

LOWBANK ESTATE

QUEER FOLK ABOUT

16

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Albra Lowbanks' informants have heard of several bandit captains operating out of scattered camps around Bree. The camps must be found and the leaders defeated if Bree is to have peace. The heroes are given their first clue as to where to look and set off.

When Revealed: The first player draws a card from the Stolen Goods deck. Then chooses at random one of the Quest Stage 2A cards and advances to that stage.

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1A

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After driving the ruffians from Bree and defeating Bill Ferny and his gang the heroes have learned that bandits are terrorizing all of the Breelands. Taking council with Albra Lowbanks, a well connected Hobbit in Bree, they devise a plan to break the back of the bandits and put an end to their threat. Set aside all Bandit Captain enemies, Bandit Refuge locations, The White Hand Captain and The Midgewater. Add Breaking the Bandits' Back to the staging area. Shuffle all Stolen Item objective cards into a Stolen Goods deck and set it to the side out of play.

SHOWDOWN

QUEER FOLK ABOUT

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It was a massive creature, its armour covered in the symbol of a White Hand. Laughing at the fellowship it spoke of the Grey Boar and of "Shar-ky," but mostly just of crushing their skulls in its armoured fist.

Players can not defeat this stage while the White Hand Captain and the Midgewater are in play.

If the players defeat this stage they have won the game.

SHOWDOWN

QUEER FOLK ABOUT

3A

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Finally, the fellowship had broken the back of the bandits and drawn the attention of the true power behind them. A final showdown in the Midgewater was at hand, but who they found waiting for them there was not who they expected.

Add the White Hand Captain and the Midgewater to the staging area. Add Breaking the Bandits' Back to the victory display.

SET UP AND STOLEN GOODS DECK

During the set up players are instructed to make a Stolen Goods Deck. This deck is filled with objective cards that will be drawn during the quest and used to add resources to the Breaking the Bandits' Back card. If this deck runs out do not reshuffle it, the players have missed their chance for an easy win and must purge the bandits the hard way.

The Captains and Refuge locations are revealed randomly for each of the Stage 2A quests making for a different game each time as the heroes hunt down the bandits differently each time.

BREAKING THE BANDITS' BACK

If this card has 10 or more resource tokens on it after the players have placed enough progress to advance they may move on to stage 3A. This shows they have broken the network of the bandit cells in the Chetwood. If they have not they must randomly choose another Stage 2A that remains. Plenty of cards remove and add tokens to this card so be sure to check during the various triggers, such as the defeat of a Captain or the exploration of a Refuge location.

QUEER FOLK ABOUT

RISE ORTHANC CYCLE

This adventure are follows the RPG campaign "Rise of Orthanc" found on the Play by Post website <http://www.dicefellowship.org>. Queer Folk About is the third installment of the campaign.

Bree and its outskirts is overrun with various bandit gangs. With Bill Ferny defeated in Bree it is time for the Fellowship to purge the bandits from the countryside. The bandits operate in small groups and if the heroes can break their back they can defeat them once and for all. All that means is recovering stolen loot, smashing up their camps, defeating their raids and taking out their captains and exposing their havens and refuges.

With some luck this can be done quickly, or it could slog on as the bandits entrench themselves in the Chetwood and surrounding lands.

SENARIO

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