



A perilous journey

by Davide Quatrini

Intro

A Perilous Journey is a single-session 5E scenario set in Scarn, suitable for four 6th-level PCs. The characters escort a family of slitherin from Fernmagh, in Darakeene, to an abandoned villa in Ard Maca in order to allow them to colonize the place.

*Note1: **bolded monsters** stat blocks can be found in 5E *Scarred Lands Player's Guide*.*

*Note2: all **magic items** cited in text are described in 5E *Scarred Lands Player's Guide*.*

*Note3: for a better experience in using this adventure, please check the *Scarred Lands Starter Set*¹.*

A Perilous Journey

Why are the PCs involved? The characters are hired by the slitherin family heads of Rruth ghetto in Fernmagh. They have been magically informed by their relatives living in the city of Ard Maca (two days of march southwest of Fernmagh) that a lot of villas and houses lie abandoned in there because of the dwindling population, and the daring ratfolk want to send two couples of settlers to occupy the largest available building. The PCs' duty consists in bringing the four slitherin to their new home and protect them during the journey, 'cleaning' also the villa from threats, if necessary. Each character will receive 50 gp as advance payment, plus 250 gp from the Ard Maca slitherin community if the settlers arrive alive in the house and successfully occupy it. Moreover, they are allowed to keep anything they find during the mission.

General issues. The four slitherin (two males and two females), are named respectively Dinaz, Oqurru, Sivun and Rritzi (use the **slitherin** stat block to represent them). They have quite a precise map of the path to be followed up to the mansion, and all their possessions are stored in a cart pulled by two mules.

Assuming the group departs from Fernmagh on the dawn of the first day, they should reach the villa on the sunset of the second day. During the journey, the party will firstly encounter cold, windy plains swept by sea breeze (the first day), and then putrid bogs reeking of nauseating gases as soon as the Ard Maca area approaches. Only two fixed encounters are foreseen before the group arrives near the house (see below); the GM is anyway free to check for random encounters during the travel if she sees fit. In that case the random encounters table included in the *Scarred Lands Starter Set* could be useful; otherwise the GM can select appropriate monsters directly by the 'grassland monsters' and 'swamp monsters' lists included in the core rules.

The Journey

Death from above: this encounter occurs at the end of the first day, when the group stops for the night. The only sheltered place in miles is near an enormous rock or boulder (20 ft. high, 40 ft. large and wide), and the slitherin insist to camp there. The problem is that the rugged top of the boulder is actually the lair of a cruel **blight wolf** hidden and ready to assault (a DC 18 Wisdom (Perception) check is needed to notice

¹ Available here <http://drivethrurpg.com/product/242951/Scarred-Lands-Starter-Set--Slarecian-Vault>

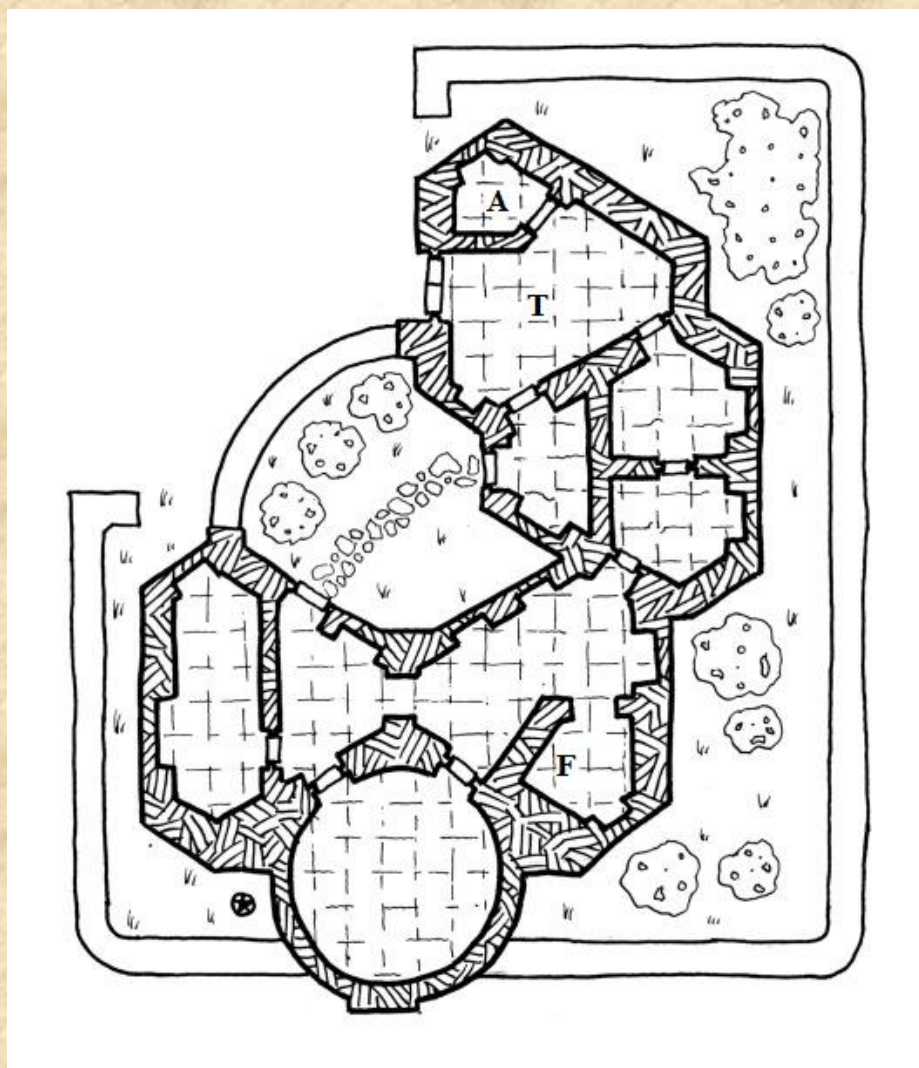
it). If not noticed, it waits for the group falling asleep and then attacks, trying to ambush the party watch as first action. If cornered or surrounded, it uses its *frightful howl* and fly away, coming back later when the PCs are taking care of the wounds or resting.

Treasure: if the monster is defeated and the rock climbed, the characters can inspect the lair. Among bones and human remains 753 gp can be found, together with 8 bloodstones (50 gp each) and a *ring of riving*.

A dark presage: the second fixed encounter occurs around the noon of the second day, when the party is searching for a place able to harbor them for a brief halt. In a swampy clearing among distorted and diseased trees the PCs discover a ghastly show: a couple of **carrion hounds** busy in devouring the corpses of a halfling family, dead after the monsters attacked them and toppled their wagon. If the hounds notice the characters, they stop their horrible feast and attack, favoring fresh flesh above all else.

Treasure: the halfling were poor peasants willing to leave Ard Maca in order to find a better future away from the swamps, so few precious things can be found in the broken wagon. A small chest therein contains 213 sp and a leather thong carrying *beads of altered voice*.

The Mansion



A large, crumbling wooden building among old and desiccated weeping willows, this mansion was abandoned tens of years ago by unnamed inhabitants. It is mostly empty apart from large patches of moss and cobwebs, but it still keeps a secret: the family who inhabited the house was part of a secret cult dedicated to Thulkas, the Father of Fire.

F (Forge): this is the only room of the villa to have walls made of stone, and in its center a large pit still contains active embers. The pit is magical, a manifestation of Thulkas, and it is able to produce up to six **forge wights** at the same time. The forge wights are created as soon as a humanoid creature enters the mansion and are very aggressive towards intruders (they mostly focus on characters and try to avoid igniting the house). If slain, they are created again by the pit the following round (up to a maximum of six, no more than one wight per round), also if the pit is stripped of the embers or altered in any other way. The only way to stop the infestation is destroying the Altar (see below).

T (Trap): the northern door of this room is made of brass, and engraved with occult symbols depicting suns, stars and eyes. The door is trapped and protects the Altar of Thulkas.

Door of Brass

Magic Trap

Opening the door without the proper key (lost since at least the last century) causes goutts of fire to spread from the occult symbols engraved on the brass surface. A creature in the room area takes 1d10 fire damage per round, and must succeed on a DC 14 Wisdom saving throw or be frightened until she leaves the area. A successful DC 18 Intelligence (Investigation) check allows a character to deduce the trap's presence from tiny fire sparks burning in the symbols' grooves. A *dispel magic* spell is able to disarm the trap, but the effect is equivalent to a 6th-level spell.

A (Altar): this small room contains a short and large obsidian pillar consecrated to Thulkas. As said above, it is the source of the fire wights, and shall be destroyed to make the house hospitable again. The pillar has AC 18, 40 hp, immunity to acid, cold, fire, necrotic, piercing, poison, psychic, radiant and slashing damage, resistance to force and lightning damage, vulnerability to bludgeoning and thunder damage and a damage threshold of 15.

When destroyed, it shatters into many pieces which turn instantly to gold (fragments worth a total of 1,500 gp). Moreover, all the left wights simply disappear, not to come back anymore.

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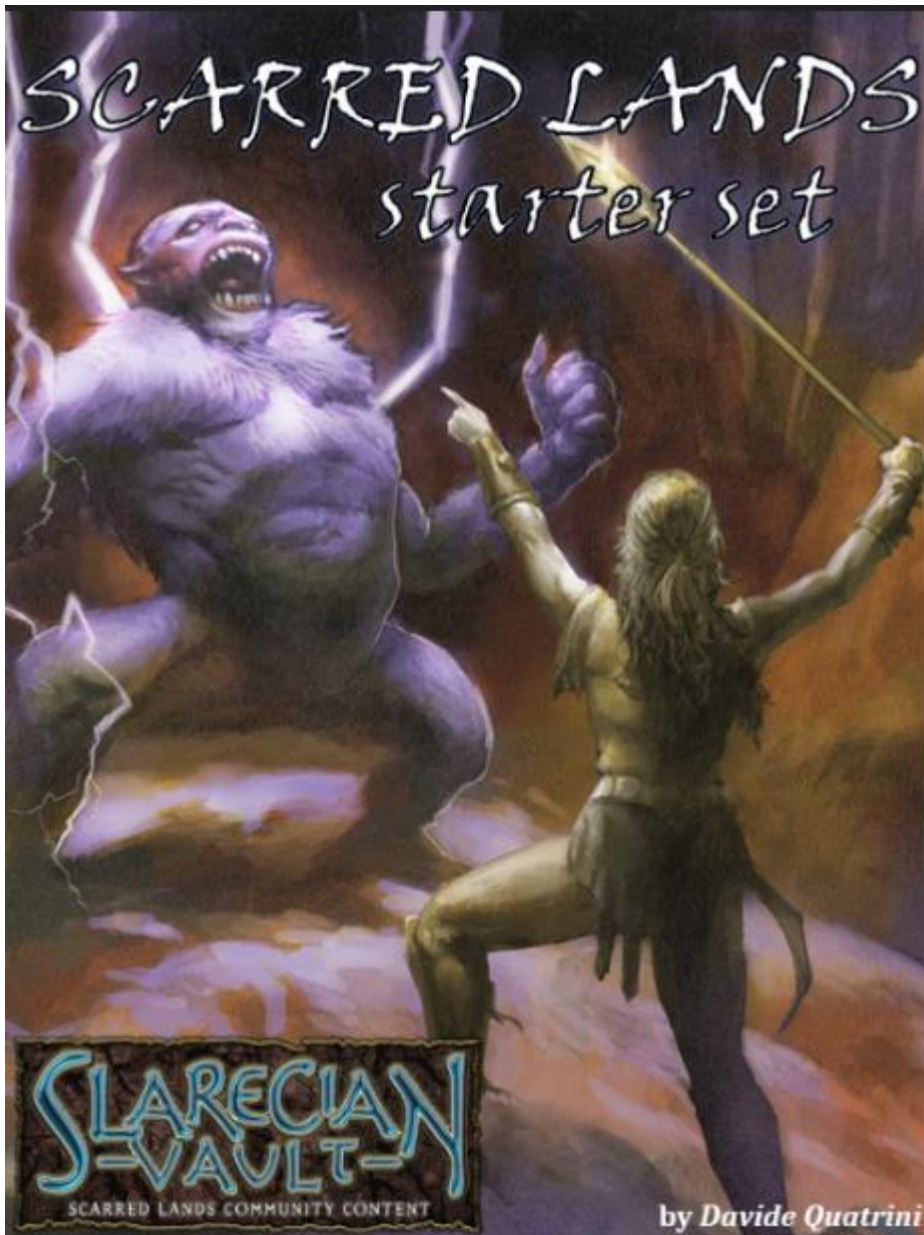
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See <https://rpgcharacters.wordpress.com/2016/09/06/the-strange-mansion-of-the-dervel-merchants/> for more details.

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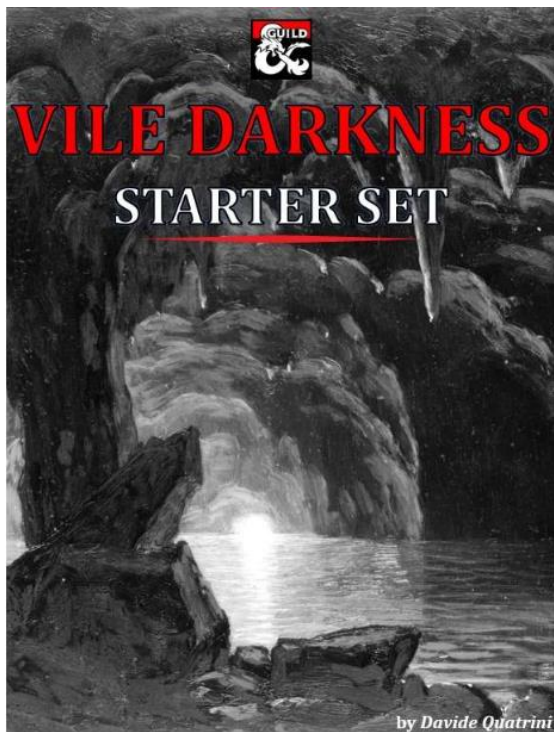
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