



*Patreon Adventure Supplement
June 2023*

The Mountain Road

*Maps: The Mountain Road - day
The Mountain Road - night
The Mountain Road - winter (day/night)*

The Mountain Road

In this GM's Adventure Supplement:

Page 1 **Contents**

Page 2 **People on the road (NPCs)**

- Merchant 1
- Merchant 2
- Merchant 3
- Travellers on the road
- Suspicious people on the road

Page 3 **Setting**

- Environmental threats - day
- Environmental threats - winter
- Items found by the road

Page 4 **Threats on the road**

- Encounters on the road
- Wandering monsters



Patreon *Map of the Month* GM's supplement

© Heroic Maps, Joe & Sarah Bilton, June 2023

www.heroicmaps.com | www.patreon.com/heroicmaps

PEOPLE ON THE ROAD

Travelling Merchant 1

Agda Farbeard, who slowly travels the road selling or trading dwarf-crafted items from the many packs she has strapped about her body. She has knotted acorns into her blond hair and beard. Her manner seems serious and thoughtful, but she is in fact a tricky character with some substandard goods and an eye for milking the customer of their money.

Some notable items for sale:

- 1 A pair of rock crushing gauntlets with a dragon design.
- 2 Collected rune stone shards, some glowing, that are reputed to have goblin-repellent effects.
- 3 A small, dragonscale lantern containing a phosphorescent green gemstone that holds sun energy for 5 days.
- 4 A map of the local cave system, drawn in a gold ink that shimmers brightly in low torchlight.

Travelling Merchant 2

Ben Waxin a very short human male who travels perched on the back of a pack pony called Marshie. Waxin wears his head bald and his beard bushy. He chews and spits leaves, is friendly, and is an expert arithmetician. Selling whatever random items he has on him, he is always happy to obtain more through trade.

Some notable items for sale:

- 1 A rusty iron grappling hook (not attached to a rope)
- 2 Traveller's Snarf - dried, fried vegetable peelings and other food scraps, sold by the handful
- 3 A sharp wooden shortspear – good for hunting pigs
- 4 An old cagoule, newly oiled, made from the skin of a mountain lion. Head and paws attached. Has some holes.
- 5 Ben Waxin's *Book o' the Hills*, a guide to the area that Waxin has written. A hand-written copy bound with large stitches.

Travelling Merchant 3

Disideril the Morlet, an elf mage who deals in herbs and potions. His wholesale work sees him travel the local towns on a regular route, but he'll also reluctantly trade on the road for the right price. Disideril cuts a distinctive figure, with long white hair that blows freely in the wind, and robes of black velvet.

Some notable items for sale:

- 1 Duckleaf Tea, dried, sold in bundles of 10 gauze pouches. Brew in milk for a drink that induces sleep.
- 2 Spindle grass, to chew for a mild anti-poison effect.
- 3 Fardindalk, a thick, night-blue potion that can be taken by several people at once to share a hallucination.
- 4 Knotcap Dust, a dried mushroom powder. Mix with any oil to make a paste that effectively seals wounds.

Travellers on the road

- 1 **Mirannuen (a wood elf) and Maeldoï (a drow boy)**, a young couple who have eloped and are heading for the nearest big city. They seem inexperienced and lost.
- 2 **Farmer Billings**, who is droving a flock of 50 geese to market. The birds are all over the road and the verges, vaguely out of control, and making a deafening honking. Billings strolls behind them smoking a long, bone pipe.
- 3 **The God Sibs**, a troupe of harmonious chant singers in a rickety cart. They are trying to go into hiding, having fled the city under cover of night. There is a bounty for them as they offended the archbishop by mocking him in a song.
- 4 **Berewyck Birdsnipe**, an aging halfling with a cross expression on his face. He is walking a very large pig on a lead and offers to sell it to everyone he passes.
- 5 **Loryn de Notley**, a wounded warrior, defeated in a duel with a rival knight. She is heading to the Falling Cliff so that the gods can decide her fate.
- 6 **Pardew Boggers**, a pilgrim in a white robe who regularly reopens a small, dripping wound on his thigh. He is walking the 10 monasteries of the Golden Tale.
- 7 **Sir Pichforde Kislynbury**, a nobleman on horseback, flanked by four attendants. He is going to a diplomatic meeting with a dwarven king.
- 8 **Oliphia**, a nine-year-old girl, travelling alone. She has an unsettling countenance and speaks in a blunt, impolite manner. She is concealing a powerful magical ability.

Suspicious people on the road

- 1 A young man in a tree wearing no shoes. He is calling for help and begs those who respond to come nearer, nearer.
- 2 An orc, naked except for some leather trunks, lying face down by the side of the road. His arms and legs are bolt straight and his face is in the dirt.
- 3 A small band of hooded monks who pass by quietly, hands in prayer. From beneath the back of their grey robes swing long donkey tails.
- 4 A small, fluffy, white kitten, with big black eyes. It is sitting in the middle of the road, motionless except for blinking.
- 5 A cheery guy who seems to know where you are going without being told. He claims to have a map with him for any destination.
- 6 A lone traveller walking very slowly. They are wearing a bronze theatrical comedy mask and holding a dagger by their side.

SETTING

Environmental hazards – day (roll table)

Extracts from Ben Waxin's *Book o' the Hills* on the general environmental hazards that may be encountered in this area.

- 1 Rockfalls be common in all weathers, with anything from tiddlers to giant flatman-makers to showers of godrubble falling from the cliffs above.
- 2 It does be known for earthquakers to shake the ground in the hot seasons. Unlucky folk might find the ground open up around them or under them, but the cracks never be too wide – only the breadth of a man or two.
- 3 Flashing floods that burst down the hillside do happen on occasion and wash with them all sorts.
- 4 In the hot weather too it might be that a great firebolt from the heavens is cast upon a tree and in doing that causes the tree to explode.
- 5 The valley is often flooded with strong winds flowing down it in a sudden great-gale. I advise at these times you tie your person to a tree if you be able.
- 6 Watch out for army ants that do march along the road and eat everything that they do come across which is made of edible stuff. Don't let them get on your legs.
- 7 Hailstone rain with ice-stones the size of fists can batter these hills and batter all those caught in them.
- 8 It has on occasion been seen that a giant rollstone comes bouldering down the hillside and runs along the road a while. Anything it meets will of course become smasheroons.

Environmental hazards – winter (roll table)

Extracts from Ben Waxin's *Book o' the Hills* on the general environmental hazards that may be encountered in this area during the winter.

- 1 Just as rockfalls be common in the fine months, avalanches be common in the snowy ones. Noises do make them worse, but as the local saying says "the drifts'll fall on those what call, but ne're a silence well spent", so don't worry about holding tongues too often.
- 2 It be sometimes that the air might drop suddenly to the coldest feeling a person ever felt. Things might freeze that aren't well protected.
- 3 When the snow showers stop, the fogs might descend. The thickest I have ever known has been in these hills.
- 4 Blizzards too of course may happen. A road-mate of mine did lose an eye in the icy blasts that befell us once.
- 5 Watch for any tree-branches what have become too laden with the snows. The snapping of a heavy one can be a danger to heads below.
- 6 Up above on the cliff faces do hang many an icicle. Ones that break and fall are like a knife crashing towards you.

Items to find

- 1 A rusty iron gauntlet lies in the leaf litter beneath a tree. It shows some potential to be cleaned up, but it does contain a skeletal hand.
- 2 An impressive pair of elk antlers have been abandoned by the road. They have obviously been cleaned by a hunter ready for display mounting.
- 3 Alongside a stretch of the road grows clusters of a small yellow flower. Known as a Spring Sundrop, they have bell-shaped heads that glisten with a nectar that can be used to heal animals.
- 4 A small wicker basket, with a handle, sits in an area of lush long grass. It contains five green eggs carefully wrapped in wool.
- 5 Lying across the path is a huge feather fallen from the wing of a giant eagle.
- 6 A tattered piece of paper, blowing along in the breeze. It appears to be from an old, illuminated spell book and details a spell that enables a person to converse with trees.
- 7 In the dirt by the side of the road, the edge of a chunk of metal might be spotted. Digging it up reveals a large tarnished silver coin. It is inscribed with a dwarven rune and anyone who can identify it can explain it is from a cursed dwarven hold.
- 8 A cockerel is walking in circles by the side of the road. If a character engages with it, the cockerel will follow them as if they are its master.
- 9 On a low branch, something shimmers in the light. Stuck to a leaf is a fragment of a fairy wing. A good luck charm? A cursed possession? A useful ingredient? Or a recipe for disaster...?
- 10 Wedged low into a tree trunk, with weeds beginning to grow around it, is a woodsman's double-handed saw.
- 11 Lying next to the path is a small pink-glass bottle in a fancy hand-blown design. It contains the still wet remnants of a thick purple liquid.
- 12 A golden torc lies on the road, seemingly dropped accidentally by a traveller. It appears to be an intricately crafted elven work and has a cluster of golden acorns on each end.

THREATS ON THE ROAD

Encounters on the road

- 1 **The Roadblock**
A crude roadblock has been set up across the road, consisting of fallen branches and an old cart. As the party approach, a lone man steps out from behind it and demands they surrender all their weapons.
- 2 **The War Party**
A wounded, bloody Drow stumbles round the bend, two black-feathered arrows protruding from their shoulder. They beg for help, claiming there's a war party of goblins chasing them.
- 3 **The Falling Dwarf**
After a sudden cracking sound and a tumble of loose rocks from the cliff, a dwarf drops into the road in a shower of dust. They are unconscious, clutching a length of broken rope and a leather map case.
- 4 **The Wild Man**
A large stag suddenly bursts from the forest and dashes across the path into the opposite stand of trees. Moments later a trio of wolves and a fur-clad wild man follow, all four pausing in the middle of the road to stare at the party.
- 5 **The Hunting Roc**
A shadow falls across the road. High above, a huge Roc lazily scans the road for a meal. If the party manages to hide before it spots them, it soon moves on.
- 6 **The Knights**
The jingling of mail and bridles precedes the appearance of two finely-outfitted knights riding large, impressive steeds. They shout at the party, rudely, to clear off the road while they pass and they brandish weapons in a manner clearly intended to be threatening.
- 7 **The Goats**
A chorus of bleating and bells announces the arrival, at panicked speed, of a large herd of goats and their panting shepherd boy. He waves with cheerful hysteria as he sprints past, pointing over his shoulder. Behind the herd, crashing through the trees, an owlbear bursts from the undergrowth and snatches a straggling goat.
- 8 **The Miners**
A party of dwarven miners march along the road wielding picks and hammers. They are excited and talk animatedly, but when they reach the party switch into a more aggressive stance. As they talk to the characters they claim to be headed to an ages old battle and it becomes apparent they think the year is 300 years earlier.

Wandering monsters

Extracts from Ben Waxin's *Book o' the Hills* detailing threatening monsters that may be encountered in this area.

- 1 **Daymoon Wolves** here be rather common and oft roam about in packs of five or six, hunting on the road. They'll attack anything if it presents the prospect of a good meal.
- 2 It has been known for the odd lone **mountain troll** to wend his way down from a high cave and smash about on the road, smashing all who be on it.
- 3 A clan of **feral mountain goblins** is put up someplace in the hills and run raids on the road in big screaming bands.
- 4 Beautiful sight though they may be, if you spot a pair of **giant eagles**, they probably spotted you long since and are about to swoop. Too late to take cover.
- 5 Many **wild wonkey-boar** do live in the forests and are a tasty meal if you can catch one. Unluckily, the angry little blighters scurry about in packs of 3 or 4 and will tear through your ankles with their nasty tusks.
- 6 The hornets in these hills are the biggest I ever saw anywhere – **pinchstripe hornets** – and they have a sting like a belt-punch.
- 7 There be frequently rumours of a **wyvern** hunting in the hills, although I never did see it myself. Some tell me it is a beautiful creature and that it snatched their animal companions when they had their eyes elsewhere.
- 8 Bears are sometimes seen as adorable and fun to have a watch of. I do view them this way myself and if I'm enjoying a snack by the road it is a fine sight to watch some youngling **Barney's Brown bears** frolicking a distance away. But beware, these things are in actual fact bloodthirsty killers that will rip a person's guts open.
- 9 The **sabred-toothed lion** is a majestic creature of the hills, even though they appears raggedy as a king who has been dragged backwards through a bush. Avoid at all costs as these lone travellers are skilled hunters and fighters.
- 10 **Bugbears** are a real bugbear for the traveller in these parts. Many persons have been ambushed by small groups of these annoying bullies who hide among the trees and wait for a suitable victim to pass.
- 11 A mob of **barbarian bandits** prowls the road and has fought and robbed many a road-mate of mine. My knowledge is that there is between five and eight of them and they do never agree to negotiate.
- 12 This old mountain road runs part of the same route as an old path of the giants. There are times of the year when you get a **hill giant** or two walking here, heading off to some happening or other. They are usually at their most aggressive.