

Appendix:

Rescue on the Barrow Downs

The Palantir of Harslan

The palantir found in the Well of Harslan is a fraud. The wise of Middle-earth realized that the minions of The Shadow of the East would never stop looking for these powerful items and so faux Palantirs were spread across Middle-earth to complicate their efforts. Faux palantirs are replicas of the originals, created by Dwarven stonemasons to mimic the physical appearance of palantirs, but they possess no magic. Any magician or Elf who approaches the faux palantir will see it for what it is: dead stone.

Looting the Tomb

Unlike other fantasy games, the PCs in The Lord of the Rings role-playing games are expected to behave as heroes, even when faced with temptation. Inside the Barrow of Harslan the PCs can recover a few items of value, but they should keep in mind that it is a tomb of a great and noble hero who perished defending his people. They consecrated it as sacred ground and the PCs should enter it with that in mind.

However, that does not mean they should leave empty-handed. If the PCs take an item with a noble purpose in mind – defending the innocent, defeating the Shadow of the East, as a gift for a loved one, etc. – it may be taken without negative consequences. If the PCs motives are simple greed or the acquisition of power, then the items will do them ill.

All characters that remove items from the Barrow of Harslan will have dreams regarding the objects in questions and will live through the last mortal moments of the last owners. For those who took the object in a “good” way, it will signal the approval of the previous owner and the dreams will occasionally return allowing the dreamer to explore an ancient day.

However, for those who took the objects in a “bad” way, the dream signals the development of a new Flaw: Cursed Item. The dream will leave the dreamer tired, with one level of Weariness that cannot be restored until the object is returned to the barrow. The dream will return within one fortnight and an addition level of Weariness is added to the character until the object is returned to the

barrow, even if the PC no longer possesses it.

NPCs

Weldon Proudfoot, wealthy Hobbit dyer and adventurer

Attributes: Bearing 9 (+1), Nimbleness 11 (+2), Perception 7 (+0), Strength 6 (+0), Vitality 10 (+2), Wits 8 (+1)

Reactions: Stamina +2, Swiftmess +2, Willpower +3, Wisdom +1

Skills: Appraise (Dyes) +4, Armed Combat +1, Climb +2, Craft: Dye-making +6, Debate (Bargain) +3, Games: Chess +2, Inquire +2, Insight +1, Language: Common +5, Lore: Realm (Bree, The Shire) +4, Lore: History (Bree, The Shire) +2, Observe (Spot) +3, Ranged Combat: Throw +4, Search +1, Weather-sense +2

Ability: Six Meals A Day, Small Folk, Soft Footed, Sure At The Mark, Tough as Old Tree Roots, Place of Trade, Masterwork

Edge: Curious, Bold

Flaws: Stiff-Necked

Renown: 10 (known as an wealthy dye-maker and part-time adventurer)

Note: At the time the PCs meet Weldon, he has is Dazed (-1) from a blow from Feyroth, as well as Tired (-2) from the forced march to the Barrow of Harslan.

Weldon Proudfoot is successful dye merchant and part-time adventurer. He spends much of his time outside Bree's hedge walls looking for coloring agents for new and attractive dyes. It was this wanderlust that led him to look at other things while out and about and he has developed a reputation for “sticking his nose where a Hobbit with his sense ought not to put it.” He is kind and generous and known around Bree as a person of influence.

Weldon is short and stout, even for a Hobbit. He wears his graying hair long and tied in a neat ponytail. He favors fancy clothes with rich colors and walks with a silver-headed cane of Dwarven manufacture. Weldon is a calm and jolly Hobbit who always has a joke.

Dustor Proudfoot, Hobbit merchant and cousin

Attributes: Bearing 7 (+0), Nimbleness 12 (+3), Perception 7 (+0), Strength 8 (+1), Vitality 10 (+2), Wits 8 (+1)

Reactions: Stamina +2, Swiftmess +3, Willpower +3, Wisdom +1

Skills: Appraise (Cloth) +4, Craft: Weaving +6, Debate (Bargain) +3, Games: Chess +2, Inquire +2, Insight +1, Language: Common +5, Lore: Realm (Breeland, The Shire) +4, Lore: History (Breeland, The Shire) +2, Observe (Spot) +3, Ranged Combat: Throw +4, Search +1, Weather-sense +3

Ability: Six Meals A Day, Small Folk, Soft Footed, Sure At The Mark, Tough as Old Tree Roots, Masterwork

Edge: Craftmaster, Friends, Travel-Sense

Flaws: Fey

Renown: 10 (known as a wealthy merchant and cousin of Weldon)

Dustor Proudfoot is one of Bree's more successful merchants. He purchases cloth from many of Bree's women and is known as an excellent weaver in his own right. Dustor partners with his cousin Weldon to dye his fabrics and then they sell the products in Bree, The Shire, and more outlying regions.

Dustor is the opposite of his cousin in all appearances. Where Weldon is short and stout, Dustor is tall and lanky. Dustor keeps his curly flaxen hair trimmed short and has even been known to shave it off in the warm summer months. Dustor favors simple clothes, even at celebrations, and often wears his traveling clothes because they are well worn and comfortable. He is a nervous Hobbit and prone to fits of panic.

Feyroth, Half-Orc servant of Sauruman

Attributes: Bearing 8 (+1), Nimbleness 8 (+1), Perception 8 (+1), Strength 10 (+2), Vitality 8 (+1), Wits 6 (+0)

Reactions: Stamina +2, Swiftmess +1, Willpower +1, Wisdom +1

Skills: Appraise +2, Armed Combat: Axe +4, Conceal +3, Guise +2, Inquire +3, Intimidate +3, Language: Black Speech +2, Language: Orkish (Isengard), Language: Common +5, Lore: Race (Men, Orcs) +2, Observe (Spot) +4, Persuade +3, Run +1, Search +1,

Stealth +5, Survival +2

Edge: Furtive, Night-eyed 1

Flaws: Arrogant, Fealty (Sauruman)

Health: 9

Gear: Battle axe (2d6+5 Damage, +0 Parry), chainmail corslet (5), dark cloak (+1 to Stealth)

Feyroth is an imposing figure who carefully hides his true parentage. His sallow complexion and narrow pupils mark him as one of Sauruman's half-breeds, but he has managed to keep this secret on his errands.

Feyroth appears as a tall and rugged Man, but his skill is pale and somewhat greenish in tint, as if he were ill. His hair is long, greasy and unkempt and he prefers to wear his cloak whenever possible. Feyroth is a cruel bully and will not hesitate to harm any who cannot fight back. He also knows the cost of failure on his errands and will do anything to avoid that fate.

Urian, Luckless Thug

Attributes: Bearing 5 (+0), Nimbleness 9 (+1), Perception 7 (+0), Strength 10 (+2), Vitality 7 (+0), Wits 7 (+0)

Reactions: Stamina +4, Swiftmess +1, Willpower +0, Wisdom +0

Skills: Armed Combat: Club +2, Language: Westron +3

Gear: Club (2d6+2 Damage, +1 Parry), strips of cloth bandages, ragged and torn clothing, two days travel rations

Note: Urian is Wounded (-5 Penalty) and bleeding out rapidly (1d6 Damage per game minute until Healing is applied).

Barrow Entrance Guard

Bearing 4 (+0), Nimbleness 8 (+1), Perception 7 (+0), Strength 6 (+0), Vitality 4 (+0), Wits 8 (+1), Stamina +0, Swiftmess +1, Willpower +0, Wisdom +1

Defense: 11

Health: 4

Armed Combat +3, Observe +2, Run +4

Gear: Rusty short sword (2d6+2 Damage, +0 Parry), leather armor (2), torch

Feyroth's Thugs (4 Men)

Attributes: Bearing 6 (+0), Nimbleness 7 (+0), Perception 7 (+0), Strength 8 (+1), Vitality 8 (+1), Wits 6 (+0)

Reactions: Stamina +3, Swiftsness +1, Willpower +1, Wisdom +1

Abilities: Adaptable (+2 to Stamina)

Armed Combat: Clubs or Blades +3, Climb +1, Intimidate +2, Jump +1, Language: Common +4, Lore: Realm (Breeland) +2, Observe +3, Ranged Combat: Bow +2, Run +1, Survival +2

Edge: Dodge (+3 to Dodge tests)

Flaws: Arrogant, Weak-Willed

Gear:

Thug 1- Chipped longsword (2d6 +4 Damage, +1 Parry), chainmail corslet (5)

Thug 2- Short-sword (2d6+3 Damage, +0 Parry), leather armor (2), small shield (+3 Parry/ -5 Ranged Attacks)

Thug 3- Club (2d6+2 Damage, +1 Parry), leather armor (2)

Thug 4- Club (2d6+2 Damage, +1 Parry), shortbow, 12 arrows (2d6+2 Damage)

These low-rent thugs were recruited by Feyroth for this mis-adventure and are kept in line by his bullying and threats. They care nothing for others, even others in their group.

Feyroth's thugs are dirty and foul-looking Men who don't bother to hide their taste for casual violence.

Siarl, Barrow-Wight

Attributes: Bearing 12 (+3), Nimbleness 8 (+1), Perception 8 (+1), Strength 12 (+3), Vitality 10 (+2), Wits 10 (+2)

Reactions: Stamina +5, Swiftsness +4, Willpower +4, Wisdom +3

Skills: Armed Combat: Blades (Longsword) +6, Intimidate (Fear) +6, Observe (Spot) +5, Stealth (Hide) +8

Special Abilities: Burned by Daylight, Icy Touch (-2 pts Strength & Vitality per contact)

Spells: Bladeshattering, Create Light, Evoke Fear, Fog-raising, Forgetfulness, Holding-spell, Misdirection, Slumber, Spellbinding

Siarl is the undead spirit of Harslan's slayer. At the end of the battle, Siarl and Harslan engaged in single

combat and Siarl was killed, but not before delivering a mortal blow to Harslan. The Witch-King of Angmar chose Siarl to guard the Barrow of Harslan for his utter hatred of Harslan and all living creatures.

Siarl appears as a desiccated corpse dressed in tattered armor, rotting robes, and wears an iron crown upon his moldy brow.

As a Barrow-Wight, Siarl may be reduced to 0 Health, but he is still not dead. The fragments of his body will continue to function on their own and his spirit will still haunt the Barrow. The only way to truly destroy Siarl is to place him in direct sunlight, at which time he will scream horribly, shrivel, and die. Leaving the Barrow open to the sun will break the sense of evil about the barrow.

Narrator's Note: PCs using the weapons found in the barrow (the daggers, spear point, and bow) gain a +3 to Armed Combat when using them against Siarl.

Wild Dogs

Attributes: Bearing 4 (0), Nimbleness 6 (0), Perception 7 (0), Strength 6 (+0), Vitality 6 (+0), Wits 2 (-2)

Reactions: Stamina +0, Swiftsness 0, Willpower 0, Wisdom 0

Health: 6

Skills: Armed Combat: Natural Weapons +3, Intimidate (Fear) +1, Jump +2, Observe (Smell) +3, Run +4, Survival (Downs) +3, Track (Scent) +3

Special Abilities: Natural Weapons (Bite 1d6+1), Pack Fighting*

*The dogs will attack two or more at a time, delivering blows to drag the victim down and then to kill.

Wild dogs are large canines that were once domesticated but have become feral and wild. They roam the area in packs, much as their ancestors, the wolves, used to. They have dark coats and run in packs of up to thirty. Wild dog packs are matriarchal and always run by a dominant female.