

Scenario name: Journey for the Lost

Ryuujin: Green Ryuujin

Scenario type: Travel

Season: Fall

Session time: About 2 hours

Opening (Scene 1)

Main event: PCs walk through the town of Fox Hollow decorated with a few skeletons and homemade shrines to loved ones. It looks like the town is almost ready for the upcoming Festival of the Lost. PCs have been summoned by the former mayor's aide, Mr. Kasabar, presumably to help with some of the town's decorations since the town does not look quite ready. When the PCs meet the mayor's aide, he informs them that they are to be charged with taking the mayor's ashes to the family plot at the nearby cemetery. He also offers for them to finish putting up a few of what little decorations they have for [DEX + INT] x5 gold before leaving.

Sub event: The Ryuujin should mention that the party could speak with Kyle, a young man in town who has completed the journey to the cemetery once before to glean some information about the journey to come. If they go and speak to Kyle, the PCs learn that the woods they must travel through are haunted. There is, however, a small shrine in place toward the end of the woods that seems to be protected from the pervasive creepiness of the forest.

NPCs: Mr. Kasabar – Aide to the former mayor, Mr. Kasabar is an average sized man with a boisterous personality. He is direct with discussion because he has many things to do in preparation for the upcoming festival.

Kyle – A young man from the town who made the trip up to the cemetery with his family. He very friendly to the party, but becomes very serious when discussing the woods.

Act 1 (Scene 2)

Main Event: The PCs leave the town and head toward the cemetery along the road.

Sub event: There is a wounded koneko goblin, Puddles, dressed up as a skeleton on the side of the road that asks for help when the PCs arrive.

Turning point: If the PCs help Puddles (First Aid TN 7/Cure Touch), she thanks them and rewards the PCs with a small skeleton themed doll. If the PCs look at the doll it has a mask that they can lift up and the face underneath looks like the PC that was the least eager to help. If the PCs choose not to help Puddles, there are negative effects that occur during acts 2 and 3.

NPCs: Puddles – This female koneko goblin has badly twisted her ankle during a tumble by the road side. Aside from being hurt, she is in good spirits. She was on her way to the village to help with the festival.

Act 2 (Scene 3)

Main event: The PCs enter the forest, which is also filled with a low fog

Turning point: The PCs either find the shrine or don't while in the forest. If they got the information from Kyle, they make the direction check for the day with a +1 and find the shrine if successful. If they didn't receive the information, they only find the shrine if the direction check

is an 11 or higher. If the PCs find the shrine, the camp check for the day automatically succeeds and they receive a +1 to their condition checks the following day. If they don't find the shrine, they receive a -1 to their condition checks as the forest spooks them all night, or if they didn't help Puddles in act 1, they receive a -2 to condition checks as her ghost haunts them in the night.

Act 3 (Scene 4)

Main event: The PCs must venture in to the hills on the way to the cemetery on a cloudy (If the PCs helped Puddles) or stormy day (If the PCs didn't help Puddles).

Turning Point: There is a cart broken down on the side of the road. When the PCs arrive at the cart, a man named Wiz introduces himself as a travelling merchant whose cart broke down here in the hills on the way to Fox Hollow. The PCs can repair the cart on a [STR+DEX] TN 7 (9 if stormy). If the party helped Puddles in act 1, he rewards them each with a free Spooky Hat, otherwise he will sell them to the party at a 20% discount.

NPCs: Wiz – This merchant has been travelling for days to deliver festival decorations to the town. His vocabulary is a bit crass, but he seems to have a good heart. He is very thankful if the party helps him with his cart or helped his koneko goblin companion.

Climax (Scene 5)

The PCs make it to the cemetery only to see that a band of neko goblins is looking to loot from the graves.

Ending

The PCs deliver the urn to the family plot. This is the day of the Festival of the Lost and the ghost of the mayor appears above the urn as the PCs place it where it is to stay. The mayor thanks the PCs for bringing her all this way and leaves them with a message to her husband. She says, "You are the love of my life, and I will be here if you ever need me."

Scene 1: The Mission

Time: Early Morning Weather: Cloudy Terrain: Town TN:

Scene purpose: Kick off the scenario

Five senses: There are a large number of people out setting up shrines and decorations for being this early in the morning. The town is eerily silent as the PCs was people setting up shrines to loved ones or place decorative skeletons on walls.

Scene event: The PCs meet Mr. Kasabar at the town square to discuss his request to take the ashes of the former mayor to the nearby cemetery. Mr. Kasabar seems distraught about losing the mayor and also about how the town is lacking as many decorations as they had last year. If they decide to seek out Kyle, they find him outside his home setting up a shrine to his grandparents.

Scene 2: The Journey Begins

Time: Early Afternoon Weather: Cloudy Terrain: Grassland TN: 6

Scene purpose: Travel/Choice

Five senses: The road outside of town is easy to walk on. The terrain has beautiful fall oranges and yellows. Eventually they hear some odd sobbing up ahead at a bend in the road.

Scene event: The PCs find a koneko goblin named Puddles on the side of the road with a badly hurt leg. She is very grateful to the party if they help her, giving them a skeleton doll and promising to help them in return some day. If the party decides not to help her, she looks utterly defeated and sits there whimpering as the party leaves.

Scene 3: The Spooky Forest

Time: Afternoon/Evening Weather: Foggy Terrain: Woods TN: 9

Scene purpose: Travel/Tension

Five senses: The road seems to disappear in the fog as the travelers enter the forest.

Throughout the forest, there are spooky rustlings in the leaves and owls hooting to break the silence. There is a definite smell of musty old leaves that permeates the forest.

Scene event: If the PCs find the shrine, they notice that the fog doesn't seem to penetrate the area surrounding the shrine. The clearing gives way to a beautifully kept covered area with a statue of a traveler (which has a walking stick that can be taken) below and a fire pit set up with logs already inside. The whole area seems incredibly peaceful while the party is inside, including the lack of the spooky sounds of the forest. If the PCs do not manage to find the shrine, they can only find a mediocre place to camp that lacks some of the essential components of a good camp site. They are also harried by the spookiness of the forest during the entire night.

Scene 4: The Missing Decorations

Time: Day Weather: Cloudy/Stormy Terrain: Hills TN: 8/11

Scene purpose: Travel/Fun

Five senses: The familiar fall clouds are a lovely sight once out of the forest. Steep hills with few trees have a lovely scent of fresh air. If the party didn't help Puddles, it is stormy out, the party feels a sense that the clouds do not look friendly as they leave the forest. They also get that smell like it is just about to rain. Lightning starts up after an hour of leaving the forest.

Scene event: The PCs see that there is a broken down cart at the peak of one of the hills. A merchant greets them as they approach his cart filled to the brim with festival decorations. He asks if the PCs could help him repair his cart, or even if they would like to buy some decorations for the festival. Wiz sets forth for town if the PCs can help repair the cart. He mentions that he hopes his koneko goblin companion made it to town safely and rewards the party if they helped her.

Scene 5: Looters in the Night

Time: Evening Weather: - Terrain: - TN: -

Scene purpose: Closure

Five senses: The PCs crest the last hill and see a beautiful stone wall with a metal gate. There is a weird rustling sound coming from inside of the cemetery.

Scene Event: As the PCs approach the gate, they hear a strange voice say, "We need to find some good stuff here. Hurry, search over there." As the peer into the cemetery, they see a

group of (3-5) neko goblins searching around for treasures. If the party has spooky hats, they could use them to scare away the neko goblins. They could also try to negotiate or fight the neko goblins to clear them out of the cemetery. The scene ends with the party returning the urn and speaking with the ghost of the mayor.