

Current Situation

The players were training with an owlbear in heat, when Captain Tenacious had a mage cast sleep on all the trainees. The limp bodies of the trainees were transported to various parts of the massive forest that surrounds Adventurer's Keep.

The players awaken wearing only their skivvies and a note in their hand. *Time for graduation meat shields. Return to the keep as quickly as you can. The first to return gets a large monetary hug from me, Captain Tenacious. Should there be a tie the one who returns with the most gifts for me shall win.*

For those who fail, means that you have died. Please die where we can recover your body so a resurrection may be attempted. Avoid being eaten as it will make the process more difficult. And frankly we don't have the time.

Good luck you sorry little bastards. See you at Adventurer's Keep!

GM Notes

This adventure needs no map so stop looking for it. GMs will need to be quick and clever. This entire adventure is run on a series of random encounters. This can be run solo or with a group.

The base time to return to the keep is three hours. So a minimum of three encounters will be rolled for each player. Roll the encounter and the player interacts with the situation.

Because this is a timed adventure it is critical the GM keep track of each player's time. It is also critical that the GM keep track of item obtained and calculate the value in case of a tie. Some items values are listed while simple items like a dagger will not.

Random Encounter Table (d5 and d10)

1. A sturdy stick lies on the path. It looks like a good club.
2. A goblin has his arm stuck in a tree. He shouts for help. He has a dagger.
3. It begins to rain hard and the player makes no progress this turn.
4. An arrow is stuck in the tree with a paper attached, *Return to Boria*.
5. A campfire still smokes. There is left over stew in a pot (heals 1hp).
6. You find an old hunting trail and avoid any problems this turn.
7. Player must make a save or get caught in a snare (roll twice next turn).
8. Boria sits under a tree with her bow. If her arrow is returned (4.) she will offer a reward of 10gp.
9. A large mud slick blocks your way. Going around it or through it will cost the player one turn. If the player chooses to go through the mud there is a 50% chance of finding a short sword.
10. The player must roll a save or fall into a pit and no progress this turn.
11. A locked chest contains a map to 21. It takes one turn to reach 21.
12. A small book details the weaknesses of the rare dual toed fluffy skitter lump (50gp).
13. A body hangs from a tree. The rope looks new.
14. You find a shield beneath the leaves. The strap needs repaired.
15. A wolf devours a deer carcass. It wears a silver collar (10gp).
16. Player must make a save or slide into a ravine (1hp damage) and make no progress this turn.
17. A stirge buzzes loudly overhead.
18. A blanket hangs on a tree limb. The blanket is made of silk (10gp).
19. A huge toad has a gem (5gp) lodged in its head.
20. A broken fence lies on the ground. Small metal pieces can be used as makeshift lockpicks.
21. Crude, stone stairs descend into the ground. A one room vault contains a skeleton wielding a +1 dagger.
22. A helmet is submerged in a creek. A water viper uses it as a home.
23. A toppled over statue of a warrior clutches a spear.
24. Under a tree is a backpack (only clothes) guarded by a 3-legged dog.
25. A clay pot sits on a flat stone. It contains wine (5gp), if drunk no progress this turn.
26. A hobgoblin staggers out of the brush and claims to be a reincarnated trainee.
27. A giant spider web blocks the way. A large spider waits. No progress is made this turn.
28. You find a dead forester with an axe in his hand.
29. Three scrolls hide in a hollow log. Two are 1st level spells, one is cursed.
30. Roll save or twist ankle slipping on rocks. No progress this turn.
31. A boar plays with a skull.
32. Meet another trainee. NPC, 40% friendly, 40% hostile, 20% sneaky.
33. A small camouflaged shack, home of the forester (28.). His extra axe is inside and 8gp.
34. A man dressed in robes mumbles, "I lost it". He lost his skull (31.) if the player has it he will offer 10gp.
35. Simple totems hang on a tree. If the player makes one and places it on the tree he may reroll once.
36. Caldin, an instructor will not let the player pass until a target is struck. If the player misses three times no progress this turn.
37. Thorn bushes (d2 damage). No progress this turn.
38. The forest erupts in flames. Player may go through or around, in this case, no progress is made this turn.
39. A corpse covered in insects sits against a tree. Beneath the insect swarm the glint of a golden necklace (20gp).
40. A hunter in a treestand levels a crossbow at you and tells you none shall pass.
41. A small glowing portal. If the player goes through he is forever lost in another plane.
42. Blood is dripping from the top of a tree trunk. A large knife is thrust in the middle.
43. One kobold has tied another kobold to a tree and is hitting him with very bad karate moves. The free kobold has a gem (5gp) hidden on him.
44. Black clouds block out the sun and it begins to rain. Player makes no progress this turn.
45. A bundle of torches, a tinderbox, rope and rations are in a sack hanging from a tree. Written on the sack is, *A Gift from the Tree Lord*.
46. A partial crumbled stone house. Inside is a large rat.
47. You hear hissing nearby and turn to see a small sleestak, it is armed with a slingbow.
48. Meet another trainee. NPC, 40% friendly, 40% hostile, 20% sneaky.
49. A tripwire that sets off a net trap. Player makes no progress until cut out.
50. Find a path, reduce time by one turn.