

Sometimes the greatest adventure for a group of young heroes is simply getting there and back again. A sudden turn of events in the village sends the characters out into the distant world to deliver or retrieve something of great importance. The road is dangerous, and many trials and threats await them. Will the characters reach their destination in time? How will they be changed along the way?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, reasons for the urgent travel, and troubles found along the way.

If you need to come up with names of people and places on the fly, use the following tables. We have chosen to use primarily Lithuanian names for this scenario pack.

1d6	Village Name
1	Burokaraistis
2	Grybaulia
3	Kvetkai
4	Musteika
5	Rykantai
6	Sablauskiai

REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Annike	11	Kamile	1	Algimas	11	Jokubas
2	Austeja	12	Kotryna	2	Arnis	12	Justinas
3	Camilla	13	Luidvika	3	Benas	13	Krystupas
4	Dovana	14	Nastasha	4	Darius	14	Liudvikas
5	Emilija	15	Regina	5	Dovydas	15	Lukas
6	Gabija	16	Rugilė	6	Emilis	16	Martynas
7	Gabriele	17	Saule	7	Filip	17	Mykolas
8	Ieva	18	Ugne	8	Galeti	18	Raimondas
9	Jadvyga	19	Urte	9	Gelynas	19	Saulius
10	Julija	20	Viktorija	10	Ignas	20	Vladislava

THE NATURE OF THE QUEST

What emergency has befallen the village, and why must the heroes deal with it immediately? This table will give the GM an immediate setup to get the quest underway.

1d8	What quest is before the characters?
1	The witch senses a dark power rising in the land, and fears the worst. She knows someone who can help: a dangerous sorceress who lives far away from the village. The witch sends the characters with a token she says will convince this sorceress to come to their aid.
2	The time draws nigh for the annual spring offering to the mountain folk. The characters are called upon to fulfil this ceremonial role. While village youth have performed this rite for generations this is the thousandth year of the offering, and strange things are afoot.
3	A wounded messenger arrives, calling upon an ancient treaty she says her people have with the village. An artifact kept in a shrine outside of town must be delivered to her mistress in time to stop a dark prophecy.
4	A young couple are having their first child, but something is amiss with the pregnancy. The witch knows of a cure grown by a mad gardener in the wilds outside of town, but must stay herself and tend the young mother to be. She sends the characters to gather the cure in her stead.
5	A neighbor must travel to an oracle to seek a way to lift a family curse that is sickening the whole village's livestock. Can the characters keep their kinsman safe during this difficult journey?
6	A faerie outlaw has been captured in the village and must be delivered to the Forest King's justice some leagues away. The characters will need to keep their prisoner under control somehow for the duration of the journey.
7	A storied and aged hero with bonds of kinship to your village has great need of supplies. The characters must take a cartload of leather goods, two sacks of grain, the village's best beer, horseshoes, a plow, and three sheep to this hero to whom the village is so indebted.
8	The characters are made party to their village's ancient secret: on the first new moon of every winter, a stud bull must be offered in sacrifice to propitiate a fae power residing in a distant vale. This year the witch cannot make the journey herself, and so the characters must transport the unlucky animal to its final destination.

Which villager that the characters know will be most affected? Fill in the blanks on this chart with people that come up while the players are making their characters. Either this person, or someone dear to them, will be at the center of the trouble which necessitates the quest. The GM will have to decide just what the connection is.

1d8	Who is wrapped up in the need for the quest?
1	
2	
3	
4	
5	
6	
7	The smith.
8	The local lord.



ALONG THE ROAD

The journey for the delivery quest is the adventure itself. For many characters, it will be their first time on the road away from home, and the world will prove a dangerous place. The following tables will help the GM place challenges along the way.

1d6	What makes the journey most difficult?
1	The journey will be too long for the characters to carry enough supplies, so they will be forced to hunt and scavenge along the way. (See p 26 of <i>Further Afield</i> for hunting and foraging.)
2	Much of the journey must be made through rough terrain with few or no trails. Characters will need to call upon their wilderness lore, or suffer many small falls and risk becoming lost.
3	The characters are in a desperate rush to meet a deadline in order for their quest to be successful. To arrive in time, they must rob themselves of sleep and push on hard. Each character will be increasingly tired as the journey continues.
4	A powerful force is chasing the characters. Unless they are stealthy or fast, it will catch up to them, perhaps harassing them at first, then moving in for the kill.
5	Sickness lies in wait along their route. Whether from travel through fetid, mosquito-infested swamps, or through a village struck by a plague, the characters will have to avoid a serious illness or deal with its consequences.
6	This is an unusually bad season for travel; deep snows, baking heat, or rain storms make progress difficult. Will the characters be skilled enough travelers to withstand these troubles, or will they be forced to seek shelter for days at a time, perhaps arriving too late to fulfill their quest?



1d6	What is the first surprising challenge along the road?
1	Where the path should be is a deep and dangerous ravine almost 20 feet across. Will the players find a way to bridge this chasm, or must they go around?
2	A once-safe ford across a river has been made treacherous by heavy rains and an eroded river bottom. Can the players manage a safe crossing, or will they lose supplies, animals, or even friends to the river?
3	The characters' path passes through an enchanted part of a deep, dark forest. How will the inhabitants react to them?
4	A difficult mountain pass and hard weather combine to test the characters' wilderness skills.
5	The characters stumble into a pack of bandits lying in wait for a very different group (an unarmed group of merchants who will arrive after 5-10 rounds of combat). Will they spot the ambush before it is sprung on them by mistake? Can they save the intended targets from the bandits?
6	An apparently friendly traveler, after sharing food with the characters, tries to sabotage their journey.

1d6	What is the second challenge on the road?
1	An obstreperous ferry keeper makes unreasonable demands of the characters in exchange for passage across a wide, unfordable river.
2	Their path takes the characters through an active battle between two different armies, neither of whom has any interest in their quest.
3	A troll's toll bridge is the only passage across a deep ravine. The toll will be dear, but should the characters fight this powerful monster?
4	A hamlet haunted by two angry phantoms lies directly in the characters' path.
5	A pack of hungry wolves are so desperate and hungry as to attack the party at night.
6	A mage's summoning has gone awry, and a minor demon is ravaging the area through which the characters must travel.

1d6 What final obstacle keeps the characters from their destination?

- 1 The den of a great beast lies just outside the character's destination. This horrid creature waits, hungry, for any foolish enough to pass it.
- 2 As the characters approach their destination, they see trees bent and broken as if by a great wind, carcasses of large animals left in the treetops. Eventually they must pass by a large cave from which comes a great whistling snore. Will they wake the sleeping wyrm?
- 3 The characters must go across the Veil to the land of death in order to reach their destination.
- 4 Their path leads the characters through a faerie labyrinth; can they solve the riddle of its maze-like paths, or befriend a guide, or will they wander lost in Faerie forever?
- 5 A devilish series of traps protects the lands about their destination. Can the characters identify and avoid them, or will they learn the hard way to watch their steps?
- 6 For miles around, the very earth itself is blighted, (see *The Blighted Land, Further Afield* pg 76). The characters must suffer its effects for the last day of travel before they reach their unblighted destination.

THE DESTINATION

A good destination makes a journey feel special. Have the adventure culminate with the characters arriving at a notable place made special by its details. This is the exciting resolution to the tension of the characters' journey.

1d6 What is the nature of the place the characters seek?

- 1 A palace replete with stained glass windows, vaulted ceilings, and a dark secret haunting its corridors.
- 2 A modest cottage with stone walls and a grass-covered roof, sitting alone in the field and easily overlooked. The whistle of a kettle can be heard from within.
- 3 A forest bower, strewn with growing wildflowers and a fresh spring gurgling forth from the rock. Old trees provide shelter from even the heaviest rain. A stone throne, worn from centuries of use, commands the attention of any who enter.
- 4 A lost temple covered in fading paint and with wind-strewn grounds, but with a few devoted priests still maintaining its holy spark.
- 5 A small village like the characters' own, nestled away in a clearing in the wild woods.
- 6 A crowded inn or public house with both common and private rooms and a very discreet, but welcoming staff.

1d6 What is the nature of the recipient at the journey's end?

- 1 The recipient is reluctant to trust or accept the characters, and must be convinced of their good intentions.
- 2 The recipient is willing, but is tricky and eager to haggle. He or she will try to elicit unnecessary promises and favors from the characters.
- 3 The recipient thanks the characters and gifts them with a mysterious object. This object has great promise, but perhaps also a subtle drawback.
- 4 Another person pretends to be the proper recipient, but has a tell tale give away.
- 5 The person the PCs were expecting to talk to is dead, but another person at the same location could help them
- 6 Guards of some sort prevent the characters from speaking to the recipient.

EVENTS DURING THE GAME

When the characters think they have a handle on their journey, what ramps up the tension? Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast start on its own, but you can still use the result to inform your thinking while you are figuring out how to tell the story of the delivery quest.

1d6	What surprise does the party encounter along the road?
1	A friendly traveler along the road - a wizard in disguise - will walk with the players a while. He means well, of course, but trouble follows wizards.
2	A farmer tending to a wounded merchant along the side of the road. Can you save the merchant?
3	A friendly water nymph and a clear streamhead with healing water which restores 2d4 hit points per visit. Any water taken away from the stream becomes poison. Anyone who drinks it must make a saving throw versus poison or take 2d6 damage
4	One or more of the party's animals take sick.
5	Deathly screams are coming from a cottage just off the track. A peasant woman is giving birth to twins. If the characters stop to help, the grateful parents will press gifts and supplies upon them. One of the gifts will provide help with the final obstacle before the destination.
6	An old and wizened person wearing unseasonable clothing sits in the road on a small box behind a small trestle table. They insist that the characters tell them the story of why they are on the road. If they do, this person will give them a blessing and an obtuse hint about their next encounter, giving them a +1 to all rolls to resolve it. If they do not, they'll be roundly and loudly cursed, and receive a -1 to all rolls with the next encounter.

THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in completing the delivery will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	Have the following show up at the end of the session.
1	The witch thanks each of the heroes with a potion of healing. Each character receives a single potion which heals 2d4 points of damage.
2	The heroes are given the greatest gift of all: a tiny farm at the edge of the woods with a beautiful thatched stone cottage with its own special history.
3	The characters manage to acquire a collection of treasures. Perhaps at a noble's court or in a city they might find buyers willing to spend as much as a thousand silver pieces on the lot.
4	The characters find an ancient oil lamp by whose light no creature may tell a falsehood, hide, or remain unseen.
5	The local powers that be notice the character's efforts and travels, and give the group riding horses and provisions.
6	Upon their return, the characters are feted as heroes by the entire village. For as long as they keep their respect, each character receives +1 to all Charisma checks with their fellow villagers.

You may want to leave the players hanging with a task to complete or a threat of more danger. This helps you to continue your story with the same characters later. To do that, roll on this table and have the hint show up at the end of the session.

1d6	What hints to further dangers?
1	A distant village, which houses some of the characters' kinsfolk, has a dangerous delivery to be undertaken as well.
2	Some of the creatures the characters fought along the way, or perhaps their family, managed not only to escape, but to track the heroes home and plot their revenge.
3	Although the delivery has saved the day for now, it is revealed that this is but the first part of a greater curse threatening the village.
4	The recipient of the characters' delivery demands a reciprocal favor from the village. The characters are called upon once more.
5	A local tough is threatened by the characters' popularity and starts conducting a whisper campaign against them. Then he goes about building a gang. Will the characters face their new foe?
6	Several people are missing from the surprisingly muted celebrations when the characters return. Rumor says they have been taken by bandits deep in the forest and are being held hostage, but no one knows what the demands might be.

RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the delivery quest. The Recent Events table on this page pushes things into high gear. The recent events described in this Scenario Pack are different from those in the Hidden Cult or Angered Fae Scenario Packs. Instead of each character in the group rolling an individual event and having someone beside them help, the entire group will experience one major event to jump start the adventure.

Something surprising has happened in the days leading up to the adventure. Roll once for the entire group on the following table to determine what they were doing just before the session and how well it went for them. This result will potentially give the characters some help with their journey, and may change the NPCs and village for the duration of the adventure.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters resolve this event they are ready to play, and the game is on!

1d8 What trouble befell the characters when they were together at the inn before they were presented with the quest?

1 A call for help came in. Debris from a recent storm has shut down the village's major trade route and needs to be cleared before any supplies can get through. Test Strength (Athletics and Command skills may help). *Success:* The grateful merchants generously oversupply the characters for their trip. *Failure:* Supplies will be scarce and expensive when the characters prepare for their trip.

2 A goblin, small faerie, or other strange creature was peering into the windows, and it took an interest in the characters. The creature will follow the characters on their adventure. Test Charisma (Faerie Lore and related skills may help.) *Success:* The creature, while shy, looks fondly on you, and will intercede in minor, but helpful ways throughout the journey. *Failure:* The creature takes every opportunity it can for petty revenge while remaining hidden.

3 A group of travelers from distant lands was staying at the inn. One of their number was a terrible bully and loudmouth. When the bully attacked the nephew of one of the village elders, the characters leapt to his defense. Test Strength (Athletics and related skills may help). *Success:* the bully was bested, and his much put-upon traveling companions cheered the characters for finally showing him up. The characters are rewarded with 10 silver pieces and some friends they may be able to call upon on the road. *Failure:* the bully thrashed two of the characters and went to his rooms, smug at the victory. Two random PCs will start the adventure missing 1d4 hit points each.

4 A traveling carnival is exuberantly celebrating a wedding and invite the characters to join them. Test Charisma (Gambling and Dancing skills may help). *Success:* The characters join the wedding party and are given ceremonial silver daggers. *Failure:* The characters *almost* win big at some games of chance. Start the adventure without any money.

5 A broken old knight sits down at a table next to the characters and pulls out a strange game board with bone and crystal pieces. Test Intelligence. *Success:* You impress him with your quick grasp of the game. Before the group leaves on their quest, he offers them his sword. It grants its wielder +1 to hit and damage. *Failure:* He insists on accompanying the characters on their quest.

6 A great lady and her retinue stop at the inn for a meal while on their way to the Duke's castle, and the stable boy, while brushing down their horses, leaves the paddock open and lets them wander off. Test Wisdom (Carting and animal-related skills may help). *Success:* The characters quickly round up the horses and are given a token of the lady's thanks. *Failure:* The horses are never seen again, so the village is forced to give all its horses to the lady in recompense. It will be a hard plowing season this year.

7 A young witch's apprentice celebrated too much and lost control of her magic in the inn's common room. Test Wisdom (Forbidden Lore and related skills may help). *Success:* You help her calm down and get to sleep in a room upstairs. You never pay for a meal in the Inn again. *Failure:* All the food and drink within a block of the inn spoils immediately, and the Innkeep is as mad at you as he is at the visiting apprentice.

8 While helping a little old lady take her travelling chest to her room, the innkeeper falls down the stairs. Test Dexterity (Athletics and related skills may help). *Success:* You manage to catch him—and the chest—before disaster. *Failure:* He hits his head on the way down, and the group ends up tending bar into the wee hours of the morning. Each character has a -1 penalty to all rolls on the first day of their quest.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four Level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

PEOPLE OF THE ROAD

Here are a few characters our heroes are likely to encounter upon the road.

A group of four or five bandits or soldiers should be a noticeable challenge for level 1 characters. The Wandering Wizard could be a danger to the party all on his own should he wish, but he, the Broken Old Knight, and the Obstreperous Ferry Keeper are more likely to be temporary allies to the characters, or at least non-combat encounters.

BROKEN OLD KNIGHT

The broken old knight has seen everything before, and doesn't want to have to deal with it again. He'll use this experience to ensure he's at the back in a fight or just out of range of an accident, and won't do much to help besides pointing out the obvious a moment too late.

Hit Dice: 4d10 (16 HP)

AC: 18

Attack: +4 to hit, 1d8-1 (long sword)

Alignment: Neutral

XP: 125

OBSTREPEROUS FERRY KEEPER

He and his family depend on the fees he charges, and it is hard work not only poling across the river, but maintaining the ferry, the piers, and the long chain that connects them. He's not trying to be unreasonable, but a gold is pretty standard fare these days.

Hit Dice: 1d6 (4 HP)

AC: 11

Attack: +0 to hit, 1d6 (barge pole)

Alignment: Lawful

XP: 20

Notes: *Obstreperous* (The Obstreperous Ferry Keeper negotiates as Charisma 16, and is immune to mind control and charm magics.)

WANDERING WIZARD

For some seekers after truth, the best magic is the magic of the road. For others, trouble just keeps following them.

Hit Dice: 4d6 (14 HP)

AC: 11

Attack: +2 to hit, 1d6 (walking staff)

Alignment: usually Neutral

XP: 187

Notes: *Spellcasting* (the Wandering Wizard may cast spells and rituals as a level 4 mage with Intelligence 14, Wisdom 15, and Charisma 13), *Sense Magic* (the Wandering Wizard can sense magic as a mage), *Troubled* (Every day, the Wandering Wizard and her companions will face a serious encounter; no one can rest, heal, or regain Fortune Points if a Wandering Wizard comes to the village).

Convenient magics for a Wandering Wizard include the spells Bar the Way, Evade the Dead, False Friend, and Sanctuary of Peace and the rituals Staff of Might (Level 1, Wisdom); Endure the Elements (Level 2, Wisdom) and Friends (Level 3, Wisdom).

BANDIT

Hit Dice: 1d6 (4 HP)

AC: 13

Attack: +0 to hit, 1d8 (long sword) or 1d6 (short bow)

Alignment: usually Neutral

XP: 20

SOLDIER

Hit Dice: 1d6 (4 HP)

AC: 14

Attack: +0 to hit, 1d8 (long sword)

Alignment: usually Neutral

XP: 20

CREATURES OF THE ROAD

The special entries below are unlikely to go well for the heroes, should things come to blows, but the monsters can be bested, and the experience points earned, without combat. A pair of boars or a small pack of 4-8 hunting wolves can destroy a party caught unawares.

SANTACH, THE YOUNG WYRM

Santach, who goes by Samiontach, is a young wurm just building his great hoard. He doesn't care about the heroes' quest, but he is proud and selfish and ready to prove himself against the world.

Hit Dice: 6d8 (27 HP)

AC: 12

Attack: +6 to hit, 1d4 (claw), 1d6 (bite)

Alignment: Neutral

XP: 770

Notes: *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful fear, receiving a -3 penalty to all rolls unless they flee Santach), *Swift* (he gains a number of attacks equal to the number of opponents in close range, up to a maximum of two claw attacks and one bite), *True Name* (Santach has a true name, which gives his foes power over him), *Flight* (he can take to the skies and fly at great speeds).

TOLL TROLL

The Toll Troll is small for a troll, standing at 8 feet and 400 pounds of mottled, putrid greenish rocky skin and long, uneven limbs. The Toll Troll can never leave its bridge, lest it die, but it fears nothing else.

It asks a fearsome price of any who would cross: all their wealth, their most precious item, or their happiest memories.

Hit Dice: 4d10 (22 HP)

AC: 16

Attack: +3 to hit, 1d6 (claws), 1d10 (bite)

Alignment: Chaotic

XP: 200

Notes: *Regeneration* (trolls regenerate 3 hit points per round unless they have been wounded with fire, and may even come back from death in this manner) *Bridgebound* (Every round it spends more than 10 yards from the bridge, the Toll Troll loses, rather than regenerates, 3 hit points per round).

VURSTAS, MINOR DEMON INCARNATE OF TEMPTATION

Embodied as an incredibly obese cat, Vurstas is desperate to tempt foolish mortals into accepting his bargains through clever negotiation. Without this it would have to leave the mortal realm. Vurstas really doesn't want to fight; it will instead use its illusions to trick characters into making deals and to thinking they have been fulfilled.

Hit Dice: 2d8 (9 HP)

AC: 12

Attack: +2 to hit, 1d6 (claw)

Alignment: Chaotic

XP: 165

Notes: *Demonic Form* (Vurstas can only be hit by magical weapons and attacks unless its true name is uttered by its attackers), *Magic Resistance* (Vurstas has a 10% chance to resist magic unless its true name is used against it), *Illusion* (The demon creates illusions equivalent to the spell Greater Illusion at will, up to once per round, and it is able to maintain two such illusions), *Insatiable* (Vurstas is a tempter; if it is unable to tempt anyone within 24 hours, it must leave this world).

BOAR

Boars are some of the most feared animals encountered by hunters in the forest. They can be fierce fighters, and are often seen as symbols of death.

Hit Dice: 3d8 (13 HP)

AC: 13

Attack: +3 to hit, 2d4 (tusk)

Alignment: Neutral

XP: 65

WOLF

Wolves, especially ones desperate enough to attack travelers, are careful and hunt as a pack, targeting the weakest prey for a frenzy of attacks made by surprise, if possible.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +1 to hit, 1d4+1 (bite)

Alignment: Neutral

XP: 35