The game begins in Kalashitar, in Ruwkwa's business. Chieftan Okwonkwo meets the party, requesting that they deliver his letter to the King's Palace. Would the journey take more than a day?

(50/50) No, and...

...it is merely a few hours there. Sharadrim is a small kingdom, after all. There will be only 3 random encounters on the way.

The party asks the Chieftan if he's heard any news of the road they're taking. Does he know?

(Likely) Yes, and...

...he's been keeping up to date due to the recent incidents. What is the road's current state?

Calmly / Clean

No zombies have been about the main road yet, and weather is looking fair.

Before the party goes, the sorceror wants to double-check with another source to ensure the road's safety. Do they know of someone they can talk to about that?

(Likely) Yes

They go to meet him. Is he busy?

(50/50) Yes, and...

... he's pissed at Ruwkwa since she owes him money, and so refuses to talk to them.

With trying to get the merchant's help proving to be an avenue not worth going down, the team decides to head off. The team in its entirety is too heavy for Tol's camel, so Tol gets to sit down in the wagon (since he has to steer the wagon) while everyone else goes on foot.

What is the first encounter?

Move away from goal

Power

The trail goes alongside a mountain range. After some time, they find that much of the trail has been blocked by a landslide. They could try climbing it, however difficult and unsturdy the rocks look, but with that wagon there's no chance of that happening. They must take a detour. Will the detour give more than one additional encounter?

(50/50) Yes, and...

... it will add a day to their journey. 1d4 + 3 encounters will be added.

5 = $2_{[d4]}+3$

Can they stop at a city along the way?

(50/50) Yes

What is their next encounter?

NPC positive

Friendship

Backing up and heading along a different route, they soon find someone with their leg trapped underneath a fallen dead tree. Who are they?

Sympathetic scholar

They appear to be an elf, but dark-skinned and wearing the robes of a Sharadrim scholar. The team goes to help him. Is lifting the tree a feasible task for them?

(50/50) Yes

It's a normal athletics check, requiring at least 15. Ruwkwa will attempt it; the other three will assist.

Success! The half-parched scholar is able to wriggle out from under there. Xokwana heals his injuries, and gives him her water. They then ask what he's doing out here. Is he willing to say?

(Likely) Yes

Why was his leg under the tree?

Imprison / Fears

He says that he was travelling by himself, when what he feared the most, a bandit attack, happened. They stole his stuff, then chopped the tree so that it fell on his leg just so he wouldn't run for help. He gives them a good description of his attackers; they were goblins. Xokwana tries to discern if he's lying; is he?

(Unlikely) No, and...

... he has proof that he's not lying: a goblin knife carelessly left behind.

Xokwana makes an insight check of 12, and decides that he's trustworthy. They ask where he last saw the goblins go. Does he know?

(Very Likely) Yes, but...

... he only knows that they went on the road; he couldn't tell if they were going east or west. Tol tries to look for tracks.

Do any exist?

(Likely) Yes

Everyone else helps him look. Perception check of 15 to find them.

Failure. They can't make heads or tails of the trail. They ask if he's going the same way as them. Is he?

(50/50) Yes

Sticking together, they warily move forward.

Everyone gets 50 xp for this encounter

What is their next encounter?

NPC negative

Weather

Along the way, a steady wind picks up, carrying a small cloud of dirt and sand into their faces. The elf cries out and covers his face; his eyes are particularly sensitive, and his face protection had been stolen. Xokwana uses her suncloak to shield his face, holding him by her side to help lead him onward.

Next encounter?

NPC negative

Trials

A trial for them to overcome lays in their path, or in other words, a battle is ahead.

One Goblin Skullcleaver (150 xp) and 10 Cutters (25 xp each) (400 xp total) lie in hiding in a bridge, eager to rob more travellers just a day after the elf. They wait until the party is in the center, then two groups on each end jump out of hiding, instantly flanking them. The elf quickly recognizes them and announces that to the party. The Skullcleaver demands they give up all their possessions and he'll think about letting them live, the party tries to intimidate him with a fearsome display (Tol poorly joining in).

Raska makes an intimidate check, everyone else assists. They must beat each gobbo's Will to scare them, and beat it by more than 6 to get them to run away.

All are scared, and choose fight instead of flight.

Raska moves forward, uses Burning Spray on the east flank. One cutter is killed, and the leader takes 11 damage.

Ruwkwa charges, throwing a javelin at the leader for 7 damage and marking him.

The leader shifts toward Ruwkwa and misses her with his axe.

The east cutters attack Raska, and all hit; the first to hit dies from the effect of Burning Spray.

Raska is bloodied.

The west goblins charge, three attack Xokwana, only one hitting for 4 damage, and the other two jump into Tol's wagon.

Xokwana uses divine fortune, then breathes fire on 2 cutters, killing one and missing the other. She swings her scythe at the survivor, misses, spends an action point to swing again, misses.

The elf uses total defense

Tol uses Drunken Monkey, missing its attack, then uses its move to escape from the wagon and flank one of the cutters with the cleric, being targetted by three opportunity attacks and being hit by two for 8 damage total.

Raska unleashes Lightning Breath, missing the cutters but doing heavy damage to the SkullCleaver, bloodying him. Then she spends an action point to use Second Wind, healing herself to 15, then shifting back towards the wagon.

Ruwkwa uses Takedown Attack on the leader, adding to the damage with Furious Assault, killing him. She then shifts to the front of the east line.

Do the goblins run after seeing their leader get killed?

(Very Likely) Yes, and...

...one trips and gets left behind.

Xokwana heals Raska and Tol, then they consider tossing the bodies down the chasm. Is it too deep to see what's down there?

(Unlikely) No, but...

...there's so many crags that they can't be too sure what's down there. Xokwana makes a DC 15 history check to determine what could be down this chasm.

Fail. She knows the chasm is called the Great Crack, but hasn't read much further into it. They shout, asking if anyone's down there. Does anyone respond?

(50/50) Yes, and...

... it's not pleasant. There are zombies down there.

Seeing the zombies emerge from there, to their horror, they haphazardly leave the bodies behind and head off.

Is a parcel gained from this encounter?

(50/50) Yes

Of course, before discovering the zombies, Ruwkwa searched the leader's body and found 180 gp.

Describe the town they arrive at.

Enthusiastically / Modern

The bustling commerce city of Zawastamankwo. Incredible architecture all around, and its many citizens are far happier than the ones in Kalashitar. Is there an encounter before they call it a night?

(Unlikely) No

Is this the Elf's destination?

(Somewhat Likely) Yes

Does he already have accomodations?

(50/50) Yes

The elf and the party part, with the elf offering his help to them in the future; they just have to meet him at the Bahamut monastery just north of the town.

Using the money she grabbed, Ruwkwa pays for a stable for the camel and a couple inn rooms. Is it more expensive here than 5 sp per stay?

(Likely) No, but...

... the meals are more expensive, at 4 sp instead of 2 sp. Ruwkwa pays for her own meal, refusing to spend more of her money on the others. In total, she spent 29 sp, leaving her with 177 gp and 1 sp. Everyone else simply has their rations. With that, everyone goes to bed, and the session is over.