The Cattle That Disappeared

**Setting:** Bree, and its surroundings.

**Requirements:** A low-level party (no fighting skills required)

**Background:** Anton Eregdor is one of the richest farmers in the village of Bree. He has some cattle, that stays on a field, north of the village. Or rather stayed, because it disappeared some days ago. Somebody has broken the fence, and stolen the cattle. Anton has searched for the cattle some time, he hasn't found any tracks, but he has found a empty troll-cave some miles away, and he thinks, that the trolls have stolen the cattle, but nothing is sure.

(Actually is it another farmer, Theodor Vyt-Ok, who has stolen the cattle, and hidden it in his barn).

**The Introduction:** The players start this adventure in the local inn, named "The Prancing Pony". This is 2 days after the cattle disappeared, and everyone in the village talk about it. There are many people in the inn, and this evening they are discussing, what could have happened to Anton's cattle. Some thinks, that wolves have eaten it, other talk about trolls, and some think, that there maybe is a gang of cattle-thieves in the village.

After some time, Theodor Vyt-Ok arrives at the inn. (He will try to make the people believe some story, so that they won't find out that he is guilty. When he sees the player (who are strangers to this village) he will say, that he have seen them stalk around in the forest 2 days ago, and it's surely them who has stolen the cattle). He makes actually a lot of people believe this, and the half of the village starts a verbal attack against the players. When this is going on, Anton will arrive at the inn. Theodor will also make him believe, that it is the players who ere the thieves. The players will surely argument against this. Then Anton says, that if the players what to prove, that they not are guilty, they shall find the real thief. Just after this is said, Theodor will leave the inn. If the PCs follow him, he will stop them and ask why they do so.

**The Search:** The place where the fence is broken is near the forest, and a small river. There are easy found tracks leading down to the river, but not further. The river flows from other fields into the forest (Actually it flows from Theodor's fields. After Theodor had stolen the cattle, he has lead the cattle to his own fields, through the river, so that he didn't make tracks). There are also some footsteps leading into the forest (Theodor made them afterwards, to lead searchers the wrong way), but smart players will find, that there are no tracks from the cattle). (If the PC's make a successful hard track test, they will realise that these tracks cannot be 2 days old). If the PCs though follows the footsteps, they will end one mile into the forest, where there are some blood on the ground (Theodor has put this out as well). The footsteps turn around and follow another path, back to Bree, and into the inn. If the players arrive to the bloody place in the forest, they will be attacked by some of Theodor's friends, 3 persons armed with clubs.

Men's stats:

- OB: 20
- DB: 5
- Hits: 40
- Level: 2

If the players don't kill these, they can threat them to tell who sent them to kill the PCs. This is of course Theodor. Theodors farm is not placed in the village, but 1 mile away. If the players arrive here, they will fast find the cattle, they can hear them. If the PCs not met the 3 men before, they'll meet them here. Theodor will not try to fight the players, but hides in the house and locks the door.

If the players find the cattle they will be paid good by Anton. When the people in Bree hear, that Theodor is guilty, they'll go to his house, break the door and beat him up.....next day he will be hanged!

**Comment:** This adventure is not so difficult, and maybe you won't find it very exiting. It is only meant as an easy beginning for 1st level characters, so that they can earn EXPs and advance in level, so that they can play the real funny stuff!