

Crestyl Run

An Introductory Wyldrivr Adventure!

By: Ava and Bee



Racing Crestyl – art by crowva

Adventure Blurb!

For Game Masters interested in running Crestyl Run as it's own oneshot game disconnected from a full campaign, we recommend giving this short blurb to your players. This way your players can create one-off characters accordingly, and add attributes that would be of use if they want to, or purposely go off the beaten path for a “fish out of water” story. The World of Wyldrivr is based on communication, and as a GM opening that floor with an adventure blurb is a good way to get your players into the adventure! The following is a blurb to give to your travelers if you run the adventure as written

For this adventure, you will be playing as a group of travelers. As you near a major city of the arts, you encounter a small ranch of bird-like mountable creatures that you will need to round back up when they break loose. There is no major antagonist but the major challenge will be finding ways to rescue these birds once they get into chaotic trouble after their breakout.

What is a Crestyl?

A creature that resides in Wyldrvir, the Crestyl is an agile riding bird that appears all over the world. They have a wide range of emotions and personalities, but most are docile towards their riders and companions, and are competitive against other Crestyl making them prime candidates for racing animals.

We Find Our Travelers...

You can connect this story to a campaign you are running, having this be a stopping point on the way to the capital of Oaa, or you could just as easily begin on the road to Oaa. Regardless, this adventure assumes your travelers have been journeying together for some time before they reach the ranch. Allow the travelers time on the road to roleplay some scenes and develop some camaraderie, especially if this is their first adventure together. Once you deem they need the story to be pushed forward, you can guide them to the ranch. They would arrive about mid-afternoon.

“As You and Your friends arrive near the capital of Oaa, you come across a small hut in the barren land. It seems like someone lives here at a glance, however, the alarming amount of shrill squawks coming from all around the nearby area is a far more alarming presence.”

The travelers can take this moment to try and investigate this situation. Attributes that would lead to this kind of roll could be used here such as but not limited to, *inquisitive, curious, a sharp eye, etc.*

We suggest a DC of about 10 to see what is going on around them, especially because this is such a loud, obvious and wild scene. Those who see it, notice that, as they pass by, a small flock of Crestyls run past them. You can improvise the specifics of this encounter yourself for comedies sake or you can use this line of text:

“Suddenly the loud squawks get louder and louder, and closer as a small flock of creatures with 2 legs, avian features and a crest of gems around the top of their heads run by. Most all of you would know them as Crestyls, some of the fastest creatures you can ride on in Wyldrvir.”

As the Crestyls scatter, the travelers encounter a person trying in vain to chase after the crestyls. They are a Stone Eidolon rancher (She/Her) named Quartz. She would stop at the traveler's intrusion and inform them that the Crestyls are hers, and this small ranch is her livelihood. Quartz raises crestyls from eggs and enters them in races, as well as letting other people adopt crestyls from her ranch. Those specific crestyls were going to be in the big *Canyon Dash* event, a race held every six months in the canyons nearby Oaa, and she needs the travelers' help to round them up or else she may have to cancel the event.

Roleplaying Quartz:

Quartz is excitable and jumpy. She is deeply passionate about her job and the crestyls she raises. Quick to make snappy remarks as well, Quartz will be sassy, but also cares more about the well-being of her birds and ensuring that they will be brought back to the ranch safely. She is willing to provide dinner and a night's lodging for them... as well as a special thank you that she won't spill, yet.

Quartz gives you a small map of the local cliffsides. While most of the land here is barren the only concern she has is that of a **Burrow Wurm**, a large creature she fears could eat her precious birds. She gives the travelers enough water to stay hydrated, and some packs of the crestyl's favorite treats. She will wait in the ranch in case any of the birds return, or if the travelers need more help, but leaves the wrangling up to them, should they agree.

The Round-Up

When it comes to rounding up the crestyls, various attributes can be used to track down the missing birds. Feel free to let your travelers get creative with the types of attributes and skills they use to assist in finding and rounding up the crestyls. Starting off the hunt, investigation attributes can help find things like tracks or tossed off bridles. These can give your travelers some leads as to where they went. We can offer a few prompts for some crestyls but you have a full canyon to work with! Feel free to tweak, improvise, and edit to your heart's content to personalize the adventure!

Possible Crestyl locations

- A group of artists was painting on the canyonside in honor of Syr Corentin when one of the crestyls ran through all their paints. They will help you bring the crestyl back since they just want to get back to their art.
- One is running at top speed in one of the valleys. The travelers would have to try and think of a way to lead it into a trap of some kind. (Quartz would have some rope and other needed material if the travelers needs it)
- One has already made it into the city and is causing a big scene. People in town can give directions to where it went as it leaves trash and other things thrown about in its wake. You would be able to corner it in the city streets.
- The crestyl in question managed to get one of its feet caught in a small rockfall. Breaking the rocks will be able to free the crestyl.

- 2 crestyls that Quartz would comment have always been competitive, are racing one another around the ranch. Due to being in a race, they may try harder to skirt being caught.
- Quartz was not far off about her concerns. A burrow worm has appeared out of one of the cliff sides and is trying to catch up to a crestyl for a snack. The Burrow Worm is a dangerous creature when provoked due to its large size. However, it is slow and staying in direct sunlight or keeping light directly on it causes it to slow down, leaving you an opening to rescue the crestyl.

When the crestyls are found, if one is hostile it may try to kick or peck at the travelers which would require rolls to dodge, or innate flight ability to avoid. Offering the snacks and water from Quartz should usually be enough with a decent roll (15 onward) to calm them down and have them be willing to be saddled up again and brought back to Quartz.

Upon rescue of the whole group, Quartz gives the travelers a place to stay for the night, and food, as well as a small orange gem she has lying around. She heard in town it goes for a pretty penny, but she never needed it before and figured travelers may need the funds more than she does. (The Gem goes for about 50 cogs for a general shopkeep, and 100 cogs for someone interested in magic who would find a more practical use for the gem)

If a member of the travelers RP's out a bond of any kind with one of the crestyls, Quartz may take notice and offer to let the travelers member adopt the crestyl.

Regardless, as the food is served for them Quartz explains the extra part of her reward. For their trouble, Quartz managed to, while the travelers were away, add some last-minute entries into the Canyon Dash. She tells them to get a good night's sleep because they will be racing tomorrow. If asked she would explain she has a good relationship with the Canyon Dash team since she is the one who often provides training, and the crestyls themselves. If you are using the Travelers' Guild as part of your story, Quartz would also give them a badge for helping her out at the crestyl ranch.



A colorful Crestyl Flock – art by crowva

The Canyon Dash

What a coincidence. At least The exact number of crestyls that got loose matched the travelers one for one. This has to do with a later reward of Quartz' (a chance at racing in the Canyon Dash themselves), but if you feel this bit of whimsy is a bit much. You could add a younger baby crestyl who puts up less of a challenge but is in the number to not feel like it matches up *perfectly*.

The day of the big race is finally here! You can roleplay out any preparations the travelers are making, including choosing which of the crestyl they want to ride, or picking colors for their racing headbands. Regardless, when they ride onto the racing grounds the Canyon Dash begins.

To run the canyon dash, run any "npc racers" until there is an even number. Have each person taking part roll a d20. (adding any animal prevalent attributes they may have). These determine placements in the race. The highest number being in 1st and down the line. You may roll these a few different times to see if anyone "gains" or "falls back" inserting scenery between each roll like: "As the race continues you find yourselves on top the plateaus you once raced alongside, the more rugged path seems to be a bit daunting to your crestyl, but quickly it gains its balance and runs ahead." Or "As you get near the finish line, you can hear the cheers of people watching as you get close. It seems to spur your mount on".

Some People Get All The Luck:

The NPC racers are there to even out the race. While they may get close and cause some tension to the travelers, ideally you can work out a way to make sure the travelers have the best chance of winning the top 3 places.

After The Race

When the race concludes, 2nd and 3rd place get gold and silver pins shaped like a crestyl's head. 1st place gets one made of white crystal. All contenders, however, get pins made of metal. Probably the same metal used to make cogs. While less flashy they are mementos of being at the crestyl race and can act as a fee-less entry for classes on crestyl riding with Quartz. It's at this point Quartz will see them off into Oaa. You can end the adventure here, leaving them wondering what could await them in the city, or beforehand you can give them some time to spend at the ranch if they wanted to do anything else.

Bonus Information

NPC RACER CONCEPTS

While you can easily make up NPC racers here are a few sets of names to get you started

Auburn a Human (She/her pronouns)

Arid a Sky Eidolon (They/Them pronouns)

SP33D A Created (They/Them pronouns)

CRESTYL NAMES

Quartz gives affectionate nicknames to her birds, and here are a few you could use on the fly

- Lucky, - Ruby - Peri - Ace - Saph - Grindstone - Rush - Colt, etc

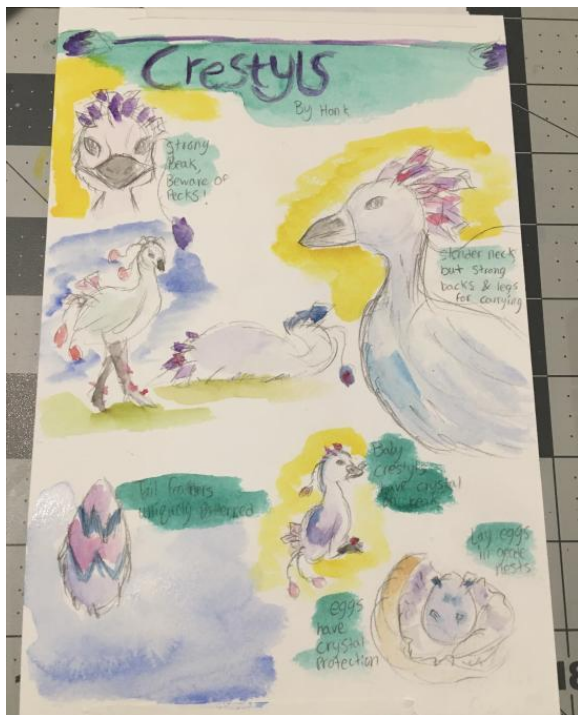
Burrow Worms

Besides the crestyl, this adventure created the Burrow Worm. Common in Oaa and Shardelia Burrow Worms are comically large giant worms (as all great fiction has to have), with the unique weakness of slowing down when exposed to direct light. Under the ground, a Burrow Worm moves at speeds rivaling a crestyl. The worm's carapace is also hard as a rock but softens under direct sunlight. When exposed, the worm will try and get back into the darkness as fast as possible and stray away from whatever it was doing to get as deep under the earth as it can.

The Burrow Worm is big enough to be ridden by an average-sized group of travelers. While most come in black and grey colors, some can look clay red or even purple in some odd cases.

Adopting A Crestyl

If, in the story, one of the characters is clearly enamored by a crestyl or even grows an attachment to one, Quartz may offer to let them adopt the crestyl. Assuming this is run in isolation, this may not be a big deal, but in a full campaign, the crestyl can stay with the traveler. Awarding them the "Crestyl Rider" attribute at a D4. They can use this attribute to reach terrain they normally wouldn't be able to, or move faster in general, thanks to the crestyl. Besides that, more than an RP mount.



the crestyl is little Art by Livia.B.Art