



# The Theft of the Moon



# - the 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 village or settlement of the Beornings is acceptable.

**What:** The company visits (and may participate) in a harvest festival and its celebrations. When a powerful artefact is stolen, the heroes are tasked with its recovery. They 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 *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. Of these, Rathwulf is sent first and in secret. The mercenary Cenric and a few thralls are sent to carry out the theft, and the thane Guthred is tasked with returning the Sickle itself to Viglund.

**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 an effort made to accommodate time limitations. Rules will be referenced by both the two-volume set (AB or LM) and the revised edition (RE). Additionally, 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 and have practise with the social skills needed for this component of the game.

### 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 of the thieves.

### PART FOUR - AT THE FALROCK

Once the heroes have tracked the thieves to their secret lair, they must either parley with them to recover the Sickle or engage them 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 scaled towards beginning characters. However, a more experienced company may still be challenged by this adventure. Increase the difficulty of each of the Trials by one or two steps, or add an additional test for each Trial.

You might also consider increasing the length or difficulty of the Journey to the Falrock and perhaps change the ratio of thieves in the final combat (perhaps one regular thief for every hero, plus Guthred).







## - PART ONE - THE FESTIVAL

No matter where the Moon Festival is being held this year, there are always similar arrangements. The centrepiece of the festival is a stage, constructed to hold several of the Trials, and to award the Sickle at the appropriate time. Near to the stage is the Marshal's Tent, where the Sickle is held until it is time to present the artefact to the eventual 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 either 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 to 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 (this is so that 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 whatever fields that 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 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 made an announcement. He would present the Sickle to one of his subjects, who would hold it for a year and 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.

Over the years, this tradition has been incorporated into the annual Beorning harvest festival, and many try for a chance at the Sickle. Some families even sponsor one or more visitors to compete on their behalf. **Loremaster Note:** The tradition of Beorning families sponsoring outsiders who then turn the Sickle over to the family if they win can help explain why a diverse company might compete in (and be concerned with) a Beorning tradition.

And any great gathering has other opportunities: goods to buy and sell; new friends to be made and old stories to be told at the Festival. 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. In later years, the return of the Sickle to Beorn is purely symbolic, the Lord comes after the Festival and cuts a single hank of grain and presents the artefact to the new holder.

## 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.





## **THE SEVEN TRIALS**

The Marshall of the Festival has chosen seven different contests in order to keep those vying for the Sickle itself manageable. 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 give the Sickle to any of the winners, on whatever merits. Review the rules on Skills (AB 85/ RE 85) and Prolonged Actions (LM 22/RE 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 who can spruce up their speech the most. An audience judges each competitor, who tries to out-do 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, stacked and other distractions are employed so that only the most careful observer will know where the pea ended its journey. Choosing wrong removes you from the competition and eventually only one winner is left. While criminals cheat at simple version 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 three laps around a series of obstacles. First they navigate a muddy causeway, next 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 the third lap 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, Shurack has never won the Sickle.

### **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 tweaked versions of traditional 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 the above 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...





Rathwulf the Tardy, Ethal the Unkind and Marshal Torbald





## OTHER SKILLS

In addition to the Trials, common skills can be used to:

### 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, however.

### Craft

Not all that come to the festival seek to buy, some have come to sell or trade. A player may roll this skill to represent the goods the character 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 those worthies. Success with Insight tests at this time can give bonus dice to the later Encounters, as per the rules on Preliminary Rolls (RE 151).

### Lore

Tales of long ago or far away will always delight the festival goers.

### 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 are found, this skill can help explain them. 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 attitude; 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 (LB 53/RE 185), using the optional evaluation rules (TW 6/RE 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

Cenric had been planning to use the thralls to attack while Rathwulf was supposed to sneak in and get the Sickle. But the Viglundings ran into a band of goblins on the way down, and a new plan was formulated... they'd use a 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. For a change of pace, you might 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 know that she thinks Rathwulf is guilty.

#### 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 has begun. 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.

### **THE THANE ARRIVES**

Wherever the Festival has been held, there will be some person of power 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!

If the heroes pass summary judgement on Rathwulf, they might accrue Shadow points. Slaying him is worth five automatic Shadow points, harsh punishments will cause a Corruption Test (LM 28/RE 145). Note that the penalty for slaying Rathwulf is higher than killing the thralls (see page 10) only 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 (AB 154/RE 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! (TW 105).

The thieves distance 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.

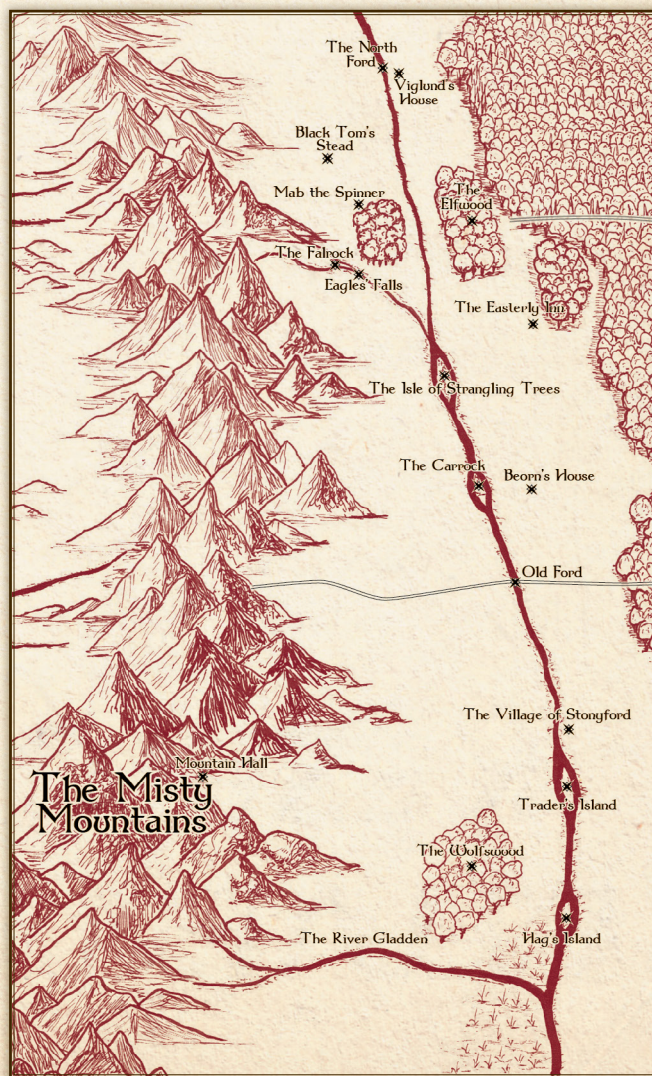
### HAZARDS

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:

**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 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 (LM 28/RE 145) to realise the men's desperate plight. Killing a thrall is worth 2 automatic Shadow points.

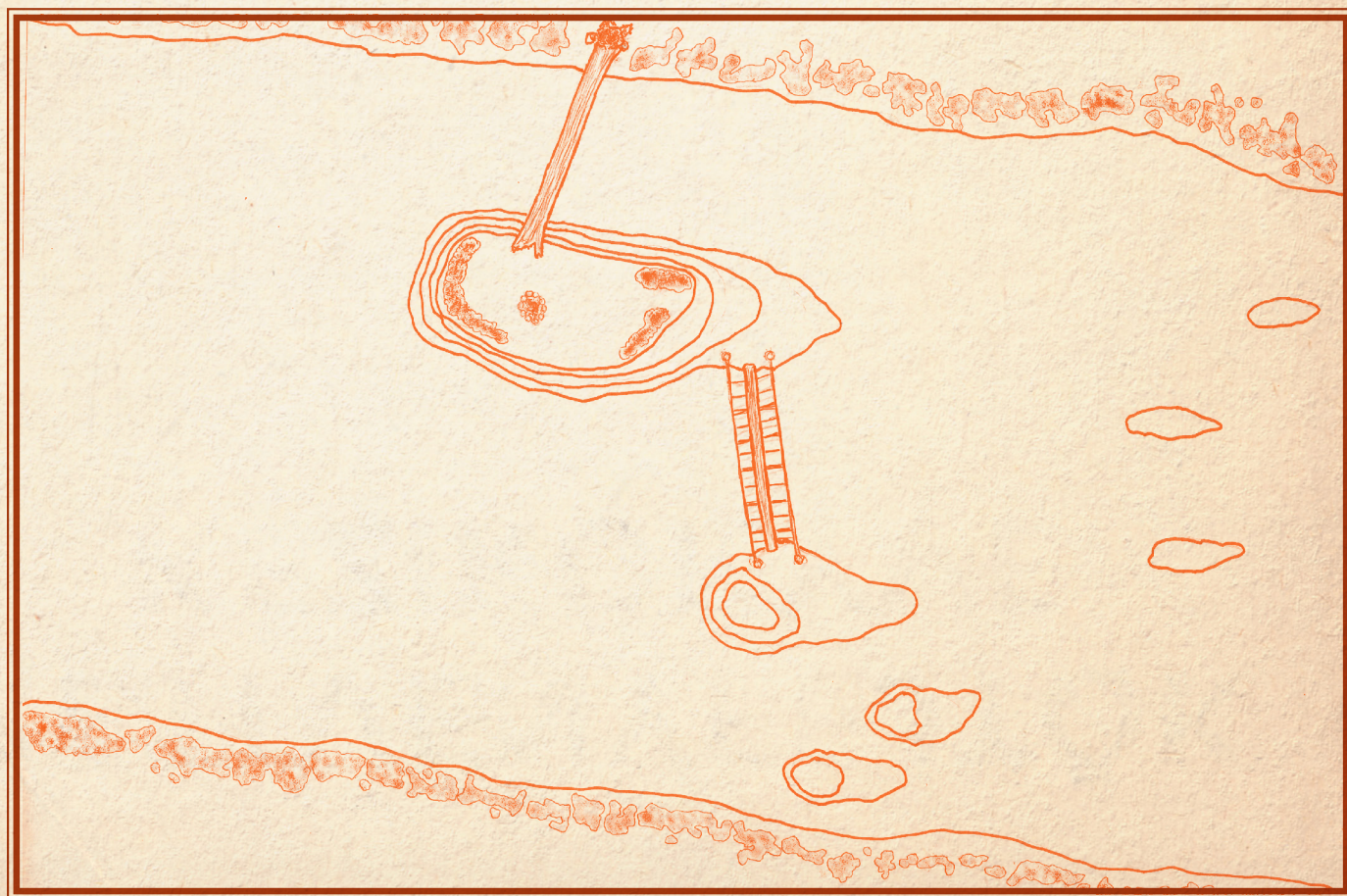
**Heroic Abilities:** Certain heroes might have virtues that allow them to gain information through unusual means. Heroes that gain special knowledge might also learn about the condition of the thralls on a Great or an Extraordinary success. Beornings with Night Goer might be able to scout ahead and learn where the thieves are hiding. Elves 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 camp for at least one night and then Guthred and the thralls head north again, whilst Cenric disappears into the wild. Now is the time to ambush the thieves, or attempt a parley with them.

The Falrock is a section of the Rushdown that has many rocks within the river. One is large enough to serve as a camp-site, and another is almost the same size. From the northern shore, one must simply cross a wide log, placed there by the thieves (Athletics, TN 14). From the southern shore, one must jump from rock to rock (TN 12 Athletics tests for each rock) before reaching the rock with a rope bridge. Failure at an Athletics test means the hero loses 2 Endurance and must swim back to shore and start again. From there, each hero must make a TN 16 Stealth test to surprise the thieves.

**Attacking the Thieves:** Simply attacking the thieves, either by an ambush or direct attack is an option. Heroes do not get Shadow points (see above) unless the







purposely kill the thieves. If the fight is going poorly, Cenric will attempt to flee; but Guthred and the thralls will fight until they are wounded or unconscious. See page 12 for more information about the thieves.

**Parley with the Thieves:** This has a low chance of success, the heroes will either need to trick the thieves or convince them that Beorn will save their families from Viglund. If the heroes take this action, Cenric will keep them talking (claiming the Sickles 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).

### 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 harm it.

### Returning the Sickle

If Beorn was to come to 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 the Beorn's Halls 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 Treasure each.

### The People's Reward (Optional Rule)

If you like, you can represent the generosity of Marshall 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 their item to gain a one-time bonus die to that skill; the player narrates how the item helps accomplish their 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 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 can easily run "Kinstrife and Dark Tidings" from *Tales from Wilderland*. My next free adventure, *Dead 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.

The backgrounds of the sample characters are written such that every character will have connections with at least three other heroes.

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## 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.

### Playing the Thieves

The heroes might try to parley with the thieves 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                | 2           |
| PARRY             | ARMOUR      |
| 3 + 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 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      |
| 5                 | 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  |



## 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

**Body**  **Heart**  **Wits** 

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)

**PARRY**  **ENDURANCE**  Starting **ARMOUR** 

Shield Encumbrance Travel Headgear

**HOPE**  **FELLOWSHIP**  **SHADOW**  Weary ♦  
 Rating Starting Permanent Miserable ♦  
 Poisoned ♦

**EXPERIENCE**  **ADVANCEMENT**  **VALOUR**  **WISDOM** 

Total Total 1 2

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.

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, Hwald or Roderic will be at the festival, Biarnor could be looking to meet with them.

## 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

**Body**  **Heart**  **Wits** 

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

**PARRY**  **ENDURANCE**  Starting **ARMOUR** 

Shield Encumbrance Travel Headgear

**HOPE**  **FELLOWSHIP**  **SHADOW**  Weary ♦  
 Rating Starting Permanent Miserable ♦  
 Poisoned ♦

**EXPERIENCE**  **ADVANCEMENT**  **VALOUR**  **WISDOM** 

Total Total 2 1

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. 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 a festival—Dhuoda could not resist the opportunity to attend. Not to mention it wouldn't be a bad idea for her to visit home long enough to take a bath...



## 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



| Weapon              | Skill | Damage | Edge | Injury | Enc |
|---------------------|-------|--------|------|--------|-----|
| (Swords)-Long sword | ♦♦♦♦♦ | 5/7    | 10   | 16/18  | 3   |
| Dagger              | ♦♦♦♦♦ | 3      | ♂    | 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)



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 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 and Laketown, 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...

## 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



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



Iwald was found as an abandoned infant at the edge of the Wolfswood. 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 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.



## 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



| Weapon     | Skill | Damage | Edge | Injury | Enc |
|------------|-------|--------|------|--------|-----|
| <u>Bow</u> | ♦♦♦♦♦ | 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)



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.

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.

## 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, Steadfast



| Weapon         | Skill | Damage | Edge | Injury | Enc |
|----------------|-------|--------|------|--------|-----|
| <u>Mattock</u> | ♦♦♦♦♦ | 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)



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, 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.



## 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



| 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



As a child, shy Rade Gund 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 in Rhosgobel. But one should not meddle 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 honor and purpose, 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.

Rade Gund knows Biarnor, Dhuoda, and Iwald.

## 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:** Elusive, Reckless



| 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)



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

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