

10 SECONDS ON THE ROAD II

By Creighton Broadhurst

Use these ten-second resources, to breathe life into the characters' overland trip.

NPCs

1. **Aamu Kare** (LN female human) perpetually searches for work. This gloomy, withdrawn warrior has exceptional luck; she has been the sole survivor of several groups. Some call her lucky, others say she is a harbinger of doom. She struggles to make friends.
2. **Aili Kekko** (CN female half-elf bard) terrorises fellow travellers with wildly off-key singing, terrible lute playing and inappropriate songs. The goddess of music cursed Aili for lampooning her consort, the legendary bard Vilimzair Aralivar.
3. **Pekka Ihamuoto** (N male human) wanders from place to place looking for work. Pekka is a skilled mason, and highly educated. He travels with his son, Reko, and wife, Esteri. A laden cart pulled by two horses carries the family's possessions.
4. **Simuna Kaivas** (NG male human) clutches his painful belly. This rotund man suffers from food poisoning, which he got at a nearby inn. He needs help, but can offer only thanks in return. Well-connected locally he spreads word of the characters' actions.
5. **Teemu Viti** (LN male human) dislikes any idea not his own. He is ferociously intelligent, and believes he is better than others. He shares this truth with acidic words. Teemu sports a balding pate and a paunch. He travels with his miserable wife, Martta.
6. **Sihvo Kaipia** (N male human) revels in the over-confidence of youth. He believes he is best—at everything. Annoyingly, for those he meets, he's rarely wrong. Strong, charismatic and clever Sihvo lusts for adventure. The party would be lucky to have him.

LANDMARKS

1. **Bleak Hill** stands stark above the surrounding plain. A score or more stone cists dot its oddly flat summit. The mysterious cists are long since looted. Rumours speak of secret shafts plunging deep into the hill from one or more burial sites.
2. **Hungry Gully** inches wider every year, and every year the locals add to the earthen span linking its two sides. When flooding weakens the span, travellers must make lengthy detours. Plans for a stone bridge stall on the subject of cost.
3. **Keveral's Point** juts from a rocky escarpment overlooking the road. Its shape is reminiscent of a squashed human face. Folklore identifies the point as an immense slumbering earth spirit. Locals ascribe minor rockfalls and tremors on the point as its snores.

4. **Slaughter Ford** boasts a foul reputation. A century ago, water spirits drowned a great company of marauding orcs at the ford. Ill-hued lights, unwholesome noises and strange doings have since motivated travellers to seek safer routes.
5. **The 400** wind their way over a lofty, craggy hill. Cut by unknown hands long ago these vertiginous steps are in bad shape. The faint outline of a ruin sprawls across the hill's summit. Folk atop the hill enjoy sweeping views of the surrounds.
6. **Watersmeet** surrounds six lofty crags of remarkable geometric alignment. Four rivers flow into the lake, churning up the water, making casual boating dangerous and difficult. Folklore tells of mysterious winged humanoids seen visiting the crags.

LOCALES

1. **Bone Mill** stands by a river flowing through an old battlefield. Sometimes, bones washed out of ancient burials foul the mill's mechanism. Sometimes these remains awaken from their long slumber, and undead beset the mill.
2. **Crumblestone Castle** is cursed. Abandoned after its occupants sickened and died, it is a shunned place. Now even the place's walls and towers have a leprous aspect as stone flakes away from the structure. Rank, noxious weeds fill the ruin.
3. **Cutt Quarry** has been almost abandoned for decades. The mad introvert Kildork Cutt (NE male dwarf) dwells therein. The madman carves elaborate, disturbing sculptures into the cliffs, for an unknown purpose. Sometimes, people disappear near the quarry.
4. **El's Mere** was once a shallow, marshy lake. El's Mere Way skirts the site. Local tradition has it that a young man, El, drowned while swimming in the lake. His ghost appears on the anniversary of his death to moan of his fate to any he encounters.
5. **Hideaway Mine** stands beyond a huddle of ivy-clad stone buildings. This abandoned old tin mine is haunted, locals say. Bandits sometimes use it as a lair, but seldom stay long. The mine's flood-prone deeper galleries intersect with a subterranean lake.
6. **Penna's Grave** stands in a hollow by the trail. Fresh cut flowers often appear on the low burial mound, no matter the weather. Folklore tells of a silent, grey-hooded figure seen kneeling at the grave. Recently, an apple tree has sprouted from the mound.