

There is a problem with the local nobility. Things have gone wrong at the estate. People are fighting, a wedding is ruined, a funeral disrupted, and worse. Perhaps these are unrelated events, but perhaps there is evil afoot. And to make matters worse, all of this is happening during a very special event. The community, indeed the local lord himself, needs our heroes to sort out the mess.

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, problems which plague the estate, and sample monsters.

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

| 1d6 | Village Name |
|-----|--------------|
| 1 | Argentan |
| 2 | Arras |
| 3 | Bayeux |
| 4 | Dunstan |
| 5 | Honfleur |
| 6 | Rouville |

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 | Adeline | 11 | Josephene | 1 | Achard | 11 | Henri |
| 2 | Bonne | 12 | Lina | 2 | Alfred | 12 | Hubert |
| 3 | Brunhilde | 13 | Lucette | 3 | Arthur | 13 | Jacques |
| 4 | Cathrene | 14 | Margot | 4 | Basil | 14 | Luc |
| 5 | Celene | 15 | Modeste | 5 | Charles | 15 | Martin |
| 6 | Edelene | 16 | Nathalee | 6 | Constant | 16 | Mathurin |
| 7 | Ester | 17 | Palmyre | 7 | Delphin | 17 | Robert |
| 8 | Fleurine | 18 | Rousalie | 8 | Edouard | 18 | Thonmas |
| 9 | Isabel | 19 | Simone | 9 | Francouais | 19 | Ugene |
| 10 | Jasmine | 20 | Ursule | 10 | Guy | 20 | Zephyr |

THE TRUTH BEHIND THE TROUBLES...

The problems in the noble court start during a special time or event, like a wedding or festival, when people's emotions are high and their attention elsewhere. This table tells you what event is occurring at the time of the problems, and *has a special rule for activities at court or around the estate for each.*

| 1d8 | What special event is going on during the session? |
|-----|--|
| 1 | A tournament. Nobles and esteemed commoners from miles around have gathered to test their skills and challenge one another. <i>All regular goods are more expensive and have a 10% price increase. Unless things are dire, the smith is too busy for you.</i> |
| 2 | The lord is giving an annual feast for the peasants in honor of one of his ancestors. <i>Food and drink are free.</i> |
| 3 | The estate is hosting a noble wedding. Everyone around the estate is busy preparing for the event. <i>Additionally, the characters have prepared a special wedding gift; let the players decide before the game starts.</i> |
| 4 | A great hunt. All the nobles and their retainers are in good cheer and busy themselves preparing for the event. <i>The huntsmen, pressed into service, are in foul moods, and all characters suffer a -2 penalty to their Charisma when dealing with them.</i> |
| 5 | Court day. The lord is hearing the problems of everyone within his domain, dispensing justice and offering advice as needed. <i>The estate is full of all sorts of people.</i> |
| 6 | Equinox. It is a time of magical flux and power. <i>All mages receive +1 to any spellcasting roll, and faeries and ghosts are more likely to enter the lands of men.</i> |
| 7 | A visit. Another noble, her family, and her retinue have come to the estate. The lord and all of his retainers are flustered and busy preparing for the event and pleasing the company. <i>The lord, the cook, and the seneschal will have no time for the characters.</i> |
| 8 | A funeral. The whole estate is in mourning. <i>All characters receive -1 to their Charisma when socializing with other villagers, and the shops are closed.</i> |

| 1d6 | Only the gamemaster will actually know the cause of the troubles. This table will let you know what is connecting the events which you will roll for below. What hidden thing is actually tying all of the problems together? |
|-----|---|
| 1 | A feud between noble families, whether hidden or in the open, is behind all the trouble. |
| 2 | A haunting or a possessing spirit of some sort has broken the order of things. |
| 3 | A family member's unchecked personal ambition is at the root of the problems. |
| 4 | A strange outsider, like a foreign dignitary or disguised trickster, has been visiting the estate and has caused the trouble. |
| 5 | War, though distant, is afoot, and agents from both sides are in the area. |
| 6 | The lord's family has a dark secret which has led to the trouble. |



| 1d8 | What spot is tied to the connection from the last table? This could be someplace special or simply a place relevant to the connector. Fill this table with locations placed by the players on the village map. |
|-----|--|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | A different location of your creation, like a hidden chamber, a small lodge in the forest, or the dungeons beneath the castle. |

| 1d8 | In every good tale of this sort, the players learn something new about someone in the estate. Pick one involved NPC of your choosing. What revelation might the characters make about this NPC? |
|-----|---|
| 1 | A secret love. |
| 2 | An unclaimed or forgotten child. |
| 3 | A dark secret or ancient crime. |
| 4 | A history with a rival neighboring noble family. |
| 5 | An evil pact, much regretted. |
| 6 | A connection to a distant and powerful noble court. |
| 7 | A hidden magical item. |
| 8 | A remarkable skill, either forgotten or hidden. |



THE PROBLEMS THEMSELVES...

There are at least two separate confounding problems that form the crux of this adventure. Although they don't seem it at first, they are connected by the previous tables. Roll once on each of the following three tables for each separate problem to determine who is involved, where the problem occurs, and what the problem is.

We recommend running the Scenario Pack with two events. Add additional problems to make a longer session or a series of problems at court which can stretch over more than one session of play.

Typically, using two different types of ability score checks to resolve each event creates a nice size of puzzle to fit an evening. This lets several types of characters contribute, and leaves room for helping. The GM should not be afraid to apply some penalties to the skill rolls. Make the PCs seek out help. Along the way the characters are likely to discover the root cause of the problems and how they might deal with it. There is a space at the end of these three tables for the GM to record up to three court problems and their connection.

Example: the GM determines that a disgraced noble family has come to the keep itself seeking shelter. They are being hunted by a usurper from their house, and one of the PCs' uncles has agreed to give them succor. During the course of the game, the PCs will have to make a difficult decision about how to drive off or parlay with the hunter, or find another way to save the family.

The Village Expanded on p.14 of *Dangers Near and Far* gives examples of using similar tables.

| 1d8 | Fill in the blank spots on this table with interesting NPCs made by the players during village creation. Who is involved in this problem? |
|-----|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | A foreign noble, recently arrived at the estate, who is staying in the castle. |
| 7 | A noble relation of the PCs or of the local lord. |
| 8 | A new NPC created by the GM. This character should tie together at least two of the other NPCs made during village creation. |

| 1d8 | Fill in the blank spots on this table with important locations made by the players during village creation. What location is directly tied to this problem? |
|-----|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | The keep itself. |
| 7 | A specific place within the estate, like a tall tower, the cook's chambers, or the tournament fields. |
| 8 | Somewhere in the wilderness around the estate, like a secret grove or faerie gathering. |

| 1d8 | What is the problem itself? |
|-----|--|
| 1 | A theft or a heist. |
| 2 | Missing taxes or treasure. |
| 3 | A rival's men-at-arms. |
| 4 | An important building on the estate, like the stables or the smithy, is destroyed. |
| 5 | Someone at the estate has gone missing. |
| 6 | A problem of issue or inheritance. |
| 7 | A disgraced noble family seeking shelter. |
| 8 | A faerie, monster, or spirit stakes a claim. |

| Problem One |
|-------------|
| Who? |
| Where? |
| What? |

| Problem Two |
|-------------|
| Who? |
| Where? |
| What? |

| Problem Three |
|---------------|
| Who? |
| Where? |
| What? |

| The Connection |
|----------------|
| Event |
| Location |
| Secret |

THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in solving the village's problems 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 to help them in future endeavors. 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, as a reward or treasure. | |
|---|---|
| 1 | The characters are given a reward of treasure by the local lord or another noble. They may share 6d12 gold worth of coinage amongst themselves. |
| 2 | The heroes are rewarded with their own home or small holding near the estate, which they may share or give to the character most interested in looking after a home. |
| 3 | As a reward for their efforts, the characters come into possession of the spellbook of a long-dead noble mage. The book contains the spells <i>Obscurement</i> and <i>Conjure Darkness</i> , as well as the <i>Gather Mist</i> and <i>Wanderer's Fortune</i> rituals. |
| 4 | The local lord gives each of the characters his personal mark, so that they will be recognized as his official emissaries wherever his sigil is known. |
| 5 | Someone within the village or estate is so impressed with one of the characters' actions that he or she decides to follow that character. This NPC will accompany the group on its next adventure and will then become an ally of that character if treated well. |
| 6 | The local lord honors the heroes as companions of his household. Provided they do not anger their benefactor, they may make a Charisma check to gain supplies for future adventures. |

You may want to leave the players with the seed of a future adventure as a result of their actions during this scenario. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hook show up at the end of the session.

| 1d6 What leads the characters to their next adventure? | |
|---|--|
| 1 | The local lord is called away to battle. Before his departure, he calls upon the player characters to help his seneschal while he and his troops are away. |
| 2 | A neighboring lord's house is in disorder. When word reaches him of the heroes' actions, he sends for aid. |
| 3 | A trio of the lord's ancestors have long haunted the estate. Seeing the accomplishments of the characters, they come to them in dreams seeking a restful solution to their ancient troubles. |
| 4 | A rival of the local lord sees that the heroes will be a strong influence on the region, and seeks to lure them to his court, or to remove them as a threat to his power. |
| 5 | The lord rewards the characters' skill with more responsibility. As he prepares his lands for an encroaching war, he seeks to make the characters his new lieutenants. |
| 6 | An ally of the local lord has heard of the characters' accomplishments and is impressed. He asks the heroes for help with a large and powerful group of local bandits. |

RECENT EVENTS

As always, life on the noble estate is busy. The Recent Events table on the next page tells you what has been going on with your neighbors lately.

At the start of play, each player should roll on the following Recent Events table to see what has happened. The player to the left was there too and may be able to help by either having a relevant skill or spending a Fortune Point.

Remember that if a player rolls a duplicate event, one of the special events at the end of the table happens instead. For instance, if one player has already rolled a 7 and that number comes up again, have the first * event happen instead. If another duplicate roll occurs, go on to the ** event and so forth.

1d12 What has happened lately?

- 1 One of the lord's personal servants came to you this morning for help with a visiting dignitary. Test Intelligence (Etiquette, certain knowledges, and related skills may help). *Success*: you helped him predict the noble's request and avoid a diplomatic incident. *Failure*: you misremembered the noble's parentage, and so the servant accidentally caused a great insult. Although the incident was smoothed over, everyone involved is angry with you.
- 2 Perhaps as punishment, the lord has asked you to help rethatch his hunter's lodges throughout the forest. Test Strength. *Success*: you lent a helping hand and have a +2 bonus to all Charisma rolls with the hunters for this adventure. *Failure*: you tried to help but made a mess of things and have a -2 penalty to all Charisma rolls with the lord's whole family for this adventure.
- 3 While you were directing preparations for the special event today, you had a disagreement with the workers about how to proceed. Test Charisma (Persuasion, Command, and related skills may help). *Success*: you realized that you were wrong and apologized, earning their respect; you have a +1 bonus to all Charisma rolls with all workers while at the event. *Failure*: you got into a shouting match with the laborers, who will not help you with anything during this adventure.
- 4 A traveler who was staying at the estate last week tried to steal supplies from the estate's larder. Test Wisdom (Alertness and related skills may help). *Success*: you caught the thief and helped eject him from court; you and your friends can call in a favor with the kitchen staff during the adventure. *Failure*: the thief got away with it and you and your friends were blamed. You should steer clear of the kitchens for a while.
- 5 One of the nearby peasant children went missing in the woods last week. Test Intelligence (Investigation and related skills may help). *Success*: you led the search and found the child and were given a place of honor at the upcoming festivities. The lord is proud that you made him look good in the eyes of the villagers. *Failure*: you were not able to find the child and the lord has lost faith in you. You will have a chance to restore that faith when the child turns up at the most inconvenient moment of this adventure, requiring rescue.
- 6 A holy wanderer from a foreign land came through court on her eternal pilgrimage. While seated at the lord's table for dinner, she offered a strange blessing. Test Charisma (Etiquette and related skills might help). *Success*: You impressed the holy one and received the blessing; you gain +1 Armor Class for this adventure. *Failure*: you were overeager and embarrassed yourself at court.
- 7 You have been aiding the recovery of an unfortunate knight in the lord's service. The warrior broke his left leg in the last tournament and is only now able to walk with a cane. Test Constitution (Herbalism or Healing and related skills might help). *Success*: Your unflinching aid and support have made the knight healthy and full of plans for you at court. *Failure*: your poor service has made an enemy of the knight and won you no new friends at court.
- 8 Last holy day, the court hosted a rival family for a formal feast. You were delighted to be part of the honor guard, and surprised to be called to dance after dinner. Roll Dexterity (Dancing or Performance and related skills might help). *Success*: You were brilliant; not only did you make your lord proud, but you flattered the guests and gain +2 Charisma with both groups for this adventure. *Failure*: you accidentally trod upon the guest's feet and caused an incident; you suffer 1d4 damage during the ensuing brawl, and your lord cannot decide between amused and furious.
- 9 The seneschal sent you on an errand to collect some supplies for the big event. Test Wisdom (Haggling and related skills may help). *Success*: you gathered the right things and the seneschal is mightily pleased with you; ask any favor of him during this adventure. *Failure*: you brought the wrong materials and embarrassed both yourself and the seneschal; suffer -4 Charisma at the event.
- 10 One of the lord's grooms, forgetting that you are no longer a small child, pressed you into service as an assistant yesterday. Test Dexterity (appropriate animal skills may help). *Success*: you did a good job and the groom owes you a favor. *Failure*: when you mucked things up the groom became angry; the stables will be a hostile place for you during this adventure.
- 11 Someone intentionally spooked the lord's herd of cattle. You were there when it happened; even though you could not see who did it, you ended up helping round up the herd. Test Constitution (Animal Ken and related skills may help). *Success*: you did a good job and were given a calf from the herd. *Failure*: a few cows got away, and will turn up at an inopportune time to interrupt your character's actions.
- 12 A wicked person fouled the estate's main well. You and several younger children from the village spent a wet afternoon clearing out the mess with buckets and rope. Test Strength (Farming or Athletics and related skills may help). *Success*: you finished early and made friends with one of your companions, who may well become an ally. *Failure*: the lot of you had a terrible time of it, and you suffer a -4 penalty to all Charisma rolls with all the workers on the estate for this adventure.
- * Two weeks ago the captain of the guard had you watch over a storeroom he said he was worried about. The night you were set to watch, goblins came to steal the casks of wine kept there. Test Constitution. *Success*: you stayed awake and scared them off; goblins will be scared of you until the next Solstice. *Failure*: you fell asleep, and the goblins stole the wine.
- ** Something interesting happened to you while you were running an errand through the forest last week. Test Wisdom (Hunting and related skills may help). *Success*: you saved a wounded prince from an angry boar. If you can maintain this friendship while he heals, you will have made a strong ally. *Failure*: you heard the struggle, but found him too late; the dying prince gained your promise to deliver both his magical sword and news of his death to his distant kin.
- *** Yesterday you saw a strange, small child sneaking away from the court sorcerer's study. Test Dexterity (Athletics and related skills may help). *Success*: you caught a goblin spell thief, who offered you a future favor in exchange for freedom. *Failure*: you chased the figure all the way to the woods, where it disappeared into a small hole in the bank of the river. Upon examination, you discovered a door to Goblin Town (see page 32 of *Dangers Near and Far*).

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.

NEIGHBORS AND ENEMIES

The most common adversaries and allies the characters will encounter in this scenario are those who live on the estate or other humans who might be passing through. A group of 4 or 5 commoners should be enough of a challenge for level 1 characters, though our heroes are unlikely to directly attack their neighbors unless the situation is dire. The other humans here can be used on their own or with a small group if the GM wants a more difficult challenge.

COMMONER

These are the ordinary villagers who likely just want their days to return to normal. These stats might also represent untrained guards or animal handlers accompanying mercenaries or a necromancer.

Hit Dice: 1d6 (4 HP)

AC: 10

Attack: +0 to hit, 1d4 damage (dagger)

Alignment: usually Neutral

XP: 15

CAPTAIN

The captain is a grizzled veteran. He is a commoner who serves at the lord's pleasure, and he takes his job very seriously.

Hit Dice: 2d10 (11 HP)

AC: 14

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

Alignment: Neutral

XP: 40

FOREIGN DIGNITARY

Touring the lands and forging trade alliances, the foreign dignitary could be friend or foe. He might be at the castle for noble reasons, or discovering his true intentions could be the source of an adventure.

Hit Dice: 2d8 (9 HP)

AC: 10

Attack: +1 to hit, 1d6 damage (short sword)

Alignment: Neutral

XP: 25

THE LANDLESS KNIGHT

Some young nobles are not fortunate enough to have lands to govern and peasants to levy, and so must seek their own way in the world. This warrior is brave and upright, and might see the characters as charges needing his aid. He has already survived an adventure or two of his own.

Hit Dice: 3d10 (17 HP)

AC: 15

Attack: +5 to hit, 1d8+4 damage (long sword)

Alignment: Lawful

XP: 95

THE YOUNG LORD

A child come into power before his time, the young lord inherited his title when his parents died to violence or disease last winter. These sad ones now watch over their son. He is only fifteen years old, but has sworn to protect and rule his lands with might and justice.

Hit Dice: 1d8 (5 HP)

AC: 14

Attack: +1 to hit, 1d8+1 damage (family sword)

Alignment: Lawful

XP: 30

Notes: *Haunted* (the lord's parents watch over him in his unexpected rule; during the night, two Phantoms, as described on p.90 of *Beyond the Wall and Other Adventures*, are always in his presence)

BEASTS

The heroes may well find themselves having to contend with ordinary beasts during the course of the adventure. There are many such creatures, whether wild or tamed, in and around the village.

A group of three to five dogs makes for a good challenge for a group of first level characters, especially if they are accompanying one or more human adversaries who are used to leading them into battle. Two or three wolves are plenty of a threat for starting characters. In the rare event that herd animals are driven to frenzy and attack the PCs, two or three of them can threaten the characters.

DOG

Many villagers keep dogs about for defense, hunting, or companionship.

Hit Dice: 1d8 (5 HP)

AC: 12

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

Alignment: Neutral

XP: 15

HERD ANIMAL

These sorts of creatures rarely pose any threat to an adventurer or warrior as they are thoroughly domesticated. Nonetheless, one or more of them could become very dangerous if trouble by aggressive herd-thieves, faerie intervention, or dark magic.

Hit Dice: 2d8 (9 HP)

AC: 12

Attack: +2 to hit, 1d4+1 (head-butts and hooves)

Alignment: Neutral

XP: 40

WOLF

Wolves are great hunters who roam in packs. Men fear them for the damage they occasionally cause to their livestock, and because of the dark legends that surround these beasts.

Hit Dice: 2d8 (9 HP)

AC: 13

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

Alignment: Neutral

XP: 35

SUPERNATURAL THREATS

Outsiders might sometimes meddle in the affairs of the local estate.

A single phantom is plenty of a threat for first level characters. The PCs could possibly handle more than one phantom at a time if they have access to a way to harm it magically. The Sluagh are a terrifying and almost unbeatable foe which can be used to change the entire pace and tone of the adventure, and will have to be avoided or taken on in nontraditional ways by the PCs.

PHANTOM

A phantom is a minor ghost. Brave adventurers might be able to face these ghosts and convince them to leave our world if they discover what is keeping them here.

Hit Dice: 2d6 (7 HP)

AC: 15

Attack: +2 to hit, 1d8 (chilling touch)

Alignment: any

XP: 80

Notes: *Incorporeal* (the phantom has no physical form, and is only affected by magic and silver weapons)

SLUAGH

These foul spirits of the dead take the form of a black cloud or large flock of birds, often changing shape and form as they descend upon their victims. They always fly out of the west and depart to the east. The statistics below represent the entire flock, which moves and hunts with a single will. Due to the 'Ravenous Hunger' ability presented below, the Sluagh will present a unique challenge and players will likely need to modify their tactics.

Hit Dice: 4d8 (18 HP)

AC: 14

Attack: +4 to hit, 1d4+1 damage (chill wind)

Alignment: Chaotic

XP: 250

Notes: *Flight* (the Sluagh may fly), *Immortal* (the Sluagh cannot be killed, but are driven off when defeated), *Invulnerable* (the Sluagh may only be harmed by magical attacks or fire), *Ravenous Hunger* (the Sluagh will attack all targets who do not take cover in an area of around near range; roll to hit and damage separately for each target)