

Blood

At

Stake

A Discworld GURPS game

By Ian Power

It's all Janet O'Sullivan's fault... all of it...

....
Ok some of it is Cat's fault too.

My eternal thanks to my long suffering wife for being so supportive as I drag myself away from her to write another scenario for you crazy crazy people.

Thanks also go to David 'Heck' Smyth for drawings and to my Gaming group for play testing. Without them constantly trying to break whichever universe I create, my scenarios would be not quite so good.

And Finally to everyone who joined the Facebook group wanting me to write this scenario, here you go. And no, you can't have another.

Blurb 100 Words

What do you do if your very way of life is threatened? How do you face an enemy no one has defeated, an enemy that comes in the night and leaves nothing but screams and blood and heartache? What do you do? You gather your friends, the people you trust, and with nothing but blood and courage, you go out and save your people.... Wooooooah.... Deja Vous!!
Blood at Stake, A Discworld Gurps Game in which a group of dwarfs fight to save their Mine.... Again.

Blurb 50 Words

2 Years ago you saved your Mine. 2 Months ago your first child was born. 2 hours ago that child was taken. Today is a good day for someone else to die.

Blood at Stake, A sequel to the Cogs & Dogs Discworld Gurps Game

This is a Game set in Terry Pratchett's Discworld using the GURPS System

WARNING

Abandon all hope GM's who enter here. This game gives free rein to the players from a fairly early stage. I have covered the possibilities as best I can, but running this game will put your sanity in jeopardy. I accept no responsibility for mental breakdowns suffered while GM'ing this game

The World:

(can be read out if players are unfamiliar)

The Discworld is a flat circular world on the back of four elephants that stand on a giant space turtle. If you have trouble accepting that, perhaps you should leave... now... anybody? .. last chance.... And we'll continue. There are a few things to remember when dealing with the Discworld.

Dwarfs exist and are basically short, hairy, long lived humans. Both genders of dwarfs have beards, and in fact Dwarfs are very secretive about their gender. Dwarf courtship mostly consists of finding out, in a low key circumspect way, what sex your intended actually is. Dwarfs are notoriously literal minded, they don't understand or use metaphor or simile. Almost all dwarfs are miners or smiths, there not being many other options. The head of a mine is called the King, but there is also a Low King who is the head of all dwarfs.

Werewolves and Vampires exist, and in the region of Überwald where our story is set, they are the ruling classes. They are barons and lords and they see themselves as better than everyone, both in station and species. Vampires in Überwald are traditionalists, they don't like sunlight, garlic, or religious items.

The driving force on the Discworld is narrative causality, the power of the story. i.e. The butler ALWAYS did it, the big scary castle ALWAYS has a vampire/mad scientist/werewolf living in it, and NEVER trust a Grand Vizier. Actions that fit the story are more likely to succeed.

The System:

GURPS is a 3 D6 roll under system. Actions have a difficulty (Your skill or attribute, STrength for physical activities INTelligence for mental PERception to notice things etc.) adjusted by modifiers (bashing down normal door? roll under your strength. Reinforced door? your strength -2). You roll to match or get under the resulting difficulty.

Modifiers can be plus or minus, GM's should gauge modifiers loosely. 1- un/favourable, 2-3- Very Un/favourable, 4-5- Easy/Hard, 6-7- Very Easy/Hard.

Rolling a 3 or 4 is always a success with spectacular results, a 17 or 18 is always a failure with... undesirably spectacular results.

The only rolls that don't subscribe to this are damage and each weapon should list the damage in the 1D6-1 format.

Damage is taken directly off HP, losing half your HP or suffering a head blow knocks you unconscious (players can resist with HT roll). If your HP reaches 0, you must make a HT roll every round to stay conscious.

Combat:

Once combat begins, characters act in order of their basic speed (highest goes first). To attack, roll a skill to see if you hit. Player

Characters get a chance to dodge or parry (roll under the dodge or parry values shown on Character sheet).

If you hit, roll the damage for your weapon, take away damage resistance (Natural or Armor), What's left is your penetrating damage.

Multiply this by 1.5 for cutting damage and 2 for impaling damage.

GM Plot Overview

2 years ago, 6 dwarfs set out to take down a tyrant. They succeeded, but at a terrible price. They killed a family of Werewolves only to have a Vampire put in their place. In thanks for their help the vampire Sharrow granted them their lives, and the lives of every dwarf currently living in their mine. None of them realised the full repercussion of this statement.... Until the baby disappeared.

Sharrow has spent two years securing her power and position. The village people are regularly fed upon and some of them have degraded into grey skinned vacant clichés, under her sway. Any farm growing garlic is burned to the ground, any priests in the area mysteriously disappear. This is very much her valley, and the party are going to have a tough time going up against her.

Major NPC's

The Mine King – Apparently old and dodderly, the Mine King is in fact quite astute, he worked in the background to make sure the young dwarfs got a chance to take out the Werewolves two years ago, and he has kept a close eye on them since. He married Harken and Adit, and also married Drab and Adze. And he gave Hamish the expanded workshop that he's spent so much time working in these past two years. The Mine King has been plagued by ill health of late and people are pressuring him to name his successor.

Sharrow – Sharrow is a vampire, she appears to be a young girl of 12, but she is no innocent. 2 years ago when the dwarfs were rising up against the werewolves, she made a deal with them, she would help them kill the werewolves as long as she got to kill the Baron. She killed the Baron, and every man woman and child in the castle, leaving nothing but blood and screams. She claimed the Castle and it's lands as her own. For their help, she rewarded the dwarfs with their lives, and the lives of every dwarf currently living in their Mine. No one realised the depth of this statement until Harken and Adit's baby was stolen. Sharrow is broken. Evil and sadistic, she delights in the torment of others. She rules the Valley with an Iron Fang, and she will attempt to annihilate any that stand against her.

Muckle – Muckle is Harken and Adit's little baby girl. 2 months old, she was kidnapped from her cradle. Everyone dotes on little Muckle, especially Drab, who insists on calling her "Sparkles". Muckle is small, cute, and makes a very efficient McGuffin

Pieces Props and Points Oh My!!

Some things you may wish to have available for this game:

- A Baby, not a real one, not unless it's parents are incredibly liberal and don't mind you chucking their progeny at a bunch of rabid Gamers. But a doll can be sourced quite easily and looks very effective wrapped in a blanket
- A blanket (See Baby)
- A Timer. The party have 10 minutes to plan their A-Teamesque escape, no more, no less, a timer is essential here, something big and intimidating you can put on the table so they can see time slipping away is a plus.
- Paper and pencils. They could tell you what they build, or you could get them to draw their plans. Bonus points for technical accuracy. (Bonus points, though freely awarded, have no actual in game value)
- Delay Points. Depending on their actions in the scenario, the party will incur a number of delay points. The number of delay points will determine how much the deck is stacked for or against them in the concluding section. You could just record it on a scrap of paper. Personally I'd get a big glass bowl in the middle of the table and ceremoniously deposit large black poker chips. "Unfortunately *clink* the battle with the wolves *clink* delays you even further *clink*"
- D6. No matter how experienced the gamer, we've all arrived at a game only to realise we don't have the required dice. Buy a bulk of D6 in advance if you want to avoid the awkwardness of people leaning over tables to get the only set of dice in the game.

Player Character Roll Call

Harken Hushrunner –When the rubble hits the mineshaft, everyone turns to Harken. Harken is the one who lead them in the assault against the werewolves. During the adventure, her friends learnt that she was a girl. This didn't bother them much (and of course no one else in the mine is aware of it), and they were happy to see Harken and Adit marry and have a baby. However not everything has been happy, even before the baby was born, arguments were heard from Harken and Adits Cave. Harken was prone to storming off to spend time with Ox, and ... well... something happened. But all that is forgotten. Her child is gone and the darkness has not seen a fury the likes of which she will bring.

“My name is Harken Hushrunner, you took my child, prepare to splatter”

Adze Treefeller- Adze is a woodcutter, just like his father, he works hard getting the lumber the mine needs, or shaping planks and props. He's one of the strongest dwarfs (Apart from Ox), he's a hard worker and a talented carver. Adze and Drab were close from birth and everyone thought they would make a good match, especially when Drab started acting girly, but Adze grew distant. No one knew why. It was only in the course of their mission to kill the wolves that Drab and Adze found out that they were both Male dwarfs in love with each other. The Mine King married them, only he and their friends know they're both male. They have been blissfully happy together and their cave is to be avoided most evenings for fear of what you'll overhear, but lately the only thing overheard has been arguments.

“You gotta ask yourself one question “Do I feel Lucky?”, well... do ya... trunk?”

Drab Downcast – Despite his name, Drab Downcast is one of the cheeriest dwarves in the mine. He once painted all the mine carts pastel blue because he thought it would make people smile more. During the mission to kill the Werewolves, Drab and Adze admitted their love for each other, and admitted the fact they were both male. The King married them and they have been blissfully and energetically happy... Until Harken had the baby. Now Drab looks at the little bundle of joy in Harkens arms and years for the only thing that Adze can't give him. Things have been tense between them, with Drab crying all the time and Adze at a loss.

“I'm just a dwarf, standing in front of a dwarf, asking him to love him.”

Hamish Smith - It isn't easy being different. Hamish's Father moved to the Mine when the old smiths family were killed in a culling. With a thick accent, and foreign ways, it was a while before Hamish fit in. Hamish never knew his mother, and the rumours of his Mixed Heritage didn't help. Sure He's a little shorter than most, and his beard isn't as full, and when he gets drunk he's been known to shout “Crivens!”, but he's still a dwarf, through and through. It was Hamish's Metal & Steam Dwarf that helped them defeat the Werewolves. But they won't be able to use that this time. There's just no time. Hamish will have to come with something even more ingenious. But then, he always does.

“You can take our wee'uns, but ye cannae take... our vengeance!”

Adit Longwall - Adit is an orphan. His parents were killed in the last Werewolf cull. All four of his Grandparents died in the cull before that. Adit has no family, except the one he's made with his five friends, and the little life he's made with Harken. Adit went on the Werewolf mission with a fiery vengeance in his heart. But he lost his thirst for blood that day. He's become a calm serene Dwarf, dedicated and hardworking, making a life for his mate and child. But one day... today in fact, he nodded off while minding the baby, and when he awoke, the baby was gone, now he is torn apart by a fiery rage, even as he is crushed with crippling guilt.

“Violence solves nothing.... But yes, kill them all.”

Ox Goldsmith – Being the son of the Mine jeweller, Ox like all the other boys, is expected to follow in his fathers footsteps. Unfortunately Ox is called ox for a reason. Almost tall enough to be mistaken for human and built of muscle and clumsy, he's a terrible jeweller, his ham fists making a mess of whatever delicate piece he's been let loose on. Ox May not be the most important (or intelligent) dwarf in the Mine, but he's hardworking and a good listener, Harken and Drab often like to sit and talk with Ox and it makes him feel special. Then Harken started needing to talk more and more, and one day Harken cried and cried and cried, so Ox Hugged her.... Then Harken Kissed Ox... and it all got very confusing.

“I made you a necklace but I broked it”

Note: Harken and Adit have the skills Fatherhood and Motherhood. Anything that can be (reasonably) justified under these headings can be rolled for using these skills

The Plot

Player Brief:

You all know why you're here, 2 years ago you destroyed the Werewolf clan that was terrorising your Mine, but it came at a terrible price. You helped a Child Vampire called Sharrow kill the werewolves, effectively setting her up as the new ruler. As your reward, she gave you your lives, and the lives of every dwarf then living in the Mine. Times have got darker and darker in the valley these past two years, with Sharrow gaining in power and exerting her own brand of terror, but the Mine has been safe. As promised, no dwarf was harmed.

Then one day... today... a new life was taken. Harken and Adit's 2 month old child Muckle has disappeared, there is no doubt in anyone's mind that Sharrow is behind it. But what do to? There's no time to lose, if you don't get the child back soon... it will be too late. The child was taken 2 hours before sunrise, when almost everyone was asleep. But that means that Sharrow will have to be at rest for the day before she can do anything. You have until nightfall to get to the castle and rescue the child, one problem. Even at full gallop, no horse you have will get you there in time.

Harken immediately ran to the Mine King, demanding he declare war and order the entire Mine to storm the castle. The Mine King, though greatly saddened by the loss of the child could not justify the great loss of life that would be incurred in an attack. He ordered all of you who went on the Werewolf mission locked in Hamish's Workshop until further notice.

So here you are, locked in a workshop, full of tools, machines and weapons, with 8 hours to save the child.

----- A.1 Let's get out of here

The Group are Locked in Hamish's workshop, a great cavernous room full of inventions and gadgets and tools... oh my. There are two burly dwarfs outside, guarding the doors. Let the players bluster and shout, until they realise they're locked in a room with enough Gadgets and resources to make the A-Team jealous. (Should they not realise where this is going, give them intelligence rolls and point it out to them)

Their first task will be to get out of the mine, their second to find some way of getting to the castle faster than a speeding horse. Present the players with the drawings and lists contained in Appendix I, along with blank paper and some pencils. This is the contents of Hamish's workshop. Start a timer, they have 10 minutes to go through the drawings and resources and come up with a plan. Encourage them to draw and sketch their ideas.

They can use anything in the workshop, build anything they want (within reason). But the tunnel to the surface is a 10ft by 10ft square so anything they want to bring with them must get through that.

When (not if, when) your players go overboard and build a doomsday device, simply point out that they have a limited amount of time to build, no more than a few hours of Game time, and must throw something together quickly.

Prerequisites:

- Anything they build must have room for all 6 dwarfs.
- Anything they build must fit out the 10ft x 10ft square tunnel to the outside
- No Gunpowder or internal combustion allowed
- Absolutely positively no weapons of Mass Destruction

They **can** build something modular that can be transported through the Tunnel and assembled outside

The Contents of Hamish's workshop are shown in Appendix I. This can be handed out to the players to work on.

Things they Might Build:

The two obvious choices here are a pedal powered land transport made from the rock crusher, or a Flying device cobbled together from the Canvas balloon and stove and other items.

If they say they want to build a pedal powered plane, ask what a plane is? So it's like a broomstick but it has wings? And how does it stay up? If they insist, give Hamish an engineering roll, on a **Critical Success**, he manages to spontaneously come up with the Bernoulli effect and creates plane wings, and it's made of wood and canvas and quite fragile, but very fast, -1 to all delay points incurred while in the air.

They will most likely attach some kind of weapon to the vehicle, or just arm themselves. Allow their imaginations to run wild but rein them in if they go crazy. Anything they can justify they can do. It is at this point you will find out how bad a day you are going to have. They may build a pedal car, they may build a zeppelin, they may build something neither you or I could have ever anticipated.

A.2 Building Montage

Describe a suitable building montage, sparks, hammers sawing, humorous accidents, Drab wanting to paint every part pink, Ox riveting his clothes to the mechanism. Until they finish with their creation.... Now to get out.

The two dwarf guards are quite burly, but not the most intelligent of dwarfs. All of the group in a concerted effort could take them with a struggle, but the best approach would be to take them by surprise or trick them in some way. Some possible ways out include:

- Picking the lock on the door (easily done, Hamish built it) and charging the guards.
- Blowing the doors up/ramming them down. A steam powered ram would tear the doors off their hinges and knock out the guards, same goes for a small explosion (will have to be a steam explosion or something using oils or alcohol. **There is no gunpowder in this scenario**)
- Harken can try and order them about, she's become a force to be reckoned with these past two years, she is a war hero after all.
- Drab could try (and I say this with no small shiver down my spine) to seduce the guards. This is likely to confuse them more than anything else, but may distract them long enough to let the group get the drop on them.

Once they get past the guards, it's a straight run to a mine entrance, where there is a suspicious lack of guards, unusual for a mine that has just been attacked (perception checks to spot this). Once they're outside they have a short amount of time to build/deploy whatever they've come up with.... And they're away.

It's all going to get quite vague from here on out, because I've no idea what your group of crazy gamers have built (I've heard rumours of a sane roleplaying group, but I've only ever seen footprints). Just do your best to hold it all together with the tattered shreds of some plot.

If they're travelling by air, run B.1, if they're travelling by land, run C.1, if your players have managed to build something that travels by neither air nor land.... Damn... that must be a seriously cool machine, email me the plans? Also, you're totally screwed, but pick whichever plotline fits best and give it your best go.

B.1 By Air

The Groups flying machine soars/floats/wallows (delete whichever is inappropriate) up into the sky, the entrance to the mine disappearing below them, the alpine valley landscape stretching out around them, full of pine and promise. Wisps of smoke float up from the village in the distance, and, further out, the rocky outcrops of The Castle.

Now.... Please oh please tell me that your players thought to include some kind of propulsion? Surely amid all that fevered building they included a propeller or steam spout or something.... Right?

They did? Well aren't you a lucky GM? In which case get them to point themselves towards the castle and set off. Give anybody piloting Dex rolls to control the craft and intelligence rolls to navigate, both at a -2. A failed pilot or navigation roll leads them off course and get them 1 delay point. Once they get themselves sorted, run **B.2.1**

They Didn't? It really isn't your day, is it?

Roll a d6, on a 1, the wind blows them towards the castle,

On a 2, there is a dead calm and they just float there

On a 3, the wind blows them towards the top of the map (1 delay point)

On a 4, the wind blows them towards the bottom of the map (1 delay point)

On a 5, the wind blows them back towards the Mine entrance (1 delay point)

On a 6, a wild updraft sends them soaring upwards at an accelerated pace (2 delay points)

If they're being blown towards the castle, they may choose to remain so and you can run **B.2.1 (but without the option to pick their drop spot when they get there, place them at a random spot near the castle as you feel appropriate.)** otherwise they are in serious trouble, they need to find a way to get back on the ground and come up with some way to steer this thing.... Wait... they did include some way to land in their design.... Right? If they choose or are forced to land, run **B.2.2**

B.2.1 Like a bat out of Schnell

The party are on their way, the wind in their beards, the valley stretching out around them. They can see the road to the village below, there seems to be a lot of activity and some kind of construction across it, good thing they didn't go that way. The party travel for about an hour, needing little correction... let them have about 20 mins of roleplay as to what they're up to and who they're talking to as they go along.

At a suitable time, party and flying machine are attacked by colony of giant (2ft long body, 6ft Wingspan) Bats, See Appendix III for schematic of bat attack.

For every 2 full rounds of Combat, add a Delay point

After 4 rounds of combat, if the bats are still attacking, they start to attack the craft, if the party can't repel the bats by the end of the 6th round of combat, the craft starts losing altitude and they are going to crash.

If group prevail run B.3.1

If the craft is downed, give them Dex rolls to survive the crash, the crash kills or scares off the bats, party members who fail dex rolls lose half HP. Run B.3.2

B.2.2 The Children of the night, they're right little bastards

When the party (hopefully safely) land. Ask them how they're going to come up with some way to steer the craft. Allow them to roleplay the repairs and anything else going on for about 20 mins. While they are finishing adjustments, give them perception rolls to hear movement in the forest around them.. A pack of 5 wolves have decided that the party look very appetising. The pack will attack as a group, each picking a target. Once 3 or more wolves are down, the rest will flee. Once defeated allow them to complete repairs and launch once more, guide craft toward castle and run B.3.1

The party get 3 delay points and an extra delay point for any failed piloting/Navigation rolls once they get in the air.

B.3.1 Attacking the Castle by air

As the sun moves toward the horizon the craft looms towards the Castle. The Castle is big and ugly and far more heavily fortified than they remember. The road to the castle gates is further fortified, with a flimsy wooden bridge across a long pit, almost as if someone were expecting an attack from a giant hulking steam powered battlemech.... Huh... go figure. The Castle is a square shaped building around a central courtyard.

The group can drop outside the castle (2 Delay points)

They can drop inside the Courtyard (1 Delay point)

They can drop directly onto the roof with some fancy flying (0 Delay points)

Or... they can do what my play test group did and smash their craft through the biggest window they can find (-1 Delay point if they think of this or something similar)

run D.1

B.3.2 Attacking the Castle by land

Add 2 Delay Points for crashing

If they've crashed or otherwise been forced to land before they get to the castle, they approach on foot, castle is heavily fortified with heavy gates and all ground floor windows barred. Allow party to try and sneak in, or just attack.

Just attacking gets them shot by arrows until they can fight their way inside let them bash in a door after a couple of rounds (Skill 13 for arrows to hit. Id6 +1 impaling damage. 2 Delay points)

There are a couple of entrances to try and sneak in if they are quiet about it.

If they sneak or beat their way in, Run D.1

C.1 By Land

The party get 3 delay points for travelling by land

As they set off on the road to the castle in their (presumably) pedal powered land transport, the day is bleak and dreary. They travel down the road towards the village, covering ground quickly, they travel for a few hours let them talk and roleplay for 10 minutes or so.

As they approach the village they see a ramshackle wall across the road ahead. It's manned by 8 grey skinned vacant eyed villagers.

They don't move fast but they seem compelled to stop them, if their transport is bulky and violent enough they may be able to break through the barricade at speed (Give the dwarfs pedalling strength rolls to pedal up to speed, if they succeed well they can break through)

Otherwise they have to stop and take it some other way, villagers are easily defeated, a heartfelt speech appealing to them might break Sharrows hold on them (Charm roll or Willpower at -2). Party get two delay points if they stop to deal with the barricade at all, And a further delay point if this leads to a battle..

C.2 Attacking the Castle

The bridge to the castle gates is further fortified, with a flimsy wooden bridge across a long pit, almost as if someone were expecting an attack from a giant hulking steam powered Battlemech ... huh... go figure. The Castle is heavily fortified with heavy gates and all ground floor windows barred. Allow party to try and sneak in, or just attack.

Just attacking gets them shot by arrows until they can fight their way inside, which will take at least 3 rounds (Skill 13 for arrows to hit. 1d6 +1 impaling damage. 3 Delay points)

There are a couple of entrances to try and sneak in if they are quiet about it.

. If the party survive and manage to gain entry to the castle buildings, run **D.1**

D.1 Saving the day/night

If the group have:

3 Delay Points or less – Sharrow is on 10 HP and -4 to all rolls. Vamp Henchmen are on 8 HP and -5 to all rolls the sun is still bright

4-6 Delay Points – Sharrow is on 15 HP and -2 to all rolls. Vamp Henchmen are on 12HP and -3 to rolls. Sun is cresting the horizon

7-8 – Sharrow is on Full HP and Rolls as are Henchmen. The sun has set.

9 or more Delay Points – Run X.2

If the group are trying to break in from the front or the courtyard, they are attacked by 2 Vampire Henchmen and 5 Reinfelds they pick random targets. If they land on the roof, sneak or smash in, then the enemies don't attack until they are all inside and moving through the Castle.

After dealing with their welcome party, the Group enter a darkened hall, shadows loom against the walls. There is a large ragged tapestry on the wall to the left, and thick heavy drapes obscure a window to the right. Against the Dim light coming through the gap in the double doors at the end of the room, the party can see a very small figure.

[If you have a doll prop pick it up at this point, facing away from the players]

The figure turns, revealing Sharrow. (If the sun is still up she appears sleepy) she looks a normal 12 year old girl, but glee and malice slide across her sweet little innocent features. As she turns slowly she reveals a bundle in her arms, soft little cries emanate from it.

[Give Harken and Adit a perception roll at a - 6... to notice that the babies cries seem wrong.]

Sharrow addresses the group in her sing song childish voice.

“ooooohhh... we have visitors little one.... So nice to see you all again, are you looking for this tasty little morsel?”

Sharrow is content to taunt the group, she refuses to relinquish the child, she never granted them it's life. At the first sign of aggression Sharrow throws the child in the air and flees out the Double doors.

[If you have used a doll prop, throw it up in the air in the middle of the players, if the players catch it, the baby lives, if not it dies. If you have no prop, substitute boring old Dex rolls]

Sharrow gets away and flees down a corridor.

At this point the party notices that, dead or alive, it's not Harken and Adit's baby, it's a human baby.

If before Sharrow exited the party managed to pull or cut away the drapes, and the sun is still up, the light burns Sharrow as she flees, taking 7 hit points

Party will no doubt pursue Sharrow.

Nota Bene: What do they do with human baby?

When the party pursue Sharrow and hear fighting up ahead from another room, along with freakishly evil girlish laughter. When they reach the door, they see, at the other end of a long room, a man fighting Sharrow, he wields a large cumbersome broad sword, old and nicked. His clothes are simple and well worn, his muscles are well developed from hard work.. His hair is grey at the temples.

Sharrow dances between him and a cot at the end of the room, blocking his passage as he screams at her.

It takes a round for the dwarfs to get to the other end of the room.

The Man will try to hack and slash at Sharrow, screaming at her to give his child back, trying to get past her.

Sharrow toys with him, laughing and avoiding his slashes. The first time the party manages to distract Sharrow the Man will get in a lucky strike, slashing a gash up her side and taking 5HP. Sharrow retaliates knocking him across the room, slamming him into the wall with a sickening crunch. (even if they attack or he kills her, she smashes the man in her death throws)

Fight ensues with a baby crying from the cot.

They (hopefully) defeat Sharrow, she attacks them randomly in her giggly childish criminally insane manner.. The Baby in cradle is Harken and Adit's child. Cue heartfelt reunion.

Crumbled body of the man starts making wet choking sounds... he begs for his child, his baby girl, if child is dead and they bring it to him, he dies weeping, clutching his dead child

If child alive and they bring, he weeps, lamenting that the mother is dead and they have no family, no one left to look after baby,.. There is no one to look after his little Petunia... he coughs one last time, holding is crying child to his chest as he dies.

Let the party decide what to do with the human child. If they fail to give the baby to Drab and Adze say "Bad Roleplayers!!! No Cookie!!!" although possibly just under your breath.

If the party search the castle they find no one else, three coffins are in the basement. They got all the bad guys.

The Party return heroes to mine, the Mine King greets them at the entrance, and brings them to his chambers. He apologises for not supporting them out right, someday they will understand politics, indeed Harken may have to understand soon. Harken is excused from his normal duties and will attend upon the King from tomorrow. It will not be long before the Mine needs a new leader, and Harken has proven it should be him.

Harken and Adit are happy once more.

If Drab gets baby, Adze and Drab happy ever after, if not, they try to mend their problems as best they can.

Hamish gets the eternal thanks of the Mine and the Title of Master Smith for life.

Ox gets a new sweeping brush.

And they all get quite sizeable piles of gold from the Kings own supply.

Other problems (infidelity, mistrust, arguments etc. sorted out by in character reactions by players if and when revealed)

Village tries to get itself back to normal.. very angry if party killed any villagers, but the tyranny is broken, the whole valley is finally free.

The evil vampire is dead, the child is rescued, the future is, if not blazing, then certainly brighter than it was the day before.

And they all Lived... ever after.

(And we never heard from them again... no .. not even on Facebook)

X.1 TPK

TPK. The party is too late, Sharrow disappears with the child, while the party was gone, the Mine was attacked, every dwarf dwarf and child was massacred, horribly, none of the party survive.. and perhaps it's for the best, for they never lived to see Sharrow overthrown, and a new even more violent reign of terror arrive in her place, a vampire so evil that they blacken the soul of those they touch, a vampire whose influence spreads beyond the little valley, leaving blood and terror and destruction... a short little vampire..... with a beard.

X.2 This is not a cut scene, this is me telling you how it is

The sun has set, the Castle is dark. The party battle through ghouls and henchmen, they search every room in the castle, but Sharrow is gone, and so is the baby. Defeated and heartbroken, they set off home. (if they brought an air machine it's rendered useless, smashed in battle) The journey is slow and torturous, with despair looming above them. It's a miracle they make it home without just falling down and refusing to get up. As they come into sight of the mine, they see the smoke slowly winding from the entrance, and begin to notice the charred and mangled bodies littered around. Everyone one is dead. The child is gone. Their home is gone. All they have left is each other. The last thing any of them hear is the high pitched, insane, childish giggle, rushing up behind them.

Perhaps it's for the best, for they never lived to see Sharrow overthrown, and a new even more violent reign of terror arrive in her place, a vampire so evil that they blacken the soul of those they touch, a vampire whose influence spreads beyond the little valley, leaving blood and terror and destruction... a short little vampire..... with a beard.

The End... of Everything

Harken Hushrunner

<u>Stats</u>	<u>Skills</u>	<u>Items</u>
Height: 3'8" ST 12 DX 9 IQ 14 HT 11 HP 11 <input type="checkbox"/> Will 14 Per 12 FP 11	Armor: 5 <u>Axe Damage:</u> 1d+4 cutting/piercing Dodge: 8 Parry: 7 Speed: 5 Move: 5	Motherhood (13) Melee (Axe) (14) Mining (13) Fast Talk (15) Brawl (12) Charm (13) Mining Axe Leather and Chainmail Armor

The Mission:

She took your child.

You helped that spineless leech destroy the werewolves, you put her in power,

And she took your child.

You're going to find that little bitch and rip her to pieces, who cares if it's too far away, Hamish is a genius, he can get you there, he'll build something, and it'll have weapons too, and you're going to rip through anything that stands in your way.

She took your child.

And when you catch up to her, she better pray she hasn't harmed a hair on your little girls head, because then maybe... just maybe...

you'll kill her quickly.

Oh gods... oh dear gods... she's got your child.

Your secrets:

You and Adit haven't been getting on well. Before Muckle was born, you kept fighting. Adit said it was because of the pregnancy, but that's just another way of saying it's because you're a girl. And you'll be damned if your going to let anyone say that about you.

Just before the baby was born... you were feeling so alone. Adit was still arguing with you, you felt so fat, and you could feel every dwarf looking at you, knowing that you were a girl, judging you, it just made you want to cry. So you'd go and talk to Ox, Ox is so easy to be around, he always listens and he never makes demands... but you were just so upset.. and you started to cry... and then Ox was hugging you, and..... you kissed him... it was stupid and you shouldn't have... but you kissed him... and you've felt awful ever since, You made up with Adit and then your little girl was born and she filled your life with joy, and you didn't care what people thought about your gender.

But you still kissed Ox... and you still haven't told anyone.

Your Friends:

Adit Longwall – Adit has always been your closest friend, your confidant, your trusted second. And on the Mission to kill the werewolves, it all finally came together for you both, soon after, you were wed, and life seemed blissful. You were both so happy to find out that you were pregnant, until the arguments started. And then the thing with Ox, but your baby was born and even though you were filled with guilt, you were determined to keep your family together.

Ox Goldsmith – Ox is huge (for a dwarf) and quite stupid. You've always had a soft spot for Ox, always protected him. But you never thought... You shouldn't have kissed him. You swore him to secrecy, and you're pretty sure he hasn't told anyone, but he keeps... looking at you... Oh gods... does he think something is... happening.. between you??

Adze Treefeller – Adze is solid and reliable, a hard worker, and pretty much the only one of your friends that the elders truly smile upon. He and Drab have been friends for life, and on the Wolf Mission, they finally got together and have since married. Although it did turn out that they were both males. This has not dampened their passion for each other and you generally avoid turning up to their cave uninvited for fear of what you'll overhear. You get the feeling something is up between them but you've been so wrapped up in your own problems you haven't paid much attention.

Drab Downcast – About a year or two ago, Drab started changing, painting things pretty colours, growing flowers, wearing tailored chainmail. Everybody thought Drab was a girl, and while femininity was frowned upon, most people just ignored it. As far as most of the Mine is concerned, Adze and Drab are just a normal dwarf couple. Only you, your friends and the Mine king know of the unusual nature of their relationship. You like Drab, however he has nicknamed your baby "Sparkles" and keeps calling her that. You haven't told anyone she's a girl and if Drab doesn't stop calling her that you may have to hit him very hard.

Hamish Smith – Hamish is weird, but you can't help but like him, his short stature and weird accent make him stand out, but he's the best smith the mine has ever seen. He can make anything, without him, your attack on the wolves would never have succeeded. You're hoping and praying that Hamish's Genius can come up with something to save the day.

Harken
Hushrunner

Adit Longwall

Stats

Height: 3'11"	
ST	14
DX	13
IQ	9
HT	12
HP	12 <input type="checkbox"/>
Will	14
Per	11
FP	10

Skills

Armor:5	
<u>Axe Damage:</u>	
2d+2	
cutting/piercing	
Dodge:9	
Parry: 7	
Speed: 6.25	
Move: 6	
Fatherhood	(14)
Melee (Axe)	(15)
Mining	(10)
Acrobatics	(12)
Brawl	(15)

Items

Mining Axe
Leather and Chainmail Armor

The Mission:

Your child is gone, your little baby girl, Your whole world is shattered, you don't know what to do. Ever since the mission to kill the wolves you've turned back on your violent ways. You've become a hard working peaceful dwarf, struggling to provide for your family. But now you feel that old rage rising, you want to find that blood sucking leach and slowly tear her limb from limb until she gives you your child back.

Your Secrets

Things have been strained between you and Harken, you were arguing more and more in the past year, you were convinced it was because of the pregnancy but when you said as much she just went ballistic and stormed off. It was better when little Muckle came along, you were both overwhelmed with love for this perfect little girl. But now the worst has Happened, and it's all your fault... You were watching the baby this morning, you fell asleep... it's been so hard looking after her, and you're doing most of the work... but... you fell asleep... and when you woke up.. she was gone. You can't bring yourself to say this to Harken... it's your fault your baby is gone, you have to get her back.

Your Friends

Harken Hushrunner – Harken has always been your closest friend, your confidant, your trusted Leader. You've never felt closer to anyone than Harken. The two of you finally got together during the Mission to kill the wolves. Now married your relationship is strained, but things were getting better now the baby is here

Ox Goldsmith – Ox is huge (for a dwarf) and quite stupid, but harmless and with a good heart. When Harken is arguing with you she invariably runs to Ox, her and Drab seem to find him good company... it's a little worrying, I mean, you don't think that they... but no. I mean... it's Ox for Agi's sake!

Adze Treefeller – Adze is solid and reliable, a hard worker, and pretty much the only one of your friends that the elders truly smile upon. He and Drab have been friends for life, and on the Wolf Mission, they finally got together and have since married. Although it did turn out that they were both males. This has not dampened their passion for each other and you generally avoid turning up to their cave uninvited for fear of what you'll overhear, Though lately all that's overheard is arguments.

Drab Downcast – About a year or two ago, Drab started changing, painting things pretty colours, growing flowers, wearing tailored chainmail. Everybody thought Drab was a girl, and while femininity was frowned upon, most people just ignored it. Everyone was happy when Adze and Drab married, and as far as most of the Mine is concerned, they're just a normal dwarf couple. Only you, your friends and the Mine king know of the unusual nature of their relationship. Drab has nicknamed Muckle "Sparkles" and keeps calling her that, you don't mind so much but it really annoys Harken.

Hamish Smith – Hamish is weird, but you can't help but like him, his short stature and weird accent make him stand out, but he's the best smith the mine has ever seen. He can make anything, You know he'll come up with something to get your baby back

Audit
Longwall



Stats

Height: 3'7"
ST 8
DX 12
IQ 10
HT 12
HP 12 <input type="checkbox"/>
Will 14
Per 14
FP 10

Drab Downcast Skills

Armor: 5
Axe Damage: 1d cutting
Dodge: 9
Parry: 6
Speed: 6
Move: 6

Cookery (13)
Melee (Axe) (10)
Gardening (14)
Artist (Painting) (13)
Brawl (7)

Items

Double Axe (Delicately carved blade, dyed leather bound handle)
Paints
A hand carved painted petunia (Drabs favourite flower, was by Adze)
Leather and Chainmail Armor

The Mission:

Oh Gods... oh dear Gods... it's a tragedy... the poor baby... stolen away. What are you going to Do!!!! And poor Harken, oh she must be just dying inside... oh no... oh it's terrible. Of course you'll do whatever it takes to get the little one back... these are your friends, you've faced raging werewolves together. You'll stand by them (In your sensible but fashionable welded iron heels) until the end

Your Secrets:

You can't help but feel a little guilty. For all that you've been happy for Harken and doted on little sparkles (as you call the baby, such a prettier name than the one Harken picked), you've also been Jealous and a little resentful. You want a baby so so badly, and it's something Adze can never give you. You've been arguing more and more, over silly things, it's just not like it used to be. And now you feel horrible about being so jealous when you see the heartache that Harken is going through.

In a chamber off Hamish's workshop is your special place, it's a room with a big airshaft. You've lined the airshaft with bits of broken mirrors, funnelling down the sunshine, in this special room you grow your best flowers, and, hidden amongst them, several garlic plants

Your Friends:

♥ Adze Treefeller ♥ - Adze is just... amazing. So strong and hunky, he's a studcrumpet. You two finally confessed your love for each other on the Mission to kill the werewolves, and Despite the fact your both Male, you were married and have been blissfully and vigorously happy ever since... well... apart from the constant bickering and fighting these past few months

Harken Flushrunner - Harken can be bossy at times, but she's always been there for everyone. You were so happy to see her and Adit get together, and to have a wonderful sweet adorable beautiful child together. You just wish... you just wish... somehow... you could have one of your own.

Adit Longwall - Adit was always the crazy one, first to run into a fray. But ever since the wolf mission he's been a much calmer, more studious dwarf. You just pray this tragedy doesn't set him off again.

Ox Goldsmith - You quite like Ox. He's always happy to sit and listen to you gossip.. Though you don't think he understands half of it. Ox is always your shoulder to cry on, but you can't help notice how he's been staring at Harken lately.

Hamish Smith - Hamish is so scruffy and always dirty with oil and soot. But he is a genius, he did save the day on the Wolf Mission, and more importantly he helped you weld heels on all your boots

Quirks:

- ❖ *Drab always calls the baby *Sparkles* to the great annoyance of Harken and despite her demands that he stop.*



*Drab
Downcast*

Adze Trefeller

Stats

Height: 3'10"	
ST	14
DX	12
IQ	10
HT	12
HP	12 <input type="checkbox"/>
Will	10
Per	11
FP	13

Skills

Armor:5	
<u>Axe Damage:</u>	
2d+2 cutting	
Dodge:9	
Parry: 7	
Speed: 6	
Move: 6	
Engineering	(12)
Melee (Axe)	(15)
Carpentry	(14)
Artist (Carving)	(12)
Brawl	(12)

Items

Woodsmans Axe
Carpenters Tools
Leather and Chainmail Armor

The Mission:

You're a woodcutter and carpenter like your father before you. You've always been the dependable one in your group. You work hard, you keep your helmet down and you don't make trouble. But you stand by your friends, that's why you went on the Werewolf Mission, and that's why you'll fight today. You were so happy to see Adit and Harken married and blessed with a little bundle of joy. That vampire will rue the day she came to this valley.

Your secrets:

You're a boy Dwarf that likes other Boy Dwarfs. When you realised this it tore you apart inside, but now you've found Happiness with Drab Downcast, the most wonderful dwarf a dwarf could hope to have.

You and Drab have been having problems, ever since Harken and Adit had their baby Drab has been moody and argumentative. He keeps throwing strops and going off in a huff and saying you wouldn't understand. You love him with all your heart. You just wish you knew what was wrong.

Your Friends:

Drab Downcast – Your childhood friend, the only dwarf you've ever loved, You two finally confessed your love for each other on the Mission to kill the werewolves, and despite the fact your both Male, you were married and have been blissfully and vigorously happy ever since... well... apart from the constant bickering and fighting these past few months. Only you, your friends and the Mine king know of the unusual nature of your relationship

Harken Hushrunner – Harken has always been the ring leader of your little gang. She lead the Mission to kill the werewolves, She's heartbroken at the loss of her child, she's trying to put up a brave face but you can tell, your heart aches to see her like this.

Adit Longwall – Adit was always rushing screaming into danger, trying to spit in deaths eye. But since the werewolf Mission he seems to have taken his cue from you, becoming a studious hard working dwarf. He's come a long way... you hope this doesn't send him back.

Hamish Smith – You have a fondness for Hamish despite his accent and strange ways. He's a hard worker just like you, and it's bloody amazing how he created that Mech. Lets hope he has something else up his sleeve

Ox Goldsmith – Ox... well... Ox suits his name. Huge for a dwarf, crazy strong and not the brightest Davy lamp in the mine. But dependable.... Just so long as you get him to repeat instructions back to you.

Adze
Treefeller



Hamish Smith

Stats

Height: 3'1"	
ST	10
DX	14
IQ	14
HT	8
HP	8 <input type="checkbox"/>
Will	14 <input type="checkbox"/>
Per	8
FP	12

Skills

Armor:2	
<u>WrenchDamage</u>	
1d+2 Bashing	
Dodge:8	
Parry: 6	
Speed: 5.5	
Move: 5	
Engineering	(15)
Melee (Blunt)	(12)
MacGyver!	(13)
Smith	(12)
Brawl	(15)

Items

Wrench
Set of tools
Leather and Chainmail Armor

The Mission

Oh Wailey wailey wailey!!!! Tis' a fierce bad weird to dree and noo mistake. The leech has taken Harkens bairn and the mine is afuddle. But mark your wurd, before the sun sets on this day, that leech will pay. The Mine King has locked you all in your workshop, which makes him either very clever or verrrry stupid. You've enough gadgets in her to take out a small army, and the parts tools and ingenuity to come up with something special.

Your secrets:

Most dwarfs think you're strange. With a thick accent, and foreign ways, you don't really fit in. You never knew your mother, and the rumours of your Mixed Heritage don't help. Sure you're a little shorter than most, and your beard isn't as full, and when you get drunk you've been known to shout "Crivens!", but you're still a dwarf, through and through.

There is a Chamber off your main Workshop that you've been letting Drab use as a Garden, some of the plants smell mighty strange.

Something happened between Ox and Harken. You're not 100% sure what. But just before the Baby came things got all tense between them, Ox keeps looking at Harken longingly and Harken keeps Blushing and ignoring him. Something's definitely up... but... well... this is hardly the time.

Your Friends

Harken Hushrunner – Harken has always been the ring leader of your little gang. Harken is determined, courageous, and above all... Loyal. Harken believed in you, encouraged you to build the Mech that saved you all from the Werewolves. You'd follow her into the Dark itself, and for that wee'un of hers, you'll stand toe to toe with Agi himself

Adit Longwall – Adit was always crazy, but then, you have a lot of time for crazy. But since the werewolf Mission he seems to have calmed down, becoming a studious hard working dwarf. You lament him becoming a big softie, but then he has a family now.

Ox Goldsmith – Ox is a big dumb lump, but a useful lad. Strongest dwarf you know, you couldn't have put the Mech together without his help. He's solid, reliable... as long as you get him to repeat instructions back to you to be sure he remembers.

Adze Treefeller – Adze is solid and reliable, a hard worker, and pretty much the only one of your friends that the elders truly smile upon. He and Drab have been friends for life, and on the Wolf Mission, they finally got together and have since married. It was about bloody time two. They're hopelessly in love with each other, who cares if they're both males.

Drab Downcast – Drab is a great big Jesse, but he has a heart of gold, and you were happy to see him and Adze happy together at last. You help Drab out welding heels to his boots, and let him use a room off the workshop.

Hamish

Smith

Ox Goldsmith

Stats

Height: 5'3"	
ST	16
DX	7
IQ	6
HT	12
HP	14 <input type="checkbox"/>
Will	8
Per	8
FP	12

Skills

Armor:6	
<u>Axe Damage:</u>	
2d + 4 cutting	
Dodge:7	
Parry: 6	
Speed: 4.75	
Move: 4	
Brawl	(14)
Melee (Axe)	(12)
Metallurgy	(12)

Items

Double Axe (half again as big as everyone elses)
Leather and Chainmail Armor

The Mission:

U is all heros cuase yu killed the wolfies. But now de scary childe wot helped u kille de wolfies has taken Harkens baby. So yu has to go kill de scary childe and get de baby back.

Secrats:

Sometimes when Harken or Drab get mad or sad they come talk to you. You don't always understand what they say, but you always nod and smile and they always seem happier afterward.

You especially like when Harken comes to talk because sitting with Harken makes you feel warm and happy.

One time, not long before the baby came, Harken came to talk and was very very sad. Harken started to cry and so you gave Harken a hug because you think this is what your supposed to do. She stopped crying so much, but then before you knew what was happening Harkens lips were against your lips and it was very strange but it made you feel warm inside. You might have wanted to do it again, but Harken said it was very wrong and made you promise not to tell anyone that it happened, so you didn't

Yur Friends:

Harken Hushrunner - Everione does what Harken says cause Harken is in charge. But harken is not like other in chargy people, Harken is really nice to you. Harken is married to Adit and they have a baby

Adit Longwall - Adit used to be angry a lot, you think it is cause all his family is deaded. But since you all went to kill the wolfies he is a lot quiter, except when he is shouting at Harken, then he is angry again

Drab Downcast - Drab is different from udder dwarfs, he wears pretty clothes and grow flowers (You tripped once and brokeded his flowers buut you wus very sorry) Drab likes to sit and make lots of talking at you and you don't mind because it's nice to sit sometimes.

Hamish Smith - Hamish is good to you, he lets you work in his workshop and he never shouts at you or calls you names. Hamish is always careful to make you repeat what he asks you to do because sometimes you gets confused.

Adze Treefeller - You don't see Adze Much because Adze likes to be up top where he kills tress. He brings in the dead bodies and chops them up to make things. It's a little creepy really. Adze is married to Drab

Quirk: Ox has a tendency to repeat what is said to him, sometimes as it's being said, his voice running just a word or two behind the speakers

Ox Goldsmith

Appendix I

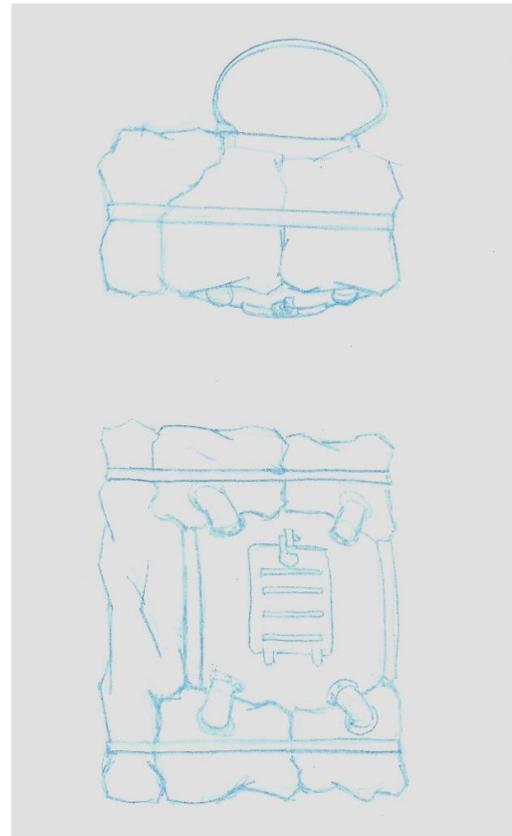
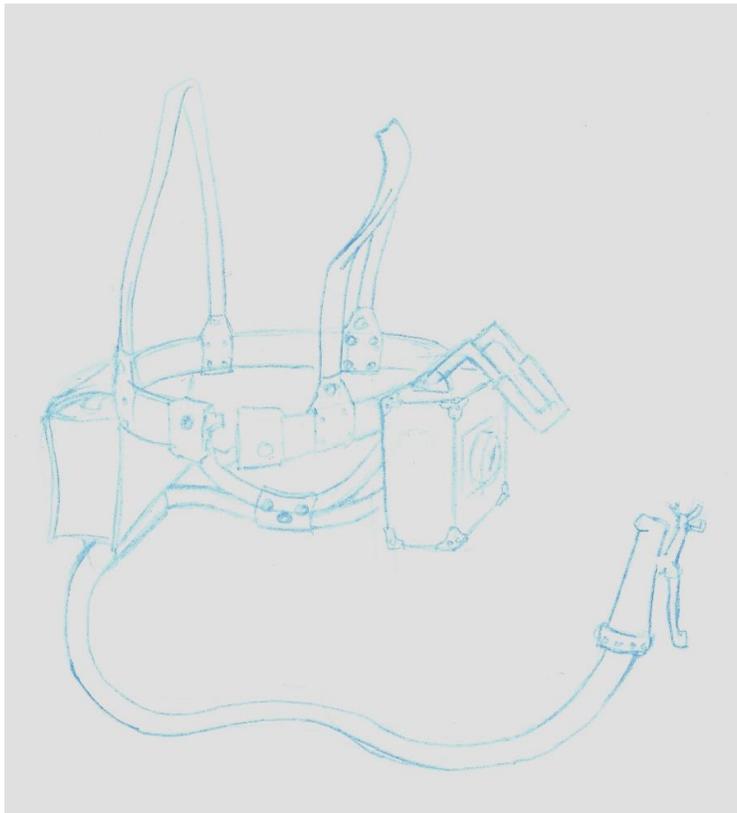
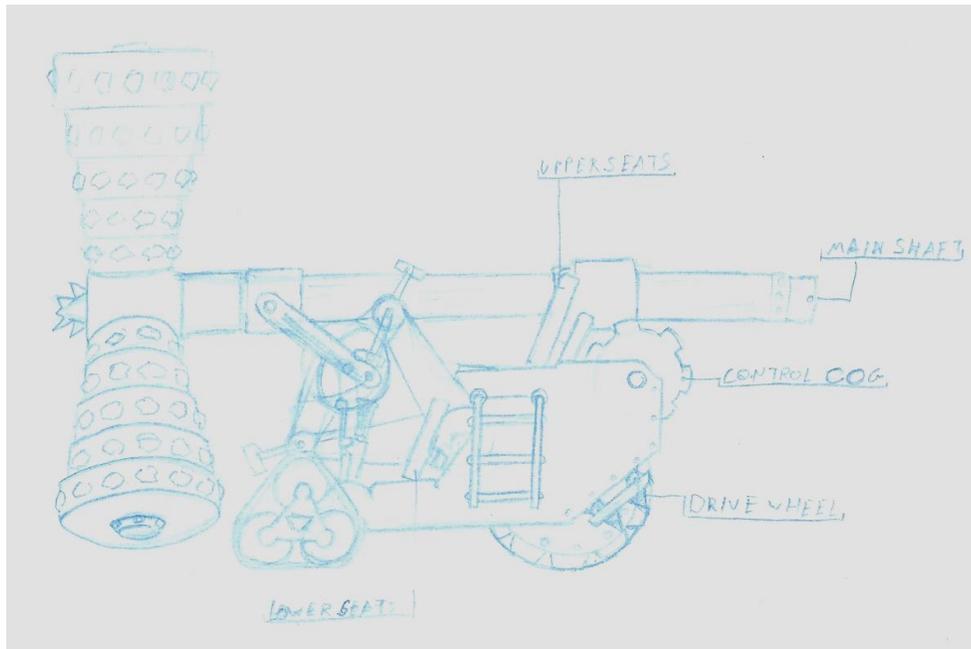
Contents of Hamish's Workshop

- A device with a small stove that heats air to fill a Giant canvass balloon that's attached (to quickly shore up unstable passages while more permanent shores are put in place)
- A Vehicle with seating for four dwarfs, two on either side of a separating wall, one behind the other. The dwarfs pedal, this power can be used to move the vehicle forward at a fair lick, or used to spin a shaft running forward between the dwarfs to a spinning rock crushing disc at the front.
- A flame thrower harness, an oil reservoir at the back, a manually operated pump, a hose and nozzle with flame wick. (for exploding firedamp from a distance.)
- 8 hand held tubes with a handle on the outside that you wind to pull back an internal spring, whereupon a bolt (steel, or... you know... wood) can be slid into a tube and fired (for like ... mining stuff)
- A Prototype ventilation system for the mine, with fans and tubes and grates and such, not far along, lying in peieces
- A Pile Of Planks and Lumber
- A Pile of steel bars and plates
- Various mining carts, hand trucks, carts etc.
- Forge
- Full range of tools (if there is a conceivable reason why Hamish would have a tool in his Workshop, it's there)
- Hamish's Poitin still
- A large heap of coal
- A large collection of partially completed weapons, mostly axes

Prerequisites:

- Anything you build must have room for all 6 dwarfs.
- Anything you build must fit out the 10ft x 10ft square tunnel to the outside
- No Gunpowder or internal combustion allowed
- Absolutely positively no weapons of Mass Destruction

Appendix I cont.



Appendix II

NPC Stats

Renfields

ST 12
DX 7
IQ 6
HT 8

HP 14
Will 6
Per 6
FP 18

Bite Damage:

1d-3 cutting

Claw Damage:

1d -3 cutting

Punch Damage:

1d - 2 Bashing

Brawl/Melee: 12

Dodge:9

Speed: 5.5
Move: 5

Grey Skinned Villagers

ST 12
DX 7
IQ 8
HT 14

HP 8
Will 8
Per 8
FP 14

Bite Damage:

Claw Damage:

Punch Damage:

1d -2 Bashing

Brawl/Melee: 8

Dodge:8

Speed: 5
Move: 5

Hench Vampires

ST 13
DX 15
IQ 12
HT 16

HP 20/12/8
Will 12
Per 12
FP 10

Bite Damage:

1d+2 cutting

Claw Damage:

1d -1 cutting

Punch Damage:

1d -1 Bashing

Brawl/Melee: 14

Dodge:9

Speed: 6.25
Move: 6

Sharrow

ST 14
DX 18
IQ 14
HT 20

HP 30/15/10
Will 20
Per 15
FP 20

Bite Damage:

1d+4 cutting

Claw Damage:

1d cutting

Punch Damage:

1d Bashing

Brawl/Melee:16

Dodge:10

Speed: 7
Move: 7

Wolves

ST 12
DX 7
IQ 5
HT 9

HP 8
Will 5
Per 8
FP 10

Bite Damage:

1d +1 cutting

Claw Damage:

1d-3 cutting

Brawl: 10

Dodge:8

Speed: 6

Move: 6

Appendix III



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18 2foot high, 6 foot wingspan bats attack the airship.

Use the bats on this page to keep track of each bats health and who they're attacking. The bats descend from above and surround the aircraft in the formation shown. The attack the nearest dwarf. Each Bat has 6 HP, dots are shown for keeping track.



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Once there are 4 or less bats they will be scared off.

Bat Attacks:

Bite (usually aimed at neck)

Skill 12 to attack

1d damage (cutting)



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