum of 200 silver pieces total.

Since the outlaws who broke the caravan are a roving band of wanderers unlikely to terrorize the same locality more than once, the successful performance of the tasks will involve persuading Brus Redbeard to part with Galadgrist through force, charm of manner, a trade involving a blade of equal quality, or (perhaps) a sum of silver; and inducing him to abandon outlawry. Killing him or maiming him removes him permanently from the ranks of the lawbreakers, but other options include discovering a viable alternative to support his family or, perhaps, providing the manpower necessary to rebuild his homestead and replant his fields.

The adventurers' first encounter with Brus and Jule is likely to be a violent one, and force may be the only solution. Should they subdue the desperate pair without slaughtering them, or should they first meet the gentle Margotta while skulking unnoticed through the countryside, persuasive argument has a good chance of success. Brus is not by nature cruel or bloodthirsty, while Margotta possesses an abundance of kind common sense.

11.2 THE EAGLE'S NEST

Setting: Numeriadur, north of the Rammas Luin.

Requirements: A group of mid-level and somewhat foolhardy adventurers willing to take on a dangerous expedition.

Aids: Maps to Numeriadur would be useful, as well as knowledge of birds and their nests. Rock climbing skill is essential, as is blind bravery.

Rewards: 500 sp from Lord Orros for the delivery of a Great Eagle's egg for his collection or of one of the birds for his menagerie OR the lifelong friendship of Arthorotur, Lord of the Ered Luin.

THE TALE

Naechir Arcanôr Orros, a vain noble of Arthedain's westernmost House, decided that he wanted the egg of a Great Eagle for his collection. He was willing to pay an unreasonable amount of money to whoever delivered the specimen to him (500sp). The Lord is a collector and possesses many odd items from across Endor. He is also spoiled and accustomed to getting what he wants.

Lord Orros hired two ruffians to travel to the Ered Luin, to scale the peaks, and to remove an egg from the eyrie of a Great Eagle. The amazing part of this tale is that the pair succeeded! Using a net of ropes and a system of levers, the mercenaries lowered their fragile prize from ledge to ledge all the way down to the valley below. They got no further. The mother eagle returned to her nest and discovered the theft. Her keen eyes spotted the thieves and she dove to the rescue. Neither eagle nor the ruffians survived the fight, and the egg remained abandoned in a hollow in the ground.

When the eaglet hatched, three children from the nearby farmstead adopted it. Every day they brought rodents caught by the barn cats to the voracious bird. Unfortunately, the chick's appetite is rapidly outstripping the youngsters ability to provide for their pet. Rather than tell their parents (who might counsel them to let the eagle fend for itself) of their dilemma, they have approached the first batch of friendly strangers to stop at the trading post downstream from their home.

THE TASK

The youngsters are asking the adventurers to seek the parents of their Great Eagle and apprise the avians of the location of their offspring. The task will involve a difficult climb into the Ered Luin, sufficiently high and close to the eyries of the Great Eagles to demand their attention. Further complications exist, because Lord Orros has sent a scout to track the progress of Stobbin and Kriggit, the dead thieves, in obtaining the egg for his collection. When the scout discovers the eaglet, he will conceive the idea that his employer might appreciate a Great Eagle in his menagerie. The adventurers will have to choose between antagonizing the Arthadan Lord while risking their lives on a perilous climb up unscaleable cliffs and sinking their moral scruples sufficiently to aid the less fastidious scout by capturing the infant Great Eagle. Of course, the friendship of Arthorotur might prove far more valuable than that of Lord Orros, and the avian's enmity far more deadly!

11.3 THE MINES OF BELEGOST

Setting: Telenaug, above the ruins of Belegost in the Nan-i-Naugrim in Numeriadur of T.A. 1640.

Requirements: A group of experienced spelunkers who wish to help discover some Dwarvish heritage.

Aids: A Dwarven guide and several maps to old Belegost.

Reward: 500 sp plus a finely crafted weapon forged by the smiths of the Nan-i-Naugrim.

THE TALE

The Dwarven scholar Búlin of Telenaugo possesses many oddities within his library, and one of the strangest has recently surfaced to cause considerable uproar. The tome generating such excitement, while richly appointed with golden hasps and dirwood covers, is quite ordinary looking as such things go. Its special quality lies in the fact that it remains visible for only 7 days before returning to invisibility for another 700 years. One page in the book contains a map to the fabled Battle-axe of the Fallen Ones.

The weapon was forged in the dawning of the Elder Days by one of Thrár's House. Said to rival the legendary North Hammer of Ruuriik, the Battle-axe was lost in the flooding and evacuation of Belegost. Carved of black marble impregnated with galvorn, the Axe was indestructable and imbued its wielder with powers normally reserved for those inhabiting the shadow world — the realm of wraiths. Now, at last, its recovery may be possible. However, the nature of the map to its location poses a difficulty. Certain portions of the diagram will become visible only when the parchment is actually within the maze it depicts. And, of course, the whole remains visible for but a sen'night. The courageous spelunkers who seek the artifact will have to act fast.

THE TASK

The adventurers must brave the shattered halls of Belegost, find the chamber where the Battle-axe of the Fallen Ones lies, and return it to the hand of King Thrár III. Flooded caverns, bottomless chasms, and vile creatures from the Underdeeps are just a few of the dangers lurking in the darkness that swathes the ruined Dwarven city. The ever present chance of losing the way remains the worst of the perils.

12.1 NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle/ 2ndary OB	Mov M	Notes
NPCs FOR "THE LEGEND OF THE ICE CAVES"										
Old Báir	5	127	SL/6	15	N	N	89wh	45ba	5	Dwarven Warrior/Fighter. Prospector. +15 Warhammer. RM Stats: St82, Qu86, Pr95, In60, Em63, Co96, Ag76, SD84, Me77; Re73. MERP Stats: St82, Ag76, Co96, Ig75, It60, Pr95, Ap82. Skills: Caving 80, Prospecting 87, Climb 40, Perception 45, Tale Telling 30. Languages: Westron 5, Khuzdul 5, Sindarin 4, Adûnaic 2, Quenya 2.
Torendra	3	45	No/2	20	N	N	30cl	25da	15	Female Eriadorian Scout/Thief. Owner of the Glutani Inn. RM Stats: St52, Qu92, Pr82, 1n72, Em90, Co73, Ag92, SD74, Me67; Re70. MERP Stats: St52, Ag92, Co73, Ig69, It72, Pr82, Ap76. Skills: Cookery 72, Perception 56, Climb 52. Languages: Westron 5, Khuzdul 2, Sindarin 3, Quenya 1.
Carradar	8	85	No/2	20	N	N	70bs	30cb	5	Dúnadan Mage/Illusionist. Leader of the Bandit-miners. Ring (x3 PP multiplier). Broadsword (+10, nonmagic). RM Stats: St62, Qu96, Pr85, In65, Em101, Co76, Ag90, SD82, Me78; Re90. MERP Stats: St62, Ag90, Co76, Ig84, It60, Pr85, Ap73. Skills: Caving 20, Perception 65, Ambush <2>, Stalk/Hide 58. Languages: Westron 5, Adûnaic 4, Sindarin 3, Quenya 1. 72 PP (8x3x3). Knows all Magician Base lists (MERP), Illusion Mastery, Mind Sense Molding, Sound Molding, Light Molding, and Guises to 10th (RM). Also knows Open Essence Lofty Bridge to 10th.
Oterics	5	130	Ch/13	10	N	N	105ba	45lb	0	Mixed Dúnadan/Northmen Warrior/Fighter. Follower of Carradar.
Iruin	4	95	SL/5	15	N	N	70ss	351cb	15	Eriadorian Scout/Thief. Follower of Carradar. Stalk/Hide 85.
Wintila	3	80	SL/6	5	N	N	60bs	451b	5	Dúnadan Scout/Rogue. Bandit miner.
Hinrel	1	40	No/1	20	N	N	30ss	15sl	20	Mixed Dúnadan Scout/Thief (Burglar). Understudy of Iruin. Skills: Martial Arts Sweeps and Throws 40.
Regûk	4	110	RL/10	15	Y	Y	90bs	60da	5	Half-orc Warrior/Rogue. Broadsword (+5 magical).
Brug	4	115	Ch/13	5	N	N	103th	30da	0	Riverman Warrior/Fighter.
Egulë	3	40	SL/5	10	N	N	40ss	20sb	10	Dúnadan Bard. Advisor to Carradar. Knows Lore and Sound Control to 10th.
Gol Makov	3	85	RL/9	10	Y	N	60bs	401b	5	Sagath (Easterling) Warrior/Fighter. Recent acquaintance of the bandits.
Emendil	2	40	No/2	15	N	N	35ss	15sl	5	Mixed Eriadorian/Adan (Peredhil) Scout/Rogue (Trader). Haradan Warrior/Fighter.
Dejyk	3	45	RL/10	10	Y	N	60sc	30cb	10	
NPCs FOR "NO SENSE OF HUMOR"										
Urbuth	11	185	RL/11	20	N	(Y)	110fl	95LC1	5	Intelligent Hill Troll Warrior/Fighter. Grud's older brother. Club (+10 magical, strikes as a flail, does additional impact crits of one level less severity). RM Stats: St100, Qu66, Pr45, In60, Em33, Co99, Ag72, SD54, Me83; Re97. MERP Stats: St100, Ag72, Co99, Ig90, It60, Pr45, Ap34. Skills: Trap Building 85, Cookery 50, Perception 45, Stalk/Hide 40. Languages: Westron 4. Takes Large Creature Crits.
Grud	10	170	RL/11	25	N	(Y)	95th	90LC1	15	Intelligent Hill Troll Scout/Rogue. Skilled prankster. Two-handed sword (+5 nonmagical). RM Stats: St95, Qu90, Pr65, In65, Em23, Co94, Ag95, SD44, Me82; Re93. MERP Stats: St95, Ag95, Co94, Ig88, It65, Pr65, Ap44. Skills: Trap Building 75, Cookery 40, Perception 55, Stalk/Hide 60. Languages: Westron 4. Takes Large Creature Crits.
Wumag	14	330	RL/12	15	N	(Y)	130ba	100HC1	-10	Monstrous Cave Troll Warrior/Fighter. No sense of humor. Battle-axe (does additional Impact criticals due to massive size). RM Stats: St110, Qu60, Pr35, In 15, Em09, Co 103, Ag82, SD54, Me34; Re30. MERP Stats: St110, Ag82, Co103, Ig32, H15, Pr35, Ap10. Skills: Skinning 35, Cookery 10, Perception 35. Languages: Westron 2. Takes Large Creature Crits, ignores the effects of stunning and bleeding. Any attack that Wumag performs delivers 3x normal concussion hits.
Therge	6	no	SL/5	20	N	N	75bs	851b	10	Riverman Ranger (Beastmaster). Longbow (+15 magical). RM Stats: St92, Qu83, Pr60, In95, Em90. Co82, Ag78, SD65, Me60, Re72. MERP Stats: St92, Ag78, Co82, Ig66, It95, Pr60, Ap76. Skills: Tracking 60, Skinning 50, Climb 20, Read Tracks 80. Stalk/Hide 40. Languages: Westron 5, Adûnaic 3, Sindarin 2. 12 PP. Knows Path Mastery and Nature's Guises to 10th. If Rolemaster Companion H is available, he also knows the Beastmaster list Movement Enhancement to 10th.
Thoddo Proudfoot	4	50	SL/5	30	N	N	30ss	75sb	-10(20)	Hobbit Scout/Thief. Adventurer and joke victim. RM Stats: St60, Qu95, Pr75, In65, Em69, Co80, Ag101, SD84, Me64; Re70. MERP Stats: St60, Ag101, Co80, Ig67, It65, Pr75, Ap70. Skills: Stalk/Hide 105, Perception 35, Climb 90. Languages: Westron 5, Adûnaic 3, Sindarin 2.

12.2 BEAST TABLE

Name/Type	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	(Primary Second/Tert) Attack	Notes
Astabanheli	2	5-20	M	VF/FA	95	No/3	30	35MHo/30MTs/—	Antelopelike animals.
Caru	2	20-2000	M	VF/FA	70	No/3	40	20MHo/20MTs/—	Deer, timid but social animals.
Cunara	0	10-100	S	MD/MD	10	No/3	10	5SBI/20SCL/—	Often called "Gophers", live in large colonies.
Atenla	0	2-20	S	FA/MF	15	No/3	15	10SBI/20SCL/—	Wild rabbits, timid.
Goral	2	1-2	M	FA/FA	55	No/3	40	50MBa/45MTs/—	Rare bighorn sheep.
Losrandir	2	10-100	M	FA/MF	90	No/3	20	40MHo/35MTs/—	Northern Deer, often hunted by the Lossoth.
Nimfiara	4	1-10	L	FA/FA	110	No/3	25	55MHo/65MTs/—	Largest of Endor's deer.
Mountain Goats	3	1-10	M	FA/FA	60	No/2	25	40MHo/30MBa/30MTs	Agile climbers, relatives of Astabanheli.
Barrow Owls	2	1-5	S	FA/FA	20	No/1	50	35SCL/10SPi/—	Nocturnal Predators.
Hummingbirds	0	1-4	T	VF/FA	3	No/1	55	0TPi/—/—	Smallest of the birds.
Great Eagles	30	1-10	H/La	VF/VF	300	RL/11	90	120HCL/100LPi/100LBa	Largest of Endor's birds, Lords of the skies
Gorcrows	1	5-50	S	FA/MF	20	No/1	55	10SPi/10SCL/—	Brave and hungry birds.
Vereut Eagles	3	-5	M	FA/FA	30	No/1	35	45MCL/35SPi/—	Aggressive low-flying hunters.
NethaimErdyr	1	-2	S	SL/BF	20	No/1	30	30SS/poison	Protective snakes. Venom: 5th level.
Rock Vipers	1	-4	S	SL/BF	15	No/1	50	20SS/poison	Extremely toxic poison (Level 20)
Black Bears	5	-5	L/I	MF/MF	150	SL/8	20	65LGr/60LCL/40MBi/70MBa	Omnivores, usually nocturnal.
Cave Bears	12	-2	L/La	MF/FA	300	SL/8	40	95HBa/90LCL/85LGr/90LBi	Huge solitary creatures. Sometimes grumpy.
Chetmig	5	-2	L	FA/VF	150	SL/4	30	75LCL/90MBa/100LBi	Large mountain cat.
Dire Wolves	4	2-20	L/I	VF/FA	80	SL/3	45	75LBI/45MCL/—	Aggressive social animals.
Glutani	4	1-2	S	FA/VF	50	No/3	50	50MBi/45MCL/—	Vicious wolverine-like creatures.
Grey Wolves	3	2-12	M	FA/FA	110	SL/3	30	55LBI/30MCL/—	Aggressive pack hunters. Shy away from people.
Eredacath	4	1-2	M	VF/VF	120	SL/4	45	50MCL/45LBI/—	Mountain Lions.
Highland Lynxes	3	2-10	M	VF/VF	70	No/3	55	35MCL/30MBi/—	Large social cats.
Madratines	2	1-2	S	MF/FA	45	No/3	60	30SCL/25SBI/—	Cat-like foxes, shy and nocturnal.
White Foxes	1	1-20	S	MF/MF	40	No/3	60	35SBI/25SCL/—	Timid burrow-dwelling carnivores.
Neekerbreckers	0	3-300	T	FA/MD	1	No/1	45	10TBI/disease	Noisy, cricketlike insects.
Horse Flies	0	1-100	T	VF/FA	2	No/1	35	15TBI/disease	Vicious parasites. Found near watering holes.
Hornets/Wasps	1	10-100	T	VF/VF	1	No/1	40	0SSr/20MSr/poison	Vicious if angered.
Mosquitos	0	3-300	T	MD/SL	1	No/1	20	10TBI/disease	Annoying parasites 20% carry disease.
Cattle	2	1-10	L	MD/MD	140	No/3	2	50MHo/50LTs/—	Domesticated animals.
Hounds	3	1-20	M	VF/FA	65	No/3	40	45MBi/—/—	Frequently taken as pets by the Rivermen.
Trolls									
	Hill	10	1-5	L/La	SL/MD	175	RL/11	20	95LBa/85LCL/50we/60ro(120')
	Stone	7	1-6	L/II	SL/MD	150	RL/11	15	80LBa/65LCL/40we/60ro(90')
	Forest	6	1-6	L/II	MF/MD	150	RL/11	10	70LCL/60LBI/40we/50ro(80')
	Cave	12	1-5	L/La	MD/MD	220	RL/11	25	100HCL/85we/80ro(150')
Mountain	11	1-2	L/La	MD/MD	240	RL/16	30	110we/100LBa/100ro(150')	
Fell Beasts	20	1-10	L/La	FA/FA	240	RL/12	50	90HCL/90LGr/90LBa/60LBI	Mockeries of the Great Eagles; very rare.
Evil Huorns	25	1-5	H/La	VS/VS	400	PL/20	0	80HBa/70HGr/100HCr	Rare active trees.

KEY

NOTE: For a full description of all the creatures listed here see ICE's Creatures of Middle Earth.

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

Crit: When a creature takes a Critical result, resolve it on the Critical Strike Table indicated by this stat: no code=normal tables, La=Large Creature Table, SL=Super Large Table (Large Table with a -10 mod for MERP), I=normal table with severity reduced by one (e.g. "E" becomes a "D", "D" becomes a "C", etc.; ignore "A" results), II=normal table with severity reduced by two (e.g. "E" becomes a "C", "D" becomes an "A", ignore "A" and "B" results).

Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness": C=Creeping, VS=Very Slow, S=Slow, M=Medium, MF=Moderately Fast, F=Fast, VF=Very Fast, BF=Blindingly Fast.

AT (Armor Type): The two-letter code gives the creature's MERP armor type (No=No Armor, SL=Soft Leather, RL=Rigid Leather, Ch=Chain, Pl=Plate); the number is equivalent to the RM armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T=Tiny, S=Small, M=Medium, L=Large, and H=Huge. The last two letters indicate the type of attack: Pi=Pincher/Beak, Ba=Bash, Bi=Bite, Cl=Claw, Cr=Crush, Gr=Grapple, Ho=Horn, TS=Trample/Stomp, St=Stinger, and we=Weapon. Weapon codes follow: cb=composite bow, wh=whip, th=two-handed sword, da=dagger, ro=rock (use a S, M or L Cr attack, 50' range if no other range is given). These codes may differ slightly from the MERP or RM codes.

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

12.3 ENCOUNTER TABLE

Encounter	Northern Numeriador	Southern Numeriador	Encounter	Northern Numeriador	Southern Numeriador
Chance(%)	30%	30%	Highland Lynxes	58-59	58
Distance (miles)	4	3	Madratinés	60-62	59-61
Time (hr)	4	2	White Foxes	63	—
Inanimate	Dangers		Neekerbrekers	64-65	62-64
General Traps	01-03	01-03	Horse Flies	66	65-66
Natural Hazards	04-06	04-06	Hornets/Wasps	67-68	67-68
Animals			Mosquitos	69-71	69-71
Astabheli	07-08	07-08	Cattle	72-73	72-75
Caru	09-12	09-10	Hounds	74-75	76-77
Atenla	13	11-14	Local Men and Townsfolk		
Goral	14	15	Bandits/Brigands	76-78	78
Losrandir	15-20	16-17	Hunters	79-81	79-80
Nimfiara	21-22	18-20	Fishermen	82-83	81-82
Mountain Goats	23-26	21-25	Traders	84-86	83-86
Barrow Owls	27	26-27	Dúndain	87-88	87-89
Hummingbirds		28	Rivermen	89-90	90
Great Eagles	28-29	29-30	Other Races		
Gorcrows	30-33	31-34	Elves, Noldor	91	91
Vereut Eagles	34-35	35-37	Elves, Sindar	92	92
Nethairn Erdyr	36-37	38	Elves, Silvan	93	93
Rock Vipers	38	39	Dwarves	94-95	94
Black Bears	39-43	40-42	Orcs (N)	%	—
Cave Bears	44-46	43-44	Trolls (N)	97	95
Chetmig	47	45-46	Monsters		
Dire Wolves	48-50	47-49	Fell Beasts	98	96
Glutani	51-52	50-52	Evil Huorns	99	97
Grey Wolves	53-55	53-55	Other Beings*	00	98-00
Eredacath	56-57	56-57			

(N) These creatures are entirely or primarily nocturnal. If primarily nocturnal (Orcs, Bats), they will appear only 50% of the time during daylight hours, and never if entirely nocturnal. Of course, if the PCs are underground, these restrictions do not apply.

* These encounters may include any of the NPCs listed in each of the adventure sections or unusual individuals with any of a variety of purposes. The latter are usually alone, frequently powerful, and often, but not always, evil. They might be wizards, lords, monsters, etc. the GM may reroll or, ideally, construct an encounter with a unique group or individual.

12.4 WEATHER TABLE

Southern Months	Northern Foothills	Foothills
1. Narwain (Winter)	5-20* (snow, 45%)	-5-10 (snow, 35%)
2. Ninui (Winter)	0-15* (snow, 40%)	-10-0 (snow, 30%)
3. Gwaeron (Winter)	15-30* (snow, 30%)	10-25 (snow, 20%)
4. Gwirth (Spring)	20-40* (snow/rain, 30%)	20-40 (snow/rain, 25%)
5. Lothron (Spring)	35-55 (sleet/rain, 30%)	30-50 (sleet/rain, 25%)
6. Nóruí (Spring)	40-60 (rain, 35%)	35-55 (rain, 30%)
7. Cerveth (Summer)	50-70 (rain, 40%)	50-70 (rain, 30%)
8. Úruí (Summer)	50-75 (rain, 35%)	50-70 (rain, 30%)
9. Ivanneth (Summer)	60-80 (rain, 45%)	50-75 (rain, 35%)
10. Narbeleth (Fall)	50-75 (rain, 40%)	50-70 (rain, 30%)
11. Hithui (Fall)	40-60 (rain, 40%)	40-60 (rain, 30%)
12. Girthron (Fall)	30-50 (rain/sleet, 35%)	30-45 (snow/sleet, 25%)

12.5 WIND TABLE

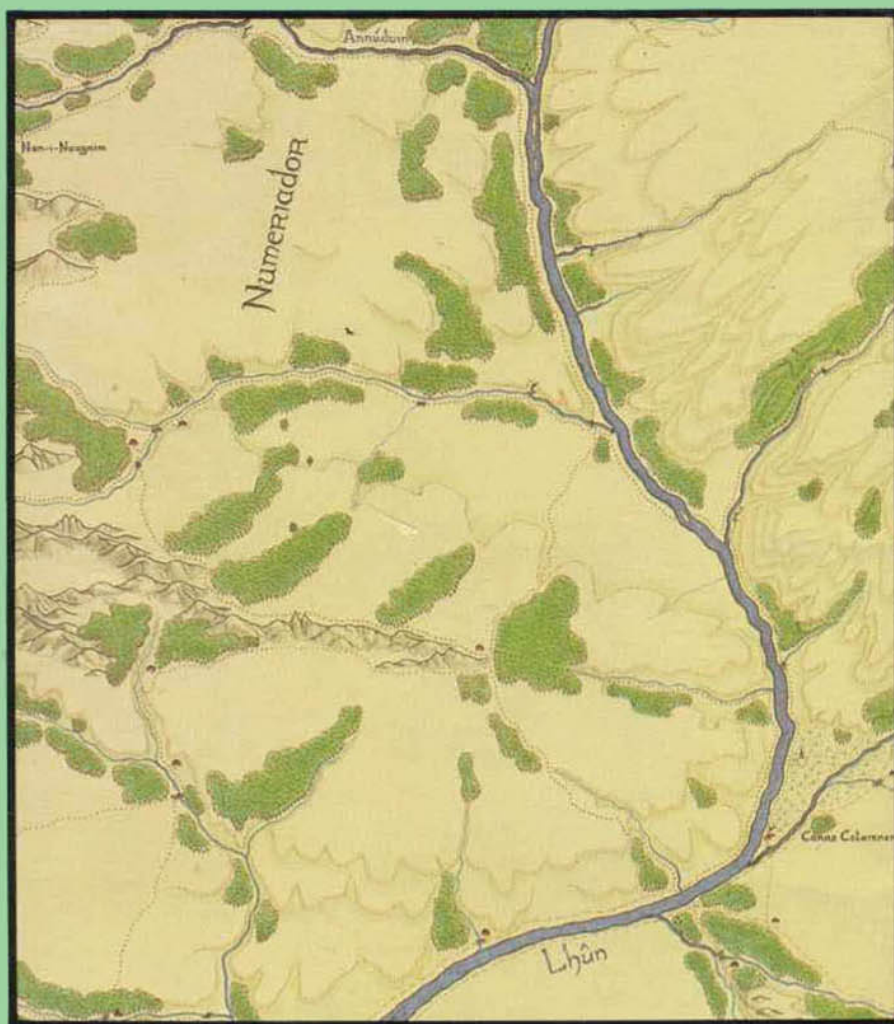
	Summer Roll	Fall Roll	Winter Roll	Spring Roll	Temperature/Precip. Mod.
North	01-15	01-20	01-30	01-20	-10F/-10%
Northeast	16-20	21-25	31-35	21-28	-5F/-15%
East	21-30	26-30	36-38	29-30	-0F/-20%
Southeast	31-45	31-35	39-45	31-45	+5F/+10%
South	46-65	36-50	46-55	46-55	+5F/+15%
Southwest	66-79	51-60	56-60	56-60	+20F/+20%
West	80-95	61-90	61-90	61-90	+15F/-5%
Northwest	96-00	91-00	91-00	91-00	-10F/-10%

The direction of the wind has a bearing upon both temperature and chance of rainfall. The modifiers are to be applied to the above table.



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