

King of the Autumn's Harvest

An adventure for one Player Character at level one.

Dustinian Camburides

When the PC arrives in the bustling village of Autumnpeak at the end of the harvest season, he/she can take part in a number of "games" as a means to expand fame and fortune. But the PC soon learns that darker forces are afoot, using the festival for their own insidious ends.

Designed for use with the Basic Fantasy Role-Playing Game.

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About

This adventure is written for a one-on-one gaming session: one player, and one dungeon master.

Since there's only one player, this adventure is rather more... indulgent than most other "Old School" adventures. Typically, the high mortality rate at early levels prevent a player from "investing" into a character—back-story, motivations, goals, etc.—until around level 4 or 5. This adventure breaks that mold because it's intended to let a new player try their hand

at the hobby. If this new player is embarrassed to learn the roll- and role-play in front of a group, this one-on-one adventure should be a good place to start.

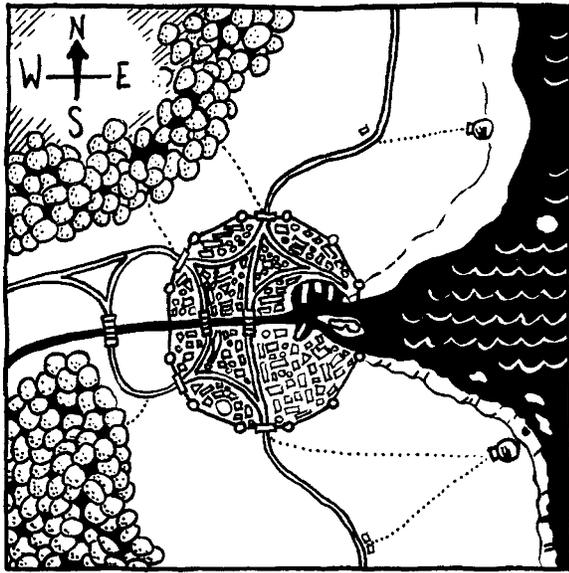
The festival setting allows a new player to "safely" try their hands at different challenges including mock-duels, archery competitions, and ability rolls. Thus the player learns combat the same way their character might have: through practice against opponents who are out to defeat them... but not kill them.

Background

Autumnpeak

Autumnpeak is a coastal city, occupying the north and south banks of the Autumn River. Autumnpeak enjoys a fair trade, a destination for both over-sea and over-land caravans. But its small ports and geographic isolation prevent it from becoming a truly wealthy city.

Autumnpeak is the last bastion of civilization as travellers from over-sea head west to the frontiers of the "mapped land." Depending on your direction of travel, Autumnpeak is either your last stop to nowhere or first stop to somewhere.



The Locals

Locals often shorten the village's name to "Autumn," and enjoy confounding new arrivals with phrases that could refer to either the village or the season (There's never nothing to do in Autumn!).

Over-sea passage back to civilization is expensive, so Autumnpeak is full of folk wishing they had the coin to leave the frontier, and eager for "civilized news."

But Autumnpeak also tends to be free of royals and nobles, so many folk enjoy the loud, boisterous culture that's erupted in the absence of a "cultured" authority.

King of the Autumn's Harvest

Winters in Autumnpeak are harsh and unrelenting. Folk learned long ago to work hard during summer, harvest well during fall, so that they could ride out the harsh winter.

These days—more than a century after Autumnpeak's founding—that behaviour is less a hard-won lesson and more an accepted way of life. Many's the folk that enjoy the long winter spent indoors, huddled up before a merry fire. Even the landowners, who own and oversee the enormous farms outside the city, winter within the walls of Autumnpeak.

The festival is a way to celebrate the end of a busy harvest, and the start of a lazy winter. A way to socialize, gamble, and carouse before a long winter spent snowed in with stories, books, and family.

The festival is presided over by the year's "King," the landowner that brought the most grain into city.

Game Master Information

This year's king, Hurley Sumes, is in a tight spot.

His lands are the farthest from Autumnpeak, over three day's ride by horse. Frequent goblin and kobald raids typically ensure he brings the smallest grain tribute into Autumnpeak for the winter.

But this year, he cut a deal with a kobald tribe. If they would stop raiding his lands, if they would defend his harvest from goblins and other kobald tribes, he would sneak them into the festival.

Hurley knew that thousands of gold changed hands during the festival. Autumnpeak's mayor, Ulfin St. John, has the guard maintain a strong house on the fairgrounds. Those who run games or sell food and wares at the festival can put their profits in the strong house each day—for a small fee, of course.

By the time the four-day festival is over, Hurley knows there will be at least two thousand gold in that strong house.

This is the prize he has promised his kobald compatriots. Or a shot at it, anyway...

Enter Autumpeak

Festival Games

You can hear the festival first... raucous laughter, shrieks of glee, and shouts of victory. But you also smell it... the hot, spicy smell of a dozen vendors smoking a dozen meats over a dozen fires.

When you see the festival, you notice that the tents are a little rag-tag... thoroughly worn and patched. You also notice all the participants seem to know what they're about... they're certain about what they've done, and what they're doing next. This is clearly a festival these people throw every year. But they also clearly enjoy it.



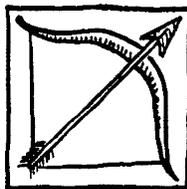
GAME MECHANICS

In general, a "game" costs the PC 1 silver piece (SP).

A "game" should consist of 10 "attempts". For each attempt, the player makes an "ability roll", using the optional "Ability Roll" rule. Per that rule, the target number for a Level 1 PC is 17. This means that each roll of 17 or higher is a "success". 3 successes out of 10 is a win. 5 successes out of 10 earns you an additional prize. 10 successes out of 10 is practically unheard of. Depending on how much the NPC running the game likes the PC, the PC may earn a very special prize...

ARCHERY (RANGED ATTACK BONUS)

The PC will make 10 ranged attacks on a hastily-painted target affixed to a few hay bales. The player should add their character's "Attack Bonus" (p. 46) and "Dexterity" modifier (p. 4) to a d20 roll (Basic Fantasy Role-Playing Game, 3rd Edition). The target has an AC of 15.



- 1/10: 5 silver pieces (SP)
- 3/10: 1 gold piece (GP)
- 5/10: +1 Bow
- 8/10: +2 Bow
- 10/10: +3 Bow

A lean man holds a cheap-looking bow over his head as he shouts at the crowd: "Step up and let fly, folks! Hit the bull's eye and win a prize!" A short man with a patch over one eye presides over a group of Autumnpeak's finest firing away at targets with varying degrees of success. He spots you and shouts your way: "Try your luck, stranger?"

MELEE (ATTACK BONUS, AC)

The PC will enter into mock combat with a member of the town guard.



The PC's "defense" is represented by his or her "Armor Class" (AC). The player should calculate "Armor Class" by adding the character's "Dexterity" modifier (p. 4) to the "AC" value for the armor he or she is wearing (Basic Fantasy Role-Playing Game, 3rd Edition, p. 11).

The PC's ability to attack is represented by his or her "Attack Bonus." The player should calculate "Attack Bonus" by adding the character's "Strength" modifier (p. 4) to the "Attack Bonus" for the character's class and level (Basic Fantasy Role-Playing Game, 3rd Edition, p. 46).

The guard has 1 "Hit Die (HD)" (Basic Fantasy Role-Playing Game, 3rd Edition, p. 54). Both the PC and the guard will be wielding wooden swords that will deal 1d4 damage. Since this is a mock combat, the GM should assume that the "damage" dealt during the combat isn't "real." The PC should regain all HP after the combat.

- Successful Hit: 5 silver pieces (SP)
- Victory: 1 gold piece (GP)
- Perfect Victory: +1 Sword
- One-Hit Victory: +2 Sword

A member of the Autumnpeak Guard expertly twirls a wooden sword about. "How about it, folks? Care to try to land a hit? Pay a silver piece! Land a hit and get 5 back! Beat me fair and square and earn five gold! Can you beat one of Autumnpeak's finest?"

PERFORMANCE (CHARISMA)

The PC must entertain a small crowd.



- 1/10: 5 silver pieces (SP)
- 3/10: 1 gold piece (GP)

- 5/10: +1 Bow
- 8/10: +2 Bow
- 10/10: +3 Bow

BREATH (CONSTITUTION)

- 1/10: 5 silver pieces (SP)
- 3/10: 1 gold piece (GP)
- 5/10:
- 8/10:
- 10/10:

RING TOSS (DEXTERITY)

- 1/10: 5 silver pieces (SP)
- 3/10: 1 gold piece (GP)
- 5/10:
- 8/10:
- 10/10:

CUPS (INTELLIGENCE)

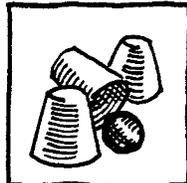
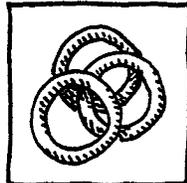
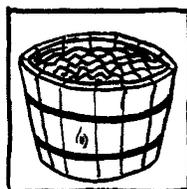
- 1/10: 5 silver pieces (SP)
- 3/10: 1 gold piece (GP)
- 5/10:
- 8/10:
- 10/10:

HAMMERS (STRENGTH)

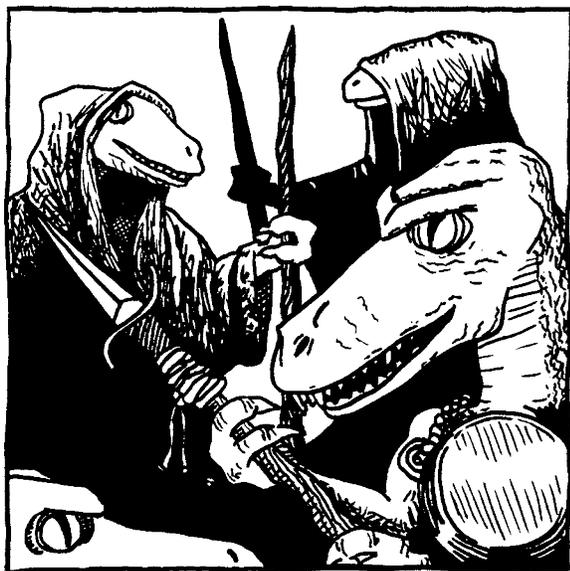
- 1/10: 5 silver pieces (SP)
- 3/10: 1 gold piece (GP)
- 5/10:
- 8/10:
- 10/10:

GUESSING (WISDOM)

- 1/10: 5 silver pieces (SP)
- 3/10: 1 gold piece (GP)
- 5/10:
- 8/10:
- 10/10:



Dark Deeds



Outside the Strong House

The strong house stands out as a sturdy, wooden building in a sea of canvas tents. It's clearly a temporary structure, probably rebuilt every year. It certainly wouldn't stand up to any sort of sustained assault, but with two guards, the strong house should be reasonably well-protected. Only one problem... you don't actually see any guards.

CLUES

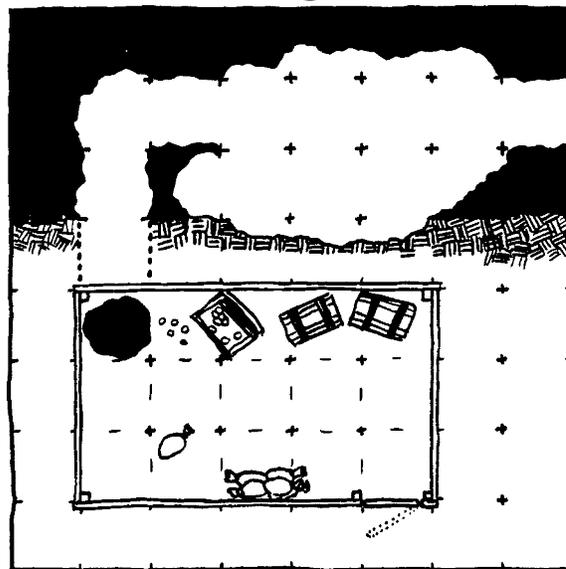
As the PCs approach, they may notice:

- Brownish flecks of sun-dried blood discoloring the strong house door at about neck height.
- Disturbed earth at the base of the door, indicating something was dragged inside.

NOTES

There's one Kobald inside the strong house. He's very occupied dropping coins into a fresh bag, so he likely wouldn't hear any but the loudest of noises outside.

Inside the Strong House



Kobald: AC 13, HD 1d4, #At 1, Dam 1d4, Mov 20', Sv NM
HP 2 □□

Tunnel

3 Kobalds: AC 13, HD 1d4, #At 1, Dam 1d4, Mov 20', Sv NM
HP 4 □□□□
HP 3 □□□
HP 2 □□

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INTRODUCTION

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