

DQ1.5

Bonus Module



# Mini-Adventure DQ1.5 A PLACE AND TIME FOR DEATH

A Place and Time for Death  
By Scott Taylor

Far out in the uncharted territories, the Enlightened still cling to life, but the ever encroaching presence of the xenophobic Samaya threatens the last of their hidden enclaves.

Now, a bounty hunter has been dispatched to deal with supposed Enlightened sympathizers in the border town of Hogan's Hooch, but there is more to the story than meets the eye. Unbeknownst to the citizens of the town an old relic of the Final War still rests in the settlement and is the real prize the bounty hunter seeks. Can the party find a way to thwart the bounty hunter and deal with the relic before it falls into the hands of a Samaya willing to use it to sway the balance of power in the world?





## Gamemaster Notes

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This mini-adventure is set in the Gun Kingdoms and is to be played within that setting. To do so properly, you'll need the Folio Digital Quarterly #1 which will give you all you need to get this adventure moving.

1. The primary purpose of this mini-adventure is to allow the party to discover an Enlightened and make their own decisions about what to do with her. It will also give them the opportunity to start their own crew and find a ship capable of running in many more adventures that follow in other Folio Digital Quarterlies.
2. As with all mini-adventures in the Folio series, this one is basically a cut scene, so try to keep it feeling that way. Know that it works as a great prologue to the true adventure waiting in DQ1, but if you choose to expand it, feel free to explore the town of Hogan's Hooch.
3. As players are considered 1st level for the events of DQ1, this adventure isn't meant to be a large scale combat, but it might be a great option for you as the GM to utilize the bounty hunter in a strike and retreat kind of action, thus saving him for an encounter sometime later in your adventures as a recurring bad guy.

**All 'grey blocks' are for 5E conversions in this section.**

## Running Combat

Utilizing the Gun Kingdoms rules, combat should be pretty straight forward with the bulk of the mini-adventure leaning on the interaction with Grace (the Enlightened) and the finding of the Sand-Tyger Class prototype.

## Maps

I've not included a map in this mini-adventure because the encounters are more freeform 'on the road' type interactions, and spatially a map wouldn't impact play.

## Grace

Running Grace through the adventure will be up to the Gamemaster, but it should be considered that she will be both friendly and removed. Remember, at this point she is a fugitive orphan with a death sentence. After she joins the group, her action will always be in an attempt to help the party, even against the mad human in encounter 9.

## The Bounty Hunter

He can be used as a catalyst to push this adventure forward and also hang a sense of dread over the party. In encounter 10, I again say that the combat can be used as a back and forth, even a negotiation, and in the end the bounty hunter can flee to come back another day.

# Random Encounters

None currently exist in this adventure, but if you are stacking experience before starting DQ1, you could certainly put in another encounter between the time the players meet Grace and find the ship.

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## The Adventure Begins

1.

### The Lonely Road

The wastelands of the Final War stretch out on either side of the lonely road with deep crimson buttes rising to the north. The paving stones of the heavily rutted road snake east, just a half-day from the outpost of Hogan's Hooch. There, you hope your journey ends with fresh food and water, your rations having turned as dry and barren as the land around you over the past four days of travel from your demarcation point at Anastin's Hope and the last job you had before taking this path.

The party should be encouraged to continue their path toward Hogan's Hooch, where they are to hand deliver a parcel to the town mayor (for a predetermined price of 150 silver pieces).

2.

### The Telegraph Station

A lonely building made of wood with barrels out front stands along the road, a



single raised line coming and going from it on poles that travel north south. At your approach, the sounds of laughter and a girl's scream can be heard, followed by the hollow report of a pistol's discharge.

A couple of roadside scoundrels have made a discovery inside the telegraph station in the means of the girl Grace. They were looking for a bit of fun, but she was having none of it and bit one of the men. He became enraged and pulled a knife. When the old telegraph man tried to intervene, the man's partner shot him in the chest. No matter how you cut it, the situation degrades into a deadly scenario.

Grace, wearing a broad skirt, has a secret pistol known as 'The Rose' in the folds of her dress, and she will be drawing it just as the players enter. The weapon was enchanted by her Eldaryn mother before she was killed by Samaya and is a relatively powerful tool with which she can channel her half-Eldaryn bloodline magic through. She never knew her Samaya father, but her Enlightened blood is obvious if one looks beneath her broad eastern hat at the crimson flecks in her green eyes.

1 Half-Eldaryn (Grace) [AC 5, HD 2+2, HP 16, #AT 3/1, D 1–8 + 4 (Pistol) + 3–18 (Fire), +6 Hit, Enlightened Defense, \*Specialized (Pistol)]

### TREASURE

THE ROSE\* SNUB REVOLVER [+2 HIT & DAMAGE, INCREASES ENLIGHTENED DICE BY 1 CATEGORY], STRAW HAT OF PROTECTION +2, 12 SILVER PIECES IN A BELT SACK

1 Half-Eldaryn (Grace) [AC 15, HD 2d10+4, HP 19, #AT 3/1, Hit +9, Dam Pistol 6 (1d8+5) + Fire 9 (3d6), Enlightened Defense 6 (3d4), Fighting Style (Ranged), Second Wind, Action Surge]

2 Roadside Scoundrels [AC 8, HD 2+1, HP 15, #AT 3/1, D 1–8 (Pistol)]

### TREASURE

17 SILVER PIECES BETWEEN THEM

2 Roadside Scoundrels [AC 12, HD 2d10+4, HP 14, #AT 3/1, Hit +3, Dam Pistol 5 (1d8+1)]

### 3.

#### A Bitter Pill

**The telegraph master lies dead along with two other men, and if there is any law in this Outbanks territory, you would be hard pressed to explain who was indeed the true murderer here, especially with a girl with crimson-stained eyes among you.**

Now is the opportunity for the players to engage in discussion about Grace and her future. She will explain that she was trying to get to her mother's home, a place just north among the buttes, and that these men trailed her here before trying to accost her. She will ask that the players help her get to her mother's old home, and that there will likely be resources there they could utilize as payment for their trouble.

As the discussion moves on, the telegraph will begin chirping, a message being relayed through. Anyone with former military experience (fighter class) will likely be able to read the message, as will any learned character such as a tome-mage. When the message stops, it reads

**'The Rose has been sighted: Stop**

**Sending Grey Duster: Stop**

**Mark her course to HH or beyond: Stop'.**

Again, anyone with military experience will recognize that a Grey Duster is another term for a bounty hunter. After seeing Grace wield her small pistol with a steel rose on it, they will likely make the connection that a bounty has been placed on her and that she is wanted.

#### **4. Moving into the Wind**

**Tumbleweed, red stone, and strangled cacti are your constant companions as you travel closer and closer to the now darkening buttes north of Hogan's Hooch. From your right, along the eastern horizon, smoke dots the sky in tall towers as the town's mills are busily at work.**

If you choose to place another encounter in the adventure, here is a great place to include a wild animal, perhaps dire, or even a mystical creature of the old world.

#### **5. The Enlightened Cleansing Station**

**The red cliffs loom above as winds from the west blow dust clouds in angry swirls around you. Just below your path an old set of buildings stands against the onset of the elements, each showing heavy signs of rot and decay.**

Investigating these buildings will quickly show players that they were used to house slaves, and worse still, there is a charnel house with bloodstained floors and long lines of dark sand where nothing grows: the burial pits and mass graves of murdered Enlightened prisoners of war.

Amid the buildings several huge red desert centipedes lurk. They are the size of a small horse, and their paralyzing bite allows them to eat victims at their leisure.

4 Red Desert Centipedes [AC 4, HD 4+3, HP 27, #AT 8, D 1–6, Paralysis]

### **TREASURE**

NONE

**4 Red Desert Centipedes [AC 14, HD 7d10+21, HP 59, #AT 2, Hit +8, Dam Tentacle 4 (1d4+2) poison damage and the target must make a successful DC 15 Constitution save or be paralyzed for 1 minute, Bite 7 (2d4+2)]**

#### **6. Bounty Hunter Outrider**

**Your path leads out of the flats toward the foundation stones of the butte. Grace grows anxious, spurring everyone ahead before the fateful cocking of a heavy bore rifle echoes off the crimson stone around you.**



One of the main bounty hunter's outriders has spotted the party moving up the slope to the bluff and prepares to take shots at range. To find the sniper the group will need a 1 in 6 search check **[DC 15 Perception]**.

1 Bounty Hunter Apprentice [AC 6, HD 3+1, HP 19, #AT 3/2, D 1-8+2 Rifle (+4 Hit)]

## TREASURE

**LARGE BORE RIFLE WITH SCOPE [+2 Hit], 15 SILVER PIECES**

**1 Bounty Hunter Apprentice [AC 14, HD 3d8+3, HP 20, #AT 1, Hit +6, Dam Rifle 7 (1d10+2)]**

## 7.

### The Hooch Overlook

From your position on the butte's ridge, you can see Hogan's Hooch on the wasteland flats below. The lights from the town twinkle in the falling dusk, the smoke stacks from its two main factories belch dark smoke into the blackening sky.

From this position, the party may spot the rising dust from the horse of the bounty hunter as he follows the trail of the party toward the butte [1 in 6] **[DC 15 Passive Perception]**. Otherwise, they can note a small fissure in the butte's top that glows with an amber light in the coming of the twilight.

## 8.

### The Path of Fire

**The temperature rises around you as the walls of the fissure glow as if with an inner fire. Beyond, along a narrow path, steam rises, its wispy tendrils hot enough to scald naked flesh.**

This was known long ago as 'the path of fire', a secret magical route created by lowl, humans, and Eldaryn that leads to a secret cache. It was once far too hot to be navigated by anyone without a fire spark, but now, the magic has faded and anyone can access the old way.

## 9.

### The Mad Human

**A large vault opens up beyond the glowing stones, its size only discernable by the echoes of your footfalls as light here is non-existent, that is until a pulsing ball begins to glow from the distance.**

A single Enlightened human still resides here, now mad from years of solitary life and the terrors he faced during the last days of the Final War. He is quite insane and will fight to the death, hoping to secure the last stocks his people had here. However, if wounded below half hit points, he will light a fuse (free action with his mind) that will set the bulk of the stocks here aflame. The only thing that will be safe is



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3-8

## TREASURE

1 POTION OF X-HEALING [GREATER HEALING], 12  
SILVER PIECES IN A BELT SACK

the Sand-Tyger prototype which rests in a lower cave with access to the wastelands beyond.

1 Deranged Human [AC 7, HD 3+1, HP 17, #AT 1, D 1-8 (Rifle) + 3-12 (Fire), Enlightened Defense]

1 Deranged Human [AC 13, HD 3d8+6, HP 18, #AT 1, Hit +4, Dam Rifle 6 (1d8+2) + Fire 6 (3d4), Enlightened Defense 6 (3d4)]

## 10.

### The Prototype Cave

Flames lick at the cavern walls painting a macabre inferno. Beyond the now ablaze stocks, a single exit tunnel beckons.

The tunnel runs about five hundred feet in a downward slope before opening into another cavern.

A passive wind sweeps through this natural vault as overlaying stone makes a shield wall from the outside. Light from the Ghost Moon provides you with the outline of a strange ship with two pontoons, massive wheels, and an arching connector deck between.

During the investigation of the ship the Bounty Hunter will appear and begin to negotiate for the release of Grace to him. If negotiations don't work, combat will ensue.

*A full diagram for the Sand-Tyger can be found in DQ1.*

1 Bounty Hunter [AC 4, HD 6+1, HP 30, #AT 2/1, D 1-8+3 (Rifle), +6 Hit, Double Specialized (Rifle)]

### TREASURE

35 SILVER PIECES

1 Bounty Hunter [AC 16, HD 6d8+6, HP 32, #AT 2, Hit +6, Dam Rifle 6 (1d8+2), Multiattack]

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