

CARAVAN DAY 1.

By Michael Calleia

{ Background }

“Red Duck” has a valuable & highly flammable cargo to deliver. To avoid trouble, he put together a motley caravan to blend into & for safety in numbers. Needing a bit of muscle in case of highway bandits or other trouble, Red Duck is looking for a group to protect the caravan. But, what intrigue & secrets does this ensemble cast of non-playing characters hold?

{ Notes for the GM }

The caravan has seven wagons, each with a short description including denizens & in some cases GM information (Secrets & Rumors).

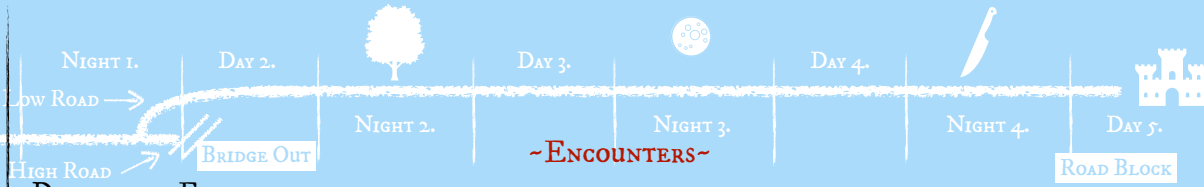
In this adventure the action unfolds based on both distance traveled & elapsed time. The party can disrupt any & all events in the timeline—in fact, that’s the point of the adventure, for characters to interact with NPCs & reshape events that would have happened without their intervention.

Secrets are generally known only by those on a particular wagon. Rumors can be shared by any NPC.

For GM inspiration before running this adventure watch: *Convoy*, *Smokey & the Bandit* or *Every Which Way but Loose*.

{ Introduction }

Hearing rumors of opportunities in the North Country, our intrepid adventurers head to the Prancing Centaur to seek a way to get there. The inn-keep mentions Red Duck is in search of a group just like theirs & makes introductions. Red Duck tells the party the trip takes three days by the High Road or five by the Low Road—the current plan is to take the High Road. If the party is hired, the trip begins the next morning.



DAY EVENT

1. MORNING	Broken wheel. <i>One of the wheels on Winifred’s wagon breaks, the journey-folks repair the wheel.</i>
1. NIGHT	What’s that smell? <i>During watch there is the smell of burning wood, Red Duck is seen walking back to camp from up the road.</i>
2. MORNING	Bridge is out. <i>The ravine bridge on the High Road is out, forcing the caravan to go back & take the Low Road.</i>
2. AFTERNOON	Are those bandits? <i>Group of 4-6 Sheriff’s deputies ride up from behind the caravan, dressed in black leather & black hats.</i>
2. EVENING	Zombie tree. <i>The clearing is marked by a large tree, today there are body parts hanging from the tree & a zombie ogre hiding in waiting.</i>
3. MORNING	Bear in the air. <i>A sheriff’s deputy flies over the caravan riding a hippogriff.</i>
3. AFTERNOON	Broken harness. <i>Draft horse from Winifred’s wagon breaks free & runs off. The Party can catch the horse or replace it from a nearby farm.</i>
3. NIGHT	Full moon. <i>Adult wereboar attempts to break the child hidden on the pig wagon free.</i>
3. MORNING	Wagon overturns. <i>Winifred’s wagon hits a large rock & rolls over. The journey-folks are able to right the wagon.</i>
4. EVENING	Worried about the Lady. <i>After the wagons are circled, Thori confides to the party he is concerned about Lady Miath.</i>
4. NIGHT	A sacrifice. <i>Perceval will kidnap & sacrifice one of the Journey-folks to his demon patron in his wagon.</i>
5. MORNING	Broken rope. <i>The rope holding all of the casks on Winifred’s wagon breaks & the casks roll all over the ground.</i>
5. AFTERNOON	Road block. <i>If the party attacked the sheriff’s men, there is a road block in front of the last bridge to capture or fine them.</i>

- * Additionally, as desired, consider rolling random wilderness encounter checks once per character watch & twice per day (morning & afternoon).
 * At night the caravan circles the wagons to settle in, including supper, a bit of socializing & sleep while the party provides the watch.
 * At stops, the party can forage for the caravan or live on their own rations.

~ RED DUCK ~

Red Duck specializes in hauling exotic & rare liquids, spices, dyes & goods that require care in transport, with a reputation for getting them to their destination. On this trip, Red Duck is hauling rather large casks of an unknown substance—the casks having been acquired from Tim’s Casks. Having traveled so far & wide, Duck is a bit of a legend among those that make their coin on the road. *Red Duck: 41 male human.*

{ Secrets }

The cargo is Greek/Alchemist’s Fire.

{ Rumors }

Red Duck is trying to avoid paying taxes on his cargo—the truth is taxes are already settled on the cargo.

~ JOURNEY-FOLKS’ WAGON ~

A wagon filled with tools, lumber & supplies for various crafts to support crafts-folks traveling from town to town for construction, repair & other jobs.

- * *Barba Laughingseeker: 32 female half-orc, wagon driver & group leader*
- * *Arget Bolge: 53 male halfling, cook, who occasionally cooks for the Widow’s Wonder Players’ shows since their cook left them*
- * *Isabel de Bolbee: 38 female human carpenter, traveling with Prose & Nigrate for a chapel construction job*
- * *Prose Rowith: 22 male halfling, carpenter*
- * *Nigrate Stonesooth: 97 female dwarf mason*
- * *Peronell de Grey: 15 female human miller traveling to a new apprenticeship*
- * *Gee D’Arm: 28 male human sheep shearer*

~ THE LADY MIATH’S COACH ~

The Lady’s coach is austere & black. On closer inspection, the quality of workmanship quickly becomes obvious. The coachman is *Thori Sapphire-braids: 155 male Dwarf*. The sole occupant is *Lady Miath: 41 female human.*

{ Secrets }

The Lady Miath was replaced by a Doppelganger (unbeknownst to Thori) & will not come out of her coach. Looking inside the coach will reveal a littered floor. Thori has a crossbow & is handy in a fight.

{ Rumors }

The coach had two guards, but they fell ill after carousing the night before the party joined. While snooty, Lady Miath used to come out of her carriage during stops.

~ WIDOW’S WONDER PLAYERS ~

Traveling performers entertaining the landed & wealthy in private performances with catered fine dining. *Ilian “Black Widow” Mayday: early middle aged half-elf female*, is a bard of some renown with three apprentices:

- * *Bryce McKinnon: 20 male human*
- * *Millicent Chaucer: 20 female human*
- * *Loreena Luaf: young adult female half-elf*

{ Secrets }

Ilian’s lost cook was her husband Kent Mayday, his soul is held by Perceval. Perceval’s threat of sending the soul to his demon patron forces Ilian to do his bidding, including a planned assassination of nobles at their next destination. Ilian’s apprentices seem afraid of something (they fear Perceval).

~ PERCEVAL’S BOOKS ~

A traveling used books & scrolls wagon run by *Perceval: elderly male elf*. Perceval will act kindly to the party, giving them books & casting a few helpful spells.

{ Secrets }

Perceval is an evil magic-user & enthralled by a demon. Perceval burned down the bridge on the High Road. Perceval forced Ben to transport the wereboar & hid the cursed gem on Winifred’s wagon. Perceval’s wagon contains: piles of books, a jar with the soul of Ilian’s husband; a mirror covered by a cloth that is a communication portal with the domain of Perceval’s demon lord. If not stopped, Perceval will kidnap & sacrifice one of the Journey-folks to his demon patron in his wagon on the fourth night.

~ TIM’S CASKS ~

A cart filled with distinctive casks en route from cooper Tim’s workshop to an abbey famed for their ale. The cart is driven by Tim’s apprentice, *Winifred Stonesworn: 29 female human.*

{ Secrets }

A cursed gem is hidden within one of the many casks on Winifred’s wagon. The gem causes constant trouble to befall Winifred’s wagon. With some time, each problem that occurs to the wagon can be repaired. On day 5 a rope breaks & all of the casks spill to the ground, the cask with gem breaks open making the gem more easily findable—that is, unless Perceval can hide it first.

~ THE PIG WAGON ~

A wagon filled with pigs on the way to market. The wagon is referred to by the caravan crew as the “pig pen.” In the middle of the wagon is a dog house like structure with a covered cloth opening, presumably for the pigs. The driver is *Ben Haman: 44 male human* accompanied by his dog *Kenworth*. Ben is in a rush to get the pigs to market in three days, while they are still at peak fatness to get the best price.

{ Secrets }

Hidden in the “dog house” is a cage containing a wereboar child. There is a full moon in three days, this is really why Ben is in a rush. A parent of the wereboar child is tracking the caravan & will attempt a rescue on the full moon.