

Scenario name: A Noble's Autumn Wedding

Ryuujin: Blue Ryuujin

Scenario type: Gathering

Season: Fall

Session time: 2-3 hours

## **Opening**

### *Main Event*

One of the daughters of the noble house of Argentum is soon to be wed. The PCs are members of her entourage sent out to collect wedding gifts from the other houses. Mr. Grey, one of the servants of the Argentum House has prepared everything you need, including a map of where the other noble houses are.

### *NPCs*

Mr. Grey - A middle aged butler in service of the Argentum house. Dignified and eloquent, he is concerned for the safety of the party. Has a very immaculate mustache and monocle.

## **Act 1**

### *Main Event*

The PCs set out to the first of the noble houses; this trip is fairly uneventful, and as they arrive at the Aurum House, at the center of a small town. There, they are greeted by Miss Blonde, a handmaid of the Aurum House. She politely explains that Mr. Grey informed her of their arrival, and that Mr. Grey had further instructions for the PCs.

Specifically:

"While you should attempt to visit as many of the houses as possible, if you find yourself getting too exhausted to continue, you should return home. It's not good to overexert yourself."

After relaying these instructions, she presents the PCs with the first gift for the wedding: a set of decorative golden medals.

### *NPCs*

Miss Blonde - A somewhat heavyset maid in service of the Aurum House, with hair matching her namesake. Matronly and kind, she shares Mr. Grey's concern for the safety of the PCs.

## **Act 2**

### *Main Event*

The PCs visit the other noble houses, collecting gifts for the wedding. The map provided by Mr. Grey has three other houses listed: The Ruby House among the hills, The Sapphire House at the end of a great bridge, and The Obsidian House deep within the Black Forest. The houses seem to circle their way around a curious blank spot on the map.

### *Sub Event*

News gets out that there is a noble's court collecting gifts for a coming wedding, which may draw the attention of bandits.

### *NPCs*

Lord Crimson - The friendly and perpetually drunk master of the Ruby House. Has fiery red hair and a flushed face.

Lady Beryl - The serene and gentle head of the Sapphire House. Wears a flowing, pale blue dress.

Gregory - A massive man covered in several layers of cloth. Hard to understand what he says, and may not actually be named "Gregory." Has a very bold and determined personality, and seemingly bottomless pockets.

Citizen Ebony - Head of the Obsidian House. Androgynous and mysterious, speaks using only as many words as needed.

### **Act 3**

#### *Main Event*

The PCs, loaded up with all manner of gifts for the wedding begin their trek home. At the GM's discretion, this may be uneventful if the journey so far was perilous, or there may be one final event if the journey felt too peaceful.

#### **Climax**

The PCs arrive home after a long journey, with all the gifts for the Autumn Wedding in tow. Mr. Grey is glad to see them safe, and if any of them have status ailments or missing HP, he dutifully tends to their wounds as other servants bring in the gifts.

#### **Ending**

With everything settled, reveal to the players that their PCs were actually children with overactive imaginations going trick-or-treating in their neighborhood. Mr. Grey was one of the PC's kindly grandfather, Miss Blonde a kindly neighbor to Mr. Grey, and the golden medals chocolate covered in gold colored foil.

At this point, you could also discuss other parallels between what happened in the children's imagination, and what happened in their reality.

Scene 1: Our Tale Begins At Night...

Time: Night    Weather: Dark    Stage: Mansion    TN: -

Scene Purpose: Beginning the Journey

Five Senses: Candlelight, silver candelabras, plush carpet

Scene Event: Mr. Grey, the Argentum house Butler, explains to the PCs they need to go to the other noble houses and collect the gifts for the wedding. He's already prepared all the supplies the PCs should need for the trip, pack animals and all, and supplied them with a map of where the other houses are. Mr. Grey urges the PCs to be careful, and to return home if they get too tired or they hurt themselves.

### Scene 2: From Silver to Gold

Time: Day Weather: Clear Terrain: Grassland TN: 6

Scene Purpose: First leg of the journey

Five Senses: Browning leaves of trees, crunch of leaves underfoot

Scene Event: As the PCs leave the leave the Argentum House, they walk through a garden filled with a plant known as Woolly Lamb's Ear; a succulent perennial plant with fuzzy white leaves. They then make their way through the town around the Argentum House to the roads leading to the Aurum House.

This part of the journey is fairly uneventful. After a day or so of travel, the PCs arrive in the town just outside the Aurum House. This is a good opportunity to have the players use the Town Creation Rules.

### Scene 3: Arriving At the Aurum House

Time: Night Weather: Clear Stage: Mansion in the middle of town TN: -

Scene Purpose: Exposition on How to End the Scenario

Five Senses: A garden of yellow chrysanthemum, golden candelabras, honeyed scent of melting beeswax

Scene Event: After walking through the garden of the many-petaled chrysanthemums, the PCs are joyfully greeted by Miss Blonde, Aurum House's somewhat paunchy maid. She invites the PCs in, and offers them the first of the gifts: a set of numerous golden medallions.

Miss Blonde further reiterates that if the journey gets too dangerous or tough, they should return home to the Argentum house, and that Mr. Grey will be able to send out others to collect any gifts they had missed.

In addition, Miss Blonde offers the PCs to stay the night, if they haven't decided on their lodging for the night.

### Scene 4: Over the Hills to Ruby House!

Time: Day Weather: Fog Terrain: Hills TN: 9

Scene Purpose: Travel Scene

Five Senses: Babbling of a brook in the valley, lilies growing on the riverbank.

Scene Event: The Ruby House is nestled atop the hills just beyond the Aurum House. The water from the river has made the hills somewhat foggy, but the house can be easily seen from one of the hilltops, standing proudly over the mist. They PCs should reach it after a day or so of travelling.

### Scene 5: Red Face at the Ruby House

Time: Night Weather: Fog Stage: Remote Mansion TN: -

Scene Purpose: Destination

Five Senses: Helenium garden, strong liquor

The Ruby House is surrounded by a massive garden filled with helenium, flowers that are affectionately called “sneezeweed.” They have puffy centers of brown and yellow with deep red petals that point downwards away from the puffball; it makes them look like a daisy sneezed too hard.

When the PCs enter the Ruby House, they’re greeted by the jovial Lord Crimson. With his face flushed red, Lord Crimson is delighted to see the PCs, and with slurred speech invites them in and presents them with his gift for the wedding: various rings and bracelets set with large jasper gemstones.

#### Scene 6: Across the Bridge to the Sapphire House

Time: Day      Weather: Clear      Terrain: Bridge      TN: 6

Scene Purpose: Travel Scene

Five Senses: Rushing water of a giant river, cobblestones underfoot

Scene Event: The brooks in the valleys around the Ruby House are fed by a wide, raging river. A giant bridge has been built over this bridge long ago, and it still stands strong and sturdy. It’s easy to travel across, but the it takes the better part of a day to reach the other side.

At the GMs discretion, the PCs may have an unfortunate encounter here. (Scene 7)

#### Scene 7: Battle on the Big Bridge

Time: Afternoon      Weather: Clear      Terrain: Bridge      TN: 6

Scene Purpose: Combat Scene

Five Senses: Rushing water of a giant river, cobblestones underfoot

Scene Event: A massive man clad in thick red clothing stands in the way of the PCs. His voice is somewhat muffled from the excessive amount of fabric draped over him, and his face is barely visible. His arms and legs appear to be extremely wide, with comparatively small hands and feet at their ends.

The PCs have trouble hearing his name as he announces it, but they believe it to be “Gregory.” The giant makes his intentions clear with a drawn weapon: he wants the treasures the PCs have collected. (Use “Low Level Bandit” for Gregory’s stats, pg 204)

For dramatic flair, every time Gregory attacks, he drops his current weapon and draws a new one. (This does not change how frequently Gregory attacks, but you may treat these dropped weapons as Objects on the Battlefield.)

#### Scene 8: Blue Fountains of the Sapphire House

Time: Night      Weather: Clear      Stage: Remote Mansion TN: -

Scene Purpose: Destination

Five Senses: Flowing fountains, garden of balloon flowers

Scene Event: After making it to the other end of the big bridge, the Sapphire House is easily seen not far away from riverbank. Upon approach to the house, the PCs walk through a garden dotted with fountains and lined with beds of balloon flowers. These dark blue flowers have a bulb shaped bloom, with petals peeling back and away, like a freeze frame of a balloon just as it bursts.

Lady Beryl welcomes the PCs into the house, and presents her gift: earrings and cufflinks studded with Lapis Lazuli.

If the PCs were attacked and wounded on the bridge, her normally serene demeanor rapidly changes to concern and insists upon treating their wounds.

Scene 9: Through the Woods to Obsidian House

Time: Day      Weather: Clear      Terrain: Woods      TN: 8

Scene Purpose: Travel Scene

Five Senses: Bright orange ceiling of leaves, crunching and crinkling underfoot

Scene Event: Beyond the Sapphire house is a trail leading into the Black Forest, and within the Black Forest is the Obsidian House. The name of the Black Forest comes from the shade offered by the thick canopy of leaves, but with the coming of autumn, the canopy is thinned, and sun more readily finds its way through.

It would take about a day to find the Obsidian House within the woods. At the GMs discretion, the PCs could have an unfortunate encounter in the woods. (Scene 10)

Scene 10: Bandits in the Night!

Time: Afternoon      Weather: Dark      Terrain: Woods      TN: 11

Scene Purpose: Combat Scene

Five Senses: Bright orange ceiling of leaves, crunching and crinkling underfoot

Scene Event: As the sun begins to set, ne'er-do-wells set out seeking hapless wanderers in the Black Forest. They notice the fancy attire of the PCs, and decide to make their return trip easier by relieving them of their oh-so-heavy valuables. (Use the [N - 1] "Hoodlums" from pg 204, where N is the number of PCs.)

Alternatively, if you've used Scene 7, you may have this encounter instead be a rematch against Gregory, who is determined not to lose again to the PCs.

Scene 11: Safely at the Obsidian House

Time: Night      Weather: Dark      Stage: Remote Mansion      TN: -

Scene Purpose: Destination

Five Senses: Darkness, bat flowers, loud creaking door

Scene Event: The garden surrounding the Obsidian House is filled with the unusual bat flower; a difficult to raise plant with large leaves whose flowers have black petals and long dark tendrils

dropping down from its center. Seen from a distance, it would remind somebody of a bat flying through the night.

If the PCs knock on the door to enter the house, the door opens with a groaning creak, but no apparent person to open it. Candles in black, wrought iron sconces light up as the PCs pass them by. At the end of the foyer, they meet Citizen Ebony, the mysterious and androgynous head of the Obsidian House.

Wordlessly, they present the PCs with their gift: tightly bound chain necklaces, carved from polished hematite.

#### Scene 12: Homeward Bound

Time: Day    Weather: Clear    Terrain: Wasteland    TN: 6

Scene Purpose: Ending the Journey

Five Senses: shift of gravel underfoot, openness of the wastes

Scene Event: An NPC reveals a shortcut to the PCs that will take them safely home in short order. Ideally, this should be the most recently visited representative of the houses, but it could also be another passing party of travellers.

The route is not particularly scenic: trees are sparse, and devoid of leaves, and rocks of various sizes litter the clay ground. Despite this, it's easy to traverse, and after not even a day, the PCs will arrive home.

#### Scene 13: Back at the Aurum House

Time: Night    Weather: Clear    Stage: Mansion    TN: -

Scene Purpose: Closure

Five Senses: Candlelight, silver candelabras, plush carpet

Scene Event: After the PCs pass back through the garden of Woolly Lamb's Ear and enter the Argentum House, Mr. Grey is overjoyed to see them. He proclaims that he'll have the other servants prepare dinner for the PCs, and if any are wounded, he expertly tends to their wounds almost immediately.