

HUNTING THE BANDITS
QUEER FOLK ABOUT

2A

Not far from Archet a lumber camp in the Cherwood had long supplied Bree-land with timber. Now it was home to a collection of ruthless bandits. It would have to be cleared of the threat if Archet was to prosper once again.

Randomly reveal and add one Bandit Captain to the staging area. Randomly reveal and add one Bandit Refuge to the staging area.

Illustration: The One Ring RPG

ARCHET LUMBER CAMP
QUEER FOLK ABOUT

2b

10

Battle. (Characters use  instead of  when questing here.) Bandit enemies are dealt an additional Shadow Card.

When this stage is defeated choose another random stage 2A quest. If all stage 2 quests have been defeated, or if Beaking the Bandits' Back has 10 or more resource tokens on it, advance to stage 3A instead.

Players cannot defeat this stage if any Bandits are engaged with players.

Illustration: Vermilion

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The Andrath was the point at which the Greenway and the North-South Road passed between the Barrow-downs. The bandits had taken control if and in turn controlled all travel north and south out of Bree.

Randomly reveal and add one Bandit Captain to the staging area. Randomly reveal and add one Bandit Refuge to the staging area.

Illustration: The One Ring RPG

ANDRATH RUINS
QUEER FOLK ABOUT

2b

10

The old ruins of the Andrath had a commanding view, and were far from any aid or help that might come from Bree, the heroes were on their own.

Allies committed to this quest have -1  during the Quest Phase. Players may not commit more than 1 hero each to the Quest Phase.

When this stage is defeated choose another random stage 2A quest. If all stage 2 quests have been defeated, or if Beaking the Bandits' Back has 10 or more resource tokens on it, advance to stage 3A instead.

Illustration: Eriamon

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On the edge of the Lone-lands the Forsaken Inn was a good source for information on the bandits hiding out in that region. That is if one could afford to pay for it and if you didn't mind eating roast mutton.

Randomly reveal and add one Bandit Captain to the staging area. Randomly reveal and add one Bandit Refuge to the staging area.

Illustration: The One Ring RPG

FORSAKEN INN
QUEER FOLK ABOUT

2b

3

Progress cannot be placed on this quest except through Quest effects.

Forced: After questing successfully the first player must spend X resources, where X is the number of players in the game, to add 1 progress to the quest. (Limit once per turn).

When this stage is defeated choose another random stage 2A quest. If all stage 2 quests have been defeated, or if Beaking the Bandits' Back has 10 or more resource tokens on it, advance to stage 3A instead.

Players cannot defeat this stage if any Captains or Refuges are in play.

Illustration: Armbulac

SHIRE ROAD FORT
QUEER FOLK ABOUT

2b

10

Siege. (Characters use  instead of  when questing.) Enemies do not make engagement checks during this stage.

Archery X. X is the number of enemies in the staging area.

When this stage is defeated choose another random stage 2A quest. If all stage 2 quests have been defeated, or if Beaking the Bandits' Back has 10 or more resource tokens on it, advance to stage 3A instead.

Illustration: Mooncreeks

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2A

The bandits had built themselves a wooden palisade atop a ridge that overlooked the road between The Shire and Bree. No one was safe traveling that road as long as the bandits held that fort.

Randomly reveal and add one Bandit Captain to the staging area. Randomly reveal and add one Bandit Refuge to the staging area.

Illustration: The One Ring RPG