

# A one page adventure for the Savage World of Slaine



## It's a long way to Sráidbhaile Salach

### The Setup

The players are tasked with driving a herd of cattle to the village of Sráidbhaile Salach as a gift from their chieftain in exchange for the hand of the daughter of the other tribe's chieftain in marriage. They only have six days to deliver the cattle, any delay will be treated as an insult and may lead to war. GMs keep note of the time that has passed.

### Counting the cattle

The herd is to number one hundred head and must be collected by the characters before they set off. Collecting the cattle calls for a total of 5 successful Persuasion or Intimidation checks. One roll per character per day is allowed.

### Cattle Run

It will take four days to run the cattle to the target village unless something goes seriously wrong.

The first day goes as planned and everybody settles round the fire for some singing, tale telling, ale and tender bits of meat off the rack under the starlit sky. After settling in for the night they hopefully remember to post a guard. They are attacked in their sleep by a Shadowy Devourer flying in from the north.

Day two looks like it will be another bright and sunny day. About an hour after the run starts however they spot a giant approaching. It stops about a hundred yards from the herd and says:

-*"Twenty is to come with me. Another five my meal will be"*

If they give him at least 25 cattle, he leaves with it and is never seen again. Unless they can outwit him somehow he comes within 50 yards and says:

-*"Fifty now the price is found, or your bones will wither round"*

If he still is not provided with cattle, or is talked out of it, he attacks. He should be able to kill the whole party without problems. He needs to be outwitted or beaten in a contest (of which he is very fond) somehow. (Think of Finn MacCool and the giant Cuhullin.)

Day three is eventless but the bad weather gives them a -1 modifier to any skills that they attempt during that day.

Day four sees the coming of a band of raiders. They are extras numbering 3 times that of the players fight them and the rest steal cattle. Each round after the first 2 cattle are taken and led away by the raiders. Taking these back takes an extra day and another fight with the same number of extras. Set their stats about average.

### Delivery

When they arrive in Sráidbhaile Salach they are received by a wary group of warriors. A charisma roll by the group's leader (use his/her modifier) determines their response. This may be modified as usual by poetry, bards or whatever. Anyway the cattle is taken and merged with the rest of the villagers cattle.

### Aftermath

If the cattle was delivered in time and all the cattle is there, the chieftain is pleased and a great feast is prepared for the evening. The chieftain of Sráidbhaile Salach drinks to the heroes health and so powerful is his toast that those that return the toast may add one to their toughness for an entire week. They are also tasked with escorting the maiden back home.

If the delivery is one day late or if they have lost no more 25 cattle (not both) they are received with politeness and hospitality but no more than is required by tradition. They are also tasked with escorting the maiden back home.

If they come two to three days late or have lost between 25 and 50 cattle or if they are both 1 day late and have lost up to one quarter of the cattle. Their village is accused of cheating the Sráidbhaile Salach village and the bride is kept until they have compensated the loss. This will of course not be taken lightly by their own chief and they will be considered dishonored until they have supplemented the cattle themselves or paid a tribute of 10 cattle per day they are late to the chieftain of Sráidbhaile Salach.

If they are more than three days late or lost more than half the cattle they needn't come at all. The chieftain of Sráidbhaile Salach will be furious and will declare war on the character's tribe. Consider the players outcasts (as major hindrance) until they have redeemed themselves by completing a geas directed by their village druid. If the druid is a PC the geas needs to have the GM's approval.