

Things have gone wrong at home. People are fighting, a wedding is ruined, a funeral disrupted, and more. 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 heroes' neighbors and families need them 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, characteristics for villagers, 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 Spanish names for this scenario pack.

1d6	Village Name
1	Ardon
2	Carrizo
3	Cistierna
4	Oencia
5	Ronda
6	Sabero

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	Amelia	11	Judit	1	Andres	11	Inigo
2	Angela	12	Letitia	2	Alvar	12	Leonardo
3	Bianca	13	Luisa	3	David	13	Lorenzo
4	Barbara	14	Maria	4	Esteban	14	Manuel
5	Carmen	15	Miriam	5	Flain	15	Miguel
6	Cecilia	16	Olga	6	Froila	16	Osorio
7	Dolores	17	Rosa	7	Gustavo	17	Rafel
8	Esther	18	Sofia	8	Guillermo	18	Rodolfo
9	Felisa	19	Teresa	9	Hector	19	Suero
10	Isabel	20	Urraca	10	Horatio	20	Thomas

THE TRUTH BEHIND THE TROUBLES...

The problems in the village 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. *There is also a special rule for village activities for each.*

1d8	What special event is going on during the session?
1	A great market day. <i>All characters receive +1 to their Charisma when trying to haggle, and regular goods are offered at a 10% discount. Special, unusual items may also be available.</i>
2	The day of a large feast. The villagers are in a cheery mood and fellowship is easy to find. <i>All characters receive +1 to their Charisma when socializing with other villagers.</i>
3	A wedding. <i>Nobody is working except for the poor innkeep, and the shops are closed. Additionally, the characters have prepared a special wedding gift; let the players decide before the game starts.</i>
4	Tax day. <i>Someone is in the village collecting taxes, whether that be a local man doing so at the elders' requests or an emissary of the nobility. All prices are increased by 10% and there may be armed guards about.</i>
5	The day of the lord's visit. A lord and his retinue are visiting the village. <i>All prices are increased by 20% and there is a large crowd of outsiders in town. The village will be running low on supplies trying to meet the needs of its many visitors.</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	Full moon. A huge crowd has gathered at the inn to honor the moon, tell tall tales, and share drink and fellowship with one another. <i>All characters receive a +1 bonus to any Intelligence rolls related to knowing old stories.</i>
8	A funeral. The whole village 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 family feud, 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 flood, earthquake, or other natural disaster is at the root of the problems.
4	A strange outsider, like a wild man or faerie, has been scavenging in town, leading to the trouble.
5	A gang of thieves or bandits are the source of the problems.
6	Gambling debts, extortion, or family secrets have led to the trouble.



1d8	What spot is tied to the connection from the last table? This could be a lair 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 larder, a hidden grove just outside of town, or a farm on the edge of the village.

1d8	In every good village tale, the players learn something new about someone in town. 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	Faerie heritage.
5	An evil pact, much regretted.
6	A heroic past.
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 village problems 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 village problems and their connection.

Example: the GM determines that the miller is involved in a problem near the river and that the mill has been destroyed. There has been a disaster at the mill! The great wheel collapses in a spring storm, but the town depends on getting out a large order of grain very soon. During the course of play, the PCs will need to make one check to figure out how to fit together the mechanism, and another to organize the manpower for getting it into place.

See p.14 of *Dangers Near and Far* for examples of how to use the following 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 stranger, recently arrived in the village, who is lodging with the family of one of the PCs.
7	A family member of one of the PCs. Alternatively, a close childhood friend will do.
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 local inn.
7	A natural location just outside of the village, like a gorge, cliff, or steep hill.
8	One of the villagers' homes.

1d8	What is the problem itself?
1	A theft or a heist.
2	A spreading fire in the village.
3	A fever, ague, or plague.
4	An important building, like the mill or the smithy, is destroyed.
5	Someone in the village has gone missing.
6	A sudden food shortage.
7	A shipwreck, waylaid caravan, or group of refugees.
8	A disruption along the trade networks near the village.

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	What reward do the characters gain from their adventure?
1	The characters are given a reward of treasure by the villagers whom they have helped. They may share 5d10 gold worth of coinage amongst themselves.
2	The heroes are rewarded with their own home or farmstead within the village, which they may share or give to the character most interested in looking after a home.
3	The characters find or are given an ancient book which has long been kept in the village. The book contains the spells Brave the Flames and Friend's Call, as well as the Circle of Protection and Feast's Blessing rituals.
4	The village witch rewards the characters with a very special object which she has long held in her hut: a silver dipper which purifies any drink served from it.
5	Someone within the village is so impressed with one of the characters' actions that he or she decides to follow that character. This villager will accompany the group on its next adventure and will then become an ally of that character if treated well.
6	The innkeep recognizes the skills of the characters and wishes to reward them. Provided they do not abuse the offer, they may eat and drink for free in the inn from now on.

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 villagers have a quest which they have long neglected. Given how well the PCs did during this Scenario Pack, the elders decide that they are just the type to handle the quest.
2	Neighboring villagers are experiencing troubles of their own. When word reaches them of the heroes' actions, they send for aid.
3	The local faeries are amused by the characters' actions. Since the fae always have excitement of their own, they "invite" the characters to visit and help.
4	Someone or something is deeply angered by the tranquility which settles over the village when the problems are solved.
5	In addition to the reward above, the village elders also give the characters a minor magic item. Unfortunately, it is cursed, and the PCs must seek a way to end its power.
6	A nearby lordling has heard of the characters' accomplishments within their village and is impressed. He thinks that they are just the sort to solve some of his own problems with a rival.

RECENT EVENTS

As always, life in the village can be quite 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 villagers came to you this morning for help finding something. Test Intelligence (Search and related skills may help). *Success*: you located the item and the villager gave you 2d6 silvers as a reward. *Failure*: you could not manage to find the item, and the villager will still be searching for it during this adventure.
- 2 Yesterday you noticed that one of the houses or shops in the village was undergoing repairs. Test Strength. *Success*: you lent a helping hand and have a +2 bonus to all Charisma rolls with the owner 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 owner for this adventure.
- 3 While you were helping one of the villagers prepare for the special event today, you had a disagreement about how to proceed. Test Charisma (Persuasion and related skills may help). *Success*: you got your way and everyone seems happy about it; you have a +1 bonus to all Charisma rolls with all villagers while at the event. *Failure*: you got into a shouting match with the villager, who will not help you with anything during this adventure.
- 4 A traveler who was staying at the inn last week tried to pick the innkeep's pocket. Test Wisdom (Alertness and related skills may help). *Success*: you caught the thief and helped eject him from town; you and your friends drink for free at the inn for the next two nights. *Failure*: the thief got away with it and the innkeep has to double his prices for two weeks.
- 5 One of your neighbor's children went missing in the woods last week. Test Intelligence (Search and related skills may help). *Success*: you led the search and found the child and were given a precious family heirloom as reward. *Failure*: you were not able to find the child, but it will turn up at the most inconvenient moment of this adventure, requiring rescue.
- 6 A holy person from a far away land came through the village to stay with the witch, and offered a strange blessing. Test Charisma. *Success*: you impressed the priest and received the blessing; you gain +2 to all saving throws for this adventure. *Failure*: you seemed too eager and were deemed rude. The witch is embarrassed of you and will not help you for this adventure.
- 7 The village elders sent you to fetch a whole list of necessary goods from a nearby town. Test Constitution. *Success*: you made it back with the right items in time and receive +1 bonus to all Charisma rolls with the whole village while at the event. *Failure*: you came back late, and with the wrong items. You suffer a -1 penalty to all Charisma rolls while at the event, and get teased more than a little.
- 8 After a mighty storm took down several trees, you had to help your neighbors clear the way. Test Strength. *Success*: you made a good showing and the road was cleared; you gain +2 bonus to all Charisma rolls with the carter and his family for the rest of the adventure. *Failure*: the road is still partially blocked, and no outside peddlers or merchants can make it to town.
- 9 The witch sent you on an errand to collect some components for a ritual. Test Wisdom (Herbalism and related skills may help). *Success*: you gathered the right things and the witch blesses you; gain +2 on your first roll for the session. *Failure*: you brought the wrong materials and the witch gave you a minor hex in irritation; you suffer a -2 penalty on your first roll for the session, and will know the right herbs next time.
- 10 One of the village craftsmen, forgetting that you are no longer a small child, pressed you into service as an assistant yesterday. Test Dexterity (appropriate craft skills may help). *Success*: you did a good job and the craftsman owes you a favor. *Failure*: when you mucked things up the craftsman became angry and refuses your business for this adventure.
- 11 Someone intentionally spooked a neighbor's flock of goats. You were there when it happened; even though you could not see who did it, you ended up helping round up the flock. Test Constitution (Animal Ken and related skills may help). *Success*: you did a good job and were given a kid from the flock. *Failure*: a few goats got away, and will turn up at an inopportune time to interrupt your character's actions.
- 12 A wicked person blocked up the local farms' irrigation ditches. You and a younger child from the village spent a wet afternoon clearing out the mess with shovels and axes. Test Strength (Farming and related skills may help). *Success*: you finished early and made friends with your companion, who may well become an ally. *Failure*: the two of you had a terrible time of it, and you suffer a -4 penalty to all Charisma rolls with the youth for this adventure.
- * Two weeks ago the witch had you watch over a newborn child that she was worried about. Faeries came to steal the baby away just after midnight. Test Constitution. *Success*: you stay awake and scared them off; faeries will be scared of you until the next Solstice. *Failure*: you fall asleep, and the faeries stole the baby. Fortunately, one of the faeries lost her cloak climbing out the window.
- ** Something interesting happened to you while you were fishing last week. Test Wisdom (Fishing and related skills may help). *Success*: you snagged a full pack washing down the stream; it was full of fancy clothes and a much bedraggled invitation to a party at a distant prince's palace in a month's time. *Failure*: you fell asleep under the branches of the willow tree, and woke up half-swallowed in its trunk, but were saved by a wandering elf, who spoke the willow's true name, released you, then left with a wink.
- *** Yesterday you saw a strange, small child stealing something from the location for the event. Test Dexterity (Athletics and related skills may help). *Success*: you caught a faun, 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 Faerie.

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 the other villagers or other humans who might be passing through. A group of 4 or 5 commoners or bandits should be enough of a challenge for level 1 character, though our heroes are unlikely to directly attack their neighbors unless the situation is dire. The hidden sorcerer, experienced hero, or watchman 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

BANDIT

These might be dissatisfied ex-mercenaries, villagers who have turned to banditry in times of trouble, or hired thugs working for an adversary.

Hit Dice: 1d6 (4 HP)

AC: 14

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

Alignment: Chaotic

XP: 20

HIDDEN SORCERER

One of the villagers or a stranger from another land might be a secretive practitioner of magic. Either way, such a sorcerer might be involved in the troubles.

Hit Dice: 2d6 (7 HP)

AC: 11

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

Alignment: any

XP: 90

Notes: *Spellcasting* (the hidden sorcerer may cast two spells per day and most often employs the spells Greater Illusion, Tinkerer's Gift, or Veil of Sleep)

EXPERIENCED WARRIOR

The characters are not the only people who dream of seeing the world and facing danger. This NPC has had several adventures himself and could be a great force for good or ill depending on how he is involved in the troubles.

Hit Dice: 3d10 (17 HP)

AC: 16

Attack: +4 to hit, 1d8+2 (sword)

Alignment: any

XP: 120

Notes: *Rewards* (the experienced warrior bears a single magical item from his previous adventures; see p.69 of *Beyond the Wall and Other Adventures* for a sample list of magical items.)

WATCHMAN

The village may only have a single watchman, or perhaps a group of two or three. They usually keep the peace but can also get mired in troubled situations themselves.

Hit Dice: 2d6 (7 HP)

AC: 14

Attack: +1 to hit, 1d8 damage (spear)

Alignment: Lawful

XP: 35

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 village. A group of beast men, a haunting phantom, or the trickster Pukka could be involved in the village's troubles.

A group of 4 or 5 beast men make a good challenge for level 1 characters. A single phantom or wight 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. Even alone, Pukka is likely beyond the PCs' abilities to confront directly.

BEAST MAN

These animalistic creatures from other lands might have ended up near or in the characters' village.

Hit Dice: 1d8 (5 HP)

AC: 12

Attack: +0 to hit, 1d6 (club)

Alignment: any

XP: 15

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)

PUKKA

This troublesome faerie is often involved in others' affairs.

Hit Dice: 5d8 (23 HP)

AC: 18

Attack: +4 to hit, 1d6 (short sword)

Alignment: Chaotic

XP: 300

Notes: *Open Gate* (Pukka has the unique ability to open a gate to another world; this takes him a single round, and the gate remains open for 11 rounds), *True Name* (Pukka has a true name which gives his foes power over him), *Vulnerable to Iron* (Pukka takes double damage from iron)