

For THE
ONE RING
ROLEPLAYING GAME



THEFT OF THE MOON



- CREDITS -

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theft of the - moon -

When: A company may undertake this adventure at any time from 2946 onwards, but in later years the Festival of the Full Moon is more established.

Where: This adventure takes place somewhere in the land of the Beornings. The preferred setting is the village of Stonyford, but any settlement is acceptable.

What: The company visits a harvest festival. When a powerful artefact is stolen, the heroes are tasked with its recovery. They must track the artefact and confront the thieves at their secret meeting place.

Why: The Sickle of the Full Moon is a heirloom of a bygone age. Beorn has lent it to his people, but his generosity has put his treasure in peril. Also, Viglund is behind the theft and this adventure can introduce that conflict for Loremasters who wish to work this adventure into the framework of *Heart of the Wild* and *The Darkening of Mirkwood*.

Who: Ava, leader of Stonyford, features prominently, as does her people. The Bear Lord himself may make an appearance, if the Loremaster desires. Beorn's rival Viglund does not appear, but his presence is felt in the men he sends to trouble Beorn.

Special Note: This adventure is designed to introduce a group of players (as small as three people and as large as six) to Wilderland and The One Ring game system. A special effort has been made to demonstrate many of the unique features of the system, and to accommodate time limitations. References to the Rules are provided, and many Loremaster Notes appear in the text providing advice.

ADVENTURING PHASE

This adventure is divided into four parts.

PART ONE - THE FESTIVAL

The heroes attend a fall festival in the land of the Beornings. While there, they may participate in one of the Seven Trials for a chance to win the Sickle of the

Full Moon or may use other skills in the marketplace or town. This section is designed to introduce the Common Skills and present ways they might be used.

PART TWO - THE SICKLE IS STOLEN

Before the Sickle can be awarded to any of the trial victors, it is stolen! The heroes must interview the witnesses to the crime and determine the truth of the matter. Then, the thane will task them with the recovery of the precious artefact. This section is designed so that players will learn about Encounters.

PART THREE - THE PURSUIT OF THE MOON

Once the heroes have determined who stole the Sickle of the Full Moon they must track them to their meeting place. This section introduces the rules for Journeys and contains optional rules for a direct chase.

PART FOUR - AT THE FALROCK

Once the heroes have tracked the thieves to their secret lair, they might try to parley with the thralls to recover the Sickle or engage the thieves in combat. With a fight likely, this section will teach the heroes about combat in *The One Ring*.

A Note for More Experienced Adventurers: This story is written for new characters. However, a more experienced company may still be challenged by this adventure. Increase the difficulty of each of the Trials by one step, or add an additional test for each Trial.

You might increase the length or difficulty of the Journey to the Falrock or change the ratio of thieves in the final combat (maybe one thrall for every hero, plus Guthred).

Consider having Orcs ambush the Falrock, forcing both parties to unite to fight the Shadow. The heroes' actions may determine which, if any, of the thieves repent, and which treacherously betray their erstwhile allies..

- PART ONE - THE FESTIVAL

The Moon Festival, no matter where it is held, will be laid out in a similar way. The centrepiece of the festival is a stage, constructed to hold several of the Trials, and to award the Sickle when the time comes. Near to the stage is the Marshal's Tent, where the Sickle is held until it is time to present the artefact to the winner. Surrounding the stage are a number of stalls where both locals and strangers sell food, drink and goods to the attendees.



If the festival is being held in a more remote location there will also be an outer ring of camp sites. If the festival is being held in Stonyford, there will be houses in the village let out for Prosperous and Rich folks to stay in, especially if the events of *Kinstrife* and *Dark Tidings* have occurred.

Set aside from everything else will be both Shurack's corral, the Seeking Field (which will be fenced off until it is time for that Trial) and the obstacles that make up the Torch Race. If a body of water is present, the Torch Race will be near to it, in order to wet down the wooden components before the race begins.

Introducing the Heroes

Depending on the time you have available for the game session, you might have the heroes enter the festival for their own reasons and join together because of happenstance (perhaps a hero from a Prosperous background might let others stay in their rented house). For more time-limited conditions, it's best to introduce the company already formed and declare that they've already decided to visit the Festival together.

The Marshall Arrives

When Torbald arrives at the Festival, he will begin the ceremonies by presenting the Sickle for all to see. He will then name the contests and their order (they are listed in that order here). If it is a year that Beorn would appear at the Festival, he will make no mention of this in his opening speech. If pressed, he will admit that the Bear Lord is busy and his attendance is not guaranteed.

Loremaster Note: this is so the heroes may achieve victory without being overshadowed by Beorn.

The History of The Sickle of the Full Moon

When the first Men moved north and swore allegiance to Beorn, their lord claimed to be a simple farmer and bee-keeper. But his subjects soon noticed that fields he harvested with his own sickle did not need to lie fallow for long and were always bountiful.

When pressed on the matter, Beorn showed his new thanes his sickle, an heirloom of times long ago. They called it the Sickle of the Full Moon, for its

Using the Sickle for a Holding

A hero that has the use of the Sickle of the Full Moon for his Holding gains a bonus equal to his Wisdom for any Holding Upkeep tests made that year.

shape and engravings, but also because it seemed a field harvested by the sickle needed only a month to recover before it could be seeded again. His thanes wished aloud that they might have such a magical tool to help with their holdings.

To forestall jealousy, Beorn decreed that each year he would present the Sickle to one of his subjects, who would hold it for the year and then return it before Beorn harvested his own crops in late Autumn. Then it would go to a new family. But to whom should it go? His thanes proposed a series of contests, with the artefact given to one of the winners.

In only a few years, this practice has become the annual Beorning harvest festival, and many try for a chance at the Sickle. The competition for the Sickle is so fierce that an accepted alternative is for families is to sponsor outsiders to compete in their name; this can help explain why a diverse company might be welcome in this Beorning tradition..

And any great gathering has other opportunities: goods to be bought and sold, old stories to be told anew, and new friends to be made. The winner from the previous year is the Marshall of the Festival; it is now his (or her) job to pick a new holder of the Sickle from one of those who won one of the Trials.

At first, the winner and current Marshall would present themselves to Beorn in his hall. But within a few years the return to Beorn became symbolic, the Lord comes at the end of the Festival, cuts a single hank of grain and then presents the artefact to the new holder.





THE SEVEN TRIALS

In light of the growing popularity of the Festival, this year's Marshall has chosen seven contests for the Trials. A victor of a Trial is then eligible to receive the Sickle. A hero may win only one trial. Foreigners may represent Beornings in the Trials, but must be sponsored by a Beorning (plenty of families wish to do this). The Marshall can bestow the Sickle upon any one Trial victor; he is not compelled to give his reason, but usually does anyway. Review the rules on Skills (page 85) and Prolonged Actions (page 149) before running this segment. Each Trial is run as a Prolonged Action and the total number of successes is compared, the most successes wins the contest (A Great Success counts as two, an Extraordinary as three). Note that Traits may be invoked for a single success for each roll in the contest.

Stage of the Nobles (Courtesy)

Beorn's disdain for the niceties of civilized conversation is well-known. Each year, a competition is held to find out which orator can produce the most ornate speech. An audience judges each competitor, who tries to outdo the others with overly elaborate euphemisms. Make three tests of Courtesy at TN 12, TN 14 and finally TN 16 to be judged the winner. Gelvira (Courtesy 4) will be the fiercest competitor the heroes will face on this stage.

Thimblorig (Awareness)

This game is played on flat table, with a variety of different sized thimbles. In each round, a dried pea is put underneath a thimble and then the thimbles are moved and stacked, amidst various distractions, so that only the most careful observer will know where the pea ended its journey. Choosing wrongly removes you from the competition and eventually only one winner is left. While criminals cheat at simple versions of this game; this version is fair. Make three sets of Awareness tests, one at TN 12, one at TN 14 and one at TN 16 to win this contest. Ethal the Unkind ([Awareness](#) 3, Attribute Level 3) will be among the competitors.

The Torch Race (Athletics)

As night falls on the first night of the festival, a curious race is held. Each runner is given a lit torch to carry as they run a lap around a series of obstacles. First they navigate a muddy causeway, next they climb up a steep earthen berm and the finally they jump or duck a series of hurdles. If the torch goes out (any roll of ☹️) they immediately lose the race, otherwise the first to finish is the winner (roll 3 Athletics tests, TN 10, TN 12 and TN 14). Rathwulf (Athletics 3) will lead the contestants.

The Seeking Field (Search)

This contest is held shortly after dawn on the second day of the festival. Next to Shurack's corral is a fallow field. The festival organizers have hidden many small prizes (copper coins and other baubles) throughout the field, but the most important prize are those without any value at all, small rocks engraved with 'MOON' on their flat sides. Make three tests of Search at TN 14, each success indicates a rock found, whoever has the most is the winner. Young Avagisa ([Search](#) 2, Attribute Level 4) is the one to beat.

The Ancient Game (Riddle)

No fair or festival would be complete without a chance to play the old and venerated Riddle Game. The game is played on the centre stage and a presenter asks the riddles out loud, but the answers must be whispered. This allows the crowd to play along. Make three tests of Riddle (TN 12, 14 and 16) in order to win this game. Turin the Tinker (Riddle 3) will be at the festival.

Mean Shurack (Awe)

Near to the festival fields a corral has been built. Two pens are at opposite ends; one is just big enough for a frightened man to squeeze into if he's being chased by a bull. Most of the time the bull, Shurack (Awe 4), is in the other pen, but if anyone wants to challenge him they can step into the corral. If they can make Shurack retreat to his own pen (requiring three Awe tests at TN 16), they win. If no one can do better at intimidation than the bull, he is the winner of this trial. Despite his many victories, no Marshall has ever granted the Sickle to Shurack.

The Lay of the Moon (Song)

No festival would be complete without song. As the sun goes down on the second day of the festival, the best singers and musicians take to the stage and perform original (or at least improved – according to the composers – versions of familiar tunes) songs. It is traditional that each performance feature the Moon in some fashion. In order to win this contest, make a test of Song at TN 12, TN 14 and TN 16. Old Theo will be the stiffest competition, ([Song](#) 3, Attribute Level 3).

A Tough Crowd

Experienced Loremasters have already detected that many of the trials will be hard for new heroes to achieve. This is by design; it is unlikely that the heroes will win many contests without use of Hope or clever use of character traits. But losing can be fun as well, and players might plot how to win next year...



OTHER SKILLS

Players may wish to use their Common Skills for other tasks at the Festival. Here are some suggestions:

Athletics

Many impromptu foot-races are run at the festival. Some are just for fun; others might have bets attached.

Awareness

In addition to Thimblorig, Awareness might allow a character to notice Rathwulf acting suspiciously.

Awe

Outside of the corral, Awe will not be much use — Beornings are not easily intimidated folk.

Battle

The village elders ask the heroes for advice on strengthening the defences of the town. For each success, an elder is impressed with their answers.

Courtesy

Soon the players will need this skill; until then they can practise on festival goers.

Craft

Not all that come to the festival seek to buy; some have come to sell or trade. Use this skill to represent the goods the hero has made or to assess the value of others' work.

Explore

The area around the festival is settled land, there is not much opportunity for exploring here. Players will soon use this skill when they undertake a Journey.

Healing

With many people here, characters may well get the opportunity to treat minor injuries. A wise old woman may even single out the healer in order to compare notes on effective treatments.

Hunting

While there are many dried and baked options, fresh food is always welcome at the festival. A player may roll this skill to have brought recent game to trade or to discuss the art with others.

Inspire

Heroes might tell a rousing story to children at the festival, or (especially if they are a Beorning character) be asked to introduce a trial or other event.

Insight

As with Persuade, this skill can be used to haggle with merchants or to learn about the officials of the festival. Knowing more about Marshal Torbald or Thane Ava will help when the heroes meet with them.

Success with Insight tests at this time can give bonus dice to the later Encounters, per the Preliminary Rolls rules.

Lore

The local worthies are happy to debate local history, but may be less happy to have their favorite myths corrected.

Persuade

Depending on the company's location when the Sickle is stolen, this skill might be valuable at that time. Before that, it can be used to haggle prices with a merchant.

Riddle

If clues to the theft are found, this skill can help with interpretation. See the next section for more details.

Search

Once the theft is detected, this skill can be used to find clues. Or a festival-goer might lose an item and ask the character to help look for it.

Song

Music is always welcome in this land. Heroes might introduce new songs or learn traditional tunes.

Stealth

Using this skill may be dangerous during the festival; attempts to cheat earn Shadow points. But a sneaking hero might notice something amiss; see the next section.

Travel

Some of the company may be from far away lands, or recently returned from those lands. Folks would love news from afar, or even a map drawn out, even if they'll never visit themselves.

Extraordinary Success (optional rule)

Players may want (or need) an additional measure of success other than just earning Advancement Points. If appropriate, either one Treasure or a temporary one point boost in Standing can be a reward for an Extraordinary success.

Let players know that this is because of the festival; such bonus points will not always be available to them.



- PART TWO - THE SICKLE IS STOLEN

As the moon rises on the second night of the festival, all of the trials have been completed and it is nearing time for the winner to be announced and the Sickle presented. If the heroes have won any trials, they are at the main stage. If not, they may still be near there in order to see the proceedings. If their suspicions have been raised, they might be near the Marshall's tent.

In any case, a hue and cry comes up from the crowd... a goblin has been sighted at the festival and the Marshall's tent has been ransacked! Nearby are Rathwulf, Ethal and Torbald; the local thane has been summoned as well, and will arrive in a few minutes. **Loremaster Note:** You should time the thane's arrival such that heroes have a chance to interview each of the witnesses first. If the heroes are reluctant to get involved, the thane might ask them to interview one witness while the Thane interviews another.

Each witness interview is an Encounter (page 185), using the optional evaluation rules (page 189). For new players, explain how Encounters are not just as pass or fail skill checks, but how dwindling Tolerance represents anything from eroding good-will to simple time pressure to move on.

What Really Happened

Cenic had been planning to use the thralls to attack while Rathwulf snuck in to steal the Sickle. But the Viglundings ran into a lone goblin on the way down, and a new plan was formulated... they'd use the goblin as the distraction and have Rathwulf stay behind to lie about goblins attacking from Mirkwood.

The heroes should be suspicious of each of these three characters. Or to surprise spoiled players, make Ethal or Torbald guilty instead, they helped Cenric get away.

THREE ENCOUNTERS

Ethal is near to the Marshall's tent, whilst Rathwulf stoops over the goblin's body. The Marshall is within, just waking up from being knocked out.

Ethal the Unkind

Ethal was near to the tent earlier, and saw several people leave it. She thought that she might call upon the Marshall to lodge complaints about the noise and disarray of the proceedings, but when she entered the

tent Torbald was unconscious and the tent ransacked. She then heard a commotion outside and emerged to find Rathwulf standing over the body of a goblin.

Playing Ethal: You'd rather be called 'the Truth-Speaker'. If no one complains, then nothing ever changes. Being courteous is hard; you believe people need to hear how it really is. Speak in short, clipped sentences and assume that other people are out to start trouble. Use your hands to help act out your story.

Ethal's Encounter: The initial Tolerance for the encounter is equal to the highest Valour of the heroes. Ethal does not share her people's prejudices. Use the following guide for the outcome of the encounter:

0-1 Successes: The heroes have a hard time judging Ethal's truthfulness... others were involved but who?

2-4 Successes: The heroes believe Ethal's innocence and know she suspects one of the other two witnesses.

5+ Successes: The heroes know Ethal is innocent and that she thinks Rathwulf is complicit in the theft.

Rathwulf the Tardy

Rathwulf has been away north for several years, and this is his first time attending the festival since the tradition of the Sickle began. He says that a goblin emerged from the Marshall's tent; he killed it, but obviously more escaped with the Sickle. He thinks they were heading east towards Mirkwood. He holds a short sword, with goblin blood on its edge. He has no explanation for Ethal's presence and says that she might have been in on the theft.

Playing Rathwulf: You are shaking; it is obvious that you are upset and nervous. Start talking and correct yourself. Try to look the heroes in the eye.

Rathwulf's Encounter: The Tolerance for the encounter is equal to the highest Valour of the heroes, and is reduced by one for every Beorning and Woodman in the party. Other cultures raise the Tolerance by one (Rathwulf feels more comfortable lying to outsiders).

Optional Rule: Heroes can use Hunting or Healing to examine the goblin's body during the interview. In any case, use the following as a guide:

0-1 Successes: The sword was used to kill this goblin, that much is clear.

2-4 Successes: The goblin's body is already cold and Rathwulf is nervous.

5+ Successes: The goblin was killed earlier far away; Rathwulf tells the truth about Cenric and the thieves.



Torbald the Marshall

Torbald was in his tent, practising his speech for the ceremony tonight. He heard someone enter, but he didn't get a clear look at them. He was struck over the head, now the tent is ransacked and the Sickle is gone!

Playing Torbald: You're a simple farmer, but you really wanted your time as Marshall to be memorable. Now you've got trouble, you're upset and a bit nervous that everyone will blame you for the attack.

Torbald's Encounter: The initial Tolerance for the encounter is equal to the highest Wisdom of the heroes. Woodmen and Beornings raise Tolerance by one each, and others reduce Tolerance by one. Guidelines:

0-1 Successes: Torbald claims to have been knocked unconscious, but who can tell?

2-4 Successes: The heroes know that Torbald was surprised and knocked out.

5+ Successes: As above and Torbald shows the heroes how the thieves took the Sickle, leaving other valuables (his prize-winning jams were left behind!).

THE THANE ARRIVES

Wherever the Festival has been held, there will be some person of authority that is in charge of the local area. If the adventure is set in Stonyford, this will be Ava. In any case, the thane will arrive shortly after the heroes have concluded their encounters with the three witnesses.

The thane will speak with the heroes and possibly the witnesses. For whatever reason, the thane will charge the heroes with recovering the Sickle. It might be (if most of the heroes are Beornings and Woodmen) that they are well known and trusted. It may be because (if most of the heroes are foreigners) that they are clearly impartial. Maybe both of these are given as reasons, if the party is especially balanced. The thane will take Rathwulf into custody as well.

Loremaster Note: If you wish to expand this adventure, you might have the thane not trust the adventurers at first, but beware! As 'realistic' as that might be, a couple of failed rolls might prevent the adventure from continuing.

If you do elect to have the thane mistrust the heroes, stage another Encounter with the thane. Failure means that the heroes must catch the thieves to clear their names... it might even mean that they are not the only ones trying to track the thieves!

Loremaster Note: If the player-heroes pass summary judgement on Rathwulf, they may accrue Shadow points. Slaying him outright is worth five automatic Shadow points, harsh punishments cause a Corruption Test (page 145). The penalty for slaying Rathwulf is higher than killing the thralls (see page 10) because Rathwulf has surrendered and is no threat at all to the heroes.

What about Beorn?

Adventurers familiar with the area (or especially having Beorn as a patron) might wish to talk to the Bear Lord. If they mention this to the thane, two considerations will be offered: it will take extra time to go to Beorn's Hall and then back to the Ford, and it will be asking for their lord's help with something that he entrusted to them. It might even be that Beorn is on his way to the festival, if he is scheduled to supervise the gift of the Sickle from Torbald to the winner from the Trials.

If Beorn is available and the heroes insist on going to him, he will be furious... he asks them to continue their pursuit, but when they reach the Falrock, only mangled bodies remain. In this case, Beorn retains possession of the Sickle for the coming year and when the heroes return to the Festival, it is now a solemn affair and they find themselves not particularly welcome there.

Loremaster Note: If the heroes have already completed a mission for Beorn (such as in Kinstrife), he may be more well-disposed to their mission. In this case, it might be okay for Beorn to be at the Festival. He sends the heroes north while he checks out the eastern path to Mirkwood.





- PART THREE - THE PURSUIT OF THE MOON

The thieves, led by Cenric, take off with the Sickle of the Full Moon, heading to meet Guthred at The Falrock, a stretch of the Rushdown River before it reaches Eagles' Falls. They will head north from Stonyford and cross at the Old Ford, keeping the Sickle well hidden. They will then head north across the Wild, until they reach the Falrock. The total trip will be 130 miles and take seven days. It will require two Travel checks, each at an easy TN of 12. Of course, heroes may make preliminary rolls (page 151) in order to best determine their course (and get bonus dice).

Learning the Route

Rathwulf knows where the thieves are meeting their leader, he will divulge this information after his trickery has been revealed. If Rathwulf is unavailable for whatever reason, Torbald or Ethal might have overheard 'Falrock' as the thieves departed with the treasure.

Following the Thieves (Optional Rule)

The heroes may wish to follow the thieves' trail directly. This would be especially useful if they did not have any success with their Encounters. The following rules are based on Hunted! (*Tales from Wilderland*, page 105).

The thieves' head start is measured as Lead, and starts at the highest Attribute Level (4), plus one for each Encounter that exceeded Tolerance. For each day of the journey the heroes can elect to:

Force the March: Each hero makes a TN 12 Athletics test. Reduce the Lead by one for each success, increase it for each failure (add two for any failure with ☹).

Hunt for Tracks: Each hero can make a TN 16 Hunting test. Each success reduces the Lead by one, failures have no effect, except for an ☹ which adds two to the Lead.

If the Lead exceeds ten, the thieves have escaped (they can still be fought at the Falrock). If the Lead reaches zero, the heroes have caught up to thieves before the Falrock. They may ambush the thieves if they wish.

HAZARDS

If a Hazard Episode is triggered, you might use one of the hazards from the Journey rules from the main rulebooks, make up an appropriate one, or you might use one of the following custom hazards:

Bites in the Night: The Guide has made an unwise choice for tonight's campsite. He must make a TN 14 Travel test to realise the mistake in time, or everyone adds 3 to their Fatigue as an infestation of insects plagues the party throughout the night.

Wolves on the Prowl: The Look-out(s) must succeed at a TN 14 Awareness Test or the heroes will be automatically ambushed by a pack of Wild Wolves. There is one less wolf than the total number of heroes. If the Look-outs make at least one Awareness test, they are forewarned and can choose whether they wish to engage the wolves or slip away from them.

Difficult Going: The heroes have stumbled into a particularly challenging patch of terrain, the Scout must make a TN 14 Explore test to lead them out. On a failure add a day to the travel time, or +3 to the Lead if you are using the optional chase rules.

Tracks Lost: The footprints the heroes were following suddenly disappear. The Hunter(s) must make a TN 14 Hunting test or add three to the Lead. If you're not using the optional chase rules, instead simply add one day to the travel time.

THE TRAIL OF THE THIEVES

The only place to cross the river nearby is The Old Ford. Fortunately for the thieves, open trade is permitted to anyone who pays the modest fee. When the heroes arrive, the guardsmen at the Ford can tell the heroes only a little about the thieves and when they crossed. On a successful Persuade (TN 14) test, the guards can tell the heroes that some of the men bore the marks (manacles on wrists, welts on bodies, etc.) of slaves.

When the heroes catch up to the thieves (during the journey or at the Falrock), have them make a Corruption Test (page 145) to realise the men's desperate plight. Killing a thrall is worth 2 automatic Shadow points.

Heroic Abilities: Certain heroes might have virtues that allow them to gain information through unusual means. Heroes that gain special knowledge might also learn about the condition of the thralls on a Great or an Extraordinary success. Beornings with Night Goer might be able to scout ahead and learn where the thieves are hiding. Elves that can Speak to nature might learn about the rapids from the Rushdown River or they might learn the comings and goings of the thieves from the stones that make up the Falrock.



- PART FOUR - AT THE FALROCK

Once the thieves reach the Falrock, they will be joined by Guthred (no matter when the heroes arrive, it will be just before his arrival). They will camp for at least one night and then Guthred and the thralls will head north again, whilst Cenric disappears into the wild. Now is the time to ambush the thieves, or to attempt a parley with them.

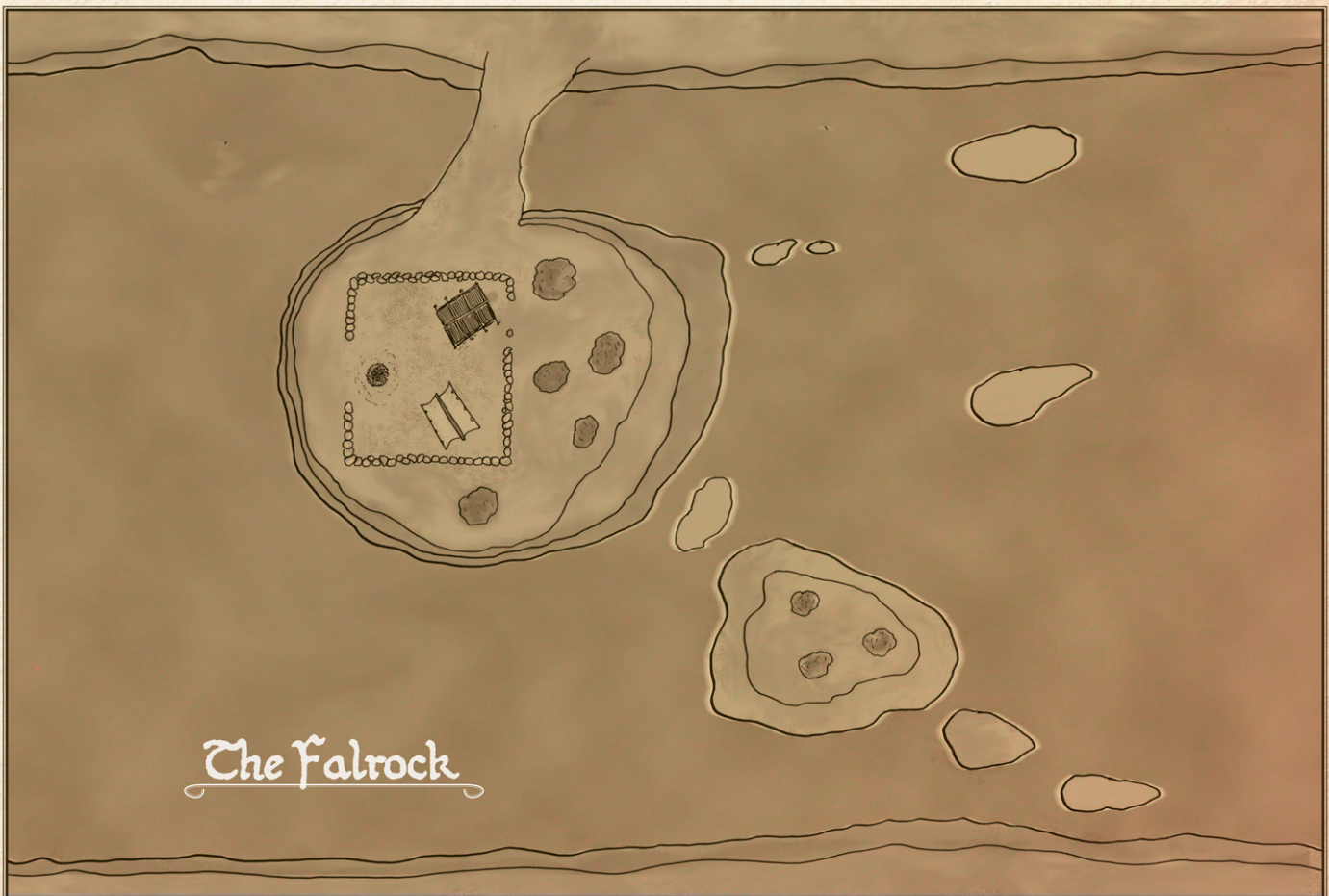
The Falrock is a section of the Rushdown where a large rock nearly connects the two shores. Long ago, Men built a watchtower here, but only ruins remain. In order to reach the campsite from the Southern shore, the heroes will need to leap from rock to rock. This requires three Athletics tests, each at a TN of 12. Failure at an Athletics test means the hero loses 2 Endurance and must swim back to shore and start again.

Once on the main rock, the heroes must sneak up to the campsite without being observed. In order to surprise the thieves in combat, a TN of 16 is required.

Attacking the Thieves: Simply attacking the thieves, either by an ambush or a direct assault is an option. Heroes should only gain Shadow points for killing the thieves if they fail to make sincere attempts to avoid doing so. The LM should consider ruling that thieves at zero endurance are unconscious but alive; doing so may introduce both a moral dilemma and unexpected plot twists. If the fight is going poorly, Cenric will attempt to flee; but Guthred and the thralls will fight until they are wounded or unconscious.

Parley with the Thieves: This has a low chance of success, the heroes will either need to trick the thieves or convince the thralls that Beorn will save their families from Viglund. If the heroes take this action, Cenric will keep them talking (claiming the Sickle's rightful owner is Viglund) as Guthred prepares to ambush the heroes.

Finding the Sickle: If Guthred is present, the Sickle will be on his body. If the heroes catch up to the thieves before Guthred's arrival, Cenric will either fling it at them (if you're running short on time) or take off with it (if you'd like the heroes to have chase him down again).





VIGLUNDING THIEVES

These men are thralls of Viglund, charged with stealing the Sickle and bringing it to their master. With their families held by cruel Viglund, they have little choice but to try to carry out their mission to the best of their abilities. There is one thrall for every two heroes.

Playing the Thieves

The heroes might try to parley with the thralls instead of ambushing them. They will find this hard to do.

You, and your family, were caught in a slaving raid years ago. Now Viglund, the lord of your land, has promised you freedom if you can steal the Sickle of the Full Moon from the Beornings. You are desperate to fulfill your mission, words of peace and reconciliation will have little effect on you – with your family being threatened words won't save them from their fate, will they?

CENRIC THE ARCHER

Cenric is a mercenary, hired by Viglund to carry out the theft of the Sickle. He bears ultimate responsibility for the mission, and won't be paid until it's done.

Playing Cenric

Despite, or maybe because of, his mercenary nature, Cenric is fearful and quick to cut his losses. If the heroes try to reason with him and the others, he will first try trickery (saying that Sickle's rightful owner is Viglund, not Beorn) and intimidation. If that fails, he will flee the field, leaving both the Sickle and Viglund's men to their fate.

Cenric the Archer:

ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
16	3
PARRY	ARMOUR
3	2d+1
SKILLS	
Personality, 2	Survival, 4
Movement, 2	Custom, 1
Perception, 2	Vocation, 2
WEAPON SKILLS	
Bow	3
Sword	2
SPECIAL ABILITIES	
Craven	

Viglunding Thieves:

ATTRIBUTE LEVEL	
3	
ENDURANCE	HATE
12	3
PARRY	ARMOUR
4 + 1 (Buckler)	2d+1
SKILLS	
Personality, 2	Survival, 2
Movement, 2	Custom, 1
Perception, 2	Vocation, 2
WEAPON SKILLS	
Axe	2
Spear	2
SPECIAL ABILITIES	
Horrible Strength	

GUTHRED THE WICKED

Charged with meeting the thieves at The Falrock, Guthred is a hard man, much like his lord. Despite this, he does intend to keep his word, to the thralls at least (it's good for the other slaves' morale). As for the mercenary Cenric, any failure or double-cross means a knife in the back for the sell-sword.

Playing Guthred

Guthred has no time or desire to parley with the heroes, they are outsiders and enemies. He will engage the weakest hero, trying to Escape Combat (with the Sickle) if things don't go his way.

Guthred the Wicked:

ATTRIBUTE LEVEL	
5	
ENDURANCE	HATE
20	5
PARRY	ARMOUR
6	3d+1
SKILLS	
Personality, 2	Survival, 3
Movement, 2	Custom, 1
Perception, 2	Vocation, 3
WEAPON SKILLS	
Great Axe	3
Spear	2
SPECIAL ABILITIES	
Hideous Toughness	No Quarter

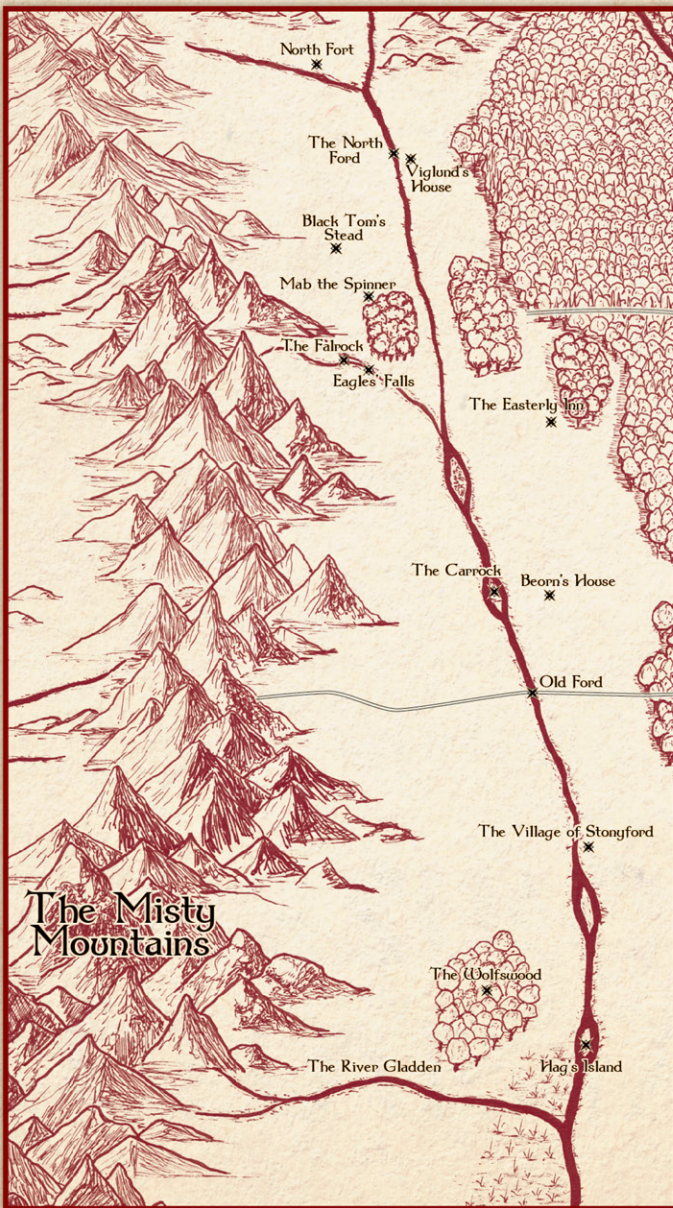


THE SICKLE IS RECOVERED

Hopefully, through force, guile or honest talk, the heroes have recovered the Sickle of the Full Moon. The heirloom is unharmed, there are few things in Middle-earth that could mar it.

Returning the Sickle

If Beorn was to be at the Festival, then the heroes will have to return to that location. If the Sickle was to be presented to Beorn, they will need to go to Beorn's House instead. Unless the heroes have boats or other means of crossing the Anduin at a place other than the Old Ford, the journey to Beorn's Halls takes seven days and requires the same number and difficulty of fatigue tests as the trip back to Stonyford.



A Hero's Reward

No matter where the Sickle is returned to, Marshall Torbald and Beorn are pleased to see it and the heroes. If Beorn is present, Torbald and the Thane have broken the news as gently as possible to the fearsome lord; he is glad to see that the faith his servants placed in the heroes was rewarded and gives them three points of Treasure each.

The People's Reward (Optional Rule)

If you like, you can represent the generosity of Marshal Torbald and the other Beornings by allowing each hero to select one special item from those sold at the fair. A player nominates one particular Common Skill and narrates what item they received. At some point in the next Adventuring Phase they may invoke the item to gain an Advancement Point in a skill category; the player narrates how the item helps them accomplish the task.

AFTERMATH

Once the Sickle has been returned, the adventure has reached its conclusion. The heroes will receive one Experience Point for playing, one for returning the Sickle and one point if they defeated the thieves without killing the thralls.

You might wish to have a Fellowship Phase at this time, the heroes will have some number of Advancement Points and Experience Points, meaning that new heroes will have something to improve for their character. If they find themselves at Beorn's Halls; they may also elect Open Sanctuary or Meet Patron as appropriate.

Further Adventures

If the heroes promised the thralls the aid of Beorn, he will honour this; he asks for the heroes help in scouting out Viglund's land – to find the thralls' families. Even if the thralls fought to the desperate end, Beorn will be furious with Viglund and wish to punish his enemy. The heroes can easily be drawn into these plans.

If the adventure was held at Stonyford, the Loremaster could run "Kinstrife and Dark Tidings" from *Tales from Wilderland*. My next free adventure, *The Heart of Winter*, will also serve as a possible sequel to this adventure.

Sample Heroes

The following pages have eight sample characters, representing a variety of cultures and callings. They are provided so that if you wish to play The Theft of the Moon as a convention or demonstration game you will not need to spend time creating heroes.

BIARNOR THE BEORNING

Culture: Beorning of the Middle Vales

Standard of Living: Martial

Cultural blessing: Furious

(ignore Weary penalties when Wounded)

Calling: Warden

Shadow weakness: Lure of Power

Specialties: Fishing, Shadow-lore, Story-telling

Distinctive Features: Generous, Hardy



Awe: ♦♦♦♦♦	Inspire: ♦♦♦♦♦	Persuade: ♦♦♦♦♦ ☆☆☆
Athletics: ♦♦♦♦♦	Travel: ♦♦♦♦♦	Stealth: ♦♦♦♦♦ ☆☆☆
Awareness: ♦♦♦♦♦	Insight: ♦♦♦♦♦	Search: ♦♦♦♦♦ ☆☆☆
Explore: ♦♦♦♦♦	Healing: ♦♦♦♦♦	Hunting: ♦♦♦♦♦ ☆☆☆
Song: ♦♦♦♦♦	Courtesy: ♦♦♦♦♦	Riddle: ♦♦♦♦♦ ☆☆☆
Craft: ♦♦♦♦♦	Battle: ♦♦♦♦♦	Lore: ♦♦♦♦♦ ☆☆☆

Weapon	Skill	Damage	Edge	Injury	Enc
Great Spear	♦♦♦♦♦	9	9	16	4
Dagger	♦♦♦♦♦	3		12	0

Armour	Protection	Enc	Headgear	Protection	Enc
Leather Corslet	♦♦♦♦♦	8	none	+0	0

Additional Gear	Enc	Shield	Parry	Enc
none	0	none	+0	0

Rewards:

none

Virtues:

Twice-baked honey cakes (+1 to Fellowship, -2 to Fatigue Tests)



Background:

Biarnor was born in Woodland Hall, but he loved the Anduin from an early age. He moved near the river, and then swore allegiance to Beorn when the lord declared the Eastern Middle Vales to be under his protection. He has spent the last few years patrolling the river for his lord.

DHUODA OF STONYFORD

Culture: Beorning

Standard of Living: Martial

Cultural blessing: Furious

(ignore Weary penalties when Wounded)

Calling: Wanderer

Shadow weakness: Wandering-madness

Specialties: Anduin-lore, Beast-lore, Folk-lore

Distinctive Features: Curious, Swift



Awe: ♦♦♦♦♦	Inspire: ♦♦♦♦♦	Persuade: ♦♦♦♦♦ ☆☆☆
Athletics: ♦♦♦♦♦	Travel: ♦♦♦♦♦	Stealth: ♦♦♦♦♦ ☆☆☆
Awareness: ♦♦♦♦♦	Insight: ♦♦♦♦♦	Search: ♦♦♦♦♦ ☆☆☆
Explore: ♦♦♦♦♦	Healing: ♦♦♦♦♦	Hunting: ♦♦♦♦♦ ☆☆☆
Song: ♦♦♦♦♦	Courtesy: ♦♦♦♦♦	Riddle: ♦♦♦♦♦ ☆☆☆
Craft: ♦♦♦♦♦	Battle: ♦♦♦♦♦	Lore: ♦♦♦♦♦ ☆☆☆

Weapon	Skill	Damage	Edge	Injury	Enc
(Axes) – Great Axe	♦♦♦♦♦	9	ψ	20	4
Dagger	♦♦♦♦♦	3	ψ	12	0
Spear – None	♦♦♦♦♦	–	–	–	–

Armour	Protection	Enc	Headgear	Protection	Enc
Leather Corslet	♦♦♦♦♦	8	none	+0	0

Additional Gear	Enc	Shield	Parry	Enc
none	0	none	+0	0

Rewards:

Noble Armour (Encounters: +1 Bonus Die, +3 to Valour/Wisdom)

Virtues:

none



Background:

Dhuoda, daughter of Fredegund, grew up on her family's farmstead near the village of Stonyford. As the third of five children, and the only daughter, Dhuoda spent countless hours exploring with her brothers after their chores were done. As she grew up, the call to explore further was too strong to resist.

DHUODA OF STONYFORD

Fortunately her two older brothers were happy to help run the farm and her younger brothers were eager to defend their kin from any dangers lurking in the wild. So Dhuoda was allowed to go her own way. Her father's only condition was that she always have her grandfather's Noble Armour with her... for the world is a dangerous place.

Dhuoda's wanderings have brought her back to her hometown village just in time for the festival.

General Skills:

You might wish to challenge Mean Shurack, or run in the Torch Race. Thimblorig is another contest to consider, as well.

Encounters:

You can use Awe both for introductions and to otherwise impress people in a very direct way, while your Insight lets you read them well, while your Noble Armour insulates you against too many failures. Your high Insight is also likely to provide bonus dice, allow you to chance other skills at need (especially if you're willing to spend Hope). Your Folk Lore Trait will also prove very useful in interacting with strangers of other folk, and your Curious Trait could be useful on Insight checks.

Journeys:

You really shine as a Hunter, with a very high Hunting skill that is also Favored, and should assume that role if possible. Of your Traits, Beastlore has obvious uses as a Hunter. Curious might also be quite useful on Awareness checks at need.

Combat:

Combat isn't your main area, but you are perfectly competent in it. You should remain in Forward Stance, allowing you to get in hits with your large axe. You'll probably also take a few hits due to your mediocre Parry, but you have the Endurance to take a few hits without too much trouble.

Other:

Your Healing is adequate, making you a decent choice to patch people up, and your Athletics and Stealth are quite good if you're willing to spend Hope. Look for opportunities to use the latter two, as well as your Swiftess (in a foot race, for example).

BIARNOR THE BEORNING

Biarnor is a serious young man, but he is not above having fun once all the work has been done. He has been released from his duties for the year and has a few weeks for himself before he returns to Woodland Hall for his annual visit to his parents. He's heard of the festival before, and now he has a chance to attend.

If anyone (Egil, Luthwen or Nórin) has come from the East to visit, Biarnor could easily have accompanied them to the festival. Alternately, if Dhuoda, Iwald or Radegund will be at the festival, Biarnor could be looking to meet with them.

General Skills:

Mean Shurack is a likely first choice for you at the Festival. Thimblorig or The Torch Race are also excellent choices.

Encounters:

Your excellent Insight and Awe mean that you can be an impressive (but not particularly courteous) spokesman. You might rely on your Persuade skill or use your Generous nature when you need to make a Courtesy check.

Journeys:

With a decent Travel skill, you'll do fine on any travels. You should try to fulfill the role of Hunter if possible, your high skill and its favoured nature means you will almost certainly succeed.

Combat:

You are extraordinarily dangerous in combat. Your Great Spear is a favoured skill and can proceed extraordinary damage, especially with three skill dice.

Other:

Your Twice-Baked Honey Cakes provide a benefit to the entire company. You will make travelling easier for everyone, and also make the spending of Hope easier (since folks will know they can refresh from the larger Fellowship Pool).

EGIL OF DALE

Culture: Barding of Dale

Standard of Living: Prosperous

Cultural blessing: Stout-hearted

(any Valour test, use best of two Feat dice)

Calling: Wanderer

Shadow weakness: Wandering-madness

Specialties: Old-lore, Smith-craft, Folk-lore

Distinctive Features: Adventurous, Hardy



Awe: ♦♦♦♦♦	Inspire: ♦♦♦♦♦	Persuade: ♦♦♦♦♦ ☆☆☆
Athletics: ♦♦♦♦♦	Travel: ♦♦♦♦♦	Stealth: ♦♦♦♦♦ ☆☆☆
Awareness: ♦♦♦♦♦	Insight: ♦♦♦♦♦	Search: ♦♦♦♦♦ ☆☆☆
Explore: ♦♦♦♦♦	Healing: ♦♦♦♦♦	Hunting: ♦♦♦♦♦ ☆☆☆
Song: ♦♦♦♦♦	Courtesy: ♦♦♦♦♦	Riddle: ♦♦♦♦♦ ☆☆☆
Craft: ♦♦♦♦♦	Battle: ♦♦♦♦♦	Lore: ♦♦♦♦♦ ☆☆☆

Weapon	Skill	Damage	Edge	Injury	Enc
(Swords)-Long sword	♦♦♦♦♦	5/7	10	16/18	3
Dagger	♦♦♦♦♦	3	ψ	12	0
Spear-none	♦♦♦♦♦	-	-	-	-

Armour	Protection	Enc	Headgear	Protection	Enc
Mail Shirt	♦♦♦♦♦	12	none	+0	0

Additional Gear	Enc	Shield	Parry	Enc
none	0	none	+0	0

Rewards:

none

Virtues:

Swordmaster (+3 - Enc - to Parry when fighting defensively)



Background:

Egil was an apprentice blacksmith when he followed Bard from the ruins of Old Laketown to Dale. He continued his apprenticeship under the critical eye and caustic tongue of a one-handed Dwarf named Orin. Orin tried to make the boy quit, but what Egil lacked in aptitude he made up for with determination, grimly doing whatever awful tasks

IWALD OF MOUNTAIN HALL (THE FOSTERLING)

Culture: Woodman of Mountain Hall

Standard of Living: Frugal

Cultural blessing: Mountain Fighters

(favoured Wits for Parry in mountains)

Calling: Slayer

Shadow weakness: Curse of Vengeance

Specialties: Beast-lore, Enemy-Lore (Orcs), Leechcraft

Distinctive Features: Bold, Generous



Awe: ♦♦♦♦♦	Inspire: ♦♦♦♦♦	Persuade: ♦♦♦♦♦ ☆☆☆
Athletics: ♦♦♦♦♦	Travel: ♦♦♦♦♦	Stealth: ♦♦♦♦♦ ☆☆☆
Awareness: ♦♦♦♦♦	Insight: ♦♦♦♦♦	Search: ♦♦♦♦♦ ☆☆☆
Explore: ♦♦♦♦♦	Healing: ♦♦♦♦♦	Hunting: ♦♦♦♦♦ ☆☆☆
Song: ♦♦♦♦♦	Courtesy: ♦♦♦♦♦	Riddle: ♦♦♦♦♦ ☆☆☆
Craft: ♦♦♦♦♦	Battle: ♦♦♦♦♦	Lore: ♦♦♦♦♦ ☆☆☆

Weapon	Skill	Damage	Edge	Injury	Enc
(Bows) Great Bow	♦♦♦♦♦	7	10	16	3
Dagger	♦♦♦♦♦	3	ψ	12	0
Long-hafted Axe	♦♦♦♦♦	5/7	ψ	18/20	3

Armour	Protection	Enc	Headgear	Protection	Enc
Leather Corslet	♦♦♦♦♦	8	none	+0	0

Additional Gear	Enc	Shield	Parry	Enc
Carved Horn (for Song)	0	none	+0	0

Rewards:

Shepherd's Bow (add Heart to damage on Great/Extraordinary)

Virtues:

none



Background:

Iwald was found as an abandoned infant at the edge of the Wolfwood. Hartnid, hunter of Mountain Hall, took the child in and raised him as his own. Despite this, many of Mountain Hall call Iwald 'the Fosterling'. Hartnid has taught Iwald the Great Bow and the Long-hafted Axe and calls him son. But still, as Iwald sits by the fire in the Great Hall, he dreams

IWALD OF MOUNTAIN HALL (THE FOSTERLING)

of songs made for him and winning his own name from those who have raised him.

When the call came to attend the Festival and Iwald learned that Beorn might be present and that a great honour could be won by participation in the Trials, he resolved to take part.

Iwald would know Biarnor, Dhuoda and Radegund from his travels.

General Skills:

Your strongest contest might be The Torch Race, but Thimbleric and the Seeking Field are also good candidates.

Encounters:

While you have a little bit of skill in social situations, you are not the best choice for spokesman. Whenever you need to be successful, rely on either your Bold or Generous nature.

Journeys:

You are well-accustomed to travelling. You could serve as either Guide, Scout or Hunter (this one is your best choice, as long as you are willing to spend Hope).

Combat:

You have a powerful bow, it is ideal for you to take a Rearward stance. In desperate need, you could go forward to battle enemies with your axe in both hands.

Other:

Like all woodmen, Iwald is well-skilled in the healing arts. This, and your Leechcraft, mean that you should be able to help keep your companions hale and healthy.

Don't forget your other traits, your lore of Orcs and Beasts might be to your advantage.

EGIL OF DALE

his new master assigned with complaint. At night Egil remained at the forge, working and reworking steel, until he had made himself a sword, bigger than those typical of Dale, that satisfied him.

When he finished his apprenticeship, everybody expected him to set up in Dale, but he surprised them by leaving town with other travellers (Nórin and Luthwen) heading West. Now he hears there is going to be a festival in one of the little places they call "towns" on this side of the wood. Maybe they will need a smith...

General Skills:

You might want to try your luck on the Stage of the Nobles or singing a Lay of the Moon. For any other games, you might rely on your Adventurous nature.

Encounters:

Your home sees many foreign travelers, and you have had to learn how to talk with strangers. In social Encounters, you would make a good spokesperson. Use Courtesy for introductions, and Persuade to sway others. If you want to play it safe, use your Folk-lore trait for an auto-success.

Journeys:

With decent Explore and Travel skills, you can fill the roll of Scout or Guide on Journeys, although if somebody else has 3 points let them take that role. And don't be afraid to invoke your Hardy trait now and then for an auto-success on Fatigue checks.

Combat:

With low Wits and no shield, Egil needs to worry about getting hit, so you'll mostly want to be in Defensive stance, especially with your Parry bonus from Swordmaster. The only time you might consider leaving Defensive stance is to use either your Song or your Inspire skill to Rally Comrades from Open stance.

Other:

Between a decent Craft and his Smith-craft trait, Egil is an excellent blacksmith. You might be able to barter your skills for something you need, or curry favor by repairing somebody's sword. Music carries a powerful magic of its own in Middle Earth; when stuck for a solution to a problem don't forget your Song skill. Be creative, and ask your LM.

LUTHWEN

Culture: Elf of Mirkwood

Standard of Living: Martial

Cultural blessing: Folk of the Dusk

(use favoured Attributes in dark settings)

Calling: Scholar

Shadow weakness: Lure of Secrets

Specialties: Elven-lore, Fire-making, Rhymes of Lore

Distinctive Features: Patient, Quick of Hearing



Awe: ♦♦♦♦♦	Inspire: ♦♦♦♦♦	Persuade: ♦♦♦♦♦ ☆☆☆
Athletics: ♦♦♦♦♦	Travel: ♦♦♦♦♦	Stealth: ♦♦♦♦♦ ☆☆☆
Awareness: ♦♦♦♦♦	Insight: ♦♦♦♦♦	Search: ♦♦♦♦♦ ☆☆☆
Explore: ♦♦♦♦♦	Healing: ♦♦♦♦♦	Hunting: ♦♦♦♦♦ ☆☆☆
Song: ♦♦♦♦♦	Courtesy: ♦♦♦♦♦	Riddle: ♦♦♦♦♦ ☆☆☆
Craft: ♦♦♦♦♦	Battle: ♦♦♦♦♦	Lore: ♦♦♦♦♦ ☆☆☆

Weapon	Skill	Damage	Edge	Injury	Enc
Bow	♦♦♦♦♦	5	10	14	1
Sword	♦♦♦♦♦	5	10	16	2
Dagger	♦♦♦♦♦	3	ψ	12	0

Armour	Protection	Enc	Headgear	Protection	Enc
Leather Shirt	♦♦♦♦♦	4	none	+0	0

Additional Gear	Enc	Shield	Parry	Enc
none	0	none	+0	0

Rewards:

none

Virtues:

The Speakers (use common skills to communicate with nature)



Background:

Luthwen is the youngest child of three, and was both surprised and honoured when her father asked her to accompany him on his journeys. Always studious, she learned much from that time and now ventures among mortals alone. She is more apt to listen than to talk, but when she speaks it is with quiet authority.

NÓRIN OF EREBOR

Culture: Dwarf of the Lonely Mountain

Standard of Living: Rich

Cultural blessing: Redoubtable

(reduce Encumbrance by Favoured Heart)

Calling: Scholar

Shadow weakness: Lure of Secrets

Specialties: Rhymes of Lore, Stone-craft, Tunnelling

Distinctive Features: Determined, Honourable



Awe: ♦♦♦♦♦	Inspire: ♦♦♦♦♦	Persuade: ♦♦♦♦♦ ☆☆☆
Athletics: ♦♦♦♦♦	Travel: ♦♦♦♦♦	Stealth: ♦♦♦♦♦ ☆☆☆
Awareness: ♦♦♦♦♦	Insight: ♦♦♦♦♦	Search: ♦♦♦♦♦ ☆☆☆
Explore: ♦♦♦♦♦	Healing: ♦♦♦♦♦	Hunting: ♦♦♦♦♦ ☆☆☆
Song: ♦♦♦♦♦	Courtesy: ♦♦♦♦♦	Riddle: ♦♦♦♦♦ ☆☆☆
Craft: ♦♦♦♦♦	Battle: ♦♦♦♦♦	Lore: ♦♦♦♦♦ ☆☆☆

Weapon	Skill	Damage	Edge	Injury	Enc
Mattock	♦♦♦♦♦	8	10	18	3
Dagger	♦♦♦♦♦	3		12	0

Armour	Protection	Enc	Headgear	Protection	Enc
Coat of Mail	♦♦♦♦♦	16	none	+0	0

Additional Gear	Enc	Shield	Parry	Enc
none	0	none	+0	0

Rewards:

none

Virtues:

Broken Spells (Spells of Prohibition and Exclusion)



Background:

Nórin marched with Dain to the Battle of Five Armies, but will freely admit that his contributions came afterward when the Dwarves explored and expanded Erebor's long-dark halls. For Nórin takes delight in delving for lost secrets, and protects knowledge more jealously than he does gold. To his ire, however, he was tasked with traveling to the Blue Mountains to persuade a certain cousin of his,

NÓRIN OF EREBOR

Munin by name, and also wise in lore, to join King Dain. By uncommon coincidence, at the Easterly Inn Nórin encountered this very same cousin, already on his way to Erebor. Relieved of his duties, Nórin is eager to return home. But he has learned of the festival, and rumors of the legendary Beorn, as well as of this ancient and possibly magical Sickle, prove irresistible to the ever-curious Dwarf.

Nórin would have travelled west with Egil and Luthwen, who might also be at the festival. He may have encountered Biarnor on the way as well.

General Skills:

You would make an excellent candidate for The Seeking Field. Other good choices of contests are Thimblerig and the Ancient Riddle Game.

Encounters:

You would not make a good spokesman; but you are able to be persuasive at times and are good at figuring out hidden meanings (Riddle). Rely on your Honourable trait for automatic success when you need to pass a social test.

Journeys:

Like all dwarves, you are well travelled. This means you are an excellent Guide. If, for some reason, you are not Guide, you could be a Look-Out.

Combat:

You have a decent Parry score and the heaviest armour of all of your companions. This means you should be on the frontlines, in a Forward or Open stance. Good shots from you might take an enemy down in one blow.

Other:

You have strong skills in both Craft and Search. You might use your Craft during the Festival and your Search during the hunt for clues.

Your dwarven magic might be able to be used to protect your companions if you find yourself in dangerous places.

LUTHWEN

Skilled with the bow and possessing some of the magic of her people, Luthwen explores the world, looking for new and old secrets. She has great love for the world: the shining light of the stars, the rustle of trees at dawn, the laughter of a gurgling brook. Her strong sense of duty could make her a difficult companion, but she also has the merry nature of the elves, seen in her less guarded moments.

Luthwen came to Stonyford alongside Egil and Nórin, she knows Biarnor as well.

General Skills:

During the Festival, The Torch Race, Thimblerig, or singing a Lay of the Moon might be your best choices.

Encounters:

You're might generate Bonus Dice during a meeting, but you're unlikely to use them yourself. Use your Patient nature to succeed when you have to, or try to Awe those whom you are speaking with.

Journeys:

You are ill-suited to most aspects of journeying, though your Awareness score and your quick hearing might make you an effective Look-Out. Be prepared to gain some Fatigue, it's okay – you can take it.

Combat:

You should try, if possible, to stay Rearward and fire your bow at enemies. In desperate need, you might get into close combat... your high Parry score means you might be able to go Forward with your sword and hurt the enemy first.

Other:

Your most powerful ability is to speak to nature; use this whenever you can in order to investigate or prepare yourself and your friends for any surprises.

RADEGUND THE SILENT

Culture: Woodman of Wilderland

Standard of Living: Frugal

Cultural blessing: Woodcrafty

(use favoured Wits for Parry in the woods)

Calling: Treasure-Hunter

Shadow weakness: Dragon-sickness

Specialties: Burglary, Leechcraft, Mirkwood-lore

Distinctive Features: Cunning, Tall



Awe: ♦♦♦♦♦	Inspire: ♦♦♦♦♦	Persuade: ♦♦♦♦♦ ☆☆☆
Athletics: ♦♦♦♦♦	Travel: ♦♦♦♦♦	Stealth: ♦♦♦♦♦ ☆☆☆
Awareness: ♦♦♦♦♦	Insight: ♦♦♦♦♦	Search: ♦♦♦♦♦ ☆☆☆
Explore: ♦♦♦♦♦	Healing: ♦♦♦♦♦	Hunting: ♦♦♦♦♦ ☆☆☆
Song: ♦♦♦♦♦	Courtesy: ♦♦♦♦♦	Riddle: ♦♦♦♦♦ ☆☆☆
Craft: ♦♦♦♦♦	Battle: ♦♦♦♦♦	Lore: ♦♦♦♦♦ ☆☆☆

Weapon	Skill	Damage	Edge	Injury	Enc
Long-hafted Axe	♦♦♦♦♦	5/7	♣	18/20	3
Dagger	♦♦♦♦♦	3	♣	12	0
Spear - none	♦♦♦♦♦	-	-	-	-

Armour	Protection	Enc	Headgear	Protection	Enc
Mail Shirt (FA)	♦♦♦♦♦	12	none	+0	0

Additional Gear	Enc	Shield	Parry	Enc
none	0	none	+0	0

Rewards:

Feathered Armour (for Stealth roll Feat Die twice and take best)

Virtues:

none



Background:

As a child, shy Radegund made the Woodmen nervous the way she would suddenly appear or disappear. Unknown to them, she had a adventurous streak, and enjoyed slipping into halls or huts undetected. Not to steal, but for the sheer joy of discovering secrets. One day she attempted the same thing in the home of Radagast the Brown. But one should not meddle

WALFRED TOOK

Culture: Hobbit of the Shire

Standard of Living: Prosperous

Cultural blessing: Hobbit-sense

(+1 Fellowship, roll Feat Die twice for Wisdom)

Calling: Warden

Shadow weakness: Lure of Power

Specialties: Small, Smoking, Story-telling, Shadow-lore

Distinctive Features: Keen-Eyed, Reckless



Awe: ♦♦♦♦♦	Inspire: ♦♦♦♦♦	Persuade: ♦♦♦♦♦ ☆☆☆
Athletics: ♦♦♦♦♦	Travel: ♦♦♦♦♦	Stealth: ♦♦♦♦♦ ☆☆☆
Awareness: ♦♦♦♦♦	Insight: ♦♦♦♦♦	Search: ♦♦♦♦♦ ☆☆☆
Explore: ♦♦♦♦♦	Healing: ♦♦♦♦♦	Hunting: ♦♦♦♦♦ ☆☆☆
Song: ♦♦♦♦♦	Courtesy: ♦♦♦♦♦	Riddle: ♦♦♦♦♦ ☆☆☆
Craft: ♦♦♦♦♦	Battle: ♦♦♦♦♦	Lore: ♦♦♦♦♦ ☆☆☆

Weapon	Skill	Damage	Edge	Injury	Enc
Short sword	♦♦♦♦♦	5	10	14	1
Dagger	♦♦♦♦♦	3	♣	12	0
Bow - none	♦♦♦♦♦	-	-	-	-

Armour	Protection	Enc	Headgear	Protection	Enc
Leather Corslet	♦♦♦♦♦	8	none	-	-

Additional Gear	Enc	Shield	Parry	Enc
none	0	Buckler	+1	1

Rewards:

none

Virtues:

Small Folk (use Favoured Wits for Parry)



Background:

Walferd has served a number of years as a Bounder on the edges of the Shire. Every once in a while, the Tookish side of him came out and he travelled to Bree in order to see the 'outside' world. During his last visit, he managed to overhear a plan to rob a place called the Easterly Inn. Following the brigands, he realised only too late how far away their target was.

WALFRED TOOK

But now he's here in Wilderland, and looking for a new adventure.

Walfred has met Biarnor, Dhuoda, Iwald and Radegund before. He might have run into Egil, Luthwen or Nórin at the Easterly Inn as they made their way to the Festival.

General Skills:

You might want to play the Ancient Riddle Game, or try your hand at Thimblorig or the Seeking Field. If you do decide to try for the Stage of the Nobles, remember your Story-telling trait.

Encounters:

Hobbits tend to shine at social activities, and Walfred is no exception. Our intrepid Took has high Courtesy and Riddle, as well as decent Persuade (favoured) and Song, all of which will help the PCs gain assistance and information they need. Riddle is especially good if you don't know whether to trust someone.

Journeys:

Walfred's combination of a moderate Awareness skill and the Keen-Eyed Trait means you should probably be one of the Look-Outs for the company, be on the look out for chances for Walfred to invoke Keen-Eyed.

Combat:

With the Small-Folk Virtue and his experience as a Bounder in the Shire, Walfred should be in Open or Forward stance as much as possible to take advantage of his high Parry. His Song skill could be used to great effect in Rally Comrades to help all the heroes recover Endurance during battle.

Other:

Your outstanding skill is Stealth—you should look for opportunities to use it, like sneaking around to gather information or spy on an enemy camp, see what all the fuss is about, etc.

Hobbits have an extraordinary amount of Hope, don't be too afraid to use Hope in order to provide Attribute bonuses during the game.

RADEGUND THE SILENT

in the affairs of wizards! Radagast caught the slip of a girl red-handed, and his punishment was that she had to do chores for him every day for a month. The wizard's purpose was to have a chance to teach the child about honour and duty, as he recognized her quick mind and mettle. Pupil and wizard became close, and when she came of age, on her Name Day, the wizard gave her a present of special armor.

Radegund knows Biarnor, Dhuoda, and Iwald.

General Skills:

You might want to try the Torch Race, Thimblorig, the Seeking Field or maybe Stage of the Nobles. You might be able to use your Cunning trait for automatic success.

Encounters:

You're unlikely to have very many Bonus dice for Encounters, but you do have a decent score in Courtesy. Unfortunately that's your only social skill, though you might use Tall for an automatic success at Awe if needed.

Journeys:

Radegund has an exceptional skill at Exploring, making her an excellent choice for Scout. With Travel being a favoured skill, she might need to take the role of Guide instead, if no more suitable hero is available.

Combat:

Radegund's Parry score is high—and even higher in the woods—so she can afford to take aggressive Stances like Forward and Open. Holding her long-hafted axe in both hands will give her better than average damage.

Other:

With her favoured skill of Stealth and her Feathered Armour, Radegund is exceptionally good at scouting ahead or sneaking up on what might be dangerous situations.

For other situations, Radegund is a generalist... she won't often be the best at any particular task but she is moderately good at all of them.