

Characters available (Qty = 9+), level range 6th to 8th:

Anwamacil, 7th level Dunedain Prince – Having volunteered to lead this mission, you see this mission as your big chance for action and glory. You are new to this Rhudaur, having recently migrated from Arthedain, and are looking for a way to earn the land grants you have heard about. Success should bring your own Manor, possibly even a Title. There is little need to worry about failure because you won't be around to suffer the indignity.

Varyahil, 8th level Dunedain Knight – A lifelong guardian of the Prince, and an experienced warrior whose first loyalty is to the survival of the Prince. Every time the young Prince declares 'Death before Dishonor' you cringe, but you hope to guide him through his infatuation with 'Glory'. If not through your subtle diplomatic skills, a subtle backhand to the back of the head (never in public) should do the trick.

Madolen, 6th level Taredain Ranger – A newcomer to the Keep from Cardolan, you are the main scout and archer for the group. Your apparent youth misleads people to believe you inexperienced, but you have spent many years afield. In addition to forward scouting for this mission and coordinating with the local scouts, you are responsible to scout enemy troop strengths. Typically a loner your greatest challenge may be learning to work with the others.

Gregos Jorenson, 8th level Northman Mercenary Sergeant – A loyal soldier and disciplinarian at the keep, you'd rather be there watching over your 'boys' than gallivanting in the wilds with a glory-seeking princeling. There is little you haven't seen or done ... from the highest peaks of the Misty Mountains to the dread forests of the Trollshaws. Your experience and calm demeanor in battle is why they have given you this assignment, you'll be happy when it's over.

Eskild Blackgift, 6th level Northman Mercenary Soldier – A tough and wily soldier, you're here to give muscle. Gregos himself requested you, but that's probably because he wouldn't leave you back at the Keep without him watching your every move. You supplement your meager soldier's pay with your extra interests, including your own little black market racket. He thinks he's got you pegged and under a watchful eye but he doesn't know everything.

Tahme-Ome Little Knife, 6th level Hillman Tracker – To the 'Tall Men' you are a young tracker here to lend your skills and local knowledge. Actually you are one of the local chief's sons sent by your father to prove to Dunedain his people are trustworthy. You have a grave responsibility in the dangerous mission, and not all that want you to fail are known as enemies. Success here will prove not only your Manhood but also earn fame as a Hero of the People.

Limanu Growling Bear, 7th level Hillman Tracker – Champion of local Hillman tribe sent by the Chief on this dangerous mission, you are here not only as an experienced local guide but also protector of the Chief's son. Although you consider this task beneath a Champion, you admire 'Little Knife, and also have your own reasons for going along.

Gerdrin Godrinul Thunderheart, 7th level Dwarven Rogue – In the tradition of great Dwarven heroes and adventurers, this is a mission you wouldn't miss for all the gold in Goblintown! The Dunedain of the Keep underestimate your skills and don't understand how much they need you; they'll learn. Among your varied talents are your brilliant wit and your skill with a crossbowman but secretly enjoy most your hobby of alchemy. You also bring a large friend.

Eradacir, 8th level Beorning Warrior – A grim warrior from the Misty Passes, you are a loner and Orc hunter with few peers. You would be nowhere near this calamity except for the unfortunate fact you are friends with the Dwarf called 'Thunderheart'. You owe your life to him (a fact he enjoys reminding you of) and the runt treats you like a child (who could believe someone that small could be twice your age!). Underneath it all you enjoy his company, though you'd never tell him.

(Additional Characters)

Ingemar, 6th level Northman Rune Priest – You are here to enrich faith and supply morale and an eternal wisdom, and can also assist with minor magic. The Dunedain don't trust your motives because they do not allow themselves to understand your faith. Here is a chance to demonstrate the importance for them to acknowledge your 'pagan' beliefs and cement your place within the community.

Kosumi Spear-Fisher, 6th level Hillman Scout – 'Little Knife' would like to tempt you into joining the mission, with promises of fame and honor, as well as gifts from his father the Chief. You would rather not get involved and fish in your beloved streams of your homelands, but this may be beyond your control, and it is very bad luck to argue with The Fates.