

# THE LOST HEIRLOOMS OF ISYR

## **Foreword**

This adventure is a rather classic one but the genre makes it easy to create a long, detailed and an exciting adventure as well for beginners and experienced players. A search for lost things is a good way of learning beginners of the many perils and obstacles in Middle-Earth, and more experienced groups can use their knowledge in their quest. To create the perfect adventure one must try to mix all types of obstacles that players could face, unfortunately less experienced players could get lost and lose their patience, that's why this type of adventure is most suited for somewhat new players who haven't too much political or geographical knowledge. But when politics and intrigues are involved so that use must use your head more than your fists that's when true roleplaying is shown. I guess I've made a lot of grammatical and spelling errors which I hope you can overlook. Forgive me, I'm from Sweden.

## **The Setting**

Around T.A 1400 just before the second northern war. Forces of Angmar often raid small human villages in Arnor, making the King Arveleg I fear for a coming war.

## **Requirements**

A party that must be good in dealing with unexpected situations and be good in stealth, trickery and fighting. The different stats for NPCs and enemies are just some help for the GM to determine how hard resistance the Adventurers will face.

Low level party: up to 10 lvls

Medium: 10-25 lvls

High: 25+

## **Aids**

Will be given in the different parts of the adventure.

## **Rewards**

Some gold, friendship with a powerful ally

And whatever the RP:s might get their hands on.

## **The Tale**

The ever growing number orcs ravage in all over Arnor spreading fear in everybody. No large travel routes are safe and most communication between the major cities have been cut of. In Siragale the Elves finding their numbers decreasing rapidly seek help from the king but no courier ever returns. The elven lord Isyr finds out that his daughter have been slain travelling south towards Mithlond, and he sees no other way then abandon his precious village to seek the help of the Snow-Elves in Forodwaith. Maybe Losp`pindel in Helloth can aid him. So telling his son Findor to travel to Mithlond with the others Isyr takes his best trained warriors to journey to Helloth. Aware of orcs following their trail, Crebain crying from above Isyr hope that somebody in the party will reach their destination. For weeks they travel and each night the orcs come to ambush them. Even though Isyr's party always manage to win or flee the battle there's always someone getting badly hurt or dies in the attack. When reaching the lands of Forodwaith only a dozen plus Isyr remain...

After no message from his father in months Findor realizes that they reached Helloth, and that Isyr might be dead. Until one day almost a year since he was separated from his father travellers come to the village of Elostirion where Findor stays with an elf who is the only to return from the party of Isyr. Laerin is his name and his story tells the fate of Isyr.

*"There was but a week left to travel and hope filled us as we noticed that the storm that had past last night must have disoriented the orcs so that they had lost our trail. The howling wind kept hitting us like a whip and the cold made the legs feel like they were full of needles. Then from a hill just on the right of us a Helkaloke charged us and crushed Nalor with it's front claws. It all happened so fast that I didn't really understand what attacked us, but in a matter of seconds Isyr had drawn Two-Handed sword and already driven it far into the Helkaloki. Then I saw the Helkaloki attack Isyr and closed it's jaws around him. When I got on my feet again the Helkaloki had run away with Isyr still in it's mouth leaving Isyr's sword and the dead Nalor. Taking pursuit of the dragon we encountered a large pack of Lossanarmor that chased us back south. Now there were only*

*four of us left and we had lost mostly of our food when fleeing. We knew that we wouldn't make it to Helloth and we hoped that some mannish settlement could exist further south. So without any hope and relying only on luck we travelled back south. In a old ruin at the borders of Angmar near Carn Dum we found some eatible plants that helped us regain some strength. Seeing orcish scouts following us we fled east in an attempt to reach Mirkwood and King Tharanduil. Seeing the great forest from a hilltop in the morning hope filled us for the first time. The orcs behind us must have realized that we would make it there unless they stopped us fast and so they did. Under the cover of darkness they came, I had just slain one orc when an arrow hit me in my shoulder and I passed out. When I woke up I was in the care of the elves of Mirkwood. They said that I had been in a coma for almost three weeks. The others had died from their wounds and only I was alive. After had regain my health I travelled here to bring you this sad story my lord".*

Laerin had brought Isyrs Two-Handed sword to Findor, one of the five items that symbolised the line of the family. The other items were the cloak, amulet, armour, helmet and the two-handed sword. Isyr had taken them all with him on his unlucky journey and now four of them were lost as Isyr himself.

## **Part I**

This part is about the RPs finding the Amulet of Isyr called Anorhen (Q. "Sun Eye") which could be a rather open history.

Begining in Bree they could do what they like. A dwarf might wish going to Moria seeking adventure there. Maybe an elf would like to go to Siragale or Lorien. If the party goes to Moria or any Dwarven settlement they'll find out that a caravan carrying weapons will be sent to Fornost to aid the humans in the war. If the RPs join the caravan they could be ambushed by orcs where the leader carries the amulet. If going to (which should be best) Fornost directly, the RPs could be asked to aid in scouting a ruin nearby where a woodcutter belived he saw an orc. The ruin is located about 15 miles east of Fornost. It was destroyed a century earlier and there isn't sufficient money to rebuild it neither intrest. Nowadays rumors tells of undead sprits haunting the ruin so nobody dares venturing nearby. But it's merely the locals who belive in it. Thus it makes a perfect hideout for the spies of the Witch-king. And now has a small party of mixed orcs and humans have hidden amongst the ruins. The party consists of eight orcs and fout humans.

## **Npcs**

### Natbur

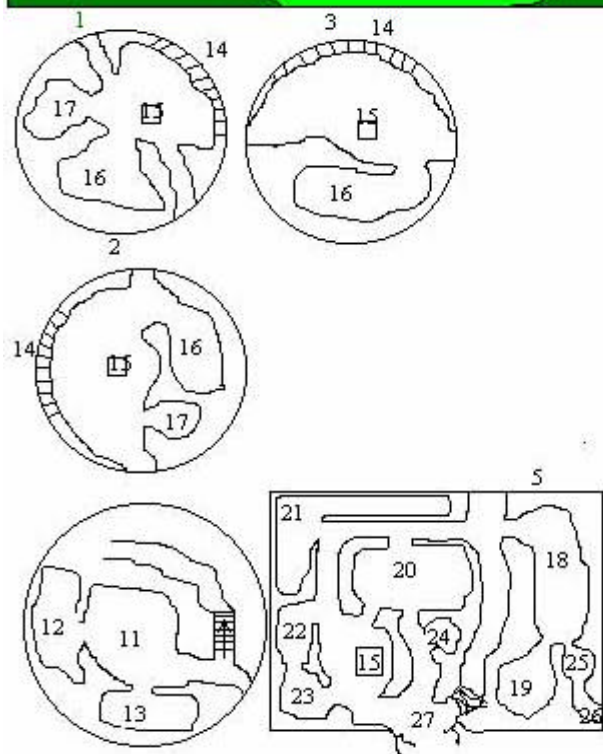
(Or. "Night man") A half-orc bred in Carn-Dum who enjoys power to command others. A furious warrior in combat but clever leader when it comes to planning raids. Orcs actually like his way of commanding since his tactics often win fights. For this they've given him the name Rumshatup (Or. "Skullcrusher") beacuse he likes to hit enemies at their heads with his mace.

He stands 5'3" tall which makes him a head taller than other orcs. The mace he wields in combat is made of black Arborang making it hard to break and to fumble with. +15 OB and all crits caused by it is raised with one level (A becomes B and so on) also all enemies fighting against Natbur in close combat suffers a -10 penalty to both attack and defence bonus. Other Items: Breastplate (+5 DB), Hemlet (+5 preception), Arm greaves (+5 OB).

### Rohilnor

Knowing all ways in how to trick anyone Rohilnor makes an excellent spy for the Witch-king. Rather short 6 feet tall for an elf he can easily blend among others and dissappear. It is he and the other non-orcs who will enter Fornost to try to find out about when and where supplies, weapons and reinforcements will arrive. Always on his guard Rohilnor carries a small dagger (+15 OB) up his sleeve coated with a poison he's made himself. A lvl 6 nerve poison that paralyzes the victim for 5-50 rounds. The blade have to be recoated after four blows. This is done by simply dipping the blade into a little flask Rohilnor keeps at his belt (17 doses currently left). Other Items: Cloak (protects as Soft L, +10 Stalk/Hide), Ring 10 pp from Light Law spell list/day.

## Ruin



- 1, Scouting tower
- 2, Southern tower. Here all the orcs including Natbur stays.
- 3, Western tower
- 4, Northern tower
- 5, Main building
- 6, Destroyed wall, one can walk right in on the yard, about 4 feet wide entrance.
- 7, partly broken wall see 27.
- 8, partly broken wall, Hard climbing maneuver to get up on the wall.
- 9, Bridge
- 10, place where the woodcutter thought he saw orc in the southern tower from.
- 11, small hall
- 12, used to be a storage room

- 13, sleeping quarters
  - 14, arrow slits
  - 15, Ladder to get up on the roof
  - 16, guard sleeping quarters
  - 17, guard captain quarters
  - 18, Officers sleeping quarters.
  - 19, Senior officer sleeping hall. Here the human spies stays
  - 20, officers mess hall
  - 21, servant quarters
  - 22, used to be a kitchen
  - 23, storage room
  - 24, treasury. Though force has been used to open this door by Natbur and the others the door stands firm. Picking it's lock is extremely hard. See below
  - 25, Guest quarters. Rohilnor himself has settled here and is aware of the hidden door (26).
  - 26, hidden escape door
  - 27, ceiling above right corridor has collapsed. A sheer folly contortion maneuver is required if one should pass through.
- Treasures: around 50 gp in tp, cp and bp. Several +5 weapons. Flail +5 OB 40% weight of normal. Cloak +15 to hiding. +10 composite bow.

### Obstacles

If the adventurers approach the ruin at day they'll notice nothing special, since all enemies are inside hiding. Still one human guard stand guard at the yard entrance. Unless fighting is the only option the orcs and humans will try to hide as long as possible. Norui the third Rohilnor and the humans will travel to Fornost while Natbur and his orcs travel back to Angmar. The adventurers get their assignment Norui the first thus having two days to travel and investigate the ruin. Rohilnor is the one who carries the Amulet of Isyr (see it's powers below).

Other Characters	Lvl	Melee OB	Missile OB	DB	Hits	Armor Type	M&M	Weapon Type	Shield	Description
<b>Low</b>										
Natbur	4	90ma	60sb	35	87	Ch	5	Mace	Y	Half-Orc Warrior
Rohilnor	6	95da	90da	45	71	Sl	15	Dagger	N	Avar Elf Rouge
<b>Medium</b>										
Natbur	7	105ma	80sb	40	112	Ch	10	Mace	Y	
Rohilnor	9	110da	100da	50	96	Sl	20	Dagger	N	
<b>High</b>										
Natbur	11	130ma	100sb	50	157	Ch	15	Mace	Y	
Rohilnor	13	140da	120da	60	134	Sl	35	Dagger	N	
<b>Troops</b>										
<b>Low</b>										
Orcs	1	50sc	35sb	5	42	Sl	0	Scimitars	N	Orcish Warriors
Humans	2	45da	45da	15	36	No	10	Daggers	N	Angmarean Scouts
<b>Medium</b>										
Orcs	2	60sc	50sb	25	64	Rl	5	Scimitars	Y	
Humans	3	55da	50da	20	49	No	15	Daggers	N	
<b>High</b>										
Orcs	4	80sc	60sb	35	87	Ch	10	Scimitars	Y	
Humans	5	75da	70da	25	63	No	20	Daggers	N	

Anarhen (Q. "Sun Eye"). Can only be usable by elves, 50 pp/day from *Spell defence*, *Detection mastery* and *Calm spirits*. +20 RR and DB vs Elemental attacks. Constant *Bless* spell.

### Part II

Finding the Amulet should rise some curiosity about what is is and where is comes from. Back in Fornost the Adventurers will be rewarded with 7 gp each and perhaps gain some reputaion amongst the higher institutions. Not knowing really what to do the adventureres are walking around in Fornost seeking quests among th inns. Yrelin a female elf and a friend of Findor is returning back from a journey to Rivendell has taken a detour to Fornost to buy some herbs from her good friend Olire. Comming out of the shop she spot one of the charachters (Elven one if there is one) and follows him/her until he/she stops by some reason. Yrelin introduces herself and

starts a conversation about what he/she comes from, where he/she is going, Yrelin knows about Isyrs fate and Findors desire to find the family heirlooms. She will recognize the amulet at once and will tell the wearer of it's origin and that Findor searches for it. Yrelin will suggest that the adventurers travel with her to Elostirion where Findor stays. GM note: Remember that orcs roam all over Arnor and will not hesitate killing any Elves or men.

Greeted by Findor himself in Elostirion, Yrelin tell him about the errands she have made and that she has brought a small group of adventurers who possess the Anarhen. Of course Findor gets very surprised and startled but does not show it. He asks the adventurers how they found the amulet, studying the characters looking is he can sense any pride, courage and honesty among them. If he suspects somebody of being a thief he will then invite the leader to discuss with him further (just a diversion). Noticing no sinister signs Findor wish the adventuers to help him locate and find the other lost items. As a reward Findor will fulfil any wish possible.(Special weapons, money, jewelry, magical items, title or land even). He tell the adventurers the whole story about his fathers tragical death and the journey the survivors have made and that only Laerin survived. Resting in Elostirion, Laerin will introduce himself and request joining the adventurers travelling to Forodwaith since he know the way and wan't to avenge Isyrs death.

## **Npcs**

### Yrelin

Beautiful, agile, always smiling but somewhat talkative, Yrelin like to make friends and travel as much as she can around Arnor helping people in need. Having knowledge of almost all of Arnors animals and plants she can survive for a long time in the forest. Not a very skilled warrior, Yrelin prefers to avoid combat. If ambushed or outnumbered she can use her short bow. Crafted from Ivory inlaid with emeralds it's one of the most beautiful bows made. +20 OB, with double range, never fumbles and 50% weight. Yrelin also keeps a runeknife given to her by an old Viisa in Vasaran Ahjo as a gift for a set of herbs though Yrelin demanded nothing in return. Acts as a +5 Spad for Animists, +15 OB and returns to wielder after being thrown. PP:18 Spells: Knows Surface Ways, Nature's Lore, Protections, Blood Ways, Organ Ways and Plant Mastery. All to lvl 9.

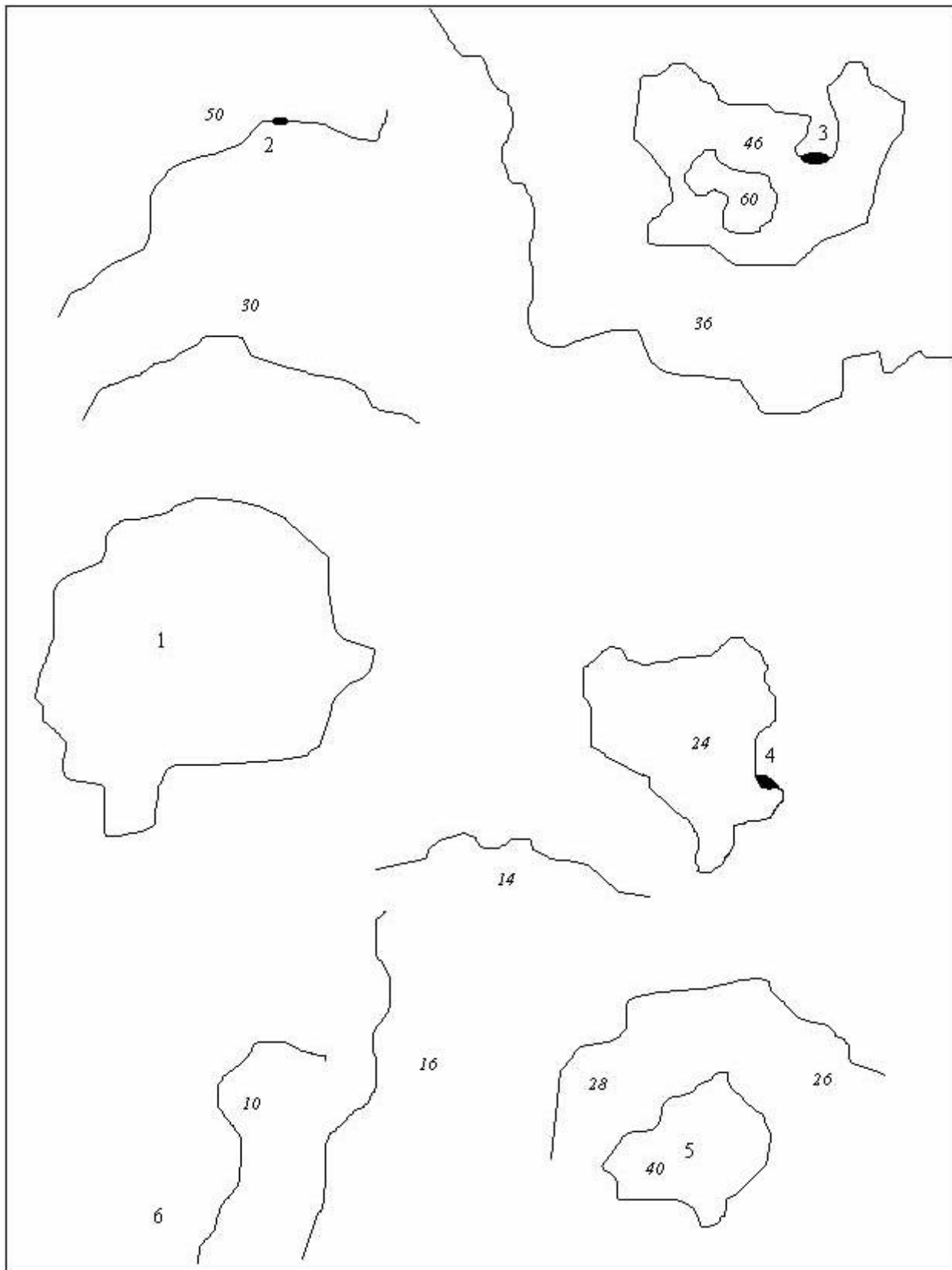
### Laerin

Having slain numerous orcs and Trolls during his life, he had never encountered a dragon before. This frightened and made him believe he was responsible for the death of Isyr. This personal vendetta has obsessed him and he will be very dissapointed unless he can't find the dragon. Scarred by many fights his appearance isn't like the fairest of elves, but seeing his impressive battle garnment, including his sword, armor, shield and cloak one can see that criticising him would not be an option unless you really wan't to die. Laerin has devoted his life cleansing Middle-Earth of all evil he sometimes join Elladan and Elrohir or the Rangers of the North to seek out orc-holds and troll holes. Seeing an orc or troll would send Laerin into great rage which wouldn't stop until all of them are truly dead. Against these creatures he gains a +20 OB and orcs suffers a -10 OB bonus due to fear (Trolls are too stupid to understand fear). Items: sword Naurfaroth (Q. "Fire Hunter") forged of red laen it's slaying orcs and trolls and gives additional heat crits vs these creatures. +20 OB it can also raise a fire wall once/day, by drawing the sword along the ground. Shield +40 DB and additional +20 DB vs ememental attacks if faced towards the caster. Armour: Full platemail +10 DB and +10 MM. Cloak casts *Shadow* at will, +10 stalk/hide.

## **The Setting**

Beliving that his fathers items would be in the dragons cave, Findor can't stop wondering how the Anarhen could turn up being weared by an avar elf from Angmar. Now that Laerin and the adventurers travelling north Findor will travel to Rivendell to seek out the origin about a rumor concerning a tall helmet that had been seen in the Grey Mountains. The description could fit the helm of Isyr and have risen couriosity in Findor. He has told Laerin to meet in Bree as soon as possible again.

## Small map



1, Frozen lake. All activity is at -30.

2, Abandon cave. Rather large, used to be inhabited by a pack of white wolves, but they left when the drake came. Bones of various north-dwelling animals may be found. (Losrandir, snow-hares, even a small north bear.)

3, Ice drake lair. See description below.

4, Snow-troll hole. See description below.

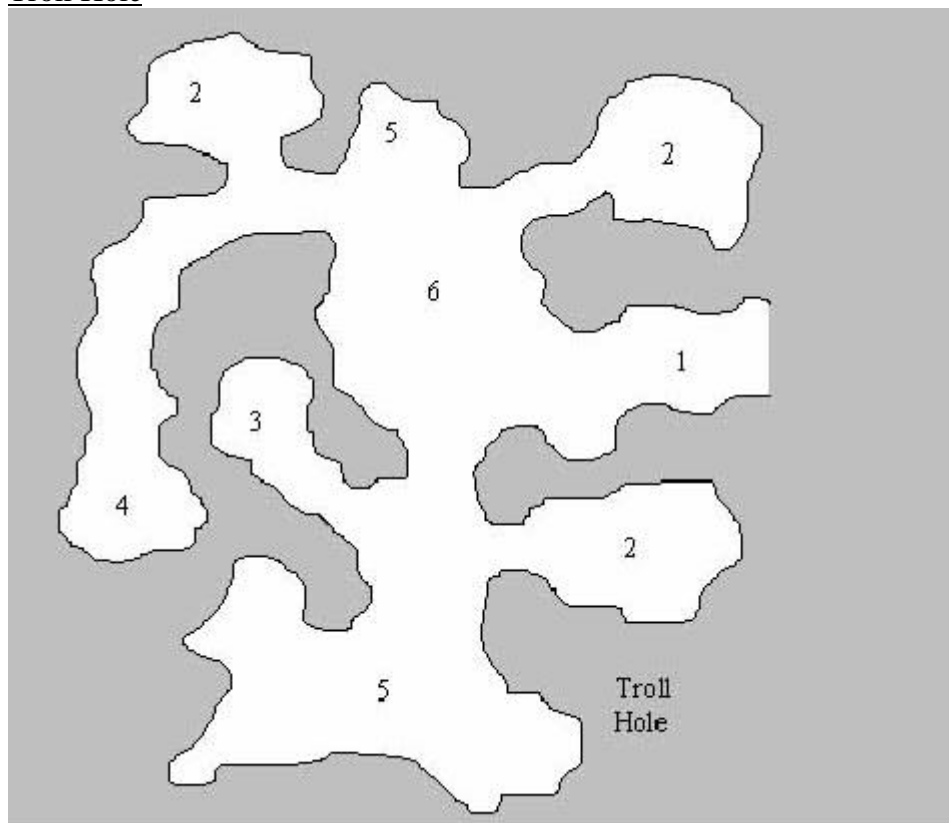
5, Small hilltop. Can be used to get a better view over the area.

GM note: The module *The Northern Waste* is a good tool to see how the climate affects adventurers here as well as other encounters. It's merely up to the GM to apply extra rules.

### Obstacles (Some pieces taken from *The Northern Waste* module)

When the temperature drops below 0 degrees F metal armor become hazardous to bear causing hypothermia and wearer suffer 1-10 hits every hour in addition. This could be prevented by wearing thick garments beneath the armor, but this gives sufficient penalties to movement and fighting. -20 for every thick garment. If temperature drops below -50 degrees F weapons might crack or shatter when struck against an other object. RR roll is required each time, Resistance of weapon is based if the weapon is special or made by somebody. For example a Dwarven or Elven made weapon could have a lvl 10 RR, while a really powerful, enchanted weapon would have like 20 lvl RR (It's more or less up to the GM).

### Troll Hole

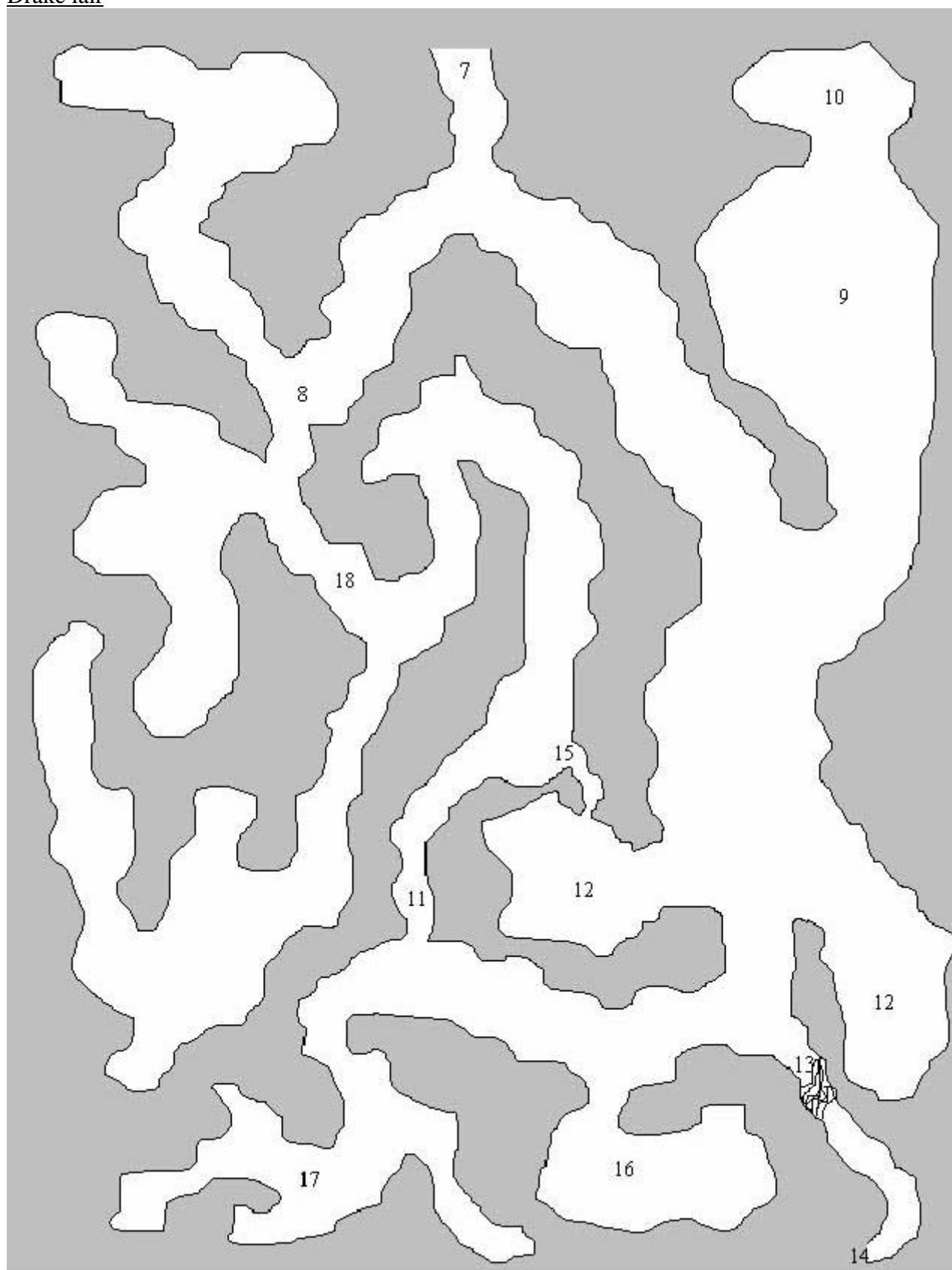


- 1, Entrance, about 15 wide
- 2, Sleeping "corners"
- 3, Troll treasure chamber see below.
- 4, Storage chamber see below
- 5, Piles of bones and rotten food
- 6, Main chamber, Troll weapons lay here. Any perception maneuver is at -35 and any attack -15 due to horrible smell. The trolls have grown used to it. Ventilation is rather bad.

Treasure: +5 OB short sword 50% of normal weight. Flute, +10 to music and Animal handling. Headband. Prevents 25% of head crits,+1 Spad for any realm. Quarterstaff made of Dirwood (broken in two though) Useless if not repaired which is an Extremely hard forging maneuver (+15 OB) cast 10 pp/day from *Ice Law*, *Fire Law*, *Water Law*, *Earth Law* and *Light Law*, 75% of normal weight.

Storage: At first it looks just like a pile of trashed goods, but if searching some time (Medium perception M) one can find a bottle of vine rapped in some strange blankets. Amazingly the bottle hasn't been broken by the extreme cold neither has the vine itself frozen. It's impossible to figure out it's origin, but removed from the blankets for a few hours the bottle will shatter and the vine will be spilled. The taste is excellent since being stored for about a century it would be worth some money. The three blankets can't be used to warm any human but will keep anything small warm forever. If searching any harder (Extremely Hard perception M required) a small bag of rocks (12 of them) can be find. Just simple rocks to the look. But if thrown they'll turn into a +100 *firebolt*. Range is 100 feet. If three are thrown at the same time they wil merge into a +40 *fireball* instead.

## Drake lair



7, Entrance. In all of this cave everyone have to make an easy maneuver every 10 metres because of the icy ground. Special shoes, items, spells might of course modify this.

8, Here the larger corridor divides into smaller ones. Here the adventurers should understand that a drake woudn't be able to pass since it's too narrow.

9, Drakes resting room, on the ground there's approximatly 23 gp in cp, bp and sp.

10, Used to be a cavern where like weapons, armours, shields a alike were kept.

11, icy slope, about 30 feet. Requires a hard maneuver every ten feet. If falling suffer B crush crit.



12, Piles of bone, among them the broken Armour of Isyr (Medium perception M) can be found. Not entirely destroyed though.

13, corridor which the drake made cave in to stop anyone from entering his lair from 14.

14, Small entrance, one must crawl (Medium M) to exit or enter.

15, Narrow passage (Hard contortion maneuver)

16, Frozen Icy drake eggs unhatched and dead 3 st.

17, Here four faerie spirits sleep. Anyone with magical powers senses is overwhelmed with a weird feeling making him/her stay for some rounds. During that time each spirit drains 2 pp each round. If reaching ten they all are awoken and materialise in every corner. Appearing only as a flying demonic skull they can surround one characters chilling the air. Anyone attacked must resist a lvl 8 fear attack or be paralyzed by terror for 1 round plus extra ones for every 10 points of failure (meaning if failing the RR with 30 then the character get paralyzed for 1+3 rounds) Each round the victim suffer damage that of an +50 icebolt, though this can be resisted by making successful roll vs an 8th lvl attack. No DB may be used and parrying is impossible. If trying to break free, one must make a Hard combined strength, maneuver (St+MM/2) roll. One may also be pulled out by another character (same rules but for the "helper") Then one can make an attack against the spirit before it attacks again. They are immune to any form of Ice spells but take double damage from fire spells. Anyone trying to attack the Spirit while it's swirling around another character has a 90% chance to hit his friend instead. Ordinary material weapons only make half the normal damage unless it possesses some special power. See stats below. I hope this wasn't too confusing.

18, Icy slope one (Very Hard M). If falling take an A crush critical.

When reaching the place where the Drake attacked and killed Findor, one can see that Laerin is filled with the desire for revenge. If finding the troll-hole and entering it will be empty. But signs of that something been in there recently can be seen everywhere. The three trolls currently living there are out hunting and for each minute that the adventurers stay there is a 1% chance of the trolls returning. After ten minutes there is a 10% chance that the trolls return and so on. And if searching alot it might take some time. See stats for trolls below.

Laerin is though eager to find the drakes lair and will be really dissapointed when no drake shows up, but he want to wait and meanwhile he want's to investigate the cave further. Finding the cloak fills him with some grief but he does not show it. When realising the drake isn't there Laerin advices them to travel back.

GM note: Remember that there are some orc tribes that patrol northern Siragale, Arnor and southern Forodwaith. The Bagronkuz, Ulogarum and Uruk-uflag tribes who will during these times of war kill any outsiders. More information about these tribes as well as stats can be found in the module *Angmar*.

Other Characters	Lvl	Melee OB	Missile OB	DB	Hits	Armor Type	M&M	Weapon Type	Shield	Description
Yrelin	9	45da	85sb	25	64	No	40	dagger	N	Sinda Elf, also 75da thrown
Laerin	16	165ls	125lb	70	173	Pl	30	longsword	Y	Sinda Elf warrior
<b>Troops</b>										
<b>Low</b>										
Orc	1	50sc	40sb	10	40	Sl	5	scimitar	N	Orc
<b>Medium</b>										GM decide how many
Orc	3	70sc	55sb	30	76	Rl	10	scimitar	Y	Orc
<b>Hard</b>										
Orc	4	85sc	70sb	35	87	Ch	10	scimitar	Y	Elite Orc,
Leader	7	115ha	95sb	45	119	Ch	15	handaxe	Y	Leader, perhaps Uruk-Hai

Monsters & Creatures	Lvl	Primary/Secondary Tertiary attack OB	DB	Hits	M&M	Armor Type	Weapon Type	Description
<b>Easy</b>								
Snow-Trolls	8	80we/30Mbi/70LBa	30	132	10	Rl	Two-H	All trolls use two-handed clubs
Ice spirits	6	Special see above	10	100	50	No	Special	Faerie creature
<b>Medium</b>								
Snow-Trolls	10	90we/40Mbi/80LBa	30	153	10	Rl	Two-H	All trolls use two-handed clubs
Ice spirits	8	Special see above	15	125	50	No	Special	Faerie creature
<b>Hard</b>								
Snow-Trolls	12	100we/50Mbi/90LBa	30	174	10	Rl	Two-H	All trolls use two-handed clubs
Ice spirits	10	Special see above	25	150	50	No	Special	Faerie creature

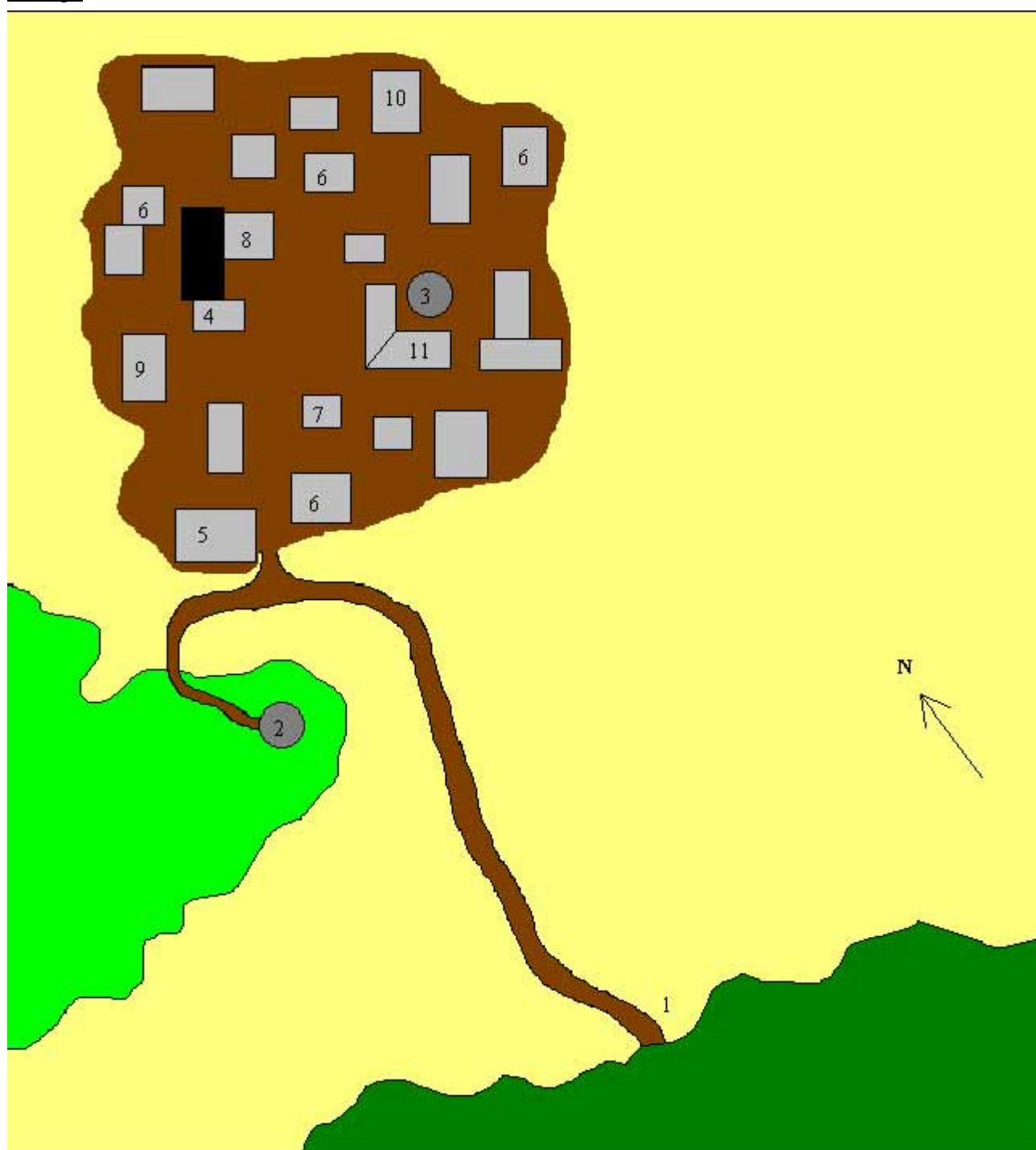
Annoisyr (Q, Armour of Isyr). Mithril scales neatly forged together. +20 DB, encumbers as Rigid L. Usable only by elves. +20 RR vs spells.

### Part III

In Bree, Findor will be waiting and greet Laerin and the adventurers with both wonder and happiness. Showing the broken armour, he turns silent for a while. Though sad that the Helkaloki wasn't to be found, Findor has heard that the Isyrs hemlet is maybe located somewhere in the Grey Mountains and wants the characters to travel to a village in Angmar called Thakir to talk to a man named Deor to gain more information and perhaps even seek for the helmet. Deor is actually a half-elf working as a spy for Elrond sending messages with a trained raven. Findor who starts to trust the adventurers more wishes them good luck. Laerin won't be joining them in this part.

Travelling through Angmar during times like this the adventurers must think of using great stealth and avoiding meetings, leaving tracks and fighting. And disguise themselves when passing through populated areas. Idea points should be given to characters making something extraordinary. The village of Thakir is located some 35 miles north of Litash in a somewhat hilllike area.

### Village



- 1, Road coming out of the forest. The adventurers should come this way unless they choose otherwise. The forest is a rather dense one so hiding there in daylight is "Easy". During night it's routine.
- 2, Guard tower. 20 feet high. Two guards are always posted here, they are being relieved every four hours. Having a perception of 30 they always keep an eye on the forest road.
- 3, Village tower 30 feet high. One guard is always present.
- 4, Aetins quarters
- 5, Guard barracks
- 6, Storage buildings
- 7, Weapon storage
- 8, Church, in the black area to the left is the main hall.
- 9, Initiates quarters
- 10, Deor lives here
- 11, The only "inn" in the village, more a meeting place for the locals.

### **Obstacles**

If the guards in the hill-tower spots anyone they signal to the village tower using a small flag. From the village tower the guard shouts down to the barrack to alert the other guards, there are twelve in total. Armed with broadswords and kite-shields (+30 DB) using crossbows for ranged attacks. The time it takes from the spotting until the guards in the barracks are ready and have moved to the two-way crossing is about seven rounds. If the adventurers depart quickly, a messenger will ride to a fort in the north called Barad Lagul to have them send a patrol to capture or kill the adventurers. This patrol uses trained dogs which can both attack and track having a skill of 80. See stats for guards as well as the patrol crew below.

Thakir is also a place where black priests are being trained. Presently there are eight initiates learning to worship Sauron under the supervision of Aetin. In the church many scrolls and books written in Morbeth can be found.

### **Npcs**

#### Deor

The herb shop he owns is very appreciated by the locals since many wild animals such as wolves and bears sometimes attack the villagers when they are out chopping wood, hunting, fishing etc. Not a very skilled warrior Deor trust in healing and forgiveness instead. If the adventurers are injured when finding him he will quickly brew them some herbal tea and see to their wounds. And when they leave he'll give them a flask containing 20 doses of Draaf brewed in to a well-tasting elixir which will last for about ten weeks before being spoiled. Items: Wand, able to cast 20 pp/day from the *Surface Ways* spell list.

#### Aetin

A man totally devoted to support the shadow in it's quest. Very talented in the arts of magic he will use elemental spells to keep attackers on a safe distance. Always on his guard Aetin senses when other magic is being used (If the adventurers cast any spell within 300 feet from the church where Aetin stays he will feel so immediately and will alert the guards that danger is about. Items: Oak staff, +10 OB acts as a x2 multiplier for Essence spells, have also 15 *Aura of Flame* charges stored. PP: 35 Spells: Physical Enhancement, Essence Hand, Illusions, Spirit Mastery, Fire Law, Water Law and Living Chance. All to lvl 6,8 or 10 (Depends on what difficulty).

#### Ragyr

One of the most trusted men in the service of the Witch-King. Ragyr has trained several generations of dark priests. Ragyr often travels around Angmar to meet with other priests and sometimes the Angulion in Carn Dum. When attacked Ragyr uses first spells like *Bladeturn*, *Shield* and then *Leaving* to get away from his opponent and then cast *Circle of Flame* to capture the enemy and if not surrendering Ragyr will use other bolt spells like *Shock Bolt* and *Water bolt* to for "persuasion". Items: Quarterstaff made from the Shadamabo tree. (+15 OB) Acts as a +2 spad and may be used to store up to five spells in it. (up to a max of 25). Bracer (left arm). 13 *Shield* charges left out of a max of 30 (Wearer must make one Easy Use Item M once before a battle, then whenever the wearer chooses to parry a blow using the bracer one will unleash one *Shield* spell. Long borang dagger: +10 OB, blade holds 3 doses of Lawrim poison. (The blade can store up to five doses off poison. PP: 42 Spells: Ice Law, Light Law, Earth Law, Lofty Bridge, Wind Law, Essence Hand, Spirit Mastery and Essence Perceptions. All to lvl 8 or 10 (Depends on what difficulty).

Deor will tell the adventurers of the helmet of Isyr which is in the possession of a black priest named Ragyr who lives in a tower some five miles east, and that he sometimes travel to this village to meet Aetin. Deor believes that Ragyr will come here during the week since preparations have been made in the church. And after two days Ragyr comes fro east of the village. Having his two bodyguards and four servants with him. He will stay in the church together with his servants. The bodyguards will stand outside the church letting no other than initiates and the priests through. Ragyr will stay for five days before travelling back to his tower.

### Tower

- 1, first floor
- 2, second floor
- 3, third floor
- 4, top floor
- 5, Entrance, two guards always stand watch
- 6, Entry hall
- 7, Guard quarters
- 8, Main hall
- 9, Servant quarters, all of the servants stay here when not performing their duties.
- 10, Guest quarters
- 11, Shrine: Here the initiates worhsip the dark lord. Two are always present
- 12, Library: Here the initiates study lore and magical skills. Four are always present
- 13, Initiates quarters. Two are always present
- 14, Ragyrs privat laboratory
- 15, Ragyrs privat library
- 16, Storage
- 17, Ragyrs privat shrine
- 18, Ragyrs quarters
- 19, Roof is held up by the four pillars. Four loaded (+5 OB, double range) crossbows lies up here. View is great

There are a total of twenty enemies plus Ragyr in his tower. Four guards, eight initiates, six servants and two bodyguards. The two bodyguards stand guard at the stairway leading up to the third floor.

Other Characters	Lvl	Melee OB	Missile OB	DB	Hits	Armor Type	M&M	Weapon Type	Shield	Description
<b>Easy</b>										
Aetin	6	60qs	40da	45	53	No	15	staff	N	Angmarean mage
Deor	4	70ss	60da	35	49	Sl	15	s-sword	Y	Half-elven scout
Ragyr	8	70qs	60da	50	67	No	25	staff	N	Angmarean mage
<b>Medium</b>										
Aetin	8	70qs	50da	50	72	No	20			
Deor	6	85ss	70da	40	74	Sl	20			
Ragyr	10	80qs	65da	65	85	No	25			
<b>Hard</b>										
Aetin	10	75qs	55da	60	83	No	25			
Deor	8	95ss	80da	45	87	Rl	25			
Ragyr	12	90qs	70da	75	98	No	35			
<b>Troops</b>										
<b>Easy</b>										
Village guards	2	70bs	55cb	25	51	Ch	5	Sword	Y	Angmarean men
Initiates	3	40da	20da	15	37	No	15	Dagger	N	Angmarean mages
Ragyrs bodyguard	5	100th	70cb	15	87	Ch	10	Battleaxe	N	Half-Troll warriors
<b>Medium</b>										
Village guards	3	80bs	65cb	30	64	Ch	10			
Initiates	5	45da	25da	20	46	No	15			
Ragyrs bodyguard	7	110th	85cb	35	103	Pl	15			
<b>Hard</b>										
Village guards	4	85bs	75cb	40	72	Ch	15			
Initiates	6	50da	30da	25	51	No	20			
Ragyrs bodyguard	9	120th	95cb	55	125	Pl	15			

Soroncassa (Q, "Eagle Helmet"). +10 to perception and tracking, negates 90% of all crits to head. +10 DB. Usable only by elves. If rolling an light Use Item M before any battle, *Regeneration III* spell will aid the wearer throughout the battle.

#### **Part IV**

Finding the helmet and in the same time defeating a major wizard will bring the adventurers some fame in Arnors bigger cities. Only the cloak is missing now and nobody has heard of it. Maybe some other evil wizard or orc lord have it. Then it's almost impossible to find. But determined to find Isyrs cloak, Findor want's the adventurers to travel to Tharbad, while himself travelling to Rivendell and Laerin to Fornost.

The adventurers really have no choice, Findor is nearly obsessed in finding the cloak and enraging him wouldn't be the best of ideas. In Tharbad there is an great market going on and merchants from all over Middle-Earth come to sell and buy goods. This also brings many other adventurers and thieves. Parties travelling into or out Tharbad is advised to hire guards as protection from rouges and bandits that might ambush unwearry travellers.

#### **Npcs**

##### Ilmarin

Born in Lake-Town she fled with her parents away from the plague, but died in Mirkwood leaving Ilmarin alone only eight years old. After walking around totally lost the little girl was attacked by some wolves seeing an easy meal. Ilmarin passed out after being bitten in the head and woke up on a soft bed in Rivendell, with an old man leaning over her. He told her she'd been badly wounded but that the fair elves had rescued here at the last minute. To young to go on by herself, Ilmarin joined the old man and travelled to Tharbad where the man sort of adopted her. Fanir his name was and having lived hid whole life as a merchant he now wanted to settle to await death. Ilmarin who took care of him as good as she could, had trouble finding work since she had no education and could hardly speak at all. So after a while Ilmarin started to steal things. Pickpocketing rich people in the streets or burglaring small storage facilities. When twenty more years had past, Fanir had died and Ilmarin become a thief of great skill. Spotting a caravan coming into Tharbad with many badly wounded, she saw that they had brought fine goods for the great market. Breaking into their storage house she found a very fine piece of cloth she thought. Taking it with her she got stuck and a piece of the nice cloth where torn away. Ilmarin goes daily to the church to prey for Farin and to confess he sins. Items: The cloth is actually the cloak of Isyr, see powers below. Arborang dagger: +15 OB, 20% of normal weight.

#### **Obstacles**

The adventurers who should be looking around the marketplace suddenly see the small piece of the cloak attached to the pouch of a merchant. Asking where he found it he says that some thief had left it burglaring his storage. If the adventurers wish to buy it he refuses and want's to knw why (Hard influence M). Hearing the real story he starts to laugh (Now it's an Extremely Hard M if they wan't to buy it). At least 5 sp he want's for it. Ilmarin also sneaks around the marketplace looking for pouches to snatch. She only uses the cloak at night since it's draws much attention. If the adventurers don't look out she will pick their pouch if it's not hidden (Ilmarin has a pickpocketing skill of 80). This should be difficult for the adventurers to figure out how to catch the thief. The need something to lure the thief with. The can buy a wagon and goods and a storage hoping that Ilmarin will show up or ask locals if the know anything. Ilmarin often stays close to the city gates to watch merchants bringing in their carts and finding out what they bring by asking. Then at night she breaksin to steal some goods. In her house she have collected some items that he don't know how to sell. So the adventurers might diguise them as traders that want's to buy items. Items Ilmarin want's to sell: small flask: If used with cooking a meal, the liquid enhances the taste so that the meal is delicious, then it may also restore 10 concussion hits. Small statue: looking like a Glutan, worth about 5 gp. Pearls: 13 in a small pouch, each worth about 8 sp. Yellow elixir: If drinken add 20 to meditation maneuver and restores 5-50 hits. Lore book: Full of information about sea creatures (lvl 4). Brooch: Gold with a large emerald worth 20 gp. Candelabra: three of them worth 12 sp each. This means that there are three adventurers must figure out a way to get to Ilmarin.

1, To buy a cart and goods that might be interresting for Ilmarin to steal. Then of course they have to buy it somewhere else and take it into Tharbad showing themselves a much as possible.

2, They can disguise themselves as traders from far away looking for odd objects and other goods.

3, Go asking locals, or trying to catch Ilmarin in other ways.

Other Characters	Lvl	Melee OB	Missile OB	DB	Hits	Armor Type	M&M	Weapon Type	Shield	Description
<b>Easy</b>										
Ilmarin	4	65da	75da	40	48	No(RI)	20	dagger	N	Dunadan burglar
<b>Medium</b>										
Ilmarin	6	75da	85da	50	64	No(RI)	25	dagger	N	
<b>Hard</b>										
Ilmarin	8	90da	100da	60	87	No(RI)	35	dagger	N	

Anarcollo (Q. "Sun cloak"): +20 DB, +20 to stalk/hide, constant *Resist Heat* and *Resist Cold*. Free use of spell list *Nature guises*. Protects as Rigid Leather.

Though still sad for hid fathers death Findor will do anything within his powers to fulfill the requests of the adventurers. His undying friendship they have earned and will always be welcome to his house in Lindon.

Afterword: Maybe it's a little too classical and the details are rather few, but my future adventures will be much better and more intriguing. It sure was hard to end this adventure and I can't say I'm happy about it. I will soon bring you the whole story on what really happened to the items after Isyr was carried away by the Ice drake. This is more like a beginners adventure and more experienced parties should face greater challenges. It's up to the GM to twist and add difficulties. Here are some thoughts for Part II to make it harder for experienced adventurers:

When travelling home after recovering the armour a large band of orcs ambushes the adventurers and outnumbered they should flee. Having the way south blocked by orcs they must travel north instead in search for help or maybe to buy a boat and sail their way down to Siragale again.

## Allies & Enemies

Here are the stats of the characters encountered and spoken of in my adventures. These I've made up myself and aren't described in any ICE module.

More information can be found in the adventures.

## The Heirlooms of Isyr

Elves

Name	Lvl	Race	Proff.	Armor	Me OB	Mi OB	DB	MM	BD	Description
Isyr	24	Sinda Elf	Warrior	Plate	210th1	80lb	100	45	197	Height: 7"4" Weight: 217 Age: 383
Findor1	9	Sinda Elf	Ranger	Plate	150ls	145lb	80	35	167	Height: 7"1" Weight: 198 Age: 263
Laerin	16	Sinda Elf	Warrior	Plate	165ls	125lb	70	30	173	Height: 6"9" Weight: 208 Age: 254
Yrelin	9	Sinda Elf	Animist	No	45da	85sb	25	40	64	Height: 6"3" Weight: 127 Age: 213
Rohilnor	13	Avar Elf	Scout	Soft L	140da	120da	60	35	134	Height: 6"4" Weight: 157 Age: 126
Deor	8	Half-Elf	Scout	Rigid L	95ss	80da	45	25	87	Height: 6"2" Weight: 173 Age: 69
Aetin	10	Dunadan	Mage	No	75qs	55da	60	25	83	Height: 6"1" Weight: 143 Age: 96
Ragyr	12	Black Num.	Mage	No	90qs	70da	75	35	98	Height: 6"7" Weight: 152 Age: 157
Natbur	11	Half-Orc	Warrior	Chain	130ma	100sb	50	15	157	Height: 5"5" Weight: 149 Age: 43

Full story about how the items came to turn up on such different locations will appear soon at my homepage.

<http://home7.swipnet.se/~w-78767/index.html>

E-mail: carl.michel@swipnet.se

**END**