Flight to the City of Refuge

A pointcrawl for 1-3 Low Level Characters

By Ray Pompon –
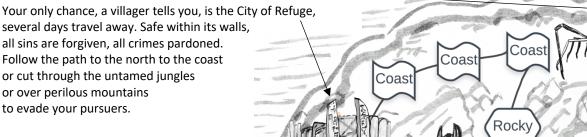http://www.planetheidi.com

You're wandering through a low-magic, stone-age coastal region when you come to a kingdom ruled by a powerful King. His strict code of laws is enforced by a brutal cadre of helmeted warriors. Unfortunately, one of you has violated the sacred law by (roll) and sentenced on the spot to (roll).

Your only chance, a villager tells you, is the City of Refuge, several days travel away. Safe within its walls, all sins are forgiven, all crimes pardoned. Follow the path to the north to the coast or cut through the untamed jungles or over perilous mountains to evade your pursuers.

Escape - Roll travel events for each space as you move through it, keep track of spaces per day. Any in metal armor slows whole party by half.

Provisions - Players have 1-3 days of provisions. After 2nd day w/o take -1 penalty on all rolls cumulative per day.

Roll your crime
1. Yawning while the king made a speech
2. Letting your heathen shadow fall on a shrine
3. Eating the wrong fruit in the wrong season
4. Picking a flower from the sacred garden
5. Smiling at one the king's wives
6. Fishing in the royal pond

Roll your sentence
1. Stoning
2. Clubbing
3. Drowning
4. Strangulation
5. Burning
6. Thrown off cliff

Finds

Forage gain 1-3 days provisions

Trader - buy provisions: 1D3 random weapons, 1D6 random items

Shrine - leave valuable, roll 1D3:
1 - relief (provision reset)
2 - heal the most hurt
3 - bless all for a day

Foes

Rock Worm
Giant worm pops out of burrow, roll surprise

Marsh Lizard
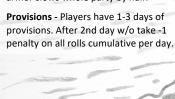As giant lizard

Jungle Beastmen
2-3 attack, stat as Lizardmen

Giant Spider Crabs
1-3 erupt from sand, stat as giant scorpion (minus sting)

Enforcers
2-4 catch up. They are merciless, relentless, and unspeaking save their constant war chants. Stat as high-str mid-level fighters with spiked clubs (mace), leather armor. Chants and enchanted wood helms gives protection vs. mind- attacks such as charm and sleep.

Coast — Coast — Coast — Coast — Coast — Coast — Coast — Coast

Rocky — Rocky — Rocky — Rocky

Road — Road — Road — Road — Road — Road — Road

Marsh — Marsh — Marsh — Marsh

Grass — Grass — Grass

Jungle — Jungle — Jungle — Jungle — Jungle

Start

Optional complications

If Lost - Roll 1D6 = 1-4 stay there, 5 go back previous, 6 go random direction.

Ticking clock - Each day after first, 1 in 6 chance of group of enforcers catching up, increased by rate by 1 per day

Travel events (roll each column for each space entered)

Terrain	Spaces per day	Lost? (Xin6)	Foe? (Xin6)	Foe	Find? (1in6)
Road	6	0	1,2	Enforcers	Trader
Jungle	2	1,2	1	Beastmen	Forage
Coast	4	0	1	Crabs	Forage
Marsh	2	1,2	1	Lizard	Shrine
Grass	4	0	1,2	Enforcers	None
Rocky	2	1	1	Worm	Shrine