

The Granile Road

This simple quest was built with 1st level characters in mind. There aren't any monsters to fight, but there are a lot of travel checks. It should take 2-3 hours to finish depending on how much time is spent role-playing.

Outline

The group is headed to a town that is about to celebrate a festival dedicated to Travelers. The trip through the fields should have been simple, but they end up somewhere mysterious because of the greenlands dragon they meet along the way. They even become targets of thieves and may lose something important. Will the PCs be able to retrieve their items and make it to their destination?

Opening

[Terrain] Grasslands [Weather] Hot (Difficulty: 7)

The sun shines brightly overhead; it's a good summer day to travel. The group has awakened early from their accommodations, and are following the sign pointing them to the Grandile Stone Road in the west. An endless sea of grass rolls across the landscape, and undulates in the wind that blows occasionally. The PCs are headed to a town called Artienna, 3 days away along an old road. They are headed there after hearing about a festival in honor of Travelers that is to be held in a matter of days. It is said that Travelers from all over are encouraged to visit and are given a 20% discount on all items in town. The PCs have gathered together because they all happened to be staying at the same inn and have the same destination. The PCs can introduce themselves as they walk. The PCs should perform a Condition Check [STR+SPT].

Act 1

[Terrain] Grasslands [Weather] Hot (Difficulty: 7)

Along the road to Artienna, grassy fields extend across the horizon. Here and there, small rocky outcroppings dot the landscape. As your eyes scan the waves of green, they stop on deep red shapes in the distance: grand raspberries! These berries native to this grassland are famous all over, and are worth as much as 50g per bushel, according to last night's inn-keeper.

The Ryuujin may, at any time during this scenario, allow the party to attempt to pick grand raspberries once per day with a [STR + INT] check. If they succeed by rolling 6 or higher, they are able to pick a bushel (1 bag full) of berries. The berries may be used as Delicious Food and take up 3 Size. On a failure, a PC takes 1 HP damage as thorns prick them. From here, the first day's Journey Check—The Travel Check—occurs to see if the PCs are able to find their way without passing out or losing their way. The Camp Check should be rolled at the end of the day, but the Direction Check is not necessary in the grasslands. After the PCs roll the Camp Check, a short event occurs. A PC, while setting up camp, runs across a dusty sign with the words BEWARE OF BANDITS scrawled across it. After camp has been set up and the PCs settle in for the night, it is suggested that the group go through Town Creation and fill in the gaps that aren't completed below. This way the players and GM may decide together what sort of town they want to end this scenario in. Once the Town Creation is over, the first day is over.

Artienna Town: Population of 3,000

Famous people: Head of the Traveler's Festival, ___ (*1)

Landmark: Great Bridge of ___ (*2)

Specialty: ___ water (*2)

(*1,2: ask the group for an interesting name and noun here, respectively)

Act 2

[Terrain] Grasslands [Weather] Fog (Difficulty: 7)

Today's not quite as hot as yesterday but is much more humid. A milky fog rolls across the grassland. As you pack up camp and get ready to go, a shrill cry can be heard. Whoever is making the cries is deep in the mist.

Have the party roll their Condition Check first thing in the morning (this should occur every morning). As the PCs approach the source of the cries, they see a deep green form: it's a grassland dragon intently munching on grand raspberries! The grassland dragon is the essence of the grassland itself given life. It is said that in this world, any and all natural phenomenon has a dragonic form. When the dragon becomes aware of the PC's presence, he lets out a cry like a flute and disappears in the fog. It is not happy about having its meal disturbed...

The second day's Journey Checks must now be conducted. Since the fog makes it hard to see the road, today the Direction Check must be rolled in addition to the Travel Check. If the Direction Check is failed, it will take 1 extra day to get to Act 3.

At the end of the day, the camp check occurs as normal.



The Granile Road, Cont.

Act 3

[Terrain] atop a huge plant (treat as Woods) **[Weather]** Strong Wind **(Difficulty: 9)**

You open your eyes as a biting wind cuts through your sleeping bag. When you look outside, you realize that the landscape is completely different than it was last night before you went to sleep. In fact, your entire campsite is now sitting atop a huge plant. The ground is far below, and it will take some time to get down.

Just what the heck happened here? A Minstrel or a Noble can use their information gathering skills with a Difficulty of 6 (if neither class are present, then make a PC roll a [INT + INT] check, difficulty 8). On a success, they remember hearing that the Blessing of a grassland dragon has the strange ability to make plants grow to abnormal sizes. It is puzzling situation for the travelers; they will have to make their way down somehow through a treacherous path between giant leaves.

As the PCs start to make their way down the stalk, have each player roll a [DEX + INT] with a difficulty number of 9. PCs that fail will trip over something and feel a tug for a split second. Their Personal Item will begin to float before their eyes before disappearing completely. When the party looks up, they will see a little girl and a Koneko Goblin gathering the PC's items with a fishing pole and a grin. The two will high-five each other and begin jumping across leaves to get away. The girl will say, "I am Quicka the Tailwind, the greatest thief in these parts! Kutarou, let's get out of here!" If all the PCs pass the check, have the two steal a PC's water bottle or the grand raspberries the PCs have gathered. The PCs may chase them; if they do, the scenario continues to the Climax. If they do not, have the PCs make their way to the town, where they can confront these NPCs in another scenario.

Quicka the Tailwind:

Human, girl, 14 years old. Hunter/Technic type. She wants to be a great thief. Her pale blonde hair is in a ponytail. She has been instructed to steal 10 things from 10 travelers by her thief instructor.

Kutarou:

Koneko Goblin, male, ? years old. He has been instructed to make sure that Quicka accomplishes her task, but is having so much fun that he has been helping to steal.

Climax

The pair leap lithely from leaf to leaf to escape. In order to follow them, the PCs must brave a sharp drop to the ground as they jump after them. The PCs must roll a [STR + DEX] with a difficulty number of 6 to proceed. If a PC fails this check, there is still a chance. Numerous magical spells can come in handy, such as Summer Magic's Ibara Nonno, which will save them from a nasty fall. If a player comes up with some way to use magic to save someone, the GM may allow a reroll. Failing characters will suffer 1d6 damage from the fall. Also, failed characters with Condition less than 4 will suffer [Injury:4] and cannot participate in the next skill check.

Any PCs that succeed are able to approach the thieves. Kutarou will yell, "Miss Quicka! They're almost upon us!" Then Quicka will then use a large leaf as a slide to get away. The PCs must also use the leaf as a slide if they want to catch up, by rolling [DEX + INT] difficulty 8. Using Winter Magic's Candy Ice Cube or Summer Magic's Korobukkuro Cute Leaf will give that PC a +2 bonus to their check. If a player has another idea other than magic that might give them an edge, the GM should give that PC a +1 to the check. PCs that succeed may capture the two thieves.

Ending

[Terrain] Grasslands **[Weather]** Clear **(Difficulty: 6)**

The captured Koneko Goblin will beg for forgiveness saying, "Please, I have 6 hungry kittens at home!" The girl will adamantly say, "Do what you like! You'll never get me to talk!" The PCs will get their items back and may let them go or take them with them. The town of Artienna is quite close, and will be easy to bring the two there. Once the PCs decide what to do, have them roll the final check: a Travel Check. The players may spend some time roleplaying at the town if they wish. This ends the scenario, giving each player 200 xp.

You've spent days on the road. You've done quite a bit. The giant plant that sprung up so suddenly is far off in the distance. As the sun starts to set on the green horizon, you can see a brick gate just up ahead. This is the town of Artienna. The bright colors strewn about tell you that the festival is just about to begin. Now that this leg of your journey is over, the next adventure is waiting for you just beyond those gates.

Thank you so much for playing
Ryuutama!

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