

INSTANT FANTASY ADVENTURE

You'll need the Roll & Play Game Master's Fantasy Toolkit, some polyhedral dice, and about 20 minutes.

1. THE SETUP

How does the party first meet?
p 16

Suddenly, the PCs meet...
p 6

From what organization?
1d8 = Type of organization

<input type="checkbox"/> Adventures Guild p 14	<input type="checkbox"/> Thieves' Society p 15
<input type="checkbox"/> Mage's Institution p 14	<input type="checkbox"/> Clerical Church p 15
<input type="checkbox"/> Mining Corporation p 14	<input type="checkbox"/> Mysterious Cult p 15
<input type="checkbox"/> Order of Assassins p 14	<input type="checkbox"/> Bardic College p 15

Behavior and Traits
p 8

Appearance
p 9

This character is about to share a big problem with the PCs, and ask for their help!...

What is the problem?
p 17

PCs need to travel to this town...
p 7

...with this juicy rumor...
p 24

...to find this place...
p 30

...and find the person nicknamed...
p 25

...with this defining characteristic...
p 25

...and they will tell you more about how to solve that problem.

On the way, the party has a...

- 1d10 = Which type of encounter
- | | |
|--|--|
| <input type="checkbox"/> Frozen Encounter p 38 | <input type="checkbox"/> Urban Encounter p 43 |
| <input type="checkbox"/> Forest Encounter p 39 | <input type="checkbox"/> Mountain Encounter p 44 |
| <input type="checkbox"/> Desert Encounter p 40 | <input type="checkbox"/> Swamp Encounter p 45 |
| <input type="checkbox"/> Deep Sea Encounter p 41 | <input type="checkbox"/> Cave Encounter p 46 |
| <input type="checkbox"/> Meadow Encounter p 42 | <input type="checkbox"/> Coastal Encounter p 47 |

Encounter:

2. THE DETAILS

PCs arrive to their town destination.

Town Characteristic
p 20

Town Economics
p 20

Someone is yelling about...
p 23

The tavern/inn _____ is...
p 31

They find their contact, but has an illness...
p 71

...and their named...
p 6

Gives PCs nearby destination helping how to solve the problem...
p 22

...with rumors about a villain there.
p 11

Treasure that might be there too.
p 84

Might be protected by a monster.
p 50

Monster Motive or Personality
p 51

On the way, the party has an encounter...

- 1d4 = Which type of encounter
- | | |
|---|---|
| <input type="checkbox"/> Magical Encounter p 48 | <input type="checkbox"/> Fiendish Contract p 53 |
| <input type="checkbox"/> Corrupted Encounter p 49 | <input type="checkbox"/> Spooky Spectres p 54 |

Encounter:

3. THE CLIMAX

Arriving at the destination, the PCs must overcome a setback and a hazard.
p 58

PCs battle the monster, who's ferocious name is...
p 7

If PCs win, they find a single-use magic item.
p 79

PCs find the villain manifesting as...
p 52

...who's name is...
p 52

...and title is.
p 52

Confronting villain solves the problem.

After solving the problem, PCs find treasure as well as a Cursed Manuscript called...
p 88

...that looks like...
p 89

Upon returning to the village, they are also given...
p 95

The End... ?