

Introduction

"Barahir's Ring" is a *Lord of the Rings Roleplaying Game* adventure for any party that does not contain Hobbits. As written, the adventure's set in the late Third Age, but it can be modified to any time from about TA 1975 (when Barahir's Ring was given to the Lossoth) to TA 2951 (at which time Aragorn is given the Ring of Barahir, the centerpiece of this chronicle).

No sourcebooks are required to run this adventure.

Background

Lord Elrond the Wise, Master of Rivendell, has learned from Círdan the Shipwright that Elf vessels, wandering from the Grey Havens into the far North, have come into contact with the inhabitants of the Forodwaith.

These, the Lossoth, the Snowmen of Forochel, have spoken of an evil rising anew in Angmar... Orc scouting bands have been seen, building camps nigh unto the ruins of Carn Dûm.

Elrond decides that it is high time to ransom back the Ring of Barahir from the people of the frozen North. Thus, a brave yet small company must be assembled.

He foresees that, in doing this deed, they may strike a blow at the Enemy of more weight than the mere recovery of an heirloom...

Angmar

A desolate and empty land at the northernmost end of the Misty Mountains, Angmar arose as an opponent of Arnor and a force of great evil in about the year 1300 of the Third Age. Led by a fell being known only as the Witch-king - who later proved to be the Lord of the Nazgûl - the Hill-men, Orcs, Trolls, and fell beasts of Angmar made war on the Dûnedain of the North. Before it was itself destroyed in nearly seven centuries following its founding, Angmar inflicted such harm upon the Dûnedain that their diminishment was greatly hastened.

In the late Third Age, Angmar remains a place of peril and evil. A cold, dry, highland region marked by small forests of stunted, twisted trees and inhabited mostly by small beasts and birds, it is said to still contain the wights and phantoms of the lords who served the Witch-king, plus many fell beasts and things still more foul. Standing stones, ruined towers, and ruins still more massive appear here and there. Greatest of all are the ruins of the Witch-king's capital, Carn Dûm, which contain many fortresses, towers, dungeons, smithies, torture rooms, and treasure chambers. Few have explored these ruins, and fewer still returned. If adventurers' tales be true, many horrors yet lurk in this black and desolate land.

The Forodwaith

The Forodwaith ('Northern Waste'), the region north of Eriador, is an icy and barren land. Cursed by the ancient touch of the Great Enemy, the entire area is a lifeless, snowy wasteland except along the great Ice Bay, where a seasonal tundra appears during the brief (six-week) summer along the borders of the Sea. Winds blow almost constantly, and evil voices of things long since departed from Middle-earth can be heard on them.

The only folk who live in this freezing land are the Lossoth ('Snowmen'), the last descendants of the

Forodwaith ('North-folk') of the First Age. Their name comes from their custom of living in icehouses. A semi-nomadic folk who roam along the great Ice Bay of Forochel, they resemble no other folk in Middle-earth, save perhaps the Woses. They live almost entirely on fish and seal-meat and care little for the outside world, although courageous outsiders have sometimes won their respect and (limited) trade. They use tools and weapons made of bone rather than wood, including specially shaped bones they wear on their feet to travel easily across ice and snow. They also have wheelless carts pulled by dogs or ice-deer.

The Ring of Barahir

This ring was like to twin serpents, whose eyes were emeralds, and their heads met beneath a crown of golden flowers, that the one upheld and the other devoured; that was the badge of Finarfin, and his house.

In the year 1974 of the Third Age, the power of Angmar arose again, and the Witch-king came down upon Arthedain before winter was ended. But King Arvedui held out upon the North Downs until the last, and then fled north with some of his guard, and they escaped.

For a while Arvedui hid in the tunnels of the old dwarf-mines near the far end of the Mountains, but he was driven at last by hunger to seek the help of the Lossoth, the Snowmen of Forochel. They did not help the king willingly, for they were afraid of the Witch-king, who (they said) could make a frost or thaw at his will. But out of pity for the gaunt king and his men they gave them a little food and built for them snow-huts.

When Círdan the Shipwright heard from Aranarth son of Arvedui of the king's flight to the north, he at once sent a ship to Forochel to seek for him. The ship came there at last after many days.

When the Snowmen saw the ship they were amazed and afraid, for they had seen no such ship on the sea within their memories. They had become now more friendly, but were uneasy; for they said that they smelled danger in the wind.

And the chief of the Lossoth said to Arvedui: "Do not mount on this sea-monster! Stay here till the Witch-king goes home. For summer his power wanes; but now his breath is deadly, and his cold arm is long."

But Arvedui did not take his counsel. He thanked him, and at parting gave him his ring, saying "This is a thing of worth beyond your reckoning. For its ancientry alone. It has no power, save the esteem in which those hold it who love my house. It will not help you, but if ever you are in need, my kind will ransom it with great store of all that you desire."

The counsel of the Lossoth was sadly good, by chance or by foresight; for the ship had not reached the open sea when a great storm of wind arose - even the mariners of Círdan were helpless - and the ship foundered. So perished Arvedui Last-king. It was long afterwards that news of the shipwreck of Forochel was learned from the Snowmen.

In this way the ring of the House of Isildur was saved. It was none other than the ring which Felagund of Nargothrond gave to Barahir, and Beren recovered at great peril.

Rivendell

The Last Homely House is quite small as 'realms' go; but its power and importance are not to be measured by mere size. There are few spots in Middle-earth where so many of the Wise so often gathered together, or which openly welcomed all Elf-friends and allies of the West. In addition, Rivendell is a place of great lore. The scrolls, books, and living memories there speak of much that once existed in Middle-earth.

The Lord Elrond is renowned as a great healer, warrior, and master of lore. He is a member of the White Council, and is accounted as one of the most knowledgeable beings to still keep vigil in the wide lands of Middle-earth.

The Stone Ruins

There are many collections of ruins scattered across the mangled realm of Angmar; but the Ring of Stones is one of those that is truly insinuated in malice.

At one time it was a gathering place for the Lossoth to meet and plan for the good of their people.

In the year 1975 of the Third Age, Angmar was annihilated by a grand army out of Gondor... yet throughout the land, the Witch-king set fell spirits in various ruins, to hinder the invaders. These lay in wait, and never struck openly, but filled their habitations with an unnamable dread.

The Ring of Stones is one of those ancient, haunted places.

Getting the Heroes Involved

"Barahir's Ring" assumes that the heroes are resting in Rivendell. However, it wouldn't trouble Elrond overly to send out an Elf to fetch your party.

Any Orders are acceptable; and most races are plausible, except probably Hobbits. The most likely characters would be Dúnedain, Elves of Rivendell, and Dwarves that are either traveling or are from the Blue Mountains, but if the party has already been adventuring they may be from anywhere and are just temporarily visiting Rivendell.

It is most plausible if all or most of the characters are Dúnedain - Rangers of the North perhaps - for an heir of Isildur should recover the Ring of Barahir, but it is not needed.

Characters may be just your everyday hero or could be such persons as Aragorn, Elladan, or Elrohir.

Scene 1: Imladris' Council

Give a description of Rivendell (it's length should depend on how much your players have read of Tolkien... as well as how long the attention span of your players is!).

The party is called to council by Elrond, and they meet in an ancient gathering hall.

Roleplay the private discussion between the characters and Elrond. The following material should be conveyed:

- Orc scouting parties have been seen roaming in the North. They must be destroyed, for if they are allowed time to muster they would create a dire threat against all of Eriador.

- Of old, Arvedui Last-king of the Dúnedain pledged aid to the Snowmen of Forochel, and left them with the great token of his house, the Ring of Barahir. Now the house of Isildur is called on to honor that alliance. But the might of Elrond is in wisdom not in weapons, it is said, and heroes stern and resolute are asked to complete this task.

- To reach the Ice Bay, the company must travel from Rivendell to Bree, then to the ruins of Fornost, skirt the western edge of the North Downs, and then head almost due north. Approaching the northern coast, they will finally enter the most westerly fringes of Angmar.

When they have reached Forochel, they must parley with the Snowmen, and rouse them to fury against the Orc scouts. Once they are friends, they must lead the Lossoth out in force against the scouting bands camped around Carn Dûm's ruins.

Keep in mind these points while roleplaying Elrond:

- Elrond is both sad and grave; he answers your questions almost reticently.

- Characters may make an Inquire test at TN 10 (base 15, -5 from Friendly Attitude) to learn whatever Elrond can tell them about the area and people.

- The great Elf gifts the party with provisions for the trip; no beasts of burden, as they would not survive in the cold North. Among the provisions is *Miruvor* (one serving per person in the party).

Interlude

The journey from Rivendell, to Bree, to Fornost, to the mountains of the North might pass uneventfully; you may read the following aloud if you wish:

Now it is a strange thing, but things that are good to have and days that are good to spend are soon told about, and not much to listen to; while things that are uncomfortable, palpitating, and even gruesome, may make a good tale, and take a deal of telling anyway. You traveled many leagues across the wide Ettenmoors, a wasted land; ruins of hill-forts are to be seen now and then. Yet there is little to tell of the small events of that journey all the same, as you did not happen upon any obstacles to your progress.

Alternatively, if you wish to increase the length of the journey, you may set up a variety of scenes at this time. A few ideas follow:

- **Bandits** ambush your party in a lonely pass (combat; maybe parley).

- Meet an angry **Troll** in the Troll-shaws (combat; perhaps stealth).

- A traveler - secretly a **con artist** - befriends the company, and makes off with valuables or supplies (roleplaying; possibly combat).

- They may come upon a **family in need**; from enemies (such as Orcs or animals), environmental factors, disease, or the like (roleplaying; perhaps combat, healing, and so on).

- The **land itself** may prove a fearsome opponent, as it does in Scene 2 (athletics).

Scene 2: The Bitter North

The party approaches the cold fields of the North in the early morning; it is a day and a half journey through the thickest snows, though they do not know this.

Describe the cold wind, the snow, and the majestic little peaks of ice rising ahead of the company.

Their are five different dangers to be overcome. They may be introduced in any sequence, but the order they are presented now is the suggested order of use:

- An **ice field** separates the company from the snow, and they must pass over it to continue.

As the characters cross the ice field, have each of them make an Observe (Spot) test at TN 17 (base 15, plus 2 from Uncomfortable Cold distracting them).

Successful characters spot any patches of thin ice and avoid them; unsuccessful characters must now make a Swifttest at a TN equal to their Health.

Successful characters cross over the this obstacle without breaking it; unsuccessful character crack the ice, falling in, and must now make a Swim test at TN 10 (base 5, plus 5 from Extreme Cold).

Successful characters swim through the frigid waters and climb out, soaking wet (and now suffer a -5 penalty from Extreme Cold whenever they would normally suffer a -2 from Uncomfortable Cold). Unsuccessful characters begin drowning (for rules on Drowning see page 245 of the Core Book; and remember that the Stamina TN is 5 harder from the Extreme Cold).

If their friends attempt to help the drowning character out, they may stretch out across the ice and fish them out by completing a successful full-round Strength test at a TN equal to the player's health plus 5 (Health, plus 2 from Uncomfortable Cold, plus 3 from Slick Surface). Reviving a character who fell unconscious takes a 1 minute (10 round) Healing (Illness) test at TN 7 (base 5, plus 2 from Uncomfortable Cold).

- The party comes upon a long **crevice**, blocking them from moving on. It is perhaps 10 feet wide, and about 20 feet deep. A slippery ice-bridge of sorts stretches across it.

Each character can decide for himself whether to scale down and then back out again, vault across, creep across the bridge, or devise more ingenious methods to make it across.

If a character wishes to cross the bridge then he must make an Acrobatics (Balance) test at TN 19 (base 10, plus 7 from Slippery Surface, plus 2 from Uncomfortable Cold).

Springing across takes a Jump test at TN 17 (base 15, plus 2 from Uncomfortable Cold).

Climbing in and out consists of two Climb tests made at TN 15 (base 10, plus 3 from Slick Surface, plus 2 from Uncomfortable Cold); the first to descend, the

second to ascend.

Failing any of the afore mentioned tests results in a fall of 7 yards, meaning that the character must make a Swifttest at TN 12 (base 10, plus 2 from Uncomfortable Cold). If unsuccessful, the character suffers 2d6+3 damage; if successful, then he suffers only half this amount (Falling rules, page 245 of the Core Book).

- Each character may make a Weather-sense test at TN 12 (base 10, plus 2 from Uncomfortable Cold) or an Observe (Spot) test at TN 22 (base 20, plus 2 from Uncomfortable Cold) to sense that a **blizzard** is coming on.

If any are successful then they may search for shelter with a Survival (Mountains) test at TN 12 (base 10, plus 2 from Uncomfortable Cold); all who fail make the test TN 22 (base 20, plus 2 from Uncomfortable Cold).

If they complete the test, they successfully locate shelter in the form of a curved slab of ice, which creates a wall against the storm, and the members of the party suffer no ill effects from the blizzard.

If they are unsuccessful in their search then they each take 4d6 damage from the harsh blasting of the winds and snows.

- The party stops for the night, as it is growing too dark and cold for continued travel.

One of the characters may make a Survival test (alternately, any or all may make a combined Survival test) at TN 17 (base 15, plus Dim Lighting) to get a fire going.

Each character now must make a Stamina test to resist weariness at TN 10 or, if the fire could not be lit, TN 12 (base 10, plus Uncomfortable Cold). Any who make a Failure lose a Weariness level; Complete Failures lose two Weariness levels; Disastrous Failures lose three Weariness levels.

- Rumbling and sliding, a small **avalanche** hits the party whilst they traverse round the side of a snowy little hill.

Each character must make a Swifttest at TN 12 (base 10, plus 2 from Uncomfortable Cold).

Success is escape; failure means that the character is buried.

Buried characters first take 2d6 damage. They then must use the rules for Drowning (page 245 of the Core Book), keeping in mind that the Uncomfortable Cold increases the Stamina TN by 2.

Buried characters may be dug out if their friends successfully complete 8 combined, full-round Strength tests at TN 12 (base 10, plus 2 from Uncomfortable Cold). Reviving a character who fell unconscious takes a 1 minute (10 round) Healing (Illness) test at TN 7 (base 5, plus 2 from Uncomfortable Cold).

You may create more obstacles for the party to conquer if you wish; just keep in mind physical modifiers for cold, slick surfaces, and so on.

Scene 3: Dreaded Howls

It is the evening of the second day when the party is finally through the heaviest snowfall and

greatest obstacles.

They see a great circle of upright stones (**Ring of Stones**); this proves to be the only adequate shelter for the tiring band (they will die of cold if they refuse to camp in the Ring of Stones; so try hard to convince them to enter).

You may read the following to your players to heighten the tension:

As you enter the circle of ruined stones you note that the snow only lightly covers the ground, and a fine sprinkling of rain falls. Quite perceptibly the physical cold lifts from your body; and yet a spiritual cold grasps your heart in the same moment, like an icy, menacing hand attempting to quench your soul. On the outskirts of the camp a shadowy figure appears; a warrior of old, standing there mockingly.

Note the following:

- Each character must make a Willpower test to resist fear at TN 15 (see page 233 for rules, and Table 9.19 for the effect of the test). Keep in mind that **Elves are not effected by this**, as they have the racial ability 'Ghost-scorn'.

- The figure fades away and reappears elsewhere if any of the characters make towards him.

- Any character may make a Lore: Realm (Angmar) test at TN 20 to realize that the specter is just that; a specter. It is a fell spirit, set there of old by the Witch-king himself to dissuade trespassers. The place is now haunted by this wraith; but it still retains some of its old wholesomeness, for the weather barely effects it.

- Also, with moving roleplaying, a character may make a TN 10 Bearing test to drive away the dread wraith. If this occurs, two things should happen: first of all, the spirit vanishes (with an empty scream); and secondly, the player should receive a sizable experience award at the end of the chapter for his roleplaying.

To effectively roleplay this, the character should most likely cite his line and lineage (for example: if it is Aragorn, he would tell that he is the heir of Isildur), deeds that he is renowned for (if any), and the great purpose of their mission (to rid Middle-earth of the evil of Angmar).

After this, a pack of white snow-wolves rushes the party; combat!

Note the following:

- The object of this scene is to convey a sense of danger; sort of keeping the players on their feet so to speak. The wolves are all 3-success minions (see Combat Pacing rules, page 270, for explanation). Send wolves in groups of 3 to 6 until you believe suitable; usually until one of the characters is Injured.

- The only modifiers to rolls now are: a -1 penalty from Light Rain, a -2 penalty from Dim Lighting, and any characters that fell into the frozen waters and

did not receive the benefit of the fire suffer a -2 penalty from Uncomfortable Cold (and of course anyone who failed the Willpower test suffers a penalty, unless the wraith was driven out). These penalties should be assumed for all tests, including any combat-oriented ones. Any other modifiers mentioned are used only at special times.

- Scaling the standing rocks takes a Climb test at TN 26 (base 20, plus 1 from Light Rain, plus 2 from Dim Lighting, plus 3 from Slick Surface). Any characters that fall take 1d6 damage; this may be halved if the character successfully makes a Swifttest at TN 8 (base 5, plus 1 from Light Rain, plus 2 from Dim Lighting).

- As the combat begins, you may read aloud the following if you wish:

Hissing and snapping, the ravenous wolves launch themselves bodily into the mysterious ring of stones, just as the days last light fades...

- After the combat, as the wolves pull off, you may read the following aloud if you wish:

The beasts back off, snarling angrily in defeat. They cannot match your company; for the moment, at least. Retreating into the shadows they eye you warily from the darkness, waiting for the moment to spring.

They do not attack again; in fact, besides their eyes, the party will not come into contact with wolves for the rest of the adventure. But not knowing this heightens the suspense.

- Any who attempt to cook the meat of the dead wolves finds it poor fare; vile and revolting.

Scene 4: Men Of The ice

If the wraith was driven out, the company sleeps quite peacefully, regaining all lost Weariness levels. Otherwise, the Weariness stays upon them, for their night is fitful.

In the morning, before they can set out, the party is surrounded by a band of Lossoth tribesmen. They are both curious and wary of the strangers in their land.

You may read the following to your players to describe the situation:

Around you stand a dozen strange squat men, bearded and strong, clothed in seal-skin and furs. They wield spears and clubs, crafted of bone, and these they hold steadily, as they look at you through wary eyes.

"Gukken sabma suolgai vuolde!" cries one in a voice deep and guttural. Their speech is unknown to you; for it is the native tongue of the Lossoth.

Note the following points:

- The Lossoth hustle the characters along to their village to see their chieftain.

- They will not respond to the characters at all.

- If the characters attempt to fight, dissuade them heartily, for it is critical that they befriend the Snowmen. If they *do* fight, use Dunlending stats for the Lossoth.

You may read the following aloud to the players:

The Lossoth grab you none too gently, yet not aggressively, and lead you along.

After half an hour of steady walking over the light snow, a collection of dwellings comes to view; icehouses! Many Lossoth are at work around the camp; sewing clothes, gutting seals, reinforcing their abodes, and various other exploits.

You are pressed forward to a solitary rock, upon which sits a wizened old man.

The players must roleplay the discussion between their characters and the Lossoth chieftain. The Roleplaying/Information points for this scene are:

- The Chieftain can be described to your players as follows:

Before you on the ground sits a strange squat man, gnarled as an old stone, and the hairs of his scanty beard straggled on his lumpy chin like dry moss. He is short-legged and fat-armed; thick and stumpy. His voice is deep and guttural, yet he speaks the Common Speech, though in a halting fashion, and uncouth words are mingled with it.

- The Chieftain (named Oaivámu, ‘chief’) has several goals:

- 1) He must ascertain that these are indeed friends from the South. They can prove this with sufficient roleplaying, as well as an opposed Debate (Parley) test against his Wisdom (his total Wisdom modifier is +3). He has an Unfriendly Attitude (-5 penalty to the characters’ social tests) to begin with. The Lossoth attitude will change depending on the result of the test; use the following table (see Table 9.9, page 220 of the Core Book, for the test modifiers resulting from the different attitudes):

Extraordinary Success: The people now have a Devoted Attitude.

Superior Success: The people now have a Friendly Attitude.

Marginal/Complete Success: The people now have an Indifferent Attitude.

Failure: The people now have an Unfriendly Attitude.

Complete Failure: The people now have a Hostile Attitude.

Disastrous Failure: The entire mission is jeopardized (this should be avoided at all costs, unless the players really ask for it!).

- 2) He wishes that the players drive out an Ice Giant, who they have seen roaming about their camp. The players may make an Inquire (Conversation) test at TN 15 to learn that he has as yet not done any damage, but has only walked around.

- 3) A great evil (possibly the Witch-king of Old, whom the Snowmen believe can command thaw and frost at will) has increased the bitter cold around their lands; the chieftain will retain the Ring of Barahir, which he has in his keeping, until this enemy is defeated (which should eventually happen in Scene 6).

- The following points will help you roleplay Oaivámu:

- 1) The chieftain is slightly suspicious and heavy-handed at first, but will soon see that the characters are friends.

- 2) Remember to have him speak haltingly, and mix in guttural words now and then. Example: “You come, kill botkkuhit-borri, make peace Snowmen?” (botkkuhit-borri translates as snow-beast, and refers to the Ice Giant in Scene 5).

Here is a list of some common words, and their Lossoth translations, that you may intersperse throughout the conversation, use for names of Snowmen, or use for inspiring new words in the Lossoth language:

Beast = Borri
Blood = Jielti
Bone = Aadákti
Chief = Mánná
Child = Oaivámu
Day = Beavegirji
Fierce = Ájolas
Fire = Bivttestit
Fish = Guolli
Heart = Váibmu
Hunter = Bivdu
Night = Idjabargu
Silent = Fielbmá
Snow = Botkkuhit
Sun = Dieselolju
Water = Luoppal
Whale = Fális
Wind = Luládat
Winter = Dálvi

- 3) Tie his Snowman looks into his speech. Example 1: “An odd look, which could possibly be considered a smile, came over his flat face” Example 2: “He waved his stubby arms around frantically” Example 3: “a curious gurgling noise arose from his throat; it seems he is laughing!”

- 4) He will occasionally sniff the wind, even as he is talking, and then with a sigh of satisfaction will continue his speech.

The conversation with Oaivámu should conclude with the characters setting off for the Ice Giant’s cave, while Oaivámu gathers together the chieftains for a council of war.

Before the characters set off, however, they may make Healing tests to partially recover from the damages of Scenes 2 and 3. If they need it, Oaivámu will aid them by asking the tribe’s medicine man, Aadákti, to make any

Healing tests they may need (he has a total modifier of +7 to the Healing test rolls).

Scene 5: Mysterious Caverns

There are four rooms, which the players may choose to enter any or all of. The Ice Giant occupies the third one, though they do not know this till they enter it.

- Sunlight only enters the caves slightly, and so the illumination is wanting. **Dim Lighting** thus adds +2 to the TN of most tests, unless a spellcaster uses **Kindle Light**; and of course this does not effect those who are Night-eyed.

- **First room:** Icicles will fall on unwary trespassers. Each character may make an **Observe (Spot)** test at TN 22 (base 20, plus 2 from **Dim Lighting**) or a **Swiftness** test at TN 12 (base 10, plus 2 from **Dim Lighting**) to note the hanging icicles or dodge out from under them, respectively. Any who fail the test are hit by the falling ice and suffer 3d6 damage.

- **Second room:** The floor slopes down into this room; and the characters must keep their feet as they come down, by making an **Acrobatics (Tumble)** test at TN 15 (base 10, plus 2 from **Dim Lighting**, plus 3 from **Uneven Terrain**).

- **Third room:** The Ice Giant occupies this room. See **Roleplaying The Ice Giant** below.

- **Fourth room:** This room contains a rotting old chest. It's lock has rusted into uselessness; the chest can be opened with a **Strength** test at TN 10 (base 10).

It is full of knickknacks, which are shown to be utterly worthless by an **Appraise (Gold)** test at TN 5 (base 5).

However, a **Search** test at TN 10 (base 10) will find a midnight-black knife that is in perfect condition.

Black Knife: This weapon was left in the Ice Giant's current abode by some servant of the Witch-king in long forgotten years. Both the hilt and blade of the knife are black as the heart of Sauron.

Upon the hilt are inscribed runes in the **Black Speech**. This can be learned by an appropriate **Language** or **Lore** test at TN 10 (base 10).

A **Language: Black Speech** test at TN 15 reveals that the runes read "Bane of Arnor".

Failing these, a character can see that it is obviously a weapon of the enemy with a **Wisdom** test at TN 10 (base 10).

The dagger inflicts 1d6+2 damage as normal; it also admits **Poison Of Angmar** into it's victim.

Whenever the bearer inflicts a wound with the **Black Knife**, he must make a **Willpower** test at TN 20 (base 20) to resist **Corruption**.

Poison Of Angmar: This is a deadly poison, created by the Witch-king and his servants.

Type: Injury; Onset: 1 minute; Potency: -5; Treatment: -10; Effect: 1d6+3 **Strength** and **Vitality**;

Secondary Effect: 1d6 **Strength** and **Vitality**; Stages: 10.

Roleplaying The Ice Giant

When the characters enter the third room use this section to help you portray the Ice Giant correctly.

- When the party enters the third room, they find themselves face to face with the Ice Giant, who is staring straight at them.

Immediately allow each character to make an **Insight** or **Wisdom** test at TN 11 (base 5, plus 1 from **Dim Lighting**, plus 5 from target being of a different race) if they wish.

If this is successful, they will see that the Ice Giant appears to be curious but not scared or angry.

The characters may commence combat if they wish; resolve the fight using the stats provided below. This is an acceptable culmination of the scene, though not the preferred.

If the characters choose to try discussion, use the points below to help you roleplay the situation.

- A description in the Ice Giant's write-up below may help you depict him.

- The Ice Giant's language isn't even rudimentary (his vocabulary is worse than the Snowmen). He will grunt and use body language; occasionally he may rasp out a very simple word.

- The Ice Giant really doesn't care much what the characters want him to do. He will obey them as long as they can bring the point across sufficiently.

- All the characters must do to befriend the Giant, and motivate him to leave the cave to make his home elsewhere, is make an **Opposed Persuade** test versus the Ice Giant's **Wisdom** (of +1).

Using the Table 9.9, on page 220 of the Core Book, we determine the appropriate modifiers:

He has an **Pacifistic Attitude**, which adds 5 to their test. However, he is of a different race, which subtracts 5. He also does not speak their language well at all, giving another penalty of 5 to the test. Thus each **Persuade** test is made at -5.

Each time that they attempt this **Persuade** test they must roleplay it properly.

Whether the Ice Giant is slain or the negotiations were successful, the scene is complete. If indeed they befriended the Giant, they may find themselves justly rewarded in Scene 6.

Ice Giant

Attributes: Bearing 10 (+2), Nimbleness 6 (+0), Perception 5 (+0), Strength 12 (+3), Vitality 14 (+4), Wits 5 (+0)

Reactions: Stamina +7, Swiftness +0, Willpower +2, Wisdom +1

Health: 17

Skills: Armed Combat: Natural Weapons (Claws) +5, Intimidate (Might) +3, Language: Common +1, Observe (Spot) +2, Stealth (Sneak) +3

Special Abilities:

Claws: The Ice Giant deals 2d6+8 (plus his Strength modifier of +3) with his claws and arms.

Endurance: Injury penalties do not effect them.

Night-eyed: Ice Giants are not effected by any lack of light.

Tough Skin: Counts as 3 points of armor.

White Fur: They do not suffer penalties from cold. In addition, they gain a +5 bonus to Stealth tests in snowy terrain.

Description: Towering above the heights of Men at 8 feet, the shaggy, white-furred Ice Giant certainly touts an intimidating presence. This is misleading, however, as the beast is not a carnivore but a herbivore. The huge nomad travels from place to place, searching in deep ice caverns for the plants that grow there (these plants are inedible to others).

Their minds are naturally of a simple and trusting nature, but they remember grudges and favors interminably and emotionally.

Scene 6: Mountain of Death

You may read the following aloud to your players if you wish:

Your army of Snowmen travels many days and many miles over the cold, dry, highlands of Angmar, a region marked by small forests of stunted, twisted trees. In the minds of all is a sense of impending doom... as if the end comes, victory for good or for evil.

This feeling of anticlimax reaches a point of culmination when at last the mountain fortress of Carn Dûm is sighted. It's dark spires lie in ruin... it has never been repaired since the days of Eärnur, the last King of Gondor, when it was sacked.

But upon the fields around this stronghold of evil camps a small yet impressive army; a gathering of Orcs, along with a tribe of evil Hill-men and several Trolls!

Giving vent to bloody cries of battle, that are not suitable to be recorded here, the armies of the Forodwaith and Angmar leap into the action.

The Battle of Carn Dûm has begun.

Use the Basic Rules (page 238 of the Core Book) to resolve the battle (begin at Even on the Battle Resolution Table - as the overwhelming hordes of Angmar are matched by the expertise of the Lossoth - and for simplicity's sake do not add the Siegecraft of the opposing captains to the Battle Resolution rolls).

If the Heroes and Lossoth win the battle, see **Victory** for results. If they lose then see **Defeat**.

Use the Heroes In Battle rules (page 239 of the Core Book) to determine the activities of the companions, but instead of the Core Book's Hero Combat Table use this modified version:

2-10: Nothing of note happens. The character suffers 1d6 x 1d6 points of injury (he may subtract his armour's protection from this).

11-12: The character has the chance to accomplish something bold, noteworthy, or heroic. Choose a Valourous Deed from the list below or design your own

and have the character perform this.

Here is a list of Valourous Deeds that your characters may attempt during the battle (Narrator chooses appropriate ones, or picks randomly):

• Holding The Line:

Test: TN 10 Inspire

Result of Failure: -1 on next Battle Resolution roll for each degree of failure.

Result of Success: +1 on next Battle Resolution roll for each degree of success.

Description: A pack of Trolls, down from the hills, charges the hero's company; he must hold the unit together with words of stimulation.

• Breaking The Line:

Test: TN 10 Intimidate (Majesty)

Result of Failure: -1 on next Battle Resolution roll for each degree of failure.

Result of Success: +1 on next Battle Resolution roll for each degree of success.

Description: The hero leads a company of Lossoth in a charge against the vile Hill-men of Angmar, and must terrify the Enemy into broken retreat.

• A Beleaguered Ally:

Test: TN 10 Siegecraft (Unit Leadership)

Result of Failure: -1 on next Battle Resolution roll for each degree of failure.

Result of Success: +1 on next Battle Resolution roll for each degree of success.

Description: A band of Snowmen is surrounded by enemy forces; the hero must lead a unit to their defense and break through besiegers with cunning strategy.

• Stopping A Beast:

Test: Combat with a Troll

Result of Failure: -1 on next Battle Resolution roll.

Result of Success: +1 on next Battle Resolution roll.

Description: Blasting a hole in the line with brute strength, a great Troll of Angmar approaches. The hero must slay him to muster his forces on.

• Rescue The Flag:

Test: Combat with Hill-men

Result of Failure: -1 on next Battle Resolution roll.

Result of Success: +1 on next Battle Resolution roll.

Description: A few (3-4) Hill-men have broken through the line and slain a standard-bearer; the hero must recover the flag from the Hill-men to rally the Lossoth onwards.

• Taking Their Banner:

Test: Combat with an Uruk

Result of Failure: -1 on next Battle Resolution roll.

Result of Success: +1 on next Battle Resolution roll.

Description: An Uruk is stubbornly defending a banner of Evil; the hero slays him in hand-to-hand combat to wrest it from his grip.

Defeat

If the Heroes and Lossoth are about to lose and

they didn't befriend the Ice Giant in Scene 5, read the following (if they *did* befriend the Ice Giant, and this is the first time that they are about to lose, see **Salvation**):

The Lossoth are down to their last strength; the sheer immensity of the Witch-king's armies is too much for them.

Breaking and reeling, the Snowmen fall back in disorder to the Bay of Forochel; there they are temporarily safe from the Lord of Angmar, for both sides must regroup from the terrible slaughter.

There is always hope for tomorrow... but the road seems forever dim to your eyes.

Salvation

If the Heroes and Lossoth are about to lose, but befriended the Ice Giant in Scene 5, you may read the following to your players if you wish:

Your forces fight steadfastly; but it is a losing battle. Nothing can hold the Enemy now...

But down from the hills comes striding up, roaring like beasts, a great company of Ice Giants out of the North! Recklessly they spring into the Hill-men, wading through them, bellowing as they go. Like a storm they break upon the line of the Orcs, and beat upon helm and head, and arm and shield, as smiths hewing the hot bending iron. Only the Trolls of Angmar come close to matching their power.

The battle goes from Defeat to Winning (+1); continue the fight.

Victory

If the Heroes and Lossoth win, you may read the following to your players if you wish:

Suddenly the Forces of Angmar disintegrate; their lines falter and break. The Hill-men, Orcs, and Trolls are suddenly leaderless, as if a powerful gaze has turned elsewhere. They scatter, divided and leaderless, never to form together again.

The Evil of Angmar has been defeated; whoever their leader is will not reveal himself here in the North, for that time has not yet come.

Oaivámu, chieftain of the Lossoth, approaches you wearily, but with a shining light in his eyes. He squats down and touches the earth with his horny brow in token of farewell. Looking up, he grins a toothy smile, then backs off. On the ground where he was there lies the Ring of Barahir. Your quest is complete!

Your victorious army returns to the shores of the Bay of Forochel. Elrond must be informed, and it is a long journey back from the Forodwaith to the Last Homely House... but that is another tale.

Awarding Experience

For each successful test, a character receives experience points equal to the TN, and his companions receive half that amount (round up).

For each successful scene, the characters split 100.

Reward characters who roleplay exceptionally

with a special bonus amount of experience (Narrator decides how much, probably within a range of about 25 to 100).

Suggestions on Music

For **Scene 1: Imladris' Council**, a friendly tune is appropriate, as Rivendell is a bastion of safety; perhaps *Concerning Hobbits* (Track 2, *FotR*).

The first **Interlude** could use epic 'travel'-type, such as *The Ring Goes South* (Track 11, *FotR*).

Scene 2: The Bitter North should be faintly creepy: *The Passage of the Marshes* (Track 4, *TTT*) is perfect.

The menace of **Scene 3: Dreaded Howls** should be intimidating but not blatantly threatening, something like *Treebeard* (Track 10, *TTT*).

In **Scene 4: Men of the Ice** the company has finally reached safety - for a while - and this can be echoed by *The Breaking of the Fellowship* (Track 17, *FotR*).

Scene 5: Mysterious Caverns is friendly, but suggesting of (possibly misconceived) evil, and *Samwise the Brave* (Track 18, *TTT*) does nicely.

The immensity of combat in **Scene 6: Mountain of Death** can be intensified by *Helm's Deep* (Track 12, *TTT*).

Further Adventures

As Narrator, you have a fine selection of additional adventures.

First of all, Carn Dûm is definitely a stronghold of evil, and could give both trouble and treasure to any adventurers daring it's pits. This could lead to finding information on a new Evil rising elsewhere.

The Lossoth could have troubles with their ecosystem, fell animals, inner-fighting, and so on. The characters may have to mediate or help locally, or may have to travel many leagues in search of help, perhaps in the form of special herbs to stop a plague, or the like.

And of course, if the characters head back for Rivendell, the path is a perilous one (perhaps even remnants of the forces of Angmar have retreated south and are now harrying the lands of the Free Peoples).

There are many possible offspring adventures to choose from; find which is best for your characters specifically!

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