

ANIME 5E

1ST LEVEL INTRODUCTORY ADVENTURE SCENARIO

Shades of Grey

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Overview

A terrible calamity has befallen a small community of Grey living in a remote forest. During a recent village celebration, the Grey feasted upon a common root vegetable, trallax, that was unknowingly spoiled by a toxic fungus. Nearly everyone soon fell terribly ill from food poisoning, and the three unaffected Grey were sent on a mission to the closest city with samples of the foul trallax. They needed an herbalist to concoct a remedy that would save the lives of everyone in the Grey village.

On their way back to their village with the remedy, the Grey travellers were ambushed by a small goblin clan and their Haud leader, Srallac. The Haud adventurer had briefly visited the Grey village a few months back and glimpsed a large (eight inches in length) bright red gem in the village leader's hut. Since his visit, the greedy Srallac took over command of a nearby goblin band and planned to somehow overcome the village's magical defences (detailed later) and claim the obviously valuable gem for himself. Fortunately for Srallac, the goblins captured the three Grey on their return trip to the village – providing the Haud with an alternative way to obtain the gem. Srallac sent a ransom note to the village, offering to trade the herbal cures and the three Grey in exchange for the red gem.

Two Grey have already died in the past day from trallax toxicity, and time is running out for the other Grey as well.

SCENARIO SCOPE

This brief scenario will introduce players to the Anime 5E Races, Classes, and game mechanics. The characters will likely face combat situations, though physical confrontation isn't the only solution to save the Grey village. This scenario is loosely described rather than explicitly scripted; it requires creativity from the DM to establish the setting and plot details. The entire scenario, including up to one hour for character creation, should take 3-5 hours to complete.

Characters

Shades of Grey is suitable for up to eight 1st-Level characters that are created from 80 Discretionary Points. Players may select any Races and Classes from Anime 5E; with DM permission, those from the e and other Fifth Edition titles may also be available. Some optimal choices for the scenario include:

Race: Asrai, Blinkbeast, Half-Dragon, Half-Troll, Nekojin
Class: Bender, Isekai Student, Ninja, Samurai, Warder

TRALLAX FOOD POISONING

The fungus living inside the trallax poses no threat to most humanoids if ingested, but is highly toxic to Grey physiology. Although the Grey can innately cast the Cure Wounds spell-like ability, it has no effect on the toxic fungus effects. More powerful restoration magic can eliminate the poisonous effects, but none of the Grey have access to it and rely primarily on herbcraft to keep their village healthy.

The tincture remedies the three returning Grey have purchased in the city are potent enough to counteract the effects of a wide range of plant and animal/monster poisons, including the effects of the fungus from the trallax.

Grey Village

The scenario opens with the party of player characters making their way towards the Glenspire Mountains, where many adventurers find their fortunes. They have been travelling rather uneventfully for two weeks and come across a small village in the foothills. It initially seems deserted, but a few Grey can be seen shuffling around slowly, as though in pain.

Village Defences

A faint, translucent blue dome surrounds the village that can only be seen when approached. The dome is a combined technological/magical force field artefact that prevents entry by outsiders and protects against weapon attacks. It is a powerful device that protects the nearly 100 Grey residents that live in the village (called Greyhaven). All the Grey are in various stages of illness, and most are bedridden and infirm.

Tragedy After Celebration

The village elder is named Xallian – a respected member (Rank 2 Connected Attribute) of the Grey Council, which is a loosely affiliated advocacy group that advances the position of the Grey across many kingdoms. Though weak from illness and unable to act as a proper host, Xallian welcomes the characters if they pose no threat and come in peace; they will open a gate in the dome for the characters to pass. Xallian relates the tale of the Grey's food poisoning from trallax, their dispatch for a remedy, the death of two Grey, and the ransom note (delivered by a goblin messenger) from Haud Srallac and his goblin band.

The Ransom Note

If the characters seem sympathetic or open to helping the Grey village, Xallian will show them Srallac's ransom note that a goblin delivered this morning.

For All Grey to Hear.

I am Haud Srallac and I command a large and ferocious goblin band. I appreciate you inviting me into your village several moons ago when I was a traveller in need of food and shelter. Now I will return the favour.

I have in my possession three Grey from your village and the many bottles of medicine that they carry. They tell me that everyone in your village is ill and dying. That's a shame, and I want to help. Let me return your friends and the medicine so you will feel better. All I ask in thanks is a small token of appreciation: the pretty red gem that's inside your leader's hut. Without it, I'm afraid your Grey may get lost on their way back to your village and the medicine will be gone forever.

My goblin scout will wait for you under the lone willow tree near your village. Don't die. Give me the gem and you won't.

Waiting Goblin

The willow tree is located several hundred feet away from the village, opposite the path the characters followed in their journey through the foothills and into the village. If anyone checks, the single goblin messenger is indeed waiting under the tree – certainly bored, and possibly asleep, as he waits for the Grey to deliver the gem. True to goblin nature, he only knows that there are "many" goblins in his band (he can't count).

The Importance of the Red Gem

Xallian is hesitant to reveal too much information about the Grey's gem, but they are desperate for help from the characters. The gem is a rare artefact from their distant homeworld – a storage device of holographic images, stories, and memories from Grey ancestors throughout the centuries. It would fetch a remarkable purse from a collector (at least 50,000 gold), but its value to the Grey as a piece of their history is immeasurable.

A Desperate Deal

Xallian and the Grey have no choice. To save the lives of the three captured Grey and everyone in village, they are willing to give Srallac the gem as he demands. None of the Grey are well enough to walk the short distance to the willow tree, though, and Xallian asks the characters to make the delivery on their behalf. They are clearly upset by this decision, for giving away such a tremendous legacy of Grey history is heartbreaking.

Srallac's Camp

Srallac and the goblins are camped with the Grey captives nearly one mile further up the foothills inside a U-shaped rock formation that provides some protection from ambushes [A]. The surrounding area is slightly sloped and rocky, with a few natural springs bubbling from the ground into small ponds.

Srallac was exaggerating in his ransom note when he said his goblin band was "large and ferocious". There are two goblins in the camp for each player character, plus the goblin messenger waiting by the willow tree. See A5E page 217 for goblin stats.



Possible Outcomes

This scenario has loose parameters, and there are numerous paths the players can pursue (assuming they agree to help):

- » Follow Xallian's offer to trade the gem for the Grey and tinctures by delivering it to the lone goblin messenger
- » Capture and squeeze the goblin messenger for information and the location of Srallac's camp
- » Try to sneakily free the Grey hostages and/or retrieve the bottles of tincture remedies for the village
- » Negotiate with Srallac for a peaceful resolution
- » Battle Srallac and his goblin band

Reward from the Grey

If the characters return to the village with the captured Grey and the tinctures, Xallian will reward them each with three things: an herbal paste that provides a +4 Intelligence boost for one day; healing potions for the characters (restores 2d4+2 HP); and +1 Rank of the Connected Attribute with the Grey Council.

SRALLAC

Haud | 2nd Adventurer

SIZE	Medium	ARMOUR	Chain Shirt
SPEED	30'	ARMOUR CLASS	15
ENERGY	20	HIT POINTS	12 (2d6+2) [6]
XP	450	PROFICIENCY BONUS	+2 [4]
POINTS	112	SAVING THROWS	DEX, CON, WIS [6]

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	11 (+1)	12 (+1)	9 (-1)	8 (-1)

WEAPON	TO HIT	DAMAGE	TYPE
Morningstar Flail	+5	1d8+3	Melee; Piercing
Heavy Crossbow	+4	1d10+2	Range 3 (100') Piercing

RANK	POINTS	ATTRIBUTE
2	2	Armour Proficiency (Light, Medium)
3	3	Combat Technique (Flanking Defence, Multiple Targets 2)
2	2	Edge (Initiative)
1	4	Extra Actions (1 Bonus Action/round)
1	1	Features (Darkvision 60')
2	2	Heightened Senses (Taste, Vision)
2	2	Immunity – Lesser (Poison)
1	4	Item: Tin Helm (5 Points; A5E page 209)
2	2	Language (Common, Draconic, Goblin)
4	4	Skill Proficiencies (Athletics, Nature, Stealth, Traps)
2	2	Special Movement (Wall-Crawling 2)
1	1	Weapon Proficiency (Heavy Crossbow, Morningstar Flail)

RANK	POINTS	DEFECT
1	-2	Bane (Cold)
1	-1	Obstacle (Saving Throws vs cold)

26 + 16 Base + 70 Abilities = 112 POINTS



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