

ADVENTURE MODULE COLLECTION 1

Land of Fenn



ADVENTURES
IN THE MUCKLANDS

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Land of Corn

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Land of Fem

CREDITS

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How to Use this Book

MAKE THE ADVENTURE YOUR OWN

The adventures in this book are designed to be short and snappy, ideal for one or two sessions to play through. But even simple adventure modules can be a tricky challenge to run at the table. Just remember, there is no need to keep to a script or get the adventure “right.” Add, subtract, lift, and leave behind whatever suits your table and campaign.

RECOMMENDED LEVELS

Each adventure has a recommended Level, which is a loose suggestion of what Level the PCs should be. However, this is more of a warning for higher level content, as opposed to a strict designation. Due to the nature of the *Land of Eem* system, low Level adventures scale up quite well for high Level PCs. This is because PCs don't advance vertically all that much: meaning, while they gain new Abilities and items that expand their capabilities (horizontally), their Courage and Stats stay relatively flat from Levels 1 through 10.

All that is to say, a group of Level 1 PCs will almost certainly die playing *Eye of the Serpent God* (recommended for Level 7+), but a group of Level 10 PCs can still have a fun, satisfying time playing *Stormy Weather Friends* or *Curse of the Chicken-Foot Witch* (both recommended Level 1+).

ADVENTURE TONES

Land of Eem adventures are categorized into three different tones, which describe their general content. This is useful for deciding what adventures are ideal for your group.



HIJINKS

Fun, goofy, and lighthearted quests in which PCs can often accomplish their goals without mortal danger or combat (*The Muppets* / *Labyrinth* / *Adventure Time*).



DERRING-DO

Dangerous, daring, and heroic quests that often require PCs to brave formidable challenges in order to accomplish their goals (*The Lord of the Rings* / *The Hobbit* / *The Princess Bride*).



DOOM AND GLOOM

Darker, spookier, and more serious quests that often pit the PCs against deadly foes and harrowing situations (*The Dark Crystal* / *Conan the Barbarian* / *Mad Max*).

ADVERSARIES

Adversary entries are included with each adventure in an abridged format for your convenience while running the game. For the full information (except for a few unique adversaries in this book), refer to the *Bestiary Vol. 1*.

Adversary Abbreviations

In *Land of Eem* adventures, the Level and Class of an Adversary is abbreviated. For example, a Level 2 Champion weorg is written as **WEORG** (L2-C); a Level 6 Goon is written as **WEORG** (L6-G); and three Level 4 Bruisers is written as **WEORGs** (3xL4-B), etc.



CURSE OF THE CHICKEN-FOOT WITCH

WRITTEN BY BEN COSTA & JAMES PARKS
ART BY BEN COSTA AND SEAN KIERNAN



ADVENTURE TONE: HIJINKS

A fun, goofy, and lighthearted Level 1+ adventure
(*The Muppets* / *Labyrinth* / *Adventure Time*).



BACKGROUND

As if there wasn't enough trouble and turmoil in the Mucklands realm, rumor has it that an infamous witch is wreaking havoc in the Used T'Be Forest. Making matters worse, the local folk hero dedicated to ending the witch's reign of terror has gone missing. With no one left to stop her, Chara the Chicken-Foot Witch has petrified the locals with fear. As for the hero, a gnome named L. Dorothy Sandwich, she was last seen at the local watering hole, Wally's Waffles and Weorgs.

THE HOOK

L. Dorothy Sandwich (the L. is for Leechbane) is a gnome of considerable power who Chara the Chicken-Foot Witch has cursed. She's been turned into an oily muskrat and needs help lifting the curse. Dorothy asks the PCs to travel to Chara's hovel in The Crack and steal back her Wand of Decursification, so she can turn back into a gnome.

WHERE THE PCS COME IN...

Stepping into Wally's Waffles and Weorgs is an odd experience. Though it promises good old-fashioned family fun, the tavern looks more like a den of rascals, ruffians and scallywags. But hey, the waffles are great! Except you are not here for waffles. You are here to find L. Dorothy Sandwich, having gotten word that the gnome folk hero is missing. However, scanning the room, there doesn't appear to be any gnomes here.

NOTABLE NPCs

Wally's Waffles and Weorgs is full of characters, all with something to say about Chara the Chicken-Foot Witch.



L. DOROTHY SANDWICH

Transformed into a muskrat, Dorothy is eating a stack of pancakes with a knife and fork when the PCs arrive at Wally's. Despite her predicament, she maintains an upbeat attitude, although she's worried that she's becoming more muskrat than gnome as time goes on. She has a strong, disconcerting urge to go to River Country and build herself a lodge made of sticks.

✦ **Traits:** Bubbly, optimistic, whistles through her teeth when talking.

✦ **Motivation:** Get her lost wand and reverse Chara's curses.

✦ "I'm L. Dorothy Sandwich, the gnome—or, at least, I was a gnome. Chara cursed me! Changed me into a muskrat! And, worse yet, stole my Wand of Decursification!"

✦ "If you really want to help, you'll get it back and we can sort out all this cursing business."

✦ "Chara is jealous and cruel but I'm sure there's still good in her, deep down. She's just lost her way."

✦ "A word of warning... not everything or everyone in her lair are as they seem. Beware her curses!"



WALLY DUNKWHIFFLE

Owner and operator, Wally is a burly, scruffy little guy and former **PIRATE**. Though standing just 4 foot 1 inch, his mirth and melancholy are gigantic. A beloved local figure, Wally is friends with everyone. Well, almost everyone. He's made more than his fair share of enemies too.

- ★ **Traits:** Friendly, boisterous, deceptively tough.
- ★ **Motivation:** Enjoy a long, uneventful retirement, passing on his restaurant to someone like himself.

- ★ *"That old hag? Yeesh. Just the thought of her gives me the willies. You're in for a heap of trouble if you expect to waltz out of her house in one piece."*



HAPPY DUNSTON

The quintessential barfly, Happy generally only leaves his stool at the bar to hit the can. He's a generous spirit, and well-liked by just about everybody, being the only patron to ever finish Wally's Howling Hot Challenge without whistling beef.

- ★ **Traits:** Cheerful, welcoming, competitive.
- ★ **Motivation:** Make friends and knock back some rascal cider.
- ★ *"Trust me, you don't want to get mixed up with witches," Happy says, as if experienced in the matter. "Not that I would know, or anything. But I hear a witch's curse is a heck of a thing."*

KARL THE GOBLIN MINER

A gruff, bearded goblin with a perpetual squint. Karl has been delving into tunnels and caves for years and knows a thing or two about the Underlands.

- ★ **Traits:** Curt, covered in soot, things were always better "back when."
- ★ **Motivation:** Work hard and earn an honest living.
- ★ *"I seen her with my own eyes! I tell ya, I almost thought she was a harpy with those fat chicken feet! She gave ol' Guster Winselm the stink eye and he's had bad luck ever since."*

TABITHA THE RASCAL

A cunning, silver-haired lady of River Country. Tabitha is a rascal of Rascalton, and well-versed in the whispering hearsay and rumors of the Mucklands underworld.

- ★ **Traits:** Streetwise, talks under her breath, shares rumors.
- ★ **Motivation:** Pull off an impressive corporate heist.

"Sure, I've heard of Chara. They say she accidentally cursed herself while makin' up a potion of beauty. Never was the same after that. Turned sour inside, so now she curses everyone else for laughs. "

RONNY THE PROP COMIC

A spindly boggart standing at the bar with a pair of clown shoes, a flower on his lapel, and pipe with bubbles coming out of it. Ronny is a local comedian shooting for the stars.

- ★ **Traits:** Gregarious, self-deprecating, sheepish around corporate types.
- ★ **Motivation:** Become a comedic star and one day make it to Harp's Edge.

"Hey, why couldn't the witch read her spell book? It was written in curse-ive! Sheesh! Tough crowd. Maybe I'm cursed myself. I haven't gotten a laugh all week. How's about you use that wand on me and cure my bad case of the unfunnies?"

ROGRAM THE TROLL

A hulking bridge troll from the Drippy Downs with shaggy, yellow hair and tusks the size of trumpets. Rogram is on his way to a bridge tolling seminar in the town of Thurf.

- ★ **Traits:** Inquisitive, gentle giant, big burper.
- ★ **Motivation:** Improve himself through education to expand his burgeoning bridge tolling business.

"I don't know about no witch, but I do know Dorothy. Just last spring I had a serious leech infestation under my bridge and she helped me out. They don't call her Leechbane Dorothy Sandwich for nothin'!"



THE CHICKEN-FOOT WITCH

Chara the Chicken-Foot Witch was once a beautiful dancer but always jealous of others. In time, her passion for dance was overshadowed by a desire for the misfortune of her contemporaries. She dedicated herself to sabotaging, undoing, and denigrating her rivals for years, until one fateful day when looking in the mirror she did not recognize herself. She was wrinkled and haggard with frown lines and hadn't even danced in years.

Compelled to return to the stage, Chara delved into the darkest, most unseemly witchcraft, to create a potion that would grant her beauty again. But, after months of toiling over bubbles and cauldrons, the potion was an utter disaster. Now hideously transmogrified with gnarled and knobby chicken feet, and too clumsy to be a dancer, Chara the Chicken-Foot Witch is out to make the rest of the Mucklands as miserable as herself.

The Villain's Plan

Already a cruel and dastardly person, Chara's plight made her even crueler. Instead of using her considerable powers for good, she's chosen to curse as many people as she can, because if she can't be happy, why should anyone else? When it comes to L. Dorothy Sandwich, Chara could think of no one who makes her skin crawl more. So, she turned the gnome into a pitiful muskrat. Truthfully, however, Chara is filled with jealous rage because Sandwich is the embodiment of everything good and happy in the world, not to mention those infuriatingly nimble, magic feet.

LAIR OF THE CHICKEN-FOOT WITCH

Getting to the Dungeon

- ✦ The Lair of the Chicken-Foot Witch is located 5 hexes away from Wally's Waffles and Weorgs (24.9) in The Crack (23.4).
- ✦ Traveling there requires the Random Encounters Table.

Outside the Dungeon

- ✦ Located inside The Crack, a huge fissure in the earth, the Lair of the Chicken-Foot Witch is reached via a long winding staircase shoddily hewn from the rock.

Area 1: The Burping Bog

Fetid, bubbling, burping.

- ✦ The only places to step are on slippery stones leading to three different areas beyond the bog. To the left, warm colorful lights glow from Area 2. Straight ahead lies a dark cave entrance to Area 3. The path to the right leading to Area 4 is obscured by mist.
- ✦ Five **MERGA TOADS** (L3-G) babble and burp in the water and on tangles of roots. They attack those disturbing the water.

Area 2: The Kaleidoscorpion Den

Cracked stone, swirling hypnotic colors, skittering scorpions.

- ✦ Countless kaleidoscorpions skitter across the floor. Their constantly changing colors are disorienting, potentially causing PCs to stumble into their midst.
- ✦ A haggard, one-toothed boggle named Biv, with prismatic skin, laughs hysterically from the other end of the den. He lets PCs pass if they answer a riddle: "If you drop a yellow hat into the Sapphire Sea, what does it become?" Answer: wet.
- ✦ If answered incorrectly, the boggle cackles and sics the kaleidoscorpions on the PCs.

Area 3: The Haunted Hole

Stalagmites, cold wind, dust-covered floor.

- ✦ Maura, a ghost and former ballerina, is trapped in the Haunted Hole. She is profoundly sad, cursed to remain in unrest because her prized tutu was stolen (which Chara is wearing). Chara considered Maura her greatest rival and made her life miserable. In the end, Maura died depressed that she never reached her true potential.
- ✦ If her tutu is returned, she teaches the PCs Proficiency in Dancing, then finally lays to rest.
- ✦ A headless **SKELETON** (L2-B) charges through the area, swiping randomly with its sword at nothing in particular. It often bumps into things, but is still a threat.
- ✦ The **SKELETON** is Maura's former suitor, Sir Galladee, who came for revenge years ago because he knew Chara caused his love's profound sadness. Unfortunately, Sir Galladee was stung by one too many **KALEIDOSCORPIONS** and was cursed to live on in undeath. Crunch brought his skull to Area 6.

Area 4: The Rotten Bridge

Misty, pitch black, missing planks.

- ✦ Crossing the misty bridge requires caution, balance, and must be done single file. Some planks are missing, others are deteriorating. Passing another person is nearly impossible.
- ✦ Below, a foul mist rises from a long drop into the dark Underlands.
- ✦ As they cross the bridge, the PCs hear a jingling sound up ahead. In the middle, they are met by a surly **YOWLJACK** named Snagwise (L4-G) who has just been cursed (whenever he moves he makes jingling sounds). He refuses to move out of the way, demanding the PCs move backwards so he may pass.

Area 5: Leech Lake

Murky water, rancid odor, sticky mud.

- ✦ Three hostile **LEECHLINGS** (L1-B) swim in the lake.
- ✦ At the bottom of the lake is an Old Hoard (+0).
- ✦ Another **LEECHLING** roams the shore, feeding on snails. Just beyond it lies a locked wooden door into Area 6.
- ✦ The exit to Area 3 wafts cold, stale air.

Area 6: The Skullery

Hot air, the scent of cookies, walls lined with skulls of every kind.

- ✦ The door facing Area 4 is locked, while the door facing Area 3 is unlocked.
- ✦ A burly wug cook named Crunch (L3-B), with the head of a googly-eyed pug (he's cursed) is baking guttersnail cookies.
- ✦ Crunch attacks the PCs on sight but can be pacified like a dog.
- ✦ One skull is wearing a feather plumed helmet—belonging to the headless skeleton in Area 3. If reunited, the skeleton accompanies the party until it crumbles, at last, outside of Chara's lair.

Area 7: The Chamber of Curses

Musty, moldy, cluttered shelves.

- ✦ Chara the Chicken-Foot Witch, a wrinkly, vain, boggart **WITCH** (L5-B) with tri-toed, scaly feet, is hunched over her cauldron. She is wearing a tutu.
- ✦ To the side is a table full of apothecary tools and alchemical reagents. Handling them uncarefully causes a small chemical explosion.
- ✦ On the top shelf behind Chara, gathering dust, is a sparkling, glittery Wand of Decursification. Unfortunately, it is sapped of charges and needs the magic touch of L. Dorothy Sandwich to work again.

PARLEYING WITH CHARA

When confronted by intruding PCs, Chara is likely surprised and defensive. However, she is not inherently evil. Chara is actually just jealous and unhappy, believing she'll feel better if she brings down everyone around her by cursing them. Deep down, Chara wishes she was still a beautiful dancer and feels guilty for cursing other dancers so she could be the best. Sadly, she believes the damage is done, her redemption is too late, and she has no choice but to play the part of a dastardly, mischievous witch.

- ✦ If the PCs try to fight Chara or steal the wand, she tries to curse them for ruining her fun.

- ✦ If the PCs appeal to Chara's vanity, convincing her that she is, in fact, beautiful, Chara softens and acquiesces to their desires. She may even develop a new crush!
- ✦ If the PCs appeal to Chara's desire to be a dancer, reminding her of her old life and her love of dancing, Chara lightens up and regrets her actions, handing over the wand and agreeing to stop cursing folks.
- ✦ If the PCs somehow convince Chara that it's never too late to turn your life around and make good decisions, Chara reluctantly makes things right and uses the wand to decursify the folks she's cursed.



Lair of the Chicken-Foot Witch

Area 3: The Haunted Hole

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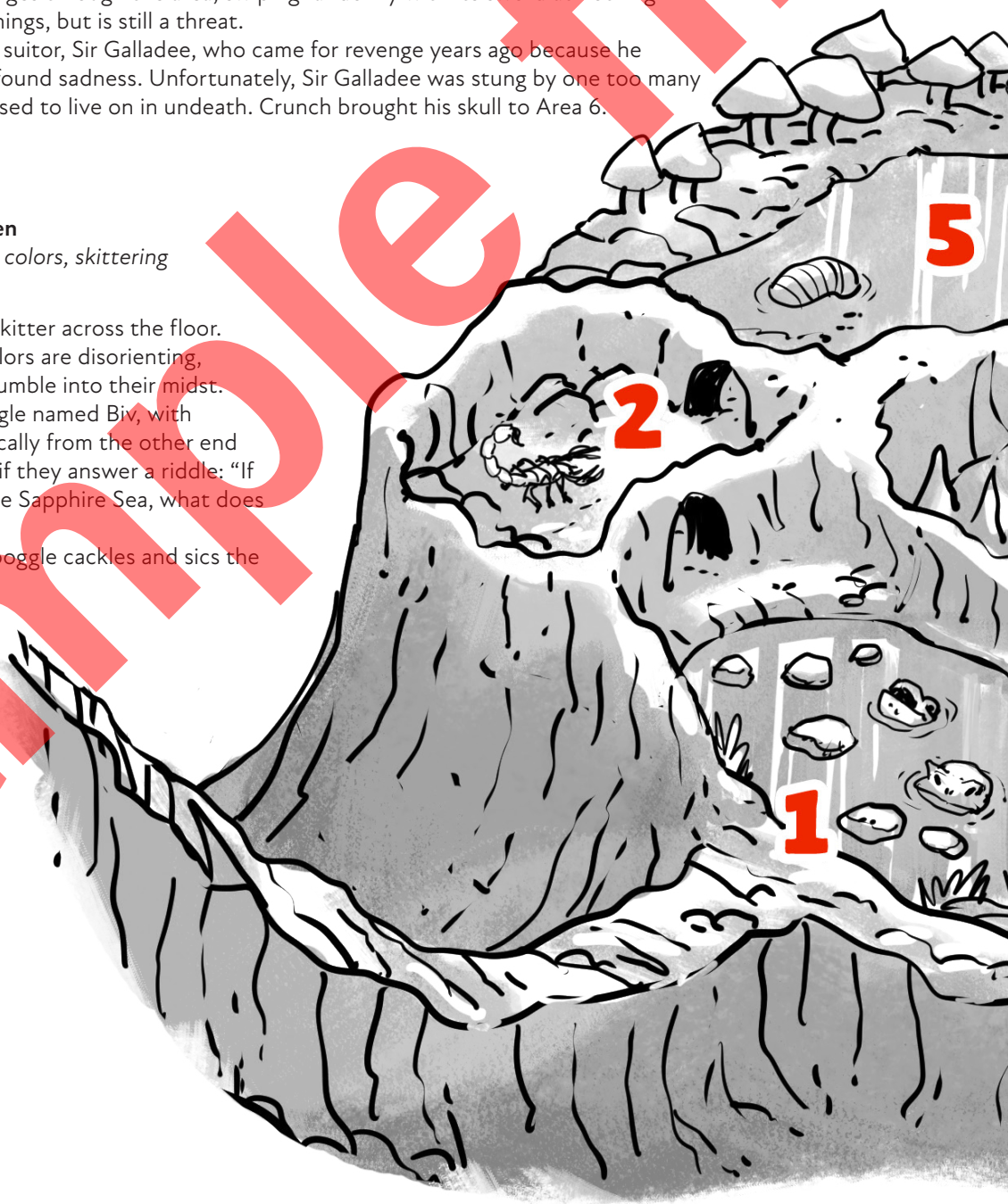
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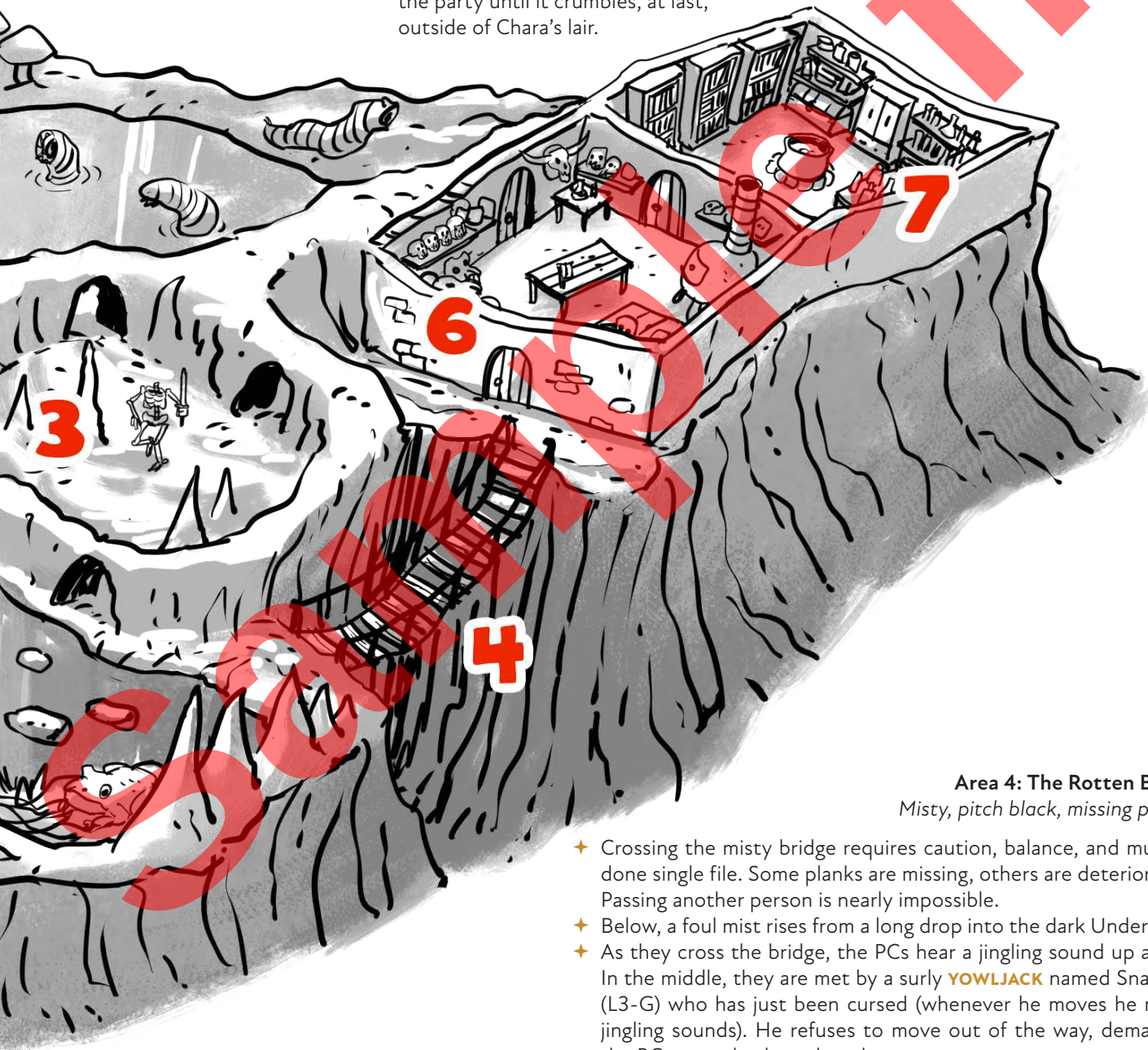
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CHARA

Level 5 Witch Bruiser Courage: 15	Parley	Attack	Defense
	2	+1	+0
Folk, Minions, Dwimmercrafty	Block	Dread	Actions
	0	1d8	3

Chara the Chicken-Foot Witch is a nasty foe if dealt with head to head. PCs would be wise to attempt Parley. She prefers repeatedly Hexing and Cursing and only physically strikes when backed against the wall.

ABILITIES

Familiar

Chara's familiar is Crunch. She can see and hear through him if shes focuses on doing so.

Hex

Once every 2 rounds, may hex all Close, Nearby, and Faraway characters who must make a Mettle Check:

- 1-2 Target suffers Disadvantage and -1 Attack for the Conflict.
- 3-5 Target suffers -1 Attack for the Conflict.
- 6-8 Target suffers 1d8 Dread.
- 9-11 Target is unaffected.
- 12+ Target is unaffected and can't be affected by Hex for the rest of the Conflict.

Curse

Once every 2 rounds, may inflict a random **CURSE** on a Close, Nearby, or Faraway target (Mettle Check to resist).

- 1 **Deathly Grip.** You cannot let go of the last thing you touched.
- 2 **Jingle.** Every move you make there's a jingling sound. It's impossible to Sneak.
- 3 **Fool of the Court.** You are laughably clumsy. All rolls have a Twist.
- 4 **Bray of the Beast.** You have a goat head and speak only goat language.
- 5 **Fibber's Collar.** You cannot tell a lie.
- 6 **Polymorph.** You turn into a random folk.

CRUNCH

Level 3 Bruiser Courage: 16	Parley	Attack	Defense
	1	+2	+0
Large	Block	Dread	Actions
	1	d10	2

One might expect Crunch to be a cursed wug—but he's actually a cursed pug. With a dog's brain and a wug's strength, Crunch is a dangerous opponent if not corralled. As Chara's familiar, his loyalty to her is undying, but he can be befriended and pacified like a normal dog.

ABILITIES

Ferocious Bark

At the start of a Conflict, all Close and Nearby targets must make a Mettle Check. On a 5-, they become **FRIGHTENED**.

Snag Bite

On a 9+ Hit, the target is **ENTANGLED** by Crunch's bite and suffers 1d6 **ONGOING DREAD** until they escape.



HEADLESS SKELETON



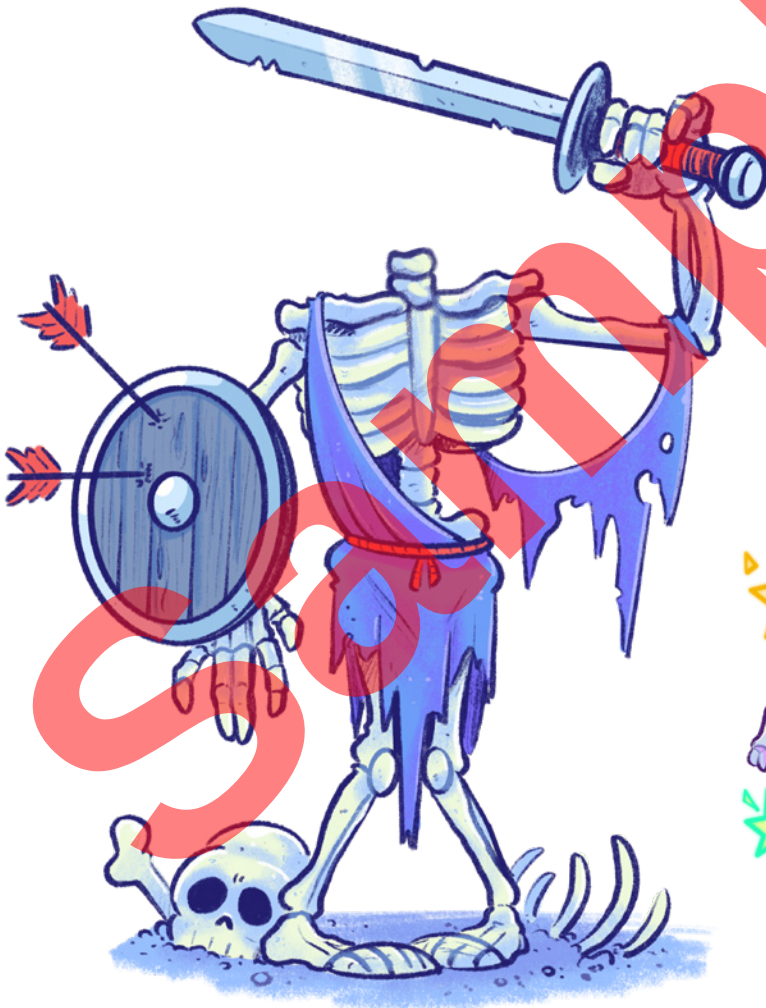
Level 2 Bruiser Courage: 6	Parley	Attack	Defense
	0	+0	-1
Folk, Undead	Block	Dread	Actions
	0	d6	1

Once a man who came to slay the Chicken-Foot Witch once and for all, he met an unfortunate demise and was cursed to wander about like a headless chicken.

ABILITIES

Fleshless

Skeletons gain +1 Block against bladed weapons.



KALEIDO-SCORPIONS



Tiny/Medium	Attack	Dread
	+1	1d10

ABILITIES

Disorienting Dazzle

The constant color shift and dazzle of kaleidoscorpions is disorienting. Anyone that views them within Nearby range, stumbles into their midst (Vitality Check to resist).

Kaleidostinger

On a 6+ Hit, the target changes colors and shimmers for 1d6 days, making them stand out in an environment like a sore thumb.

Medium Size (Critter)

In rare cases, a kaleidoscorpion may grow to Medium size. This critter version gains -1 Defense, +1 Block, and has 2 Actions.

VULNERABILITIES

Kaleidoscorpions are the natural prey of mung, and mung slime is highly toxic to the arachnids causing them to shrivel and wither on their backs.





LEECHLING

Level 3 Goon Courage: 3	Wrangle	Attack	Defense
	1	+0	-1
Group	Block	Dread	Actions
	0	d6	1

ABILITIES

Blood Suck

When a leechling inflicts Dread, it heals that much Courage. On a 9+ Hit, the leechling attaches itself to the target who is **SLOWED** and suffers **ONGOING DREAD** (Might Check to remove). The leechling can't attack while attached.

VULNERABILITIES

Leechlings recoil from fire, and are also susceptible to **ORCHSNOUT**, a Mucklands herb that causes their skin to bubble and melt.

MERGA TOAD

Level 3 Goon Courage: 3	Wrangle	Attack	Defense
	1	+1	+1
Group	Block	Dread	Actions
	0	d6	1

ABILITIES

Gulp

On a 9+ Hit, may **ENGULF** the target in its mouth. While a target is **ENGULFED**, the toad cannot attack other targets, but may still release Noxious Gas.

Noxious Gas

Once every 2 rounds, may passively emit noxious gas. All Close and Nearby characters must make a Vitality Check. On a 5-, roll 1d4:

- 1 **Stupefying Belch.** Target is **STUNNED**.
- 2 **Fetid Flatulence.** Target is **WEAKENED**.
- 3 **Stifling Stench.** Target suffers +1 Defense for the remainder of Combat.
- 4 **Toxic Funk.** Target suffers 1d6 Dread.

VULNERABILITIES

If an enemy leaves their territory, a merga toad may just sit there happy to remain stationary. They also find sweet-smelling, aromatic fragrances to be detestful, and recoil at them.



SNAGWISE

Level 4 Yowljack Goon Courage: 4	Parley	Attack	Defense
	1	+2	+0
Folk	Block	Dread	Actions
	0	1d8	1

A surly yowljack who just got cursed. Every move Snagwise makes there's a jingling sound, which really ticks him off.

ABILITIES

Raider

Initiative Checks suffer -1 against yowljacks. They always act first during the first round of Combat.

Looter

On a 9+ Hit, a yowljack may steal a random item from a target's inventory.



ADVENTURE CONCLUSION

Whether or not the PCs manage to leave the Lair of the Chicken-Foot Witch with the Wand of Decursification, L. Dorothy Sandwich awaits their return at Wally's.

RETURNING TO WALLY'S

L. Dorothy Sandwich

With a spark of magic from L. Dorothy Sandwich, the Wand of Decursification hums with energy. She proceeds to turn herself back into a gnome and decurses any cursed PCs. She then commits herself to traveling the Used T'Be Forest to dispel all of Chara's curses.

- ★ "Remarkable! You've done the Used T'Be Forest a great service! With the Wand of Decursification, I'll finally have the power to undo Chara's cruelty."

L. Dorothy Sandwich rewards the PCs with a Magic whistle. *The Gnome Whistle*: If blown, summon a swarm of squirrels to aid in a task. After a single use, it becomes a Mundane whistle.

If the PCs fail to retrieve the wand, L. Dorothy Sandwich thanks them for their efforts and uses any intel to attempt the task herself.

Wally Dunkwhiffle

Wally rejoices at the return of the heroes and orders up a stack of waffles for everybody—on the house!

- ★ "We've got a band of heroes in our midst! Can you believe that? This calls for celebration!"

THE ADVENTURE CONTINUES...

The PCs will have surely made a name for themselves locally after braving into the Lair of the Chicken-Foot Witch. They'll be viewed as folks of courage and gusto who get things done.

If you have *The Mucklands Sandbox Campaign Setting*, use the Rumors and Quests for Wally's Waffles and Weorgs, as well as the town of Firedamp, to send the PCs on more adventures in the Land of Eem!

HIPPOGRUFF HEIST

WRITTEN BY JP COOVERT
ART BY JP COOVERT AND SEAN KIERNAN



ADVENTURE TONE: HIJINKS

A fun, goofy, and lighthearted Level 1+ adventure
(*The Muppets* / *Labyrinth* / *Adventure Time*).

BACKGROUND

Lester Gofer, CEO of the Hasty Hippogruff Shipping Co, is throwing an extravagant party for potential business partners on his riverboat, the *Spiffy Scull*.

Not too long ago, Lester Gofer tried to purchase a special recipe from a gnome named B. Burgell Burger—a magical recipe called soothberry jam that pacifies hippogruffs. But when B. Burgell wouldn't sell, Lester and his **DRATCH** mooks jumped the helpless gnome while he was out foraging for berries. They stole B. Burgell's cookbook and left him tied to a tree.

Now B. Burgell is looking for payback. He's acquired—forged—an invitation to Lester Gofer's upcoming party so that a crack team of rascals can board Lester's riverboat, which departs from Junktown tomorrow evening for an overnight joy-cruise.

B. BURGELL BURGER

A beloved local gnome chef and keeper of a precious book of family recipes. B. Burgell made a name for himself by whipping up a delectable selection of magical dishes from his family's cookbook, and handing out food for free at rare pop-up events throughout the region. Practically everyone wanted a taste, which unfortunately attracted unscrupulous individuals like Lester Gofer who wished to profit from the Burger family cookbook.

✦ **Traits:** Desperate, generous, kind of a pretentious foodie.

✦ **Motivation:** Recover his stolen cookbook.



WHERE THE PCS COME IN...

One night, while making camp in the River Country, B. Burgell Burger approaches the PCs: "I've been following you for quite some time. Your feats of strength and cunning are quite impressive. Would you be up for helping out a desperate gnome, and getting back at a greedy tycoon?"

B. Burgell asks the PCs to sneak aboard the *Spiffy Scull* during Lester Gofer's extravagant party and retrieve an invaluable cookbook full of his family's secret recipes. It includes the technique for crafting the magical soothberry jam that Lester uses to keep his flock of **HIPPOGRUFF** carriers content.

B. Burgell hands the PCs the forged invitation and offers to cast a disguise spell on the group, making them appear like wealthy business people or fancy aristocrats. He warns them not to get wet or the spell will "wash off."

B. Burgell doesn't have a substantial reward but, "If you can return my family's cookbook, I'll fix you the best home-cooked meal of your life. Plus, there's sure to be lots of other valuables on the boat. The guest list is chock full of tycoons, River Barons and royals who just love to flaunt their new toys. I'm sure they won't miss a thing or two."

GETTING ABOARD THE SPIFFY SCULL RIVERBOAT

The sun is just beginning to set over the Junktown docks. A red carpet leads down the pier to a pristine, gold-painted riverboat. Two **DRATCH** (L5-B) bouncers dressed in pinstripe suits take tickets at the ramp leading aboard.

As long as the PCs have a ticket and look the part of influential guests, they are directed to the party on the Main Deck. The *Spiffy Scull* departs the dock once everyone is aboard and the sun has set. It heads upriver at a leisurely pace.