

This adventure is intended as a very brief introduction to the Unchained Worlds system. Use pregen characters at level 1 for an easy-going experience for brand new players. For experienced players, use commoners (level 0) for a deadlier adventure. If you do this, consider adding an additional adventurer per player.

For best results, read adventure in full before running. This adventure is intended to take between 1 and 2 hours.

Unchained
Worlds

FAF-1

The Trouble In Brackenwood



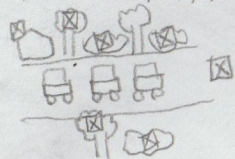
An adventure for a party of 3-5
adventurers, Levels 0-1.

The Caravan

The party escorts a trade caravan to Brackenwood for 1¢ each. The head of the caravan, Marton, tells the party about a monster with leathery skin seen on this road. The party then encounters a man ahead in the road. He will explain that the caravan is in an ambush and must dump their valuables to leave safely.

7X Bandit 10♥ Bow 2d6 Dagger D6

They will retreat after a casualty.



The Tavern

The party Arrives outside of Brackenwood at the salted Acorn Inn. They must now look for their next contract. There are a few people in the Tavern.

- Muscular man eyeing <warrior> (Rolpho). offers to arm-wrestle for a 1¢ wager.
- Caravaners (weigland). Offers to buy party a round of drinks if things went well.
- Fortune teller (Hatz). charges 5T to read tea leaves of one person. They roll a D20, and can substitute a single D20 role with that value.
- Bard (Visillimo) Charges 1¢ to make a hero's song for one adventurer. He heavily embellishes and lies to make the PC sound cool.
- Priestess of the moon eyeing the party is mage/cleric (Hatha) she asks if the party are brave adventurers. She offers an ancient relic as payment for slaying an evil monster. She will explain it is called a Bargh and has leathery skin and glowing blue eyes. She then lifts her robes to show the leathery effect, and the burn mark from her moon pendant slaying the curse. The Bargh spreads its curse to others, and killing it cures its victims. The party must hurry to kill the Bargh before tonight's new moon, when her pendant will stop working. It is locked in her home.

The Priestess's Home

The party finds a small log cabin with the door knocked off its hinges. There are multiple sets of footprints leading off, and blood spatters on the ground.

The Farmstead

The party finds a farmstead. The pigs and chickens are spooked. One set of footprints goes to the farm house, the other to town. There are sounds of banging coming from the house. A cursed farmer is inside.

Cursed Farmer → Leathery skin, blue eyes, farmer clothes

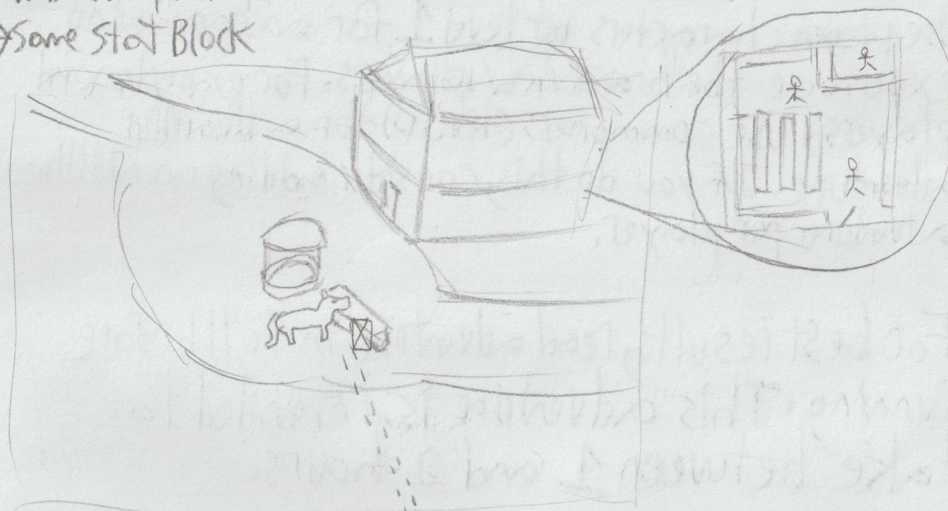
15♥ Claws D6

↳ Infect: on hit target saves or becomes infected with leathery lesions spreading. If already infected, turn cursed.

The Town of Brackenwood

The party finds town square, where the Bargh is mauling a horse. It will attempt to retreat to the town's general store.

Same Stat Block



The Bargh will attempt to infect others in order to use them as a meat shield.

The Tavern

The party returns for their reward

- If the bard was paid, the PC now has adoring fans talking about their tall tales
- If Rolpho was beat, he'll want a rematch. He'll wager his horse for the 1¢ back
- Hatha will look better, reward the party with a green +1 sword with gems in it. This blade was passed down by moon sages and can make or break magical seals on doors. It was used to seal a tomb on the nearby mountain range.

MISC Notes

1T refers to a talon, an alchemical ingredient used as currency
1¢ refers to one crowning, an Imperial coin with a crown on it.

1¢ = 10T
Ⓜ 666666

- The moon's name is Lune
- It is harvest season
- The Country is Dogm (Dog-meer)