

ERRANDS

THE GIFT

OBJECTIVE

Tagline <i>Delivery</i>	An old clairvoyant wants to send a wedding gift (Locket) to his daughter.
Backstory	A woman left his father many years ago, after an argument. She married and led a life, never speaking to her father again. One month ago the daughter was murdered by a 'burglar'. The seer had a dream about a girl, believing it to be his daughter, then decided to give a family heirloom (I1) to her, to mend their relationship. The dreams were sent by the patron saint of parenthood, so that the seers grand- daughter may meet her grandfather. The seer is preparing to hire someone to find her and deliver it to her, where she lives.
Tangent <i>Entity</i>	While travelling, a player dreams about a cabin in the woods, and an old man crying.
Horizon	A little ways down the road, the player recognizes the area and spots a small path leading into the woods. If they choose to follow it, they will arrive at the Seers home. He will say his prayers have been answered. The conflict is simply that the Seer does not know where his daughter is and that he does not know she is dead.

TIMELINE

Quest <i>Weaving</i>	Presented on the road. Best added when on the way to a settlement where the investigation can take place in finding the farm nearby.
Challenge <i>Obstacle</i>	(O1) Finding the farm house, discovering that the daughter has died. The only clues are that the daughter wanted to leave for a nearby settlement when she left and her name.
Completion	Delivering the locket to the granddaughter.
Advancement	<ul style="list-style-type: none"> ▷ The Grand daughter is a Seer as well, she "divines" a future Errand or Quest. ▷ Finding the daughter's killer.

SUPPORT CONTENT

NPCS

Seer	Magician (Clairvoyant) An old man clad in rags, now living in a run-down cabin. His only wish is to mend the broken bond with his family.
Grand- daughter	Magician (Clairvoyant) A girl resembling her mother. She has a strange and knowing look. Wants to know more about her gift and family.
Daughter	Villager (Farmer) A simple girl who wanted something more from life. She made an impression on some townsfolk when she first arrived there. Was killed a month ago by an old lover.

OBSTACLES

O1	Lost daughter <i>Exploration, Lost</i>	Has to be solved with some detective work, talking to locals, investigating and more. Someone knows her name, or maybe it is registered in official documents for the wedding.
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ITEMS

I0	Experience reward: 4. Loot reward: 2D6 x 10. Trait reward: 1D6 per player	
I1	Locket	A golden engraved necklace with a gemstone in it. Must be worth a lot, belonging to the Seers family for generations.

DOGS

OBJECTIVE

Tagline <i>Gather</i>	A pack of hunting dogs have become sick, and the herbalist is out of medicine.
Backstory	The hunting dogs need a specific medicine but the herbalist has no more. The herb is only known to grow within a location (Pick any quest location) and it is hard to find. When gathered, it needs to be kept fresh and used within a short while (depending on travel time). Players need to gather at least five blossomed Batarian flowers and deliver to the herbalist.
Tangent <i>Town Board</i>	A note on a town board, put up by the herbalist. 'Need urgent help to gather Batarian flowers for sick animals. Contact dog owner (name) or herbalist (name).'
Horizon	The players must first find the flowers in the specific location where they grow. Once found, the flowers must be picked carefully, correctly, and quickly to avoid poisoning the players or the flowers going bad before they can be brought to the herbalist. The players deliver the gathered flowers to the herbalist as quickly as possible.

TIMELINE

Quest <i>Weaving</i>	Players come across the note on the town board that the herbalist has posted. Alternate possibility- they come across the herbalist tending to a sick wild dog while they are in the woods completing another quest or errand.
Challenge	(O1) The plants that the players need to pick are themselves are poisonous, Creeping Death. Difficulty applies to picking without correct equipment.
Completion	Flowers are delivered as fast as possible after picking to the herbalist.
Advancement	<ul style="list-style-type: none"> ▷ The illness came from a wild animal. Is there a disease spreading in the forest? ▷ Can choose to search for the source of the disease, and then how to cure it.

SUPPORT CONTENT

NPCs

Herbalist	Villager (Sage)
	The herbalist lives in the woods on the outskirts of a town, and has spent their entire life working with plants and herbs, turning them into recipes and cures.
	Lives simply, and cares for and protects the forest and its animals.

OBSTACLE

O1	Find crow <i>Exploration, Mobile</i>	The players must pick the flowers to create the medicine for the dogs, but they are both poisonous and difficult to pick.
		Roll Focus, difficulty 5, to pick a set of flowers. Failing the Focus roll causes the player to be injected with Creeping Death poison, see page 93 in the Core Rulebook.

ITEMS

I0	Experience reward: 4 Loot reward: 2D6 x 10. Trait reward: 1D6 per player. Item reward: I2	
I1	Medicinal Herbs	When correctly picked, the flowers will keep fresh a number of days roughly equal to a little less than the travel time back to the village.
I2	Medical Kit, advanced	As a reward for their assistance, the herbalist gives the players a medical kit, see page 71 in the Core Rulebook.

ERASED

OBJECTIVE

Tagline <i>Assist</i>	A magician in possession of an ancient spell book has suddenly lost his memory, and his ability to read the book.
Backstory	One night, a magician, the leader of a secret order, was passing through the town on his way to deliver an ancient spell book to his colleagues. He stopped at the only inn/tavern the town had to rest for the night. While he was drinking at the bar, he noticed a man in the corner of the room playing card games with the patrons, cheating using cheap magic and sleight of hand. He confronted the man, who became angry. The next morning, the magician woke up with no memory. He gathered all his belongings and left the inn, desperately trying to figure out where- and who- he was.
Tangent <i>Quest-Giver</i>	As players leave a town, they are stopped by an old man dressed in magician's robes and carrying a large book. He frantically asks them where he is, and if they can help him figure out what's going on.
Horizon	The players and the magician go back through the town and find the inn where he stayed the night before. From the tavernkeeper or another patron, they learn of the confrontation between the magician and the gambler, when the magician figured out he was swindling patrons. They confront the gambler and learn he possesses some magic, and has cast a spell on the magician from his own book to erase his memory. Convince the gambler to reverse the spell.

TIMELINE

Quest Weaving	Presented on the road when leaving or entering a small town, close to the town itself. Works best if the town (and its NPCs) are already familiar to the players.
Challenge	(O1) Retracing the magician's steps to figure out what might have happened to him. (E1) Confronting the gambler to force him to reveal what he did to the magician and how it can be reversed.
Completion	Getting the gambler to restore the magician's memory.
Advancement	► Escort the magician on the rest of his journey to deliver the book.

SUPPORT CONTENT

NPCs

Confused Magician	Magician (Savant) A wise-looking old man, wearing well-kept magician's robes. He has a stubbly white and gray beard and crystal blue eyes. Has lost his memory, and with it his ability to understand and perform magic.
Tavernkeeper	Villager (Merchant) A long-suffering barkeep at the only inn/tavern in town. He is a gruff man who runs his business alone, but enjoys talking with the travelers and customers who come through his bar.
Gambler	Outsider (Criminal) A regular at the tavernkeeper's bar. He dresses in dark colors and often hides his face. He has a dubious past, and currently makes a living swindling unsuspecting (and often drunk) patrons at games of skill and chance.

ENCOUNTER OR OBSTACLE

E1	Gambler <i>Moderate</i>	Gambler attributes can be assigned to best fit current questline. Must confront the gambler and force him to reverse the spell. This can be done through violence/force or the party can attempt to negotiate/reason with him.
O1	Retrace Steps <i>Mystery</i>	Must figure out that the magician spent the night at the inn. Can ask around- some locals may have seen him coming and going. Can attempt to track with skill or magic.

ITEMS

I0	Experience reward: 4 Loot reward: 2D6 x 10. Trait reward: 1D6 per player. Item reward: I1	
I1	Ancient Tome Page	A page torn from the magician's spell book. Contains a one-use spell, see page 210 in the Core Rulebook.

NOTES