

Down the Shining Coast



Travel down the coast

The glistening waters that give the Shining Coast its name also make sea voyages tremendously dangerous for any but the largest whaling vessels. While some great galleons have braved the coast, most know its heavy surge and rocky headlands are sure to turn dreams into driftwood.

Thus important journeys, especially short ones are made on foot, cart, or horse along the coast's edge. West of the Warlord's Gulch, a string of hamlets populate the Shining Coast. Runners, coachmen, and the occasional adventurer find themselves traveling its lapping shores, to deliver one parcel or another.



What burden do you bear?

What are you carrying, and why is it so important that it must arrive?

- ⊕ A missive. *Who is it for? What news do you bring?*
- ⊕ A prisoner. *What crime have they committed? What judgment will they receive?*
- ⊕ A rare item. *What is it? Why is it needed?*

What haunts your sleep?

Why must your delivery be made *now*? And with such haste?

- ⊕ Late departure. *What held you up? How is it still slowing you down?*
- ⊕ An urgent delivery. *Why must the delivery be made so quickly? Who did you promise you could deliver it on time?*
- ⊕ Unstable parcel. *What threatens the integrity of your parcel? What must you do to sustain it?*

What lies ahead?

The Shining Coast is riddled with dangers, even overland. What challenge do you know will greet you:

- ⊕ Unsavory attention. *What tribute have you brought to pay off the bandits? What else will they demand?*
- ⊕ Natural Disasters. *What terrible weather has just passed through? How has it blocked your way?*
- ⊕ Creatures of myth and legend. *What stirs in the night? What do the legends say will harm them?*

Note to GM

Populate the map with details as needed. Mark locations and time to travel between them. Hand it off to the players do the same. *Are there sufficient troubles ahead? If not, keep asking questions until they are!*