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Introduction

Welcome to Happy Jacks RPG Podcasts' first 2 Sides: 1 Epic Contest Collection!

In April of 2012, we began formulating a one-page adventure writing contest with the ultimate goal being to create a collection of adventures that game masters could use as a resource for their own games. Additionally, we felt it would be interesting to get a glimpse into essentially other game masters' game notes.

Most game masters work in a sort of vacuum, since we rarely discuss how we organize our adventure notes, let alone allow other people to peruse them. One of the purposes of this contest was to create a collection of brief adventures in the hopes that all of use might discover ways to improve our own adventure writing and game notes organization.

We received 48 entries by judging time. We had six judges, and each judge was handed a small stack of randomly sorted adventures to evaluate on the following criteria:

Creativity - How did the submission stand as a creative work. Was it inventive? Original? Completely out of left field?

Exemplification of Tags - The submission guidelines listed a number of genre and flavor tags. These included: Science Fiction, Modern, Historical, Alt. History, Pulp, Gritty, Horror, Intrigue, Comedy, Other and Aaaaazing! How did the submission exemplify the common tropes of the tags listed? Did it present them in a traditional, straightforward way, did it put an unusual twist on them?

Presentation and Organization - While we didn't judge adventures purely on layout and design (and there are some that are laid out beautifully), we did judge them on whether the information was presented in a logical, easy-to-comprehend way. The question we asked ourselves was, "could we run this adventure after one reading?"

Once four out of the six judges had read and evaluated a stack of adventures, it was considered complete. We then ordered the adventures by score. We had eleven prizes to give away (from decks of cards and sets of dice to a couple of game books), so we designated the top eleven adventures.

The winners were:

First Place: R.R. Seidel and D.J. Semsick for "The Verb of the Adjective Noun."

Second Place: Lindsay C. Jackson for "The Santa Clause."

Third Place: Christopher Stone-Bush for "Lend a Hand."

Honorable Mention:

Eric Emrys Carl for "Doctor Jack, Vampire Hunter."

Jimbo Hawkins for "God Save the Queen."

Eric Wendlandt for "Torn Souls."

Larry Bierworth and Patrick Riegert for "Words Remain Below."

Juliet Youngren for "Something Up Their Slliv."

Muntjack for "Blood is Thinner Than Water"

Mike "SirGuido" Richards for "Three Kami Saki."

Sebastien Allard for "Lightning Ride."

Clearly, there is an enormous amount of subjectivity that goes into judging works like these. You may very well read an adventure in here that wasn't mentioned above and ask yourself, "why didn't this one win?" And it's a valid question. Many of us had "favorites" that we read, but others didn't see the same potential in them, so they didn't make it into the top eleven.

We hope you enjoy this collection of adventures, and we hope you find this to be a valuable resource for your gaming. We had a blast doing it and can't wait to do it again.

Submission Guidelines

For reference, we have included the contest rules and guidelines as they were published on Happyjacks.org:

By submitting an entry, you agree to and will comply with all of the guidelines, statements and conditions listed below (**these guidelines are subject to change or revision without notice**):

- Each submission must fit on both sides of a single 8.5" x 11" (US letter-size) sheet of paper with at least .5" margins all around.
- Body text size of all submissions must be at least 10 pt.
- All submissions must be submitted in the following formats: image file (.png, .gif, .jpg), Open Office Text document or PDF.
 - If Open Office Text files are submitted, they must use standard, ordinary fonts, or they may appear differently when published.
- Submissions must be system-agnostic. Do not reference any specific rules, stats, combat mechanics, etc. Descriptors should be used to allow GMs to design appropriate combat encounters, determine necessary skill checks, etc. (see Difficulty Ratings, below).
- Submissions must NOT include any copyrighted text, artwork or other intellectual property.
- All submissions must clearly state that they are released under Creative Commons Attribution-NonCommercial-NoDerivs 3.0 License - or a more permissive license.
- All submissions must, at the top or outside edge of the first page, state the TITLE of the adventure, the AUTHOR (either real name or moniker) and at least one GENRE/FLAVOR tag, which describes the adventure.
 - The GENRE/FLAVOR tags are:
 - Fantasy, Science Fiction, Modern, Historical, Alt History, Pulp, Gritty, Horror, Intrigue, Comedy, Other, Amaaaaaazing!
- By sending in a submission, the submitter agrees and acknowledges that the submission will be collected into a compilation by Happy Jacks RPG Podcast. A pdf version will be made available for free, and a physical, dead tree version may be made available for cost.

Legalese

- All guidelines are subject to change without notice.
- All submitters warrant that all content submitted, including, but not limited to, text, characters, artwork and any other IP, are of their own creation and are not subject to the copyright of any third party.
- While we intend to include every entry in the compilation, we reserve the right to omit and/or deny any entry without cause or notification.
- All decision of the judges are final.

Difficulty Ratings

Because Happy Jacks RPG Podcast's 2 Sides: 1 Epic Contest submission were to be system agnostic, we developed a simple difficulty rating system for those adventures that required combats and other tasks to have a certain level of difficulty.

There ratings are:

Routine: success is all but guaranteed. For combats, this is an insignificant event. Almost no chance of party injury or death.

Easy: success is likely. For combats, the party outclasses the enemy, and there is a very good chance of success and some chance of injury.

Moderate: success is 50/50. For combats, this is an even fight. The chance of success or defeat is about even. Chance of injury is good.

Difficult: success is unlikely. For combats, the party is outclassed by the enemy and there is a good chance of defeat. Injury and death are likely.

Impossible: success is very unlikely. For combats, the party is overwhelmed by the enemy. Injury and death are inevitable. A TPK is likely.

About Happy Jacks RPG Podcast

Started in July of 2009, Happy Jacks RPG Podcast is a weekly roundtable about the table-top role-playing hobby. We discuss RPG-specific topics and read and answer listener-emailed questions and comments.

Happy Jacks can be found at www.happyjacks.org and on iTunes.

Cover Illustration and Design: Greg "Stork" Wilson

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Tiger 332

HISTORICAL, MODERN, GRITTY

By William Huggins

The Setup

It's the early morning hours of April, 25 1945, the day after the last failed German counter attack of WWII. The characters are the Wehrmacht tank crew of Tiger 332 and are just outside of Berlin. A last minute mechanical failure kept them out of the previous day's fighting, and made them their unit's only survivors. The Third Reich is in its death throws. With no one from their command structure to back up their story, the Germans will probably shoot them for cowardice. Capture by the Russians will not be much better. Their only hope is to make 100 kilometers to the West, cross the Elbe River, and surrender to the Americans. Along the way they will need to dodge the Red Army, SS fanatics, and allied air cover.

Cast of Characters

Unterfeldwebel Otto Köhler -tank commander from Königsberg. Otto is an experienced combat veteran and is well liked by his crew. He is haunted by the loss of his family who were killed by Russian soldiers when the Red Army entered East Prussia.

Obergefreiter Bernhard Schneider -radio operator from Munich. Bernhard was wounded in action during the Battle of Stalingrad and was on one of the last airlifts evacuating wounded soldiers before the city was retaken by the Russians. The rest of his old crew died in the battle and now Bernhard suffers from survivor's guilt.

Gefreiter Christoph Becker -gunner from Berlin. Christoph joined the Wehrmacht in an attempt to regain the family's honor after his father was arrested for publishing subversive material. His mother, older sister, and younger brother are still in Berlin.

Gefreiter Freidrich Kellar –driver from Potsdam. Freidrich wanted to go to the seminary and become a priest, but was drafted. He has spent the entire war struggling to be both a good soldier and a good man.

Soldat Gunter Lustig –loader from Berlin. Theoretically Gunter is too young to be in the Wehrmacht much less the Panzer corps. In fact, until he was pressed into service a few weeks ago he was only in the Hitler Youth. Since everything is in short supply he still wears his Hitler Youth uniform, except for a Wehrmacht coat which is a little too big.

Breakout

On April 25th the First Belarussian front links up with the First Ukrainian front to encircle Berlin. The crew of Tiger 332 must slip past these two armies before the noose tightens around Berlin. Assuming the crew starts moving right away they should be able to slip by the bulk of the Russian forces before daylight. But, as dawn breaks Tiger 332 is spotted by a Soviet T-34 Tank. This should be a **moderate combat encounter**.

On the Road

The Tiger I Tank had a theoretical top speed of 45 kilometers per hour, under ideal conditions, so 100 kilometers may not seem like very far to travel. However running the engine at that speed for any prolonged period will invite mechanical trouble and at this stage even the best roads are not going to qualify for "ideal conditions." The crew certainly will not be able to travel in a straight line. They will need to dodge hostile forces, both foreign and their own countrymen, and avoid being spotted by aircraft. Lastly, the crew may be forced, or choose to abandon the tank.

Tiger 332

HISTORICAL, MODERN, GRITTY

By William Huggins

Out of Gas

About half way through their journey the tank runs out of gas. The crew must search the countryside for abandoned or destroyed vehicles they can scavenge fuel from. The Tiger I ran on ordinary petrol, so this by no means an insurmountable obstacle. Treat this as a **moderate skill challenge**.

Aaaaa! Werewolves of Berlin

Prior to initiating this encounter have the PCs make a **difficult skill challenge**. If they succeed then the encounter will begin at some distance. If they fail the encounter begins with the SS troops right on top of tank where their Panzerfaust anti-tank weapon will be a serious threat.

Approximately midway between running out of petrol and reaching the Elbe River the crew will come across a group of Werewolves, the name for SS fanatics who have gone underground and are determined to fight to the last. In all likelihood they will view the PCs as cowards and traitors. They will attack the PCs, unless the crew can talk their way past the SS troops. Treat this as a **difficult social encounter**. If the PCs fail the werewolves will attack. Treat this as an **easy (difficult if the PCs have abandoned their tank) combat encounter**.

Crossing The Elbe and Surrender

At last the crew reaches the Elbe. They won't be able to find a bridge they can drive across, so they will need to abandon the Tiger and search for, or construct a small boat. After crossing they will be able to find an American unit to surrender to without much trouble. They can now wait out the remaining days of the war in relative comfort in the

custody of American forces. Treat this as a **roleplaying encounter**.

Potential Twists

The crew comes across a pair of wounded Russians.

A German family attracts the crews attention. An explosion has caused a tree to pin their son. They want the PCs to use the tank to lift the tree and free their son.

A British pilot bails out of his disabled aircraft and lands near the PCs

The PCs find a group of Russians deserters, marauding their way across the countryside.

The PCs stumble into a minefield.

Final Thoughts

Some of you may be asking how anyone could possibly play a Nazi character. I wrote this scenario because the Nazis are often depicted as cartoon villains who exist in a vacuum just to be punched in the face, or the opposite extreme is taken. They are depicted as the personification of evil. While punching Nazis in the face is fun, and they certainly are evil, that isn't the whole story. The Nazis are rarely depicted as human, and the most terrifying thing about the Nazis is that most of them were human.

Liberties were taken with historical accuracy for the sake of the story. In particular while members of the Hitler Youth were pressed into service in the army. It is unlikely any of them would have been put in a position that required any degree of skill and training such as a tank crew.

The Lamp

By JimTo

Horror

Setup

Jessie, a friend of the PCs, has recently been left a furnished house by her Aunt Beth. Unbeknownst to Jessie, Beth was a witch. While Beth was researching some occult matters, she accidentally caught the attention of the evil spirit Asakku. After months of failure due to Beth's defenses, Asakku managed to tear a hole between dimensions and enter the mortal realm. However, the trip and battle to get here has severely weakened it. He needed Beth's soul to replenish his power, but Beth thwarted him at the last moment, transferring her soul to her favorite item from her childhood, the lava lamp currently located in her - now Jessie's - living room. Jessie, knowing none of this, moves in and decides to throw a little get together for her closest friends (the PCs) to celebrate her windfall. During the celebration, the lava lamp is broken, Beth's soul is released and immediately consumed by Asakku. Chaos and horror follows.

Cast of Characters

Aunt Beth – Witch. Her research went wrong and she was being stalked by the demon Asakku. Knowing she was done for, she confined her soul to her lava lamp.

Asakku – Became aware of Beth by her research and wanted her soul. It spent months trying to break into the mortal plain, finally did so and killed Beth, but was thwarted in getting her soul. Now lives in Beth's house in a weakened state, patiently waiting for a soul to power it.

Susan – Witch and Beth's best friend. She was trying to help Beth with her Asakku problem.

Jessie – Beth's niece. Friend of the PCs. New homeowner and destined for death.

Story Needs and Suggestions

- Jessie MUST die a horrible death. Feel free to modify it to your group's sensibilities.
- The PCs will be haunted.
- As envisioned, this is a medium difficulty scenario.

Plot Events:

The Celebration

Get the PCs together at the house for the celebration. The PCs need not be friends with each other, but all should be friends with Jessie.

The House

Beth was a child of the 70s and her house reflects her taste. Beads hang down from doorways, the kitchen has an avocado colored stove and refrigerator, shag carpeting, and wood paneling covers the living room walls. There are many pictures of Beth and another lady still on the walls. Jessie will say that is Beth's best friend, Susan. Also of note in the living room is an old lava lamp on an end table. At this point Jessie will say in the will her Aunt Beth labeled the lava lamp as her "prized possession" and "to take care of it at all costs". Jessie will also comment her Aunt was always a bit odd, always taking about spirits and power totems.

The group should tour the house, specifically noticing Jessie is in the middle of assembling a new bookshelf in the living room. There are a few tools laying around, hammer, screwdriver, etc. They enjoy a meal in the kitchen, Jessie mentioning how "far out" and "trippy" the house decor is. After they eat, they should retire to the living room for a drink and some good conversation.

Once they reach the living room, the lava lamp needs to break as soon as they are all there. It's suggested to have Jessie or a PC trip over the bookshelf. Get there however you like, but as soon as it breaks, the PCs will hear a door upstairs slam shut VERY loudly. There will be a brief pause and then they will hear a blood curdling scream from upstairs too.

At this point Jessie will pick up the screwdriver off the floor, look at the PCs with unseeing eyes, and jab the screwdriver into her ear as hard as she can, burying it up to the hilt, then pulling it back a few inches and rotating the handle it in a circle with a few inch circumference. Then, bleeding and screaming, she will fall over and be dead by the time she hits the floor, her scream stopped by the time her body thumps on the shag carpeting.

If the characters investigate upstairs, they will find the door to Beth's old room has been slammed so hard the wooden door jamb has splintered.

A few minutes after Jessie dies, all the pictures of Beth and Susan in the living room will fall off the wall. Each one has "help" scratched in the glass over Susan's form.

An address book will give Susan's home address and phone number. Susan will not discuss anything on the phone, she will insist they meet.

What Susan Knows

Beth and Susan are witches. Beth was investigating Asakku, a demon who feeds on souls, but stopped a few months ago when the demon took notice. Since that moment, Asakku has been trying to infiltrate the mortal realm to take Beth's soul. Beth enlisted Susan to help find a way to stop Asakku from breaking the barrier, or, failing that, a way send it back. If informed of the lava lamp, Susan will say Beth must have stored her soul there before death. Breaking the lamp freed her soul and Asakku consumed it. Asakku, now powered off Beth's soul, is a danger to this realm. He used that power to make Jessie kill herself and take her soul as well. He is also aware of the PC's souls and will hunger for them. Relentless, ageless, and patient, the only way Asakku will ever leave them be is if he is forcefully removed from this realm. This will also free Beth and Jessie's souls so they can find peace. Susan's research has led her to believe the only way to remove Asakku is to perform the Banish ritual found in *Libri of Amotio*.

Libri of Amotio

Libri of Amotio, an old, Latin text, contains the Banish spell the players need. This should not be easy to obtain I.E. it could be at the university under care of a professor who has no desire to let the PCs have it. Unless a PC reads Latin it will take 12 hours skimming to find the spell. It will take another 12 hours to understand the ritual enough to perform it. Once they understand the setup of the spell, anyone can read the spell itself. At that point, understanding what the words are doesn't matter, just reading them has power.

Hauntings

How you do this depends on your PCs. This adventure might happen over a week or just 48 hours. Any time they are alone, or even just in a different room is a good time for a haunting.

Any reflective surface is a good time to see Beth or Jessie suffering torment or a chance to get a glimpse of Asakku.

When a PC despairs, spaces out, or just stops paying direct attention to the task at hand, Asakku will try to convince them to hurt themselves or others. This can happen anywhere, but it should be harder for the PCs to resist in the house. Don't be overly drastic at first, it might be a simple a thing such as Asakku forcing them to jab the fork they are using to eat into their, or another PC's, arm.

The DJ on the radio, or a TV character, could begin talking directly to the PCs, "all hope is lost, you're gonna die" etc. Be creative, but don't lay it on too thick. Give your PCs a nudge and let their imaginations make it worse than anything you could ever come up with.

The Spell

The spell needs to take place where the souls were taken: Beth's house. The PCs will need a circle of sand big enough to enclose all of them, candles, a small bowl, and a silver knife. All PCs (and Susan if she is alive), need to slice their left palm with the silver knife and bleed a bit into the bowl that sits in the middle of them. If Susan is still alive, she will begin the spell, reading in Latin. If she is dead, a PC needs to do it. All they need to do is to finish reading the spell, which takes roughly two minutes.

Asakku's Defense

Asakku will not let himself be removed without a fight. Powered by two souls, he is strong enough to mount a solid defense. The wind will come up around the house, the windows will shatter inwards and the room will be battered by very strong cross winds. A candle blows over, but stays lit long enough to set the couch on fire. It should be a slow burn as the PCs need to remain in the circle until the spell is done. Sitting there and watching the couch slowly burn more and more should be played for dramatic tension. Books, chairs, etc. will be flying around. Characters who are hit should take damage. Anyone who is knocked unconscious is immediately possessed by Asakku. It awakens them, and will try to force them to commit suicide with whatever is handy: broken glass, silver knife, etc. Anyone who takes a substantial loss of health. enough to be woozy will lose their grip enough to be possessed and will attack whoever is reading the spell. If the spell is interrupted, they can pick up where they left off if it is within 30 seconds. More than that and they get to start over again.

Wrapping It Up

Whoever survives will be irrevocably changed. You don't just get over this. If they aren't catatonic, they should attend the funerals of the fallen. This is one last chance to mess with their heads. Did they just see a reflection of Asakku on the casket?

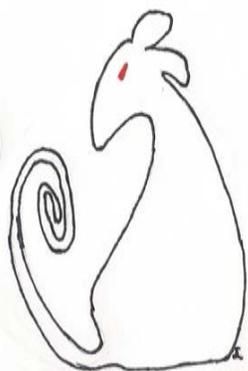
If there was a survivor(s) and the spell wasn't completed, they will continue to be haunted until the spell is completed. However, there should be a chance that *Libri of Amotio* didn't survive the fire. If so, any survivors are destined to be haunted until they are in the grave. Whether that's 5 days or 40 years from now is up to them.

If everyone dies, the house gets picked up cheap as a burned out husk, torn down, a new house is put on the old foundation. It goes back on the market after the police decide the few deaths during the new construction were just unfortunate accidents. Asakku occupies the house, waiting patiently for its next victim.

I Smell a Rat

by J. Jorba

Fantasy, Intrigue



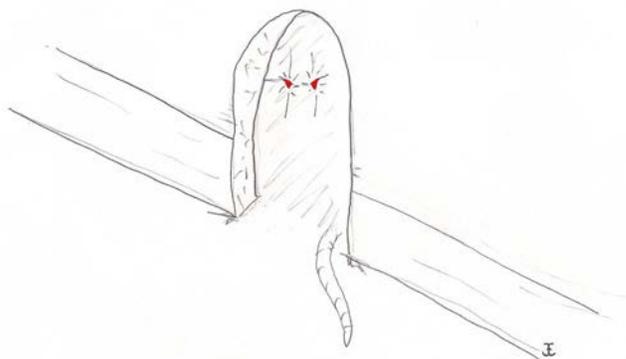
Synopsis: The PC's are brought to town, to find a set of rare statues for a wealthy patron. During the course of the investigation they will learn that the mistress of the local orphanage is a wererat, and has converted the children to lycanthropes as well, to serve her evil purpose.

The Hook: The PCs are approached by a wealthy patron to find a set of rare ivory statuettes, stolen from him. His household staff was attacked during the theft, and they describe the thieves as, rodents of unusual size, and intelligence, with an oddly human gait.



Cast of characters

- ⊙ Ephram Linnel: The wealthy patron. A wealthy antiquities dealer.
- ⊙ Lily Milgrane: Mistress of the Westridge orphanage. A very beautiful young woman. Always very sweet, and takes very good care of the children in her charge. Lily is a wererat.
- ⊙ Bertram: Oldest boy in the orphanage. This 14 year boy helps Lily wrangle the other orphans, and performs the more important jobs for her. He is a Wererat also.
- ⊙ Cpt. Zeke Ellis: Captain of the Westridge city watch. Hopelessly in love with Lily.



The Twists

- ⊙ Lily is drugging Cpt. Ellis with love potions, so he will not suspect her and her orphans.
- ⊙ Cpt. Ellis refuses to believe Lily and the orphans are behind the robberies.
- ⊙ Lily is a wererat, and has turned all the orphans into wererats as well.
- ⊙ Bertram is plotting to kill Cpt. Ellis, because he has a crush on Lily, and sees Cpt. Ellis as an obstacle to his amorous intentions.
- ⊙ Lily is searching the town for a magical artifact to call an army of rats, so that she can take over the town.
- ⊙ Unbeknownst to the PCs, the artifact lies within the ancient Temple of the Moon. The temple is located far below the town. Access to the temple can only be made by traversing the dangers of the deep sewers.

Plot Events

- ⊙ Dinner with the Captain of the watch: The PCs arrival in town, has sparked interest from the Captain of the Watch. He invites the PCs to dinner at his barracks to thank them for their assistance. He has been quite unable to track down the source of the robberies, and is grateful for their help. Lily is also attending the informal gathering. She is there to check out and evaluate the investigators, and to give the Captain his daily dose of love potion. Should the PC's see her dosing the Captain's drink (moderate skill task), she will simply say it is a tonic for his health, as she cares greatly for the Captain, and fears for his health. He has been running himself ragged in the past weeks chasing the thieves. The Captain knows of the "tonic", but is under the influence of the love potion, so he believes it is a "tonic".

Plot Events (con'd)

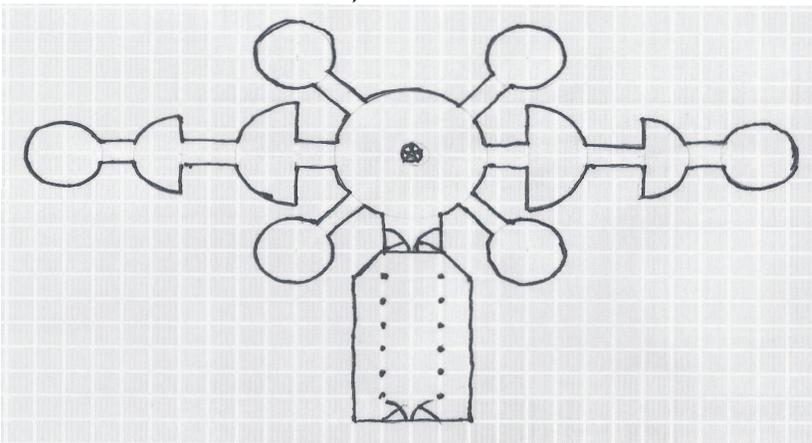
⊙The Warehouse trap: Ephram Linnel has set a trap for the thieves. He has let it be known that he has acquired some rather valuable artifacts from a group of explorers, and that he is storing them in his warehouse. He suggests the PC's lie in wait at the warehouse, and catch the thieves red-handed. The wererat/orphans can't resist the bait, and descend on the warehouse. They will fight to the death.
(Moderate combat encounter)

⊙1st Confrontation with Lily: After the combat at the warehouse, the PCs should discover that the wererats attacking them are actually orphans from the Westridge orphanage. When the PCs go to the orphanage, and ask Lily if she knows anything, she will say that the local thieves guild must have corrupted her "babies" and set them to the task of robbing the warehouse. The PCs should get the impression that Lily isn't telling them the whole truth, that she's knows more about it, than she lets on.
(easy to moderate skill task).

⊙The Thieves Guild: Should the PCs go to the Thieves guild (easy to moderate skill task to locate), the Guildmaster will inform them that he wouldn't rob his Uncle's warehouse (Ephram Linnel), because his uncle is the legitimate front for his own illegal activities. The Guildmaster has had several run ins with the wererats, and knows only that the leader is a woman and is searching for something in the town.

⊙2nd Confrontation with Lily: If the PCs go back to the orphanage to call out Lily on her lies about the thieves guild. They will discover that Lily is not in, and Bertram is tending to the house. Should they press Bertram for information, they will discover Bertram's unwavering loyalty, and misguided love for Lily. If threatened, he will assume his Wererat form and attack.
(moderate combat encounter)

The Temple of the Moon



⊙Search the Sewers: The PCs should at this point get the idea that there is some underlying motive behind the Wererat robberies. Should they consult local Sages or story tellers, they will learn of the ancient peoples of this area. The Kestrovans were Moon worshippers and lycanthropes. Local legends tell of a temple built for the purposes of harnessing the power of the moon. Several adventurers have searched the city and all clues lead to the temple being located beneath the city, with access through the sewers.

⊙The Temple of the Moon: When the PCs locate the temple, they will discover Lily there in the middle of a ritual summoning. The majority of the Wererat orphans are in attendance and assisting her. This is the final showdown.
(Moderate to difficult combat encounter)



Bits n Pieces

If at any point before the final showdown, the PCs try and confront Lily. They should discover that Lily is very powerful, and very dangerous.

It should be possible for the PCs to break the spell over the Captain, but will be quite unable to assist the PCs against Lily, because of his still conflicted feelings for her.

The artifact can be anything suitable to fit the GM's game. Suggestions: an amulet in a rat or moon motif, a key that opens the temple, etc.

Statue in
The Temple of the Moon



Das TrollAmericano

Modern, spy, possible superhero or horror

By Jivewhitey

Setup: The party is hooked into looking for a missing person in small town RFD. The town is filled with gossip, overstatements and small town judgment.

Characters:

Katie McGuffin: A missing person that has some hook to the party, or a very sympathetic character (my version is a little school girl).

Sheriff Todd: A competent hardnosed man. Not Andy G. Todd walks very tall and carries a big gun.

NasKar McMullet: former high school sports star, and all-around jerk. He is one raw mongrel.

Grayish Black: A top secret government agent. That tries to pass as a D.N.R. officer

B.A. Badguy: abductor, rapist, and possible super villain

Das Troll: Real deal Bigfoot hunter.

Skunk bear: Very large aggressive male Bigfoot, and possible super villain

Farmer Steve: 80ish year old worn out farmer. Who the older town folk still consider a pillar of the community, but the younger folk write off as crazy.

Twist:

Badguy is the real abductor and has hid the missing person in the super scary woods, but Grayish Black feels it's just another case of a Bigfoot attack (but the first human one). which he has paid NasKar and his buddies to cover up as a larger predator that lives in the area (bear, panther, and mountain lion). While Das Troll hunts the real threat a pod of Bigfeet that migrate threw small town's super scary woods.

Naskar has some connection to the missing person and will become an early suspect.

Skunk Bear wants to kill any male human or Bigfoot that he deems a threat to dominance

Steve fought Sunk Bear's father in an epic battle 50 years ago mortally wounding him.

Some of the town folks have had Bigfoot sighting(caused by Skunk Bear's not afraid of humans daughter) or other unexplainable phenomenon happen to them (which has been caused by government agency that Grayish Black works for I.e. sounds, U.F.O.s, cell phone not working in the woods).

Sheriff Todd is in a scandal, He killed a man in self defense, but the town folks are not so sure.

Plot events

The first 48hrs:

Someone says they here strange scream from the woods

NasKar will blame a party member after he is accused, and will use all his local stardom to fabricate a case against the party member.

Badguy will get caught watching the suffering of the missing person's family, and seeming to enjoy it.

Badguy will start a fight in the local bar causing him to get arrested by Sherriff Todd. If the party is present the Sheriff will need there help to take him in.

Das Troll will drive his crazy looking Bigfoot hunting campier trailer thru town.

NasKar will embarrass Farmer Steve in front of the party

The morning of the 3rd day:

The whole town turns out to do a single file walk thru the woods looking for evidence. Even prisoners from the jail will search as a form of community service. This includes Badguy thou he is dressed in orange jumpsuit and is shackled to the

other prisoners (this could include party members or even NasKar).

As the party walks further and further they get more and more spread out till they lose sight of the most of the town folk, but they are with one of the sheriff deputy who has a working radio.

Till one of the town folks get a significant injury (broken bone thru the skin or poison snake bit) and the deputy must take him back. He will leave Farmer Steve in charge and urge the party onward.

The party will have minor random events happen like:

Wood knocks, strange screams, feelings like there being watched, see shadows move, find partial Bigfoot like tracks, find mutilated deer carouse, smell burnt hair, cell phones rings but no one on the line(if they have caller I.d. it will list other party members #), finding a large black duffel bag filled with a pellet, teeth, feet on doll rods and jars of scat from the large predator of choice, trail cameras with hard to make out pictures of possibly the missing person or Skunk Bear, and a fake Bigfoot suit.

Skill Challenges:

Crossing a river or ravine, avoiding primitive traps (like you would find on moons that are heavily forested), and even finding the missing person.

Combat:

NasKar and Friends should be easy.

Misguided Sherriff Todd would be moderate.

B.A. Badguy and fellow prisoners moderate.

Grayish Black and spook team impossible.

The finale encounter:

The party finds a two track road in the woods. Either way they go will lead to Das Troll's Bigfoot hunting camper in all its glory. Large lights, parabolic microphones, bear traps, infrared cameras, guns, strong burnt hair smell, and so on. After the party searches around a bit in the camper it is struck by larger rocks and pushed back and forth.

This leads to the finale combat:

Skunk Bear and pod difficult.

Only by the timely return of Das Troll will they survive.

Putting it all together:

If the party ever turns back they will run into the bodies of the deputy and the wounded town folk (killed by Badguy), and if they keep going will run into Bad guy's combat (when bad guy is defeated he will turn over the whereabouts of the missing person or if he dies the party can find he G.P.S.ed the location on his phone. This will lead to the two track road and eventually Das Troll's camper. If the party crosses the two track instead of following it. Have them run into the missing person's location (a pit, or cave). They should try to get the missing person back to safety via the road or if they call for help on their cell phone they will be instructed to take the two track out of the woods. Grayish Black only motivation is to maintain the plausible deniability of Bigfoot's existence. Das Troll will fill the party in on all the big foot stuff and the Sherriff wrap up the rest.

ISS *Century*, declaring emergency

By Gregory Gellene

SCIENCE FICTION, HORROR

The ISS *Century* is an interstellar warship. It is traveling at high FTL speed to a remote outpost in response to an automated distress call. The characters are all junior officers or enlisted crewmen. The ship has nearly arrived, but has not received any further communication from the outpost. Suddenly the ship shudders violently, main power fluctuates, and the engines begin to strain. A general alarm sounds, and over the intercom there is this announcement: "All hands, brace for impact." Then there is an extremely violent crash and everything goes black.

Situation and Advice

At the start of the adventure, it should be immediately apparent that the ship's main power is offline. What little power is available comes from emergency batteries, and those will soon fail as well. The characters should be aware of two key points. First, main life support is offline and emergency life support will only be functioning in vital areas and crew shelters. The team should be in one of these locations, and there should be few, if any, other survivors with them. Second, without main power, the magnetic containment of the ship's antimatter fuel will eventually fail, causing an explosion that will destroy the ship. Their immediate goal should be to restore power, and ultimately regain control of the ship's systems. Unless you add complications, this is as simple as a trip to the generators, and then to the computer core. It's up to you as the GM to stretch things out and draw them into the problems of the other sections. Forcing them to prepare to deal with vacuum and radiation can help in that regard. So can requiring tools that are only found in other sections. Feel free to include sections not detailed below, such as a machine shop, damage control stations, or even weapon bays.

The *Century* is a medium scale warship, analogous to a naval frigate, and is intended to operate as part of a large group of ships. It cannot operate alone for extended periods, and *Century* is not a carrier, and docks only a pair of short range service shuttles. They are capable of FTL travel, but they do not have the range to return to the fleet. There are about 100 survivors, but this represents less than half the crew.

The key to making this adventure more than just a series of checks is to build up a level of tension at the table. The *Century* just crashed and nearly wrecked on some mysterious obstacle alone on the fringe of inhabited space. It's coming apart at the seams, most of the crew is dead, and even if there were anyone out here to help they couldn't get here in time to do anything. But the situation isn't just desperate, it's also unnerving and scary. Make a point to stress how dark it is in most places. With the engines off and most of the crew dead, the ship is eerily silent. That silence is punctuated by screams, voices, or the sounds of the damage slowly worsening. Sounds echo down the empty corridors so that the characters can't tell where any of this is happening. When the team begins to make progress, don't let them rest easy. If they restore power to a section, blow out a fuse somewhere else. Don't let them get comfortable; if they've gotten good at handling radiation, have them get caught in a fire. If they're getting used to climbing through collapsed sections, have them encounter hostile mutineers. If they're close to their goal, introduce nearby survivors in peril.

Just as important as tone is pacing. Fundamentally, the team is traveling between sections of the ship the way they would travel between towns in another setting. Introduce more hazards

and challenges to slow them down before big accomplishments, and have minimal challenges in between minor tasks while you emphasize the tone and atmosphere.

This adventure is concerned with surviving the disaster, not explaining it. For a one-shot adventure, that should be enough. If this adventure will be used in a longer, ongoing game, then some explanation may be necessary. I leave that task to you.

Locations

Each location is either a vital area, non-vital area, or crew shelter. Vital areas have limited emergency power and life support. Crew shelters have only life support. Non-vital areas have neither power nor life support. Areas without life support can still be pressurized. When spending time in such areas, low oxygen should cause fatigue after a few minutes. If characters spend a long time without life support, they could begin suffocating. Each area also has threats the team is likely to face.

Bridge and CIC (*vital areas; threats: V, CoC, D, AD*)

The bridge is the main control hub for the ship, and is usually where the helm and navigation are controlled. It is located on the upper decks near the bow of the ship. The hull around the bridge has been damaged and it is exposed to vacuum. The Combat Information Center is located below and aft of the bridge. It has all the capabilities of the bridge, but normally controls weapons, shields, sensors, and communications. It is heavily damaged, but intact. The ship's first officer is in the CIC and is attempting to coordinate repair efforts, but has not been able to reach the engine section.

Communications (*non-vital area; threats: V, D, M*)

This section is located in the center of the ship on the lowermost decks. The main antenna was damaged in the crash and once main power is restored it will begin transmitting a distress call on the hand held radio frequencies. This is essentially jamming those radios. The garbled message is: "ISS *Century*, declaring emergency. To all receiving ships, we are requesting immediate assistance." The antenna can be re-calibrated from here. Once communications and the computer core have main power, the ship intercom will work in all sections that have any power.

Computer Core (*vital area; threats: AD*)

The ship's central computer core is located in the lower decks of the forward section of the ship. Life support is functioning, but there is not enough power to run the computer. CIC has sent two teams to try to bring it back online, but neither has returned. When the computer lost power, it triggered the core's automated defenses and those defenses killed both teams.

Docking Bays (non-vital area; threats: D, V, R, M)

There are two docking bays located just forward of center, on the uppermost decks of the ship. One of the shuttles broke free of the docking clamps and crashed into the surrounding bulkheads, doing heavy damage and destroying itself. The other is undamaged. The bay doors and lift cannot be operated without main power. Before the team can reach it, other survivors should escape with the shuttle.

Engine Section (non-vital area; threats: D, AD, R)

This section occupies most of the stern of the ship, and contains both the sub-light speed rockets and the faster-than-light drive core. Numerous fuel and coolant spills make this area uniquely dangerous. This is also where the antimatter is, and the surviving engineers are valiantly fighting a losing battle to keep it contained. Once power is restored, they will have to contend with the defenses, and will need assistance getting the engines working again.

Main Generators (vital area; threats: R, D)

This section is located in the middle decks of the ship, just aft of center. The ship is powered by a pair of large nuclear generators. Normally, one is dedicated to powering the shields, and the other powers the rest of the ship. The shielding around one of the reactor chambers cracked. This flooded the area with superheated radioactive vapor, which killed everyone in the section and is now extremely hazardous. The generators' fail safe shutdown was triggered, but the intact one can be restarted.

Mess and Quarters (crew shelters; threats: CoC, M, D)

There are small mess halls and crew quarters scattered throughout the ship. These areas should be populated with officers trying to maintain order, crew trying to escape, and the wounded who can't make it to sickbay.

Sickbay (crew shelter; threats: CoC)

This section is located a short distance forward of the main generators. It is in chaos and disarray, but undamaged. The ship's doctor is doing his best to keep up with the stream of injured survivors pouring in. He has had limited contact with CIC.

Threats

Automated Defenses (AD)

When main power is restored, the computer will activate automated defenses throughout the ship and they are failing to recognize the crew as friendlies. This can take the form of sentry turrets, combat robots, or anything in between. It is almost always resolved with combat. The computer is not accepting commands from the CIC, but the defenses can be disabled from either the Bridge or the Computer Core.

Chain of Command (CoC)

The team encounters a senior officer who is focused on some minor crisis rather than the larger emergency. This officer tries to order the team to assist with his efforts, rather than continue what they were doing. These encounters should result in social skill checks to convince the officer that the character's task is

more important, or technical skill checks to contact a higher authority to have the orders countermanded.

Damage (D)

Fires, hazardous materials, structural collapse, and malfunctioning equipment are just some of the hazards of being on board the stricken *Century*. These are usually bypassed with physical or technical skill checks.

Mutiny (M)

The team encounters a group of crewmen who have abandoned their posts and are trying to escape, and this is somehow interfering with the team's efforts. If there are no officers present, they can likely be reasoned with. If officers are present, they will fight and try to flee rather than risk being captured and face a court martial.

Radiation (R)

In low doses, radiation functions like a disease. In high doses it functions more like a poison, and in extremely high doses it simply deals environmental damage. Space suits offer protection against radiation and can be found in the docking bay, but they are bulky and hard to move in. Hazmat suits can be found in the generator section. Radiation meds are a standard part of medkits and can be found in the sickbay.

Vacuum (V)

The area has depressurized, or is about to. This causes high environmental damage and suffocation to unprotected characters, and can easily be fatal. To help deal with vacuum, space suits can be found in the docking bay, and emergency oxygen tanks can be found in most crew shelter locations.

Equipment

The majority of what the team needs to do is use, bypass, or repair damaged equipment and ship systems. Because of that, the gear they have is very important and it should not be given lightly. Each character should begin the adventure with one and only one of these items. They can gain more as they progress through the adventure.

- **Armor.** Modern body armor, used by *Century's* marines.
- **Flashlight.** Most of the ship is unpowered, lit only by dim battery powered emergency lights.
- **Hand Held Scanner.** A portable scanner that is sensitive to a broad spectrum of electromagnetic signals. It is most useful for detecting hazardous radiation, but can also help in locating other survivors.
- **Medkit.** A collection of basic medical supplies, including medicine to treat radiation exposure.
- **Radio.** A hand held radio, which is jammed as long as the distress call is transmitting from the damaged antenna.
- **Remote Terminal.** A hand held computer which can be used to remotely interact with the ship's computer and other systems. It can only be used in sections that have main power.
- **Toolkit.** A collection of basic mechanical and electrical tools, sufficient to make most skill checks without a penalty.
- **Weapon.** A modern weapon, used by *Century's* marines.

A Douchebag Full of Pop Rox

By JimTo

Comedy

Setup

Clara was the town doorknob: sooner or later, everyone got a turn. JoeBob, her long suffering husband, put up with this for years, always catching Clara in the act, always believing her promises to do better, to be faithful, etc... Recently JoeBob became aware Clara had been carrying on with Henry and Frank. JoeBob had buried his shame and hatred for years, but it finally boiled over. JoeBob, knowing Clara's specialty was giving blowjobs with Pop Rox in her mouth, decided to surprise her by filling her douchebag full of Pop Rox. When she began to douche it surprised her so much she knocked the electric radio into the tub, electrocuting and killing her. JoeBob, overcome with grief and guilt, took the douchebag with him to the barn, and hung himself off the rafters. Clara's death was ruled an accident and Joe Bob's a suicide by a grief-stricken husband. Clara's ghost is restless and wants to move on. This is where Jethro and friends come in.

Cast of Characters

Clara - Married to JoeBob. Mother of Jethro. Very promiscuous, a true cougar, and a restless ghost.

JoeBob - Married to Clara. Father to Jethro. A farmer who finally couldn't stand his wife's cheating ways. Occasionally got a mercy fuck out of Clara. Also a ghost.

Henry – Manager of the local Pump-N-Munch. Was banging Clara six ways from Sunday during her shifts .

Frank – The “town crazy”. Was banging Clara like it was going out of style.

Jethro– Son of JoeBob and Clara. Recently inherited the farm after the deaths of JoeBob killed Clara. Was not banging Clara. (As far as I know.)

Story Suggestions

- Jethro does not have to be a PC, but I think it makes it funnier. The other PCs could be Jethro's friends.
- Using guns kills the fun of this scenario. Try leaving them out.
- This is an easy scenario. It's more about comedy than a TPK.

Plot Events:

The Bonfire + Clara

Jethro invites the PCs out for a BBQ. They eat, drink, and be merry. On towards dusk Jethro makes a bonfire. When it's full dark and they are all sitting around the fire, the ghost of Clara appears.

Clara does not know how she died. She does know she wants to move on to “check out all those buff Greek guys in the afterlife”.

She will task Jethro to bring her two items, and, if they do that, a third and final item.

First she wants them to visit Henry at the store and get her diaphragm. If they ask why, she'll say she “doesn't want to take care of none of them little ghost babies.” She will refuse to believe ghosts can't get pregnant and will remind Jethro she will haunt him until he does what she wants, including every time he masturbates, so if he doesn't want to be thinking about Clara peeking over his shoulder all the time he is pulling his pud, he best just shut up and do it. She is tied to the farm area, but figures the PCs won't know that and will threaten them with the same.

Second she will ask them to get her straight razor from Frank. Clara was a whore, but she was very meticulous with her grooming habits. If they ask what she needs it for, she will tell them “To shave my cooch, of course. A straight razor gets the closest shave. Men just want pussy, they don't want to hack through a jungle to get to it.” She will refuse to believe that a ghost does not need to shave her pubes.

Henry and the Pump-N-Munch

Henry is the manager on duty at the Pump-N-Munch. If you need more of a challenge, have a few pimply-faced teens working as well. When asked for the diaphragm, he will not give it up willingly as it is all he has left of Clara's. He'll say: “I remember the night she gave it to me. Jethro, I had your mom bent over the Slusheez machine and was going to town when I told her I could feel my schlong bumping up against her diaphragm. Ol' Clara, god rest her soul, said I couldn't. I said I could. I bet her \$5 I could prove that I was. She asked me how and I told her 'First we take your diaphragm out. Second we get some Silly Putt-Tee. Third, we spread the Silly Putt-Tee on the diaphragm like it was the funny papers and then peel it off. Then we compare the picture on the Silly Putt-Tee to my knob, and if it matches up, you owe me \$5'.” If the PCs ask, Henry used the hot dog tongs to pull the diaphragm out, they put Silly Putt-Tee on it, but some customers came in so they never got to check, but Henry is convinced he would have won.

Unless something highly unlikely happens, they will need to take the diaphragm by force. Frank will fight with what he has: he will dump pound bags of hard, round candies on the floor, throw hot four day old hot dogs, turn the Slusheez machine on full blast and let it run on the floor. He'll use anything you could find in a convenience store.

Frank's House

Frank is a little more serious. He is the town crazy and also the town hoarder. He is the guy that has a few paths through the piles of junk that used to be his front yard. Cars, chunks of metal, plastic, two or four partial swing sets, half a windmill, garbage cans etc.. This yard should be a mess.

When asked for the straight razor, he will refuse and says “What Clara and I had was special. She married JoeBob, but

she weren't in love with him. She loved me. She saved her best tricks for me. I never met a woman like Clara before. She was the only woman I ever knew that understood that a donkey punch was the best way a man could show love for a woman.”

Frank will defend himself with the straight razor. The PCs can use whatever they brought as a weapons, or the yard is probably filled with no less than 25 rusty objects every 2 square feet. If they can imagine it in the yard, let it be there. Possibly the old, rust-pitted baseball bat is on the ground under some junk and it takes a few seconds to free it, but if it makes sense, let them have it.

When Frank loses his grip on the razor, he will just give up. With a parting “I'm glad you'll never know the warmth and comfort of your mother's vagina again!” shouted at Jethro, he will run away, never to be seen again. If he gets hurt and can't run, have him whisper the above line right before he passes out.

Clara Again

Back at the bonfire, Clara will want full details of the trips to see Henry and Frank. She will laugh at them. Clara loved to get a pickle tickle from them, but she didn't love them. When the PCs give her the two items, they will turn incorporeal and she will put them in her ghost dress pocket.

She will reveal the third and final item she needs is her old reusable douchebag. She says: “I gotta have a clean cooch for the afterlife you know. When I was alive, that old bag of mine worked so well and got me so clean, you could have used my vag walls for surgical trays.”

The douchebag is in the barn with JoeBob's ghost, but Clara is reluctant to get it herself. Clara did love JoeBob in her own way, but, in her mind, their marriage ended the second she died. She wants to get busy with all the afterlife sex orgies she is sure is waiting on the next plane, and has zero desire to listen to JoeBob whine about her being unfaithful for all of eternity.

JoeBob and the Barn

JoeBob's ghost spends his time wandering around the his former property, but spends the majority of his time in the barn. He will refuse to give up the douchebag until they bring Clara's ghost to him, saying there is “something he needs to tell her”. If the PCs try to search for douchebag, pitch forks, hooks, any sort of dangerous items should fly off the wall and land at their feet, over and over, until they get out of there.

Clara One More Time

They should go back to Clara and convince her to see JoeBob. She won't want to do it at first, but in the end, if that is what it takes to get her douchebag, she will give in and go to the barn.

JoeBob And Clara in the Barn

When JoeBob and Clara get together in the barn, they should immediately begin to argue about Clara's infidelity. Dead or alive, it's old habit. Eventually one of the PCs should get their attention and tell JoeBob to say whatever it is he had to say.

JoeBob will reveal how he killed Clara on accident. He just wanted to freak her out a little. He was tired of hearing all the giggles and hushed tones behind his back every time he went to town. Everyone knew Clara was fucking around, and everyone knew that JoeBob knew. For years he put up with it because he loved Clara, but this one time he lost his head a bit and it all went wrong. Overcome with grief, and with a healthy fear of prison, he hung himself.

At this point Clara will be PISSED. She will start kicking the shit out of JoeBob's ghost. With JoeBob's concentration now elsewhere, a PC should noticed a rope, or metal ring, or something poking from underneath the hay. If pulled, this is a small door in the ground that JoeBob was mystically concealing. The douchebag is inside. Now, with all this mystical energy in the barn due to the ghost fight, there should be shit flying everywhere: hay, tools, actual animal shit, the dirty magazines that every farmer I ever knew growing up in Iowa had hidden from his wife in his barn, you name it, it's now a potential airborne weapon.

The players should do all they can to avoid these items but may take some damage. A PC taking a porn mag with crusty, stuck together pages to the face can be used for a laugh. Eventually, they should open the door and get the douchebag. Once they get it to Clara, it will turn incorporeal and she will smile. She will take it, stretch it impossibly large, and swallow JoeBob up in it. Anything flying in the air should drop now. She will thank the PCs and with a final “ Don't be jerkin' your gherkin so much Jethro. Go find a woman”, she will wink out of existence.

Wrapping It Up

If they fail to retrieve the items, Clara's anger will be great enough to let her leave the farm. For the rest of their lives, any time any surviving PCs attempt to masturbate, have sex, or just getting a genital exam at the doctor's office, Clara will be there, making inappropriate comments and generally making the situation as bad as she possibly can.

If they do get Clara her items, Jethro suggests they go back to the bonfire and drink until he can forget he touched items that touched his mom's vag.

JoeBob and Clara: Maybe Clara gets to boink all the Greek guys she wants. Maybe she gets there and all the guys have taken an afterlife Vow of Celibacy. Maybe JoeBob gets out of the douchebag and spends his time yammering at Clara and ruining any chance she has of having sex with anyone. Maybe all the guys there are gay, JoeBob turns over a new leaf, and has all the sex while Clara sits there bored. It's up to you. Be creative.

BLOOD MAGIC

BY RICHY ANDERSON



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Fantasy, Science Fiction

A boy has been kidnapped.

Behind a curtain of secrecy the entire political machine of the country is working to retrieve the boy. The lights in the Cathedral are shining brightly as the Cardinal calls his personal guard, lead by his own son, to his side. The Duke's mansion outside of town has blazing light issuing from its windows, cloaked figures rush in and out of the building. In the center of town, an emergency session of the leaders Parliament has been called, the ringing bell signifying that important state business is to be attended to.



The Factions



The boy was kidnapped by the bandit, Albear. A notorious Church vandal that is known to reside in The Duke's lands under The Duke's protection. It has been witnessed that even though The Duke controls the military, he is not using these resources to find the kidnapper. Instead he has cloaked figures investigating the whereabouts of Albear's.

The word on the street is that the boy is the bastard son of The Duke, and the Cardinal wishes to make him public. This would erode the Duke's image in the eyes of the populace, allowing the Cardinal to become more powerful. As the head of state, the Duke is expected to set an example for his people, and a bastard son would be scandalous.

Parliament is in the dark as to the true motivations of The Duke and The Cardinal. They wish to rescue the boy and find out the truth. They want to avoid starting a faction war. By law they do not have their own police force, so they resort to hiring mercenaries in secret so that they are protected by plausible deniability.

The players are ushered into a room lit by candles. Several old men and women sit at a table, most of them reading parchments. One looks up and speaks. It is an old woman dressed very well and wearing spectacles. She tells the players about the kidnapping and that their job is not only to get the boy back, but to find out the motivations of The Cardinal and The Duke. They are told the information written above about the three factions. It is insinuated that this was more gossip than evidence. A man opens a door behind the players and runs over to the old woman. He whispers into the old woman's ear, she nods and he leaves. Looking up, she addresses the players again; the Cardinal's men have been spotted moving toward an old abandoned ruin. She then hands the players a map to the ruins, and has them escorted out the door while telling them that if they are caught, their existence will be denied.

PLOT POINTS



Approaching The Ruins: the players will find that The Cardinal's men have set up a road block and will not let them through. The Cardinal's men are fanatical zealots and will fight to keep the players away if it comes to that. There are four well trained men, well equipped with sharp, new weaponry, and shiny new armors. It should be a medium combat encounter. Other choices include going around through the forest and coming in from the other side, but some failed stealth rolls should tip off patrol guards of some sort.

Christofus





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Above Ground Ruins: The Cardinal's son, Christofus, is here with two bodyguards. He will tell the players that the boy is a demon that used his powers to attack a sacred object of The Cardinal. The Duke, he claims, wants to use the boy to destroy The Cardinal. He will not let the players advance and will fight to the death to stop them. Another choice would be to pledge loyalty to The Cardinal and help Christofus destroy the evil boy. The fight should be medium to high difficulty as Christofus has been trained since boyhood to lead his father's guard. He uses a rapier and is very quick. He also can cast minor healing prayers. On his body is an ornate vial about 3 inches long. On the side it reads "The Blood of the Saints".

Below Ground Ruins: The players will find a cloaked man with a strange hair cut. The cut is very short, but very uniform, too uniform to be done by shears. He claims to be here on behalf of The Duke, and that the players can call him Yallas. He says that he is a foreigner and that the boy is of his people. The boy was arrested yesterday, but The Duke was to release him back to his people. The bandit leader named Albear broke into The Duke's jail and stole the boy. For what purpose, the foreigner does not know. If Christofus is with the players, he will declare Yallas is a demon and attack him immediately after hearing the boy is of his people.

The True Events

The boy's people were visiting the primitive planet. They did not know of the ancient ship. The Cardinal came down the street and the boy's blood accidentally opened an ancient box The Cardinal carried. This scared The Cardinal and he called for the boy's arrest. Knowing his own ancestors performed miracles like this to gain power, he later decided the boy was a threat, and called for his execution.

The Duke was approached by Yallas and explained the situation, The Duke agreed to free the boy. Albear overheard Yallas and hatched a plan. Knowing of the metal doors from using the temple as a hide out years ago, Albear brings the boy there in hopes of gaining weapons.

The Door: The players will get to an open underground cave just in time to see a boy wave his hand at a metal wall. Lights will shine and appear like digital read outs, though the players will only see them as perhaps glowing runes. A part of the wall will fade away, allowing the boy and bandits to go through the door. It will then immediately close behind them. There are several ways into the door. Yallas can wave his hand at the door and have it open. Christofus can open the door this way as well, though it will unsettle him greatly. The Blood of Saints will open the door if within 5 foot of it. If none of these are available to the players, the GM can have a random player be able to open the door. See "Blood magic" lore.

The Metal Temple: This "building" is a space ship that crash landed here long ago. The inside has stayed very clean due to an operating air filtration system. The ship is fully functional, though they will have no idea how to use it. Feel free to use the description of whatever high tech science fiction space ship you prefer. The first hallway has four bandits waiting to keep you from Albear, they should be easy compared to the fight with Christofus. Yallas will fake ignorance about the craft. He can use a computer terminal to create food, water, and bandages, but doing anything more (like creating weapons) will take physical torture to convince him to do it.

The Final Showdown: The players make it to Albear, he has three bandit bodyguards. The boy will have the same kind of hair cut as Yallas, he will be scared and generally hide from all but Yallas. Albear will call The Duke irresponsible. He will tell the players that The Duke could end the Cardinal by using the boy to prove he is not divine, only foreign. He will start a fight as soon as Yallas, Christofus, or the players demand the boy. The three should be a hard fight, as they have found advanced, super sharp and super durable swords created by the ship.

Result: If the boy is given to The Cardinal, he will never be seen again and the players will be rewarded handsomely. The Duke or Parliament will see the boy returned to his people once they understand the whole truth. The ruins will be occupied by The Duke's soldiers, then in two weeks the whole site will disappear. The players will be paid their normal fee and be allowed to keep the weapons that Albear and his bodyguards used.

Blood Magic Revealed

The tech of Yallas' people uses DNA as sort of a bar code for using their devices.

Yallas and the boy are of their people, and the ancestors of The Cardinal are also of Yallas' people, so Christofus will be able to operate the equipment. Though he will think he may be possessed and it will shake him strongly if he opens the door.

A player character may also be descended of the Cardinal if there is need to get into the door this way. It confers no other bonuses.

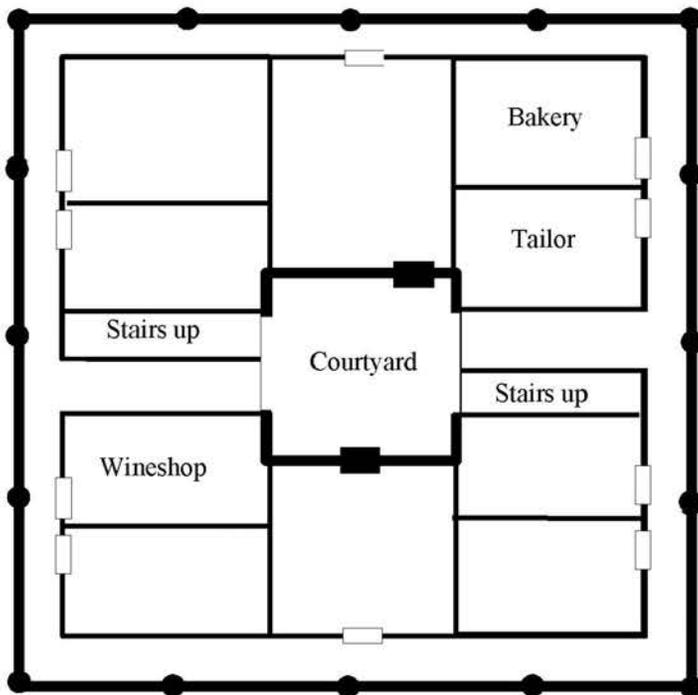
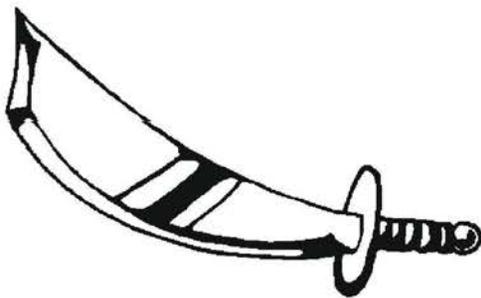
ROVST!

by Jeb Brack
Postcards from
the Dungeon

FANTASY,
HORROR,
GRITTY

The Plot

In a rundown neighborhood of the bustling, cosmopolitan city of Daedalos stands a decrepit apartment building. The owner, one Lucius Vorenius, wants to renovate and rent it out, hoping to revitalize the area and grow rich on the proceeds. But first, the squatters occupying the place must be forced out or made to pay rent. Which is fine, except that the squatters are a tribe of gargoyles, who have claimed the building as their own--and they're not half bad landlords!



Apartment Building--Ground Floor

The Building

Vorenius' building is a four-story apartment house with businesses on the ground floor and small flats on the upper three. All the apartments are reached from breezeways that front onto an open courtyard that runs up the center of the building. Barrels and crates are piled in the corners of the courtyard; if they are knocked over they will block the exits.

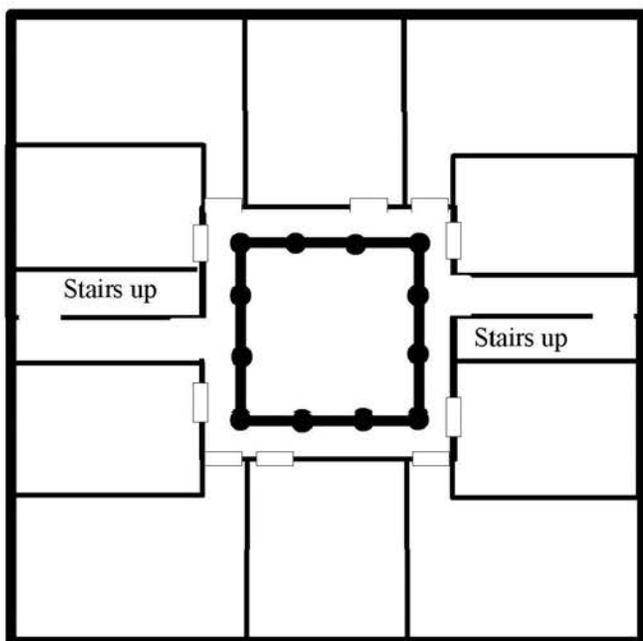
The halls and the courtyard are cluttered with trash and debris, and the whole place has the stink of age and decay. Most of the shops and flats are vacant and boarded over, but there are a few stubborn tenants still dwelling here. On the first floor, there is a down-at-the-heels tailor shop, a filthy bakery smelling of burnt bread, and a wineshop serving only the cheapest swill. The owners of all these establishments pay a token rent to Sharkey, and he leaves them alone. Also, since the gargoyles moved in, the building has no more rats. What more could you ask of a landlord?

On the second floor resides Blind Sulla, an old invalid. He likes Sharkey's gang, since they bring him food and keep thieves away. In another flat live Alena and Marcus, a pair of professional beggars. They don't really like the gargoyles, but figure they're better than the alternative. The final resident of this floor is Fatta, the drunkard who runs the bakery downstairs. None of these people will actively fight the PCs, but neither will they assist--and they won't be sorry to see Vorenius' rent-collectors run off!

Sharkey's Gang

Sharkey is the leader of the twenty or so gargoyles who found the deserted upper floors of this building, moved in, and made it their own. Sharkey himself is a cut above the average roof-dweller; he has foreseen the day when his group might be evicted, and he has taken steps to defend their new home. They have even contacted the other tenants and made informal contracts with them. In essence, they own the building--just not legally.

The top two floors follow the same basic layout as the second floor, with several important differences. All the doors are trapped: anyone opening them from outside will be struck by a spring-loaded armature with sharp objects on the end--nails, glass, pottery shards. The gargoyles themselves have turned the top two floors into an enormous warren of nests by punching holes in the ceilings, floors, and walls. They enter their digs through the windows or through holes in the roof. The holes between floors are protected by nets suspended over them. Finally, the gang has stockpiled heavy objects at the top of each staircase that they can roll or drop on the unwary.



Apartment Building--Upper Floors



Gargoyle Tactics

The gargoyles do not instantly attack when strangers enter their building. Instead, their resistance escalates through three stages.

Avoidance: As the PCs enter, the gang retreats behind their defences to watch and wait, hoping the intruders will go away.

Deterrence: Once the party shows their intentions, the gargoyles actively try to make them go away. They drop debris from on high, roll barrels down the stairs, and maybe even engage the PCs in conversation.

Combat: Should the players use lethal force, the gargoyles will respond in kind. If they take heavy casualties, or if the PCs reach the fourth floor, they will flee--except Sharkey and his toughest underlings, who will fight to the death.

Adapting the Scenario

This adventure takes place in a city where creatures of many races co-exist, so gargoyles are known and tolerated. How deadly this encounter is depends on how tough and cunning you make them, but it should be at least **Moderate**. For a more suspenseful feel, don't reveal the gargoyles right away; let the players confront them by the flickering light of a lantern. The building could just as easily be located in a Victorian or even a modern city. The tenants on the lower floors have only spoken to their landlords--but never seen them.

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Author's Note

This scenario was originally written for a modern day “urban fantasy” setting. It can be modified for a different setting fairly easily, though it assumes that the PCs have no, or very limited access to supernatural or magical ability and knowledge.

Additionally, this scenario is designed to present the PCs with an interconnected web of NPC relationships that has no real “good” solution. It may not be suited for groups who prefer lots of combat, but could be an interesting wrench to throw at them.

Overview

The PCs are asked to pick up a package for a local antiques dealer, which involves them in a tangled web of secrets and messy relationships that could end in tragic consequences.

Cast of Characters

Darren Shadow (Spring Clique Fae) – runs a popular antique dealership in an upscale part of the city. Darren believes that anything and everything is for sale, and is willing to provide his customers with whatever they want, as long as they can meet his prices. From secrets and information to unbaptized babies and dragon's breath, Darren's known in the Faerie community as the guy who can get it for you.

Underneath the illusion of his movie star good looks, Darren has angular, vulpine features and orbs of dead, black onyx for eyes. He is highly charismatic, a master of both negotiation and manipulation, and utterly untrustworthy.

Darren has the Fae ability to detect what someone wants, which he uses to make sure his business remains successful.

Amber (Spring Clique Fae) – “Artificial Amber” (but never to her face) works at the Queen's Court dress shop in a high end fashion district of the city. Her absolutely terrifying time in Faerie has turned her into an egocentric narcissist who believes that if you desire something you should simply take it, and too bad for those who couldn't manage to hold onto it.

Behind the enchantments that disguise her as a flawless, red headed fashion model, Amber is truly disturbing. From the neck down her body consists of cracked and pitted plastic mannequin parts held together with wire, surgical tubing, and duct tape.

Amber has the Fae ability to influence people's desires, making sure that she nearly always gets what she wants.

Raif Turner (human mortal) – hangs around the Queen's Court dress shop making deliveries, picking up supplies, and running errands for Queen Titania. Raif is determined to be able to see the supernatural, which is the reason why he stays with Amber and works for the Spring Queen. No one has been willing to give him the gift of “Faerie sight” so far though.

Raif is a typical twenty-something slacker skater boy, complete with frosted tips and black wrist sweatbands.

Monika Cho (Spring Clique Fae) – is an exotic dancer at the local strip club. A traumatic time in Faerie and the inability to deal with it has turned her into the ultimate “party girl” who lives totally in the now, refusing to dwell on what was or what will be. A crippling sense of self-despair lurks just beneath her bubbly exterior though, and she has several friends in the sorrow-based Winter Clique, much to everyone in the Spring Clique's concern.

To mortals, Monika appears as a young, Asian woman with a fist-sized, circular scar next to her navel and a matching one on her back near her spine. To those with “the sight” she has long, feathery antennae and her eyes are multifaceted like a butterfly's.

Monika has the Fae ability to manipulate people's attitudes towards her, but only if they first watch her dance.

Queen Titania (Spring Clique Fae) - is the ruler of the Spring Clique and the owner of the Queen's Court dress shop. “She” is a pre-op transsexual who dresses as, can almost pass for, and prefers to be treated as a woman.

Titania is involved in a long standing cold war power struggle with the other three Fae Cliques over control of the city.

Relationships and Secrets

- Raif and Monika dated for about a year until Amber recently “convinced” him that he'd be happier with her. During that time Monika revealed her true form to him, which will result in serious repercussions if Queen Titania ever finds out.
- Darren is using Monika to spy on both the Winter Clique and Queen Titania. In exchange for the information she provides, he supplies her with the drugs she's now addicted to.
- Amber only stole Raif because she instantly wants what other people have. She keeps him “in love” with her through the use of her Fae power. Raif would leave her, if he were able to do so.

Involving the PCs

- Darren is the most straight forward way to involve the PCs. As an information dealer, he can have important clues relating to a MacGuffin or an NPC they are trying to track down.
- If the PCs already have contact with the supernatural, Queen Titania is another way to get them involved. She doesn't trust Darren and requests they discover what he's up to.
- Monika is a possible love interest for one of the PCs or a friend in need of serious help. Introducing her a few sessions before running this scenario may give the PCs personal motivation to resolve the situation.
- Amber could set her envious green gaze on one of the PCs. She never takes “no” for an answer, and turning her down will only make her pursue harder. Giving in to her requests is the only way to stop her overly aggressive sexual advances.



Setup

This can take place in a number of locations and with a number of different NPCs. They all have the same goal though; sending the PCs to talk to Darren.

- If the PCs are asked to investigate Darren by Queen Titania, she'll provide them with his contact information. She'll also imply they need to gain his trust to uncover what he's up to.
- If the PCs are involved with Monika, set up events so that they are present when she picks up her drugs from Darren. Make the exchange completely obvious, and then have her leave the area so they can (hopefully) confront Darren.
- If being pursued by Amber, one of the rewards she'll give a "deserving" PC is Darren's contact information so they can (finally) get whatever information they were looking for.

The Request

Once hooked up with Darren, either at his antique shop or at his multi-million dollar mansion out in the suburbs, he will ask the PCs to pick up a package for him at the Goblin Market. As the PCs are coming to him for a favor, make this request seem as if it's payment for the information he'll give them. The details of the arrangement are negotiable, but two points are definite; all the PCs have to do is pick up Darren's package, and he will only give them the information they want after he has his item.

The Goblin Market

The local entrance to the Goblin Market is found in the old, abandoned marina down by the river. Once night falls, anyone walking a specific number of steps down a certain pier will find themselves in Faerie. The Market is an assortment of rickety house boats and floating wooden rafts connected by narrow gang planks surrounded by a thick, clammy mist. Navigating the Market is nearly impossible as it's stalls are constantly changing and it's landmarks are never reliable.

There is only one planned encounter at the Goblin Market (see The Bidding War, below) but any number of other encounters could happen while the PCs are here. This is also the place where a combat encounter could take place, though the Goblin bouncers will not hesitate to throw anyone that causes trouble right out of the Market. Possibly minus a limb or two.

The Bidding War

After the PCs find the correct market stall, Amber arrives just before the PCs can finish their transaction with the owner. She has no idea that she'll find them here or that they'd been sent by Darren to pick up this particular package.

Amber wants the same item that the PCs have been sent to get. She'll offer the owner a higher price for it, forcing to players to either enter a bidding war or to return to Darren empty handed. If the PCs bid on the item, ordinary money isn't going to cut it here. The Goblins want something special; memories, dreams, emotions, a talent, an ability, or a skill. Be creative and make the price something that seems random and worthless at first but will have dramatic and permanent negative consequences on the bidder in the future.

Amber will use both her Fae ability and her sexuality in an attempt to sway one or more of the PCs to her side. Whether the PCs get the item or not depends on how high they bid and whether they give into Amber's unrelenting advances.

The Sob Story

If the PCs win the item, they should be approached by Amber again before they leave the Goblin Market. Or the PCs may ask why she wants the item so badly before deciding how high or even if they want on bid on it. Either way, Amber will take them to a quiet spot in the Goblin Market and tell them her story.

After being abducted into Faerie, Amber was taken apart piece by bloody piece by her Fae kidnapper. She's not sure why, nor does she know what her parts were used for. All she knows is that her captor left her face intact because "it was far too pretty to ruin". Kept alive due to the magic of Faerie, she stubbornly cobbled herself back together with whatever pieces of junk she could find lying around and eventually clawed her way back into the real world. If the PC's haven't seen what she really looks like, she'll drop the illusions that normally surround her for a few seconds to drive everything home. The story of her origin is meant to turn her into a somewhat sympathetic character. In her mind, it's totally acceptable to take things from others, as everything has been taken from her. Literally.

If the PCs ask her about it or open the package they might be in for a surprise. Inside the ordinary box is a human arm. It's Amber's. All she really wants is this small part of her life back.

Resolution

There's no correct way to resolve this scenario. What happens depends entirely on what the PCs decide to do. There are several suggestions provided below. Feel free to use the one that's most appropriate, or invent your own.

- If the PCs wanted information from Darren but don't deliver the item to him, he'll give them a second chance to get it and insist they use Raif in whatever plans they make. Have these plans go sideways and end with Raif dead at Amber's hands. This devastates Monika, who'll either commit suicide or join the Winter Clique and swear revenge on the PCs.
- If the PCs were trying to help Monika, not giving Darren the item means he'll continue to supply her with drugs. How and even if they deal with this is up to them, but if Raif somehow finds out about their involvement in this he may very well come after them.
- If the PCs were working for Queen Titania, not delivering the item doesn't get them any closer to Darren. They'll have to find another way to earn his trust.
- Not giving Amber her arm back turns her into the PC's worst nightmare. She'll spread rumors about them to Queen Titania and Monika, destroying any relationship they may have had with those characters. This final denial could even push her over the edge of sanity, causing her to begin collecting body parts in an horrific attempt to rebuild herself. She'll start with Raif and then move on to Monika, making sure to send the bloody, unused pieces of each of them to the PCs.



The Revenge of the Gnomes

By NC Paul

Fantasy Genre

The Set Up

Insert this adventure as the party travels through a dense forest. An overly cute rescue mission turns into a Romeo and Juliet scenario with a twist.

Background on the Story

The gnomes and satyrs have been feuding for generations, competing for land and power over the woodland creatures. While the younger generation seeks peace the elders hold onto the age old feud. Both races are mischievous but seek to protect the forest.

Princess Petal Dancer of the gnomes and Prince Clobneck of the satyrs have been having an affair condemned by their families. Last night, the prince snuck into the gnome tree home with his friend Longfellow and helped the princess escape. After escorting Longfellow back home the couple ran away to the prince's secret cave home at Out-Look Mountain.

Both races desperately want their royal children back but don't want outsiders to know of the shame of the young lovers.

The Twist: The couple ran into trouble at the prince's cave.

The Characters

The Gnomes

Gnomes are 1 ½ to 2 feet tall. They wear brightly colored clothes, tall pointy hats and the men have long beards. Powers: Invisibility, Growth, Control over Woodland Creatures, Animal Summoning (For defense, most likely bears).

King Dandelion. Is a loved leader. He wants his family and people to be happy without being bullied by the Satyrs.

Knuckleberry. Gendarme (Captain) of the Guard. He seeks to return the princess to her family. Under his command are several guards.

Princess Petal Dancer. Madly in love with Prince Clobneck and can't understand the feud between the races.

Polly Pond Slipper. Friend of the princess.

The Satyrs

Satyrs are goat-men that stand 4 to 5 feet tall and are typically naked, sporting only a musical instrument, weapon or goblet of wine. Powers: Speed, Control over Woodland Creatures, Animal Summoning (In combat, most likely bears).

King Ironwood. Loves his people and family almost as much as the wine that can be made from the Juniper Berries the gnomes keep hogging.

Biggerstaff. Captain of the Patrol

Prince Clobneck. Devoted to Princess Petal Dancer. Will do anything for her.

Longfellow. Friend of the prince.

The Kidnappers (The twist at the end)

Ratgrave. Goblin mage who needs some gnome and satyr parts for his spells.

Gave cruel nick name to his ettin.

Sewer Monkey. Ettin who lost a bet and has devoted a decade of service to Ratgrave. Two heads allow him to attack equally well with both arms.

The Game

The Forest Road

"It's a sunny day and the woodland creatures are unusually playful. Rabbits dart across the path, squirrels chase one another and blue birds sing. Suddenly, the path is blocked by a small man."

The Revenge of the Gnomes

By NC Paul

Knuckleberry the gnome seeks to hire the party to rescue Princess Petal Dancer. He will tell the party how the princess was “kidnapped” from her bed in the gnome tree home by a band of satyrs who are well known for their “aggressive sexual appetites”. Because gnomes and satyrs have similar powers, it would be difficult to rescue the princess without outside help.

Knuckleberry’s guardsmen are hiding in the bushes nearby, should he run into trouble (A **Difficult** combat encounter). He can provide the party with directions to Meadow Lake, the home of the satyrs and promises a large bag of gold for the princess’ safe return. He is willing to offer more money and even minor magic items for her safe return. If the party wants to examine the gnome tree home, it will be a **Difficult** skill roll as the gnomes don’t trust outsiders.

The Gnome Tree Home

The tree home is a few hours travel into the forest. It is well hidden. There are no signs of struggle in the royal home. A **Moderate** skill search will locate love letters from the prince to the princess.

Meadow Lake

The satyrs are celebrating with nymphs at Meadow Lake, a large clearing with plentiful bushes and a central pond. They are an **Easy Skill Check** to sneak up on as they are drunk on wine and loud with music. Many run about naked with full blown erections as they chase down pretty nymphs who elusively escape by magic but occasionally let themselves become caught and ravaged. The celebration is being held in hopes that the sound will lure their prince back home from wherever he is hiding. Only

Longfellow and the prince’s closest friends know where he ran off to. They will be a **Moderate** skill check to convince to cooperate. If the party has any trackers, the escaping couple’s trail can be followed from the satyr camp.

The satyrs are easy to sneak up on and surprise but they are a **Difficult** encounter if attacked.

Out-Look Mountain

Prince Clobneck’s cave is located at the edge of a high cliff overlooking the forest. When the couple arrived at the cave they were captured by Ratgrave the goblin mage along with his goblin minions and Sewer Monkey. The couple is now hanging upside down from the ceiling of the cave. While Ratgrave examines his book of black magic, he has two goblins stand guard at the mouth of the cave. The rest of the goblins keep their distance from Sewer Monkey as he toys with the couple by spinning them or pretending to eat them.

It will be **Easy** to sneak up to the cave because the guards are lazy. The party will benefit from getting the drop on the kidnappers because this will be a **Difficult** combat encounter. If defeated, there will be a **Moderate** supply of treasure.

If rescued, the couple will be grateful to the party and confess they wish their races could get along. This rescue can be used as an opportunity to unite the gnomes and the satyrs by a **Moderate Social Skill Check**. If the two woodland races are united in friendship, they will have a huge wedding celebration where the party will be awarded a **Moderate** treasure that includes a loyal woodland creature for some lucky party members.

A SHOCKING SURPRISE

by Arjan Lit

Fantasy, Mystery



Setup

A settlement on the shore of a huge mountain jungle is plagued by mysterious lightning strikes, which seem to come from nowhere. When houses start to burn down and the charred remains of cattle litter the fields, the leader of the settlers calls a group of adventurers together. He promises them a handsome reward if they find out where the lightning comes from and how to stop it from destroying the settlement.

Cast Of Characters

The Settlers

Borak The Red, Leader - This red haired ex-irate/brute has a vision to expand a settlement into a great commercial city. His narcissism and pride of what he has achieved so far make him ruthless and vicious. He will not let anyone stop him from attaining his goal and does not like to be contradicted. Some men of the colony council who have spoken out against him, have mysteriously disappeared, or had a fatal 'accident'. He is backed up by the settlements militia, who had to swear an oath to protect and follow him at all times.

Gailan, Guide - An experienced mountaineer and well trained in jungle survival. A smart and sober man with a very dry sense of humor. He even seems to be able to crack a smile under the harshest of conditions. The scars on his arms and chest are witnesses to several fights with wild beasts and bandits. He is tough as nails and his perseverance is unparalleled.

The Lizard Men

Slgegrashluk 'God of Thunder', Shaman - Shaman and the leader of a lizard men tribe who live in a hidden city, deep in the mountain jungle. He believes in the old ways and the necessity of human sacrifices to ancient gods for the prosperity of his tribe. He is fearless and rules the city with an iron fist.

Because of his magical staff of lightning the tribesmen see him as the personification of the ancient god of lightning. They will follow him to the death with religious fanaticism.

Kurshikrish, Ranger - Blessed by the shaman with the sacred task of protecting the concealment of the city. He is a very talented fighter with razor-sharp senses. His yellow-green skin is painted with characters who protect and empower him. He is humble to his superior, but merciless to his subordinates. Should a subordinate fail in a task he will have him skinned alive and fed to one of the giant snakes that live in the deep jungle. He specializes in silent attacks with the blowpipe and is known to be extremely creative with poisons.

The Natives

Ikrah Disuldra, Leader / Spirit Mage - Leader of a native elven tribe, who live in tree houses deep in the jungle near a great waterfall. He is a wise and peaceful old elf with long white hair and deep green eyes. He has a gorgeous daughter and he will not allow anyone too close to her... He is strict but fair and a specialist in spirit magic, teaching his people to keep the peace if possible. But ever since he had visions in which he saw the horrible sacrifices and reconnaissance patrols who have fallen prey to the skills of the lizard man ranger, he is determined to take revenge. So he appointed his skillful daughter to find the entrance to the hidden city.

Jilaida Disuldra, Saboteur - This gorgeous young elf is an acrobat at heart. She is as nimble as a cat and an expert in stealth and reconnaissance.



A SHOCKING SURPRISE

by Arjan Lit

Fantasy, Mystery



Her reputation as a daredevil is well deserved, for she is known to climb the highest trees, to jump down waterfalls and to kill wild boars with only a knife. She is hard person to read and has a very introvert personality.

The Twists

- *Borak The Red* is secretly planning to take the settlements treasure and flee to one of his hideouts on one of the many islands along the coast to start over, if things get too hot under his feet.
- *Slgegrashluk* is determined to destroy the nearby expanding settlement with his magic staff of lightning, to protect the tribe's hidden city in the mountain jungle from being discovered.
- *Kurshikrish* scouts the area with his companions to capture anyone who comes too close to the hidden city. When he does he will bring them to their great temple to sacrifice them.
- *Ikrah Disuldra* is planning to find and invade the hidden city, to avenge the killings of his tribe members, and to stop the sacrifice of innocent people.
- *Jilaida Disuldra* has the task to discover the hidden city. If she notices the adventurers are captured by the Lizard man ranger, she will track them and follow them into the hidden city. She will then gather information and will try to free them before returning to her tribe.

Plot Events

Settlement under attack!

Not long after the party left the gathering in the town hall the settlement will be hit by a couple of lightning bolts again, setting the storehouse on fire and killing a father with his young son. If one of the players is outside or near a window, a successful **easy skill check** will let a party member notice the lightning bolts came from a clifftop on a massive nearby mountain ridge covered with thick green foliage.

Climbing the mountain ridge

To investigate the clifftop the player characters will need climbing gear and mountaineering skills. Several **easy to moderate skill checks** will be needed to climb the almost 200 meter high cliff wall depending on the weather conditions. They will receive a bonus on the checks, if Gailan is helping them.

Ambushed

On top of the cliff the party will find an abandoned campsite on a rocky plateau. A **Successful easy skill check** will reveal tracks that lead into a mountain pass covered with thick jungle. A pack of six Lizard men led by *Kurshikrish* hides in the nearby trees and foliage. A **Successful difficult skill check** will reveal the ambush. They will attack with nets, blowguns and poison tipped darts that cause sleep. This is a **difficult combat encounter**.

Inside the hidden city

If the ambush succeeds the Lizard men will take the party to the hidden city, where they will wake up in holding cells inside a mountain wall, with a view over a majestic hidden city, covered on all sides with huge steep mountain ridges. The guide *Gailan* will be taken to the middle of the city on top of a ziggurat, where he will be sacrificed with the use of the staff of lightning. The party will have a clear view of the horrible event.

Jilaida who followed the party will have infiltrated the hidden city by then, and will try to free the party before it's their turn to be fried. She will gladly explain why she followed them, if there is time to.

Some possibilities

The Lizard men ambush might fail, so that the party will have to venture forth to unravel the mystery. But if the party is freed from captivity, there can be stealthy assassination missions on the Lizard man shaman, or open war between the native tribe and the lizard men, if the party makes it back to share the information. Or when they return to the settlement to receive payment, *Borak the Red* might be gone..

MONDAY MORNING RAMEN THEFT

BY HEATHER RUSK

- COMEDY
- INTRIGUE
- MODERN

IT'S THE FUTURE, AND MOST PEOPLE WORK FOR LARGE MEGA-CORPORATIONS. YOU ARE NO EXCEPTION: YOU WORK FOR THE THE SANTE RIO CORPORATION, A LARGE CONGLOMERATE THAT MOSTLY DEALS IN FOOD PRODUCTS. THE SANTE RIO TRADEMARK IS A CLEAN, CHEERFUL STYLE THAT APPEALS STRONGLY TO CHILDREN, THOUGH WITH A FEW ADULT DEVOTEES. LIFE WITH THE COMPANY IS PRETTY GOOD: YOUR FOOD, HOUSING, AND FAMILY EXPENSES ARE PART OF YOUR SALARY. UNFORTUNATELY, THIS MORNING, YOU FOUND OUT YOUR BREAKFAST HAD GONE MISSING. THAT'S RIGHT, THE ENTIRE MORNING SHIFT'S ALLOTMENT OF SANTE RIO'S TRADEMARK KITTY BREAKFAST MORNING RAMEN IS GONE WITHOUT A TRACE. AS MEMBERS OF THE PRODUCT DEVELOPMENT, SECURITY, AND CORPORATE COUNTER-ESPIONAGE DEPARTMENTS, YOU NEED TO FIND THIS MORNING'S RAMEN BEFORE IT HAS A CHANCE TO LEAVE YOUR HEADQUARTERS. IF YOU DON'T FIND IT, THE COMPETITION MIGHT, AND WHO WANTS MERCEDES-KRAFT BREAKFAST RAMEN?! EW!

THE SETTING:

THE SANTE RIO HEADQUARTERS ARE IN A TYPICAL SKY SCRAPER CONFIGURATION, WITH AN ATTACHED WAREHOUSE COMPLEX. THE LUNCH ROOM SHOULD BE ON A MID-LEVEL FLOOR OF THE OFFICE BUILDING. THE TOP FLOORS OF THE BUILDING WILL BE EXECUTIVE OFFICES, THE BOTTOM WILL BE TAKEN UP MOSTLY BY SECURITY AND BUILDING OPERATIONS, AND THE WAREHOUSE WILL BE HOME TO SHIPPING, RECEIVING AND A SATELLITE SECURITY OFFICE.

PLOT POINTS

THE NIGHT KITCHEN STAFF WILL NOT HAVE ANYTHING USEFUL TO TELL THE PARTY, EXCEPT THAT THE PALLET OF RAMEN WAS NEVER DELIVERED FROM THE WAREHOUSE.

CARL THE WAREHOUSE FOREMAN MAY PROVE DIFFICULT IF QUESTIONED. THIS SHOULD BECOME A MODERATE SOCIAL ENCOUNTER. DEPENDING ON THE PARTY'S DEGREE OF SUCCESS, THEY MAY FIND OUT THAT DR. BELMONTE JR. HAD VISITED THE WAREHOUSE THE PRIOR EVENING, THAT THERE WAS A FORKLIFT OUT OF PLACE THIS MORNING, OR BOTH.

ED GEDDES WILL TRY TO TELL THE PARTY THAT THERE WAS NOTHING UNUSUAL AT ALL DURING THE NIGHT. IF PRESSED, HE WILL ADMIT TO BEING NEGLIGENT. REPEATED QUESTIONING COULD LEAD TO A CONFESSION OF THE RACETRACK OR EVEN TO VIEWING SECURITY FOOTAGE.

JULIE FROM ACCOUNTING WON'T BE ABLE TO TELL THE PARTY VERY MUCH. SHE IS TIRED, MOODY AND EVASIVE. SHE DOESN'T KNOW HER NEW BOYFRIEND IS WORKING FOR SANTE RIO AS A SPY.

THE SUSPECTS:

MIKE AND JANEY, THE NIGHT COOKS: THERE ARE ONLY 2 COOKS EMPLOYED AT NIGHT BY SANTE RIO. THEY'RE NOT TERRIBLY SMART PEOPLE, BUT THEY ARE LOYAL. EACH CAN PROVIDE AN ALIBI FOR THE OTHER AT ALL TIMES, AND SECURITY CAMERAS WATCH THEM FROM EVERY ANGLE.

CARL WATSON, WAREHOUSE FOREMAN: OLD, GROUCHY, AND OLD AND GROUCHY. HE'S WORKED FOR THE COMPANY THE BETTER PART OF FIFTY YEARS, AND HE'S BEEN COUNTING DOWN THE DAYS UNTIL HE CAN RETIRE FOR TEN. HIS DEPARTMENT RUNS AS SMOOTHLY AS GLASS, AND HE HATES ANYONE WHO THREATENS HIS EFFICIENCY INDEX.

ED GEDDES, THE NIGHT WATCHMAN: ED'S BIGGEST PROBLEM IS HE HAS A LOT OF TROUBLE STAYING AWAKE ON THE JOB. HOWEVER, HE'S ACTIVELY WORKED TO FIX THAT IN HIS TIME AT SANTE RIO, BUT THAT MEANS HE DOES THINGS LIKE THE POLKA BEHIND THE COUNTER AT NIGHT.

JULIE FROM ACCOUNTING: JULIE IS A QUINTESSENTIAL OFFICE DRONE, BUSILY WORKING HER WAY UP THE CORPORATE LADDER. SHE DREAMS OF MAKING EXECUTIVE ONE DAY. SHE WAS WORKING IN HER OFFICE LAST NIGHT.

DOCTOR RODRIGO BELMONTE JR., MASTER SPICE MIXER: THE SON OF A FAMOUS SPICE MAN, DR. BELMONTE HAS BEEN EMPLOYED BY SANTE RIO ALMOST LITERALLY FROM BIRTH. HE SHOWED A PRODIGAL TALENT IN SPICE MIXING AT A YOUNG AGE, AND IS RESPONSIBLE FOR MANY OF THE COMPANY'S MOST FAMOUS FLAVOUR PROFILES.

*Sante Rio Kitty Morning Breakfast
Ramen: Deelicious All Day!*

THE CLUES

THE SOLUTION

JULIE FROM ACCOUNTING HAS BEEN ACTING STRANGELY LATELY. THE OFFICE RUMOUR MILL HAS DECIDED SHE MUST BE ON DRUGS. THE TRUTH IS, SHE'S DEVELOPED A CRUSH ON A YOUNG MAN WORKING FOR HERSHEY-STARBUCKS, AND IS TORN BETWEEN YOUNG LUST AND A FUTURE CAREER.

ED GEDDES HAS BEEN KNOWN TO DO SOME CRAZY THINGS TO STAY AWAKE AT NIGHT, BUT LAST NIGHT HE CAME TO A WHOLE NEW LEVEL: HE RIGGED AN ENTIRE TINY RACETRACK FOR THE LITTLE CLEANER ROBOTS THAT VACUUM OUT THE CORNERS OF THE FLOOR AND MADE THEM RACE. HE DIDN'T KEEP AN EYE ON ANY OF THE SECURITY MONITORS WHILE HE WAS DOING THIS, NEITHER.

THE NEWS ON THE LUNCHROOM TV WAS SHOWING A MARKED DIP IN MERCEDES-KRAFT STOCK AS OF YESTERDAY, FOLLOWING THE ANNOUNCEMENT THAT THEY WOULD HAVE TO RECALL ALL THEIR ROAD LUNCH PRODUCTS MANUFACTURED IN THE LAST THREE MONTHS. THE RECALL IS DUE TO AN EXPERIMENTAL PRESERVATIVE BEING PROVEN TO CAUSE ORGAN FAILURE IN LAB ANIMALS.

DR. BELMONTE WAS SEEN IN A HEATED ARGUMENT WITH HIS FATHER, THE VICE PRESIDENT OF ADDITIVES. IT SEEMS BELMONTE SR. OBTAINED A COPY OF A PRESERVATIVE MIXTURE IN USE BY A COMPETITOR AND WANTS BELMONTE JR. TO INCORPORATE IT INTO THE NEXT LINE OF VEGAN SNACK FOOD.

BELMONTE SR. OBTAINED A COPY OF A CHEMICAL COMPOUND RECIPE BY INTERESTING MEANS THAT IS SUPPOSED TO BE A NEXT GENERATION PRESERVATIVE. HE APPROACHED HIS SON TO USE IT. UNFORTUNATELY THE COMPOUND IS WORSE THAN USELESS; IT'S HIGHLY TOXIC. IF PRESSED FOR INFORMATION, BELMONTE SR. WILL REVEAL THAT JULIE FROM ACCOUNTING'S NEW LOVE INTEREST IS ACTUALLY A CORPORATE SPY WHO GOT HIRED ON BY HERSHEY-STARBUCKS AFTER DELIVERING MERCEDES-KRAFT'S NEW CHEMICAL INTO BELMONTE'S HANDS. BELMONTE IS INSISTENT THAT IT AT LEAST BE TRIED OUT. JUNIOR REFUSES, SO, TO TRY AND CONVINCE HIS SON, HE ORDERS IT PUT INTO THE EMPLOYEE RAMEN. JUNIOR FINDS OUT BEFORE THE RAMEN IS DELIVERED AND GOES INTO A RAGE. HE MAKES A DESPERATE PLAN TO SAVE HIS COWORKERS FROM WEEK-LONG NAUSEA BY SHOWING ED GEDDES HOW TO CONVINCE A CLEANER ROBOT TO RACE AROUND A TRACK, AND THEN STEALS A FORKLIFT TO TAKE THE PALLET OF CONTAMINATED RAMEN AWAY. THE RAMEN ITSELF IS IN THE WAREHOUSE AWAITING DESTRUCTION.

THE END

THE PARTY MAY WISH TO CONFRONT BELMONTE SR. ABOUT HIS APPALLING LACK OF CONSIDERATION FOR THEIR LIVES AND SAFETY. ANY COMBAT ENCOUNTER WITH BELMONTE SR SHOULD BE A MODERATE TO DIFFICULT FIGHT. HE WILL LIKELY HAVE AT LEAST ONE BODYGUARD.

IF THEY TRY TO ARREST BELMONTE JR., THAT SHOULD BE A DIFFICULT ENCOUNTER, WITH A FAILURE LETTING BELMONTE JR. ESCAPE THE BUILDING AND JOIN ANOTHER COMPANY. THE COMBAT COULD INCLUDE HIS NEW BOSS' SECURITY DETAIL, SENT TO MAKE SURE HE GETS TO HIS NEW JOB ON TIME AND IN ONE PIECE.

SETUP - It is 1889. The characters have been asked by a leading industrialist (Sir Indigo Fitzhume) with interests across the UK, and its colonies on Earth, Mars & Venus, to come to Dublin in Ireland and investigate a former employee (Dr. Tyrell), whom he suggests has been passing sensitive technology to some “Johnny Foreigner” or other. Sir Indigo charges the players with seizing any plans or blueprints they find at Dr. Tyrell’s home and returning them to him.

Meeting them in Dublin, Sir Indigo tells the players that he wishes it to be taken care of immediately and discretely, as he will be made a knight of the Most Illustrious Order of St. Patrick (the Irish equivalent of the Order of the Garter) in 2 days and he does not wish to have this joyous occasion undermined if his suspicions should prove to be true or become public knowledge. Such a leak would be highly embarrassing to her Britannic Majesty’s government.

FITZHUME’S TRUTH - Sir Indigo Fitzhume is a very rich member of the most exclusive clubs in the Empire, with access to the highest levels of government. His impending honouring has been somewhat “sponsored” by the Admiralty. A favourable association with him will do much for any adventurer trying to make their way in the world. He is also arrogant, vain, ruthless and corrupt and is not above selling covertly to “Johnny Foreigner” if there is a profit in it. He wishes to see his young niece, Maria Fitzherbert-Fitzhume, married off to a high-born family as soon as possible.

Fitzhume is accompanied by his Lizardman bodyguard Tick-Tack, whom he acquired as a result of a dubious association with some German colonists on Venus. The Lizardman barely speaks and prefers to hiss quietly. He is somberly dressed in a fitted black suit with a high stiff-collared white shirt and a custom made bowler. Allowances have been made for his tail.

Fitzhume is dissembling. He does not suspect Tyrell of spying. However, he does believe that Tyrell has invented something very important since quitting and he wants those plans.

DR. TYRELL’S TRUTH - Dr. Jonathan Tyrell, trained in Trinity College Dublin, is a brilliant, relatively young scientist (late-30s) with a focus on Marine Engineering. He is not a worldly man and was aghast to discover his work was being sold by Fitzhume to some extremely disreputable customers. He was particularly concerned with Fitzhumes associations with colonists on Venus, where he feels the indigenous Lizardmen are being brutally exploited.

Since quitting Fitzhumes employ, Dr. Tyrell has invented a rebreather (the T.U.B.A or Tyrells Underwater Breathing Apparatus) which would allow divers to work below water (at a depth of about 20ft) for an extended period of time burdened by

relatively light equipment. The T.U.B.A is series of concentric brass tubes (in the prototypes these have been harvested from Brass instruments) carried on the back, and stuffed with Tyrell’s own recipe for a CO2 scrubber (this material is his innovation and is a form of Sodium Peroxide held in a semi-permeable substrate). This is all connected to a small Oxygen Cylinder, a breathing bag, and a mouth piece.

Tyrell is not sharing his work with any foreign government. In fact he has been secretly funded by Fitzhumes niece, Ms Maria Fitzherbert-Fitzhume, who he believes wishes to spite her uncle by funding Dr. Tyrells work.

MARIA’S TRUTH - Maria Fitzherbert-Fitzhume is a beautiful and vivacious 20 year old woman who is intelligent & cunning. She does wish to spite her uncle, but her ambition far exceeds Dr. Tyrells vision. Maria has become politically radicalized and is secretly an anarchist. She is not above playing the role of damsel in distress or seductress in order to sow dissent and confusion.

Her plan is, with a gang of local Dublin toughs (lead by Dara O’Kelly), to use the prototypes of the diving equipment to walk along the underground river, the Poddle, penetrate the flooded sewers beneath the Great Hall in Dublin Castle, and steal the Irish Crown Jewels, worth £33,000. The Jewels will be used in 2 days time as part of the ceremony to induct Sir Indigo into the Most Illustrious Order of St. Patrick, & it is Maria’s intention to interrupt this event with her armed gang, steal the jewels, & retreat back down the underground river. She has arranged to smuggle the booty to the U.S. (hidden in a barrel of Guinness) where it can be sold & the resulting fortune used to fund anarchist activity across the Solar System.

Having discovered that her uncle is investigating Dr. Tyrell, she has had him kidnapped and held by her gang while he completes the last of the prototype diving suits they will use for the heist. The players will first encounter her when they go to Tyrell’s home, where she will pretend to be his sister. She will try to misdirect the players by suggesting that Tyrell might actually be delivering secrets to the Germans. Specifically, she has planted a newspaper clipping which has been circled in pen, which shows that a German Marine Band, off the SMS Oldenberg (currently at port in Dublin as part of a good-will tour), will be playing at the bandstand in St. Stephens Green tomorrow at noon. “TUBA” has been penned on the clipping.

O’KELLY’S TRUTH - Dara O’Kelly is a 45 year old cooper, working for Guinness. He has led a double life for many years, is a leader of men & very capable in a fight. He is fully supportive of Maria’s plan but for 1 small detail. He is a fenian not an anarchist & feels the money would be better spent in support of the struggle for independence. The rest of the gang

are all his men and will follow his lead. He will wait until they return to the hideout before executing his double-cross

PLOT EVENTS

Interviewed by Sir Indigo – This takes place in Fitzhumes sumptuous rooms on Pembroke Road, all high-ceilings & big windows, while he is being measured for his formal attire. Tick-Tack makes an impression. Fitzhume tells the players to come along to the ceremony at Dublin Castle in 2 days and report to him on how things stand. Maria eavesdrops (IMPOSSIBLE).

Investigating Dr. Tyrells Home – Dr Tyrell lives in a small terraced red-brick property with bay-windows in a quiet street off the Ranelagh Rd. The players find the front door on the latch & the good doctor absent. The place has been searched but not ransacked (MODERATE). There is a small workshop situated at the rear which has been cleared out as dust shadows can attest (EASY). A glass jar lies smashed in the middle of the room.

Here the players will encounter a seemingly distressed “Mary Tyrell” (actually Maria, caught in the act of planting misleading evidence - the newspaper cutting) who is concerned with her brothers sudden disappearance. Seeing through this story is a DIFFICULT task as Maria is convincing. The players can discover the newspaper clipping about the German Marine Band recital (EASY), an invoice, from a shop selling musical instruments, for 4 Tubas and their cases (MODERATE), the remains of 2 dismembered tubas & their cases (ROUTINE), several boxes of various chemicals (potash, soda lime, Sodium peroxide, etc) as well as some swatches of linen and cotton & various scientific apparatus (ROUTINE). Following up with the music shop may uncover an invoice for today for 4 tubas to be delivered to an address in the Liberties (MODERATE). This address is the gangs hideout.

The Bandstand in St. Stephens Green – This is a red herring. Maria has bribed a Tuba player in the band to break off in the middle of “The Return of The Guards” to play 5 notes which do not belong to the tune, he will do so on 3 occasions within the piece (ROUTINE for an Ex-Guardsman, EASY for anyone with knowledge of music, MODERATE otherwise). The band leader will be visibly upset (EASY). The marine will be punished later but has been well paid. The band return to the docks & an armoured warship of the German Imperial Navy, the SMS Oldenberg. Boarding would cause a diplomatic incident.

Watching proceedings & furiously taking notes is a suspicious man in a brown bowler hat and tan overcoat (MODERATE). He may look like a spy. This is Detective Aloysius Smith and he is a G-Man (a member of G-Division of the Dublin Metropolitan Police, charged with investigating subversion & terrorism) watching for suspicious contact between Fenians & the visiting

Germans. He is very excited by the Tuba players deviation (being an ex-guardsman). If the players successfully follow him without his knowledge (DIFFICULT) then he will lead them back to the Castle. If he recognizes their attempt to follow him, a confrontation will occur. Quick talking may be required to avoid arrest or violence. Maria will be “too afraid” to follow him and arrange to meet the players later. Det. Smith is very knowledgeable about Dublins suspected Fenians activists.

The Heist – 2 days after their initial meeting the players report to Sir Indigo (decked out in his knightly regalia) in the Great Hall in Dublin Castle surrounded by the great & good of Dublin society. At some stage, several men & one woman (EASY) arrive dripping wet, dressed in outlandish rubber suits, masks, goggles and what appear to be the guts of several brass instruments across their backs. They are all armed. Identifying Maria is a DIFFICULT task (or MODERATE if the player was more “intimate” with her). They will attempt to steal the jewels, being worn by the Grand Master of the Order. The Castle is bristling with armed men, but the Great Hall will have none. Tick-Tack will position himself between his master and the gunmen but won’t attack them first. Once they retreat down the River Poddle Tick-Tack will swim after them, perhaps capturing one, he can discover where they exit the underground river but won’t go further than that without support.

The Hideout – The gang have accessed the River Poddle through the floor of a small storehouse in the Liberties not very far from the Castle. Dr. Tyrell is being kept here among many many barrels. They have strung electric lighting (heavily insulated) along the length of their journey to the castle which they will begin to wind back on their return journey. If the players arrive through the underground river (which can be swum unaided, using occasional air pockets, with DIFFICULTY) then they will surprise all those within. If the players followed the Tuba invoice they may already have the address of the hideout. Det. Smith will be able to recognize any dead or captured as Fenians & if players check his files they can discover (MODERATE) intelligence reports which point to recent suspected Fenian activity at the address of this storehouse.

If they have a map with the flow of the underground river Poddle then the hideout can be found using a process of elimination (though it will take time). In this case, when the players arrive, the double-cross will be in full-swing, with an armed Maria, still in possession of the jewels, having barricaded herself into a corner office in the storehouse. She will use Tyrell as a hostage.

HELPFUL WIKI SEARCHES -- SMS Oldenberg, Illustrious Order of St. Patrick, Dublin Castle, Irish Crown Jewels, St Stephens Green, River Poddle, Ranelagh

Torn Souls

By Eric Wendlandt

Fantasy, Comedic

www.happyjacks.org

The Hook:

A person important to the Party (or to a single party member) has gone missing under most mysterious circumstances.

Dramatis Personae:

Ronan Lorth: Guard Captain of the City. His uniform is not quite clean and his breath has a slight sour note from a night of hard drinking. He will tell the party that his investigation came up “empty as my coin purse”. Any investigation by the party in the city will be met with interference by the City Guard.

Horace Yoling: Proprietor of The Magickal Emporium. Arrogant Enchanter Extraordinaire. He is a shrewd business man. He has been undercutting Otto for years, hoping to drive him out of business. He is very upset that Otto seems to have come across a supply of superb magical items that Horace cannot contend with. He is willing to pay the Party a hefty sum if they can discover the source of this supply.

Gerard Legrange the grand vizier of the land of popinjay: Gerard is a hobo with delusions of grandeur. Absolutely certain that the rags he wears are magical vestments and all around him are his lessers. He witnessed the abduction of the person that the Party cared about. But, he will respond poorly if the Party treats him in any way that he considers less than his due. “A group of ninjas appeared out of the shadows, and a grand battle ensued with Knights riding dragons and I cast my signature spell Gerard's frozen testicles, then the Ninja's grabbed the victim and ran away. A great victory, great victory.”

Otto MacLane: Shopkeeper of Otto's Oddments. He's a jolly fellow, and somewhat naive. He is amazed by his new rings and will push the rings on anyone entering his establishment. He is a horrible business person though, and any bartering will lead to him slashing his prices much lower than seems wise. He knows nothing about the missing people, and just seems happy that he can now support his wife. If asked where the rings came from, he will answer that his wife purchased them from a traveling merchant down on his luck for a great price.

Sherry Maclane: Wife to Otto. She is a potion maker of no small skill. It is unlikely that the Party will meet her until the conclusion of the adventure. She is behind a plot to drive Horace Yoling out of business, by any means necessary

Razor- Master of the Local Thief's Guild. He prefers the use of poisoned daggers. He doesn't talk much, but will change sides if his life is in danger.

Relevant Investigation Information:

Investigation with a routine difficulty will reveal the following information:

EASY-

Skilled people have been vanishing for a month. Otto's Oddments has begun selling amazing magical rings at a fraction of the cost of ordinary magical rings

Several adventuring groups have been given missions by a mysterious figure to clear a nearby cave (3 days travel by foot), and never returned, in the past several months.

Moderate-

One of the Night gate guards will take bribes to allow carts out without searching them first and without recording them leaving

Other than people vanishing, local crime has actually decreased

Difficult-

The Guard Captain has large gambling debts, and a rather extreme liking for the local ale.

The Twists:

- The Priests who take the injured soldiers from the party are members of the Rogues guild in disguise. They are taking the Prisoners to the Cave.
- A substantial bribe to Ronan Lorth will get him to admit that a cloaked figure has been giving him bribes on a weekly basis to NOT investigate any disappearances. (the party's bribe must be at least 10x the amount he gets on a weekly basis)
- Sherry MacLane is the Mysterious figure and has been having people kidnapped and taken to the Cave for awhile now.
- The Cave has a device in it, which tears out portions of a person's soul and life experiences and places what it takes into rings.
- Destroying the Gem atop the Soul Forge will remove the power from all of Otto's Rings and all the captives will return to full consciousness.
- Gerard will reward those who treated him well.

Plot Events:

Prior to the adventure HOOK- The party will be given a mission to go to a battlefield and to try to save the lives of any soldiers that are near death but were left on the field, and to then bring them back to a temple that specializes in Healing. The Party will be equipped with a cart and special potions to keep the soldiers alive and unconscious. After the party Leaves the field of battle a group of Priests will take the cart full of unconscious soldiers from the Party. The Party will encounter a group of scavengers on the battlefield, who will attack immediately (Easy Encounter). The scavengers will attempt to flee when the fight turns against them.

If the Party separates- The weakest division of the group will be attacked by a group of rogues (difficult encounter). The Rogues will be attempting to capture the Characters, using poison on their daggers that weaken the characters or knock them unconscious. If any are captured, all they know is that they were to take anyone they captured and put them in a cart in a dark alley.

If the party manages to confront the mysterious hooded figure- She will drink a potion and vanish.

If the Party discovers information about a cart carrying unconscious victims out of the city- Just prior to dawn a cart driver will show up to drive the cart out of the city. He knows nothing, except that he was to drive the cart along the north road until noon. Where someone else would take the cart from there. The antagonists know who the driver is, so a disguise (difficult) would be required to replace him in hopes of following it to the cave.

The Cave- The entrance of the cave is obscured by vines and plant growth (easy spot). The Entrance is guarded by a group of Rogues and Thugs (Moderate). If the battle at the entrance is Loud, later battles become more difficult. The first chamber has cots and supplies. The second chamber has metal cages, some of the cages have people in them. There is a pile of clothes and property against one wall. The third chamber has the Soul Forge. Shelly MacLane, Razor, and a small group of his elite Enforcers and one of his Lieutenants are also in this chamber. This combat will be Difficult if the antagonists are caught unprepared, Impossible if they knew the Party was coming. Though, if the Characters are equipped with Otto's Rings of their own, it goes back down to Difficult. The fourth chamber is long, beyond eyesight, filled with alcoves. Some of the alcoves have people in them, with organic veins growing from the alcove into the bodies. The people are alive, but they stare empty into nothingness.

If the party destroys the Soul Forge- The Captives regain all their memories, Otto's rings become nearly worthless silver rings, and upon returning to the city, Gerard will Gift all everyone for exactly how they treated him. If the Party had abused him, he will attack them and they stand no chance of defeating him (impossible). If they were kind, he will gift them with magical items.

Items and Artifacts:

Otto's Rings: Made of Silver, these rings offer Amazing bonuses to Skills. Impart abilities that can be gained by intense training. Or Knowledge that comes from long term study. *These rings do not appear to be magic using any magical means of study. Although, using a spell that detects life, they appear to be alive, very weakly.

The Soul Forge: This device almost seems to pulse with life. It is black and glistens with slime on every surface. There are 6 chairs, above which hang writhing tentacles. Behind the chairs is a cauldron of molten silver, black tentacles stirring the molten metal. A pedestal rises from the center of the device, atop which spins a pulsing green gem about the size of a human head. From the Cauldron are 6 ports which pour into 6 molds. Each mold designed to shape 6 rings at once. *This device tears memories, experiences, and even a tiny portion of the soul from any human(s) that sit in the chairs, stirring and sorting the essence and pouring the imbued molten silver into the molds for rings. **The Soul Forge is fairly tough, but the spinning green gem will shatter easily.

NOTE: The Soul Forge can be used in a long term campaign. Just give it to a small country and have them use it to equip their soldiers with skills and abilities far beyond what they should be capable of. The Party then would have to infiltrate that country. Find where the Rings are coming from, and Destroy it before the attacking country takes over the entire known world.

Worms in Texas

By Ricky Anderson Pulp, Horror, Intrigue

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Worm

- Any of a number of creeping or burrowing invertebrate animals with long, slender, soft bodies and no limbs
- To penetrate with difficulty by crawling or creeping unnoticed
- in Old English, an incidious snake creature such as a dragon, demon, or Satan

In 1945, a wounded soldier returned from World War 2 with three objects: a purple heart, a wheel chair, and a medallion. While transporting recovered Nazi artifacts to Allied controlled areas, a group of fanatic Nazi loyalists attacked and riddled his body with bullets. The soldier survived, but lost the use of his legs. The reason the soldier lived was because of a medallion he was holding moments before the attack. A bullet destined for the soldier's chest had struck the medallion instead. The German authorities could find no record of the use of the medallion, nor did any museums put in a claim for it. In a sign of good will, the soldier was allowed to take the medallion home as a souvenir.



When World War II ended, the soldiers came home to much fanfare. Corporal Phillip Howard, the wounded war hero, returned home with great ceremony to his tiny home town of Annelida, Texas. The town embraced their hero in much the same way they once embraced Steve Austin and Sam Houston. Soon it was known that even if you were new to the town, and friendly with the town's hero, you could win office by his recommendation alone. He was not only a popular endorsement, he was a valuable consultant. Before the war, he was a well educated and well traveled engineering student with degrees from a well known Texan university.

MODERN TIMES

The Corporal is much too old now to make public appearances outside of the Memorial Day parade in his home town. Twenty years ago, a museum was opened in his honor. In it can be found photos of the Corporal's post war life, and an autobiography like presentation of his role in the town. The museum has fallen out of favor as a tourist attraction, and many in town do not even know about the town's history with its hero. The town today is known more for its surprise census results published in 2010. More accidental deaths occurred in Annelida than anywhere else in Texas in the past ten years.

In March, 2012, a paranormal blogger that moved to Annelida two years ago was found dead of a self inflicted gunshot wound to the head. He published a blog post earlier that day saying that he had found something out and that he would return that night with the results, he just had to make sure of something first. Instead he blew his brains out at the base of a statue. The statue of one Corporal Phillip Howard.



The Big Reveal

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Howard was an engineering consultant to German Archeologists before the war. While in the Mid-East they uncovered a medallion, causing Howard to be possessed by a demon. He used his powers to brainwash his co-workers. The events of the War are true, except Howard had the medallion all along. The official that ruled he could take it home was a former colleague he had brainwashed. The council members he helped appoint are also former colleagues that were smuggled to South America by the ODESSA program. He constructed the city into a larger version of the medallion, preparing to open a portal to the netherworld. The portal has been completed and only one last sacrifice is needed to open it this next full moon.

Sources of Information

1. Howard Museum ●
2. Local Gossip ●
3. Howard's Mother ●
4. Public Records ●

The clues below are color coded for easy reference of where they can be found

- the portal is ready, a newspaper article reveals a jeweler fixed Howard's medallion, a picture shows it whole with no dent
- the blogger suicidewas witnessed in the middle of the day, no foul play is implemented, he simply could not live with the truth
- Howard's mother is alive and living in town
- Howard was not the same man when he came home from the archeology digs

The Deaths are Sacrifices

- list of the victims reveal most have very traditional Jewish last names
- the accidents were all absurd to explain the mutilation of the bodies(a box of scissors fell off the top of a building stabbing someone 40+ times, someone fell in a vat of peanut butter and wild dogs killed and ate them, and whatever else you can think of).
- ● all the deaths occurred near a full moon and residents claim it is just Full Moon Madness or bad luck because of full moons

The City Roads Copy the Medallion

- photos of Howard wearing the medallion at the museum are large enough to compare to street maps found in other sections of the same museum
- photos of Howard helping engineer the town square are also well publicized in the museum
- people complain that all their lives there has been road work at a certain junction of the street, if maps are compared to the medallion it will reveal the junction is where the bullet dent was in the medallion, the road work is trial and error attempts by Howard to finish the portal

Howard Helped ODESSA Members get Elected

- photos owned by Howard's Mother reveal his pre-war German Archeologist travels
- the photos reveal the city council members are the same people as the German team
- ● the museum gives these men spanish names, yet Howard's mother knows them as Heinrich and Metzgar, the names do not match
- the official that signed the release that let Howard take home the amulet can be researched and found he was sentenced to prison for helping former Nazis escape through ODESSA

The Ending?

I'm leaving the ending up to the GM. If it is a combat oriented game, have Howard use his medallion to draw power and turn into his true form for a hard fight. For horror, noir type games, the players have to prevent a death within city limits or the portal will trigger. This also means the players can not kill Howard as that would count toward the death. Digging up the thick asphalt will break the circle and give players the time they need to stop Howard, but will alert the police.

“Ezekial tells us that Gog, the nation that will lead all of the other powers of darkness against Israel, will come out of the north. Biblical scholars have been saying for generations that Gog must be Russia. What other powerful nation is to the north of Israel? None. But it didn't seem to make sense before the Russian Revolution, when Russia was a Christian country. Now it does, now that Russia has become communistic and atheistic, now that Russia has set itself against God. Now it fits the description of Gog perfectly”. **Ronald Regan 1971**

Overview - It is 1971 in the USSR. The PCs are Soviet Army conscripts with the Southern High-Command, based in Baku, who have been assigned to support a mysterious Major Azarov, on his trip to Neft Daslari, a city on stilts in the Caspian Sea, 55 KM off-shore. The city lies at the heart of miles of overwater roadway, linking hundreds of different oil and gas drilling platforms. Azarov goes to inspect the ancient remains of a Varangian (or Viking) Long-ship which has been unearthed there.

The wreck is haunted by the spirit of a malevolent Khazar Warlock named Barjik & the bound ghosts of his Viking mercenaries. Barjik was killed by one of the Vikings (showing the poor impulse control that these Varangians were famous for) during a violent storm controlled by him, in the 9th century. In his death-throes he destroyed the long-ship & drowned all aboard. He had been on his way to unlock the mythical Iron Gates hidden deep in the Caucasus Mountains (inside which were imprisoned the terrible Gog & Magog) in order to hasten the apocalypse. To this end he had crafted a silver “key”, bound his very soul to the thing & anointed it in the blood of one hundred innocents.

Now that his resting place has been disturbed it is his intention to possess the body of a capable man & proceed with his plan as if no time had passed.

A note about the PCs – The players should be encouraged to deploy their most outlandish Russian accents. As conscripts, the PCs will have rudimentary combat skills but may come from a range of social and educational backgrounds with their base age (18) adjusted as appropriate. The USSR is officially an atheistic state, although individuals may well have some secret faith. True atheists will have some real sanity issues when facing paranormal manifestations.

Neft Daslari – The name of this city can be translated from Azeri as “Oil Rocks”. The town lies in the Caspian Sea, 100KM West of Baku, has a population of several thousand workers & is made up of a numerous platforms connected by 200KM of trestle bridges, all standing on a foundation of sunken ships & landfill. Along with the drilling platforms the city includes administration buildings, a hospital, several 9-story hostels, hotels, cultural palaces, schools, bakeries, a drinking water facility & a lemonade

workshop! Illegal alcohol stills are in operation in out-of-the-way locations across the city. Gunfire could ignite oil or gas pipelines.

Barjik the Haughty - Barjik was a member of the Khazar nobility towards the end of the 9th Century & so was a follower of the Jewish religion. He did not entertain a happy world view however & wished to see this existence end. Consequently he sought out & discovered certain ancient tomes, learned their secrets & magics, & decided that his goals could be achieved by opening the mythical Iron Gates and releasing the powers which had been imprisoned within by Alexander the Great. He believed that while the gates themselves were indestructible (covered by the lost alloy *ASICETON*, proof against fire & steel) Alexanders efforts could be undone, by a silver “key” created under certain mystical conditions. He was wanted by the Khagan of the Khazars in connection with the crimes he committed while creating his “key”.

He was crossing the Caspian sea with a crew of Viking mercenaries, heading for Baku (his gateway into the Caucasus) when one of the Vikings named Actumerus, got wind of his final plan and fearing that he'd release a Frost-Giant, cut his throat.

Actumerus the Rash - Actumerus is well named, but he is not stupid. When he killed Barjik, Actumerus was wearing a silver bracelet as protection against the Evil Eye, which didn't protect him from Barjiks initial vengeance but does mean he will not be “bound” further by any magic. Actumerus currently possess the now comatose body of the diver who discovered the wreck initially (and who picked up & kept Actumerus' bracelet).

Once he works out how to control & move the divers' body he will act to thwart Barjiks efforts in the first way that comes to mind. Initially he speaks & understands only ancient Norse & Khazar, as he further integrates into the divers body he will begin to speak Russian.

Major Vitaly Azarov – Azarov is a KGB liason to the Office of Applied Research with the Dept of Antiquities in the Ministry of Culture. He is intelligent, aggressive & ambitious. He is aware of the story of Barjik and would dearly love to locate the Iron Gates, as he believes the rediscovery of the lost alloy *ASICETON* will be a huge benefit to the Soviet Unions' struggle against the corrupt West, and this will make him a great & powerful man.

Professor Gurkan Baghirov – The Prof is a wizened & unsavory character. Once he recognized what power the Varangian long-ship represented (having spoken directly to the non-corporeal spirit of Barjik which now inhabits the silver “key”) he insisted that much of the ship be extracted from the seabed & deposited in large water tanks in an appropriated cultural palace. All of which he did on his own authority, without notifying the Ministry of Culture. He was mystified & angered to

discover that they had heard about the find & were sending an inspector (Azarov). He followed Barjiks' instructions to create a lightening storm in an attempt to kill the approaching inspector. These instructions took the form of a series of incantations, some chalk diagrams and the ritual murder of a worker. He is in the grip of Barjik and will be his willing "Renfield".

Dr. Mirza Ragimov – Shocked at the Profs abuse of his authority, Mirza personally notified the Ministry of Culture. Mirza is a young idealist & cannot understand the motivations behind the Profs behaviour. Mirza is a wealth of knowledge about the antiquities, myth & folklore of the Caucasus & Caspian Sea.

1. Approaching the City - Ordered to accompany the mysterious Major, the conscripts load onto a Kamov Ka-25 helicopter (notable for its twin coaxially mounted main rotors & lack of tail rotor). A storm rises as they cross the 55KM of sea a few hours before dusk. The characters should introduce themselves, shouting over the sound of the rotors. While trying to land at Neft Daslari, lightning strikes the platform, killing the pilots & impairing the machine. The PCs could jump out over water with no injuries (MODERATE), attempt to control the descent (DIFFICULT, but gives a ROUTINE injury-free exit for all PCs), attempt to land (IMPOSSIBLE, failing will cause injury except on a DIFFICULT save), or try a controlled sea crash (MODERATE – on success it will be EASY to avoid injury). This lightening strike will destroy a bridge out of the city.

2. The Hospital – The storm progresses. Injured & uninjured alike will be taken to the hospital for rudimentary first aid. A man lies in the ward in a coma (this is the diver now possessed by Actumerus), his chart identifies him as "Pyotr Kebin, DIVER". Azarov finally briefs them, he is here to inspect an archaeological find & they are here to follow his orders. Baghiroff arrives, is craven to the Major & uninterested in the PCs. He also appears to be having a side conversation with himself (DIFFICULT). Anyone psychic (or sensitive) may feel there is something odd about Pyotr Kebin (MODERATE). The Prof will answer questions about Pyotr dismissively ... "the bends or something".

3. Cultural Palace – The PCs accompany Azarov & Baghiroff through wind & rain, across the darkening central square from the hospital & into the cultural palace. Here are several large tanks of water (each containing elements of the long-ship & 20 skeletons) & trestle tables with a slew of artifacts. Attending the room are several workers & Ragimov. While glad (EASY) to see the major Ragimov is also concerned (ROUTINE) about a missing worker (murdered by Baghiroff in an adjoining & locked room). If the room is discovered it will be found to be in disorder, with a lot of arterial spray on the walls & chalk marks on the floor. Baghiroff dragged the covered corpse into a corner (ROUTINE). The

blood-stained rain gear he wore is still in the room.

4. The Storm hits – The storm intensifies (Barjiks influence builds) as relations between Azarov & Baghiroff deteriorate. Baghiroff is trying to get Azarov alone so he can transfer Barjiks spirit from the "Key" into the Major. The power goes out. The major will order the team to get to the nearest power relay and see if they can get it back online. Outside, in the middle of the windswept square, under a streetlight, stands the solitary figure of the diver still in his hospital bib. If approached he will speak haltingly in ancient norse: "*VARNAN! Vaka vandr frodleikr draugr BARJIK! ISKANDER tveirhyrindr loesa jarn dyrr innan har fjall! Loesa hrimpurs innan! BARJIK fyst jarn dyrr hniga! BARJIK eiga silfr lykill!*" [WARNING! Watch the ghost of the evil magician BARJIK! Two-horned ALEXANDER locked the Iron Gates in the high mountains & locked the Frost Giants within. BARJIK wants to open the Iron Door! BARJIK has a silver key!]. If Ragimov is with them (or if the PCs have applicable skills) then translation is ROUTINE, though Actumerus' grasp of norse seems like he took it from a dictionary. As this is supernatural in nature it somewhat transcends language, PCs may be able to understand the gist (MODERATE) if they take the time & don't attack on instinct.

If they immediately return to the major they interrupt Baghiroff attempt to transfer Barjiks soul. Barjik will transfer the souls of 10 Varangians into the workers in the hall (he has already prepared for this) & try to take Azarov by force. The remaining 10 skeletons will climb out of their tanks & join the fray. This will happen in the dark (room now lit by oil lamps). If the PCs first fix the power then Barjik will be corporeal and some of his Vikings & skeletons may well attack the power relay. Once Barjik is corporeal he will start to gradually regain his full magical power.

5. Pillage & Plunder – the Vikings will prefer close combat, but will get the hang of guns pretty quickly. They are pillagers at heart so while Barjik (in the guise of Azarov) will take them to the docks, passing through a series of buildings (especially the Lemonade Workshop) in an attempt to seize transport to Baku, they will not travel in tight formation. PCs should be encouraged to come to the rescue of terrified Babushkas along the way. The apocalyptic nature of Barjiks aims should become clear through discussions with Ragimov or if Baghiroff is captured & questioned. Frankly Baghiroff is a bit of a gloater anyway, if they don't capture him he may shout out their plans as a taunt. Actumerus will become more communicative as time moves on.

6. To the Boats – Barjik will seize a sturdy looking vessel, not a fast one. If they get away from the docks the PCs could catch up with a faster boat & board at sea. The winds are perilous & the boats will weave in & out of the trestle bridges.

LIGHTNING RIDE

An adventure for Weird West, Pulp, Horror, Steampunk or Victorian Era genre.

By Sébastien “Séb” Allard

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Difficulty: Moderate. This adventure was designed for 3-5 players. There is a fistful of bandits to fight, one mad scientist, her native american bodyguard and a giant creature made of pure electricity. The later is very powerful but if the players are smart they can defeat it. Also, the group could benefit greatly from a character with scientific skills but it is not required.

Plot: The PC's receive a telegram from a friend, an excentric inventor named *Herman J. Tesler*. He is held captive in his workshop and forced to work on some kind of doomsday machine. He ask for help but also express great concern about what the machine could do in the wrong hands. The PC's take the train to quickly go in a remote town called *Walking Needle*. During the trip they are attacked by bandits. Once in Tesler's workshop, the PC's meet with Miss Dawn Ryan, the mastermind behind all this. A fight probably erupt between the PC's and her gang. During the fight, a lightning strike the machine out of nowhere and a giant creature made of pure electricity being to form and cause havoc in the nearby town. It is now up to the PC's to stop it and save the day.

CAST OF CHARACTERS (NPC'S)

- **Herman J. Tesler:** He's an excentric, odd, elegant, recluse, genius inventor, fringe scientist and overall savant. Make him like Nikola Tesla; distant, tactiturn, slightly strange, with intense gazing eyes, a slight foreign accent and a lateral thinker. He doesn't sleep much, read 20 books a week and he's always on the verge of a fantastic scientific breakthrough (something like wireless power, radio-communication, etc.). He have access to scientific and technical knowledge from a higher tech level. He came be an old time friend or just someone who know the PC's by reputation.
 - *Motivation:* Forced against his will to work on a dangerous machine but he will do anything to stay alive.
- **Miss Dawn « Doom Lightning » Ryan:** She's young, attractive, sharp-minded, mildly crazy and totally obsessed with proving her scientific discovery of “*Uncohesive Z-Ray Wavelengths*”, capable in theory of transforming the ionosphere into pure energy. Give her high intelligence, some weird science skills, a hidden weapon (i.e. .28 Derringer) and a sword-umbrella.
 - *Motivation:* She wants to prove to the world

how brilliant she really is by converting the ionosphere into pure energy.

- **Two-Moons:** Miss Ryan never go anywhere without her deadly, tactiturn, native american warrior. He is an expert in melee combat and fight acrobatically with two small hatchets (tomahawks). (Inspiration: Mani in the *Brotherhood of the Wolves*.)
 - *Motivation:* *Two-Moons in secretly in love with Dawn Ryan. Will do anything to protect her.*
- **Bandit/Hired Guns (minions):** Your typical dirty, odious and not-so-smart thugs.
- **The Lightning Creature:** A giant living lighting creature. Make it more bizarre by it having a strange shape like a giant alligator or an octopus. It is pretty much impervious to normal weapons and capable of spitting death rays of pure white energy. It also have an aura of power capable of giving a good shock just by proximity. Touching the creature should equal near certain death.

IMPORTANT ARTEFACT

- **The Ryan-Tesler Z-Ray Capacitor:** A large tube or iron, copper, zinc, covered with coils, wires, bolts and cogs. Mr. Tesler is working on it alone, carefully watched by Miss Ryan's hired guns. This machine is a large pseudo-battery connected to Walking Needle's electrical wires. If anything goes wrong with this, the town could suffer from a blackout... or worse.
 - *Story Goal:* *This machine will be responsible for the creation of the creature and eventually the pc's going back in time.*

INTRODUCTION

The PC's receive a telegram from the *Western Union Telegraph Co*. The message come from a friend, an excentric scientist living in the back water town of *Walking Needle*.

“*DISTRESS AT WALKING NEEDLE – STOP - REQUIRES IMMEDIATE ASSISTANCE NOW – STOP – AGAINST MY WILL - STOP - FORCED TO WORK ON DANGEROUS MACHINE – STOP – MUST BE STOPPED – STOP – YOUR FRIEND HERMAN J. TESLER. “*

The telegram contain an error inserted by *Mr. Tesler* (the



LIGHTNING RIDE

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An adventure for Weird West, Pulp, Horror, Steampunk or Victorian Era genre.

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*Y in the word YMMEDIATE). Roll for each PC in secret to see if someone will notice the error. Tesler is a well known savant speaking a dozen languages and he is not prone to this kind of error. It was surely voluntary.

In fact, Tesler hid the name of his captor in his short telegram and it is found in the first letters of every words: **DAWN RYAN**. The PC's should know her by reputation or by name or have met before this crazy eyed lady scientist. She's know for the being “Bad Luck Incarnate” in some circles and the cause of large scale mayhem/destruction.

Goals: Send the PC's to the town of Walking Needle.

ACT 1: THE TRAIN TRIP

Make the trip as long as you want but the important thing is to create an air of comfort and calm. Here you can improvise some troubles but you want to keep it mundane. Then suddenly, break the players' comfort by having the lights shivering and the train suddenly accelerating. A group of bandits have taken control of the train. The bandits have split into two groups. Group #1 is controlling the locomotive and is expecting troubles. Group #2 is going toward the back, looking for the PC's and gun them down.

Miss Ryan intercepted Mr. Tesler's message in some way and sent these hired guns to insure that no one will come to his rescue. These bandits missed the PC's at the train station by a minute. So they manage to catch up the train at the next station, climbed onboard and they took control of the locomotive. Now they want to speed up the train to make it roll in the upcoming sharp turn at “The Rocky Pass”. Miss Ryan gave them an invention to survive the crash, some kind of parachutes to safely land after the accident.

Goals: Defeat the bandits and continue their journey to the town of Walking Needle. The bandits on the other hand want to kill the PC's by having the train going too fast and badly take a sharp turn, killing everyone onboard.

ACT 2: MR. TESLER'S WORKSHOP

The PC's finally arrives to Mr. Tesler's home and workshop. They have a chance to surprise Miss Ryan's men but they will have only 1 round of surprise as they are somewhat expecting troubles. If they try to negotiate with Miss Ryan she simply laugh at their pathetic attempt to stop the

greatest scientific discovery of all time and she order her men to kill them all. If taken by surprise she can take Mr. Tesler in hostage with her small Derringer (keep the sword-umbrella for surprise). She could also play the innocent girl and fake submission to activate some deadly trap. She's a scientist and she could have prepared a death trap in the workshop, like a electrified floor (direct damage and stunning) or trapping the PC's into a large Faraday's Cage (locked inside a prison of electricity). If the group have a scientist with them he could have a really important role to play here, in guessing what Miss Ryan is capable.

Goals: The goal here is simple, go to Mr. Tesler's workshop and save him. As a GM, your goal is to stop the fight at some point to . So, when the combat starts to slow down, throw down lighting on the machine and begin to describe the apparition of the Lightning Creature in the nearby town.

ACT 3: THE LIGHTNING BEAST

During the fight, the sky erupt suddenly into a deafening strike of dazzling pure white energies. The lightning strike the incomplete machine (*Ryan-Tesler Z-Ray Capacitor* as she calls it) and all wires becomes alive with crackling and sparkling energies.

Direct combat with the creature should be lethal and the PC's should quickly realise it. You can use some collateral deaths to illustrate that or have Mr. Tesler warn them about the danger of Tens of Thousands of “Tesler Units”! The solution to stop the monster should come from the players. Any idea could work but one using the Ryan-Tesler Z-Ray Capacitor works best. What created the creature should be able to destroy it. Have Tesler and/or Ryan help the PC's if no one has a clue.

Goals: Stop the lightning creature, arrest Clarella Smith,

CONCLUSION

Whatever means the PC's use to stop the Lightning Creature, have them be struck by the dying entity and travel back in time on day.

Adventure Customization: With minimal tweaks this adventure can easily fit any genre. To make it to the modern day and let the PC's receive an email instead of a telegram and change Mr. Tesler to a quantum physicist.



Setup

Deep in the recesses of one of the biggest cities in the kingdom lies a vault of artifacts. By some stroke of luck, the King has decided to create a museum so that all of his people can appreciate the wealth and wonder of their world. The party has been especially chosen for the honor of cataloging these items so that the King can choose which to put on display. What the King doesn't know however, is that deep in the recesses of this vault lies the one item that will turn a man... into a God. It is known as the Heavenstone. The royal advisor knows of the item, and is the man who pushed the King into the idea of the museum as an excuse to open the archive and find it for himself.

The Map

Throw this scenario into any setting you like, but just make sure the area isn't too large, and that it is littered with boxes, crates, stacks of scrolls, racks of weapons, and more.

The smell of dust and age permeates every corner of the space, everywhere you look there are never-ending piles of items. Crates, barrels, boxes, sacks, racks, stacks, more things than you have ever seen in one place in your entire life. The sense of import and tense potential crackles in the air. An almost electrical energy crackles around you as you walk the aisles.

Cast of Characters

In general, the cast is made up mostly of your player characters, but there are a few interesting creatures and people that may pop up here and there. Make these random, the mystery will make the whole situation more fun. You can choose to allow them to see if they can figure out what the items are, or if they remember them from history. Honestly though, these items are so old and obscure that they were most likely forgotten.

1. Argrym Copperplate

As you paw through several piles of items, you unearth a statue of a dwarven warrior. He is captured in a dynamic pose. His axe is raised, his feet spread in a long stride, and his face is contorted as if in the middle of a harsh battle cry. His armor looks battered, broken, and barely functional in places. The base of the statue has a bronze plate with an

inscription that is tremendously scratched and hard to read.

The statue is mostly harmless, unless someone says the name engraved on the plate. If the name is said aloud, the figure turns from stone to flesh and immediately makes a swipe at the closest person. He is not bloodthirsty however, and will cease his attack almost immediately and instead demand answers. Allow the party a decent chance to befriend this dwarf, they may need his knowledge. (He knows quite a lot about the Heavenstone for example.) If they choose to fight, it should be a Difficult encounter.

2. The Hammer of Souls

You push aside the top of an intricately carved stone box, and the light glints off the surface of a gleaming silver hammerhead.

Like the fabled hammer of Thor, god of thunder, this hammer can only be lifted and wielded by someone who is worthy. In game terms that means no one who isn't completely good (Lawful Good or the like) can pick this thing up and wield it. Once they have it in their hands, its an amazingly potent weapon. It has a number of very large bonuses when used in combat, allows the wielder to use lightning, has even bigger bonuses against undead, and counts as a holy object.

3. Athalis Questya

A sarcophagus covered in very finely wrought ivy of patinaed copper lies beneath several crates and boxes. The green of the oxidized copper leaves is dull beneath a blanket of dust.

When this sarcophagus is touched the beautiful elven queen inside awakens from her self imposed slumber and comes to the party in peace. She offers them some objects of her own making from inside her burial vessel (potions of healing, oils, and other boosting type items). She thanks them for awakening her and immediately disappears. She will not fight and she will not answer questions. If Argrym Copperplate is with the party at this point she will seem angry and not offer the party anything. Instead she will approach him and touch his shoulder, then they will both disappear.

4. Celina's Casket

As you're writing things down, making notes of the things you have found, a chiming begins to ring throughout the room.

The ringing is coming from a box of hand hammered silver



inlaid with other colorful metals into a tropical scene. The ringing will persist until someone picks it up. The box belonged to a lady of the night named Celina. She was known for her ability to charm her customers and get the most money out of them. Whomever possesses this box creates an immediate lust from all of those around him/her. The "victims" get a chance to notice that they feel different, but it should be a Difficult test. If they fail they should be madly in lust with the bearer of the box.

5. Ewer of Life

An old and cracked pitcher sits within a crystal glass case, the surface of the pitcher is painted with a heavenly scene of clouds and angels.

The Ewer of "Life" is actually more aptly named a ewer of undeath. When liquid from this pitcher is drunk, it turns the drinker into a random undead creature. If the liquid is poured over a corpse, it turns the corpse into a random undead creature. Only a wish can restore someone who has been transformed in this way.

6. The Sword of Halas

A plain, but well made sword sits in its nondescript leather scabbard.

This is most likely the most powerful sword to ever grace the many kingdoms of your world. Give the sword whatever bonuses and/or abilities you think are suitable for "the most powerful sword" in your world.

7. Ring of Wishing

Resting atop a velvet pillow inside a small ivory box is a ring crafted from several very fine strands of what look like pale yellow metal.

Once this ring is worn, a voice speaks inside the wearer's head asking them to think of that which they desire most. Once they think of this thing, the ring automatically grants the unspoken wish. The ring will ask them this continually until either a wish is granted or the wearer removes the ring.

8. Sand Mephit

This stone box holds nothing but dust.

Once the box is opened a slight breeze will start blowing the dust out of the box until a fully formed sand mephit appears and attacks the group. This should be a Moderate encounter.

9. Parchment Drake

You find a rack packed with scrolls that radiate magic, some of it seems very powerful.

These are not scrolls, actually they are a type of creature called a drake. Vaguely dragonlike in origin, they behave as very tiny versions of dragons. Parchment drakes have a skin that looks like paper, when they are slumbering they look like a scroll. This should be a Moderate encounter.

10. Cloak of Lothario Finger

A cloak of the finest silks lies neatly folded inside a trunk. A tag is already on this item. The tag reads "The cloak of the ruggedly handsome and rogueishly gifted Mr. Lothario Finger." It is written in a flowy hand and signed LF at the bottom.

Should anyone decide to put on this cloak they are immediately transformed into an arrogant, self centered jerk who thinks he/she is the Gods' gift to women/men. Because now he/she is. Give the wearer everything they need to be able to guilt, bluff, charm their way into whatever pants they wish to be in.

The Heavenstone

After all of this, the party will find the Heavenstone lying atop a stone altar buried beneath a pile of other useless old relics. Finding the item will cause a series of events to occur. First the room will begin to rumble and shake, second the stone will begin to glow. No matter how much they try the party will not be able to pry the stone from its place. The rumble will continue for long enough that the party can equip themselves if needed from the items in the room. Then, a Celestial Guardian will appear and challenge them. If anyone is wielding the Hammer of Souls, the Guardian will not attack that person, Instead they will beseech that person to leave and never speak of the stone again to another mortal being. Otherwise he will attack until all are slain. This should be an nigh Impossible encounter. If someone does have the Hammer of Souls, make it a Difficult encounter.

The Ascension

If the party succeeds in their mission, the first person to touch the stone immediately ascends to godhood, taking the rest of the party as his/her first worshippers into the Heavens. Sad day for the Advisor.



In One Sentence or Less

The party must save a town from impending doom.

In Many Sentences or More

The players find a young boy named Waffle on the road. He's desperately looking for anyone who can save his town. He tells the players that an army of evilX* is marching on the town.



HOW FAR AWAY IS THE ARMY?

- If you need a short & intense game with a “ticking time bomb,” why not 2 days.
- If you need a drawn out tactical and strategic game, how about 14 days?
- Or you can compromise - 7 days.



WHAT IS “EVILX”?

Some suggestions:

- An army of rape-ready, pillage-equipped orcs.
- A mass of hungry Kobolds who over hunted their habitat.
- Some skeletons sent by the evil necromancer, y'know, because that's what they do.

In Many Sentences or More (Cont.)

The players will arrive to find the saddest, starving, down-trodden town that ever trod down. Through some investigation (difficult since the people are afraid and Waffle only knows what children do) they will learn that the Prefect, Hodge, has disbanded the entire city guard and had their weapons destroyed because he felt they were a threat.



AN AUDIENCE WITH HODGE?

Will the players ever get an audience with Hodge?

Hodge's personal guard are outfitted with the best equipment money can buy, and there always seems to be more of them than there is PCs.

- If they do, Hodge's wasteful opulence should know no bounds, he should be feasting at all hours, and satisfying himself with all the nubile flesh the small town has to offer.
- If they don't, the gossip should make it quite clear that he's “Scrooge-McDuck-ing” into a pile of the town's gold, behind closed doors.

In Many Sentences or More (Cont.)

The PCs must find a way to fortify the town, rouse the town's people, and equip them - without Hodge finding out, or he may over react and think it's a Coup. This adventure is a timed sandbox. Make sure the big players in town are obvious and don't be afraid to bring the army down on the town before the players are ready. What follows are the main citizens in the town and their plot hooks. Be ready to think on the fly if the players create wacky ideas to save the day.

NPCs - Who did huh in the what now?

Waffle

Young Waffle should be adorable. He should worship the players and follow them around like a puppy. He should also be killed by Hodge's guards for speaking too openly in public about the heroes. He should be taken and tortured to find out who came to town to overthrow the Prefect. Ofcourse he won't talk, he's a loyal Waffle. This will show the players Hodge doesn't mess around, and explains why the town is so tight lipped and reticent to help.

The ghost of Waffle can show up, loyal as ever, if the players get stuck.

Moggleson the Fowl Man

A crazy hermit who lives on the outskirts of town. Ol' Moggy keeps pheasants, geese, ducks, and chickens. He doesn't like trespassers, or harm coming to his flock. If the players plan to make arrows or feed the town, they need to win him over. If they get him fully on their side, they will learn he is both crazy & a retired wizard - good to have in an invasion.

To win Moggleson over, the PCs will have to do absurd things that only make sense to Moggleson. For example, cowhide cleans glass better than anything else. Take my glasses to Leslie's farm and clean them on one of her cows (Moggy will then be seen wandering the town, running

into things, until the players return them to him). He should annoy them with no less than 4 and no more than 10 obnoxious “quests.”

Lysander, the old Captain of the “Gourd”

The unwashed, depressed, drunk, used-to-be-dashing, ex-captain of the guard. His wife was killed by Hodge's men when Lysander refused to surrender his blade. Also, Lysander can't read or write - scattered about the town are old “Safety Notices” from the city guard. They are nonsensical, and all signed “-L, gourd captlan”
The players really have to work to convince Lysander that he has something to live for - that the people need him. He is a valuable (but a little slow) asset in a fight (if you manage to get him a sword).

Fleet

A messenger scouting the invaders. He sends messages by pigeon to Lysander. There should be a pile in Lysander's house. He sends detailed reports, but the details are irrelevant (their leader wears a red tricorne hat, they had pheasant for dinner) never the actual size of the army. He does get the days march distance right every time. He's the count down.

His letters should be endearing. He should show up for the final battle.

Old miss McGurney

All the towns people know when you need lumber, you turn to Old Miss McGurney. Thing is, she died last year and her daughter took over. No one swings an ax like the pretty little Young Miss McGurney. If only Hodge hadn't confiscated and destroyed her Ax...

Climactic Endings and Such

The GM should prepare the final battle based off the limitations of their system. Consider minion rules and siege rules if your system supports them. There should be varying difficulties determined by how well the players prepare the town.



HOW HARD IS THE FINAL BATTLE?

- **Routine** - The battle should never be routine.
- **Easy** - It could be easy, but the players better have shown absolutely brilliant creativity.
- **Moderate** - They have decently prepared the town.

Some capable fighters, and some townsfolk have slightly sharp sticks.

- **Difficult** - The townsfolk don't believe they can win. The PCs have not cleverly set up traps, etc.
- **Impossible** - The difficulty should start here. Each major improvement the players make should start making this battle easier. Only leave the difficulty here if the players did nothing but fiddle-about the whole time.

Be sure to kill off NPCs according to the preparation level the players made. **It is possible the PCs have to abandon the town and let it burn.**

Other Folk that Might Need to Show Up

Cosgrove the Massive Inn-Keeper

He may look tough, but noone cries quite like Cosgrove.

Munch the Vegiterian Chef

He learned to cook only recently- after “the great meat tax” where Hodge took all the tasty meats for himself.

Gunge the Piss Boy

This delightful young street urchin empties Hodge's chamber pot. He can be a useful source of information.

Downy the “Black Smith”

Downy misses his tools and metals. In recent months, he's taken to whittling wooden replicas of the fireplace poker, horseshoes, and hinges he was so famous for around town. If the players can persuade him, he may show them his wooden replicas of the Swords and Axes that he's been making (and hiding) in his spare time.

NOTE: You will have to add NPCs on the fly as creativity takes your players around the town. Always try and make sure the NPCs are never what they seem. It will make them feel like part of the town if there is a contradiction or ironic disparity between their appearance, personality, and capability.

Onward, Good Sirs!

Possible follow up tales:

- Even if the players save the day, they still have to deal with Hodge. Hodge's political position comes from his borther-in-law in a near by seat of power. If the players manage to infuriate Hodge, a much more powerful man should be angered elsewhere (actually only angered because he has to listen to Hodge's corpulent sister whine about it)
- If the players manage to save the town from all it's woes, they may be able to set up a base there - as the saviors of the town.

The Santa Clause

By Lindsay C Jackson

Mission

Down on their luck, the PCs answer an advert for a grav vehicle driver and several delivery-beings for a month. The money's not great, but it's something to do while they wait for a more lucrative opportunity and an excuse to see a bit more of the medium-tech, high-population planet they are on.

A battered and ancient open-topped grav-raft has been retrofitted with 6 lightweight hollow plastic purple kangaroos, in harness, on a rattling framework attached to the front. The contract stipulates that the driver must wear a red costume trimmed with fake white fur (the "Santa" clause) in honour of an ancient Terran myth, which has become a bit garbled over the centuries.

The cargo consists of a mass of cheap gifts distributed free to regular customers of a particular large space shipping line. The routes criss-cross the city, a cluster of huge earthquake-resistant pyramidal arcologies, surrounded by flat farmland, tended by agrobots.

The PC's are based in a large warehouse on the lakeside. Local grav-freighters and passenger vessels tend to land on the lake and unload at the lakeside docks, avoiding the need for expensive runways which would occupy valuable farmland on this densely populated world.

The planet has strict laws banning the carrying of energy weapons, or firearms larger than pistols, but the police are overworked, bureaucratic and ineffectual. Only the most serious crimes (such as murder) are pursued with adequate resources.

Plot Events

The watchers

After a few days of deliveries, the characters

Science Fiction, Humour, Intrigue.

realise that they are being watched by several lone humans in rotation, wearing ornate archaic costumes (sea boots, long heavy coats, lacy collars, tricorn hats), with cutlasses and what might be flintlock pistols. Their leader seems to have an eye patch and red diodes in his long beard. Their communicators have an ominous hornpipe ringtone.

The greatcoats conceal ballistic cloth armour. The watchers have modern handguns as backup, and can summon reinforcements. Combat with the watchers is low-risk (Routine level), if the players have at least pistols and flak jackets.

Then the warehouse is burgled. There's a mess as if someone was searching for something, but nothing obvious is missing. Police are uninterested and recommend stronger security.



The privateers

Finally, the air-raft is intercepted in flight by the notorious Cluster privateers ("we be not common poirates - oi've a lett'r of marque frum 'is Imperial Majesty!", which happens to be 50 years out of date). They have a sealed model of air raft, but has it has side doors for boarding with grappling hooks, or "walking the plank". (Note: Imperial Edict 273 states that all space pirates must have a bad West Country accent).

The privateers want to search the cargo, not to rob anyone this time. When they don't find what they are after, they threaten to make the entire party "walk the plaank" next time, and to lay waste to the warehouse, unless the PCs return the valuable starship component (a critical hyperdrive crystal) that their former

The Santa Clause

By Lindsay C Jackson

shipmate stole, and must have hidden in the warehouse before his shipmates caught up with him. (Why can't he tell them himself? "Ee 'ad an 'aaccident' wi' a pistol!")

If the players look up the Cluster privateers on the planetary data network, they will find out that they are renowned for not killing people, unless they really have to. Preying on Imperial megacorporations has made the pirates so popular that they have their own 3D chat show, and their leader has a degree in media studies. This particular group has a carefully cultivated image as loveable rogues in colourful costumes. Piracy is so common in this star system that it is regarded as a normal business overhead, rather than an outrage.

What are the players' options?

The players could try to find the missing starship component, in order to buy off the pirates. If they call the bureaucratic and ineffective local police, then the pirates will find out and use their hidden ship's firepower to exact a terrible revenge (on the building). If the players are both numerous and well armed, they can attempt to ambush the pirates, but if the PCs fail to kill or capture most of the pirates (a "Moderate" feat), they will exact revenge as above.

One group that might deal with the privateers effectively would be any Imperial megacorporation with shipping interests. Their sinister suit Armstrong may equip the players with illegal types of weaponry to do their dirty work, or bring in heavily armed star-mercs. Either way the megacorp are likely to violate local laws, impose rough justice and disappear, leaving the PCs to face the consequences. Arguing that the PCs were entirely innocent would be a long task for someone with legal skills, while the PCs languish in jail. The difficulty of the task would depend what the PCs actually did.

Another option might be to call in the Imperial Navy, who obviously hate pirates. The Navy

Science Fiction, Humour, Intrigue.

cannot legally undertake a police action on the planet without the consent of the local government, but their aristocratic intelligence agent Lieutenant Floundry could aid the players covertly without filling in all the necessary forms. Floundry is brave and good with weapons, but not very bright. He could be more trouble than help. Unlike the corporates, the Navy would prefer to get any witnesses off-planet afterwards, so surviving player characters get a free trip in a naval supply vessel.

Where's the disabled pirate starship?

The ship is hidden at the bottom of the nearby lake. The pirates have a space-going launch, which ferries them from the sunken starship to the docks on the lake surface under cover of darkness. It would be a "Difficult" feat for the players to work this out for themselves, of course unless they choose to trail the pirates carefully.

Where's the missing hyperdrive crystal?

The missing crystal is hidden in one of the purple plastic kangaroos (that's what makes the assembly rattle in flight). If the pirates have been dealt with, then this crystal could be sold for a lot of money. If not then it can be used to buy off the pirates.

Gratuitous joke

Why are space pirates cool?

Because they aarr!

Operation Briar Patch:

Modern, Intrigue

By Jim Gilraine

Briefing:

The party is a group of special operators. They are being sent in to help extract an agent that has had their cover compromised. The agent, CODE NAME: Rabbit, was placed on the Caribbean Island CODE NAME: Paradise, to setup and monitor international banking activity for any anomalies. Rabbit has electronic records that have highlighted some abnormal banking practices. Rabbit's activities have been noticed and tracked back to Rabbit's safe house. Three days ago, Rabbit called for emergency extraction. Unfortunately, when the safe house was compromised so was its computer system with all the extractions plans. Rabbit has been out of contact for the past three days, and is assumed to have gone into hiding. Your team will be inserted into Paradise, locate, retrieve and remove Rabbit from the location with Rabbit and all information intact.

Insertion:

Insertion onto the island can be done by boat or by plane. Limited weapons can be smuggled onto the island but any heavy fire power will bring the attention of the local police. Insertion by boat will use a midsize pleasure yachts that can be crewed by one or two people. The other option in a Lear Jet G4 that is registered to a front company, a pilot will be supplied and stay with the aircraft. The Pilot has limited fighting skills.

Mission Execution:

Rabbit's safe house will have been searched by local forces (See below). There will be no obvious clues were Rabbit went but upon closer examination, the players will notice several receipts from several local restaurants in the tourist port area, and the surrounding

slums. The safe house is being staked out by banking security forces, which will follow the players in attempt to find Rabbit.

Slums: Rabbit is hiding out in the slums that surround the cruise port area of the island. Rabbit has no electronic devices on his (her) person that can be traced. Rabbit is waiting extraction. Rabbit will attempt to identify the players and make contact. Contact will be avoided if they are being followed. Once contact is made with Rabbit, Rabbit should be escorted to the Docks or the Airfield depending on insertion method.

Complications:

- After going to the safe house the next stop the party will be approached by several members of the bank security forces and they will attempt to gain information from the party. If combat ensues this should be relatively easy for the party since the banking establishment is feeling out the party and determining motives. If the party severely overpowers the security force or jumps directly to gun play the bank may contact the cartel and report Rabbit and the party taken some of their money.
- Any obvious weapons will be reported to the cops and legal harassment will ensue
- Chase scene can be made on the city streets, maybe with the trademarked run down scooters that are on every Caribbean island, running thru the markets
- While at the airport the players could catch the attention of some other international men of mystery and hijinks ensue
- If the bank security forces or the cartels have gotten to Rabbit before the adventures. A hostage rescue has to be planned, and executed.

- Some unknown cooperate types meet the players' at the boat/plane when they have Rabbit in hand and attempt to stop them. The will first attempt to take custody of Rabbit and if that fails they will attempt to kill Rabbit.

Weapon play

Any firearm usage will get the attention of the police. Automatic weapons will draw the attention of the islands limited military forces. Bank security forces should run the first time shots are fired. Cartel will respond with more force which can be used with almost impunity with their influence on the island. Firearm usage in areas with tourists present will result in mass hysteria. If close to a cruise ship, it will bring their professional security forces into play.

Personnel Profiles

Rabbit:

Is a secret agent who went to a tropical island to hack into the international banking community. Rabbit was discovered and did not realize it and was ambushed at the safe house. Rabbit managed to escaped unharmed but without the ability to coordinate extraction and has gone to ground in the slums of the major tourist city. Rabbit is a creature of habit and may have left clues to her location at the safe house.

International Banking Corporation:

The Corporation that Rabbit was spying on has internal security personnel that are trying to contain the breach of information. The will use increasing amounts of force to find Rabbit and determine the extent of the breach, while trying to contain the breach.

Narco-terrorist:

Several drug cartels have used this island for money laundering actives for years. Current intelligence points to the belief the cartels do not know about the breach, but cannot be kept

in the dark forever. If the cartels learn about the security breach, the cartel leaders will assume their money is in danger. One or more of the cartels could have people looking for Rabbit. Most cartels have a history of out right over the top violence to deal with situations. The cartel forces will attack on sight with little or no unit coordination. Treat cartel as well armed street thugs

Local Police and Military:

Paradise is a tourist community that has most of its local economy supported by cruise ships and hotel resorts. Police will overlook minor altercation. Physical assaults will possibly place the offending party members in custody. Overt hostilities with firearms will get the attention of the local authorities.

Blackbird PMC:

Blackbird is a Private Military Company (PMC) which has been hired to stop the information the Rabbit has from going public. Blackbird should arrive sometime after the player party. They are a very blunt instrument, and will attempt an ambush at the obvious exit point from the island for the players. The Blackbird force will be equal or a little greater than the PC's. Blackbird employs former military forces but normally do not have special warfare training

The information:

Rabbit has hacked into the head office of an international bank that head office is in the Caribbean Island. The nature of the information is very sensitive. This information would embarrass the bank and/or a powerful political family in the major country of your choice.

Examples

- Blackmail material on a US Senator
- A Prime Minister is smuggling blood diamonds
- Nazi war criminals are funneling money thru the bank into South America

Three Kami Sake

Fantasy, Intrigue, Other

By Mike "SirGuido" Richards

Page 1

Setup

This is a fantasy asian setting. Imagine every wuxia film mashed up with every Akira Kurosawa movie you've ever seen. Throw in a little magic and you have the basic idea. In this particular scenario we have rival sake houses in a small city called Fushigi Mura. Both are well staffed and well known. When a new sakemaster arrives, shopping around what many believe to be the finest sake in the world, which one will be allowed to sell it?

This is a bit of a different sort of scenario. Its different in that it is almost completely roleplay heavy and self contained. This is not something I would run as part of a campaign, but rather as a single one shot story. Each character can interact with the story in different ways and each is interwoven in ways that make it unlikely that they could be replaced by any existing characters in a given campaign.

Cast of Characters

Asian names in this setting are denoted by a family name first, and a personal name second. This is reversed from most western cultures. I am giving each character a family name, but feel free to change them to suit your own favorite setting. Each of the player characters should feel free to assume on of these roles, or a role connected to one of these characters. Each character has a short bio and some characteristic tags to help flesh out the persona.

Daiko Katsuki

The owner of the Fallen Stag sake house. It has been located in Fushigi Mura for hundreds of years. Daiko family members have always been involved in the business and run this particular establishment. The current owner, Katsuki, is a shrewd older man who will stop at nothing to make sure that his family and his sake house remain the best place to go for sake in the small town. He is secretly drugging his sake with opium as a means to addict his customers. **Tags: Scheming, conniving, jealous, secretive, adulterous.**

Daiko Seitemi

Katsuki's wife is the bartender of sorts for the Fallen Stag. She is a middle-aged woman who was once incredibly beautiful, but the years have taken some of that away. In her own way though she is still quite the seductress. Using her wiles on the customers is actually her primary duty. Atsuki

Tangen is her illegitimate son. **Tags: Sexy, Sultry, Wily, Loyal, Greedy.**

Atsuki Tangen(NPC Only)

This young man, just passed his coming of age ceremony, was made the guardian of the Fallen Stag. He is completely unaware of the fact that Matsuya Taki is actually his father, but dislikes Katsuki intensely. All he really wants in life is to marry the woman of his dreams, Sunao Yorihome. **Tags: Paragon, Honor, Duty, Gullible, Angry.**

Itagi Baka

It is said that people attract like minded people, this has never been truer than in the case of Katsuki's second in command. Itagi Baka is a very sly young man who runs the books and the bar for the Fallen Stag. He cuts corners wherever possible, dropping the saved coin into his own pocket. **Tags: Greedy, Jealous, Thief, Lackey, Ass-kisser.**

Gorotsuki Yodosuke

The owner of the Purple Cherry Blossom Sake House. This is the newest sake house in Fushigi Mura, opened less than two years ago, as he swept into town in a cloud of ostentation and erected a very large building with bright colors. He thrives when he is in the spotlight, so he absolutely must have this new sake in his establishment. Gorotsuki Yodosuke, a middle aged man, enjoys the company of men much younger than himself and is currently infatuated with Atsuki Tangen who is fifteen years his junior. **Tags: Flamboyant, Boisterous, Quick-witted, Wealthy, Eccentric.**

Sunao Yorihome

A very pretty local girl in Yodosuke's employ, she is purely set decoration at the Purple Cherry Blossom. Unlike Seitemi, she does not work behind the bar. The young woman wanders through the sake house talking to the patrons, pouring sake for them, telling them stories, and performing as a geisha does. **Tags: Ambitious, Innocent, Quiet, Unassuming, Dangerous.**

Gorotsuki Kabei

Yodosuke's older brother is the Purple Cherry Blossom's bartender and the the business' true management, while Yodosuke is the marketing genius. There is no jealousy in Kabei, he just fears that one day this ostentatious lifestyle



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Three Kami Sake

Fantasy, Intrigue, Other

By Mike "SirGuido" Richards

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that his brother chooses to live will lead to ruin. **Tags: Protective, Cautious, Loving, Intelligent, Personable, Worried.**

Shingen Ichiro (NPC Only)

A middle aged man with his share of battle wounds, Ichiro is a stolid defender of Yodosuke and everything he holds dear. Quiet and unassuming, Shingen Ichiro has been by Yodosuke's side for many years, long before they came to Fushigi Mura. He is an ex-military man, and views his position as Yodosuke's bodyguard very seriously. He is fascinated by Seitemi, but desperately tries to deny it to everyone, including himself. **Tags: Fierce, Loyal, Warrior, Attentive, Tortured.**

Jousei (NPC Only)

Sakemaster of the Three Kami sakeworks. Jousei is an elderly monk who has spent his life in the pursuit of the perfect sake. By all accounts he has succeeded in creating just that. He has come to Fushigi Mura to sell his sake because he knows that he is dying. His son is utterly useless as a sakemaster, and he does not want his creation to die with him. He not only wishes to sell what he has already brewed, but also his recipe and technique. The first person to show him a true passion for sake will win his respect and his contract. He is staying at the Governor's mansion. **Tags: Traditional, Strict, Knowledgeable, Ill, Weak.**

Matsuya Taki (NPC Only)

Matsuya Taki is the current governor of Fushigi Mura, the last in a long line of Matsuya governors. Governor, in this case, is a hereditary title. As there are no Matsuya's left, his family legacy is about to die. He is very aware that he has fathered a few illegitimate children in the village, including Atsuki Tangen. He has reason to believe that Sunao Yorihime is his daughter as well. **Tags: Handsome, Charismatic, Lonely, Driven, Wealthy**

Complications

Allow the players to roleplay out most of the scenario however the see fit, the important part is to hit the key moments listed below:

- Tastujin Jousei visits each sake house, starting with the Fallen Stag.

- Matsuya Taki should approach Atsuki Tangen and Daiko Seitemi at some point to push the issue of parentage.
- Shingen Ichiro should catch someone trying to sabotage the Purple Cherry Blossom. It will be a Difficult encounter.
- Matsuya Taki pressures both sake house owners to earn the right to sell the Three Kami Sake, because it will make the town famous.
- Atsuki Tangen should catch someone trying to sabotage the Fallen Stag. It will be a Moderate encounter.

Conclusion

The Governor's housekeeper finds Jousei dead in his room. After careful investigation (Easy), whomever is there finds three things lying on the writing desk. These items are different dependent upon how the game went.

Good:

If Jousei was impressed by one of the potential new brewmasters; there is a happy haiku (My sake a home, I may rest now in comfort, Three Kami lives on.), a contract for the person who impressed him, and a map to his sake works.

Neutral:

Should Jousei be unimpressed by either sake house owner, have him instead choose someone completely innocuous for him to leave these things to, Sunao Yorohime is an excellent choice for this. The haiku will be meek in this case. (I wished for much more, Three Kami deserves much more, This will have to do.) There will also be the contract and the map.

Bad:

Should the people of Fushigi Mura anger Jousei in any significant way, he will instead leave behind a despondent haiku (Evil in this town, My creation will die now, Sadness can take me.), an excerpt from his favorite book (Desperate men employ desperate measures...), and his personal seal that has been broken into pieces.

If anyone should find these things and wish to forge them for their own purposes it can be done, but should be DIFFICULT to do so.



WORDS REMAIN BELOW

BY LARRY BIERWORTH & PATRICK RIEGERT

Fantasy, Historical, Intrigue

Setup

This adventure is about the player characters dealing with superstition, fear, justice, and morality in the midst of a volatile situation.

The story takes place at the Hallowed Hearth Inn during a heavy blizzard. The Hallowed Hearth Inn is located in a village called Fortune's Pass, in an isolated mountain pass. It is part of a barony within a nation affected by a plague.

The PCs are snowed in for the evening, and among the guests are an inquisitor of the church and a young woman suspected of being a witch. The inquisitor dies of the plague at the start, leaving the fate of the girl in the hands of the PCs.

If the girl is delivered to her fate in the city, she will burn for witchcraft. If the locals are left unchecked, she will die at their hands instead.

Player Characters

Read the following descriptions to the players.

Innkeeper: It is a hard life in Fortune's Pass, but you and your spouse have carved out a good home, and the inn has prospered. A few days ago, your spouse fell ill with the plague and you've hidden this fact. If others found out that you've hidden a plaguebearer in the inn, it would destroy the reputation of the Hallowed Hearth Inn, and you would never see your spouse again. That said, folk of great power have visited the inn before, and there is a slim hope that a traveller may happen by who can cure your spouse.

Mercenary: The last time you were in Fortune's Pass, you were still a soldier. It was you who tracked down a small band of men and women marked as traitors to the king. Your commander put every last one to the sword, and you left the area branded a hero. It was a moment of your life that still leaves you with many sleepless nights. You never drew your sword again. When the inquisitor chose you to escort him and a witch, you followed your duty but hoped no violence would come.

Minstrel: Were you able to, you would travel the world and sing songs of great deeds, but nothing of note has happened in Fortune's Pass for many years. Without tales to sing of, you will never be more than a common entertainer in a backwater inn. It seems you might just have to make a great tale happen.

Scholar: Your treatise on the nature of witchcraft was ridiculed as "superstitious drivel" and you were forced to leave the halls of academia in disgrace. Unable to prove your theories, you never amounted to more than a joke among the people you most respected. Proof could mean your redemption.

Bastard: You are the bastard and only child of the Baron of Fortune's Pass and the surrounding lands. The privileges you are afforded by your blood, though not official, keep you comfortable. Your upcoming marriage to a noble of a lesser barony could cement your place, but there are two problems: Your fiancé's sister has been arrested for witchcraft, and if this is proven true, that bloodline will lose its influence. Perhaps more dangerous still, your father has also become quite mad recently. You must hide this from the outside world until you can ensure a rightful and stable claim.

Non-Player Characters

The Witch: The witch is the sister of the noble to whom the baron's bastard is betrothed. She knows that she will not survive a trial and is willing to make deals to escape her fate. Other details are up to the GM, including whether she is a real witch.

Locals: Every other NPC the players encounter in Fortune's Pass is an antagonist. The locals want to burn the witch, believing that her death will end the plague. Feel free to use some of the specific characters below, or create your own to represent some of the interests and attitudes typical of the villagers.

Will Hattan: Hateful and stupid, and also very dangerous. Will is the most likely local to nudge his fellows toward violence, but would never act without others backing him up.

Sam Draper: A large man; Will Hattan's cousin. He'll back up Will, even when it gets him into trouble.

Ingrid Tasser: Very superstitious and very vocal. She tends to speak aloud the fears felt by others in a group, bringing them to the forefront.

Introduction

A terrible blizzard has fallen upon Fortune's Pass, and a few travellers have found their way to the Hallowed Hearth Inn. Storms such as these are common in the mountains, and nothing can be done but wait until it passes. Despite the recent plague, the Hallowed Hearth is busy tonight, as locals and travellers seek an escape from the storm.

Have the PCs introduce their characters. Start with the Innkeeper, followed by those who come in from the blizzard (the Mercenary will be the last one to be introduced — see below). It is also recommended that the players describe a feature of the common room of the Hallowed Hearth, such as the part of the room they occupy, or one they move to when they enter.

The Mercenary is travelling with the inquisitor and the witch, and will be introduced last. The inquisitor is obviously quite sick. His status as an inquisitor of the church allows him to avoid the con-

sequences of being a possible plaguebearer. After entering, he roughly pulls a bound and gagged young woman in behind him. The inquisitor turns to the witch without warning and raves:

“Were it not for your sacrilege I’d be in comfort and better health right now, little witch. I shall smile to see your trial, and laugh at your burning.”

After this, he will erupt into a coughing fit. He will arrange a room for himself and a separate one for the Mercenary (whom he will leave in the common room), and retire to it with the witch in tow.

Allow the PCs to react to this. The dozen or so locals in the common room will stir, and all their discussions will focus around what they have just seen and heard.

The Inquisitor’s Death

After the players have been given a chance to interact with each other and NPCs, the barmaid will return from having gone to the inquisitor’s room (to see if he wishes to eat or draw a bath) and has found him dead. The barmaid is visibly shaken, and her return is noticed and reacted to by everyone in the room.

Anyone who goes to the inquisitor’s room will find that he is on his bed, lying on his back, with blood on his lips and collar. The witch is on the floor in the corner of the room, still bound, but has worked her gag free. Her wrists are chafed and her hands are bloody.

If any PCs remain in the common room, they will notice the locals becoming agitated. Play up their fear of the witch — and dead inquisitor — they are now trapped with at the inn.

The Witch’s Fate

At this stage, the players will have their own agendas to pursue. However, fear will grow among the locals and, if left unchecked, they will take action against the witch.

If the locals are ignored, intentionally agitated, or dismissed, they will escalate. Things are also likely to become increasingly problematic if the locals do not get the outcome they want; namely, having the witch dealt with in a decisive way. Their actions become more severe in proportion to their fear:

- At first, the Minstrel will be asked to perform in the common room. They will request a song about the hero of Fortune’s Pass (the Mercenary).
- They will call upon the PCs to act. This request/demand could be directed toward any of them, except the Minstrel. Typically, target the character whose player is the most quiet, or the one who would create the most tension or problems.
- A mark of condemnation is placed on the door to the room in which the witch is being kept. This is something that the locals would prefer to do surreptitiously, but will do openly if they must. The mark is a religious one, and indicates that the girl is to be killed.

- A direct attempt is made to kill the witch.
- The inn is set on fire in an attempt to kill the witch.
- The witch manifests her powers.

Running the Game

The role of the GM in this adventure is to encourage the conflict implicit in the relationships between the various PCs. The GM does not provide the primary antagonism; allow players to take control of situations and let other players attempt to help or hinder.

Allow the players to define the world to a degree you’re comfortable with, particularly within their spheres of influence (the Innkeeper may define the inn, etc.).

Create any details for the setting as necessary. We recommend a low-magic setting — one in which the players do not know whether sorcerers or witches possess true power.

This scenario is primarily about the discord that will arise for the PCs, given their different and conflicting agendas. Use the locals and the witch to increase tension and force action; the players themselves will provide most of the conflict for the game.

A resolution to this story must be allowed to happen naturally. Your role is to create tension during play. If a complication does not fit naturally into the events, or if it unfairly deprives a PC of a victory they have earned, do not introduce it.

Involving the Players

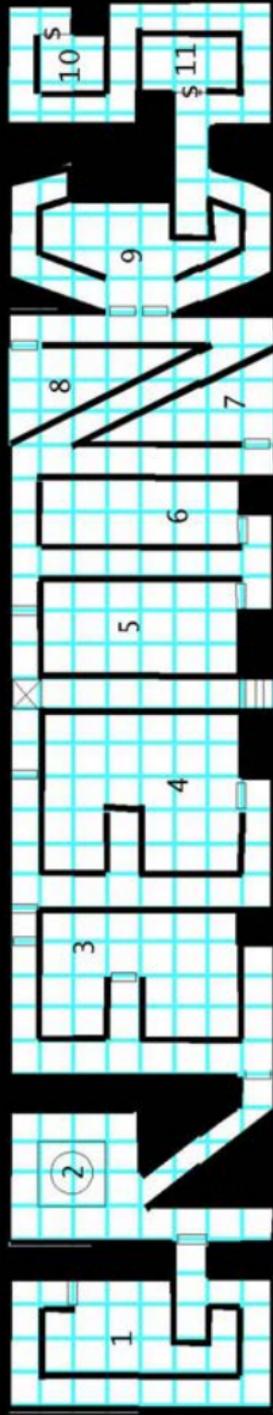
Every PC has something that can be used “against them.” Below are a few examples of ways to involve a passive player in the events of the game more directly:

- The Innkeeper’s spouse is heard coughing or crying out from somewhere in the inn.
- A war widow recognizes the mercenary.
- The locals become bored with the minstrel.
- A request is made to have the scholar replace the inquisitor.
- The locals demand that the witch be tried by the [mad] baron.

You know your players — don’t be afraid to hit them where it hurts.

Playing With 3 or 4 Players

If you have only four players, remove the Minstrel character. If there are only three players, take out the Scholar as well. We do not recommend running this game with less than three players.



**from scenic
Castle Dunjengkroll!**

This is the first and possibly only dungeon on a postcard, from the guys at Postcards from the Dungeon.

ADVENTURE KEY:

- 1) Gorgon. Get stoned.
- 2) Rust Monster. Because nakedness. (or Rakshasa, because Tiger Blood!)
- 3) Ettin. Two heads, one giant.
- 4) Efreit. Like on the cover of that early RPG book. You know the one. Rhymes with Truncheon Blaster's Hide.
- 5) **TROOOOOOLLLLLL!!!**
- 6) Ixitxachtli. Cos I always wanted to know how to pronounce it.
- 7) Nymph. Aaaaawww, yececaaaaaaaah.
- 8) Night Hag. Night, asshole.
- 9) Gelatinous Lube. See 7).

- 10) Succubus. Cos I can't forget that picture. You know the one. Page 18 of the Sponster Spaniel.
- 11) Sylph. In case 7) and 10) are busy.

Category:

Amaaaaaa-
aaaaaaazing!

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All the rest of these two pages is left blank on purpose, because who needs all that prep?

Love,

Jeb

Kill Phil

Fantasy
By ToasterWolf

Setup

The party for some reason needs to get to a port town and is traveling inland. They follow roads leading to a beach. There is a road perpendicular to the inland road that parallels the beach, on the road they occasional see doglike eyes appear and disappear. As they venture on the beach, they see a town off to the right in the marsh, a strange blue light from a residence very near the main beach, and off to the left a massive forcefield surrounding the port city they are trying to get to. In a very large breakwater directly in front of the force field, there is a sea monster thrashing around. In order to get to the port town, they need to get the force field lowered.

Characters

Wej the Sand Witch is a slightly off spell caster specializing in small forcefields. He can make force fields enough to protect himself from the slightly monstrous (but delicious) fish that inhabit the waters between the sea monster and the town. He trades the fish he catches to the Marsh Town. Wej can use his force field powers to make amazing light shows, and has been slowly increasing his skill over the years. He has lost his self-confidence due to getting an apprentice killed a long time ago.

Frankle and Nick are two brothers who run the Marsh Town. Frankle is the master-at-arms, and Nick is the Mayor. Both think they are hilariously funny and don't like being told otherwise.

Derf the Armorer – Derf is a blacksmith who loves the sea. He had sailed ships from the port town, but got into some trouble and moved out of the city. While he was out, Phil (the local name of the sea monster) moved in, and he has been stuck outside of the city. He is a skilled smith, and has two of the half-human doglike creatures as pets. He tried train them as human minions but they were too stupid. They can teleport in and out of the area around Phil, where the most prized fish in the area can be found. Derf has slowly been perfecting flexible armor for his pets, and if the party asks the right question he may have a suit or two for the adventurers, for a price, of course.

Sterk the Maleficent is the Head wizard assigned to keeping the force field up around the port city. He has a number of other wizards who assist him with it, but he is the one who can make the call to lower it if the situation around the city changes. He is a haughty, arrogant character, who scoffs at Wej, Derf, and “the Jokers of Marshtown”.

Twists

The dog like creatures can teleport and inhabit the road, they may or may not have leaders who work with them and organize them. Meeting one of these creatures on the road is Easy, meeting 3-5 with a leader, which will happen if they try to use the road for travel, will be medium to hard. The beach area between the water and the road seems to be fairly safe, possibly due to both Wej and Derf using it to fish, and of course, because of Phil.

Denizens of the Marsh town are all trained to fight multiple targets, engage targets quickly and cause as much damage as fast as possible, due to being surrounded by teleporting enemies. The fish around their area is only good enough to live off, not much else. They trade supplies with Derf and Wej to get the top quality food, and they trade with Derf for armaments and armor as well.

The party talking to the Marsh town brothers will reveal information about the area, but will require them to sit through some corny jokes. They are very proud of naming the sea monster and will ask the party for his last name. Not getting the joke will close some avenues for the party; getting it (and finding it funny) will provide some bonus of information, or maybe a guide to the area from the town.

There are some boats in front of them at the T in the road, a number of them are smashed up, but some are usable. The creatures in the water directly in front of them are a Moderate encounter. If you take one or two of the boats, they will follow it, albeit slowly.

Plot events

The party can decide to go left or got right. Going right means they will run into Wej and then get to the marsh town. If they try to left they will either find Derf's shop (it is hidden behind some fortifications) or head right into Phil. Getting to talk to Sterk will require either sneaking by Phil or fighting Phil.

Taking Phil head on will be either Difficult or Impossible, depending on the size of the party.

Taking Phil out will really make things tough for Derf. The doglike creatures hate Derf for making two of their kind pets, although the leaders don't care because they basically do the same thing. Suddenly the fish in the breakwater will be available to all for the fishing, and the beach may no longer be off limits to the other creatures around.

Sterk will let the party pass if they kill Phil. What he does with the forcefield after the party is past is anyone's guess...

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Peace, Love and Rockin-Nazis

By NC Paul

Intrigue / Alternate History Genres

The Set Up

Year - 1969. The USA's Secret Missions Team (SMT) stops threats against America. Operating alone because of the sensitivity of their missions, they have limited support.

This game has a series of events that will take place if the team does not intervene.

Intro to the Mission

You (team leader) arrive as scheduled at a park bench in Central Park. Soon, a nondescript man sits on the adjacent bench behind you. Code phrases are exchanged "The birds are lively today." And "I always bring seed for them." The man speaks in a hushed tone without looking at you.

Good morning. Nine years ago, Dr. Jonathan Sullivan, his wife Bethany and their twins, Donna and Christy, were kidnapped from their Florida home by Henrik Zehender, a Nazi scientist and war criminal on the run. Zehender forced Dr. Sullivan to help him develop ZX-17, a neurotoxin for biological warfare. Dr. Sullivan sacrificed himself so his family could escape by starting a fire that destroyed the lab, the ZX-17 plans, himself and Zehender.

The Sullivan family returned home to Florida. Donna won several academic awards because of her photographic memory. Then, four years ago, their house was burglarized. The FBI suspected that the robber was Christian Tychsen, a known colleague of Zehender. The robber had nailed to the mantel a charcoal rubbing of a swastika on a cross sprouting from oak leaves. It was The Assassin's Cross, a medal awarded to Tychsen during WWII. The Sullivans were now known high value targets of Nazi war criminals because of the work Dr. Sullivan had done on ZX-17.

They were entered into the witness protection program as the Jones family in Philadelphia, PA. They lived peacefully until yesterday when Donna was reported kidnapped. Local police are investigating. It is assumed that she was taken by Tychsen in hopes that she witnessed and can reproduce the ZX-17 plans using her photographic memory.

You are to locate and rescue Donna Sullivan, set up Tychsen and his associates for arrest by local authorities and ensure their plans are disrupted. Good luck.

The man leaves, with a newspaper remaining on the bench. Hidden in the paper is a folder containing photos and basic backgrounds of the

Sullivans, Zehender and Tychson. There's also an address for a nearby warehouse with weapons, supplies and a vehicle for your team. (GM's discretion).

Behind the scenes:

Donna Sullivan is a rebellious teenager with a photographic memory who wants to attend the Woodstock concert. Her mother forbade it, adding fuel to the fire of their volatile relationship. She remembers everything, including her father's ZX-17 plans.

Christy Sullivan knows that her twin ran away with her boyfriend Kurt to attend the concert. She is shy and jealous of her sister's wild nature.

Bethany Sullivan is a very protective mother who is concerned about her missing daughter.

Christian Tychson is an aging chemist and explosives expert who walks slowly with a cane.

He leads a small but loyal team of Nazi sympathisers. Observant and brilliant, he is *Difficult* to surprise and outwit. He is an *Easy* combat encounter; armed with a Walther PPK.

Max Heller, Adolf Wolfgang and Adam Rudolf are Tychson's team. They serve as body guards skilled at surveillance. They are a *Difficult* combat encounter; armed with sawed off double barrel shotguns, Walther PPK's and knives, all hidden under ponchos.

Kurt Zehender is the 17 year old son of Henrik Zehender. He likes Donna but is loyal to the goals of his father. He is skilled with a knife and is a *Moderate* combat encounter.

Police Chief Brad Henderson supervises seven officers at Woodstock. He seeks to prevent violence, arrest sellers of dangerous drugs and will toss out "trouble-makers". He is a *Moderate* combat encounter. His officers are *Easy* ones. Armed with billy clubs and Colt revolvers.

Captain Jack is a leader among the hippies at Woodstock. Strong with social skills, he has connections, resources and is a positive force at the concert. He has no combat skills; a *Routine* combat encounter. He is *Difficult* to bluff / fool. **Sunshine, Flower, Rain, Rex, and Shadow** are hippy friends of Capt. Jack.

Time Line The following events will happen if the team does not intervene. Major events of each day are listed. Elaborate as needed.

Monday, August 11th Tychson and his men arrive at Woodstock in a psychedelic VW Bus loaded with firearms. Disguised as hippies, they become volunteers to help with stage

Peace, Love and Rockin-Nazis

By NC Paul

Intrigue / Alternate History Genres

construction. Tychsen secretly plants explosives into the stage and rigs them with a timer.

Wednesday, August 13th Kurt invites Donna to sneak away to Woodstock. Donna tells Christy who agrees to keep their trip a secret.

Thursday, August 14th Kurt and Donna leave for Woodstock. Kurt makes it look like Donna has been kidnapped to throw authorities off their trail by leaving clues: Parking ticket for the Philadelphia Airport and a matchbook to "The Castle Bar and Restaurant" in Frankfurt, Germany. Kurt calls the local police with an anonymous tip that Donna has been kidnapped.

Local police investigate and determine Donna was kidnapped by someone from Germany. They notify authorities in Frankfurt, Germany.

Friday, August 15th

The SMT is notified of their mission.

The Woodstock concert begins.

Donna and Kurt arrive at Woodstock disguised with dyed hair and hippy garb. The roads are closed so they park and walk in, carrying a tent and supplies with them. Kurt begins a three day seduction in order to find out about the ZX-17 plans. They befriend Capt. Jack, saying that Donna's parents are rich Conservatives who have cops on her tail. If caught, "Donna will be sent to a conservative, private school." Capt. Jack has his friends look out for suspicious types and warn the couple if spotted.

Tychsen and his men keep a close eye on the couple but always discretely and at a distance. Jimi Hendrix is scheduled to play the Star Spangled Banner on Sunday. Tychsen pretends to do a quick repair on the stage, sets the explosives to ignite during Hendrix's performance.

Saturday, August 16th Tychsen becomes impatient, finds Kurt away from Donna and threatens to kill her if Kurt can't get her to talk. Donna sees them from afar and recognizes Tychsen. She's very afraid but wants to believe Kurt is a good guy.

Kurt discovers that Donna is suspicious. He takes her to their tent for dinner, wine and a jar of peanut butter since food is scarce. They are followed by Tychsen and his men who have moved their bus within view of the couple's tent.

Sunday, August 17 Tychsen and crew break into the tent to interrogate Donna. She won't talk, so they take her back to the concert and threaten to blow up the stage. She refuses to cooperate and they explode the bomb as Hendrix picks off the chords to "*And the home of the brave*", killing everyone on and around the stage. In dismay, Donna gives up the formula to Tychsen.

Locations:

The "Jones" (Sullivan) Home. Located in Philadelphia. It's a 3 hour drive from New York. Clues and Clue-By-Fours: #1 Christy can be persuaded to tell the SMT where Donna went but this will be a *Difficult* persuasion roll or role-play encounter. #2 Donna and Christy's room is decorated with the American Flag, door beads, a tapestry with a peace symbol and posters for The Who, Hendrix, and Woodstock. These can be connected to the concert. There is even a map with a pin placed at Bethal, New York. It is a *Routine* local knowledge roll to notice. #3 A ticket to Woodstock was dropped in the house. (It ended up being a free concert but tickets were sold ahead of time). An *Easy* search roll to find.

Woodstock was at Max Yasgur's farm near the town of Bethel, New York from Aug. 15th to the 18th. You can find tons of pictures, maps, performers and schedules by online searches. Use music from the concert for background at the game if you like. Yasgur's farm is a 4.5 hour drive from Philadelphia.

The Stage and The Bomb. There is security and famous persons to deal with. It is a *Moderate* challenge access the stage area. The central wiring / timer for the bomb is hidden in one of the tower speakers at the front, right side of the stage, making it *Difficult* to approach without stage clearance. The bomb is an *Easy* challenge to examine but a *Difficult* challenge to disarm. Make the roll to deactivate the bomb as dramatic as possible since so much hinges on it. Clues: #1 The SMT may find out about the bomb if they search the stage. #2 When and if the Nazi's are defeated, they will brag about the bomb by making a vague threat that "*We still win. The hippies will cry tears of sorrow before the end of the concert.*" #3 Have Donna mention Tychsen is an explosives expert.

Can the SMT save Donna, Woodstock and keep America safe? You'll have to play to find out.

Something Up Their Slliv

FANTASY, INTRIGUE

By Juliet Youngren

Page 1

Summary: The PCs are asked to escort a young novice to an investiture ceremony and eventually uncover a plot to assassinate a nobleman. An investigation-heavy, combat-light adventure suitable for a low-level party or one-on-one.

Background and Setting

The Nelarines: An order of traveling warrior-nuns who serve Ytiel, god of humanity. Girls may become squires at fourteen. They can also be dedicated to the order at younger ages and raised at the local chapter house.

Rhodavia: A loose confederation of territories controlled by powerful noble families. It was once a more unified country, and the local nobleman retains the title of "prince."

Slliv: Location of the Nelarine chapter house (actually a small castle) in Rhodavia. The surrounding area is sparsely populated, mainly pine forest, with cold winters.

Major NPCs

Sister Varya, a nun from a contemplative order. A strict Ytielian, she believes humans should not worship other deities, and she may be sniffy toward human PCs who do.

Talya, an orphan, ward of Sister Varya's abbey. She has just passed her fourteenth birthday and is eager to become a Nelarine squire and see the world. Bright and bouncy.

Mother Mirya, the mother superior at Slliv. Youngish for the job and very energetic, she has been the head of the chapter for less than a year. She seems to have her hands full running her first investiture ceremony.

Sister Lilya, Mother Mirya's secretary. Reserved and professional, but glad to have a desk job, as she dislikes camping and is not very good at fighting.

Sister Dolya, a chatty sister working in the kitchens. Always happy for an excuse to shirk her duties, she is a good source of gossip and information.

Sister Naralya, who teaches archery to novices at Slliv. Though good at her job, she has a sour and gloomy air.

Prince Volkov Rhodavii, the local nobleman. Rumor has it that he had a wild youth, although he is quite solid and respectable now in middle age.

Dowager Princess Kallishka, the prince's elderly mother. In her youth, she was a Nelarine from this chapter, and she and her son have supported it handsomely over the years.

Dobrunin, the prince's manservant. Obedient and unobtrusive. He knows a lot about the Prince's family, but will not divulge information without good reason.

Journey and Day One

The PCs are given the task of escorting Varya and Talya to Slliv for the investiture. They should arrive in late afternoon of the day before the ceremony. Talya and the other novices are taken to a retreat house in the woods to have their hair cut and spend the night in meditation.

The chapter house is full of other parties who have brought girls to be invested. The PCs should observe the arrival of the prince and his mother in their elegant carriage. They may also note Dobrunin carrying a chest containing the prince's donation to the order.

Sister Dolya engages the PCs in conversation and insists on giving them a tour of the fortress. The tour ends at the infirmary, which is attached to the dormitory wing. While they are looking around, Varya staggers in, bleeding. She is only able to gasp out, "The prince...warn him..." before collapsing. *(GM Note: Whether she dies or is merely injured is up to you. I recommend keeping her alive so that she can provide further information later if the party gets stuck. However, even with medical attention, she should be in no condition to say more at this time.)*

Investigation will reveal the following information:

1. The blood trail leads to a corridor in the dormitory. A nearby door opens onto the main courtyard; the assailant could easily have slipped out and mingled with the crowd.
2. The weapon is a standard-issue Nelarine dagger which has not seen much use.
3. It is not possible to tell whether the attacker was inexpert or merely unlucky that Varya survived.

What actually happened: *Naralya and Lilya have discovered, through Lilya's access to confidential records, that they are the illegitimate daughters of Prince Volkov, who had them both given to the order as infants. Angry that he did not acknowledge them and give them more opportunities in life, they have decided to kill him as revenge, take the money he is donating, and leave to make a new life for themselves. Varya overheard them talking. Lilya spotted Varya and tried to silence her.*

It is now up to the PCs to decide how to act on Varya's warning. Whatever they decide to do, Naralya will attach herself to the party and volunteer to help. *(In fact, she wants to find out how much the PCs suspect; she will also try to steer them away from places where Lilya will be busy during the night. She will not make any attempt on the prince at this time.)*



Something Up Their Slliv

FANTASY, INTRIGUE

By Juliet Youngren

Page 2

The PCs will very likely decide to spend the night guarding the prince. He has a special suite in the wing reserved for male guests, with one door and a window in each room which can be securely shuttered.

Mirya, accompanied by Lilya, will stop by during the evening to make sure everything is all right. At this time, the prince will decide to have his donation locked in the treasury for safekeeping until the ceremony.

Dobrunin is anxious to help, but he will speak more freely if questioned discreetly. He has not been with the family long enough to know about the the illegitimate children, but he has heard much about the prince's wild youth. Since the death of his father, however, Volkov has settled down, travels rarely, and takes his job seriously.

The prince's mother does know about the children but is unlikely to connect them to the present threat. After all, they were sent away more than two decades ago.

Dolya has heard lots of rumors, but has no concrete evidence. *(Use Dolya to point the PCs in a new direction if they get stuck.)*

Meanwhile, Sister Lilya is making preparations for the next day. If any of the PCs choose to wander during the night, they may observe or interrupt her at any of these tasks:

- * Using a set of keys from Mother Mirya's office, she removes the donation chest from the treasury.
- * She takes the chest to the stables, twists off the lock with a crowbar, and transfers the contents to a saddlebag. She then hides the empty chest in a pile of hay.
- * *Optional:* For an extra level of mystery, she may also take the documents proving her ancestry from the office.
- * Shortly before dawn, she rides out to the novices' retreat house (with the gold in her saddlebags) and asks Talya to accompany her for "a special part in the ceremony." In fact, she intends to use Talya as a hostage in case something goes wrong. She shuts Talya in a gardener's shed near the edge of the grounds and waits.

Day Two: The Ceremony

In the morning, Mirya discovers the theft of the prince's donation. She asks the PCs to investigate, promising a reward if they can find it. Feed them clues as appropriate, depending on what they have already learned. There is no sign of forced entry into the treasury. They may find the connection between Lilya and Naralya in the chapter records, or Mirya may hint to them that she suspects the two are literally sisters. If all else fails, Varya (now feeling

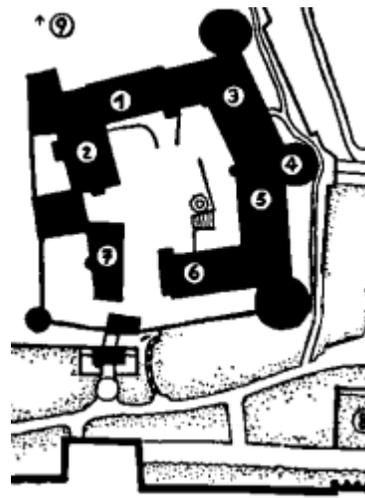
well enough to talk) may send for the PCs and tell them what she overheard the previous evening.

Naralya's plan is to hide in an upper gallery and shoot the prince with an arrow during the ceremony; she will then slip out during the ensuing confusion, take a horse which she has waiting, meet Lilya at the garden shed, and ride away with the money. The PCs may now devise a plan to stop Naralya (or help her!) in whatever way they choose.

If confronted, Naralya insists that the prince deserves to die as justice for robbing her and her sister of choices: "He could have acknowledged us! He could have given us dowries! Instead, he threw us away as if we were the daughters of some--thief!" She considers the stolen money merely a small part of what should have been theirs from birth. However, she is no fool, and leaving is the most important part of the plan to her. She is willing to abandon the assassination and will even bargain to give up the money if the PCs allow her and Lilya to escape unharmed. If combat ensues, it should be an easy fight (scale for number of PCs). Naralya is skilled, but likely outnumbered.

Next, the PCs must find Lilya, retrieve the money, and rescue Talya. Lilya is not a very good fighter, but she is likely to lose her head and do something crazy. If she has warning of the PCs' approach, she will use Talya as a shield and try to bargain for safe passage. She is unwilling to give up the money unless she sees no other choice.

If the PCs recover the stolen donation, Mirya will give them half of it to divide among themselves. The prince may also provide a reward for saving his life. If Talya has missed the ceremony, Mirya will invite her to stay at Slliv and begin her training there.



Nelarine Chapter House

- 1 Infirmary
- 2 Dormitory
- 3 Ceremonial hall
- 4 Treasury
- 5 Mirya's office
- 6 Prince Volkov's suite
- 7 Stable
- 8 Gardener's shed
- 9 To retreat house



Scalped

Alt. History, Comedy,
Horror, Western

By Bill Little (Azuretalon)

Page 1

The Setup

Coyote Creek, New Mexico is a sleepy silver mining town on the cusp of a boom. To the west, Bloodstone Mesa looms ominously. Little do the townsfolk know that the recent blasting has awoken an Apache demon that was bound under the mesa since before white man saw the new world. Now this evil, The Skinwalker, is free and is enacting a plan that will make him a demigod and give him a mindlessly violent army. An army of The Sclaped.

Cast

The Skinwalker – A malicious Apache witch and shape shifter who will stop at nothing for power. His body is currently dissolving due to the centuries that have passed but one last evil plot with make him a demigod.

White Hawk, Medicine Man - An Apache medicine man who has come to town in an attempt to ward off the Skinwalker and protect the oblivious pale faces and the rest of the world from the slavery of his dark magic.

Jacob and Kim – A Married couple that own the trading post. When their clerk went insane and murdered the postal rider, they locked themselves in the back room and are currently hiding there. Jake is an elderly former prospector and Kim is his Chinese Immigrant bride.

Andrew and Lindsay – These two are the town's most delinquent children. They were just hiding in the schoolhouse's playground tree house from their studies, now they are hiding from the murderous hordes.

Sam – The best blacksmith in Coyote Creek, NM by virtue of being the only blacksmith. Most of townsfolk wish they could get another so he would just retire to his real passion, Town Drunk.

Plot Events

Scene One – Incident at Wild Jugs Saloon

The game opens in Coyote Creek, NM with each of the PC's at the local watering hole / brothel "Wild Jugs" for whatever reason best fits. "Wild Jugs" is the stereotypical western saloon, with a rough wooden bar backed by a patchwork of mirrors and shelves of rot gut directly back from the swinging wooden shutters. A player piano sits off to the left of the bar and a staircase to the left loops up to a balcony dotted with doors to a series of small rooms.

The relative peace of the saloon is soon shattered by the scream of one of the girls locked into a room upstairs. If anyone investigates, they will find her with the town's preacher who has gone into a cannibalistic rage. His

scalp seems to have to sloughed off and is no where to be found. This may be hard to investigate immediately since at this moment Bryan, the clerk from the trading post, will burst in the door at the same time, in the same state of rage and also missing his scalp. If the girl upstairs is not helped, the preacher will eventually break down the door and come to join the fight.

This fight with the two crazed townsfolk should be an **easy combat encounter**. If the PC's barricade their selves inside the bar, the encounters deadliness rackets slowly up until the players are dead or, preferably, escape.

GM goals:

1. Establish, subtly, that each of the PC's have touched, been dosed in, drank or otherwise been exposed to "Firewater" as this is the only thing keeping them safe from the Skinwalkers Curse.
2. Use the word "Scalped," both as title drop and to incite paranoia about "dem Injuns"

Scene Two – Any Y'all Alive?

Wandering from the saloon, or escaping once it is overrun by Scalped, the PC's will find the town bare of civilized life. A few people and animals are torn limb from limb and scattered about. A hateful wail or creak of wood can be occasionally heard.

Being middle of the day, any homes the players check are bound to be empty or bloody messes. A few locations in town are of interest.

1. If they track the clerk back to the trading post, they had better be careful. The elderly owner, Jacob, and his young, frail Chinese immigrant wife, Kim, are holed up in back room. Although neither can handle it well, either of them are willing to fire their shotgun through the door before asking any questions. Assistance to them, or charm, can conceivably secure the couple's help in the form of supplies. They could also learn that Bryan was a teetotaler who didn't approve of the couples occasional nip at work. This is an **easy combat encounter**, or a **moderate social challenge**.

2. Following the preacher back will lead the party to the town's chapel at also serves as a school house for the local school marm, Amanda. Her and her class of little Scalped bastards are pacing through the church grounds and a few are raging at a tree. Investigating the tree will reveal a tree house and the towns two trouble making children who are hiding, but trapped. The kids had cut school to drink their daddies' whiskey when they heard the commotion from



Scalped

Alt. History, Comedy,
Horror, Western

By Bill Little (Azuretalon)

Page 2

inside the school. They appear safe for now since the tree house's ladder is missing. Amanda is armed with a sixshooter and has very minimal usage of it. The noise will draw the pack of 2 children per player and this should be a **difficult combat encounter**. If they can communicate with the kids, they can learn that before they were discovered, a group of Scalped men took the ladder and headed east towards a plume of smoke.

3. Following the ladder or just the largest plume of smoke in the town, the PCs will find the blacksmith shop locked up tight and under assault by three Scalped on the ground and one climbing the ladder to crawl in through the chimney. This is a **moderate combat encounter**. Inside, the players will find town blacksmith and town drunk, Sam, fending off the fiends with a pitchfork. If saved, Sam reveals he has saved a couple of the towns horses that he had been shoeing and a 5 person cart. He also knows that the horses came from the mine outside of town and that they may still have some alive in their stables.

GM goals:

1. Make it clear that no one else is fighting back, and it's the PC's or no one
2. Make it obvious that, aside from the ones Sam saved, all horses in town are dead.

Scene Three – Good Medicine / Bad Medicine

If the party decides to head out west towards the mining camp, they will stumble upon a makeshift round tent wrapped in leather. Inside an elderly medicine man is dying and hung from hooks through his flesh and mounted to the ceiling beams by chains. Getting the medicine man down without killing him is a **moderate skill encounter** but the party only has 5 rounds before he dies. Further complicating matters is that The Skinwalker is currently in the tent, performing a ritual dance as his body is dissolving into snakes, tarantulas, scorpions, and Gila monsters. The Skinwalker itself is an **easy combat encounter** and once he is defeated, the body will finish falling into sand and his spirit will escape in the form of an owl towards Bloodrock Mesa.

The Medicine man, if let down, will ask for a drink of whiskey from his pouch to save his spirit. He will explain that he thinks the power that can ward off red man's evil is white man's evil, alcohol. He will then explain how to use the whiskey in a ritual to permanently kill the Skinwalker. The Medicine Man also has a rough map of the area on the other side of the silver mine and it hints to the party that the Skinwalkers den is at nearby Bloodrock Mesa.

GM Goals:

1. Express the inhuman nature of the Skinwalker
2. Hint at the power of the whiskey, even if it isn't explicitly spelled out.
3. Hint early at the red mesa looking ominously on the distance.

Scene Four – Hunting The Varmint

The party has the option of getting horses at the mining camp to speed up travel around the quarry and to avoid the fatigue of desert travel. For added difficulty, The GM can include a Scalped Horse in the stables that should be a **moderate combat challenge**.

Scene Five – “Happy Trails,” Pahdna

The Skinwalker will be standing outside a large Teepee, wrapped in dripping flesh. The characters will arrive as all the scalps taken from the townsfolk fly through the air, wrapping around the top of the Teepee and a tendril of blue strikes him, transforming his body into a twisted, bestial form that is part coyote, part man and part owl. This will be an **impossible combat encounter** unless the ritual is enacted. If the teepee is ringed in whiskey, which will take 3 rounds of moderate movement, and a successful roll to activate the ritual for 1 round is cast, it becomes a **moderate combat encounter**. After the ritual, the scalps fall away from the teepee and any that land in wet puddles of whiskey will fall to dust and the Scalped in town it belongs too will be cured, if the PC's didn't already kill them. Oops.



SUPAKURU HAATSU: RIRIKARU SUMAIRU MAKUSU!!!

By Christopher Stone-Bush (HyveMynd)

Amaaaaaazing!, Comedy, Horror (optional)

www.idleredhands.com

SYNOPSIS:

Through a chance encounter with the last priestess of a long forgotten religion, the PCs learn that they are reincarnations of the divine warriors spoken of in an ancient prophesy.

NOTE:

This scenario is a humorous side trek that can be dropped into an ongoing game, or be used as the starting point of a new campaign. It's designed to work in any setting, but will have the most impact if used in a low- or non-magical game.

SCENE ONE: TO THE RESCUE

While the PCs are traveling through a secluded area (a lonely forest road, an empty street in a bad part of town, or the lower levels of a spaceport for example) they happen upon a gang of thugs accosting an old woman. If you drop this scenario into an ongoing game, dress the thugs in the uniforms or clothing of a rival organization known to the PCs to get them involved. If this isn't an option, find another way to hook them — point out that there's no one else around to help, call one of the PC's flaws into play, or have the thugs attempt to eliminate the PCs as witnesses.

Have two to three thugs for each PC, but still make the fight a **routine to easy combat encounter**. Run the encounter as usual for the style of game you're playing, but with one small change — when beaten, the thugs dissipate into a screaming cloud of noxious black smoke, leaving behind an empty pile of clothes and gear. If you want to have more of a challenge, have a PC caught in one of the clouds make an **easy agility or stamina-based check** to avoid being blinded for a turn or two by the foul-smelling smoke.

After defeating the thugs (who will fight to the last) the PCs should attend to the old woman. She's a tiny, grey haired woman in shabby clothes who'll introduce herself as **Baba Pika-Pika**. The goal is to have the PCs accompany her back to her residence, which is only a short walk away. There are many ways to do this — perhaps she was injured in the fight and requests an escort, maybe she says the PCs deserve some sort of reward for their assistance, or maybe she hints that she has useful information about the mission or quest the PCs are currently on. Find some way to ensure that the PCs follow her back home.

PLAYER REWARDS

At times in this scenario you're encouraged to reward the players for having their PCs take certain actions. The type of rewards will differ based on the system being used, such as Bennies, Fate Points, Plot Points, Style Points, XP awards, or even just small bonuses to die rolls.

SCENE TWO: HERO'S JOURNEY

The trip to Baba Pika-Pika's house is short but tiring. The path she takes is not easy to follow unless you know exactly where to look (a well-hidden path off a forest road, a narrow alley that appears to be a dead end, or a secret passage behind a loose bulkhead panel), and requires the PCs to walk rather than ride or drive there. During the trip Baba Pika-Pika will ask lots of friendly questions about the PCs and their old adventures.

The final part of the journey requires an arduous physical task — a winding stone staircase cut into a forested hillside, an apartment at the top of an old ten-story building with no elevator, or an endless ladder in an abandoned turbo-lift shaft. Whatever the task, Baba Pika-Pika does it easily while the PCs will have to make several **easy to moderate stamina-based checks** to follow her. If it is at all possible, arrange events so the PCs arrive at her house well after sunset, encouraging them to spend the night.

SCENE THREE: WARRIORS OF LEGEND

Baba Pika-Pika's house doesn't look like much, but observant PCs will notice the folded strips of white paper affixed to the front door. A **difficult religion or history-based check** reveals them to be the mark of a long forgotten religion that believed in animism and reincarnation. Once inside, the house is much larger than the exterior suggests. It's done in a traditional Japanese style with wooden ceiling beams, paper *shoji* screen room dividers, and grass *tatami* mat flooring (Baba Pika-Pika will insist the PCs take off their footwear before entering her house). There are several guest rooms, a stone-floored bathroom with a giant sunken bathtub (mysteriously fed by a natural hot spring), and a large, homely kitchen.

Baba Pika-Pika will offer the PCs food and lodging for the night, and leaves them in the large shrine in the center of the house as she gets things ready. The wall panels of this room are decorated from floor to ceiling with painted murals and inset crystals. They tell the story of a group of young women (the same number as the PCs) who were chosen by a divine being to become her instruments on earth. The story reads from right to left around the room, and has numerous scenes of the women battling shadow beasts that disappear in clouds of black smoke. The last panel shows the warriors trapping an immense shadow beast in a large crystal, but being mortally wounded and dying in the process.

During dinner Baba Pika-Pika will answer any questions the PCs have about the murals. She is the last known priestess of **O-Kirameki-Kami**, the goddess in the murals, who has been all but forgotten now. The priestess will tell heroic stories of these female warriors, called **Kira-Kira Senshi**, each of whom resembles one of the PCs. Eventually, she'll show each of the PCs to a guest room and wish them all a good night.



SCENE FOUR: TRANSFORMATION REVELATION

When the PCs awake after an uneventful night, they discover (perhaps not immediately) that they have all become skinny, 12 year old girls. Play up the humor of this situation — the PCs' clothes no longer fit properly, their voices are high and squeaky (reward players who actually change their voice), and they're too small to pick up larger pieces of gear. Additionally, all their weapons have vanished without a trace.

When the PCs confront Baba Pika-Pika about this, she'll explain they must have been chosen by O-Kirameki-Kami as her new Kira-Kira Senshi. For added effect, the image of the goddess can animate and address the PCs directly. Before they can ask too many questions though, a wall of the shrine explodes inward, showering them with smouldering wooden splinters and knocking them all prone. Shadow beasts resembling those on the now ruined murals begin pouring through the hole into the shrine room, with larger ones visible just outside.

SCENE FIVE: DARK DANGER LOOMING

Before the PCs can regain their feet, one of the larger shadow beasts enters the room and begins a booming monologue. It explains that over the centuries, a tiny portion of essence from **Kuro-Yami-Kami** escaped from its crystal prison. It searched the world for someone who could break the ritual confining it inside the crystal — a priestess of O-Kirameki-Kami.

Reward any player who converses with the shadow beast. In anime, fight scenes often begin with long dialogues before the combatants finally get down to it. Continue the dialogue (and rewards), as long as the players are enjoying it, but allow them make the first move. As soon as one of the PCs starts to attack, freeze the action as an [elaborate transformation scene](#) takes place — their clothes disappear in a shower of rainbow sparkles, their hair lengthens and becomes an unnatural color, ribbons and butterflies of light appear from nowhere to swirl around each of the PCs, finally melding into a short-skirted costume similar to the sailor suit uniform that Japanese high school girls wear. Have the players describe the ridiculous battle pose their PC strikes as they end the transformation scene (and hand out rewards to those who do so).

After everyone has transformed into battle mode, run a few rounds of combat. The PCs don't have any weapons yet, so their attacks won't have any effect (don't make them pay for one-shot or limited use attacks or powers, as they won't work). This is anime, so the fight needs to be over the top — slide the PCs back when they get punched, knock them into the air so they smash into the ceiling, or send them crashing through a wall. After you've battered them for a bit, have one of the walls collapse to reveal a cache of weapons that look as if they belong in a little girl's "play pretend" dress up toy box.

NEW ABILITIES, POWERS, AND WEAPONS

Even though they transform, don't modify any of the stats for the PCs or their weapons and gear. The changes are only cosmetic, and don't actually affect game mechanics.

ANIME GRINDHOUSE EDITION

Although written as an over the top dose of sugary sweet, *shoujo* anime cuteness, there is an alternate way to run this scenario — as a full on, blood soaked anime grindhouse gore fest. If you choose to run the "adult" version of this scenario, the plot remains the same, but a few things change.

- The PCs still wake up transformed into young women, but are now 18 to 20 years of age rather than only being 12. Graphic violence against little kids is just plain creepy.
- Rather than cute, short-skirted sailor uniforms, the PCs' battle suits are H. R. Geiger inspired [biomechanical armor covered in nasty hooks, spikes, and blades, and with lots of exposed skin that leaves nothing to the imagination](#). Their weapons are melded into the suits and might be things such as extendable forearm blades, razor-tipped tentacles, sprays of bone shards and teeth, or jets of regurgitated stomach acid. Transforming into the armor is also traumatic and physically painful — the PCs must make a **moderate willpower-based check** or succumb to a blood-drenched berserker frenzy for a turn or two.
- The tone of the game becomes incredibly dark, violent, and gory. Instead of shadow creatures, the enemies are tentacle demons with gaping, fang-toothed maws and eyes in the wrong places. Push the descriptions of gore to the extreme in the fight scenes — enemies don't just fall over and die when defeated, [they erupt in crimson geysers of blood, leaving reeking piles of sickly pink viscera behind](#). Reward players who join in and describe their attacks as over the top acts of wanton brutality and carnage.

Naturally, you should only run the scenario this way if your group can handle the extreme levels of violence. And please, don't do anything... weird with those demon tentacles.

SCENE SIX: SPARKLE HEARTS, FIGHT!

Once the PCs grab these **Kira-Kira Senshi Heiki**, the fight is on! Girls in *shoujo* anime don't usually engage in melee combat, so give every weapon a little bit of range. [Attacks with these weapons don't actually cut, but fire beams of light, sprays of luminescent butterflies, or showers of fiery feathers](#). Reward players who come up with ridiculous names for their attacks, and increase the damage if the players invent some big "combo team attack" involving two or more PCs. This is a "boss fight" and should be a **difficult combat encounter**.

CONCLUSION:

If this is a one-shot, defeating the shadow beasts is the end of the scenario. Baba Pika-Pika can perform a ritual to return the PCs to normal if they desire it, but they won't be able to keep the Kira-Kira Senshi Heiki, naturally.

If this is the start of a series of adventures, one of the shadow beasts kidnaps Baba Pika-Pika during the fight. Now the PCs have to find and rescue her before Kuro-Yami-Kami completes the ritual to free itself from the crystal prison.



FANTASY,

AMAAAAAAAZING

“The Goatman Cometh” by Tony Whitaker a.k.a. Bob_D_Goat

Note to g.m. – This is a railroaded adventure best suited for a quick side adventure for your party on game night. It is designed to be strange and twisted. Whenever the villagers talk to the party, be careful not to say they want the Goatman killed, or his age.

Setup – The party is looking for the lair of a creature they were told was terrorizing this area. The type of monster is irrelevant; it is dead before they arrive.

Cast of Characters

Stuotto and his wife Astorka – Owners of the Happy Jackerton Inn. They are packing all their worldly possessions into a two wheeled cart pulled by sickly donkey

Cadaring– leader of the small group of circus performers looking for the Goatman.

Jiberton – Chairman of the village of Jackerton

Kimberosa – The Goatmans Grandmother. Powerful magic user who keeps her skills hidden. She has stayed in town hoping the goatman will come home, but is somewhat proud of his power. She is the only person the Goatman is afraid of.

Tappersonian a.k.a. The Goatman, a 13 year old boy who has a telepathic control of animals. He prefers goats for some unknown reason. He is trying to impress and protect his grandmother and does not fully realize the damage he is causing.

Plot Events:

On the road - While traveling in search of the creature the party begins to notice there is less and less vegetation on the ground. After a short distance the earth is completely barren and without life. The trees still have leaves, but the ground in this area has been chewed up to the point it is hard to tell where the road is. After a small rise the road turns and runs along a stream. If this stream is someone’s water source they are in deep trouble. It is filthy, and smells like an open sewer. When the wind blows the dust gets in the eyes of the party. When the dust clears they see a small village not much further down the road.

Village of Jackerton - The party enters the village and notices there is almost no one on the street, and several buildings have been boarded up. They see Stuotto and his wife loading a cart. He calls to the party, and tells them if they want to spend the night at his Inn they can do so free of charge. However, there isn’t much furniture and no meals. They are leaving town in the morning, because the Goatman has ruined this place and their lives. If asked, he tells the party that no one has seen or heard of the creature they came looking for in a couple of years. If they want more information about the Goatman, he directs them to the town Chairman.

They find Jiberton in the town hall and pub. The pub is run down and doesn’t look like it has seen a customer in quite awhile. Jiberton tells the party about the horrors the Goatman has brought to the town.

History of the Goatman – The story Jiberton tells the party --Several years ago a group running their herd, was desperate after the creature the party came looking for wiped the livestock. They came into the village on horseback and were attacking the locals and looting the town trying to gather some gold to make up for the lost herd. They were using hand crossbows and whips. (Note to g.m. This should come across like a fantasy version of

the bad guy gang in any old western who rides into town) they were unstoppable until their horses began to throw the riders. They figured out it was a small boy who was somehow controlling the animals. They decided to kidnap him and left never to return. A little over 2 years ago the boy returned, but now he was known as the Goatman due to the large number of goats he commanded. He used the goats to destroy the creature, and reduce the town to its present state.

Jiberton offers to show the party where the lair of the now dead creature is, plus what little gold he can raise if they free the town of the Goatman.

Back on the street - When they leave the pub the notice a wagon with a large cage on it. The wagon is sitting in front of a small house, and a man is screaming while pounding on the front door. Cadaring is trying to get Kimberosa out of her house and tell him where they can find the Goatman. When the party approaches he opens the cage door and several men jump out. This is an easy combat encounter. The men are acrobats who attempt to run, jump and dodge their way towards the party. When they get close they claw and bite. They are more animal than men. After the acrobats are defeated, Cadaring tells the party under easy questioning that they have been sent to get the Goatman. They planned to capture and force him to help control the animal men. The Goatman once traveled with the carnival after escaping the herders and told people about his grandmother's house.

Kimberosa's – After stopping the carnival troop, the grandmother steps out of her front door. She appears frail, but speaks with the strength of a much younger woman. She tells the Party it is time for precious grandson to quit running around in the woods, playing with his goats. She tells them her little Tappersonian was always talented with animals and learned animal husbandry at a young age. When he came back he was much older, and started using his skills in a misguided way. She then looks north of town, and motions to a large dust cloud in the distance “The Goatman Cometh” she says. Then goes back inside and closes the door without saying anything else. If the party forces the door open they will find the house empty.

Goatman – Less than half a mile outside of town the party will see a large herd of goats. They will be easy to locate due to the dust, smell, and noise. In the distance, at the rear of the pack they can just make out a figure sitting on the largest goat the party has ever seen. The goats begin to charge the party. This is another easy combat encounter. Even though the party is seriously outnumbered, they are fighting regular goats. The Goatman keeps his distance, and does not enter the combat. Once the party kills several goats they hear a loud anguished cry from the Goatman. He begs them to stop hurting his friends. The goats stop attacking the party, and wonder off. The Goatman walks up close to the party. He should have been called the goat boy. The 13 years old is naked, and covered in filth. The words “Goat Love” are written in what appears to be goat dung on his chest. He cries over the dead bodies of the goats, and his grandmother comes up from behind party to comfort the Goatman.

If during the battle the party directly attacks the Goatman, they hear an angry shrill that drowns out the noise of battle. The goatman's grandmother and other villagers have been watching the encounter from behind the party, and attack them. This is a moderate combat encounter, the Kimberosa is a powerful magic user and the villagers are retired adventures who stayed in the village after their parties were all but destroyed fighting the creature the party originally came looking for. The villagers wanted the Goatman stopped. They never said they wanted him dead. He is just a stupid kid after all.

Conclusion - After the battle the grandmother heals or resurrects Tappersonian. The surviving villagers realize they should have been clearer about Goatman's age, and exactly what they wanted the party to do. If asked the Goatman tells the party he was just trying to protect his village. His goats were able to kill the original creature, because another adventuring party had almost defeated it when the goats attacked. The Goatman leads the party to the lair. Most of the treasure has either been chewed up by the goats, or swallowed and passed through their digestive system. It will be a very unpleasant task removing the treasure from the lair.

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Beware the Wolf with the Blood Red Eyes

By Erik Emrys Carl

HISTORICAL, HORROR



THE SETUP

The scenario takes place in London in the late 1880s. A participating group of characters should include at least one individual with basic investigative skills and at least one person with high society connections. Someone who can effectively access lower class informants might also be useful.

MURDER AT THE FÊTE

At the beginning of the story, one or more of the characters are attending a celebration at the London home of the Duchess Elora Markley in recognition of Her Grace's 50th birthday. While the guests mingle in the grand hall, a pretty young woman leaps to her death from a high balcony, shouting, "Beware the wolf with the blood-red eyes!" Anyone tending to her in her final moments may note that she seems relieved as she dies, whispering, "Grieve for me no longer, my love." Nobody present at the event admits to recognizing the woman.

The woman was actually a Whitechapel harlot named Marta Guernsey. Items on her person include:

- An expensive dress designed by famed dressmaker Leona Desmarc.
- An expensive sapphire necklace called the Tears of Ossiah, owned by the duchess and discovered missing just three nights ago.
- A silk mens' hankkerchief monogrammed with the initials JSM and spattered lightly with blood.
- £10 tucked into her bosom, also slightly bloodstained.

There are no signs that anyone was with her on the balcony, though one of the nearby bedchambers is unlocked (a surprise to the lady of the house, who keeps every room on the upper stories secure during events). The room in question actually belongs to the duchess's estranged son, Lord Jonathon Stuart Markley, who is currently overseeing family affairs in Bombay.

An investigation of the room reveals that the bed sheets are rumpled. Items on the dressing table include a wolf-head brooch with ruby eyes and a used syringe and empty vial (with trace of morphine), as well as the occasional droplet of blood. Though the door is always locked, there is no sign of forced

entry. One of the windows overlooking the garden hangs slightly open.

According to the staff, the only person to enter his lordship's room in recent days was the chambermaid Bethany White, who regularly refreshes the linens in case he suddenly comes home. He has been known to arrive with little or no announcement on prior occasions. Bethany was dismissed from service the morning before the event, however; the lady's steward accused her of theft. The other maids don't believe it, and several of them know that she had consistently rebuffed the steward's attempts to coerce her attentions. One of them might even reveal that Bethany occasionally shared Lord Markley's bed and that she was thoroughly enamored with him.

Bethany lives at a flat in Whitechapel with her two sisters, one of whom might recognize Marta as a local and be able to tell them where she worked: at that "high-end brothel in Stepney with the flowers in the window".

THE CLUES

The Tears of Ossiah: The day the necklace was discovered missing was the day the steward visited the duchess's chambers to retrieve it for a marvelous display at Humphrey's Hall in Knightsbridge. That night, there was mysterious break-in at Humphrey's Hall, but nothing was stolen. Guardsmen heard some noise and saw figures in the galley, but they were gone by the time the watchmen reached their position.



Leona Desmarc: The dressmaker was a patron of Marta's who frequented the Rose Room brothel. She was secretly in love with Marta. Leona claims that the dress was purchased with a letter of credit from the Duchess's own coffers, just three days ago. She describes the purchaser as a well-dressed gentleman who looked to have seen quite a bit of sun. He was cool, detached, and he didn't seem to like her very much. Leona is a beautiful lady, but she uses special makeup to hide scarring from a fire.



Beware the Wolf with the Blood Red Eyes

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HISTORICAL, HORROR



The Rose Room: At the brothel, Madame Larue has been concerned about Marta's absence. She departed the day of the duchess's party in the company of one of her favorite clients, a man she called "Stu" but was only listed in the company ledger by his initials (JSM). She was usually very excited to see him, but she seemed a

little frightened when they departed. Madame Larue can certainly confirm that Marta was sick with the consumption, though she tried to hide it. She remembers the wolf brooch; Stu was wearing it, and he kept fingering it while he waited for Marta to join him. When she left, she was wearing a magnificent dress, a gift from one of her other patrons.

A BAND OF THIEVES

During their investigations, the party is likely to run afoul of the O'Bannions, a group of well-connected thieves who pay Leona Desmarc to fence stolen jewels through her network of foreign customers. The O'Bannions spent weeks planning the theft of the Tears of Ossiah from the display at Humphrey's Hall, only to discover that the promised score never arrived at the museum. Naturally, they are determined to settle up.

After Leona Desmarc learns of the party's interest in events, she feeds their identity to the O'Bannions, fingering them as rival thieves who tried to sell her a valuable wolf-head brooch and hinted that they had acquired the Tears of Ossiah. The thugs will start tracking the party's movements, looking for an opportunity to ambush them on the street. If such an opportunity does not present itself, they may escalate to a home invasion.

Note that this should be an **easy encounter**, assuming the characters are together at the time of the attack. The O'Bannions are prone to overconfidence and will attempt to surprise their quarry, but they are not suicidal. If the fight turns against them, they will flee or surrender. A captured thug will hope to be turned over to the constabulary, since one of their wealthy patrons will soon obtain their release.

Of course, if they manage to corner one or two characters separated from the party, it should be a **moderate encounter**.

THE PRODIGAL SON

Lord Markley recently returned to London to collect Marta and take her with him back to Bombay, where they could be together without his mother knowing a thing. He visited Leona to pick up a special present for his mother's party and let slip about his excitement, at which point Leona realized his intentions and seized the opportunity to stop him.

The dressmaker gave him the fine red cloak he had come to collect and pinned it with an ensorcelled brooch. She then instructed him to steal his mother's most expensive piece of jewelry and "take his precious whore to his mother's estate and present her formally to his mother." Lord Markley obediently gathered Marta from the brothel, instructing her to dress accordingly, and took her to the estate.

As the guests were arriving, Marta learned of his intentions and became understandably distraught. He secretly escorted her to his room, using the servant's stair to avoid notice, so that he could express the depth of his commitment and set her at ease. During the encounter, they proceeded to remove their garments in a fit of passion, but the removal of the brooch snapped him out of Leona's spell. Horrified at what he was about to do, he fled through the window with practiced ease, scaling the trellis and disappearing into the garden.

Suddenly recognizing the brooch from Leona's collection, Marta sat for a moment, attempting to compose herself, before stepping out onto the third floor balcony and promptly plummeting to her death. Unbeknownst to almost anyone, Lord Markley found his way to a small guest house by the lake – clearly visible from this window – where he drank himself into a stupor and has yet to emerge.

In all likelihood, the investigators will eventually return to Leona's to try and ascertain her guilt or innocence. She will not be taken easily, however. Leona's study of dark magic has focused on animism and artifice, and her dress shop is almost a mystical extension of her will. When the characters return to the establishment, Leona will duck into the back room to gather her belongings and escape. As the heroes move through the shop, the dresses should seem to come to life and attempt to entangle them, largely just to buy her time to escape. If they win their way through the shop and corner her, she will brandish a dagger and attack. Though spooky, this should also be an **easy encounter**, since the point of the scenario was solving a mystery, not killing PCs.



Doctor Jack, Vampire Hunter

By Erik Emrys Carl

HISTORICAL, HORROR



THE SETUP

The scenario takes place in London in the late 1880s. A participating group of characters should include at least one individual with basic investigative skills and some experience in assisting the authorities with unusual cases.

Someone who can effectively access lower class informants will also be

helpful. In historical terms – if the players have more than a passing familiarity with Jack the Ripper – this event occurs in the late summer or early autumn in 1888, prior to the discovery of his last known victim.

A QUESTION OF MURDER

This scenario begins at the scene of a murder. One of the heroes who has a prior relationship with Scotland Yard is asked by Inspector Warren Hydiger to examine a body found at the scene of the latest killing attributed to the infamous Jack the Ripper. This particular murder is, however, slightly different.

The scene of the crime is in Banner Alley, a secluded walkway in the Whitechapel district. The victim is a pretty, green-eyed Irish girl with remarkably pale skin. In trademark fashion, it appears that her throat was slit with a sharp, thin blade, then her bloody dress was cut open and she was stripped to the waist before having her heart surgically removed. The murder is different than previous killings in the choice of organ and the fact that she also had several teeth pulled from her head. The inspector is generally uncertain why, but he suspects that something else is amiss.

Other distinguishing elements of the murder include the following details:

- The alley is in full view of numerous overhead windows, though the buildings are inhabited only by vagrants.
- There isn't nearly enough blood on the scene for her injuries, particularly the slit throat.
- She is missing all four of her eye teeth.
- Her wrists bear marks that indicate that she has previously been restrained, perhaps with manacles.
- Her dress was an expensive garment created by Madame Leona Desmarc, a renowned dressmaker.

If the characters talk to someone who knows the district well, they might be able to identify her as a local prostitute named Mary Odell.

If the PCs attempt to interview anyone lurking in the surrounding buildings, a potential witness may be found. A frightened vagrant the locals call “Coop” saw the girl dallying with a man in a tall hat and long coat, leaning on a cane because of a slight limp. (For the greatest degree of drama, this fact should come to light after the heroes have met Dr. Seward, described below.)

Once a common harlot who worked the streets of Whitechapel, Mary Odell was recently employed by the exclusive House of the Red Moon brothel in the Poplar district of Tower Bridges. The House of the Red Moon is an expensive lounge which caters to high society clientele, and it seems an unlikely place for someone of Mary's breeding.

Mary's sister, Abigail, resides in Whitechapel with her children, a widow living on the meager generosity of her in-laws. She is saddened by her sister's death, but ascertains that she knew the engagement at the brothel would lead her to a bad end. Until recently, Mary had resided at the sanatorium in Purfleet, in the care of Dr. John Seward. She claimed that her release was secured by a Lady Elinore, who was also apparently her benefactor and managed to arrange her employment.

THE HOUSE OF THE RED MOON



Lady Elinore, it turns out, is the madam at the House of the Red Moon. She is also a vampire, and unlikely to meet during the day without a good incentive to do so. Like many true vampires, Elinore appears as a normal human during daylight hours. Feeling vulnerable, she will be unwilling to leave her suite during this time, and she will not allow anyone to bring weapons into her presence.

The brothel is located above an expensive hat shop and is accessed via an unremarkable door that opens to the street. A steep, narrow stair leads to a pleasant little receiving room, where a secretary can carry their request to the madam. Beyond the receiving room, the establishment is lavish and expansive, with rooms on three floors, many of which have



Doctor Jack, Vampire Hunter

By Erik Emrys Carl

HISTORICAL, HORROR

windows overlooking the Thames and in view of the palace and the Tower of London.

Elinore's girls cater to very wealthy and exclusive clientele, few of which are aware that they are being entertained by the undead. Elinore is concerned, however, about a rash of recent killings amongst her staff, and she has reason to suspect that the murderer works at the sanatorium in Purfleet. Her liberation of Miss Odell was designed to test her theory and make it clear to the killer that she and her girls will not be preyed upon. That Mary's death was designed to mirror the Ripper murders only solidifies her suspicions.

Elinore can readily explain that she secured Mary's released from the sanatorium because it was clear that the girl no longer belonged there. (Her newfound lucidity was actually the product of Elinore's own intervention, by virtue of beginning her transformation into a vampire.) The unflappable Dr. Seward reluctantly agreed, though he certainly wasn't telling her everything about the girl. Elinore suggests that the good doctor may know something more of her life prior to being released, and why someone might wish her ill.

If the characters ask to see Mary's room, they will find it unoccupied and well-kept. The wardrobe contains elegant lingerie and a simple dress and a pair of worn shoes. Secured beneath the nightstand is a stoppered vial with a small amount of bloody residue.

DR. SEWARD



After the heroes visit Lady Elinore, she hopes they will call on Dr. Seward. It can take a few hours for a carriage to reach the sanatorium, allowing you to more effectively manipulate the time frame. Ideally, if the PCs visit the brothel first, they

will reach the place late in the day, as the good doctor is preparing to leave for the night.

Jack Seward is a well-spoken gentleman with a kindly face, and he is also a vampire hunter. He dresses and conducts himself quite professionally, and he will receive visitors with an open and cooperative manner. He will helpfully answer any questions about Miss Odell, explaining that she was given to bouts of extreme hysteria, paranoia, and experienced frequent audio and visual hallucinations. In her more lucid moments,

Mary was quite pleasant, but they were few and far between. Until recently.

If asked about Lady Elinore, Jack doesn't bother to hide his distaste for the woman. He found her interest in Mary Odell highly suspect, but her private visitations with the girl were getting unprecedented results.

What he does not reveal is his certainty that Lady Elinore is a vampire and that she added Mary to her unnatural pack of vipers. He had already slain a few of the brothel's undead whores and traced them back to the House of the Red Moon. In one of these recent conflicts, he injured his leg and now walks with a slight limp. Naturally, he is also the person who killed Mary Odell in Whitechapel and made it look like a Ripper murder.

When they leave the sanatorium, they are set upon by a group of thugs sent by Elinore to shake their confidence. This should be an **easy encounter**, and the thugs will break and run if one of them is incapacitated or killed. Elinore has also placed a letter of marque on one of them suggesting that he works for Dr. Seward, but a captured thug may reveal his true employer. If they have yet to visit the brothel, this should provide suitable motivation.

If the heroes then return to the sanatorium, an assistant will show them to his office and offer to see if he is still on the grounds. Seward has, in fact, recently departed, as the heroes' investigation has inspired him to step up his schedule in hopes of dealing with Elinore herself. A crumpled slip of paper on his otherwise immaculate desk contains the address of the brothel. He hopes to slay the beast within her lair. If they search his desk further, they will also find hand-written notes documenting his investigation of the brothel and detailed drawings of each of his victims.

CONCLUSION

Depending on what the PCs know or suspect, they may try to intercept the doctor and turn him over to Scotland Yard. They may instead decide to assist him in the murder of Lady Elinore, a collaboration he will strongly pursue should the party confront him. Lady Elinore, meanwhile, left at twilight to board a train, which the heroes can bribe her secretary or coachman to discover. Jack, of course, is already en route... providing yet another exciting venue for chase and conflict in Victorian England.



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Title: Emma is down a well

Author: RainShadow

Genre: Fantasy

Cast:

Brom Stiffstick: Poor young farmer teenage male who is love struck for Emma Pierce. He is young, brave, and foolhardy. He is not quite considered a man by the other villages.

Emma Peirce: Young poor farm girl who is clumsy. Slightly younger than Brom.

Raymond Peirce: Town leader and father to Emma. He is their natural leader due to virtue of his wisdom not by position. They have no 'mayor' or other formal titles for secular leadership. He ponders decisions carefully, but is not indecisive. He loves his daughter and will take action, but wants to know options available in order to take the best one.

Walson Beggil: Religious leader of the town. He loves the status of a cleric more than the services that a cleric provides to his people. Generally good-hearted and supportive, however, he will not initiate any decisions himself. Nor does he want to actually get his hands, or semi-nice clothes, dirty. He can easily be persuaded.

Bull Dungback: Local farmer who would turn ruffian in a larger town. He is large, brutal, and impulsive. He also smells of horrid body odor. He would be likely to win a local bar fight, but unable and unwilling to use any type of stealth

Orc Br'tch: Fat leader of the Orcs. He likes smelly things and shiny things. He is leading an expedition for new slaves for the underground empire to the north. He is confident in his group of Orcs and is looking for a larger group to enslave than he has been able to find so far. He would like 30-40 pressed tightly into his cages wagon. He can be reasoned and bribed. If he is presented with the opportunity to use his Orc riders to take home both sides of the deal, he will order it without hesitation.

Setup:

While traveling late autumn just outside civilized lands, you discover a small walled village (Golest). Supper fires are burning and the smell of freshly roasted meat invites the party into the safety of the walls and the warmth of a small but cozy tavern. The villagers are consistent with similar poor farming villages of the area. The center of town has a religious center bell tower with the signet of a neutral deity of farming upon it. There is a sole guard at the gate who is equipped with dirty cloths, a spear, and a clean sash to indicate his position as a guard.

Shortly after the supper hour Brom runs into town. Out of breath he relays the tale of how he and Emma was on the north ridge at the water well when they spotted Orcs rounding the bend. In her surprise Emma lost her balance and fell into the well. Brom called down to Emma and she told him to run for help. She stated she would remain quiet while he went for help. When he last looked back on his run into town it appeared that the Orcs had not noticed Emma yet. However, it appears that they are staying at the well overnight and camping there.

Orc slavers: There have been rumors of Orcs enslaving villages to the far north but no one had ever known of an attack even remotely this close. The Orcs have a large caged wagon with 3 humans inside. There are several Orcs on foot guarding the slow moving slave wagon. There are also a group of mounted Orcs riding strange beast that appear to be faster than a human on foot, and much more vicious.

Twists:

This adventure should feel like time is against the party. Emma is in mortal danger of either hypothermia in the cold well water, exhaustion from treading water for hours on end, or being detected by the Orcs and eaten as cold soup. Brom loves her, fears for her safety, and will be rash about saving her.

After telling his story Brom will reflect on his actions and consider his actions cowardice. He will then try to regain his courage and begin talking about, and possibly carrying out fool hardy plans. He can be persuaded to wiser courses of action with moderate difficulty

The people of the village are farmers not soldiers. The Orcs are battle-hardened but not wise. A frontal attack on the Orc encampment would be extremely difficult and would almost certainly end with almost all of the villages dead or enslaved along with the party. Either the Orc riders or the Orcs on foot should be considered moderate difficulty in battle separately. The caged wagon is pulled by 6 of the Orc beasts and extremely slow.

The village has limited supplies of any goods, but a little of almost anything appropriate to the setting.

If encouraged, even the slightest bit, Bull will begin a berserker attack against the Orcs.
If Bull is upwind of the Orcs, they will smell him.

Events:

After Brom tells his story the temple bells will ring to gather the men for action. If the party stays outside of the village they will hear the bells and notice surrounding farmers headed in with their families. This will also have the affect of letting the Orcs know they have been found and their guards will be doubled.

Emma will stay in the well for about 1 hours before choosing slavery over death. The Orcs will place her with the other 3 slaves. She will be shivering with cold. The other slaves will lay her under the makeshift bedding to allow her to warm up. This will also have the unintended effect of hiding her location from those watching.

Raymond will seek council from those available for ideas for dealing with the Orcs. Randsome, frontal attack, waiting out the Orcs, and sneak attack will all be presented. If not otherwise persuaded by the party, he will take a battle party toward the site and take a few men close to see the Orcs and spy on them. Unknown to party or villages, by that time Emma will no longer be in the well.

Unless persuaded by party to a different course of action, Raymond will watch the Orcs for about an hour and then send some men to slip into the encampment and retrieve Emma from the well secretly. They will be discovered and killed/enslaved.

Knowing his villagers would not survive a battle against the Orcs, Raymond will watch until the Orcs break camp before daybreak and leave. He will go to the well and assume that his daughter drowned waiting on him.

Conclusion:

This simple epic is designed to help the players define the group and the personalities of the characters. Hack-n-Slash is a very bad option and the players must come up with a unique method of overcoming their adversary. The characters' reason for getting involved has nothing to do with reward as the villages appear to have none.

If the party does not get involved Raymond will assume that all outlanders are agents of the slavers. Future encounters with the villagers and surrounding farmers will be very hostile in nature.

If the party is enslaved to the Orcs they will be taken north into subterranean empire beginning a whole unsuspected quest for freedom.

If the party is successful in freeing Emma, the gratitude of the village will provide the information leading to the next epic quest.

Whitechapel

by Jimbo Hawkins

Synopsis

The team are Scotland Yard detectives, assigned to the East End Murder Investigation Unit (MIU) and investigate a series of gruesome murders that could lead all the way to the Royal Family.

Cast of Characters

Chief Constable Sir Roger Fairclough-Smythe Sir Roger is very much of 'The Old School Tie' Brigade, being convinced as he is of his own worth and ability. Distantly related to royalty, Sir Roger makes every effort to ensure the peerage is not brought into ill-repute.

Law Lord, Chief Justice Sir Quentin Crawford Old Boy and contemporary of Sir Roger, with a penchant for kinky sex and hookers.

Detective Inspector Peter Fairclough-Smythe Recently brought in to head up of East End MIU. Peter is Eton and Cambridge-educated and on the fast-track to greater things. He gets a great deal of (unwanted) advice from his uncle, the Chief Constable. Peter wants to do the right thing, but is hampered by his obsessive-compulsive disorder and his habit of obedience to his elders. Peter leans heavily on his sergeant for the day-to-day stuff.

Home Office Pathologist Dr Mary Jane Ramsey Dedicated and thorough, Dr Ramsey is the lead pathologist in this part of London. She pursues evidence like a bloodhound, never stopping until she has an answer to her satisfaction. Recently divorced, she has a soft spot for the handsome new Detective Inspector, but has yet to pursue it.

Colin Bell, 'Ripperologist' A self-styled expert, Colin runs Ripper Tours, 'a delve into the horrific East End', taking tourists around the sites of the Ripper murders. He takes great pride in relating the gruesome murders in exacting detail. Pedantic and dogmatic, Colin discovers the first murder and is intrigued by the similarities to the original murder.

Simon Pulver A former medic who escaped six months ago from Broadmoor Institute for the Criminally Insane. He was fitted up and wrongly imprisoned for a mass murder by Law Lord and Chief Constable 10 years ago and is committing the murders to try and implicate his two accusers. He is using Ripper legend to draw media attention.

Plot Events

At 3:40 am on the 31st August, Colin Bell is leading a party of sightseers down Durward Road (formerly Buck's Row), Whitechapel on his Ripper Tour. Colin and his party find the body of Mary Ann Nichols, well-known in the area as a dominatrix; her throat is severed by two cuts and the lower part of her abdomen is ripped open in a large jagged wound. Examination of the scene will reveal that she was murdered elsewhere. The post-mortem will find several other cuts on the abdomen by the same knife as well as evidence of recent sexual activity; no semen is found for DNA comparison (there is DNA on her 'tools of the trade' at her flat; unfortunately from several sources). Her diary reveals a number of appointments for that day; all clients are referred to by 2 or 3 letters (QC is included in there). A witness comes forward, stating seeing Mary with a tall, distinguished gentleman (Law Lord Quentin Crawford), shortly before Time Of Death.

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At 6:00 am on 8th August, the body of Annie Chapman, another dominatrix, is discovered in the backyard of 26 Hanbury Street, Spitalfields. Her throat is slashed open with two cuts and her abdomen has been opened up entirely, with the same type of knife as before. Again, she was killed elsewhere and dumped at the scene. Post-mortem reveals that she has had her uterus completely removed. As the first murder, recent sexual activity is discovered, but no semen. DNA on her trade tools matched a number of sources from Mary Ann Nichols' tools. Her diary also reveals a number of appointments; some of the letters (in particular QC) match Mary Ann Nichols. This time a witness comes forward, stating that they saw a short, dark man walking away from the scene at about 5:30am (this is Simon Pulver).

On 30th August, the body of Elisabeth Stride, a top-end 'escort', is discovered at 1:00 am in Dutfield's Yard, of Henriques Street (formally Berner Street). COD is one clear-cut incision that severed the main artery on the left side of her neck. There are no marks or wounds to her abdomen. There is evidence of sexual activity and this time there is semen present in her stomach. DNA examination matches it to one of the sources from the tools of Mary Ann Nichols and Annie Chapman, but this source is not in the police database.

At 1:45am, the body of Catherine Eddowes, club hostess, is discovered in Mitre Square in the City of London. Her throat is severed; most of her uterus is missing, along with her left kidney. Catherine also recently had sex and there is also semen in her stomach. This DNA sample matches a different source on the tools to the sample from Elisabeth Stride. Both murders were committed with the same type of knife as the first two.

Twists

DNA analysis of the samples will reveal one of them contains several genetic markers linked to the British Royal Family (this is Sir Roger, but also implicates Peter and the Royal Family!)

Sir Quentin has been using the services of the two dominatrix; Sir Roger arranged a 'party' for himself and Sir Quentin with the last two victims (there is no DNA database except for convicted criminals; hence no hits). They will alibi each other if questioned.

Sir Roger will close down the investigation if it gets too close to him or Sir Quentin, citing that the case is too big for MIU and needs to be moved to the Serious Organised Crime Agency (SOCA).

Home Office Pathologist Dr Mary Ramsey's maiden name is Kelly. She will be the final victim unless the team either arrest Sir Roger and Sir Quentin, or work out who is responsible and track down Simon Pulver. Ironically, she will be the only one who can prove Simon's innocence by re-examining the original evidence.

Investigating Sir Roger and/or Sir Quentin will turn up plenty of vague, murky rumours about the two of them. Enough digging will turn up discrepancies in certain evidence handling and case prosecution by both of them. Most of the people they've put away are criminals, but Simon Pulver has paid the price for their ambition, being made a scapegoat for a high-profile case. Bringing their crimes to light will force re-examination of all their cases and could lead to a lot of nasty bastards being released.

Simon Pulver has been driven insane by his time in Broadmoor. He is armed with the knife he has been using to kill the victims and a sawn-off double-barrelled shotgun. If the team try to apprehend him, he will fight to the death, raging about his situation. Given that British police detectives are armed only with collapsible batons and short-range pepper spray, this will be a challenging combat encounter. Simon is so far gone, the pepper spray will hardly affect him and his strength, reflexes and constitution will be greatly increased.

God Save The Queen! by Jimbo Hawkins

Synopsis

The characters are consulting detectives brought into investigate a burglary at the Royal Mint, which soon turns into a breakneck chase and desperate aerial battle in a rip-snorting adventure involving monkeys, mayhem, steam and Queen Victoria!

Cast of Characters

Lionel Lawford MP Chancellor of the Exchequer; hires the team to investigate the 'incident' at the Royal Mint. Desperate to be upper-crust in the worst way, Lionel can see his hopes of a peerage dwindling unless he can bring the miscreants who robbed the Mint to justice.

Sir Granville Grimshaw Lord Treasurer, Royal Mint Horrified that the sanctity of the Royal Mint has been breached. A blatant drunk, Sir Granville is a bluff old cove who gained his position more by luck and circumstance than ability.

Professor Bartholomew Bowler The mastermind and mad genius behind the whole escapade. Secretly the disgraced Duke, Darius Deryn. He plots to overthrow the Monarchy and claim the throne by turning them into monkeys with his chemical compound, *Catarrhine*.

Lady Aristotle Bowler, 'Fanny' Thinks her Father is a benevolent genius who helps apes, but dislikes his use of them. Her father has kept her sheltered all her life from the world at large, so she is quite naive and trusting, especially if someone seems concerned the treatment of monkeys. Fanny doesn't know her father's ultimate plan (as she would be horrified if she did) or that she is the daughter of a Duke.

Plot Events

The team are called in by the Chancellor of the Exchequer, Lionel Lawford MP. There has been a burglary at the Royal Mint and he wishes to keep investigations discreet at the moment, due to the effect on the reputation of the British Economy. They are introduced to Sir Granville Grimshaw, Lord Treasurer, who has been severely shaken by the robbery. He sips from a number of hipflasks secreted around his corpulent frame '*medicinal, don't you know*'. He takes the team to the Mint to examine the scene.

The team discover that the perpetrators tunnelled into the Rare and Precious Metal Vault, leaving a perfectly round, 6ft diameter tunnel. The usual precious metals have been ignored in favour for small but total stock of *Gravitarium*, an extremely rare metal that reputedly cancels gravity. The vault is covered in strange bare hand- and foot-print. They mainly lead from the tunnel to the *Gravitarium* cage, but there are prints all over the walls, ceiling and cages. There are also a number of banana skins lying in random positions in the vault.

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The team investigate the tunnel, following it to an abandoned loading dock on the Isle of Dogs. The strange prints cover the inside of the building, along with piles of banana skins and various half-eaten fruits and vegetables. Some prints lead outside to a back alley, where a Gibbon sniper is lying in ambush. He will attempt to shoot the team when they come out of the warehouse. As soon as the team get organised, he makes his bid for freedom across the rooftops to the main road, where he leaps hooting onto a hansom cab and cracks his whip, startling the horse into a gallop. Luckily, there's a spare cab nearby, giving the team the chance to give chase, or yell at the driver to follow that cab. A breakneck chase across London ensues, leading the team to a warehouse in Hackney.

Investigation of the warehouse reveals a huge dirigible, steam-powered ornithopters, (clearly what the gravitarium was stolen for) and several glass canisters of a roiling yellow gas. The team also come across Lady Aristotle, or 'Fanny' to her friends, who is caring for injured primates in a makeshift infirmary.

However the team are captured by an overwhelming force of chimpanzees, baboons and gibbons, before they can do anything else. The team are taken before Professor Batholomew Bowler, who demands to know their purpose. It soon becomes apparent that Professor Bowler is stark-staring bonkers, as he monologues his nefarious scheme to the team. Bowler has created a chemical compound, *Catarrhine*, a dose of which turns men into monkeys! He plans to use his dirigible to douse Buckingham Palace and surrounding areas in *Catarrhine*, reducing the hoi-polloi to monkeys and then seizing the throne for himself. The team are then taken to the *Primatus chamber* for conversion into apes. The majority of monkeys are making final preparations for the flight of the Professor's dirigible, *Deryn*.

Now is the time for escape! Fanny brings the prisoners some food; they will need all their strength for the upcoming conversion. If the players fail to escape, Fanny will let them out, claiming that she is sick of her father's exploitation of the monkeys. The team discover that the dirigible is getting ready for launch, and they must fight their way to the hanger, through chimp thugs, gibbon sharpshooters and baboon brawlers. This will be a **moderate** combat encounter.

Once in the hanger, the team will see that the dirigible has taken off, and they will need to use the remaining ornithopters to attempt to stop the *Deryn*. The team must dogfight through the monkey-piloted ornithopter escort (a **moderate** combat encounter) and attempt a daring aerial assault on Professor's dirigible. They cannot shoot the *Deryn* down, otherwise the glass canisters containing *Catarrhine* gas will drop and infect the neighbourhoods below. The only way to stop the *Deryn* is to board her and stop the Professor and his ape Praetorian Guard directly (a **difficult** combat encounter). Only then can they bring the dirigible to a stop and land her safely.



BLOOD THINNER THAN WATER

AN (IMPOSSIBLE) TALE OF MODERN HORROR BY MUNTJACK

What the Players Don't Know:

The players have been abducted at different points over the last ten years and held captive as test subjects at an underground research facility in the southwestern U.S., which is also home to several other supernatural experiments. Scientists have been injecting small amounts of vampiric blood into the PC subjects over several years and recording the results.

The researchers recently brought in a being known as "Goralath," whose captivity caused the scientists to contract a strange illness that led to horrific deaths. The being eventually broke loose, releasing other creatures in the facility and attempting to bring it down from the inside. The players wake up in the aftermath of the chaos. Their goals are to figure out who they are, how they arrived at this facility, and how to get out.

Dramatis Personae:

- **Shen Wei (Test Subject #0001)**
 - A childhood kung fu prodigy cast in a Chinese martial arts TV show at a young age and films as an adult. Survived controversy after accidentally killing one of the extras on set.
 - On a plane to Los Angeles that "crashed" on Feb. 2, 2004.
- **Helen Barthes (Test Subject #0002)**
 - Gave up her career ambitions to settle down with husband and start a family. Wanted nothing more than to have children but suffered two miscarriages that left her mind fractured.
 - Left for experimental fertility treatments on March 21, 2005 and never returned.
- **Jaime Rodriguez (Test Subject #0003)**
 - Born into a poor family, he found his way into a Los Angeles gang during high school and stole to help support his mother and four siblings.
 - Last seen on July 4, 2008 after attempting to rob a rich neighborhood during a fireworks display.
- **Ronald Meyers Jr. (Test Subject #0004)**
 - Followed in his father's footsteps as a lawyer. Lived a lavish playboy lifestyle of excessive drinking and sex. Few know he is HIV+. Despite this he cared deeply for his clients.
 - After losing a rape case, he started getting threatening messages and disappeared after a night of drinking on May 26, 2009.
- **Nigel Richards (Test Subject #0005)**
 - Aspiring sci-fi movie director that was making a name for himself. Managed to get a big break working in television. Now a married man in his forties with two children living in England.
 - Last seen on an American set on August 13, 2010.
- **"Old Pete" (Test Subject #0006)**
 - Peter Walsh was born into a well-to-do family in San Francisco. Fell into the hippie counter-culture at age 16 and wandered around the U.S. with a group of "friends." By the close of the 70s he ended up a strung out beggar in Portland.
 - Last seen Christmas Day of 2010 in Oregon Park.
- **Zaliana "Za" Lynn Moore (Test Subject #0007)**
 - Outcast teenage goth girl that rebelled against her strict parents' rules. While preparing for a Bella Morte concert one night, she witnessed her drunk father trying to rape her best friend. She fled the house and swore she would tell the cops.
 - Left for the show that Halloween night of 2011. Last seen leaving concert with a strange man.

Powers:

Each PC has developed supernatural abilities from the blood infusions. The PCs should discover their powers through the session. I will try to make suggestions of where they might be utilized, but ultimately it's up to you when they trigger, their control over the powers, and what to have them roll.

- **Jaime:** Witness the last things a deceased person witnessed
- **Helen:** Enhance/dull the emotions of a target
- **Nigel:** Enhanced sensory abilities
- **"Old Pete":** Speak with and command animals (must maintain eye contact)
- **Ronald:** Make suggestive commands to target (must have eye contact and not harm target)
- **Shen:** Fast movement/extra actions
- **Za:** Able to blend in with the shadows (must remain still and quiet to be undetected)

Miscellaneous Things to Consider:

- Being part vampire, they should feel the compulsion to feed upon the living and dead bodies and also react to sunlight.
- Build the suspense. Make sure they always feel out of their usual element. Players should question everything they see.
- Throughout the story, the players think they hear voices, see tentacles or movements in the darkness, and feel the compulsions of their blood. Be sure to mess with their heads.
- I have provided a bare bones plot and left a lot of the details open to your interpretation. Feel free to let your imagination run free. Like any truly good horror/slasher movie, survival should be difficult if not nearly impossible.

Room by Room:

1. Holding Cells

- PCs awaken in shattered cylindrical containers; they are naked, attached to intravenous tubes, and covered in thick red liquid. They have no memories of who or where they are. The room is dark save for a single flickering light at the room's center.
- Parts of ceiling have collapsed and pillars broken. There are two dead doctors with nametags/key cards, wallets, keys/pen light.
- The room's only door requires a key card to open, but the main power supply appears out. They may be able to hotwire the cables hanging overhead, climb through the broken ceiling into the next room, or some other creative idea.

2. Research Lab

- The PCs are blinded by a much brighter flickering light in the room. They enter an untouched examination room. Everything smells sterile. There are 8' metal tables, medical tools (syringes, scalpels, etc.), and desks with computers and filing cabinets.
- One of the cabinets is filled with information on each players' lives. Reading it brings back their personal memories. (*Helen's info mentions a daughter Ursula born in the compound.*)
- The floor is littered with horrifically burned bodies, some missing limbs or other body parts.
- They find a laptop that can be broken into with a proper password. On it are files detailing the facility's research on the supernatural. Also includes files on a being known as Goralath, a cloaked figure that destroyed other facilities throughout North America and ended up being captured by the men at this facility.

3. Hallway

- Lights flicker every thirty seconds. Otherwise it is completely dark and cold. As players leave research lab (see #2), they hear howling from the left and crying from the right.

4. Elevator

- Currently “out of order” without power.. Party may try to open the doors with a strength check, but the elevator shaft is empty.

5. Supernatural Holding Cells

- The sounds of snarling and pounding echo somewhere behind the door, which is locked by key card. The door itself has taken heavy damage, though. Inside are rows of cages along its walls.
- A large wolf man lumbers, howling and throwing itself against its bent cage bars. Two dead guards with dismembered arms lay near its cell. A tranquilizer gun rests nearby as well but without ammo (the players don’t need to know this unless they ask).

Note: Pete’s animal powers will affect the wolfman and cause him to turn into a smaller humanoid form resembling a caveman.

- A woman cries in another cell. Her body resembles a tree: dark bark skin, dry leafy hair, and amber tears.

6. Research Library

- A massive room filled with stacks that climb nearly two stories tall. Bodies are strewn throughout the room, including one person crushed under a bookcase. Her lower jaw has been removed but her offhand is free and able to write. *Note: Only Ronald has the proper blood type if they try a transfusion to save her.*

- A man sits at a table at the room’s center hunched over blood-soaked books on the occult. A book on demonology is open under his body.

7. Living Quarters

- The room smells of rotten food, but it is relatively untouched. All but one room remains empty.

- They see/hear a cat go into the occupied room. Inside a woman brandishing a pistol (with only two bullets) refuses to leave. Her mind is broken, and she is hiding “food” behind her flipped over bed. The food is a dead body the cats have been feasting on.

8. Classroom/Nursery

- Immaculately clean pre-school room complete with tables, reading area, play area, kitchen, and cots. In the far corner is a partitioned section and an unlocked door sits at the back wall.

- Inside the partitioned room it is completely white with a foot high pedestal at the center and a camcorder tripod set up.

- The sound of an infant crying pierces the room. In the far corner near the cots is a person in a rocking chair cradling a squirming blanket. Upon inspection, the woman holding the child is dead, her breasts viscerated by a sickly pale child with blood red eyes and rows of tiny, razor-sharp teeth. The child is still “alive.”

9. Lounge/Video Room

- Appears like nothing more than a cramped teacher’s lounge. Inside is a copy machine, refrigerator (filled with rotting food, water bottles, and baby bottles with strange red liquid), and a battery-powered black and white television/VCR combo. A pile of VHS tapes are piled nearby, most titled “The Gabriel Trials” and “The Ursula Project.”

- The tape inside the VCR shows a scene of a 6 year old girl standing on the platform in the divided room of the classroom. A woman’s voice commands the cameraman to keep rolling despite anything. She asks the girl several questions, and the girl answers in a deep, reverberating voice. The girl contorts and howls as tentacles burst from her stomach. The cameraman tries to leave but is shot and killed by the woman off camera. The fallen camera catches a glimpse of the girl’s face, which had been split open by a massive black beak. The video turns to static.

10. Containment Room

- This room serves as the main housing area for the scientists’ supernatural experiments. Most of the cells and containment pods have been broken open, and the floor is covered with strange looking dead creatures.

- The room is near pitch black, and as they move about the room they either see (if they find lighting) or feel tentacles hanging down from the center of the room. The creature from the video (see #9) is pinned to the ceiling, and as soon as the PCs notice it, the creature that was once a human girl shrieks and attempts to pull them up into the ceiling and feast on their bodies.

11. Infirmary

- This room has been blown apart. Remnants of bodies litter the room. A single hospital bed covered by melted glass and hooked to an oxygen machine contains the only living woman, who stares in fixed horror. Melted glass has scarred her body terribly, and she looks barely alive.

12. Open Room

- The room is filled at least a foot high with bodies. Amongst them can be found a few weapons. If they have not succumb to bloodlust by this point, this will be their greatest temptation.

- Pinned above the doorway is a form wrapped in robes that resembles a file photo of the creature “Goralath” from the laptop.

13. Generator Room

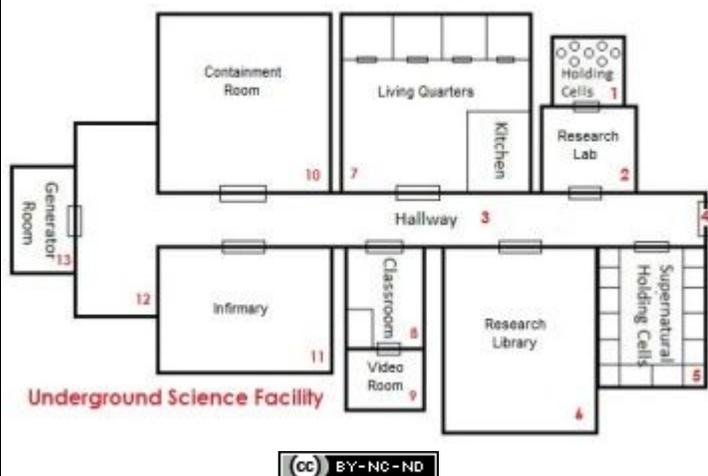
- Room contains a gas-powered generator that can be operated and enable emergency power.

The Aftermath:

Once the generator is turned on, a tremendous shaking occurs throughout the compound, and the room filled with bodies begins to move and shift. As the players make a mad dash toward the other side of the hall to the elevator, the bodies start crawling and stumbling after them, wanting only to feast upon their flesh.

If anyone makes it to the elevator, it goes slowly upwards for what seems like a long time but stops short as the generator loses power. Above they hear the commotion of armed soldiers attempting to open the doors. They are suspicious of the players, but they will help them up into a completely boarded up lobby.

The woman from the video is amongst those gathered. The PCs aren’t allowed to leave, and when they hear helicopters overhead, the soldiers and woman take strange shapes. Soldiers try to break down the barricades to end the monstrous threat. Being vampiric, the players will burn up if exposed to the sunlight outside, and how their end arrives is ultimately in their hands.



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CARRIERS

By Craig Duffy

Tags: Horror, Modern

General Overview

During what should be a routine medical the PCs are accidentally exposed to a deadly virus. With the building placed under quarantine they need to escape those who have succumbed to the virus, unaware that they have become carriers, with escape only serving to spread the virus even further.

The adventure is split into three parts: Incubation, Infection and Outbreak.

The PCs

The PCs should originate from one of two groups, members of staff at the Biological Defence Institute (BDI), a government research centre or military staff from the Army base where the Institute is located.

Part I - Incubation

- As the game opens the PCs have just received a routine medical check-up, which includes a series of vaccinations in case of an outbreak at the BDI.
- Another group of individuals, also in for their medical, have accidentally been inoculated with the live form of a rabies like virus.
- The infected group will start attacking staff and patients. Infected individuals will actively hunt those in the hospital, employing relatively simple tactics.
- Having just received their vaccinations the PCs have a low level of immunity, delaying onset of symptoms until Part II. While short lived the virus is, however, airborne and the PCs will become active carriers after their first encounter with an infected.

- Fearing an outbreak scenario *Colonel Sabel* orders a lockdown on the hospital, ordering the staff to try and barricade themselves into secure areas and await rescue. The Colonel threatens to shoot anybody who tries to escape.
- The group may be aided by *Guardsmen Willis* who can offer advice based on what he can see on the security cameras.
- Incubation should be run with a survival horror / monster feel with a small number of infected hunting the characters in the corridors of the hospital. If the PCs want to escape they'll need to get past both the infected and the soldiers guarding the perimeter.
- Any encounters with infected should be **EASY – MODERATE** challenges for the group if they involve only one or two infected at a time. One on one encounters with the infected should raise the difficulty above **MODERATE** unless the PC has managed to acquire some sort of firearm.

Part II – Infection

- Part II takes place after the PCs have been rescued by *Colonel Sabel's* forces or have escaped the hospital. If the former then the Colonel believes the outbreak to have been contained, if the latter she will discover the escape and actively hunt the PCs.
- During Infection the PCs show early symptoms of infection. In order, these are: aches and pains, spitting blood, fear of

water and increasing aggression.

- The PCs should be aware of the BDI and know that it should have the material necessary to treat them before the infection progresses to the final stage.
- As they are active carriers Incubation should bring the PCs into contact with as many individuals as possible in order to spread the infection throughout the base. If the PCs have realised the virus is airborne it is **DIFFICULT** to completely avoid interacting with other people.
- Anybody coming into contact with the PCs succumbs to the virus 30 – 60 minutes later, resulting in a wave of infections that follow the PCs whether they are aware of it or not.
- Infection ends with the PCs reaching the BDI in order to cure their infection

Part III – Outbreak

- Outbreak shifts towards a more standard zombie horror game with masses of base personnel infected and the military forces fighting a losing battle against the virus.
- The BDI has been put under lockdown and is being led by *Professor Kali Shalif*. It is a **MODERATE** challenge to convince her to let the PCs in, while it is **DIFFICULT** to break in to the building.
- Once inside it is **EASY** for anybody with science / biology skills to mix an appropriate antiviral mixture using the material within the BDI. Without these resources it would be **IMPOSSIBLE** to achieve this.
- During this time the military forces have been pushed back to the central command building located in the middle of the base.

Ending

The ending is up to the PCs, at this point the infection is still confined to the army base though this will not remain the case for long. Pretty much every option for long term survival should be **DIFFICULT – IMPOSSIBLE** to achieve.

NPCs

The Infected

The infected follow a fast zombie archetype. They are hyper aggressive, strong and feel no pain. While they will keep going in spite of massive trauma they can be killed in any way that would kill a regular human.

Colonel Sabel

Disciplined, strong willed and a veteran of previous war zones. Carolyn Sabel is determined to maintain the security of the base from any threat, even if it means killing the very personnel she is there to protect. She will reluctantly send in a rescue party a few hours after the outbreak begins but only after receiving explicit orders to do so.

Guardsmen Willis

Part of the Military Police detachment at the hospital, Guardsman Simon Willis is a green, unseasoned soldier. He has barricaded himself into the security room from where he has witnessed the slaughter. He is quick to panic but can be easily persuaded into helping the PCs, so long as it doesn't require him to leave his shelter. The Guardsman has access to the building intercom and radios carried by some members of staff,

Professor Kali Shalif

Kali is the current head of the BDI. She is arrogant, opinionated and extremely intelligent. Most of the institutes surviving staff owe their lives to her quick action in locking down the building and are therefore likely to follow her lead in determining a plan of action.

PROTOCOL: MORPHEUS

By Craig Duffy

Tags: Sci-fi, Cyberpunk

Overview

The PCs are assigned the task of investigating a murder of an unknown individual, found encased within a wall after a cargo truck ploughs into it. The only lead is his face, which matches that of not one, but three ZanTec employees, one of whom is an unwitting sleeper clone. With the security of ZanTec under threat the PCs must discover the origins of the clones and the extent of their infiltration.

The body in the wall

The PCs have been called out to investigate a body found within the wall of a relatively new ZanTec facility. The body was discovered following a traffic incident where a cargo truck was forced off of the road by a local gang (The Alpha's). Encased in solid concrete is the body of a male individual in his late twenties. Both arms are missing, removed at the the cybernetic interface ports which have been integrated into the shoulders, while the back is covered by a number of distinctive tattoo's. Forensic analysis can discover that he was tortured prior to death.

Toxicological analysis identifies the presence of a genetic masking agent, which prevents DNA identification. Examination of the ZenTec database, however, identifies three individuals with exact facial matches (see *The Faces*).

What's going on?

NuYu, a subsidiary of Pearl Genetics are replacing their clientèle with sleeper clones, with the aim of getting them into critical positions within rival corporations. The body in the wall is one of the unfortunate victims (which of the *Faces* has been replaced is up to you).

Aside: Why is he in the wall?

More astute PCs may wonder why somebody would go to the trouble of adding a genetic masking agent just to leave the body in the wall with an intact face. The simplest answer is that people are lazy. After being killed at NuYu, and the masking agent injected, the body was handed to the Alpha's. Gangers aren't, however, known for reliability, rather than spending a long time disposing of the body properly a couple of them went for a tried and tested, choosing to hide the body within a wall on a local construction site instead.

Events

The clone is presented with proof of his identity.

The easiest way of doing this is through the tattoo's on the body, which while distinctive would not be recorded on a personnel file. Of course its up to the GM as to whether the clone still has the tattoo's, or even remembers having them. Being convinced he is a clone will trigger an emergency override of their original personality. They will then try to escape, or failing that, kill themselves in a manner that will destroy the brain.

The PCs investigate the attack on the lorry.

The Wolf Man will use the gang to try and eliminate the PCs, which is likely to just draw the PCs attention to the gang and its connection to the murder. Fights against the gang should be relatively **EASY**. If it becomes clear the gang are going to be completely destroyed by the PCs Rameirez may try to sell out his lieutenant if he believes it will protect his interests or his life.

The PCs raid / infiltrate / investigate NuYu.

NuYu is a chain of clinics specialising in cosmetic surgery for the rising stars of the corporate world. It operates from an expensive building in the heart of the city. In addition to its legitimate work concealed sections house the laboratory, operating theatre and data servers required for Protocol: Morpheus. These sections are isolated from the main building network and cannot be remotely hacked. Security measures should be **EASY** to circumvent but increase in difficulty around the restricted areas. On their own security guards should also be **EASY** to defeat, however, their strength is in numbers and if under attack will attempt to take cover and call for assistance.

The finale.

Once it becomes clear Protocol: Morpheus has been compromised Caroline March will order a raid on a ZanTec facility where the memory scans and genetic data for senior management is stored. Sleeper agents will be used to bypass security. As this is the finale the PCs should arrive just as the data is about to be extracted, leading to a final showdown, ideally involving some sort of mecha.

Factions

NuYu – A small chain specialising in luxury cosmetic enhancements including full face upgrades and body re-sculpting. The local clinic is located within the wealthy financial district of the city.

The Alpha's – A local biker gang, established in one of the more run down areas of the city. They are led by *Rameirez Jones* though the true power resides with *The Wolf Man*.

The Corporations – Its cyberpunk, so the world is dominated by mega-corporations. The PCs work for *ZanTec*, a leader in network AI solutions. NuYu and the Alpha's are ultimately under the control of *Pearl Genetics*.

NPCs

The Wolf Man – A lieutenant within the Alpha's the *Wolf Man* is an undercover Agent for *Pearl Genetics*. From this position he directs the activities of the Alpha's against other corporate interests. He is an expert swordsman and biker while his alias comes from his large metal cybernetic jaw. One on one he should be a **DIFFICULT** challenge, up against the entire party give him some support to maintain the difficulty.

Rameirez Jones – Leader of the Alpha's *Rameirez* is a heavy built individual who has risen to his position through years of brutality and ruthlessness. *Rameirez* is aware his lieutenants true loyalties lie with one of the Corps, though does not know which.

Caroline March – Cosmetic consultant at NuYu and architect of Protocol: *Morpheus*. Upper class and highly educated she is a walking advertisement for the cosmetic surgeries on offer by the company. The only complete list of those replaced can be found within her restricted files on the concealed NuYu server.

Mia Gathon – Head geneticist at NuYu and responsible for the cloning process. She is paranoid, jumpy and hyper-attentive. Her main source of company is *Ely5*, the company AI.

Ely5 - The AI protecting the NuYu network. If the PCs try to hack the servers it will try to persuade the hacker to give up while simultaneously attempting to stealth hack the person connected to the network.

The Faces

These are the three individuals with facial matches to the body. Any of the three could feasibly have been replaced.

Chad Owenson – A cargo handler working in one of the many corporate shipping hubs. *Chad* is a large, well built individual and possesses a bulky pair of industrial lifting arms. His new face is courtesy of the Alphas. In return for some shipments being directed through their territory they purchased him a new identity in order to escape the scrutiny of a rival gang with whom he had acquired a large gambling debt. *Chad* is nervous and clearly guilty of something, he'll try and strike a deal if accused, convinced the PCs already know about his connection to the gang. As a sleeper he could bypass warehouse security or reroute sensitive shipments elsewhere.

Tony Cutler – A calm, confident and collected individual *Tony Cutler* works as part of the corporate biodefence team assigned to the nearest arcology. He will assist the PCs, and answer their questions directly where he can, though much of his work is classified. His arms have been replaced with a fine manipulator set, allowing him to deftly examine suspicious packages which enter the arcology. *Tony* is a follower of fashion, dressing in a designer suit and bought his new face from NuYu while it was still an exclusive model. As a sleeper *Tony* could easily manufacture bioweapons and transport them undetected into *ZanTec* facilities or arcologies.

William Thames – Agent *Thames* is a front line mercenary, currently in the employ of the same corporation as the PCs. He has an abrasive and crude personality and resents being questioned by a bunch of 'corporate goons'. If detained before questioning he will be prone to outbursts of abuse and other uncooperative actions. *Thames* is fitted with a full set of military cybernetics, which includes a set of weaponised arms. As a sleeper he could easily create chaos by staging a terrorist attack or could purposely leak security response procedures to aid in an infiltration attempt.

Dog Save The Queens!

Comedy, Other, AMAZING!

Created by Frank Z

In a nutshell

The party ends up in a dream realm where reality doesn't mean squat. They have very limited influence over the realm however. A powerful force of evil has imposed his will over them. They must overcome three challenges to defeat the nefarious force and return to their own reality.

Setting

The dream realm is known to its inhabitants as Smirvinglurbloxinadipp (pronounced "Dream World"). Its inhabitants include anything you can throw in. A few suggestions include:

- A sentient fir tree that can't actually move, but manages to knit socks
- A party member's identical twin that refuses to acknowledge the resemblance because s/he has a fancier hat
- The moon. It shows up to go bowling on Thursdays

Smirvinglurbloxinadipp is divided into three territories: West Smirvinglurbloxinadipp, Wester Smirvinglurbloxinadipp, and the Umbra.

The Hook

However the party manages to find themselves in Smirvinglurbloxinadipp, they are quickly assaulted by a demonic-looking figure in elegant black robes covered in archaic symbols of an unknown language. He uses his power over the dream realm to suppress the party and anchor them to this dimension. His plan is to nourish himself on their life energy once he's made himself God-Emperor of Smirvinglurbloxinadipp, but he wants them to get acquainted with their new home first.

Once the figure leaves, the party is approached by a scruffy mutt. The dog explains that the demonic figure is actually a human named Thomas that grew greedy on the power he could exert over the dream realm through sheer willpower. He also explains that the party could do the same if Thomas hadn't suppressed their ability to do so.

Dog, the dog, leads the party to the town of Marshmallow where they can dance. He recites the tale of Thomas' ambitious and devious scheme to drain the life energy from the Queens of Smirvinglurbloxinadipp, the ruling council of 4,329 men and women, and use the power to dominate every aspect of the realm.

The Trials

If the party wishes to stop Thomas and return to their own world, they must undergo three trials. Dog explains that they are in fact arbitrary tasks that make no sense, yet once the tasks are completed the heroes will have gained the ability to stand up to Thomas. That's how things work in Smirvinglurbloxinadipp.

The Trial of Ice

The party must fight Azmira, an ancient and powerful dragon. She is intelligent, vain, and smug. She sees the party as insignificant and harmless, as nothing from their world can harm her. The only way to defeat her, as the billboard over her coliseum lair reads, is to stab her with the crystal spears scattered around the arena. However, she must be stabbed with a crystal the same color as she is. She appears as a different color to each party member.

The Twist: Covering her with mud then stabbing her with a brown crystal will kill her instantly, as she will appear brown to everyone. If no one figures it out, a fat kid drops some mint ice cream on Azmira. Let the party make a perception check to realize the trick.

The Trial of Acorns

The party must open a door. This door is approximately eight miles high and three across, made of Unbreakabilium, and has no handle or keyhole. It belongs to a Space Giant named Lester. Lester is an old hermit who hasn't laid eyes on another mortal for twenty thousand Space Years, which are much longer than our normal years.

The Solution: At least one party member must get naked. Lester is a sad, lonely Space Giant. He doesn't even care what gender or species the party member is. The longer the party takes to find the solution, the sun grows larger in the sky. As it does, the temperature rises as well. Mention their growing discomfort with their clothing.

The Trial of /B/

The party must cure a young child of his illness. He appears to have a minor tummy ache. If the party performs any procedure beyond basic examination of the boy, he explodes in a burst of multi-colored feathers. Baron Samedi, the voodoo high priest, is on hand to put the boy back together, but no one has a solution to cure him.

The Cure: The Cure. The party must summon Robert Smith to lay hands upon the boy. This will cure him. The child will absentmindedly hum the song "Lovesong" and draw the summoning ritual circle if they let him have his crayons.

Resolution – The party confronts Thomas with reality-bending powers. Let 'em go wild.

The Splat Out of Space

Science Fiction, Modern,
Horror, Intrigue

By Bill Little (Azuretalon)

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The Setup

The players are inhabitants of Asylum, Indiana. Asylum, Indiana is a small town, the primary industry being a large printing shop, B.B. Murphy, on the south end of town just off the highway. Most players will probably be employed in said shop, or have a reason to be near there at night, such as working nights at the nearby gas station or ambulance service.

Cast

Old Man Volk – A crotchety soy bean farmer who lives south of town. The Splat lands in his fields, and anyone investigating knows at least that they risk his shotgun if caught trespassing.

Mr. Carlisle – A short, fuzzy, trollish night supervisor with a Napoleon complex.

The Sludgies – Blue Amoebas of a size that would fit in a coffee can. They are the offspring and soldiers of The Mother Pond. Their primary means is to enter and infect a dead body, gaining temporary access to the flesh and the mind before they start to decay. Sludgies and The Mother Pond both feed on proteins, especially those found in blood of the infected bodies and others that they can ingest.

The Puppets – These are the fresh victims of the Sludgies. They fit seamlessly into society at first, showing no signs of decay, having full access to the hosts memories, and feeding on the blood still in the veins. Older Puppets start to become pale, and may be observed drinking blood.

The Men in Black – Once the body and brain are too far gone to pass as the original person, most Puppets with don thick black suits, scarves, sunglasses and hats to hide their strange appearance and the rotting smell. These victims retain motor function and vocabulary, they are used mainly for surveillance, intimidation, and assassination. MiBs tend to behave strangely, as if they forget questions they just asked or don't understand common objects.

The Husks – After the Men in Black stage, the bodies are rotten corpses, they can only get the blood they need from giant, yawning bites. These corpses are impossible to hide, and used mostly as guards of The Mother Pond and shock troops.

The Mother Pond – A vast alien entity that has traveled space and time to return to it's home planet of Earth. It wants to take it back from these horrible little monkeys.

Plot Events

Scene One – Meatier Shower

It's a cold dark Tuesday night in March. The small town of Asylum, Indiana is mostly asleep. The peace is ripped apart by what appears to be a strange meteor tearing through the sky. The meteor makes a sickening sucking noise and flashes like heat lighting burst from it in a rainbow of colors. Chunks of burnt azure gel rains down over the town, damaging property and slicking the roads with a gagging, ammonia smell. South of the printing plant, B.B. Murphy there is a tremendous sound that rattles the towns spines and sets off car alarms. No one quite understands it, there is no way it should be so powerful, but everyone present can agree it was a splat.

The crash site is in Old Man Volk's soy bean fields, anyone investigating will find larger chunks of the blue meat, frozen on one side and charred on the other. Touching the chunks with bare skin will expose it to an alkaline that will burn like an **Easy** acid, taking a slick of skin off and leaving it tender. The actual crash site is surrounded on all sides for a quarter mile with a choking ammonia scented gas that will kill the plants and act as a **Difficult** acid for each round a character remains in it.

Also, employees of the factory will quickly be found by their manager, Mr. Carlisle, who will berate them to return to work not or not at all

GM Goals:

1. Establish that Old Man Volk is one mean S.O.B.
2. Make sure the PC's have a reason to see, smell or hear the splat, and give them the impression it is a crashing UFO in appearance.

Scene Two – Shitty situation.

Old Man Volk enters town in his beat up, rusty pickup truck about 5 A.M., also know at the plant as "quitting time." In the back is a port-a-potty that he keeps in the barn for his workers to use.

He is driving erratically, and soon slams into a light pole in the B.B. Murphy parking. The port-a-potty flies from the truck and cracks open like a foul eggs, showering the cars with blue chemical cleaner and less wholesome substances. When the police or PCs do intervene, the old man seems confused but genial and apologetic. All are traits he's not known for.

At this point, the game should be ran mostly by the players, with the town going slightly but noticeably mad

The Splat Out of Space

Science Fiction, Modern,
Horror, Intrigue

By Bill Little (Azuretalon)

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throughout the day. There will be a huge theft from a farm equipment company of several pieces of heavy machinery like front loaders and bobcats. Raw meat will be served at the town's diner, and there will be a steady line of armed individuals heading out of the gravel roads south of town, in the direction of the Volk Farm.

GM Goals:

1. Give the PC's a sense of strangeness in the town in that people are behaving genially, but doing things that are far out of character.
2. Rebuke any questions as to what is going on, and make sure that the questions aren't appreciated.

Scene Three – Galaxy Defenders? No No No.

If the PCs snoop, they will find more terrible and disturbing goings on. There will be bodies left around the town with the jugular veins and wrists slit. Blood will appear to have been drained. The farm supply company will have several more of its vehicles driven off the lot and the operators, townsfolk the PCs know, will react to any interference violently. These should be Moderate Combat encounters.

If the PC's try to ignore what is going on or go about their lives, they will witness what seems like a vampire attack. A pale townsfolk, someone they know, will attack an NPC or the PC with the intent of biting into their neck. This will be a **Moderate** combat encounter.

Whether the PC's are snooping or going about life as usual, they find themselves visited the next night by Men in Black. The MiB will insist that it was just a meteor shower they saw, even if the players down mention it. Family and friends will be mentioned and photos of them will be shown. It will be a not so subtle threat, made all the more unnerving by the MiB seeming to have no understanding of social norms, conversation flow, and inspecting everyday ideas like they have never seen them. A **Easy** perception roll will reveal the MiBs have left a dented old coffee can at any location they visit. Opening the can will reveal a small blue amoeba. This creature will attack with a strong alkaline similar to the chucks left in the field, getting a sneak attack in the first round. This will be an **Easy** combat encounter.

GM Goals:

1. Establish vampire like attacks.
2. Intimidate the PCs and leave the coffee cans.

Scene Four – Don't Say The Zed Word!

At this point in the story, all hell has broken loose. Family and friends are missing or straight out heading south towards the Volk Farm. The MiB also head with way if trailed with and **Easy** tracking roll.

Things are worse within the city. From the farm shambles rotting corpses that seem bend on ripping apart and feeding on the living that are left. Getting about town will be a series of **Easy** or **Moderate** combat encounters or stealth rolls.

Once on the farm, the combat encounters and stealth challenges raise to **Moderate** to **Difficult** as the grounds are being stalked and patrolled by pale bloodsuckers, Men in Black, and shambling corpses.

The equipment seems to be being used to dig on the farm straight down. A prefab barn has been erected in the soybean field and is guarded and heavily lighted.

GM Goals:

1. Rough up the PC's and wear them down
2. Simulate the classic zombie movie feel with attacks and jump scares.

Scene Five – Master Abattoir

Inside the barn is a pool that covers at least 700 square feet. The pool is a deep purple color and seems to be composed almost by half of various corpses thrashing and wailing. More corpses are hung from the ceiling, their throats slits and dripping into the sludge.

If the players are so inclined to speak, the corpses of humans and animals wail in a chorus to form a coherent voice. The Mother Pool, as it calls itself, is an interstellar traveler who has just returned to its home planet. It just wants to find its sisters that stayed behind deep in the Earth and prepare the way for its sisters that will also so be returning from their won travels.

This will be an **Impossible** combat encounter. The Mother Pool is immune to most normal damage and a pseudopod of the alkaline material will lash out at each PC each round. Fire or Acid will deal normal damage if the PC's though to bring them. After the battle, either victorious or on the verge of assimilation or death, the PCs will feel their bodies begin to jar with a steady "SPLAT.... SPLAT, SPLAT SPLAT" from outside the barn.

The Great Fire of Baden

«Okay, you're sitting at the tavern

Then, suddenly, the air erupts in a roar of heat and smoke» Every town has its share of fires - this is one of them. Through the course of this adventure the PC's have the opportunity to experience, and make, city history.

The story takes place in the **Harbor City of Baden** during the autumn harvest festival. Surrounding the city is a tent camp belonging to the nobility, arrived to participate in the yearly negotiations between the city council and the Prince. Baden is formally an independent city ruled by a city council, but the noble families all have interests within the city walls - financial or otherwise.

Yesterday, **Prince Erdhart** suffered a searing defeat in the proceedings when his proposed Winter Palace on the waterfront was voted down - primarily by the **Teamsters' Guild** and the **Captains' Club**.

The disgraced prince now plans to exact burning revenge on the city of Baden and at the same time make room for the aforementioned palace. He has recruited the support of a senior official, **Constable Wilhelm Reuter**, and a gang of ruffians, the **Waterfront Rats**, to aid him in this diabolical endeavor.

The plan is simple: *First:* the most respected leader of the populace, **Harbormaster Bleumann**, must be assassinated to hinder any organized fire-fighting effort. *Second:* The city must be set on fire at several locations simultaneously (Prince Erdhart is somewhat impatient). *Third:* Any attempt to rally the city in an organized effort must be foiled. *Fourth:* the Prince plans to come to Baden's aid when the **Captains' Club** and **Teamsters' Guild** are burned to cinders - At the start of the adventure he is moving into position in the harbor to admire the view.

This adventure obviously works best if the PC's are invested in the city - personally or officially, but opportunities for looting and other gainful activity also abound.

Firing it up!

The adventure starts on the morning of the last day of the harvest festival. Last night's celebrations of Prince Erdhart's defeat got a bit out of hand and most wake up with a royal hangover - as is the case in the player characters present lodgings: the tavern "**Rothkinder Gasthaus**". The public hall is strewn with sleeping and drunken harbor officials - at least ten in number - the remains of a great party. It is assumed that the PC's are awake and reasonably fit when the first warning shouts erupt. The great fire has begun!

- The fire started at "**Rothkinder**" has taken firm hold at the stables. Characters acting quickly and confidently should find it an **easy** task to contain the flames with the aid of other guest.

- Any dallying by the PC's relegates them to assisting fire fighters and makes it **moderately** difficult to succeed.

- Regardless of the outcome at "**Rothkinder**" two dignitaries arrive at the scene: **Meister Kuhn** of the **Teamsters' Guild** and **Captain Abel** of the **Captains' Club**. Both bearing news of similar outbreaks in their parts of town - both large city blocks - and neither are under control. They seek immediate audience with harbormaster **Bleumann**.

- Depending on the actions of the PC's the following can be learned at the tavern: 1: **Bleumann** died in his room at "**Rothkinder**" during the night (stabbed to death by **Constable Wilhelm**) 2: The fire was started with oil and kindling near the stables.

- It should be obvious that Baden is bereft of efficient leadership at this critical time, so the question is:

"What do you do?"

The PC's answer largely determines the remainder of this adventure, although two or more of the following responses can be combined:

"Everyone to me, we can stop this!"

The PC's decide to fight the fire. This option is pretty much doomed from the start, although swift, efficient and proficient action could prevail.

Possible complications:

1: **The Teamsters** under **Meister Kuhn** refuse to aid in the effort until a huge cargo of wool are evacuated from their warehouses. This wool represents a sizable part of the guild's fortune since they only recently made the investment. A flat out persuasion will be nigh-on **impossible** - but can be made easier by aiding the evacuation, promises to help the teamsters at the cost of other guilds, covertly torching the wool or other creative solutions.



2: **The Captains' Club** under **Captain Abel** start evacuating Baden, sapping the fire-fighting effort of much-needed strength. Skilled diplomacy, costly promises or skullduggery is needed to bring water to the front.

3: **Constable Wilhelm** and **The Waterfront Rats** become aware of the PC's efforts and decide to intervene - violently. This should at least be a **moderate** fight - modified by how much the PC's know about the intrigue and how many allies they have gathered.

"We evacuate now!"

The PC's decide that the fire cannot be stopped and aids in the evacuation of Baden.

Possible complications:

1: A band of robbers, all members of **the Waterfront Rats**, are doing some housecleaning when the PC's arrive. The residents of the house are locked up in the cellar. It should be an **easy** fight, but possibly made **moderate** by nearby smoke and fire.

2: An entire city block is isolated from the rest of the city by the raging fire - not uncommon in the ramshackle parts of a medieval city. The PC's must clear an alternate route or otherwise find a creative solution to this moderate problem

3: **Captain Weder** of "**Meerschlagerei**" lures evacuees to his ship, aids in loading their most precious belongings and then plans to sail away with the goods. Stopping the bastard and his crew of part-time pirates should be **difficult** if the PC's are on their own, but recruiting town militia or enraged citizens even the odds a bit to **moderate** or **easy** depending on circumstance.

"We go to the bottom of this!"

It should be obvious after the events at "**Rothkinder**" that the fires are no accident. Investigating seems like a prudent course of action.

Possible clues:

1: **Gretel**, a tavern wench at "**Rothkinder**", saw **Constable Wilhelm** sneak out of the **harbormasters** room. Her life is obviously in danger as she does not know the meaning of what she saw - yet.

2: **Wilhelm** is at present mostly patrolling the city walls - making sure the fire takes hold. The PC's should be made aware of the presence of these walls and their advantage as a lookout point. On his person are several freshly minted Gylden, bearing the royal seal, and a small pouch of diamond dust - normally a luxurious poison reserved for the nobility. **The Constable** got both of these from **Prince Erdhart** of course.

3: **The Waterfront Rats** have been bragging about how they will soon "rule this shithole". Their warehouse contains a lifeboat from the royal ship "**Seendara**" and weapons produced in the royal armory. Assaulting the warehouse is a

difficult to moderate undertaking since the gang leader **Kriegmann Grau** is holed up in here.

"It's every man for himself!"

Running away in the face of imminent, and fierily, death is often a good idea. Filling your pouch while you're at it is even better.

Mischievous opportunities:

1: **The Captains Club** is the obvious target for straight-up robbery. Made only **moderately** difficult by the fact that they are all out in the streets heroing it out.

2: **Captain Weder** (from option 2) could make a profitable, if untrustworthy, ally. This would also risk interference from the **Captains' Club**.

3: The streets are filling up with traders and guildsmen carrying their most valuable possessions. They make tempting targets, but ambushing refugees could incite an angry mob.

Down in flames...

"The Great fire of Baden" could end in any number of ways. Here are a few of them:

- 1: The PC's escape with a great deal of stolen wealth
- 2: The riffraff of Baden flow into the tent camps of the nobility - a massacre ensues and **Prince Erdhart** steps in to save the day
- 3: The **Captains Club** and **Teamsters Guild** duke it out in the street while Baden burns to the ground. **Prince Erdhart** imposes martial law under **Constable Wilhelm's** hand.
- 4: The city rallies and fights off the worst of the fire - especially heroic PC's are asked to pick up the mantle of leadership.
- 5: Enraged by the exposed intrigue, the populace of Baden (possibly under leadership of the PC's) boards **Prince Erdhart's** ship, "**Seendara**", in the harbor. A **moderately** difficult fight ensues. A dramatic duel in the aft castle of the burning ship concludes the adventure.



“The ^{verb} of the ^{adjective noun}” is a role playing scenario based on the creativity and chaos of your players. Before the game begins, the GM should devise a way to have the players fill in the missing words to create their storyline. This could take place in a pregame session or players



could be assigned an allotted number of words to prepare before the game begins.

Setting: The game takes place in a ^{movie genre} world ruled by ^{adjective plural noun} who are always at war with their ^{adjective} neighbors, the ^{plural noun}. Player characters should assume that they are one of the two types of creatures who dwell in the setting. The characters live in the town of ^{last name of a fantasy author,} a ^{verb}ing haven of ^{noun} and ^{adjective}.

Cast

Grumbine Vyte: Grumbine is the ^{occupation} the ^{adjective} town. He lives in a ^{adjective adjective building} in the ^{occupation} district. There, Grumbine attempts to ^{verb} the town with his henchman, Lar. Grumbine is a ^{adjective noun} with ^{animal}-like features. His voice is ^{adjective} and ^{adjective}.

Lar Finkle: Grumbine’s Second-in-Command, Lar is a ^{adjective noun}. Many years ago, Lar was forever ^{adjective} to his master until his ^{adjective} daughter, Kella, was killed during a/an ^{event} gone wrong. Now, Lar is easy to bribe as long as characters can ^{verb} his love of ^{noun}.

Kella Finkle: Unbeknownst to her father, Kella’s death ^{number-years-ago} was ^{verb}ed at the bequest

of her now-dead ^{noun}, Amari. Amari paid her entire ^{noun} for Kella’s safety. Kella has sworn vengeance against her father, who she holds accountable. She ^{verbs} home to ^{verb} her father. Kella is a ^{adjective adjective noun}. She ^{verbS} ^{adverb} in the local ^{building}.

Omar Brundi: Omar Brundi is the ^{occupation} of the town. He tries very ^{adjective} to ^{verb} peace, but is not very ^{adjective} at his job. Over the years, he has come to be ^{verb}ed as a ^{adjective noun}. Grumbine Vyte has let him ^{verb} in his position only because Grumbine ^{verbs} he can ^{verb} to run his ^{noun} ring under Omar’s nose without any interference.

Elena Bea: Elena is the proprietor of a ^{adjective building} in town. Characters can use her to obtain many needed items. Her prices are ^{adjective}, though. She charges ^{number noun} for a ^{adjective noun}, ^{noun} included. For ^{number noun}, characters can purchase ^{noun}, enough to last them ^{number} days. Elena is also an ^{adjective} source of information. She is an ^{adjective noun} with ^{adjective noun} and a ^{noun} in her ^{body part}. She is in direct competition with Grumbine and dislikes him.

Starting off

During the first scene, the player characters are ^{verb}ing in a ^{building} when they see five ^{adjective plural noun} marching down the road. They are armed with ^{adjective plural noun} and heading toward the ^{location}.

Scenes

When the player characters next meet up with the quintet, they are outside of Grumbine Vyte’s home preparing to ^{verb} a ^{adjective noun} in the ^{plural noun}. One of the quintet is ^{verb}ing around the side of the house when he ^{verbs} on a ^{adjective noun}, which ^{verbs} him. He ^{verbS} ^{adverb}, alerting Lar Finkle to the commotion outside. Armed with a ^{adjective}

The ^{verb} of the ^{adjective noun}
By R.R. Seidel and D. J. Semsick

Aaaaaaamazing!, Humor

^{noun} and ^{number adjective plural noun} at his command, Lar comes out of the house to question the quintet. A fight breaks out. Which side will the player characters choose?

The player characters are approached by Kella Finkle outside of the local ^{building} where she is ^{verb ing plural noun}. In a ^{adjective} voice, she asks them if they have seen her father, Lar. She may or may not tell the player characters that she is planning to enact revenge on her father, ^{verb ing} him that evening by ^{verb ing plural noun} into his ^{noun}.



Walking down the road, the player characters meet Omar who has been following the quintet since he witnessed them ^{verb ing a adjective noun} behind the ^{retail establishment}. He comes prepared, carrying a ^{adjective noun} and sporting a pair of ^{adjective plural noun}. He is suspicious of the quintet's motivations, implying that they might be spying for the neighboring nation. The only proof of this that he has is a ^{adjective} piece of ^{noun} one member of the quintet dropped when he stopped to ^{verb}. He asks the characters for their help, enlisting them to visit Elena Bea and procure for him ^{number} gallons ^{noun}.

When the characters meet with Elena Bea, either at Omar's bequest or to supply their own needs, they will find her in a back room ^{verb ing} many ^{plural noun} she has accumulated. She expresses a ^{adjective} dislike for Grumbine, based on a previous experience she had with him

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when he harmed her ^{noun}, Alfie, by ^{verb ing} it with a liquid.



Wrapping it all up

There are many possible endings for the game. Perhaps the player characters discover that the quintet was hired by Elena Bea to ^{verb} Grumbine Vyte with a ^{noun} as part of her power grab in the town. Alternatively, they might be allies of Kella Finkle who have come to deter her from completing her goal. Perhaps Omar Brundi is correct and the quintet are spies, trying to find Grumbine's ^{adjective} plans to build a ^{adjective noun}.

A note to the GM

Dear GM,

We are very apologetic about saddling you with this adventure (blame Tappy); however, it is your job to make it work. When a word does not entirely work in the structure of the sentence, please bend the rules (such as adding "to" after a verb) in order to make the story function. Sometimes a series of words will not make sense in their original context, but a good dose of creativity can make them work. You're the GM after all.

Thanks for your patience and, again, blame Tappy.

By: R. R. Seidel and D. J. Semsick

It is far too early the morning before the first full moon of May when Eva Estelle steps out of her office and hands a bulky manila envelope to the player characters. "Kill the Werewolf," she tells them. "Kill her before she finds out what she is."

Contents of the Envelope:

- A color picture torn out of a newspaper, featuring the current year's Countywide Girls' Champions, the Greensburg Tigers. The girls are dressed in purple and yellow uniforms. One girl's face is circled in bright red marker and her name underlined in the caption—Amanda Farris.
- A copy of Amanda Farris's birth certificate—she is not quite sixteen. Her mother is listed as Ellen Farris. No father is mentioned.
- A picture of a white ranch house—115 Mallard Drive.
- A Colt .45 with three silver bullets in its chamber.

Setting:

The story takes place in the small city of Greensburg, Ohio. Founded in 1831, Greensburg progressed through the years like many small cities—A period of prosperity followed by urban decay in the late part of the 20th century. In the past twenty years, however, gentrification efforts have brought bricked sidewalks and beautiful streetlights to the better sections of the city. Families drive downtown to see movies at the local art theater, never wondering what shadows may lurk in forgotten side-streets

Characters:

Eva Estelle is a powerful wizard with a gift for prognostication. She has spent much of her life protecting her position as the most powerful

supernatural being in Greensburg. She has the appearance of a middle aged woman who is aging gracefully. To the human population of Greensburg, Estelle is a family law attorney, working out of a large brick building in Greensburg's business district from which is also manages her magical affairs.

Alexander Vega is a young werewolf from the White Stag pack. He is the caretaker of the Rod and Gun Club, which serves as the pack's base of operations. He has been ordered by his pack leader to observe the Farris home.

The White Stag Pack is composed of Judith Salvos, Warren Bodet, Thomas Andersen, and Alexander Vega. Led by Salvos, the pack largely avoids Greensburg politics and chooses to stay on their private land, shooting their many guns and grilling trout.

The Demolishing Company are a group of hunters for hire, composed of three brothers: Jonathan, Michael and Ivan Hoth. They have been hired by Estelle as her second line of defense if the player characters choose to disobey her orders. The Hoth brothers are eager to prove their worth to Estelle, hoping it will result in future business.

Ellen Farris is Amanda Farris's mother, a registered nurse who works at Saint Anne's Hospital in Greensburg. In her mid-thirties, Ellen was a teenage mother who balanced education, work and parenthood to give her daughter a safe home. She has never revealed details regarding her daughter's paternity to anyone, much less Amanda herself.

Amanda Farris is a lanky girl in her mid-teens with dusty brown hair. She is a forward for the

Girls' Varsity Basketball Team. After school, she works at the local ice cream parlor, flirting with young men bearing any resemblance to Pete Wentz.

Details:

- The photo of the Farris's home was downloaded and printed from one of the player character's computers.
- The Colt .45 is registered under the name of another player character.
- The Demolishing Company's main objective is to take pictures of the player character as they carry out their task and only to step in and finish the job if the player characters refuse to do so.
- Alexander Vega enjoys knocking a few back with Ivan Hoth at the local dive bar, Paradise Inn. After a few pitchers, Hoth revealed that they are being paid by Estelle to take pictures of the Farris's residence on the evening of the first full moon of May, but would not go into further detail. Vega shared this information with his pack leader.

Encounters:

The choices the player characters make can lead them into many different conflicts.

- PCs versus Amanda and Ellen: Routine. Amanda and Ellen will attempt to flee the scene. If cornered, Ellen will fight for her daughter's life. Unsuccessfully.
- PCs versus Alexander Vega: Easy. Alexander is a young werewolf, armed with a 12-gauge shotgun. He is unprepared for combat, having been ordered to simply observe the young Farris.

- PCs versus The Demolishing Company: Moderate. The brothers are armed to their teeth with supernatural killing implements, effective against both human and not-so-human threats.
- PCs versus Estelle: Moderate to Difficult, depending on party readiness. Estelle is a powerful psychic mage with the ability to discern the PCs actions. She will also attempt to control and disable the PCs through mental attacks.
- PCs versus The White Stag Pack: Difficult to Impossible, depending on setting. Heavily armed as humans and even more dangerous as werewolves, the pack is a force with which to be reckoned. Combat on their territory would surely end in death.

The Truth:

At the end of every year, Eva Estelle performs a week-long ritual between Christmas day and New Year's Eve to sense major events effecting Greensburg in the coming year. During this prognostication, she viewed an article concerning an automobile accident leading to her own death. The driver of the car that struck her was listed as a sixteen-year-old girl who swerved into Estelle's car to avoid missing a deer.

For the past five months, Estelle has been using her magic to ascertain the identity of the other driver whose actions will eventually lead to her death. Once she discovers Amanda Farris, Estelle plans to kill the teenager and avoid her own demise. She has hired the PCs to kill Amanda Farris and arranged them to take the fall for her murder should their actions lead to any official investigation.

Oolong Gone

A Two Sides: One Epic Adventure by Roger French
Modern Fantasy Investigation

Synopsis – the PCs, a sordid group of people who are aware of the modern mythical happenings, are thrown into the thick of things when a car comes crashing into their favorite tea house and a small band of zombies attacks. However, the presence of powerful illusion magic and the sudden disappearance of the proprietor point toward something more sinister. Pursuing leads the PCs uncover a plot by a twisted mage to open a gate that has been sealed for many years, he just needs the blood of the PCs to complete his ritual.

Cast of Characters:

Bruce Chambers – Proprietor of the Golden Cup Tea House Bruce is a middle aged Asian American with a fascination for anime, manga and a good cup of oolong.

Nestor Hill – HVAC technician, owner of AAA HVAC Repair. A few hammers short of a toolbox, but good natured.

Entari – dabbler of the dark arcane arts and seeker of forbidden lore Entari hopes to open an ancient gate through the use of a ritual involving the blood sacrifice of magic sensitive beings.

Events:

The Golden Cup

The adventure begins with the PCs present at The Golden Cup a tea house / anime shop located in the old downtown. Old downtown contains a number of small shops and boutique businesses along its single main road with alleyways behind the storefronts. The Golden Cup is a neutral ground, a place where people “in the know” about the underpinnings of the world can feel safe to cross paths with any number of other magically sensitive beings. It is warded and protected against harmful magic, not to mention a general agreement between supernatural beings not to mess around with the place.

It is a sunny and peaceful Monday morning as the patrons enjoy their tea, reading or conversations when suddenly an old model Buick comes careening through the storefront window. Once the dust settles the PCs see that the person behind the wheel appears to be a zombie and looking out into the street beyond they can see several more zombies shambling their way toward the store.

This is an **Easy** combat encounter with a twist. The “zombies” are actually humans who have been mentally compelled to attack the inhabitants of the Golden Cup and who have been veiled with illusion

magic to appear as zombies. Any zombie crossing the threshold of the Golden Cup will be broken from their enchantment and will be disoriented and puzzled as to how he/she got there. Any “zombie” taking enough damage to be knocked unconscious or killed will also lose their enchantment. This should also cause some level of discomfort should someone shoot one of the zombies in the head.

When the dust settles on the attack the PCs should be able to investigate what happened with any of the victims. Each of them will give a similar story, they were shopping at one of the stores on the street when they blacked out and woke up where they are currently located. A majority of them were just leaving the organic grocery a few stores down. Also in the midst of things PCs should notice that Bruce Chambers, the proprietor of the coffee shop, seems to have gone missing and the back door of the Golden Cup which leads to the alley is swinging open.

Investigation

PCs may wish to investigate a number of different things at this point, feel free to drop in additional red herrings, but the core clues they receive should be as follows. More detail should be given to players who come up with interesting investigation techniques, or who roll well on skill checks. Some of these clues should be provided regardless of success on dice rolls in order to move the plot forward.

-The presence of burnt rubber tire tracks and a partially smashed trash can in the alley indicate a larger vehicle recently pulled out of the alley directly behind the Golden Cup in a hurry. There are also closed circuit cameras from a few shops down that barely show Bruce being dragged from the back of the Golden Cup and thrown into a white service van, with the words AAA HVAC REPAIR stenciled on the side, by a few tough looking guys before it speeds away.

-An unreliable witness (i.e. homeless, teenager, child) saw a man on the roof of the grocery store just before the car crashed into the building.

-The grocery store owner provides that he had an HVAC technician out this morning to do a repair on the AC unit on the roof as it went down last night. The man’s name was Nestor and he worked for a company called AAA HVAC Repair. He can provide the number as well.

-Attempts to reach Bruce Chambers on his cell phone go unanswered.



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AAA HVAC Repair

The number on the business card rings to an answering service, and a pleasant receptionist. Attempts to reach Nestor directly are initially shut down as Nestor went home sick today after his first job. The address on the business card leads to the answering service as well. Through some diplomacy, sweet talk, or professional record investigation the players can get a home address for Nestor.

Nestor Hill's House



Nestor lives in a rundown neighborhood of the city in a small one story rancher. Pulling up to the house the players may notice that there is no vehicle parked at the house. Knocking or ringing the bell at the front door bring no response and the house is locked. There is a small backyard with a patio and a sliding glass door that is unlocked should anyone investigate. The house is a disheveled mess, but not as though it has been ransacked, just as though it is inhabited by a slob. Upon entering the home the players can hear heavy snoring coming from a back bedroom.

The bedroom is also a mess and a man lies snoring loudly on the bed, there is a large purple circle spray painted on the floor surrounding the bed. The man does not respond to anyone yelling to attempt to wake him or any external stimulus. Anyone crossing the boundary of the circle will instantly fall into a deep and restful sleep. Anyone with a degree of magical knowledge can recognize that the circle is containing a spell and breaking the circle will break the spell. The man immediately awakens, shocked at the presence of intruders and reaches for a gun under the pillow.

The man is Nestor Hill and he is unsure of what is going on. He met a nice fella at a nearby bar last night and had a few too many, must have zonked out hard and suddenly comes to the realization that he hasn't reported for his jobs. He is also dismayed to find that his workvan, his only form of transportation, is not here either. Luckily, Nestor recently had a GPS tracking device installed in his van for just such an occasion. The PCs should be able to utilize this simple technology to track the van's whereabouts. It is currently parked in an industrial park.

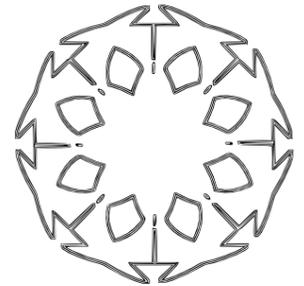
The Industrial Park

The PCs can locate the van easily with the help of the GPS and find it parked outside of a two story office building with a For Lease sign. The van is empty, but can be recognized as the same van from the closed circuit camera footage from earlier. The only natural

conclusion is the inhabitants are inside the office building. The office building is dark, and apparently abandoned. A large reception area leads to a set of stairs going up to various offices. The PCs can hear muffled cries for help coming from upstairs. Upstairs in a back room they see Bruce Chambers tied to a chair, however upon entering the room to rescue them Bruce disappears, a product of illusion magic and the PCs are knocked unconscious.

The Ritual

The PCs awaken bound at the wrist and sitting in a geometric pattern. Magically adept characters can recognize their position as ritually significant while a number of robed and hooded figures slowly circle their position intoning in a drroll voice. Any PC that attempts to stand from their position is hit with a sudden powerful compulsion to sit back down in their place. It becomes obvious that one man is the leader of this ritual and that he plans to sacrifice you all in order to open a gate, though to where or for whom is entirely unknown.



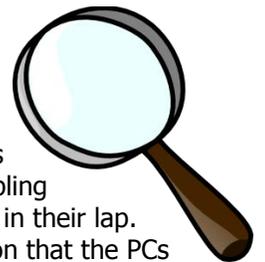
This should begin a **Moderate to Difficult** encounter with the dark arcanist and his cronies. The PCs will need to make willpower checks to get up from their position initially, though if any of them manage to disrupt the leader, **Entari's**, concentration the magical compulsion will drop. Entari is a skilled arcanist, though most of his resources are currently going in to performing the ritual and maintaining the compulsion spell. Should either of these two magical effects drop the true force of his power will be revealed.

Aftermath

When Entari and his goons are dealt with the ritual is broken and the gate sealed once more. There are a number of arcane tomes which have lead Entari to the discovery of the gate and these can be destroyed or turned over to magical governing authorities to be locked away.

Symied?

As with most investigation based adventures the most important thing will be to keep things moving forward. If the PCs are stumbling to find the next step have clues drop in their lap. Tweak the clues to include information that the PCs would know through their backgrounds or resources available to them. Never withhold critical information in the name of mystery as the goal is for the mystery to be solved, and above all have fun.



Two Lasses, One Cog

Steampunk, Alt History,
Intrigue, Love Story

By Doug Sarver

Page 1



Setup

The party arrives in Oreton, a small mining town, and they are immediately compelled by the circuit judge and sheriff to act as the jurors in a robbery trial that will cause the town to riot if mishandled.

Cast of Characters

Judge Horence Gavelton: A middle-aged southern gentleman who wants this case resolved quickly and without bloodshed. He hangs out with the bartender in the saloon, the Golden Horseshoe, and is available for legal advice; but he won't help in the investigation. He says it is to maintain impartiality. It's probably because he doesn't want to be lynched if the case goes sour.

Sheriff Donald Leatherhip: A naïve twenty-something New Yorker that was offered the job of sheriff when he first walked into town. He took it. (see: naïve). He knows nothing about law or shooting a firearm. Mostly, he just tries to talk problems out with people and occasionally hires a few miners to help him when muscle is needed. He will show the party around and do introductions but he won't interfere in the investigation and he won't arrest anyone unless the judge tells him to (an unlikely proposition).

Mrs. Penelope Trapsmith: A thirty-something heiress widow that has taken up the family's engineering and mining business, Trapsmith Industries. The company is on the verge of creating a semi-autonomous mining-bot (S.A.M.) that will increase productivity 100 percent. The Widow Trapsmith claims her research office was broken into, many experiments were smashed, and an essential part of her S.A.M., the Carnegie Gear, was stolen. (Secret): *She was in a secret romantic relationship with Prudence until last week. They were supposed to meet at "A.S." (the Appletree Stump) and run away together but*

Prudence stood her up. She is a spurned woman.

Miss Prudence McIntosh: A twenty-something Irish immigrant labor mining organizer with a short temper and intense hatred of the new S.A.M. She is the number one suspect of the break in. (Secret): *Prudence went to meet Penelope at "A.S." (the Anvil Storage shack) but she was stood up. Prudence is also a spurned woman.*

Professor Hatfield: The other scientist in Mrs. Trapsmith's research office. He is extremely excited about a new olive-oil based machine lubricant he just invented and will spend hours talking about it if the party will let him.

Dr. Applesauce: The morbidly obese cat that sleeps on a sun-soaked filing cabinet in the research office. He only slightly moves for pets or food. Otherwise he simply sleeps and grooms himself.

The Miners: There are one hundred miners in town and they have been convinced (by Miss McIntosh) that Mrs. Trapsmith's new contraption will cause most of them to be out of a job. If they decide to riot, they have fifteen shotguns, twelve rifles, and a lot of axes, picks, and sledgehammers.

The Skarletons: Twenty professional soldiers from the Skarleton Security Agency were hired by Mrs. Trapsmith to "keep the peace and secure property rights". They are armed with articulated metal breastplates and gatling pistols. They even have a .50 steam-powered gatling rifle mounted to a prototype one of Mrs. Trapsmith's mining-bots. They are professionals and will not start a fight but they will use deadly force if a fight is brought to them or they are ordered to.

Locations

The Golden Horseshoe: *The adventure starts here.* The characters are escorted by a friendly sheriff to see the judge. The establishment looks like a classic 'nice' saloon with stage, bar, upstairs rooms for rent, and a



Two Lasses, One Cog

Steampunk, Alt History,
Intrigue, Love Story

By Doug Sarver

Page 2

couple of friendly girls who will share them with a generous gentleman. Two of the Skarletons are always in here, watching over the judge. More may be around if they are off duty.

Trapsmith Industries: *The scene of the crime.* This one story 40x40 foot building is where Mrs. Trapsmith and Professor Hatfield do all of their research and Dr. Applesauce sleeps in the picture window. The place currently looks like a small tornado hit the research room. Test tubes lay broken everywhere, racks have been knocked down, oil is spilled on the floor, and parts are scattered everywhere. Four Skarletons are in here on guard. (*Search Skill Check=Easy*): No signs of a break in. The outside of the building is unharmed and so is the small foyer that separates the front door from the research area. (*Moderate*): Cat paw prints in the oil on the floor and on one of the research tables. (*Moderate*): A small pile of love letters from "Apple" to "Dime" in Penelope's desk drawer. (*Impossible*): A gap in the floor under a bolted-down work table has the missing Carnegie Gear in it.

The Vein: *Miss McIntosh's default location.* This one story, barely standing tavern is the main haunt for the miners when they are off duty. It is designed to hold about twenty people but usually has twice that packed in. The sounds vary from angry shouts to drunken singing to a dark and sullen silence depending on the time of day. Miss McIntosh has a secretary desk crammed in the corner where she does her correspondences and conducts meetings. (*Search Skill Check=Moderate*): A small pile of love letters from "Dime" to "Apple" that mention meeting as "A.S."

The Mine: A standard silver mining operation with two main shafts and innumerable smaller ones. About sixty miners work the day shift and forty work the night shift. There are mining tools, steam-powered mine carts, and dynamite at the site. If the miners decide to riot, they will come here to blow the mines and the Skarletons will defend them with deadly force.

Scenarios

If the party finds Penelope's love letters and shows them to her: (*Persuasion Skill=Moderate*) She admits they are hers and that the writer is a spineless weasel who she wants nothing to do with. (*Persuasion Skill=Fail*): She starts crying and the Skarletons escort you out. (*If they ask what "A.S." is, she will say it means Appletree Stump in the orchard*).

If the party finds Prudence's love letters and shows them to her: (*Persuasion Skill=Moderate*) She admits they are hers but the writer is a two-faced stuckup moneygrubber. (*Persuasion Skill=Fail*) She screams with rage and starts to form the miners into a riot. A *Persuasion=Difficult* will stop her. Anything else might buy a little time. (*If they ask what "A.S." is, she will say it means Anvil Storage shack near the mine*).

If the party finds the Carnegie Gear: Penelope will get even angrier and say it doesn't matter if it wasn't stolen; the lab was trashed and justice must be served! She will then proclaim that once the testing is done, she will lay off half the miners. If she lays off the miners, a riot will certainly follow.

If the party threatens either woman: Their respective group (miners/Skarletons) will immediately jump to the woman's defense.

If the group puts a dish of Hatfield's new lubricant near the cat (Dr. Applesauce): He will lap it up, then explode into a whirlwind of fur and claws jumping around the room and destroying everything in his wake.

If the group can get the two women in one room and tell them about the "A.S." confusion: The women will burst into tears, hug, and ask to be left alone to "negotiate a mutually acceptable settlement between the miners and Trapsmith Industries". After an hour alone, they will emerge with a deal that keeps the workers employed and allows for the use of the new machines.



Not Another Dungeon Crawl

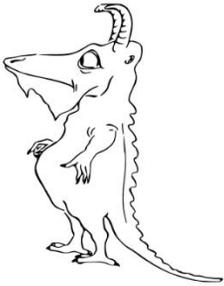
Fantasy

By Gilbert Manning

Page 1

SETUP

Get ready for a dungeon crawl! Only this time the party is *defending* the dungeon... oh and they are the *monsters*.



The party is a group of kobolds (or other suitably puny monsters) who begin the adventure picking berries in an open field just outside their lair. Suddenly, they hear a rustling in the bushes and the “heroes” of this dungeon crawl burst into the clearing.

CAST OF CHARACTERS

Sir Joran- Knight errant. Gung ho but not stupid he is the “heroes” leader.

Kelzban the Mighty- wizard. Kelzban is a wizard of few words, but most of them cause things to blow up.

Selmia- healer. The soft heart of the party she will beg mercy for these “poor misguided creatures”.

Bilfo the Pilferer- thief extraordinaire. Bilfo would rather be anywhere but here, only their might be gold.

King Grogmar- King of the kobolds. Grogmar will berate characters relentlessly for their cowardice, but just as quickly run away from any sign of danger.

Grimspar- Master of arms for the kobold village. He is a grizzled veteran with the scars to prove it. He will regale the party with stories of horrible battles.

Klispin- Beast master for the kobold village. Klispin is quiet and considered odd by his fellow kobolds. He keeps a pit of poisonous large scorpions and talks to them on occasion (let’s hope they don’t answer back).

Grognard- “Hero” basher. Grognard the ogre lives in the dungeon and the kobolds stay out of his way so he doesn’t make them his next meal. If only he could be convinced to take care of the Hero Menace.

RULES OF THE GAME

The plot, as it is, is pretty thin. The fun will come from the players using their imaginations and improvising to come up with ways to stop, slow down, or slowly damage the “heroes”. Be kind, encourage your players to think outside the box, and let their ideas work as much as possible. Most of all have fun!

Each dungeon room should have at least 2 crawl spaces for the party (small creatures) to escape to other rooms in the dungeon. In case things go badly, allow any player who dies to assume the role of another proud kobold defending his home from the ruthless invaders. If the “Heroes” die too quickly, they were just the vanguard of the adventuring party (adventurers are like chips, crunch all you want we’ll make more).

Finally, give the “Heroes” all the annoying traits the players use in their characters. Ser Joran could be pushy and self righteous (“Let’s kill these evil creatures!”) or Kelzban could be a pyromaniac (“There should be an entrance here somewhere...Let’s burn the bushes!”). Use as much characterization (i.e. over the top stereotyping) as possible.

PLOT EVENTS

Open Field-The party begins the adventure in an idyllic open field with berry bushes galore. A **moderate** perception skill check will give the players two rounds to act before the mounted “heroes” arrive. An **easy** perception skill check will give the players one round to act before the “heroes” arrive. Combat with the mounted “heroes” would be **impossible**, but the party could use a survival or trap skill to leave a surprise for the heroes. If they wait for the “heroes” to arrive in the glade, they may have to do some sneaking to get past them. Luckily the entrance to the kobolds home is well hidden and will take the “heroes” several rounds to find.

Foyer- The first room in the dungeon. If the party is sufficiently scared/impressed with the heroes might



Not Another Dungeon Crawl

Fantasy

By Gilbert Manning

Page 2

they may skip an encounter in the *Foyer* and go straight to *Grogard's Lair* or to the *Guard Room*.

The room is a big cavern with plenty of stalagmites to hide behind. To the left is a rocky slope and a deep pit if the party can trick a "hero" over to the slope a **moderate** dexterity/athletics check is needed to walk across the slope without falling to their doom, but the party can just skirt the area without checks as they know where the slope begins. There is a ring of hallucinogenic mushrooms on the left side of this room. These can be harvested, but the unlucky kobold must be **moderately** careful not to go on a trip themselves. Ranged attacks can be made from the cover of the stalagmites to soften up the "heroes" or traps can be laid as necessary (**easy to difficult** skill check depending on how much damage they deal). A standup fight should still be **impossible**. Straight ahead are two caverns leading deeper into the complex. The right cavern leads to *Grogard's Lair*. The right leads into the kobolds home (*Guard Room*).

Grogard's Lair - Grogard is a foul beast, a powerful stench permeates his lair. He wears a bear fur loin cloth and wields a former pine tree as a club. If the party talks fast enough **moderate** difficulty persuasion/diplomacy check (**easy** with a bribe) they can convince Grogard to respond to the Heroic Menace. At this point the party can stay for the **difficult** fight or make their way into the kobolds home.

Guard Room - This room is a long hallway with wooden barricades set up at three or four intervals for cover. A kobold sentry is caught napping here. A standup fight should still be **moderate to difficult** but hit and run tactics can soften up the "Heroes".

Main Cave - The main cave is a large open cave. It is used as a town square, living and working space for the kobolds. There is little to no cover here beyond the everyday implements of kobold life. Simple lean-tos for shelter, small fires for cooking food, a larger fire pit and

cauldron. Twenty to thirty kobolds live in the main cave, but at even the slightest hint of trouble they have all scattered to hiding spots.



On the right side of this chamber is Klispin the beast master. If the party approaches him with no sign of trouble they may be able to convince him to supply them with poison from the scorpions (**easy** persuasion/diplomacy check). If the "Heroes" are hot on their trail he will give them some scorpions to use as grenades (thrown scorpions in a bag).

To the left a cave entrance leads to the kobold birthing and rearing chambers (ahh baby kobolds. They are so cute!). Straight ahead a simple wooden door leads to the *Throne-room*.

Throne-room – The "throne-room" is a simply adorned oval room with a human sized dining chair masquerading as a throne. King Grogmar sits upon the throne growling edicts to his subjects, but ready to flee at a moments notice. Grimspar guards the door. If the party approaches the king before the "Heroes" imminent arrival the king will take some convincing (**moderate** persuasion/diplomacy check) to offer any aid. The aid will take the form of Grimspar offering the party a magical shield or spear, both village heirlooms, to protect the village. If the "Heroes" are hot on the party's heels, Grimspar will stay and fight (and gift the shield and spear) and King Grogmar will hide. If the battle looks winnable, the king will contribute (if not he will run). At this point if the final fight occurs in this room and the party has worn the "Heroes" down the fight should be **easy to moderate**.

CONGRATULATIONS!

You have beaten the invading army. As the true heroes of the village, you will have no problem finding a suitable mate. Maybe some day (soon) you or your friends may become King. Or you died horribly. Sorry.



Of Steam and Dinosauria

An Adventure Most Daring

Steven E Domingues II

www.stevendomingues.com

Alt History, Sci-Fi, Other

SETUP:

In the Age of Steam, you have decided to invest heavily in an eccentric family friend, an inventor of dubious note. While attending a regular investor meeting, you find that he has gone missing! Why has he left, where has he gone, and to what lengths will you go to gather a return on your investment?

- The Isle of Doyle is located in the middle of the Atlantic and is populated by Dinosauria thought to be long extinct.
- There are two tribes of indigenous people on the Isle, The Red Scales and the Green Scales. They are not allies.

NPC CHARACTERS:

Professor Cornelius Ellis Abbot - An old friend of the family. He is well known as being cranky, a genius and someone who will risk everything for a few pounds in the bank.

Master Miles Woodard - Prof. Abbot's manservant. He is young, a student of the sciences, and caretaker of Mr. Abbot's estate. He wants his friend found at all costs.

Captain Basil Coggsworth - The captain of the Pride of Londinium, the largest dirigible in all the British Empire. He is an excellent machinist, but not the best pilot. His crew is loyal, to a point.

Aggy - Leader of the Green Scale tribe. Believes there can be peace with the Red Scales. Knows medicine, farming and is friendly to outsiders.

Grapp - Leader of the Red Scales. He thinks the Green Scales are heretics for not worshipping the Fire Mountain.

NOTES FOR THE GM:

- Prof. Abbott believes he has found a source of unlimited steam power, located on the Isle of Doyle. He will do anything to keep this knowledge. His intentions on how he will use this power are not clear.

PLOT:

ACT I: MISSING

The PCs have all been summoned to the monthly Dinner Party and Demonstration Extravaganza thrown by Prof. Abbot, with the promise of viewing his newest invention.

Prof. Abbot is an eccentric old man and the PCs have invested heavily into his inventions. He has not produced anything new in many months, and you are most curious to see what he has been spending your hard earned pounds on.

Prof. Abbot fails to show and his manservant, Master Miles Woodard, declares him missing! After an EASY search of the mansion, the party finds Prof. Abbot's journal in his laboratory. Inside they find several receipts for dirigibles tickets and a voucher for a private charter aboard the Pride of Londinium. The journal describes a vast power source on an island in the middle of the Atlantic (coordinates are included), as well as detailed notes of the inhabitants that sound insane and impossible. Master Woodard offers that the PCs may take anything in the laboratory they think they can use to find Prof. Abbot.

If the PCs attempt to use the voucher, they will come to some disagreement with Captain Coggsworth. He will tell a tale of fierce winds, fog and dangerous moorings. It will be of MODERATE difficulty to get him to agree to go back to the Island.

ACT II: THE ISLE OF DOYLE

After an uneventful trip across the Atlantic, where the PCs may choose to get to know each other a bit better, the Pride of Londinium (or any other mode of transport) crashes into the Isle of Doyle. The PCs will have a DIFFICULT time of saving any of the crew, including Captain Cogsworth. The craft is repairable, but only by someone as skilled as Prof. Abbot.

The Isle is round, covered in dense jungle, and is ringed with tall and sharp pinnacle rocks, which the transportation craft did not manage to survive. In the middle of the Isle an active volcano spews lava into the air. An acrid stench fills the air.

When the party begins to explore, using Mr. Abbot's journal as a guide, they are attacked by many vicious dinosauria (Troodon). This is an EASY encounter, and when complete, a ROUTINE look around will notice a different type of dinosauria (Pachycephalosaurus) with an empty saddle strapped to its back.

If the PCs follow this dinosauria or explore the jungle, they will come across a small village of the Green Scale tribe. It will be EASY to gain their trust and their leader, Aggy, will recognise the PCs instruments and treat them as allies. If the party followed the saddled dinosauria into the village, the "leader" of the PCs will be rewarded with a necklace of teeth for bringing back the wayward mount.

In celebration, Aggy will throw a feast for the newcomers. Afterwards, Aggy will tell the group that Prof. Abbot is being held by the evil Red Scale tribe. The Red Scales live at the base of the Fire Mountain. The fastest way to get there is via Rock-Head mounts (Pachycephalosaurus). It is of MODERATE difficulty to ride a Rock Head alone. If they fail to learn to ride, the PC must ride double with a guide. Already knowing how to ride a horse will make this an EASY task.

ACT III: RED SCALES

While traveling into the interior of the Isle towards Fire Mountain, the PCs are attacked by the Jungle-King (Tyrannosaurus Rex). This is a DIFFICULT combat, but before a PC death can occur, the Red Scale tribe appears, riding Smart-Eyes (Deinonychus) and attack the King. The PCs may watch or join the fight. At this point, the fight is of EASY difficulty. The King is wounded and runs away before he is killed.

After the encounter, the PCs are taken captive and brought to the Red Scale village, which sits upon a stone temple which lava flows through. They find Prof. Abbot held captive in a bone cage dangling above a river of lava. He tells the PCs of his discovery of geothermal processes and his ability to harness that power by building a huge boiler above the mouth of the volcano to create the ultimate steam engine. The Chief of the Red Scales, Grapp, wants to sacrifice him to the Red River because Prof. Abbot has sullied the Fire Mountain with his foreign scientific instruments.

The PCs may attempt to rescue Mr. Abbot and escape the Red Scales. They might attempt to fight their way out, convince Grapp to let them go, use SCIENCE to trick the Red Scales, or anything else they can think up.

Partway through their EASY rescue plans, the King attacks! This will happen at an inopportune moment and be a MODERATE fight, as he is now injured. The PCs may take a trophy if they manage to kill the King. The Red Scales will worship the PCs if they kill the King.

THE END:

If rescued, Prof. Abbot helps repair the damaged transportation (Cogsworth can also repair at this point) and they leave the Isle of Doyle with an invention worth thousands of pounds, an invaluable trinket or two, and most importantly, their lives.

Honey, I Shrank the Heroes.

By Bryan Segovia

Science Fiction, Modern, Amaaaaaaazing!

The Setup

A ragtag team of would be villains “kidnap” an entire shopping center with cheap knockoff super science.

This adventure is designed to playfully mock your players, our hobby, and most importantly yourself.

Cast of Conflicts

Our Villains

A team of college burn outs that laid hands on a mail order shrink ray. While having a numerical advantage the actual combat with these guys should be **Easy**, if not **Routine**. Twelve total “thugs” 8 blaster style and 4 brutes.

The Leader

This is where the amazing begins. The leader of the loser squad should be a pastiche of yourself. Play up all your negative qualities, and make this the loser you could never be.

Routine Fight Ideas

Ants, Small Spiders, Mice

Easy Fight Ideas

Roaches, Small Scorpions

Moderate Fight Ideas

Rats, Larger Spiders and Scorpions

Difficult

Pets, Bull Snake, Raccoon?

Depending on the scale of your heroics a shopping area is shrunk and carted off as an elaborate way to steal the contents. The plan has hit a snag, the growth ray isn't working. So now our rogues have dumped the “hostages” into container hoping for ransom money as their only profit option.

Adventure Begins

After hearing about the malfunction growth settings and and attempted repair going on up stairs let the now 1 inch tall players back into the drivers seat.

Escaping from the “holding cell” should be fun and diverting, but **Easy** or **Routine**, this is just the beginning after all.

Allow exploration of a dilapidated frat house from a stereotypical nightmare. Piles of filthy laundry and empty beer cans with pizza boxes. The lower area of the house will have attracted bugs and rodents, this house is a mess.

The kitchen is terrible. The table is only ping pong, still set from the last beer pong match. There are large spills of alcoholic wading pools on this table, use mechanics at your discretion. Baring exotic pets the most difficult combat could take place here. A raccoon or perhaps a bull snake might have wandered in grousing for a meal. These 50 foot variants are tough fights but the monstrosity isn't really aggressive and will

Honey, I Shrunk the Heroes.

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flee if beat up enough.

The living area will have a large television, and probably a Masters of Rock video game setup. The guitar controllers and drum set might be a really fun place to have a skirmish, a few extra numbers but **Easy** enemies to keep it light and fun.

Also on the first floor is a restroom, use your imagination.

Flavor the rest of the down stairs with hobbies from your life and the lives of your players. Fun things to add are R/C cars, model construction sets, a foosball table, or perhaps model trains sets.

The Next Arena

The last room before going upstairs has a nice feature. A Gaming table setup for a rousing game of Caverns and Cavetrolls. Polyhedral dice and inch tall minis laid out in front of a storyteller's screen. A combat here is full of awesome, minis of your heroes are now to scale, and baddies using regular minis for cover.

“Hidden” on a post it style note on the screen is a sloppy shopping list:

More Chips
New Super Rad Mag
SoDa
Animation ray
More Snacks
Monocle

Upstairs

Three rooms of note up stairs. A bedroom with pristine action figures displayed and prominent posters. Another bathroom. And the “lab.”

The lab is also disheveled, littered with tools and gizmos. A few holes in the wall and singe marks show the owner is not the world's best tinkerer. The desk has a soldering iron and rotary tool and other junk. A disassembled shrink ray is laid out for repair. Our heroes should be able to fix this, again let fun happen but this should be **Easy** when mechanics come into play. Also on the desk is a small P.O. Box addressed catalog for super science villain gear and henchman supplies... go figure.

Our regrown heroes head downstairs and confront our thugs. If you want to use this as a campaign starting point hunting down the source of science gear can be a nice long term goal. The frat house was in disrepair, and most likely not legally rented. The party may be able to set this up as a base of operations.

You can always add rooms to make the adventure longer, or skip through things to speed it up.

Enjoy!
Bryan Segovia aka Riff Freelance

A Case for the Neighborhood Watch

by James Campbell

"NWI"



Modern,
Intrigue

SETUP

The Aggravated Birds that live on the far end of the Neighborhood Park have lost their eggs, and it's up to the "NWI" (Neighborhood Watch Investigations) to spring into action to find the missing eggs before the trail goes cold.

CAST OF CHARACTERS

General Chow – Species: Dog, Breed: Chow, Size: Large – "The General" is the leader of this rag tag investigations team that call themselves the "NWI" (Neighborhood Watch Investigations). Even though he is the oldest of the team and blind in one eye he brings a wealth of experience and wisdom to the group and always takes down the bad guy with his powerful bite. He lives in the junkyard and doesn't rely on masters to take care of him. He knows his place in the yard and never over steps his bounds to upset Pharaoh and his hounds.

Scottie – Species: Dog, Breed: Border Terrier, Size: Medium – Scottie is one dog everyone knows not to mess with having been raised on the mean streets of Glasgow, Scotland. He was captured by the dog catcher and incarcerated for over a year until being released into the care of the Campbell Family. After two years the family relocated to the states and it was about that time he joined the team as their muscle.

Dutch – Species: Dog, Breed: Golden Retriever, Size Large – Dutch is physically the largest of the team yet would be considered the simplest and gentlest. What he lacks in smarts he makes up for with his amazingly powerful tracker nose. He sees the team as his pals but makes it a point to take special care of his sister and other family pet Bella (The Ferret) whom is always getting into mischief.

Bella – Species: Ferret, Breed: Onyx-eyed White, Size Extra small – Bella is a curious little creature always exploring and getting into mischief. When she is not imprisoned by the Thompson family she serves her time as a scout and Intel agent team squeezing into the smallest of cracks to bring back info. On several occasions she has tried to make her escape from incarcerators but has always been brought back to her cell by their guard dog Dutch. She has a habit of acquiring small items along her adventures even if they don't belong to her and her sharp needle like claws helps her too scale the side of almost any object that isn't smooth.

Tinklebottom – Species: Cat, Breed: Ragamuffin, Size Small – Tinklebottom is the great detective of the group, using his powerful observation skills to figure out the smallest of clues. With a keen eye and a silver tongue he can charm his way to solving any case. He is the family pet of the Halls and was given his unfortunate name by their three year old daughter Heather.

Puka – Species: Cat, Breed Ukrainian No hair Levkoy, Size Small – Master of the claw to claw combat style, Puka is one of the most dangerous members of the group. Fast and deadly she sometimes rushes into combat before understanding what she is up against. The General refers to her as rash and pig headed but knows she isn't someone to be trifled with. Being an alley cat has taught her to be tough and not to take anything from anyone. She makes her home at the small shed in the park where the team calls their headquarters.

Napoleon – Species: Pig, Breed: Teacup, Size Extra Small – Though he is the smallest member of the team he is the smartest and his intelligence is unmatched in the group. Being a master tactician, medical wiz, divers' in many animal and human languages, there is nothing this pig can't think up. Even though he is a little socially awkward he has become the team's information expert. Owed by the Smith family, Napoleon is always looking for the next great challenge or riddle that will even stump him.

POSSIBLE TWISTS

(Use if you want to bring conflict into your campaign).

Tinklebottom – Hates that fact that he is being lead by a Dog and believes cats should lead the team. During any point in the mission try and get "The General" to investigate the back woods. You have made a treaty with **Reaver** the Bobcat to eliminate General Chow. **Reaver** is scared of Dutch because of his size so make sure that Dutch is not present.

Puka – Puka is loyal to Tinklebottom and knows of Tinkles plan to over throw the leadership of the group and supports it. Do whatever you can to aid in his schemes.



A Case for the Neighborhood Watch

by James Campbell

"NWI"

Modern,
Intrigue



LOCATIONS:

The Park - On one side is a small patch of trees where the aggravated birds live. There is a play area for kids with a baseball diamond on the other side. Near the end of the left field lies the old shed where the Neighborhood Watch call their headquarters.

Junkyard - Small car junkyard. Home to General Chow, but also home to the Pharaoh Hound and his pack. The pack consists of three medium sized mutts.

The Jefferson's Backyard - Large area with loads of floral. The fenced in yard makes it the perfect place for loads of small animals to live. Near the back of the yard is the Tree of Weeping where the Queen Bee and her soldiers live.

Back Woods - This large brush area is located behind the Morris home and is not considered to be part of the neighborhood but from time to time the NWI has had to investigate crimes there. It is home to Reaver the Bobcat who if given the chance will attack and consume smaller animals but fears larger ones due to having lost an eye in a fight with Pharaoh Hound. Reaver will never emerge if Dutch is accompanying the group.

The Tree House - This place is located behind the abandoned house on the block. It's stairs have been removed so no neighborhood children play in it. It is also home to a very nasty Tree Snake named Knox.

PLOT EVENTS:

On the Trail

The story opens with the NWI investigating a egg napping in the Park. Upon speaking with the birds they will be told that mother bird was in the tree near the nest well father bird was collecting filler for the nest due to some destruction the nest received in a wind storm. The mother will speak of seeing the Siamese Sisters poking around the tree area just before the kidnapping. These cat sisters have been seen on several occasions threatening local birds. If one of the more perceptive members of the team make a high observation roll or a medium investigation roll they will notice the fresh squirrel tracks at the bottom of the tree and the smell of nuts covered in honey.

We are Siamese if you please...

Tracking down the sisters will lead to a run in with the Pharaoh Boys without their master. The mutt dogs are harassing one of the sisters well the another is on lookout. The mutts will try to act tough but the larger NWI dogs only have to step in to get these mutts to back away

from the fun they are having with the sisters. If you wish to really make this a challenge you could have Pharaoh show up at the last moment and think that the NWI are attacking his boys. When the Pharaoh Boys are out of the way the group learn that the sisters have no clue about the eggs and that they were only chasing two squirrels that they saw near the tree. They will tell the group that the place they most seem to find the squirrels hanging out at is the Weeping willow tree in the Jefferson's backyard.

Movin On Up in the Case...

If the group tracks the squirrels they will be lead to the Jefferson's backyard where they will encounter a group of angry bee's. These bee's are mad at the theft of their honey and will try to attack anyone that tries to come near their Willow Tree. If the group try to have a conversation with the bee's they will be attacked. The only way to enter this yard is to use the smoke machine in the shed near the entrance of the fenced in yard. Then the bee's will become passive and the group may search the yard. Here they will find a mole that is trapped in a metal pipe. and upon help him he will tell them that he has heard the squirrels talking about both the Back Woods and the Tree House. (Use Possible Twist to separate the group into two parties if you choose *Tinklebottom plot*).

Fork In the Road...

When going into the Back Woods if Dutch is part of the group nothing will happen other then hearing wild noises. If he splits from the group the team will be attacked by Reaver the Bobcat whom will try to kill The General. He is a very powerful opponent and should be played that way. (Tinklebottom plot *Tinklebottom will try to split the group taking Dutch with him to the Tree house and sending General Chow to the Back Woods).

Cracking the Case:

When the group gets to the Tree House only the smallest of animals will be able to climb up inside. When they arrive they will discover that the squirrels are all dead except for one who is hiding. The last squirrel will tell them that the squirrels were the ones that stole the eggs in hopes of getting back their own children who had been stolen by the Tree Snake, Knox. Knox is holding both the eggs and the squirrel children in the abandoned house. Knox and 3 snake brothers await the group in the rotting dilapidated house. Use the dangerous house and the snakes for the final threat.



The Chastity of the Lady Dumar

By Stu Venable, Jr

FANTASY, HISTORICAL
INTRIGUE, COMEDIC

www.happyjacks.org

Setup

The party is contracted by the head of a wealthy noble house to escort his son and daughter to the Spring



Tournament. They are tasked to provide security for the son, who is entering the tournament for the first time and to act as chaperones for the daughter, who is being sent to the tournament to find a proper suitor.

Cast of Characters

Lord Arthur Dumar – eldest son of the noble house Dumar. He is a capable jousting swordsman and is expected to do well in this, his first tournament. Lord Arthur is handsome, dashing and a bit clueless. He's very much enjoying being the handsome eldest son of a wealthy family.

Lady Belle Dumar – eldest daughter of the noble house Dumar. She is smart, stunningly beautiful and anxious to sow her wild oats. Being the eldest child, she has a very independent mind, and as a result, she has turned down several suitors from wealthy and powerful families. Her father has given her an ultimatum: "You WILL find a suitable suitor at the tournament, or I will find one for you."

Lord Dieter Renwald – eldest legitimate son of house Renwald. He is conniving, selfish but handsome and capable of laying on the charm. He has been sent by his father to court the Lady Belle for her hand in marriage. Lord Renwald has discovered that his father has a bastard son, Alexander, whom he intends to legitimize and make his official heir (Lord Renwald's mother is deceased, and Alexander's mother still lives). Because of this, Lord Renwald is plotting to kill Lord Arthur, so (if he can convince Lady Belle to marry him) he will not be without lands once his father dies.

Driscoll – Lord Renwald's retainer and doer of dirty deeds. He has an expressionless face, like most workers in noble houses. He is tall, dark, well-kept and a bit haughty.

Lord Daniel Broomhill – eldest son of the poor, but still

respected, Broomhill family. Lord Daniel is a mountain of a man. He is kind, honest and friendly, though a fierce competitor in the tournament. Lord Broomhill is quite smitten with Lady Belle, but as his is from a poor house, he keeps this to himself.

Buck – Lord Broomhill's chief groomsman. He is sort of slow, but good-hearted. Lord Broomhill has tasked Buck to find out if Lady Belle would accept an offer of marriage from his master. He will do so ineptly.

Lord Francis Halder – eldest son of the slimy, yet very wealthy house of Halder. He lusts for Lady Belle and has made his interest very apparent. She has turned down his hand twice. He now plots to kidnap her (though not to marry her).

The Twists

- Lord Renwald is plotting to kill the Lord Arthur and also get the daughter to agree to marry him so he can inherit the Dumar land.
- Lord Halder lusts for Lady Belle and intends to kidnap her for nefarious purposes if she again refuses his hand in marriage.
- Lady Belle has a thing for healthy stable hands and intends to sample the best of them before selecting a suitor.
- Lady Belle is heavily leaning toward accepting an offer from Lord Broomhill, were one to be proffered -- though she could be convinced to accept an offer from Lord Renwald as well.
- Lord Broomhill is enamored with Lady Belle, but he doesn't think she'd accept his offer, so he is reluctant to make an offer – though he could be convinced.

Plot Events

On the Road

On a lonely, deserted country road on the way to the Spring Tournament, the party, along with the Lord and Lady Dumar, is waylaid by a band of highwaymen.



The Chastity of the Lady Dumar

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FANTASY, HISTORICAL
INTRIGUE, COMEDIC

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There will be as many highwaymen as there are party members. This should be a **easy combat encounter**, though the highwaymen will make a concerted effort to kill Lord Arthur, though they will not be suicidal about it.

After the fight, if any of the highwaymen survive, they will gladly talk. They were hired by a shadowy figure, who paid them to kill Lord Arthur for two small pouches of coin, one up front and one to be collected when Lord Arthur's head was presented in an empty grove near the Tournament grounds.

The highwaymen will be cooperative if they are spared and treated well.

The highwaymen have with them a small note (Lord Renwald's retainer Driscol's handwriting) describing the route that the party from House Dumar will take and a description of Lord Arthur and his coat of arms.

The highwaymen were paid by Lord Renwald's retainer, Driscol. If the highwaymen return to the grove, they will be met by the town guard, who received an anonymous tip that highwaymen have been staging their raids here.



Arrival at the Tournament Grounds

Once the party arrives at the tournament grounds, Lady Belle will begin to plot her escape. In her things, she has a change of peasant clothes with which she can disguise

herself.

At the first opportunity, she will make her escape into the arms of some strapping young stable hand. Once she goes missing, Lord Arthur will insist that the party find her before she sullies her reputation.

The party may realize Lady Belle's proclivities during their arrival on the grounds as they may take notice of her roving eye.

Start of Tournament Feast

Meanwhile, Lord Renwald will note Lord Arthur's arrival and set his second plan in motion: he will have Driscol secretly poison a Waldenberry Tart.

Background: the Renwald lands are the only lands that grow the much sought-after Waldenberry. Each year, the representative of House Renwald brings a supply of Waldenberries to the pre-tournament feast so the king's cook can make Waldenberry Tarts for each of the tournament entrants. Each tart is marked with the crest of the house for which it is gifted.

Driscol will make sure that the berries for Lord Arthur's tart are poisoned. Since it is marked, he can be sure that Lord Arthur will eat that tart.

The Tournament Begins

If Lady Belle hasn't disappeared yet, she should do so during the night after the feast.

The tournament begins in the morning. If Lord Arthur is still alive, Lord Renwald will try to outright kill him during the joust by using a steel tipped lance. Driscol will run to surreptitiously remove the tip in the ensuing confusion in event Lord Renwald lands the blow.

Lady Belle Kidnapped?

If Lady Belle remains missing during the day, Lord Halder will send his men to find her, kill whoever she's with and take her to a remote cabin in the nearby woods.

Sometime during the tournament, townsfolk will discover a young strapping stable hand lying in the stables dead, with no pants and a knife in his back.

Easy to **Moderate** skill checks with tracking or some related skill will lead the party to the cabin.

Once the cabin is found, there will be a **Moderate** combat with Lord Halder's men, who will try to escape without being identified.

Putting it All Together

At some point the party may discover who is behind the attacks (as they have a few opportunities). If they go to Lord Arthur, he will demand proof before he will publicly accuse a fellow noble of such behavior.



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Stu Venable



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