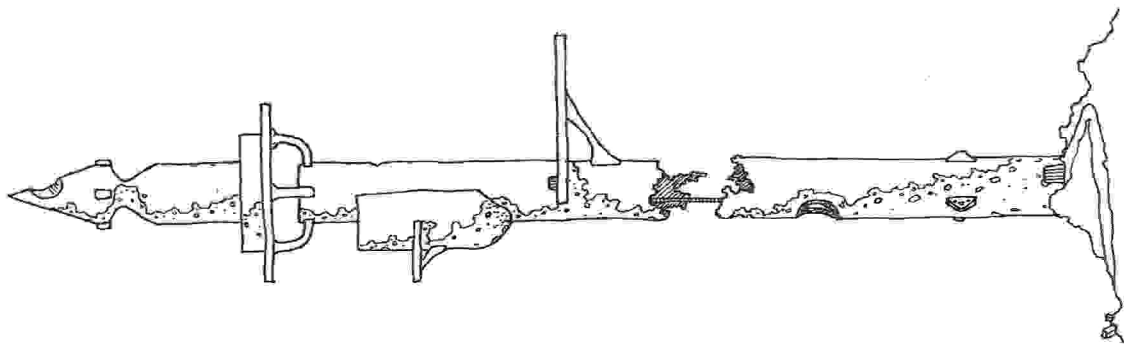
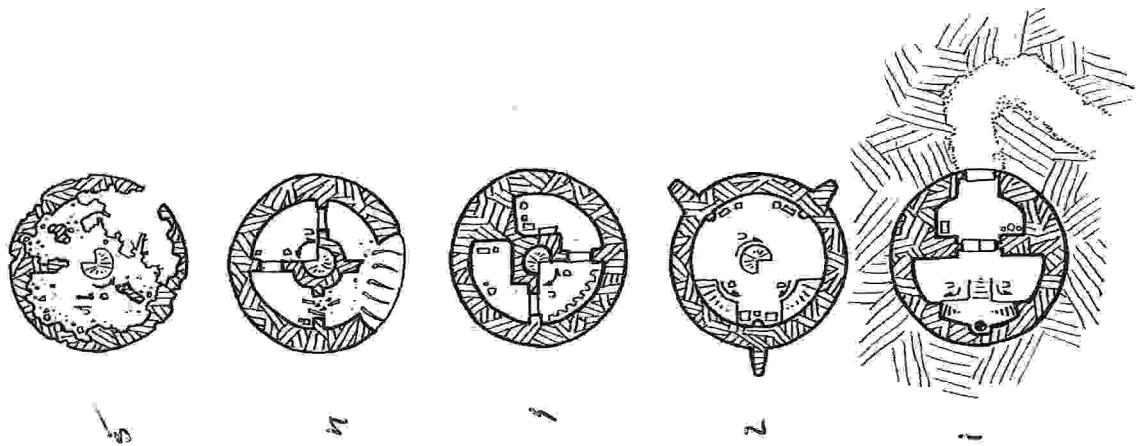
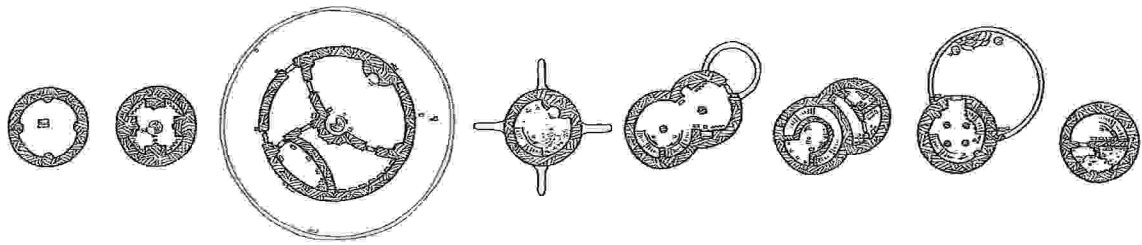


by Dyson Logos



THE SCARY VILLAGE

THE CRAZY TOWER

100 point adventure around the base and in level 1.

- Outside:
- Level 1

200 point adventure at levels 2-5

- Level 2
- Level 3
- Level 4 is a lair, sealed at stairs entrance
- Level 5 is territory for whatever lives at level 4

300 point adventure

Part 1

- Level 6 (tubular stair)

Part 2

- Level 7 with outside dish
- Levels 8 and 9 with cupola and small deck
- Level 10 with open section and no way up

Part 3

- Level 11 with full circular deck and weird interior
- Level 12 (narrow passage)
- Level 13 conical section

it's the monsters from level 4, no question
village is pretty normal and decent
but hosts to the monsters are dangerous to others and
want very much for the heroes to go away
& if you hit it hard enough, it bursts open and
a hole of badness emerges

Ma! (thanks Greg)

① the possessor brings recruit protectors far level/outskirts
the villagers are coward and scared

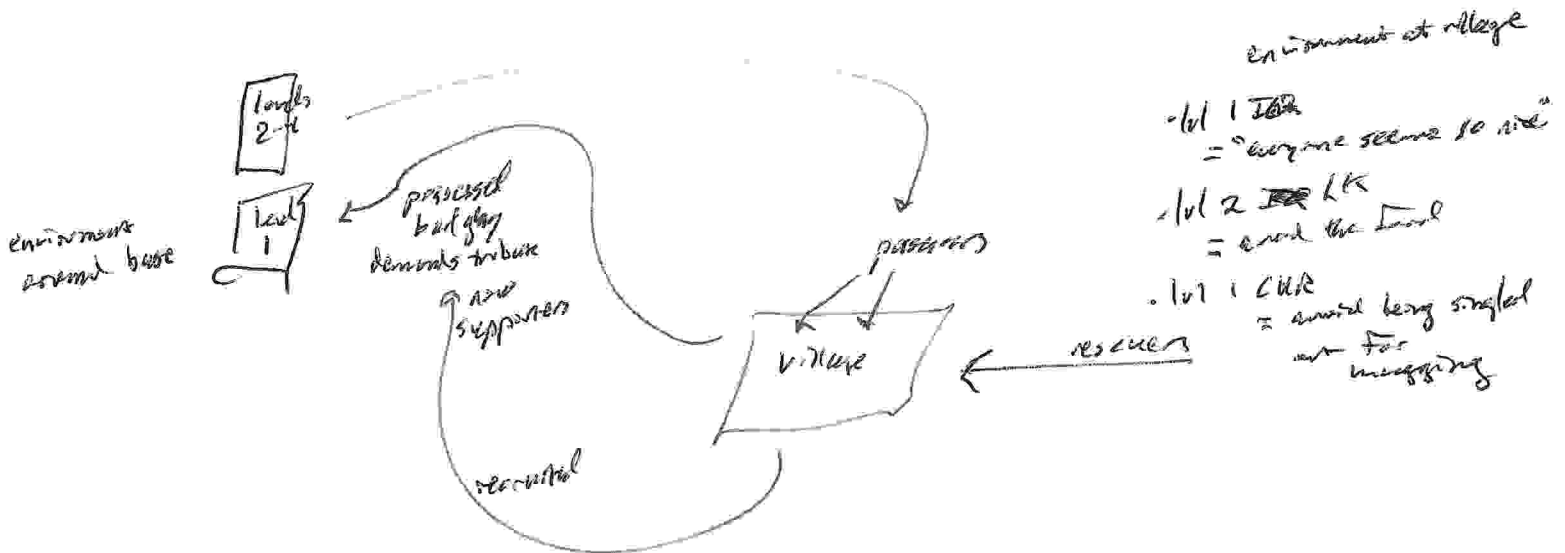
• rule for recruitment: eating the delicious food
(as opposed to the crap that hangs from food)

• rule for defecting it (?)

@ level 1 the jerk who likes it this way and organizes
the recruits; takes a hand in things if anyone gets
past the village unrecruited

perpetrators = bakers
or few others

& there are just enough eaters around



bad guy + or 10 things:

the recruits (T):

hopeless villagers
jump saw their
rescuers fall

possessed perps:

o ~~hobby~~ - human → kids
Aa, Tāno, ~~white~~



24
25

THE FRIGHTENED VILLAGE
100 point adventure

The flying beings from the tower possess individual villagers, bakers, brewers, and a few others.

- MR 24 + various magical effects similar to Glue You and Blasting Power
 - Explode at MR 9 or below, becomes a swarm of 2d6 MR 5 mites
- Their food and ale affects travelers— specifically fed to tough guys, they become guardians of the tower: SR 2 LK to avoid it naively, SR 2 CHR to resist its effects
 - Doesn't play well with the god's directive

The villagers are cowed and scared

- SR 1 IQ to spot it, SR 1 CHR to be protected from the food
- Whereabouts
 - At the boarding house, Åa protected Wox from the ale, but Tolex drank some
 - Kri is with Ung Jack (possessed) at the next-door house
 - Sten, Granite, Trej, Tinalin, and Gama Jackman are at the camping site
 - Jack Senap is battling one of the flying beings down the street; Three is flying about and spots it

Guardians ride through and visit

- 1d2 Guardians (below) + 1d3 thugs per Guardian, MR 24, also good at dirty fighting, so if you're fighting two or more, SR 1 Int to avoid some disadvantage

THE TOWER AS VISIBLE FROM BELOW
200 point adventure

Outside the tower: Guardians, 2d3 patrol or arrival/departure + 1d3 thugs per Guardian (9 thugs total)

- If combat goes poorly, more Guardians join them from the tower
- Guardians: Grisel, Idries, Pollan, Priddy, Mazza, Bech
 - ST 24, IQ 7, LK 5, CON 33, DX 18, CHR 12, Adds +14
 - Full leather armor, stops 12 hits
 - Various big weapons, 6 each; heavy bow DX L2 Save or 4d6 damage
 - Gems: sm turquoise 25, larger jade 600, larger quartz 50, large opal 180, huge pearl 1400, average serpentine 65

Level 1

- Entry chamber, interior heavy doors
 - Currently-accumulated loot, not distributed yet: 1400 copper, 200 silver, 1 gold (getting to the bottom of the barrel)
- Elevated statue is actually Järnovox himself: red almost-opaque eyes, rotten teeth
 - ST 35, IQ 15, LK 16, CON 12, DX 7, CHR 5, Adds +25
 - Complete lamellar armor, stops 20 hits; IQ L2 Save to keep your spell from being Curses Foiled
 - Heavy mace 5+2, CHR L2 Save for intimidating presence
 - Item: leather headgear + small pearl 90

Level 2

- Piled with organized loot
 - 2000 silver coins in various containers, lesser gems totalling to 500
 - 150 gold coins separated out, sack preparing for transport to level 5

Level 3

- The nasty, dorm-room living chambers: totally nothing valuable, indications of impaired personalities

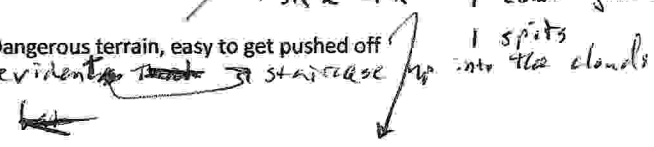
Level 4

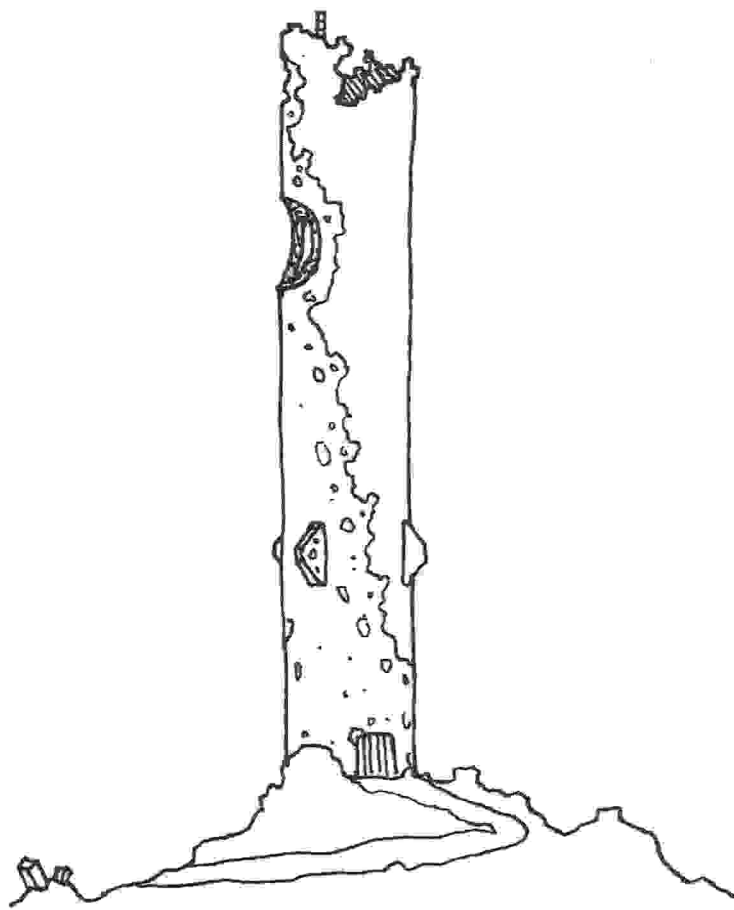
- Just that one chamber, sealed at the doors and at the spiral stairs upwards
 - Access from below is limited to making sure the door is sealed and sound.
- Lair, sealed at the doors, open to the window
 - On near side of thick door, sack of 200 gold coins and gold gewgaws worth 200 more
- The flying creatures
 - Basics
 - Possession

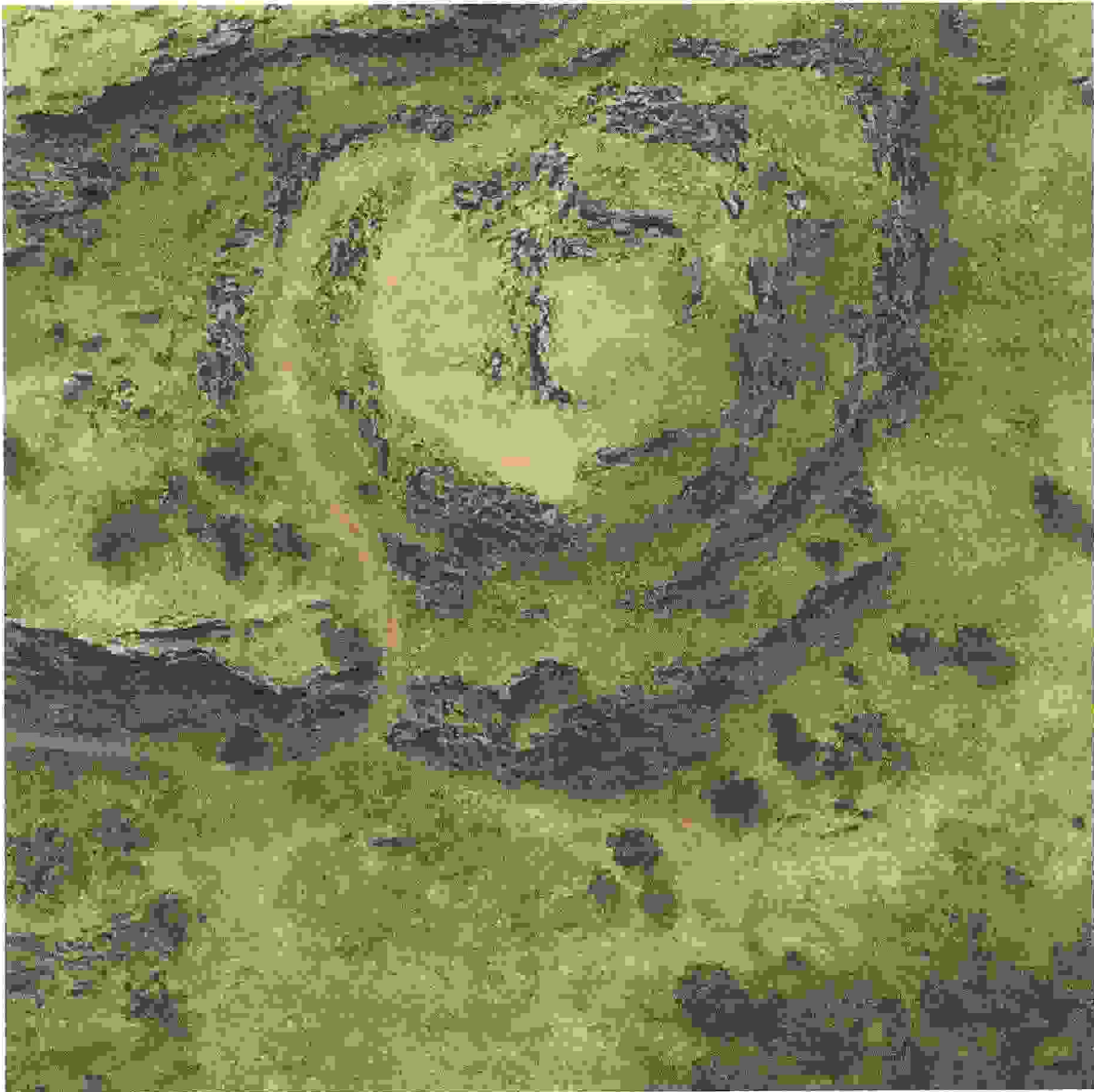
*much nastier here, MR 50, L2 PK or you won't do damage
3 of them: 1 screeches
SR 2 CHR 1 claws & grabs*

Level 5

- Dangerous terrain, easy to get pushed off
evidently ~~that~~ staircase up into the clouds







Now really into it, mid-battle

THE TOWER AS VISIBLE FROM BELOW
200 point adventure

- Thugs (4 left): MR 24
 - IQ L1 to avoid dirty tricks
- Guardians: Grisel, Idries, Pollan, Priddy, Mazza, Bech / mildly concerned with the situation, willing to continue 2 by 2 one more time, but not to keep trading off 1:1
 - ST 24, IQ 7, LK 5, CON 33, DX 18, CHR 12, Adds +14
 - Full leather armor, stops 12 hits
 - Various big weapons, 6 each; heavy bow DX L2 Save or 4d6 damage
 - Gems: sm turquoise 25, larger jade 600, larger quartz 50, large opal 180, huge pearl 1400, average serpentine 65
- Danger of conversion: first stage = -1 CHR, -1d6 IQ, +1d6 CON; L2 IQ or you are compelled, failure = more penalties ... after a while, a person gives up and just obeys
 - Getting out of it: invoke or accept our god's curse - get savage visions of the past and the backstory; clear that Järnovox is taking advantage of the situation; keep the CON gain too
 - Villagers (10, MR 10 each) are inclined to go after our two heroes - pretty heroic actually, after that roll
- Chance to get to the tower: need to create some kind of stall for the Guardians

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- Entry chamber, interior heavy doors
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Level 2

- Piled with organized loot
 - 2000 silver coins in various containers, lesser gems totalling to 500 ✓
 - 150 gold coins separated out, sack preparing for transport to level 5

Level 3

- The nasty, dorm-room living chambers: totally nothing valuable, indications of impaired personalities

Level 4

- Just that one chamber, sealed at the doors and at the spiral stairs upwards
 - Access from below is limited to making sure the door is sealed and sound.
- Lair, sealed at the doors, open to the window
 - On near side of thick door, sack of 200 gold coins and gold gewgaws worth 200 more
- The flying creatures: three of them, one screeches, one claws, one spits
 - MR 50 each, L2 DX if you want to do damage
 - Basics
 - Possession: L2 CHR

Level 5

- Dangerous terrain, easy to get pushed off: L2 DX or other attribute
- Evident strange staircase up into the clouds

done!

done!



beat up unmercifully
= the best of the old priesthood

al Bored & active
aware that their
sweet lead is over

Ten player chambers
= each 2 to many

3 flying creatures
MR SD each

reaped, try to stay
out of reach

try to
isolate targets

lose the possession control
- it's over

→ will approach by air if they go up to level 5 (likely)

→ priority: "you guys need priests"

to deal with the people - between
or fear
to deal with the gods - tell them what
they want to hear

→ definitely not long "been up there"

oh yeah - the gold - they eat it

→ spawn case is super dangerous - exposed

300

THE TOWER mid-section
Still in the 200 point adventure

Level 3

- The nasty, dorm-room living chambers: totally nothing valuable, indications of impaired personalities

Level 4

- Just that one chamber, sealed at the doors and at the spiral stairs upwards
 - Access from below is limited to making sure the door is sealed and sound.
- Lair, sealed at the doors, open to the window
 - On near side of thick door, sack of 200 gold coins and gold gewgaws worth 200 more
- The flying creatures: three of them,
 - MR 50 each, L2 DX if you want to do damage
 - Aware that their sweet deal is over; ~~possession: L2 CHR~~ not any more
 - "You guys need priests" – the people must believe or fear – the gods need to be told what they want to hear
 - They eat the gold, and they'd like to keep doing that, and you know, there's plenty for everyone

Level 5

- Combat up here, most likely – not hostile unless the heroes try to go upstairs, and they'll try to get up here if they're attacked below
 - Dangerous terrain, easy to get pushed off: L2 DX or other attribute; ten people is definitely too many for safety, and fairies are pretty light to be dealing with the winds up here
 - One screeches, one projects claw, one spits – all ranged; they fight while flying and try to isolate targets
- Evident strange staircase up into the clouds

↓
yeah, now
we're here

For the session

possible to make them angle up the gold?

