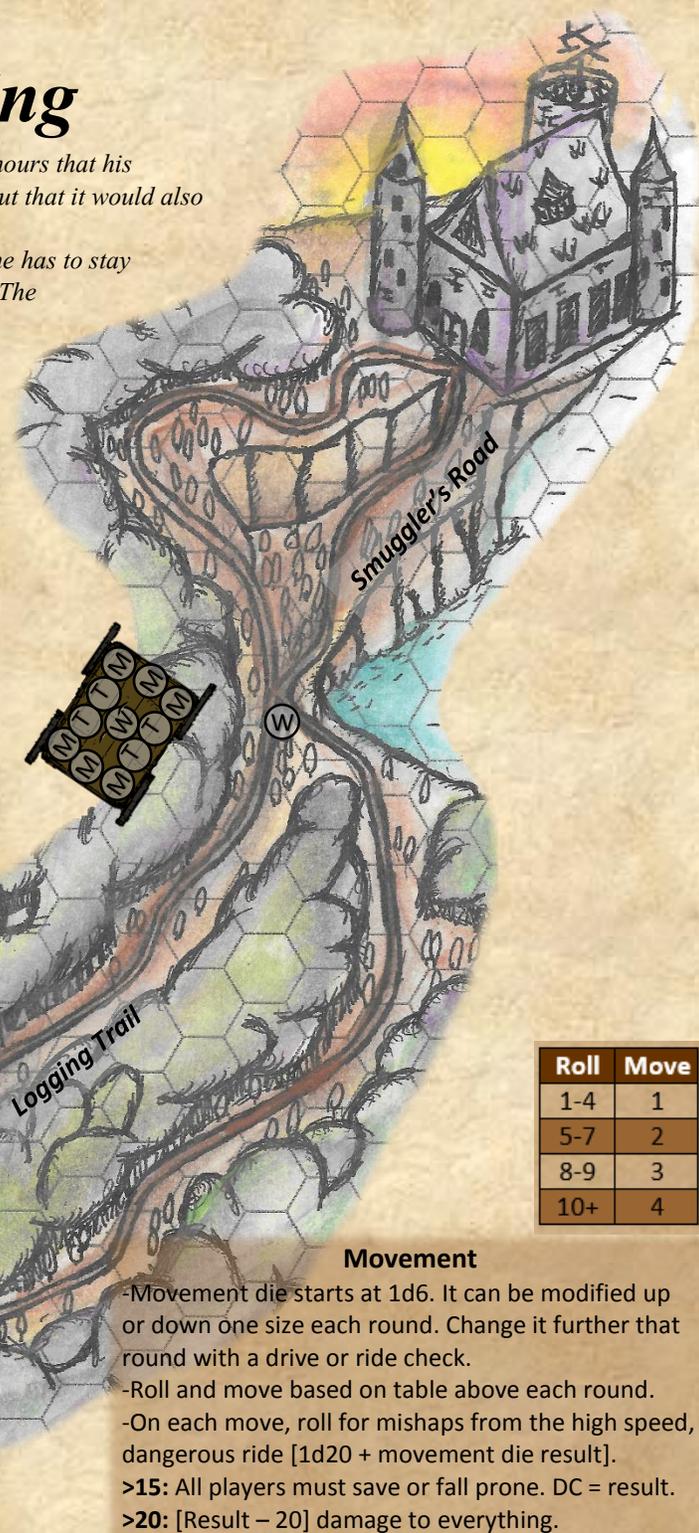


Race to the Reckoning

The vampire, Count Sengir, was shown by the party in these final hours that his doomsday machine will certainly bring all humans under his undead rule, but that it would also leave him without a food supply...

His machine will fire at sunset and while he can easily turn it off, he has to stay inside his velvet-lined coffin or he will be reduced to ash by the setting sun. The players must use Sengir's custom, mahogany carriage and thoroughbred horses to race to his mansion, through his minions, and get him to his mansion before sunset.

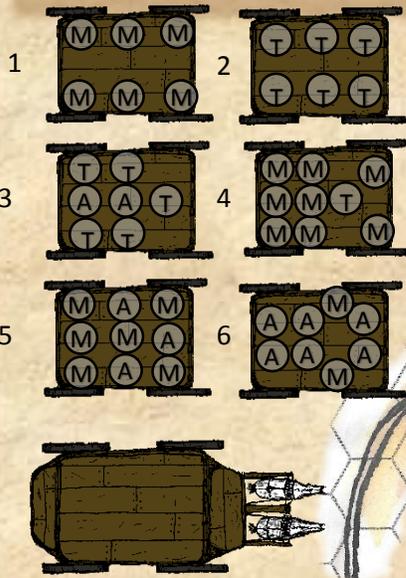
The gravel roads are loose and muddy from hard rains. His undead minions were instructed to prevent anyone from stopping the machine, even those that look or sound like the count himself. The players have only 25 rounds before the machine starts pumping its black, inky, undead poison into the sea and sky. Will Sengir keep his word, or will the players have to fight him anyway?



Random Encounters [1d20]

-Roll on this table after each move for random encounters.

- 1-7: Sounds of carts and horns close behind. Hurry!
 - 8-9: Arrow volley from the trees. 2d6 damage to all.
 - 10-13: Poor road ahead. Next mishap roll at +5.
 - 12-17: An enemy cart closes in [d6 below]
 - 18-19: A wagon pulls along either side [2d6 below].
 - 20: The Ranger's cart pulls up! [Right] [Reroll if defeated]
- *Empty carriages' horses pull off to the side of the road.
 **If no space is free the cart pulls up behind.



Roll	Move
1-4	1
5-7	2
8-9	3
10+	4

Movement

- Movement die starts at 1d6. It can be modified up or down one size each round. Change it further that round with a drive or ride check.
- Roll and move based on table above each round.
- On each move, roll for mishaps from the high speed, dangerous ride [1d20 + movement die result].
- >15: All players must save or fall prone. DC = result.
- >20: [Result - 20] damage to everything.
- +5 to this roll on the haphazard shortcut roads.

The Carriage

Walls: 60 HP, DR 2. **Wheels:** 30 HP, DR 3. **Horse:** HD 5, L, 13. **Coffin:** 20 HP, DR 1. The carriage is 20 feet by 15 feet [4x3 gridded], with a top level and an interior with doors on either side. Enemy wagons are low quality. They have no walls. Their wheels and horses have half that maximum HP. They are also 20 feet by 15 feet.

<1/2 Max HP: **Walls:** No cover inside. **Wheels:** Max move die size -1. **Horse:** -1 to move roll. **Coffin:** Count Sengir will loudly complain.

0 HP: **Walls:** Roof collapses (2d6 damage to inside). Falling prone requires a save or the character falls to the edge, just barely hanging on. It takes a full move to get back up. **Wheels/Horse:** No movement. Each turn, a random enemy wagon catches up. **Coffin:** Count Sengir is exposed to the sun and will die in 3 turns.

Bestiary

HD, Size, AC, Attack, Damage. Movement as humans. They will be trying to stop the carriage and kill the players.

Archer [A]: HD 2, S, 14, +5 (Shortbow), 1d8+1

Minion [M]: HD 1, S, 14, +4 (Club), 1d6+2

Thug [T]: HD 3, M, 15, +5 (Claymore), 1d12+3

Knight [K]: HD 8, L, 19, +7 (Longsword) x2, 1d8+5

-Nullify one attack on an adjacent ally. Recharge 5-6.

Ranger [R]: HD 5, M, 16, +9 (Longbow) x3, 1d8+3

-Add 1d10 poison damage to an arrow. Recharge 5-6.

Wizard [W]: HD 4, M, 13, +6 (Frost Ray), 1d10+2

-Fireball 4d6. 20 ft. radius. DC15 for half. Recharge 6.