

THE TEEMING SHORE

A TINY SUPERS Adventure

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Gallant Knight Games, Fargo ND, 58103

"GIVE ME YOUR TIRED, YOUR POOR, YOUR HUDDLED MASSES YEARNING TO BREATHE FREE, THE WRETCHED REFUSE OF YOUR TEEMING SHORE."

-THE NEW COLOSSUS, EMMA LAZARUS

Welcome to the Teeming Shore, a 2-part Tiny Supers adventure involving misplaced aliens, intergalactic bounty hunters, and lots of tense and action-packed situations. The adventure focuses on an alien spacecraft containing refugees from a tyrannical star empire. At the start of the adventure, the ship crashes on Earth and things proceed from there.

THE SET-UP

The adventure begins with the *Opportunity*, a ship hailing from the tyrannical Malu Empire, an oppressive and militant star empire in another part of the Milky Way galaxy. The Malu are despots and slavers, subjugating other races and any of their own kind who oppose the status quo. One such group of oppressed manages to escape the Malu, stealing a ship and fleeing Malusian space. Pursued by intergalactic bounty hunters, the refugee ship is damaged during a hyperjump and ends up in Earth's solar system. Desperate, the refugees crash land the ship on Earth, hoping to find shelter from their pursuers.

Where the ship crash lands is up to the GM, but it is recommended you pick somewhere relatively rural and remote yet still accessible to where the campaign is normally based. The text of this adventure assumes the ship crashes in a rural area with sufficient cover (trees, mountains, etc.) near the small town of Integrity somewhere in North America. However, it should be easy to alter the details for other locations.

The default setting of Integrity is a small town formerly home to a few factories and businesses since closed, bankrupted, or relocated. A few locals do well enough, but most people are struggling. The population is aging as the young grow up and leave town for better opportunities; Integrity is a somewhat grim picture of life in many rural areas around the world.

After the ship crashes, the aliens seek to find supplies and if possible, repair their craft. These scouting actions bring them into conflict with the locals, who believe the refugees to be monsters, alien invaders, or some other terrible threat. Armed and paranoid, some locals set off initial incidents which soon draw the attention of outside parties.

CALL TO ADVENTURE

The heroes can be alerted to the events near Integrity in several ways:

- A reporter friend or ally of the heroes who is assigned to cover the story of “strange lights” and reports of “alien invaders” near the town of Integrity mentions the incident to them.
- An agent of S.A.F.E. or of some other superhuman enforcement or monitoring organization in the campaigns asks the heroes to investigate the area for possible superhuman activity.
- A friend or relative in Integrity has a close call with one of the refugees, prompting them to call for help. The hero’s loved one is okay, but they are certain what they experienced was not normal.
- A hard-traveling hero on a road trip or journey of self-discovery might come across the town, which is abuzz with rumors of “alien attacks” and “invaders from the stars.”

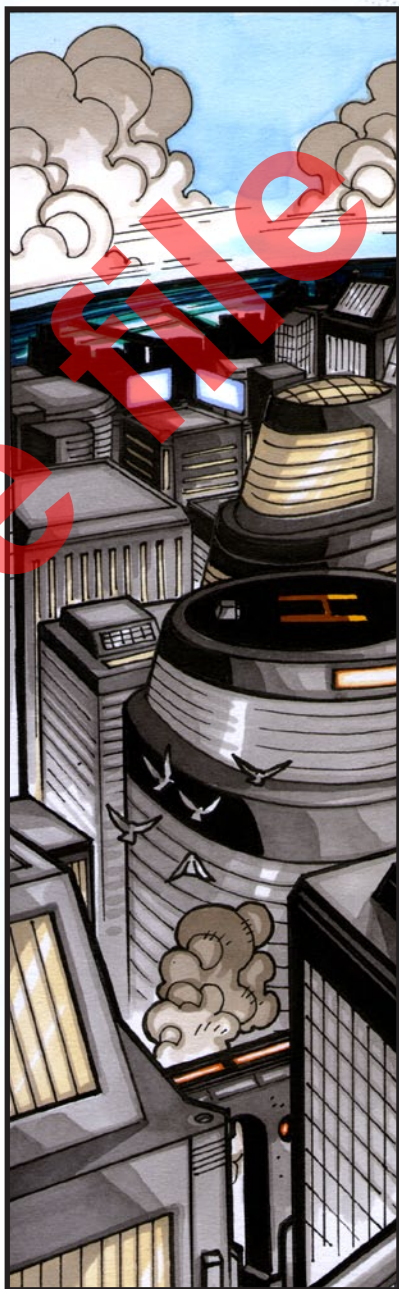
These are just some examples; GMs can tailor the situation to fit their group.

PART 1, Scene 1

Regardless of how the heroes are brought into the situation, they have just arrived when reports of an “alien attack” near a closed factory erupt over local police bands, local news, and other sources. According to the reports, some kids were playing near the abandoned factory—an artifact of better days in Ingridy--when they encountered a strange alien which attacked them. In truth, this isn't what happened. But that's what is being reported, and that's what the authorities are acting on.

Finding the old factory is easy. It is a large abandoned industrial structure a bit northeast of the main town. The building is boarded up and multiple signs state trespassing is forbidden. The local police and a few reporters are already on the scene when the heroes arrive, as is the town's sole ambulance with a team of paramedics treating five kids for injuries and shock.

Despite usually being territorial and standoffish, the police are quietly thrilled to see the heroes. They are in over their heads and a growing crowd of locals are calling to organize armed citizens to take to the surrounding wilderness to find the “monster who tried to eat our kids.” The crowd is also hailing two men as local heroes—hunters who happened by and shot at the alien, driving it away from the children.



GATHERING EVIDENCE

The heroes can handle things how they wish. Talking to the adults paints the picture of innocent children at play until a marauding alien attacked, seeking to drag them off or devour them. The alien was stopped by the hunters, who emptied their rifles into the creature with little effect, but nevertheless drove it off.

GMs can add to or embellish these basic details, even providing contradictory or confusing additions—such is the nature of eyewitnesses. However, the basic story remains the same: the alien attacked the kids and the hunters drove it off.

Questioning the hunters will yield similar results. They tell of how they were out hunting and saw the kids being stalked by some strange-looking beast. When the beast got close to the kids, they fired at it. They didn't kill it, but it fled.

Only taking the time to question the kids will get the heroes different information. If the heroes ask to talk to the children, the paramedics on site say it is okay, if it is okay with their parents. The children are:

- Michael Sanders, the de facto leader of this little band. He is the son of the local car dealer and mayor. He loves heroes, but his favorites are none of the heroes and if questioned he'll occasionally point out his favorite heroes wouldn't do things like the PCs are. By the way, it's Michael; he doesn't like "Mike" or worse "Mikey."
- Owen Pierce, Michael's second in command. His dad is the local pastor. He's somewhat quiet, but respectful and friendly when questioned. He suspects the aliens are supernatural in origin.
- Cherise and Ben Thompson, twins who tend to speak in unison or finish each other's sentences. They suggest the alien was part of a massive invasion force. They seem way too excited about that possibility.
- Zoey Benedict, a recent arrival in town. Orphaned, she is now staying with her grandfather, who runs a small farm (or ranch if that makes more sense for the location). She likes fantasy, science fiction, and has much to say about the encounter if questioned.

How willing the parents are to let the heroes speak to their children depends on the heroes, their behavior, and their reputation. Unfortunately, even if the heroes are allowed to question the kids, it's clear most of them are unwilling to contradict the adult's version of the story and there is no way the heroes will be allowed to speak to most of the children without their parents present.

However, regardless of their reputations or how things go, they can speak to one child without a parent or guardian present: Zoey Benedict, a local kid staying with her grandfather, who has yet to arrive. Zoey is shy but treating her with kindness or concern will open her up and she will share her version of events.

According to Zoey, the kids were playing near the old factory when they saw something foraging around near the buildings. The kids approached the strange-looking, large, blue-skinned creature, who was "scared" at first but slowly approached the kids after she beckoned it closer and offered it some candy she had. The creature took the candy and Zoey thinks it was trying to speak to them, but all she heard were "weird noises I couldn't understand." Then she heard shouting and gunshots. The alien was hit and recoiled from the attack. Zoey tried to calm it, but it ran off as the hunters continued to fire.

Examining the area where the encounter happened and the shooting occurred—which no authorities have yet done—will result in finding a bag made of a strange looking fabric filled with scrap metal and some old machinery parts salvaged from the abandoned factory. The alien was looking for parts to make repairs; it had no intent to harm anyone.

LOCAL TROUBLE

As the heroes are surveying the scene, they overhear a heated argument between a local deputy and a small crowd of locals. The deputy says the sheriff told everyone to remain calm, wait, and to "not go wandering around in the wild armed to the teeth." Some of the parents declare they weren't going to "wait here and sit on our thumbs while those damned aliens attack our kids!" Further they state they're leaving to join their friends, who already took off. The deputy tries to stop them, but the parents ignore the deputy.