

THE LORD OF THE RINGS

THE CARD GAME

Queer Folk About

Difficulty Level = 6

This adventure arc 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.

Queer Folk About is played with an encounter deck built with all the cards from the following encounter sets: Bandits of Breeland



Set Up and Stolen Goods Deck

During the set up the players are instructed to make a Stolen Goods Deck. This deck is filled with objective cards with the 'Stolen Item' keyword. Be careful not to include other Objective cards in this deck. This deck will be 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 location are revealed randomly for each of the random Stage 2A quests making for a different game each time the heroes hunt down the bandits. Be careful not to randomly use The Midgewater or the White Hand Captain during Stage 2.

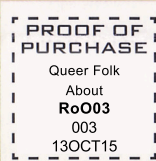
Breaking the Bandits' Back

If this card has 10 or more resource tokens on it after the players have placed enough progress on a quest to advance they may move onto 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.



Rise of Orthanc Cycle - An alternate story line campaign on Fellowship of the Dice <http://www.dicefellowship.org>
The Fellowship of the Ring is broken. Boromir son of the Steward of Gondor took the ring from Frodo, but was betrayed by it. Isildur's Bane enjoys playing tricks on its new masters, for the Ring has a will of its own, and it wants to be found by the Dark Lord. Yet it is not the Dark Lord Sauron who now holds the Ring of Power, nor is it Boromir or any of the Fellowship. Yesterday the Fighting Uruk-Hai brought two Hobbits to the tower of Orthanc in Isengard, and with them the greatest treasure in all of Middle-earth...

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