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games

SHOTGUNS & SENSIBILITY



A BUNKERS & BADASSES ADVENTURE


gearbox
entertainment

SHOTGUNS & SENSIBILITY

A WONDERLANDS MODULE FOR BUNKERS & BADASSES
CREATED BY VALENTINE

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Special Thanks to all the people at the Gearbox Entertainment Company that made Bunkers & Badasses possible: Brian Burleson, Jesse Sosa, Randy Pitchford, Dan Hewitt, Brian Cozzens, Erica Stead, Conal Pierce, Meredith Hershley, Mikayla Jackson, John Brown, Randy Varnell, Barbara Radziwon, Micah Sims, Lin Joyce, Sean Haran, Christopher Harada, and the rest of Team Gearbox



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TO: BUNKERS AND BADASSES WRITER LADY
FROM: VALENTINE, SPACE-PIRATE EXTRAORDINAIRE

Heyyyyy. Wait, I don't actually want all the y's. How do I go back and delete - fine, I'm just gonna keep going!

Dear Gray. Big fan. Super big. I've played Bunkers & Badasses a megaton. You're like a total hero of mine and you're so cool. Actually, you want to go out sometOW ow ow Frette stop hitting me ow. Anyway, I read the whole Badass Tome and all your other books, and they're good and stuff, but I feel like there's something you forgot.

Where's all the kissing?

Everyone's running around with magic armor and huge castles and stuff, but no one's planting a big one on the lips of a prim but lustful lady and/or gentleman! Sure, the sword is mighty, but you know what's mightier? The s-word. You know the one. Smooching.

There's a whole world of fantasy besides explosions and magic. A world of romance and rigid social hierarchy and pretty people going to each other's houses. It's about windswept fields and foggy lakes and dudes with loose white shirts and ladies with, like, five layer dresses, and the dudes and the ladies are sort of looking at each other like, "I say," but they have to keep those feelings a secret, because being emotional is a weakness, so they're mean to each other, but secretly they like each other, and also they have dinner a lot.

Could you maybe do a module that's got stuff like that in it? Perfect, now how do I stop writing? STOP, STOP WRITING-STO-

Valentine

VALENTINE

HELLO, Valentine!

Always a pleasure to speak with one of my fans. I'd worried all copies of my roleplaying system had vanished into obscurity, and it was quite a pleasant surprise to see one turn up on a planet as remote and/or dangerous and/or murderous as Pandora.

When I set out to create a system that would allow people across the whole Six Galaxies to live out their fantasies, I never intended to hold them to only my fantasy world. If you have this world of high-class courtship and social drama in our head, why not do it yourself?

Regards,

— Gray



GENUINE POSTCARD FROM THE REPUBLIC OF MAIL BUT IN SPACE

TO: VALENTINE

FROM: GRAYGAX PERENNIA DARNESON



OVERVIEW

Okay, Frette! We're doing it on our own.

Shotguns and Sensibility is a roleplaying module for Bunkers & Badasses. Make sure you got the Badass Tome, along with some dice, some pens, and some friends.

The basic idea is that all the players are siblings from a noble family falling on hard times, so all the players have to get married to one or more eligible bachelors or bachelorettes.

But how are you gonna convince these hot-but-stuffy nobles that you're marrying material? By shooting stuff, spreading rumors, and eating cake! Tasteful stuff.

Yes, Frette. Tasteful. High-class material only.



INTRO: WINKINGTON ABBEY

Dawn breaks. Crash! That's the sound it makes. A gentle fog drifts across the moors of Winkington Abbey, your home estate. It was a pretty good estate once upon a time, but after your dad died in a tragic horse accident, it's fallen into disrepair and stuff.

"GET UP! GET UP GET UP GET UP!" a familiar voice echoes through your humble abode.

It's Tiny Tina. She's 13 years old, absolutely blasted on sugary cereal, and, for market synergy reasons, plays the role of your mother in this story.

Mama Tina shakes you all out of bed. You've got those big flowy pajamas on, maybe with one of those goofy-ass nightcaps that make you look like a dollar store wizard.

"The new bachelors have arrived," she says. "The Lord Dragon just informed me!"

You're like "what".

She goes, "A whole host of new eligible and rich bachelors and bachelorettes just moved to the next town over, Flirtford. A buncha hero types who got super rich and are looking to retire. And it's a truth universally acknowledged that a Vault Hunter in possession of phat lewt must be in want of a main squeeze.

"You all have to be those main squeezes. Ever since that horse shot your dad, your future has looked pretty butt. If you married one of these new hotties, though, you'd be set for life, speaking both smooch-wise and moolah-wise. You gotta get that smoochlah.

"Anyhaps, the Lord Dragon is in the parlor -- he's got all the deets. Get whatever you got under them jams looking TOIGHT and chat him up, baybay!"

CREATING YOUR CHARACTER



The players may create a new Level 6 character or bring in existing characters of Level 5-7. Whether creating new characters or bringing existing characters, this adventure requires them to be siblings. The players can decide if they wish to be related by blood, marriage, or even a found family but they will all be living in the same manor at the beginning of the adventure.

If bringing existing characters, have each player roll a Fancy Trait from step 4.

If creating new characters, follow the sourcebook guidelines for creating a character (B&B sourcebook, pg 12), with the following exceptions:

- 1 Choose an Archetype - Each player gets to select two Archetype Traits, and gains any additional bonuses that are not +Health, 1 Skill Point, or Stat Increases. These are normally things like +1 Crit Damage, +5 Shields, etc.
- 2 Choose a Class
- 3 Choose Features
 - A Stat Increases
 - B Action Skill
 - C Favored Gun - Select your first Favored Gun as normal. Also choose a second Favored Gun.
 - D Skill Tree - Each player begins with 6 Skill Points to spend.
 - E Melee Die
 - F Background

on the quest for smooches

fancy traits for my
main squeezes

BACKGROUNDS

Select a Background from the options below instead of the Class Background:

GOOD MANORS

You had several illnesses as a child and were always stuck inside the Manor. Now that you are older, you want to venture forth unto adventure and away from the safety of your family home. +1 Speed. -2 on Interact Checks.

HARD WORKING

As the only member of your family to have entered the workforce, you got the first job you were offered and it was terrible. You tried to take time off when your father died, but got fired instead so you returned home to help your family through this tough time. +1 Mastery. -2 on Search Checks.

HORSE-N-AROUND

You've always loved the family's horses, taking care of them and practicing firing weapons while mounted. Until one day, when that one horse got out and killed your father. Now you blame yourself for your family's current woes.

+1 Accuracy. -2 on Sneak Checks.

BETHROWED

Formerly betrothed to another, the courtship ended abruptly when you defenestrated them for trash talking your family.

+1 Damage. -2 on Talk Checks.

TURNING A CORNER

While trying to evict tenants for your father, a roving pack of children trampled you as you turned the corner. You vowed from that day on to never be caught in the middle (class) ever again. +2 on Traverse Checks. -2 on Insight Checks.

- 4 Traits - Choose one and roll one as normal, then also roll from the table below to get your Fancy Trait.

d8 Roll

Fancy Trait

1	Capricious - May spend a Badass Token to reroll any Talk Check, must take the new result.
2	Fastidious - Gain a Badass Token each time the result of a Check exactly matches the difficulty.
3	Effervescent - If you succeed on an Interact Check, you may immediately gain Extra Movement.
4	Indelicate - Talk Checks against you receive a -2 Misc Mod.
5	Precocious - 50% chance to have knowledge or familiarity with any topic. +3 on Insight Checks if familiar.
6	Demure - 10% chance to be ignored by an Enemy when they are choosing a Target.
7	Gregarious - Gain +1 to all rolls during social gatherings.
8	Ostentatious - Spend a Badass Token to become the center of attention for 1 Turn.



5 Calculate Base Stats and Modifiers - Combine your Archetype, Class, and Background Stats as normal then gain an additional 5 points to add to stats however you wish (instead of 3). Then calculate your mods as normal.

6 Check Mods - No changes

7 Level - Set your current Level to 6.

- A XP - Write '200' in the XP Bar line (instead of '100')
- B Health - Calculate your Base Health at Level one as normal, then follow these instructions to get to Level 6:
Roll 5dx (where x is your Melee Die) and add their Mastery Mod x5 to get your Max Health at Level 6. (ex. If a character has a 1d6 Melee Die and a MST Mod of +2, they would roll 5d6, add 10 from the MST Mod.
- C Badass Rank - Each player's Badass Rank will begin at 3, and start with 2 Badass Tokens.

8 Starting Items

- A Guns - Each player will select one Uncommon and one Rare Gun from the Starter Guns (full list, pg 44-47).
- B Shields - players do not begin with Shields, but will gain this functionality through Outfits in the first Scene.
- C Gold - Each player will begin with 200 gold.
- D Grenades - Each character begins with a max of 3 Grenades, and they start with 3 Pangoblin Rubberized Grenades (1d8 damage, Bounce off surfaces. Detonates on contact with any Target).

9 Appearance and Name - As a group, decide on a surname for your family.

Once all players have their characters, the game is ready to begin. What game you ask? Why dear player, the game of loooooooooooooove.

SCENE 1: LORD DRAGON VISITS YOUR HOUSE

You all head into the parlor, where you're met with the familiar and infuriating sight of Lord Dragon...or at least, one of Lord Dragon's possessed Skellydrones. Everybody knows Lord Dragon is an evil necromancer who uses his dark powers to possess undead minions from afar while he continues his evil work from his ancient Fearamid. Dude is obviously a villain, but since he's immortal he's literally the oldest money in the Wonderlands, so you gotta go to his parties if you want to get anywhere. This Skellydrone has a magnificent purple robe, with a skull plated in gold and teeth plated in supergold.

You hate this dude so bad.

Anyway, he goes, "Oh, you. I guess you'll want in on this. Several new and eligible families have come to town, all with available suitors. **Lady Isabel** of the Bloodtooth line is hosting a big gala later in the week. She claims she's just trying to show off the new stock in her highly profitable soda tavern, but I suspect she's got her eye out for a suitor herself."

"There is the merchant duo of dubious provenance, **Lady Frette** and **Baron Valentine**, Gentleman at Large. Though they are business partners, they are very much convinced they could do better for themselves than each other."

"There's also **Sir Paladin Mike**. Not part of a landed family, but he's

head of the Diamond Guard in Brighthoof so he moves in royal circles.

You'll run into **The Wastard, ESQ**, a fellow necromancer. We don't see eye to eye on the applications of our powers, but I won't hold that against him, as well as **Sir Mister Torgue**, the idiot inheritor of his father's weapons fortune."

"You might be interested to know that we have an Orcish suitor this season - **Vestibuflex, War-Won Heir to the Gristle Throne**. They're from a fabulously wealthy and prestigious family. You can try and get their attention, but I doubt you could possibly make an impression on someone of such class."

"But there's one particular bachelor that I suspect would be PERFECT for your tiny little adorable little pathetic little poor little family. His name? **Sir Claptrap**! He's got everything you could want out of a potential husband: Low standards."

The Lord Dragon's Skellydrone holds your gaze for a moment, but stops talking and nods. That's the end of the list.

"As for me? Well, look. We both know I'm the most --

(The Skellydrone rolls its skull as though dramatically flipping its non-existent hair)

"--desirable bachelor in Flirtford, I'm always the one to catch the eye of every new gentleman, gentlelady, and gentlethey to arrive to our fair town. But why am I telling YOU this? You're well aware of my remarkable successes in courtship."

It's true. Every time you've ever had a crush on someone, Lord Dragon immediately seduced them away from you and broke their heart. Just for fun, apparently.

"Anyway," he says, piece-of-crapidly, "Lady Isabel arranged for a soda mixer today at her estate so that everyone can get a look at the competition... as well as the targets of their affections. Make sure to dress your best -- you'll want to look your best for the good Sir Claptrap. If even HE won't have you, then...well, maybe once you die alone I'll possess your skeleton just so there'll finally be a desirable bone in your body.

"Ha-HAH," he guffaws. Chortles, even

Skellydrone

Skeleton Army.

Badass
Rank
6

Movement
N/A

Health: 30
Shield: N/A
Traits: N/A

Weapon: N/A

Special: ACC Mod +1, DMG Mod +2, SPD Mod +3, MST Mod +2
Interact +1, Talk +3 (-6 on Empathy related Talk Checks), Insight +1, Sneak +2, Search +2, Traverse +3

Attacks

Flamethrower Eyes

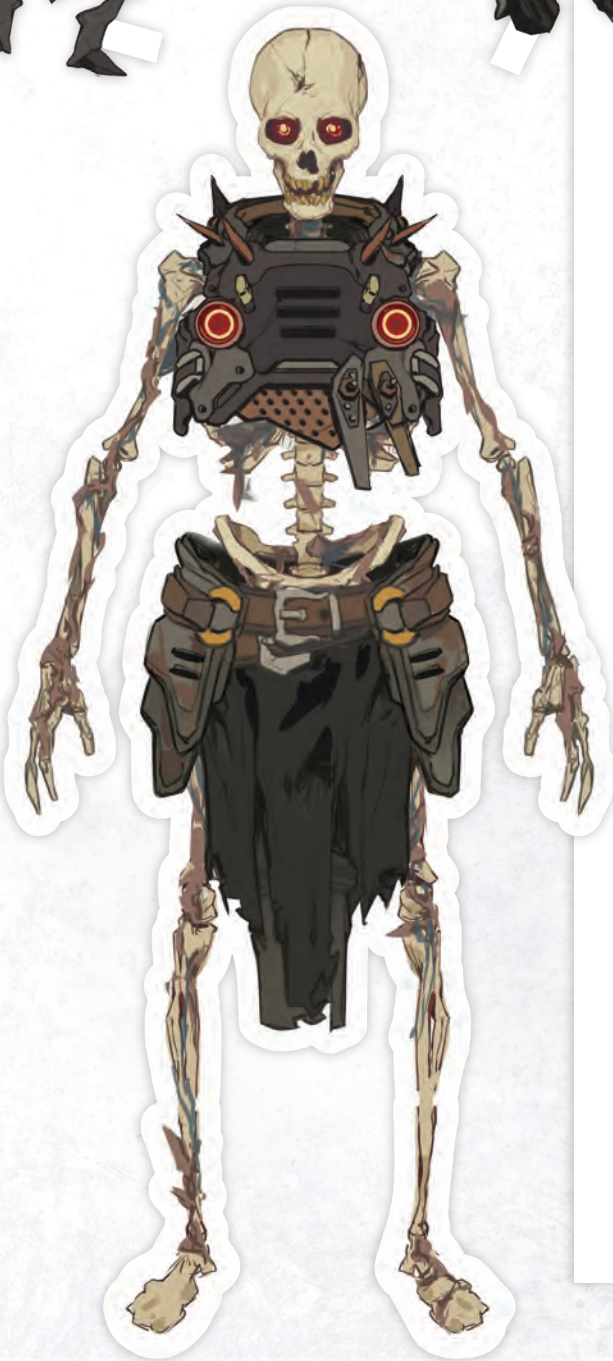
Skellydrone incinerates the target with Flamethrower Eyes.



If any of the players try to kill the Skellydrone, it will immediately die (probably while saying something like "Oh, good for you, real mature").

Once the Skellydrone leaves, the players can return to their rooms to get changed for the event.

even Skelly has outfit options



CHOOSING YOUR OUTFIT



The player will put together an outfit to wear to this event. Outfits in this adventure act like Shields and have their own effects that can help with the unique challenges that the players will face. When taking damage, players will take damage to their Shields first, then to their Health when that runs out.

Each Outfit features a Main piece (this could be dresses, suit jackets, pants, no pants, etc.) as well as up to 2 Accessories (brooches, timepieces, bowler hats, the rowdiest detachable sideburns you've ever seen).

Each Accessory can block social damage, which is like damage but from snide comments or knowing looks in social circumstances. Accessories are treated like Shields that recharge fully after every scene.

Since you have fallen on such hard times, your current selection of finery is lacking.

Each player selects one Main piece and one Accessory for the event.

Type	Quality	Name	Shields	Effect
Main	Common	Sunburnt Dress	15 (Recharge: 5)	+2 to Outdoors-y Checks
Main	Common	Wrinkled Slacks	15 (Recharge: 5)	+2 to Indoors-y Checks
Main	Common	Penguin Skin Tux	15 (Recharge: 5)	+2 to Wildlife Checks
Main	Common	Cream White Shirt	15 (Recharge: 5)	+2 to Drinking Checks
Main	Common	Dress Shirt as a Dress	15 (Recharge: 5)	+2 to Improper Checks
Main	Common	Mint Colored Vest	15 (Recharge: 5)	+2 to Nature Checks
Main	Common	Very Long Dress	15 (Recharge: 5)	+2 to Modest Checks
Main	Common	Not Quite Black Jacket	15 (Recharge: 5)	+2 to Theory Checks
Main	Common	Muddy Dress	15 (Recharge: 5)	+2 to Gardening Checks
Main	Common	Exploded Gown	15 (Recharge: 5)	+2 to Science-y Checks
Main	Common	Youth Jacket	15 (Recharge: 5)	+2 to Youthful Checks
Main	Common	Oversized Coat	15 (Recharge: 5)	+2 to Thrifty Checks
Accessory	Common	Cracked Spectacles	5 (Social Damage)	+1 to Reading Talk Checks
Accessory	Common	Off White Gloves	5 (Social Damage)	+1 to Forensic Talk Checks
Accessory	Common	Newsie Cap	5 (Social Damage)	+1 to News Talk Checks
Accessory	Common	Pocket Rectangle	5 (Social Damage)	+1 to Etiquette Talk Checks
Accessory	Common	Portable SunDial	5 (Social Damage)	+1 to Punctual Talk Checks
Accessory	Common	Handcuff Links	5 (Social Damage)	+1 to Buff Talk Checks
Accessory	Common	Scuffed Shoes	5 (Social Damage)	+1 to Dancing Talk Checks
Accessory	Common	High Heel	5 (Social Damage)	+1 to Height Talk Checks

Whenever the players are ready, they can proceed to Izzy's.





SCENE 2: THE SODA MIXER

Izzy's estate is a sprawling mansion, built on the wealth from her empire of franchised soda taverns across the Wonderlands. It is tasteful as HELL. You are MAD about it.

This is your typical soda mixer – a small, informal get together with low stakes... if you're trying to end up destitute and alone, that is. If you actually care about ever finding love, then this is HIGH STAKES! Not sure why I even said the low stakes thing.

There are musicians and servants and many, many trays of hors d'oeuvres and as you enter the foyer (pronounced foy-ay), you see all your potential wives-slash-husbands-slash-spouses laughing and drinking soda with...like, ten of the Lord Dragon's Skellydrones, each in a different elegant outfit. He's OMNIfirting, because of course he is.

This is your moment. It's time to choose who you wanna flirt with. And you gotta pick careful-like.



#HOW TO DO IMPRESSIONS OF THE EIGHT POSSIBLE SUITORS

SUITOR INFO

The pronouns provided are based on established canon, but like all things in TTRPGs, House Rules Goes. Arm those headcanons and fire away.

THE WASTARD, ESQ. (HE/HIM)

Visual Description: His necromancer's garb is a nest of buckles, wraps, and carved bone totems. Thick dreadlocks threaten to cover up his sultry eyes. A locked spellbook sits at his hip, occasionally attempting to wriggle free.

Voice: Use a deep voice, like you're narrating a movie trailer. You're a necromancer, but you like to focus on the "romance" part. You're casually cool, but sometimes let it slip how badly you're trying to look casually cool.

Impressed by: Arcane secrets, sly flirtation, Precocious-ness, Malefactor Guns

Annoyed by: The mundane, bluntness, Fastidious-ness, Hyperius Guns

SIR MISTER TORGUE (HE/HIM)

Visual Description: A mountain of muscles only barely contained by a sheep-wool kilt and a deathshad bandolier. He carries his viola wherever he goes. No one has ever seen behind his sunglasses, but he will tell you that his eyes are the color of yelling.

Voice: Shout a lot. Do air guitar solos that last exactly as long as you need in order to think up what you're going to say next.

Impressed by: Feats of strength, Capricious-ness, explosions, Torgue Guns

Annoyed by: Demure people, weaklings, aversion to explosions, Stoker Guns

LADY ISABEL "IZZY" BLOODTOOTH (SHE/HER)

Visual Description: A petite redhead with a braid twice as long as her body knotted up around her head with a pair of knitting needles. Despite her blouse and skirt from the finest tailors in Brighthoof, her sleeves are rolled up as though she might start serving the drinks at her own party. The very thought!

Voice: Cornfed accent, full of "you betcha" and "don't ya know." You are hospitality incarnate, but if someone gets on your bad side, one of the knitting needles keeping your massive red mane in check is going in their throat.

Impressed by: Good manners, sweet sodas, Effervescent people, Dahlia Guns

Annoyed by: Unsweetened seltzer water, business rivals, Precocious people, Malefactor Guns

SIR PALADIN MIKE (HE/HIM)

Visual Description: Never found without his distinctive blue full-body plate armor emblazoned with Queen Butt Stallion's rainbow crest. Getting his helmet off will reveal a jawline as sharp as his sword and a salon-quality mane the likes rarely seen outside of boyband posters.

Voice: Foggy accent, guv'nah! Pepper sentences liberally with "bloody," "arse," and "bastard" like you're a waiter grating cheese over a salad and no one's said "when" yet.

Impressed by: Swear words he's never heard before, hot tea, honorable behavior, Indelicate-cy, Blackpowder Guns

Annoyed by: Pompousness and etiquette, iced tea, dishonorable behavior, Ostentatious-ness, Feriore Guns

BARON VALENTINE (HE/HIM)

Visual Description: Beneath a disarmingly casual mop of hair the color of rich milk chocolate is a grin as charming as it is charming. He wears a double-breasted leather jacket studded with... studs. Though most of his right arm is mechanical, they were eventually able to get the soda machine open and salvage the hand.

Voice: Unearned and unshakeable overconfidence. You've had so many cocktails thrown in your face your eyebrows have a drinking problem.

Impressed by: Shapes, colors, people, Gregarious-ness, Skuldigger Guns

Annoyed by: Rules, being alone, Capricious-ness, Alas! Guns

LADY FRETTE (SHE/HER)

Visual Description: Her sleek blue and white robotic torso emerges from a spherical wheel that forms the lower half of her body. Her hands are wide and heavy, for punching, and the brim of her head comes forward like an accountant's visor, shading a single narrow optical sensor.

Voice: Dry and sardonic. You know that you're right about everything, but are so tired of pointing it out you're considering not bringing it up. *Considering it.*

Impressed by: Rulebooks, Demure people, Alas! Guns

Annoyed by: Homebrews, Effervescent people, Skuldigger Guns

VESTIBUFLEX, WAR-WON HEIR TO THE GRISTLE THRONE (THEY/THEM)

Visual Description: A dapper green figure in a slim and very expensive tuxedo. Their black hair is perfectly combed and buffed with pomade, and their pencil-thin black mustache just barely reaches their immaculately polished tusks protruding from their lower jaw.

Voice: Pompous and lofty, almost bored. You could barely care for romance, you're just here in the hopes that anything entertaining will happen. You're from an old-money Orc family who paid good coin for their titles and insist that you use them in full.

Impressed by: Money and Fame, Deference, Ostentatious People, Feriore Guns

Annoyed by: Affectionate Nicknames, You Not Knowing Who They Are, Indelicate People, Dahlia Guns

SIR CLAPTRAP (HE/HIM)

Visual Description: Imagine a yellow toaster with an impressive capacity for mental meandering. Unfortunately this is one of the very few impressive things about him unless incessant talking, neediness, and ill-advised self aggrandizing are your thing.

Voice: Excitable, like way too excitable. Refers to players as "minions" a lot.

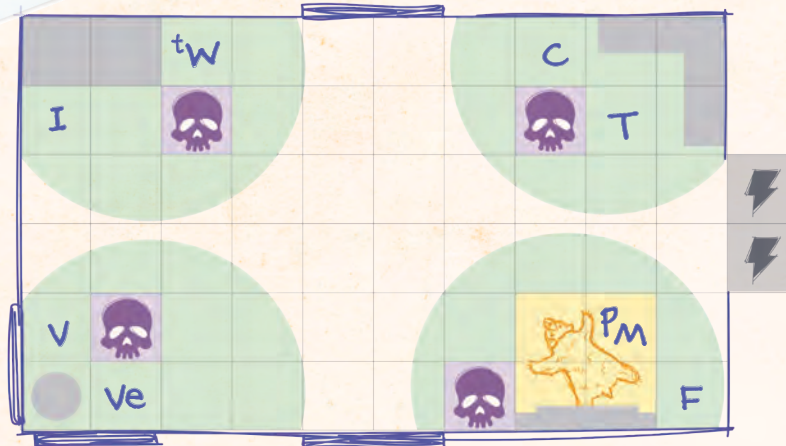
Impressed by: Attention, Jokes

Annoyed by: Not Getting Attention, Lord Dragon, Jokes about Stairs





This is what's called a Social Encounter. Instead of shooting people with guns, you'll be shooting them furtive glances. With your eyes. You must converse with the suitor or suitors of your choosing and successfully impress them, if you hope to woo them into a marriage later on.



SKELLYDRONE



player SPAWN



WINDOWS

V

VALENTINE

tw

THE WASTARD

C

CLAPTRAP

I

IZZY

T

TORQUE

Pm

PALADIN MIKE

ve

VESTIBUFLEX
(WAR-WON HEIR TO
THE GRISTLE THRONE)

F

FRETTE



SOCIAL ENCOUNTER: SODA MIXER

There are 4 circles (descriptions on the next page), each with two suitors and a Skellydrone controlled by Lord Dragon. Each circle can have a max of 2 players at a time.

If a player passes a square adjacent to a circle that has less than 2 players, the Skellydrone in that circle will try to pull them in with a pointed remark about their attire or general unattractiveness. The player must make a Traverse (13) Check to walk past while seeming too busy for conversation, otherwise they are pulled into the circle and take 2d6 social damage from the Skellydrones cutting remarks.

When entering a circle, the suitors will be engaging in the listed topics of conversation. Upon noticing the player's entrance, they might be impressed or annoyed by the players Fancy Trait as well as the Guild of the Guns the player possesses.

If the player wishes to engage in the conversation, a social Showdown will occur. Use the following steps to resolve the Showdown:

- 1 The player chooses a topic and a side of the topic to be on (usually for or against). Whichever side they are on, the Skellydrone in that circle will choose the other side (because they are a contrarian).
- 2 The player speaks on the chosen topic then rolls a Talk Check. Based on their actual talking and the result of the Talk Check, the BM will assign them a damage die (d4, d6, d8, d10, d12, d20). The better the talking and Talk check, the higher the damage die.
- 3 The Skellydrone speaks on their side of the topic, and rolls a Talk Check (if their side of the topic requires empathy, they get a -6, otherwise they get a +3). Based on the result they get their damage die (1-3: d4, 5-8: d6, 9-12: d8, 13-16: d10, 17-18: d12, 19+: d20).
- 4 The player then rolls damage using their damage die and adds their Talk mod to their roll for a final damage number for the conversation.
- 5 The Skellydrone rolls their damage die and adds their bonus or penalty to get their result.
- 6 Each attack deals social damage to the opponent (which is like real damage, but the wounds are all inside and therefore doesn't affect Shields) and whoever has dealt the most damage after both attacks has won the topic (and admiration of the suitor if they are impressed by the topic).

- 7 The current topic of conversation will now return to general pleasantries until the player (or Skellydrone) brings up another Topic to converse on.

There are also other ways to impress the suitors, varying from feats of strength to crafting cocktails.

Lord Dragon's Skellydrone will also attempt anything the player does to try to impress the suitors. Whoever rolls lower suffers 3d6 social damage.

At any point when a check isn't being made, a player may attempt a Talk Check to out-flirt Lord Dragon's Skellydrone in that circle and win the favor of the suitor they are flirting with. The player rolls a Flirting Talk Check, as does Lord Dragon. If Lord Dragon wins, his Skellydrone receives a smooch on the hand from the suitor while staring smug daggers into your eyes (dealing 2d8 social damage). **If the player out-flirts the Lord Dragon, they receive a smooch on the hand from the impressed suitor (track how many times each suitor is impressed or annoyed by each player throughout the adventure), and the suitor gives them an item as a reward.** If two players are attempting to flirt with the same suitor, whoever rolls the highest gets the smooch (if they roll higher than Lord Dragon).

REWARD ITEMS

IZZY A cask-aged energy drink (Rare Potion: +15 Max Health)

TORGUE 1 HIGHLY EXPLOSIVE grenade on a bracelet (Rare Torgue Grenade: deals 2d8 damage in a 2x2 grid and splash damages every surrounding square)

VALENTINE A Rare Skuldigger shotgun (V for Victory, pg 47) with an extremely poor cursive V embossed on the grip

PALADIN MIKE A sword that has a Rare Blackpowder pistol (Quite Sharp, pg 47) for a grip.

THE WASTARD Rare Abyssal relic (Void Hug - On a successful Interact (12) Check during a Melee Attack, the wearer grabs the target and they are unable to move until a Mayhem token is spent. Class Bonus: +4 Melee damage)

FRETTE A Rare Alas! SMG (Rule's Lawyer, pg 47) with a weapon damage lookup table as a trinket (Let me see the book: +3 on weapon-related Insight checks)

VESTIBUFLEX, WAR-WON HEIR TO THE GRISTLE THRONE A Rare Feriore combat rifle (War-Won, pg 47) plated in tasteful platinum

CLAPTRAP An echo-stone full of Claptrap's echocasts. Any Skellydrone forced to listen to it will explode (once per day, user gets -1 Badass Rank for the day).



*a rare Skuldigger Shotgun
(contains crystals)*



CIRCLE 1: IZZY, THE WASTARD, SKELLYDRONE1

Topics: Non-Alcoholic Libations (Impresses Izzy), The Role of Necromancy in Polite Society (Impresses The Wastard)

The circle is located by the floating bar with many different ingredients for virgin cocktails as well as empty vials and glasses to make your own drinks. If a player attempts to create a potion, they must succeed at an Interact (15) Check to impress The Wastard.

CIRCLE 2: VALENTINE, VESTIBUFLEX (WAR-WON HEIR TO THE GRISTLE THRONE), SKELLYDRONE2

Topics: Smooching (Impresses Valentine), Better Parties You've Been Invited To (Impresses Vestibuflex), The Other suitors (Impresses both)

The circle is located by a set of large windows looking across the Bloodtooth estate. A player can make an Insight (10) Check to impress Valentine with how many people you've smooched and how many times. No matter what number you say, you are lying. A player can attempt an Interact (14) Check to breach decorum in exactly the right way as to get Vestibuflex, War-Won Heir to the Gristle Throne to raise an eyebrow, which is the closest you're gonna get to impressing them.

CIRCLE 3: PALADIN MIKE, FRETTE, SKELLYDRONE3

Topics: Social Graces and Why They Suck (Impresses Paladin Mike), Weapon Quality (Impresses Frette), Looting in a Fantasy World ('Looting is ethical' impresses Frette, 'Looting is unethical' impresses Paladin Mike)

This circle is located by a large hearth and fireplace, with a drollbear-pelt rug spread out before it. Throughout the conversation, the drollbear pelt is wearing a monocle and constantly making non-verbal "nyuh" sounds like a stuffy aristocrat. You know the sound. An ancient, rusted sword hangs above the fireplace, a relic from a long-forgotten early-game dungeon. A player may attempt to identify the weapon and the name of its dungeon of origin (Bunker Master's delight) with an Insight (12) Check. If successful, Frette is impressed at your knowledge. A player may attempt, with an Talk (13) Check, to tell a joke so crass that the drollbear's monocle pops off, impressing Paladin Mike. In addition to the check, the player must actually tell this joke out loud, and the table must vote on whether it was crass enough.

CIRCLE 4: TORGUE, CLAPTRAP, SKELLYDRONE4

Topics: Explosions (Impresses both), Physical Fitness (Impresses both), Claptrap (Impresses Claptrap)

This circle is located in the front of the room, with a bookshelf full of various tomes of knowledge as well as grenades behind the suitors. A player may attempt to rip a book in half, with an Interact (12) Check or rip a grenade in half with an Interact (15) Check. Both impress Torgue, but the grenade deals 2d8 damage to the player. To impress Claptrap, a player can attempt a Search (10) Check to find a book for him to stand on and look taller.

If you as BM feel like the players are getting bored, or if they've already talked to everyone they care about, or if Frette says your adventure "needs more shooting scenes", here's how you get some combat going!

A foul group of highwaymen attack the soda mixer, shattering the windows and breaking in.

"WE COULDN'T CARE LESS ABOUT YOUR WEIRD SMOOCHING PARTY! WE HEARD THERE WERE HORS D'OEUUVRES!" they say. "WE'RE HERE FOR YOUR COCONUT SHRIMP AND SPANAKOPITA!"

You turn to see Claptrap mashing the last of the coconut shrimp into his disk tray like he's people. There will be no peace (or shrimp) tonight.

ENCOUNTER: THE HORS D'OEUUVRES BANDITS

Spawn 6 BR per Vault Hunter each Turn

ENEMY	BR
Ne'er-do-well (Cultist, B&B pg 102)	4
Highwayman (Bandit, B&B pg 102)	3

Each Turn in Combat, Skellydrones roll Initiative (adding their BR of 6). When their Turn comes, each Skellydrone rolls 1d8. On a 4+, the Skellydrone kills the closest enemy with its flamethrower eyes (should have mentioned that earlier, they have flamethrower eyes.). Keep track of how many enemies are killed by Lord Dragon vs the players.

If an enemy enters one of the social circles a special event will happen based on the circle:

CIRCLE 1: Izzy will smash her drink over their head and The Wastard will drink their souls out of their mouths, dealing about equal damage. The enemy takes 10 damage and takes 5 Corrosive damage (from the soda, that stuff rots your teeth, you know) each Turn until the sweet release of death.

CIRCLE 2: Valentine will try to smooth talk them into putting down their weapons and Vestibuflex, War-Won Heir to the Gristle Throne will sneer at them. The enemy takes 5 damage and gets -3 on their next Attack.

CIRCLE 3: Paladin Mike will swear at them so loudly they bleed from their eyes and ears, while Frette charges into them with her solid tritanium frame. They take 10 damage and are moved 3 squares away from the circle.

CIRCLE 4: Torgue will shove a grenade down their shirt and Claptrap will hug them. They take 10 damage and Claptrap gets blown up with the grenade (it's more funny than sad).

After 3 Rounds of the encounter, any remaining enemies flee, remembering that they can just, like, BUY frozen spanakopita from the 'cold-ish' aisle in their local bandit-mart.

If the players do a better job than Lord Dragon, then your favorite suitor will come up and be like, "hey there, hot stuff" and will hand you a ROSE.

You can use those ROSES to reroll your MARRIAGE PROPOSAL ROLLS at the BIG GALA at the end of the week.



Each player gains enough XP from the social encounter to reach Level 7. See Leveling Up (B&B Sourcebook, pg 64).

Then,

Izzy thanks you for coming to her humble abode and throwing grenades at snack bandits. "But," she says dramatically, "Don'tcha know it's time for my beauty rest. I sure do hope to see you all at the big gala at week's end, where some of us'll be hitchin' ourselves to a new life partner."

And then she raises her eyebrow flirtily at your group. "Maybe even more than one," she says.

Lord Dragon's Skellydrones laugh simultaneously and dickily. They're already more attractive, more talented, and wealthier than you -- it's not like you're going to be able to undertake a bunch of sidequests in the intervening week that might increase your currently slim chances of landing your dream husband-or-wife-or-spouse.

EXCEPT THAT'S EXACTLY WHAT'S GOING TO HAPPEN!

*Ne'er-do-welling
supplies*



Ne'er-do-well



SCENE 3: SIDE QUESTS

That night, Matriarch Tina breaks it down for you.

"Okay -- we got three days before the dinner. That means you gotta train. You gotta get RIPPED, romanceably-speaking.

"I mean, if you wanna. If you wanna just hang out at the house and take naps and guzzle whipped cream for three days I'm down for that too, but

"Point is this: I signed you up for painting lessons, music lessons, and a hunting expedition. You do as few or as many of em as you want. You do good, the instructors'll prob give you a rose. You do bad, not so much.

"Do em in whatever order you want. Mama don't care."



SCENE 3-A: PAINTING LESSONS

You come to a painter's studio. Huge, flowing white canvas cloths are draped over every wall and object in the room.

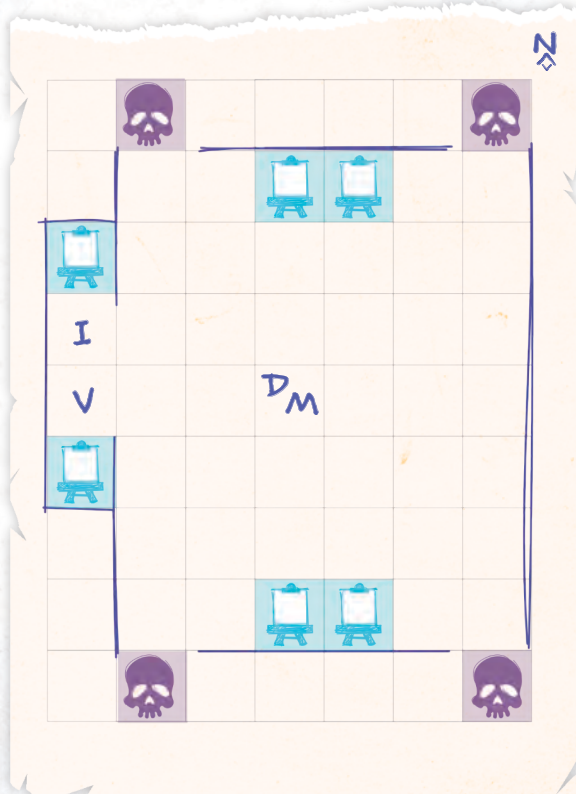
The painting instructor, Duchess Maya, stands before you. She doesn't date but she's very into vibes. "Art is more than just paint on a canvas," she says, vibily. "It comes from inside you."

"See, like that. Look at all the art that came out of that guy." She nods her head to you. "Your turn."

Also, Izzy and Valentine are here in the corner with normal art supplies. Izzy fills a mug with soda, then dumps her paintbrushes into it. Valentine's like, "hey there." He winks at you and asks if you wanna see what he's working on. Before you answer, he turns his canvas to show you: it's him, enormous fork in hand, assaulting a castle entirely made of pancakes.

The linework's not bad.

Duchess Maya directs the players to a table labeled "art supplies" with a bunch of guns on it (Artsy Guns, pg 48). These weapons have Knockback (moves the target 1 square backward from the source of the damage) and each player can choose one weapon to use (and keep).



ENCOUNTER: BLOOD PINATAS

Spawn 16 BR per Vault Hunter

ENEMY	BR
Artsy Cultists (B&B, pg 102) (max 1 per player per Turn)	4

Replace Cultists 'Daggers (+1 Damage)' weapon with 'Pallet Knives (+3 Damage)' and add 3 Damage to all attacks. Spawn 1 Artsy Cultist per player each Turn (until the encounter BR threshold has been met), when spawned they take a Rush action immediately. Artsy Cultists avoid standing on squares with blood splotches on them, if possible.

Each player receives a sheet for their canvas (pg 56) and secretly chooses one of the following subjects to paint:

- > HORSE
- > SUN UMBRELLA
- > BOWL OF FRUIT
- > CARRIAGE
- > POCKET WATCH
- > TEA SET
- > SAILBOAT
- > LANDSHARK

Each canvas is a 6x7 grid which matches the main room grid of the map (minus where Izzy and Valentine are painting). players begin in a square adjacent to the canvas of their choice.

When the player kills an enemy, they mark their location with a colorful paint splotch on their canvas (in the square where they died). The player may use different colors for splotchés and can partially fill in a square with multiple colors but must fill the entire square with color.

If an enemy would have been Knockedback when they died, the player can choose to mark either square (where they died or where they would have ended if Knockedback).

If an ally kills an enemy, the other players may choose to paint a splotch on their canvas or not, following the same rules.

Once all of the enemies have either been killed or run away, the players can draw a maximum of THREE lines on the map itself in order to make the different blood splotches look like some sort of image. The three lines must go from one corner of a square to a different corner, and can curve. The player may fill in different segments of that square with colors.

If Duchess Maya (as played by you, the BM) can guess which of the subjects the player was attempting to paint, the player receives a ROSE.



CANVAS

I IZZY

V VALENTINE

D. DUCHESS MAYA



ENEMY SPAWN



SCENE 3-B: MUSIC LESSONS

If most of the players create an image that you, the BM, approve of:

FF

"C'est magnifique," says Duchess Maya. "That's art for, nice!"

She tosses you a ROSE. Noice.

You see Valentine and Izzy smiling. They pack up their art supplies and begin to walk out the door, but just before they go, they flash a quick glance over their shoulders at you, which is basically third base in these kinds of stories.

If they don't:

FF

"A fun thing about art," Duchess Maya says, "is that it's subjective. Usually. This is the opposite of that. This is objectively bad. This is the Hyperion of paintings."

Then she autodefenebrates and you never see her again.

Valentine sucks air through his teeth. "Awk," he mutters, as he and Izzy slowly back out of the building holding their canvases and all their paints and stuff.

FF

You show up for music lessons alongside Torque and Frette. The latter has a violin, the former is doing guitar noises with his mouth and strumming an invisible guitar.

You meet up with Maestro Salvador in his big, musical manor.

He just looks like regular Salvador but with a tux. It's a good look.

"Today," he says, "you will learn the art of rhythm. I see you've brought your own instruments," he says, nodding at your guns.

He looks at Frette. "Uh, we don't use those kinds of instruments here. More, like, weapons and stuff --"

"I'll have you know I've killed six people with this violin. Seven, if you count the bow too."

"WHICH I DO," Torque screams before doing an air guitar solo that lasts forty-three uninterrupted minutes.

During the solo, Maestro Salvador points you towards a rack of 'instruments' (Musical guns, pg 49). These weapons each have a Charge ability (when dealing damage, deal 5 less damage and gain 5 charge or spend all charge and deal extra damage equal to the amount). Each player can choose one weapon to use (and keep).

Once he's done, Salvador says, "right -- what was I saying? You've got your instruments, so...

"It's time to meet your sheet music."

He rings a bell. Every door in the room EXPLODES open and standing in each shattered doorway are bandits with musical notes tattooed all over their bodies.

"AW HELL YEAH," both Torgue and Frette say, except Frette says it quieter and says a much stankier curse word than "hell".

"We're going to do this in 4/3 time," Salvador says, "which means I want you to kill exactly 4 bandits every three rounds.

"That means you can hurt them as much as you like on rounds one and two, but I want to hear that sweet, sweet death rattle on round three. Don't forget to count the notes."

"Hit the music!"

ENCOUNTER: OFF KEY

Spawn 12 BR per Vault Hunter

ENEMY	BR
Badass Music Bandit (B&B, pg 102)	6

Replace 'Throwing Knives' with 'Throwing Lutes' as the Music Bandit's weapon and deal +1 die of damage per attack.

Each Bandit has a number of music notes equal to their Health tattooed across their exposed flesh.

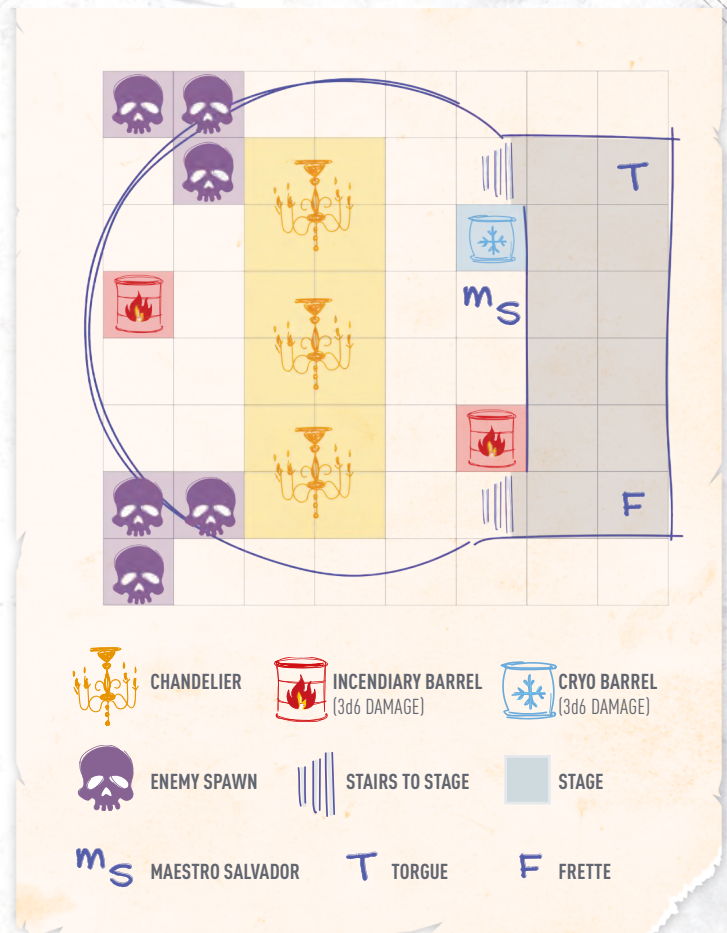
Each time a player deals damage to a Bandit, that number is reduced by the exact amount of damage they've dealt. players can make an Insight (12) Check to figure out the music notes represent current health.

There are 9 Turns to this encounter, every 3 Turns Maestro Salvador wants 4 Bandits dead so he can use their death sounds for his music. At the end of Turns 3 and 6, reinforcements arrive (spawn 12 BR per Vault Hunter).

There are Barrels scattered around the room along with chandeliers that cost more than your manor that can be dropped to cause massive damage. If shot, the chandelier will drop and deal 4d10 damage to any Targets in a square where it lands.

If an enemy enters a square adjacent to Torgue or Frette they get murdered in horrible fashion (Frette with her violin and Torgue with an air guitar).

After 9 Turns, if the players successfully killed 4 Bandits every 3 Turns at least twice then they will be rewarded with a Rose.



If the players successfully kill the bandits at the correct time:

"Music to my ears," Salvador says as if music has an effect anywhere else on your body.

"ENCORE," Torgue screams. Frette upturns her violin, letting the excess blood slosh out of those little curly holes in the front.

"Bellissimo," Salvador says, and throws you a big-ass ROSE.

If the player fails:

"MEEDLYMEEDLYMEEDLYSAAAAAAAAD," Torgue says. Frette doesn't say anything, because she's too busy snapping Salvador's conductor baton in half and jamming the ends into her audio receptors.

"Congratulations," Salvador says. "Music is dead. You have killed it. You have also killed me. I am a phantom now."

Then Salvador puts on a half-mask and climbs into the rafters and spends the rest of his life harassing opera-goers.



SCENE 3-C: THE HUNT

Vestibuflex, War-Won Heir to the Gristle Throne is sponsoring a good, old-fashioned Monster Pocketing Hunt. You're invited, as is Paladin Mike. Unfortunately, so is Lord Dragon. Vestibuflex drolly announces:

"What a mediocre day for a Monster Pocketing, but it beats spending time in Tangledrift - my parents have a summer home in Tangledrift - so I've made all the arrangements. We'll be competing to hunt down and capture various creatures around the estate. Of course, we won't be doing the hunting ourselves. Can you imagine? My family's prize-bred Shrooms - my family breeds Shrooms and they've won prizes - will be tracking down the monsters for us."

Behind them, a handful of fungal buds sprout from the ground, revealing they have hands and feet and cute little butts. Oh, and also

rows upon rows of razor-sharp teeth beneath their caps.

Paladin Mike spits on the ground and hurls you a Net Gun. "Bloody posh wankers. All the prizes in the world won't matter if you can't hit your target with the Net Gun."

"Do you have much time for target practice in Brighthoof? Being on guard duty all the time" sneers Vestibuflex, War-Won Heir to the Gristle Throne.

Paladin Mike cracks his neck, which echoes inside his plate armor.

"Oi! You challenging me? Alright, let's make this interesting. Whoever pockets the most monsters gets a ROSE straight from her Majesty the Queen's royal garden."

Lord Dragon's Skellydrone gets all up in your face.

"I'm just gonna kill everything I find and I'm gonna win anyway. And I'm gonna take those roses and I'm gonna find everyone you want to kiss and I'm going to kiss them so hard you die of jealousy."

So, don't let him do that obviously.

ENCOUNTER: CATCH THEM

Distribute the Shrooms (pg 51) among the players. Each player may only have one Shroom active at a time (the others just burrow back into the dirt, waiting to be called upon.)

SHROOM	HEALTH	DAMAGE TYPE	SEARCH BONUS	ABILITY
Flame Shroom	50	Deals Incendiary damage	+2	Deals 1 damage each time it takes damage
Corrosive Shroom	60	Deals Corrosive damage	+2	Increased starting health
Frost Shroom	50	Deals Frost damage	+3	High Search Bonus
Shock Shroom	50	Deals Shock damage.	+1	Deals bonus damage

Each player takes the card for their Shroom(s) and a Net Gun card (pg 51).

A Shroom card features the name, element type, Health, Strong and Weak Types, Search Bonus and Actions. They place both Cards into their Current Gun space on their Equipped Guns section of the character sheet.

The Hunt takes place over several Turns and ends when players have caught 4 unique creatures or encountered 8 total creatures.



Be sure to track the number of Captured, Killed, and Fled creatures for both the players and Skellydrones, which determines success or failure at the end of the encounter.

Frette will be mad if you mess up the scene she 'politely demanded' that I include.

Each Turn during the Hunt is broken down into steps:

- 1 Search
- 2 Encounter
- 3 Skellydrone

1 SEARCH

The group begins in the Clearing and can Search. On future Turns, the group can decide which area to Search: Clearing, Swamp, Forest, Cave, Hills. Each area has a different creature type that inhabits it.

Each player makes a Search Check, adding their Search Mod as well as the Search Bonus of their active Shroom.

Search Check Results

1-5	Small Item
6-12	Large Item (1st time each Encounter) or Creature (2nd time)
13+	Creature

If a player finds a Small or Large Item, they roll on the table below to determine what they found.

1d8 ROLL SMALL ITEM

1	Rotted Rodent: Enemy takes 1d6 damage
2	Clover: Shroom gains +1d6 Health
3	Coiled Egg: Shroom gains +1 damage for this Encounter
4	Crab Carapace: Shroom takes 1 less damage from each Attack this Encounter
5	Bug: BM rolls and announces Creature Attack before Shroom Actions next Turn
6	Mimic Jerky: Shroom deals 2 damage each time it reduces incoming damage.
7	Seawarg Caviar: Creature's Action does 1d6 less damage this Turn.
8	Goblin Booster: Ignore Shroom weakness during this Encounter.

LARGE ITEM

Three Bugs: Spend one to have the BM roll and announce the Creature Attack before Shroom Actions next turn.
Shell Cartridges: Shroom deals +1d6 Explosive damage when attacking this Encounter. when attacking this Encounter.
Zombie Meat: Shroom gains +1d4 Fart damage each Action this Encounter
Shield Bearer: Shroom takes no damage from the next attack this Encounter.
Carriage Wheel: Prevents the Creature from Fleeing this Turn.
Potion Cabinet: Enemy takes 2d6 damage .
Ornate Gun: Abhorrent Ignitor (Legendary Feriore Pistol, pg 50). If already taken, then gain +2 on Net Gun Accuracy Rolls this Turn.
Whole Skeep: Shroom gains +10 Health

If the player found a creature, the next step of the Hunt begins.

2 ENCOUNTER

Spawn a Creature based on the area the players were Searching in. Also roll 1d4 to determine which element the creature is (except for the Troll, which has no Element).

Spawn a creature

1d4 ROLL	ELEMENT	WEAK AGAINST	STRONG AGAINST
1	Cryo	Flame Shroom	Shock Shroom
2	Corrosive	Shock Shroom	Flame Shroom
3	Shock	Frost Shroom	Corrosive Shroom
4	Incendiary	Corrosive Shroom	Frost Shroom



CLEARING [WYVERN NEWT]



Wyvern Newt

Wyvern.

Badass
Rank
10

Movement
3 Squares

Health: 30
Shield: N/A
Traits: N/A

Weapon: Teeth (+1 Damage), Tail (+1 Damage)
Special: N/A

Actions

Roll 1d6. May spend a Mayhem to add +2 to the roll.

1-3: Snap

Wyvern Newt snaps at the Shroom who dealt the most damage this Turn, dealing 2d6+1 damage

4-5: Tail Whip

Wyvern Newt whips its tail around, dealing 2d6+1 damage to all Shrooms.

6+: Spinning Bite

Wyvern Newt spins around, hitting up to 2 Shrooms that dealt it Damage this Turn with its tail for 3d6+1 damage and biting another for 3d6+1 Damage.

SWAMP [EYECLOPS]



Eyeclops

Cyclops.

Badass
Rank
12

Movement
Flight - 3
Squares

Health: 50
Shield: N/A
Traits: N/A

Weapon: Eye Beams (+2 Damage)
Special: N/A

Actions

Roll 1d6. May spend a Mayhem to add +2 to the roll.

1-3: Direct Blast

Eyeclops takes aim and hits the Shroom with the most Health for 2d6+2 damage.

4-5: Sweeping Blast

Eyeclops flies over the Shrooms, blasting all Shrooms for 2d6+2 damage.

6+: Hypertense

If Eyeclops has less than 20 Health, it will turn red and explode, dealing 3d6+2 Damage to each Shroom and destroying itself. If Eyeclops has 20 or more Health, it deals a Sweeping Blast instead.

FOREST [BEEF SHROOM]



Beef Shroom

Shroom.

Badass
Rank
13

Movement
3 Squares

Health: 60
Shield: N/A
Traits: N/A

Weapon: Fists (+2 Damage)
Special: N/A

Actions

Roll 1d6. May spend a Mayhem to add +2 to the roll.

1-3: Punch

Beef Shroom winds up and punches the Shroom with the lowest Health for 2d6+2 Damage.

4-5: Beefmaker

Beef Shroom swings wide, hitting all Shrooms for 2d6+2 damage.

6+: Uppercut

Beef Shroom uppercuts the Shroom that dealt the most damage this Turn, dealing 3d6+2 damage and stunning them for 1 Turn (They take no action).

HILLS [MIMIC CHEST]



Mimic Chest

Mimic.

Badass
Rank
13

Movement
3 Squares

Health: 50
Shield: N/A
Traits: N/A

Weapon: Teeth (+1 Damage), Hands (+1 Damage)
Special: N/A

Actions

Roll 1d6. May spend a Mayhem to add +2 to the roll.

1-3: Chomp

Mimic Chest lunges at a Shroom it is Strong Against or the Shroom with the most Health, chomping them for 2d6+1 Damage.

4-5: Grab

Mimic Chest grabs a Shroom it is Strong Against or the Shroom that dealt the most Damage this Turn, dealing 2d6+1 damage and stunning them for 1 Turn (they take no action).

6+: Spit

Mimic Chest spits a wad of spit, dealing 3d6 damage to all Shrooms.

CAVE [TROLL]



Troll

Troll.



Movement
4 Squares

Health: 70
Shield: N/A
Traits: N/A

Weapon: Tree (+2 Damage)

Special: Weak against Flame Shroom. Strong against Shock Shroom.

Actions

Roll 1d6. May spend a Mayhem to add +2 to the roll.

1-3: Snap

Troll attempts to stomp the Shroom with the least Health like a twig under its massive feet dealing 3d6+2 damage.

4-5: Blow Over

Troll blows a gust of wind at the Shroom with the least Health, dealing 2d6+2 damage and preventing half of the incoming damage (rounded down) next Turn.

6+: Element Spikes

Troll unleashes a flurry of spikes at the Shrooms, dealing 3d6+2 damage to all Shrooms. Each Shroom takes 1d6 damage when they take their next Shroom Action.

Unlike a normal Encounter, there is no map for Hunting encounters. The Round Order for encounters is: Search, Shroom Action, Creature Action, Capture, End of Round.

ITEM SEARCH At the start of each round of the Encounter, any player that did not find the creature yet can make a Search Check, collecting more Items or getting into the fight if they roll high enough. If a player rolls an Item size they already rolled (Small or Large) this Encounter, they move up one range either from Small to Large, or from Large to joining the Encounter.

SHROOM ACTION Each player in the encounter chooses either an Action for each Shroom or an Item to use. Shrooms Actions and Items can be resolved in any order. If a player uses an Item on their Shroom (or the creature), they do not get to use a Shroom Action this round. If a player uses a Bug item, the BM immediately rolls a creature attack and announces which Action the creature will take before the Shrooms have to choose their Actions for the round.

- > If a Shroom is strong against the creature's element type (as shown on their card), all damage dealt to that creature by the Shroom is doubled.
- > If a Shroom is weak against the creature's element type (as shown on their card), all damage dealt to that Shroom by the creature is doubled.
- > If the Shrooms kill the creature, the encounter ends (skip to End of Round) but the Shrooms level up (see: Shroom Level Up).

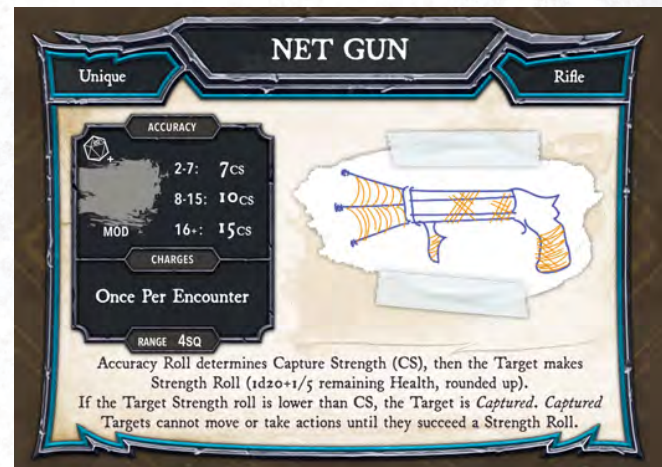
Once all Shroom Actions and Items have been played, the Creature Attacks.

SHROOM LEVEL UP

When leveling up, each player chooses a box on their Shroom card to fill in. If the player fills in the '+20 Health' box, the Shroom's Max and Current Health are increased by 20. If the player fills in a box for one of the Shroom Actions, that action is now upgraded with the new bonus that effect provides. This could be dealing more damage, taking less damage, or other effects.

CREATURE ATTACKS The BM will roll 1d6 to determine which action the creature will take this turn. Most Actions deal damage to one or more Shrooms (If a Shroom dies, it is out of the encounter but springs back once the Encounter ends). Once the creature's attack has been resolved, the player can choose whether or not to attempt a Capture.

CAPTURE If any player thinks they have done enough damage to the creature, they may attempt to capture it using their Net Gun. The player rolls an Accuracy Roll for their Net Gun, which instead of Hits or Crits, has a Capture Strength based on the Accuracy Range. Once the player rolls and gets their Capture Strength, the BM rolls 1d20 +1 for every 5 Health the creature has (rounded up). If the creature's strength is equal to or higher than the Capture Strength, the creature escapes the net and the Encounter continues. If the Capture Strength is greater than the creature strength, the player has captured the creature!



END OF ROUND At the end of the round, if the current creature has 5 or less Health or if all players have attempted and failed a Capture with their Net Guns, it will Flee. Track the number of creatures that have Fled.

If the creature was captured, killed, or fled the encounter ends and the Turn continues to the Skellydrone step. If not, start a new round of the Encounter with the Item Search step.





If a player purchases a Malefactor gun (Unpleasant Element, Touch of the Vapours, and Eroded Toadstool) or the Void Black Dress, The Wastard is impressed and winks with the eye relic as he leaves.

If they attempt a Talk Check and fail or purchase the Way Up Top Hat, The Wastard will leave annoyed.



*You know what that means:
MAKEOVER SHOPPING MONTAGE!*

GUNS

Name	Type	Rarity	Cost (gold)
Unpleasant Element	Malefactor Sniper Rifle	Rare	100
Dramatic Entrance	Stoker Rocket Launcher	Rare	100
Raucous Writer	TORGUE Combat Rifle	Rare	100
Touch of the Vapours	Malefactor Rocket Launcher	Rare	100
Standing Ovation	TORGUE Combat Rifle	Rare	100
Crass Cutter	TORGUE Shotgun	Epic	200
Top of the Pile	Feriere Pistol	Epic	200
Precise Device	Blackpowder Shotgun	Epic	200
Clutching Pearls	Feriere SMG	Legendary	300
Dove of Peace	Stoker Sniper Rifle	Legendary	300
Blood's Port	Blackpowder Pistol	Legendary	300
Eroded Toadstool	Malefactor SMG	Legendary	300

OUTFITS

Type	Quality	Name	Shields	Effect	Cost (gold)
Main	Uncommon	Low Waisted Wastecoat	30	+3 on Interact Checks	50
Main	Uncommon	Overly Ruffled Dress Shirt	30	+3 on Traverse Checks	50
Main	Uncommon	Morning Gown		+3 on Insight Checks	50
Main	Uncommon	Void Black Dress	30	+3 on Sneak Checks	50
Main	Uncommon	Inexpressible Britches	30	+3 on Search Checks	50
Accessory	Uncommon	Backwards Bonnet	10 (Social Damage)	Gain +3 on Arm Wrestling Checks	50
Accessory	Uncommon	Crooked Cravat	10 (Social Damage)	Gain a 5 second head start on Drinking Checks	50
Accessory	Uncommon	Way Up Top Hat	10 (Social Damage)	Gain +3 on Blowing Stuff Up Checks	50
Accessory	Uncommon	Hat Pen	10 (Social Damage)	May write down stories before reciting	50
Accessory	Uncommon	Neck High Cane	10 (Social Damage)	Gain a second opportunity at Laughing Checks	50



Once they're ready, it's time to head to Izzy's...

"Alright," your sugar-blasted mom says. "This is it. If you don't get engaged at this coming out party, you're gonna be sad and lonely and worst of all poor."

"So get ready. Get flirty. It's time to suck some face."

Izzy's estate is even more lavishly decorated than usual. Flowers everywhere. Tasteful candelabras. Just, like, cool pieces of glass lying around.

Fortunately, Izzy looks happy to see you.

Unfortunately, she and everyone else -- all the suitors, and just as many Skellydrones -- are already sat down to dinner.

"You're late," all the Skellydrones say simultaneously. "Almost as if someone told you dinnertime was an hour later than it actually was, hm????"

It was him. Lord Dragon told you that.

Your party is seated at the foot of a long, long table. Your suitors are at the far end of the table, each of them being chatted up by at least three Skellydrones. Between you and them is a group of Skellydrones that seem to be min-maxed to impress a suitor and humiliate you at the same time.

You are seated next to Claptrap.

You've got to find a way to reach whichever suitor you wanna woo without breaking dinner party protocol. Only then can you use your roses to attempt to woo the object of your affection and get married.

You take a swig of soda, its sugary fizz burning the back of your throat. It's gonna be a long night.



		T	ve							
	tw									
	I									
	PM									
		V	F							

T	TORQUE	ve	VESTIBUFLEX (WAR-WON HEIR TO THE GRISTLE THRONE)	tw	THE WASTARD	I	IZZY	F	FRETTE
PM	PALADIN MIKE	C	CLAPTRAP		ENEMY SPAWN		PLAYER SPAWN		

-  THE WASTARD SKELLYDRONE
-  FRETTE SKELLYDRONE
-  TORQUE SKELLYDRONE
-  IZZY SKELLYDRONE
-  PALADIN MIKE SKELLYDRONE
-  VESTIBUFLEX (WAR-WON HEIR TO THE GRISTLE THRONE) SKELLYDRONE
-  VALENTINE SKELLYDRONE

The players have to work their way up the table to reach its head, where they'll be able to spend their roses and attempt to woo their crush. If they can't reach the head of the table by the time Izzy calls for a toast in **5 rounds**, they'll have to watch helplessly as Lord Dragon proposes to the object of their affection.

Every attempt to move further up the table will increase the players' RUDENESS and TIME WASTED. Both will be measured in terms of d6 rolls. **If either stat reaches 50, the encounter will end and Lord Dragon will immediately propose to the players' crushes.**

Each Skellydrone in your way will have a different thing they'd like to waste the player's time on. If the player does this thing exactly as requested, they will roll ZERO rudeness die and TWO time wasted die.

If the players attempt the Skellydrones' task but fail, they roll ONE rudeness die and ONE time wasted die.

If the players attempt to bypass the Skellydrones' task, they roll TWO rudeness die and ZERO time wasted die.

If a player is attempting a Skellydrone's challenge, other players may roll ONE rudeness die to bypass them and move on to the next seat.

Claptrap wants you to LAUGH AT ONE OF HIS JOKES. To do this, the BM must tell the stupidest joke they can think of and/or quickly find. At least one player must CONVINCINGLY laugh within a minute of the joke's punchline being delivered. If the BM doesn't believe the laugh is genuine, the players fail and must roll an extra rudeness die. If you succeed, Claptrap pulls a ROSE from under the table and hands it to you with a robotic flourish.

The Izzy Skellydrone wants to compete in a SODA DRINKING CONTEST. To do this, any number of players must race the BM to finish a drink (of any sort. Water is fine. Eff peer presh). If anyone beats the BM, they complete the task successfully and the actual Izzy is impressed. The Izzy Skellydrone explodes out of shame.

The Skellydrone for Frette wants you to beat them in ARM WRESTLING. To do this, roll an Interact (17) check against the Frette Skellydrone. If the player succeeds the actual Frette is impressed and the Skellydrone explodes out of shame.

The Skellydrone for Valentine challenges you to a POETRY CONTEST. To do this, the player and the BM must write a four line poem to recite about Valentine. The other players decide which poem is the best. If the player succeeds the actual Valentine is impressed and the Skellydrone explodes out of shame.

The Torque Skellydrone wants you to BLOW SOMETHING UP using one of their grenades. The player chooses something in the room to blow up, if they choose the Skellydrone they get a +3 to their roll. The BM sets the difficulty for them to blow up the item with a grenade. The player then rolls an Accuracy Check to determine if they blow up the thing they wanted. If successful, Torque is impressed and the Skellydrone explodes out of shame (or from the grenade).

The Paladin Mike Skellydrone wants to compete in a HEROIC POSE-OFF. The player and the BM must make their best heroic poses in real life, and the rest of the players decide who wins. If the player is successful, Paladin Mike is impressed and the Skellydrone explodes out of shame.

The Skellydrones for Vestibuflex, War-Won Heir to the Gristle Throne and The Wastard want to HAVE AN INTELLIGENT DISCUSSION. In order to do this, one player needs to take a deep breath and tell a complete story of at least thirty seconds without saying "like" or "um". Each "like" or "um" during an attempt is a strike. If the player's story wasn't at least 30 seconds or they had 3 or more "like"s or "um"s, they fail. If they succeed, the suitor is impressed and the Skellydrone explodes out of shame.



If the players reach the Rudeness threshold before the Time Wasted threshold:

Everyone has a look on their face like somebody let out a bad toot, but then you look around and realize everyone is looking at you. YOU are the bad toot.

Even your crush is disgusted. ESPECIALLY your crush. Your manners are ATROSH. (Atrocious but shorter cause you busy)

You are forced to watch in horror as one of the Lord Dragon's Skellydrones cracks open a small jewelry box and offers it to your crush.

Your crush takes the contents out. It's a big-ass ring. With a diamond so big it'll give your crush carpal tunnel just holding it up.

"I..." your crush says. "I..."

Your crush looks at you. Then back at the Skellydrone.

Your crush shrugs.

"Yeah, sure, why not."

Every Skellydrone simultaneously looks at you and CHORTLES.

If the players reach the Time Wasted threshold before the Rudeness threshold:

You're doing a decent job hanging out with the party guests and using your sick-ass manners, but that's when you hear it:

The clock chimes. Dinner's over. Time for dessert.

"Ah," Lord Dragon says, in a single syllable that sets you on edge. "Before we get to the pastry I'm sure our host has prepared for us, why not start with something even...sweeter?"

You are forced to watch in horror as one of Lord Dragon's Skellydrones cracks open a small jewelry box and offers it to your crush.

Your crush takes the contents out. It's a big-ass ring. With a diamond so big it'll give your crush carpal tunnel just holding it up.

"I..." your crush says. "I..."

Your crush looks at you. Then back at the Skellydrone.

Your crush shrugs.

"Yeah, sure, why not."

Every Skellydrone simultaneously looks at you and CHORTLES.

If the players make it to the head of the table before their Rudeness or Time Wasted scores max out:

You manage to slide your way up to the head of the table, where your beautiful husband-or-bride-to-be is being chatted up by like five Skellydrones.

It's time to shoot your shot, baybeee.

If more than one player makes it to the head of the table, they may each choose a suitor (even the same suitor). Players must make a declaration of love (or maybe not "love," but more "we should get married so I don't die poor," but there's no word for that so let's just say "love" for now) and roll the d10. If they roll an 8+, the suitor accepts. If they roll anything else, the suitor blushes and looks away and says, "I...I just don't...I can't..."

By spending a ROSE, the players can again re-roll their attempt to woo the object of their affection.

If the player has impressed their suitor at least 3 times (tracked for each suitor), they gain a free reroll before spending ROSES.

If the player annoyed the suitor at least 3 times, they must roll a 9+ to woo their crush instead.

If the players run out of ROSES without rolling an 8+:

"I'm sorry," your crush says. "It's just...you and I come from such different worlds, and --"

--You know who comes from the same world as you? Me, darling."

Five Skellydrones surround your crush.

You are forced to watch in horror as one of Lord Dragon's Skellydrones cracks open a small jewelry box and offers it to your crush.

Your crush takes the contents out. It's a big-ass ring. With a diamond so big it'll give your crush carpal tunnel just holding it up.

"I..." your crush says. "I..."

Your crush looks at you. Then back at the Skellydrone.

Your crush shrugs.

"Yeah, sure, why not."

Every Skellydrone simultaneously looks at you and SMILES.

If the players successfully woo their crush:

"Of course," your crush says. "Of course I'll marry you!"

Your crush opens their arms toward you. Leans in. Lips puckered. Ready to smooch you. All of you. Every person in the party simultaneously, somehow.

"How romantic," Lord Dragon says.

You stop mid-about-to-smooch and turn toward a small crowd of chortling, sarcastically-clapping Skellydrones.

No matter which of the above outcomes occurred, the scene ends like this:

Something's wrong. You notice the suitors have all suddenly fallen...asleep? What's going on?

You hear Lord Dragon's voice, chortling out of all the Skellydrones simultaneously.

"Regardless of how tonight went, I knew I couldn't just leave you on the playing field. Your unpredictability and propensity for violence meant that I'd never TRULY win while you still drew breath."

As Lord Dragon talks, you feel yourself getting woozy. The world's getting blurry.

"But then I thought," Lord Dragon continues, "killing you would be far too easy. Far too boring. What if I sentenced you to a fate worse than death?"

You stumble to the ground, spilling your soda.

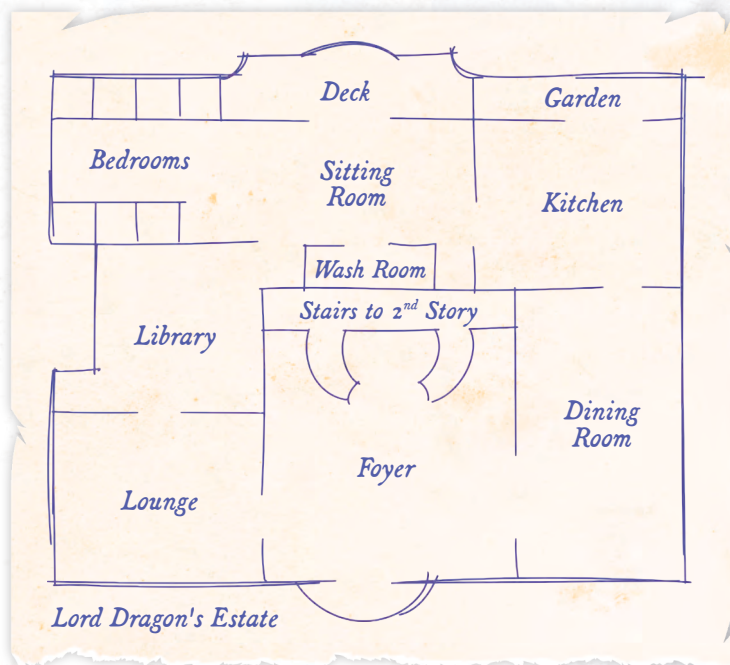
Your... soda.

"What if you weren't a noble? What if you didn't have an estate, or attend parties, or waste away the days, concerned only with furtive glances from potential lovers? What if you were just..."

Everything goes black. You hear two words as you lose consciousness:

"Working class?"

SCENE 5: DINNER IS SERVED



When you wake up, you feel different. Part of that is probably the Lord Dragon's insidious poisons wearing off. But mostly, it's what you're wearing.

Waistcoats with tails over top cumberbunds pulled too tightly.

Caterers. You're dressed like working class caterers.

But that's not the most uncomfortable thing you're wearing.

Around your neck are cravats that glow with sinister magic if you attempt to speak, preventing the words from escaping.

It's dark. The walls are covered in pots and pans. The room smells like not-money.

You're in a catering carriage.

A Skellydrone is standing over you.

"Oh, you're awake," he says. "Just in time to serve dinner. You've been out for...a couple days, looks like. But not to worry -- you're not TOO late for the big wedding! That's right -- tomorrow evening, I'm marrying ALL the suitors simultaneously! Wasn't too difficult to convince them. When the party woke up from their teatime nap to find Izzy's entire estate vandalized, and when you all were mysteriously missing...well, they came to the same conclusion I accepted long ago. That you don't belong here. You've been masquerading as one of us, members of polite society, this whole time.

"And now it's time for you to do what you do best: exactly what I tell you for very little money!"

"Tonight, we will be dining on Seawarg A La King. You will find it, kill it, cook it, plate it, and serve it. If you'd like to leave, just speak up now and I'll let you ride this carriage off my estate."

The Skellydrone presses a rune on the relic around their neck and the cravats around yours tighten.

"...No? Well alright then, guess you better get started. Here's a map of the estate. Try not to make a mess of it. Big day tomorrow. Okay byeeeeee!"

The Skellydrone leaves you.

But soon after, there's a knock on the door. It's The Wastard.

"Oh. Hey," he says in a voice so smooth and buttery it could sell laundry detergent to a nudist. "Sorry to bother you, uhm, but it appears there's a Seawarg loose on the estate. Seeing as how you're...erm...sadly ON THE JOB now, perhaps you could maybe...catch it? We're all planning on staying in our rooms until the Seawarg situation is resolved, so the sooner the better."

Seeing the look on your faces, The Wastard goes,

"Right. You'd planned on doing so anyway. For dinner. I don't do a lot of eating these days, but I do know a lot about what happens when things die. Well, see, there's a funny problem with Seawargs -- the moment they die, they begin to rot. So you can't just kill it and cook it. You've got to sort of...cook it, THEN kill it. Or trap it, cook it, then kill it. If that makes any sense. Probably not."

The Wastard steps away, leaving you in silence.

You find your way to the kitchen, as you hear the sounds of rampaging Seawarg echo throughout the estate.

The players are now dressed as caterers (keeping their Shield stats from their Main Outfit piece, but losing any bonuses granted by their Main or Accessory Outfit pieces).

The players begin in the Kitchen and must hunt, kill, cook and prepare a Seawarg, or else Lord Dragon will wring their necks, magically.

Initially, the BM should pick a random room for the Seawarg to spawn: Dining Room, Lounge, Library, or Bedrooms, and then roll 1d6 to determine which room the Seawarg will flee to next. The Seawarg will always move clockwise from the room it is currently in and will never stay in the Sitting Room or Foyer. If it ends its movement in one of these rooms, it moves to the next clockwise room instead.

Seawarg

Landshark. Large.

Badass Rank
16

Movement
5 Squares

Health: 300
Shield: N/A
Traits: Flesh

Weapon: Teeth (+2 Damage), Claws (+1 Damage)

Special: Track the damage taken separate from Seawarg's Health, starting at 40. After the damage count reaches 0, it will take the Flee action at the end of the current Round and reset the damage count to 40.

Actions

Snap

The Seawarg will chomp down on an adjacent target, dealing 2d10+2 damage and the target must succeed an Interact (15) Check or become Slowed as it attempts to escape the Seawarg's jaws.

Leap

The Seawarg will leap at a target up to 3 Squares away, landing in an adjacent square and slashing them with its two front claws for 2d8+1 damage per claw.



Mayhem Actions

Leaping Snap

The Seawarg will take a Snap and Leap action in either order, each attack will deal an extra die of damage if the Seawarg's COOKED level is Rare or higher.

Flee

The Seawarg will run to a room based on the 1d6 die rolled by the BM and heal 2d10 damage. Then roll 1d6 to determine which room the Seawarg will go to the next time it takes a Flee action.



There are a couple of wrinkles, in addition to the windpipe crushing attire thing:

- > The Seawarg is currently loose somewhere in the manor.
- > It will retreat to another, random part of the manor after taking a certain amount of damage, where it will begin to heal up some percentage of said health.
- > You have to cook the Seawarg BEFORE or AS you kill it, because it will begin to rot the very moment it is dead.

The final dinner will be graded on two factors: **COOKED**, for how well cooked it is, and **FLAVORFUL**, for how seasoned it is. As you all know, a Seawarg is perfectly cooked when it is Medium-Rare and Well Seasoned. A player may make an Insight (15) Check on their turn to determine the Seawarg's current level of **COOKED** or **FLAVORFUL**.

players may also use items they find around the estate to create Traps for the Seawarg. To build a Trap, the player spends materials based on the cost. Traps are placed around the exits of the room and come in 3 varieties:

- > Mandible Trap: Prevents the Seawarg from fleeing to another room for a Turn. Costs 3 Materials.
- > Spike Trap: Triggers when the Seawarg enters the room and deals 1d8 damage per Material spent. Costs 1-3 Materials.
- > Spice Trap: Triggers when the Seawarg enters the room and either deals Incendiary damage, increasing **COOKED** level, or injects the Seawarg with spices, increasing **FLAVORFUL** level. Costs 2 Materials plus either a flame source or spice/flavoring ingredient.

In order to COOK the Seawarg, you can either use the cook-y objects spread throughout the manor, or attack it with fire weapons.

Seawarg starts at Alive and has levels of **COOKED**: *Alive | Raw | Rare | Medium-Rare | Medium | Burnt*

To make it **FLAVORFUL**, smooch the flavory bits scattered throughout the house onto the Seawarg, or attack it with melee (cause that tenderizes it).

Seawarg starts at Unseasoned and has levels of **FLAVORFUL**: *Unseasoned | Undersalted | Well Seasoned | Salt Block*

Each time the Seawarg's damage count reaches 0, check the following:

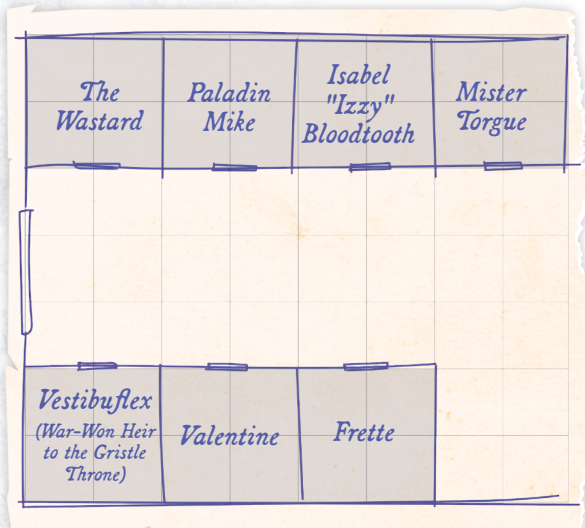
- > If Seawarg was dealt Incendiary damage before the damage count reached 0, increase the Seawarg's **COOKED** level.
- > If Seawarg was dealt Cryo damage, decrease the Seawarg's **COOKED** level.
- > If Seawarg was hit with or ingested items that increase Flavor, increase the **FLAVORFUL** level by 1.
- > If Seawarg was hit with or ingested Radiation, Shock, Explosive, Corrosion, or non flavoring items, reduce the **FLAVORFUL** level by 1.

*Lord Dragon's
weird decor*



Lord Dragon's estate has the following rooms available during this section:

BEDROOMS



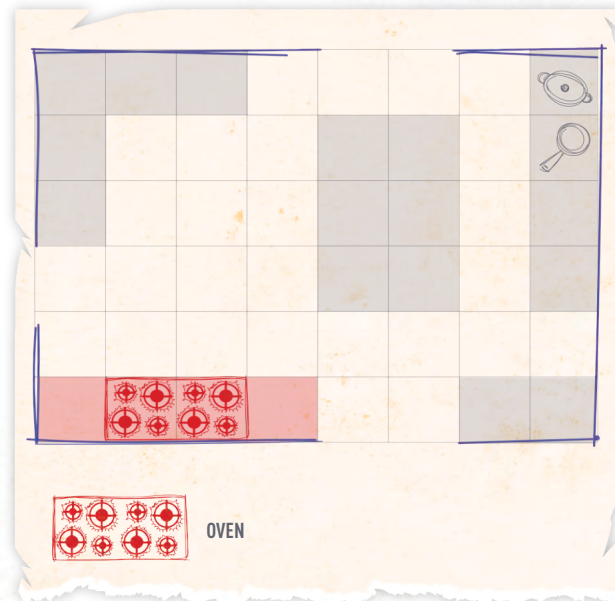
There are seven bedrooms, one for each suitor. Claptrap sleeps outside. The suitors are each locked in their rooms right now, but knocking on their room will cause them to peek out and, if the Seawarg is there, give you some sort of one-time bonus:

- > The Wastard will heal you (Heals 2d8 damage)
- > Paladin Mike will teach you a swear you've never heard (gain +3 damage on next Attack)
- > Izzy will give you a caffeine buzz (gain Extra Attack)
- > Vestibuflex, War-Won Heir to the Gristle Throne will comment that your cumberbund fits you surprisingly well for something off the rack (each player Recharges 10 Shield)
- > Frette will fire at the Seawarg with a Sniper Rifle (Seawarg takes 1d10+3 damage)
- > Torgue will mention how hungry he is and will shoot a rocket at the Seawarg (Seawarg takes 1d12+2 Incendiary damage).
- > Valentine will attempt to seduce the Seawarg (Seawarg takes 1d4 Psychic damage)

If a player spots Claptrap making noise outside the window near the bedrooms, he will tell them to hurry up because he wants to come inside and he's only allowed in when dinner is ready.



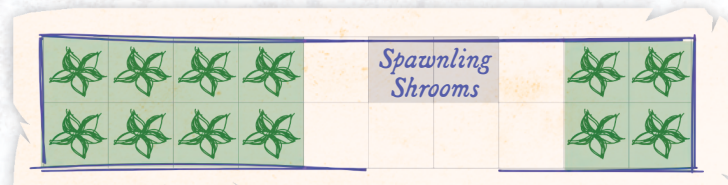
KITCHEN



Where the kitching happens. Has every type of cooking implement imaginable.

- > The oven and stove top are both on and blasting the area with heat. Any target that enters or exits a square adjacent to the oven takes 2d6 Incendiary damage. If a target begins their turn adjacent to the oven, they take 2d6 Incendiary damage.
- > The pantry and cabinets are filled with cooking equipment, spices, and various materials. Any player who makes a successful Search (9) Check collects one item of their choice as well as 1d4 materials.

GARDEN



Has every vegetable and fruit known to man, but is protected by Spawning Shrooms that will try to eat anyone who comes close.

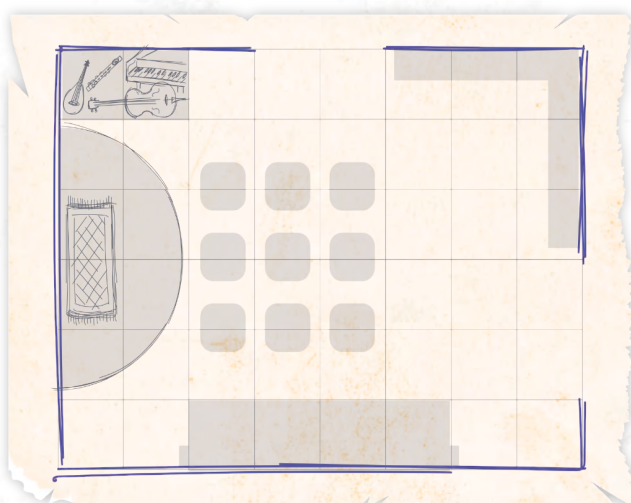
- > A player may make an Interact (8) Check to pick up an adjacent fruit/vegetable. If successful, roll on the Garden table. In addition to its normal effect, if thrown onto or ingested by the Seawarg it will increase **FLAVORFUL** stat when the Seawarg takes a flee action.
- > Any target standing on top of any of the fruit/vegetable squares at the end of the round will trigger a Spawning Shroom to leap from their chickenwire housing and attack the target for 1d8 damage. Each Promethean Peopletap has 10 Armor and will continue to attack until destroyed.

GARDEN TABLE

D6 ROLL FRUIT/VEGETABLE

1	Nabana (-1 on next attack)
2	Bushel of Grups (1 damage is ingested)
3	Caret (1d4 damage if thrown)
4	Red Pehpper (1d4 Incendiary damage if ingested)
5	Gray Truffle (-2 on next attack)
6	Firemelon (1d6 Incendiary damage)

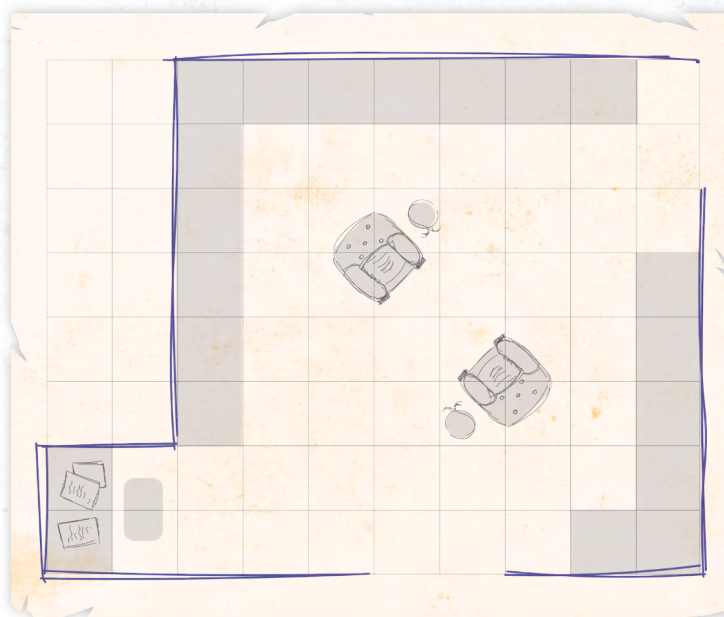
LOUNGE



Sporting a variety of musical instruments next to a stage with seating, some Fizzyflame soda bottles on shelves, and a fireplace large enough to fit 3 people in (or one Seawarg).

- > The fireplace is large enough to fit the Seawarg inside. If any target enters the fireplace, they take 3d6 Incendiary damage each round they remain in the fireplace.
- > Fizzyflame soda bottles deal 1d6 damage if thrown and if the Seawarg is hit by the soda, it increases the **FLAVORFUL** level the next time the Seawarg takes the flee action.
- > A target covered in Fizzyflame soda is considered Flammable for 2 Turns. A Flammable target takes +1d6 damage from the first Incendiary source that deals damage to the Target.
- > Instruments in the room (and their damage if used in a melee attack or thrown) include: Flute (1d4), Lute (1d6), Cello (1d8), and Harpsichord (1d10).
- > A player may attempt to perform a song with an Interact (16) Check. If the player already knows the *Seawarg Serenade*, they gain +4 on the Check. If successful, the Seawarg will not heal when it takes the Flee action.

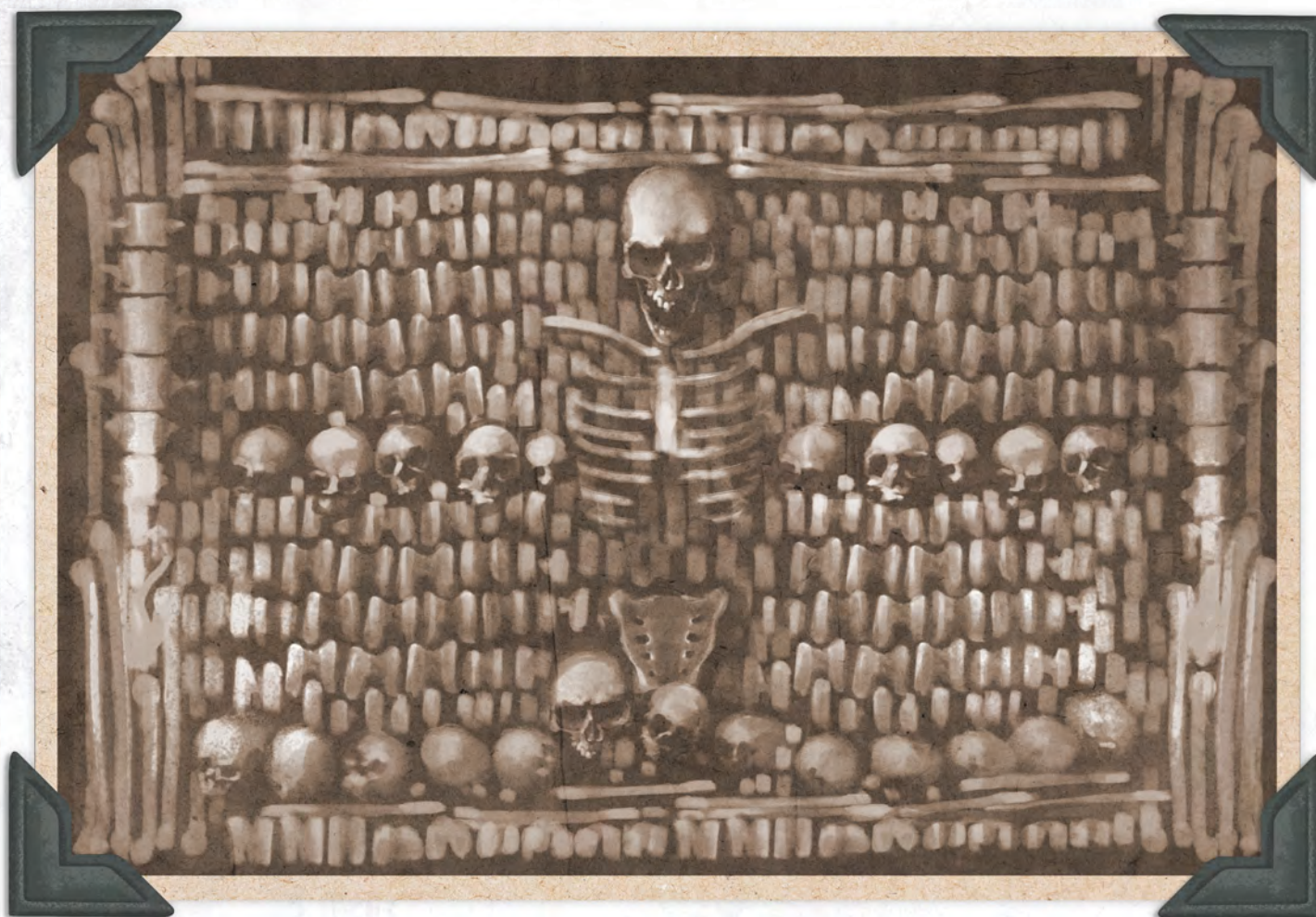
LIBRARY



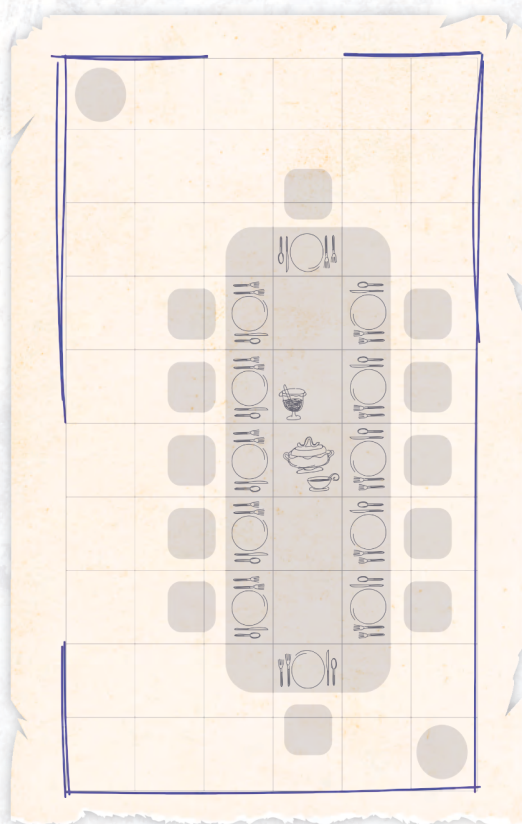
Lotta books. Obviously. There are also two reading chairs and a desk with scattered papers.

- > players may make Search (13) Checks on their turn to look for relevant books on their current Seawarg problem. If successful, they find one of the following at random:
 - >> *The Migratory Patterns of the Flightless Seawarg*: the player with this book is able to determine which room the Seawarg will flee to next (the BM will tell them the result of the die rolled during the Flee action).
 - >> *Seawarg Serenade and other Melodies*: the player with this book knows the *Seawarg Serenade*, a song which will prevent the Seawarg from healing the next time it takes the Flee action. The song must be performed on an instrument.
 - >> *Seawarg Breath Smells Like Shark Farts - 101 Seawarg Insults*: On a successful Talk (5) Check, the player with this book may insult the Seawarg, Taunting it to attack them next.





DINING ROOM



A magnificent spread of fine silverware and tureens of decadent sauces.

- > If any of the sauces are ingested by or spread upon the Seawarg, increase **FLAVORFUL** Level the next time it takes the Flee action.
- > A player may make an Interact (10) Check to grab 1d6 utensils to use as materials for traps. This can only be done a maximum of three times.

Once the Seawarg is dead, Torque exits his room to see if the meal is ready:

"OH F*** YEAH, BAYBEE! TORQUE WAS GETTIN' HUNGY! DINNERIIIIIIIME!"

Torque makes a dinner bell noise with his mouth, summoning the suitors -- each of them accompanied by a Skellydrone -- to the dinner table.

Whether or not the dinner goes well is determined by how many steps from Medium-Rare and Well Seasoned it is. When the Seawarg dies, if it is within one step total of Medium-Rare and Well Seasoned, the dinner goes well.

If it is two or more steps from Medium-Rare and Well Seasoned, the dinner goes poorly.

If the dinner goes well:

Lord Dragon's Skellydrone smiles sourly at you.

"See? I knew you were made for this life. Now -- clean this up and go to bed. Did you forget? -- I'm getting married!"

The Wastard gives each player a set of Astral Dress Shoes, which transport your footsteps to the other side of the astral plane granting you +4 on Sneak Checks (and possibly waking ancient beasts in the astral plane from their eternal slumber, but that's for some other sucker to deal with in another module).

If the dinner goes poorly:

Lord Dragon's Skellydrone shakes its skull at you.

"Frankly, I expected a lot more from you. Still, no worries -- you've got the rest of your lives to learn to develop customer service skills.

Now -- clean this up and go to bed. Did you forget? -- I'm getting married!"

Izzy feels sorry for the players and gives them each one Fizzy Soft-Foot Drink potion that grants +2 to Sneak Checks for 4 turns (when 4 turns are up, roll 1d20. If 9 or less, the player unleashes a massive belch).

Whether the dinner goes well or not, you are forced to clean up the dining room and kitchen before the evening comes to a close.

Just as you head back into the caterer carriage, you notice that Claptrap is right next to you clearing his non-throat to get your attention.

"Oh hey," Claptrap says in a voice that is trying too hard to sound cool, "I used my superior blacksmith skills to make a skeleton key!"

Apparently, he's been following you around and trying to get your attention for the last five minutes.

"With that, you could enter any room in the estate, including the guests' bedrooms! I know that sounds really creepy, but each bedroom has a Skellydrone in it. I noticed that they have arcane runes inscribed on their bones. Since that's the same kind of magic running those cravats you're wearing, maybe if you can find the right runes, you might find a way to disable them!"

Better stay quiet, though -- if you make too much noise, the Skellydrones might wake up and set the whole house on alert! Then you won't be able to discover the magic releasing spell and your head will pop right off your body like a dandilion!"

Claptrap salutes you.

"Anyway, off to bed I go," he says, flinging himself through the window with a loud crash and into a large pile of horse dung outside.

As night falls, the suitors all retire to their rooms, a handful of Skellydrones escort the players from the main building while the other Skellydrones disappear up the stairs to the second floor.





SCENE 6: SNEAKING AROUND

The players may use the Skeleton Key to access any entrance or locked room in the estate. The players goal is to inspect as many Skellydrones as possible to find a way to remove their cravats. They may also gather information on the Skellydrones or even secrets of the suitors themselves to try to stop the weddings tomorrow.

The players will have to be quiet, as the Skellydrones will automatically awake when too much noise occurs. Each time the player does something loud or fails a Check, roll 1d6 (or 2d6 if it was very loud). Add the total rolled to the Noise count. If the Noise count ever exceeds the limit (15 per player), the Skellydrones are awoken and will begin to hunt the players and lock them in the servant's quarters (the only room the skeleton key doesn't open), ending the scene prematurely.

FOYER

If entering through the foyer, the room is unlit with an exit leading to the lounge as well as the dining room. At the far end of the foyer is a lavish staircase to the second floor.

If a player attempts to Search:

1	They stumble in the darkness (roll 2d6 Noise)
2-12	A couple baskets of gold (50g each) to throw on the happy couples during the wedding as well as a map of the guest rooms showing which guest is staying in which room can be found by the doors.
13+	A couple of baskets of gold (50g each) to throw on the happy couples during the wedding as well as a map of the guest rooms showing which guest is staying in which room can be found by the doors.

SECOND FLOOR



A successful Sneak (14) Check is needed to make it up the stairs without making noise. At the top of the stairs is a small balcony overlooking the foyer. The balcony leads to a single locked door. Using the skeleton key opens the door, the player opening the door must succeed an Interact (16) Check. If successful the player is able to slowly open the door about halfway before it stops. If failed, items piled behind the door clatter to the wooden floor (roll 4d6 Noise as all Noise rolls in this room are doubled).

The front of the room is cluttered with piles of Skellydrone parts (AKA bones). There is a small path in the chaos to walk further into the room, leading to what fills most of the room: Skellydrones. Rows and rows of inactive Skellydrones.

If a player makes a Search (18) Check, they can just barely make out something large behind the almost endless rows of Skellydrones, hidden beneath what appears to be fine silk sheets.

It looks impossible to get to, but if a player manages to find a way to look under the sheets, they see an impossibly large handle for what would have to be an equally impossibly large sword.

If players check these Skellydrones, they find that they do not possess the runes needed to figure out how to remove the cravats.

LOUNGE



A small fire is still flickering from the fireplace in the room, the lounge is attached to both the foyer and the library.

If a player succeeds at a Search (16) Check, they see the rug covering most of the stage is now missing and a trap door sits in the middle of the stage. A player may attempt to open the hatch with an Interact (22) Check or by dealing at least 18 damage to it. Once open, the players see some sort of metal wire running beneath the house, leading to a small space behind the stage. Their cravats glow if they get close to the wire, touching it deals 3d10 Shock damage, but their cravats do not loosen. The room appears to connect to the library, which opens to a vent in the wall beneath the desk in that room.



DINING ROOM



The dining room is dimly lit, with an exit to the foyer as well as the kitchen. The table is empty (from when you were forced to clean up after dinner) and the chairs are pushed right up to the table. A small amount of light spills in from the large window behind the table. There are two cabinets to store finery, one on each end of the room. A successful Interact (14) Check allows a player to take 200g worth of finery. Players with finery in their inventory have a -2 penalty to Sneak Checks.

LIBRARY



The library seems evenly lit with lights built into the bookshelves, there is an exit to the lounge as well as the sitting room.

There are books everywhere as well as loose papers strewn across the desk in the corner of the room. A player making a successful Search (15) Check on the bookshelves finds a newer tome titled "Necrofancy: Fashion for Necromancers and their Summons", which grants a +3 bonus to any Interact Checks that deal with the cravats or Skellydrones.

A successful Search (12) Check on the loose papers show they are instructions for some kind of large mind control ritual (On a 15+, the player notices a vent along the wall beneath the desk, opening to a small space which ends at a hatch on the lounge stage). A successful Insight (16) Check on the instructions reveals that they are for creating some kind of enormous golem, out of Skellydrones and metal.

KITCHEN/GARDEN



The kitchen is unlit except by moonlight coming in from the windows to the garden with exits to the sitting room and dining room. The kitchen is filled with useless items and is kept as bare as possible when guests aren't around.

The garden also offers little other than the various fruits and vegetables growing within. The Spawning Shrooms-house sits dormant. An Interact (15) Check allows a player to locate and flip the 'Enemy' switch to 'Ally'. There doesn't seem to be any other immediate effect (If the players reach the Noise threshold, the Spawning Shrooms will begin to thrash in their cages, distracting the patrolling Skellydrones for a few minutes or until a player makes Noise again).



SITTING ROOM



The sitting room is lit by the light of the windows leading to the deck (the deck is empty except for a BREW-U cauldron sitting with no BREW formula in it), open to both the kitchen and bedrooms. There are actually no seats here, as Skellydrones do not need to sit and didn't want to purchase extra chairs. The sitting room acts as a large hallway with nothing but self portraits of the Skellydrones adorning the walls. The paintings are highly detailed and studying them with a successful Insight (14) Check grants the player a +3 bonus to any Skellydrone-related Checks.



BEDROOMS



Light floods into the hallway from the broken window Claptrap defenestrated himself from earlier. 4 bedrooms one on one side of the hallway and 3 on the other.

Every room has its own HAZARDS and STUFF TO FIND.

HAZARDS are triggered by unsuccessful checks of any sort.

players can discover the STUFF TO FIND by performing the requisite checks for each individual room.

The players may find MEMENTOS that, while not immediately useful, will come help win their suitors back at the wedding.

In each room is a Skellydrone, the players can attempt an Interact (15) Check to inspect it for ARCANE RUNES, that the players will collect by removing the bone it's inscribed into from the Skellydrone. If the player fails the Check, they roll 2d6 Noise.

If the players successfully retrieve 1 arcane rune per player, they will have enough information to find a way to remove their cravats.

THE WASTARD'S ROOM

Hazard - The Wastard, having peered beyond the veil of reality, suffers from night terrors. Even entering his room will force you to roll a NOISE DIE. If the BM feels like you're taking too long in his room, the BM can call for another NOISE DIE roll.

Stuff to find - A Search (13) Check reveals that beneath the chest of drawers in the room is The Wastard's MEMENTO, a locked satchel, and a Potion (Unknown Ichor - +3 ACC and DMG on Melee Attacks, -2 ACC and DMG on Ranged Attacks for 3 Turns). If a player makes a successful Interact (14) Check, they can open it and find the satchel full of letters from grateful families whose pets The Wastard has brought back over the years.

TORQUE'S ROOM

Hazard - Torque is STILL AWAKE. If you enter his room and get into air guitar match, you must prevent him from shouting, or you'll roll a NOISE die each time he does. Successful Interact Checks of increasing difficulty (13,15,17,20,23) will keep Torque so busy he forgets to yell at the top of his lungs.

Stuff to find - Since Torque is awake, a successful Sneak (15) Check is required to find anything in the room without him noticing. There is a Grenade Mod (Rare TORQUE EXTRA MIRV Grenade Mod: Splits into 6 smaller grenades dealing 2d6 damage each) just lying next to the bed. A suitcase with "NUCLEAR BOMB" written on it. A successful Interact (16) Check or dealing 25 damage to the case will cause it open revealing the MEMENTO: his Maestro degree from the College for Classical Music.

FRETTE'S ROOM

Hazard - Frette was apparently taking apart a vending machine to get at the weapons inside. She must have needed to power down, because it's half-finished with a small gap in the front, but appears to have a Rare relic inside. The machine is plugged in and any failed check will cause the machine to turn on for a second, triggering a Noise roll. A successful Interact (16) Check will allow a player to grab the item, or a successful Traverse (15) Check to squeeze into the gap in the front and retrieve the Relic.

Rare Relic (Interior Absorber: Take 1 less damage from each Attack, Add +x to your next Attack, where x is the number of times you were Attacked last enemies phase)

Stuff to find - A successful Search (16) Check reveals the MEMENTO, a patent for a fleet of vending machine that distribute health and shield potions to those in need.

IZZY'S ROOM

Hazard - Inside, Izzy is asleep in bed with a half-empty root beer on her chest that looks like it's going to tip over any second. Noise rolls in this room roll 2d6 and take the higher result.

Stuff to find - A SAFE with a TON OF CASH (300g worth of bear bonds), and a MEMENTO, a rare glass bottle of soda that uses real bone sugar.

VALENTINE'S ROOM

Hazard - Valentine has a bad habit of sleep-mimicing any noise he hears, so any failed check will result in 2 Noise rolls.

Stuff to find - On the desk in the room is a sheaf of papers. A successful Insight (7) Check reveals that it's a tabletop RPG module about stuffy people trying to smooch each other. With a successful Interact (15) Check, the player is able to write in Valentine's MEMENTO of choice, but takes 1d4 Psychic damage for breaking the fourth wall.

PALADIN MIKE'S ROOM

Hazard - Paladin Mike's constant vigil at Her Royal Majesty's side means he's always ready for an ambush. If any player makes a Noise roll, Paladin Mike will sleep-shoot (like sleepwalking but shooting) at them, dealing 1d10+3 Radiation damage.

Stuff to find - A successful Search (12) Check allows the player to spot a Sniper Rifle mounted against the wall, as well as a helmet box sitting atop the tall wardrobe. The rifle (Epic Blackpowder Sniper Rifle: Swift Extraction) can be removed with a successful Interact (14) Check. A successful Traverse (16) Check gets the player up onto the wardrobe to retrieve the helmet box. Inside the helmet box is Paladin Mike's MEMENTO: a small tea caddy filled with earl gray tea leaves.

VESTIBUFLEX, WAR-WON HEIR TO THE GRISTLE THRONE'S ROOM

Hazard - There are decorative skulls everywhere. Simply walking through the room requires a successful Traverse (14) Check to avoid crushing them and causing a Noise roll. Stepping on a skull also does 1d8 damage.

Stuff to find - A successful Search (13) Check finds a Shield (Alas! Shock Resistant. Capacity: 55, Recharge: 20, 1d6 Shock Resistance) as well as a handful of Health Potions (3 Rare Health Potions: 2d8+5 Health).

The closet door is open, revealing a huge collection of high-end, bespoke clothing. Searching the pocket of a tasteful jacket with a successful Interact (16) Check will reveal a sealed envelope. Inside, a MEMENTO: ledgers from the gristle throne showing fair wages and benefits for all who work in the kingdom.





*Nefarious
mind control
devices*



Once the players have retrieved the proper amount of arcane runes (1 per player) or when they have explored all 7 of the bedrooms (or don't wish to explore any more), the not-so-faint smell of poop assaults the player's as they exit whichever bedroom they are leaving:

Claptrap rolls into the hallway, still smelling of horse doo.

"Oh, I see you've collected the right arcane runes from the Skellydrones! Lemme just combine all that data for you --"

Claptrap takes the bones from you, shoves them into his disc tray, and closes it.

You hear a lot of crunching as Claptrap makes infuriating "yum num numm" sounds.

"Oh, beans," he says. "This is taking longer to compile than I thought. I should have the counter-spell ready for you by tomorrow, though! Probably, like, right before the wedding's about to take place, for maximum drama!"

"Until then, you could either go to bed, or keep creeping around the suitors' bedrooms. Up to you. Claptrap away," he shouts, flinging himself back out the window.

If the players alerts Lord Dragon before retrieving all the arcane runes:

Alarms blare through the estate as Skellydrones swarm your location.

"Ah-ah-ah," they say simultaneously.

"No sneakies at night. Now, go back to bed, or..."

The bots raise a finger. A flap on their wrist opens up, revealing a large red button. Their finger inches toward it.

"Squeeze."

You head back to the caterer's carriage, defeated. Lord Dragon still has the power to squeeze the life out of you.

Or, I guess you could, like, NOT head back to the caterer's carriage and fight. But you just die as your head pops off and the BREW-U installed on the deck only gets new BREW-U formula in the morning, so you'll just exist in the liminal void until then. Your call.

SCENE 7: THE WEDDING

The next morning. Wedding bells are ringing. Lord Dragon bought a bunch of them and enchanted them to sing "you suck, [player name]" every time they chime.

He has, of course, paid you to cater his wedding to every single suitor you ever spoke to. Including the one you wanted to propose to.

You're outside, in his lavishly decorated backyard. There's a guy playing cello. That kinda vibe.

Lord Dragon's Skellydrones are standing by seven altars inside seven infuriatingly tasteful gazebos, all built right next to one another. It's going to be a simultaneous multi-marriage.

Guests from all over the Wonderlands are sitting in the audience. You know your favorite character? They're here, just hanging out. No budget in the imagination!

Your group is standing at the rear of the crowd, holding a variety of drinks and hors d'oeuvres and stuff.

Then, the cello guy starts playing "lofi beats to study/get married to".

The manor doors open.

All the suitors are there, looking fine as hell.

They walk up the processional. You hope they might shoot a glance at you, but...they don't. They've just locked eyes with their respective Skellydrone, and seem to be over-the-moon happy to be getting married to them.

That's when you see it. As one of the suitors passes you, you notice two small arcane runes drawn on each of their temples.

In fact -- ALL of the guests have these arcane runes drawn on their temples, and they're ALL looking blankly and robotically at the Skellydrones, who each have a glowing relic instead of a corsage pinned to their chest.

Mind control devices. That's Lord Dragon's nefarious plot! Does his nefarity know no bounds?

The suitors reach the altars. The wedding(s) are about to begin.

If the players successfully retrieved the right amount of arcane runes in the night:

Claptrap rolls up and winks at you, which I guess means he also blinks at you

"Hey -- I built the thingy for you," he says.

He opens his disc tray and burps out a large, glowing MAGIC WAND.

"Just get to any of those Skellydrones and jam it into his neck. It should loose the cravat around your neck. As for whatever's going on with those weird hypnotizey thingies on everybody's head...I dunno! Maybe taking out Lord Dragon will dispel them? I dunno.

"I DO know, however, that you definitely gotta beat up those Skellydrones before they marry all the suitors, because we haven't invented annulments yet. So, I'd move quickly.

"Anyway, maybe marry me once this is all over! Byyyyye," he says, speeding off into the distance waving his arms above his head.

If the players were caught by Skellydrones or did not retrieve the right amount of Skellydrones in the night:

Claptrap rolls up and winks at you, which I guess means he also blinks at you

"Hey, uh. I saw last night you were trying to find a way to remove those cravat things and it went reaaaaa bad. I thought I could maybe give it a shot and I probably did a really crappy job but uh"

He opens his disc tray and burps out a MAGIC WAND that fizzles and sparks unpredictably.

"Just get to any of those Skellydrones and jam it into his neck. It should loose the cravat around your neck? Maybe? It's probably not as good as one you woulda made -- actually I KNOW it's not as good as one you woulda made -- but I dunno, maybe it'll help?

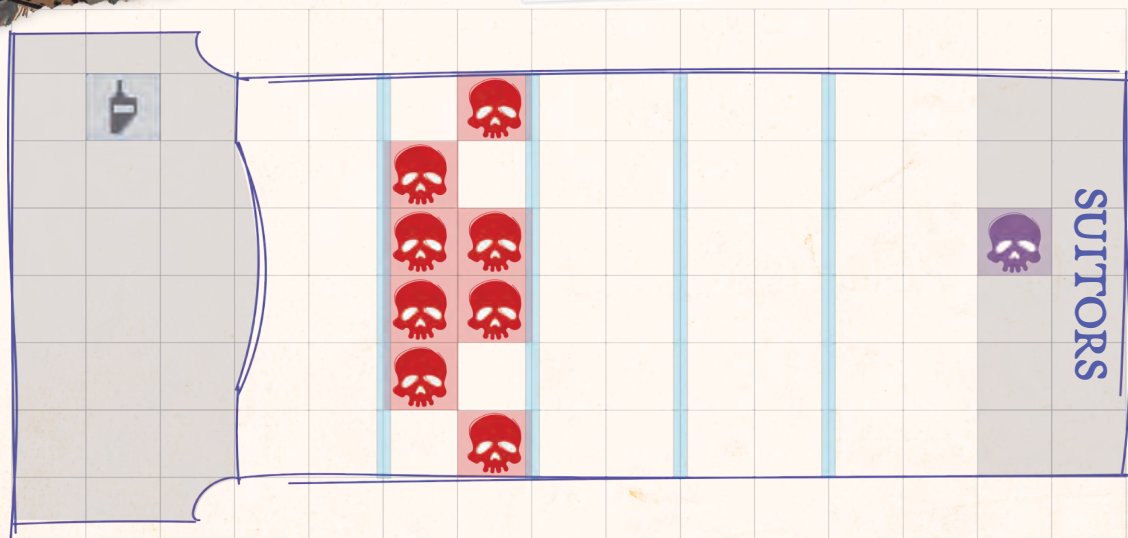
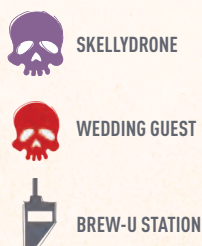
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"Anyway, maybe marry me once this is all over! Byyyyye," he says, speeding off into the distance waving his arms above his head.



The moment the players step off the deck the Skellydrone at the altar raises an angry hand, points at the players, and is like "KILLLLLLLLLLL" All the guests stand up and start charging at them, beginning the encounter.



ENCOUNTER: GRIDIRON

Spawn 8 Wedding Guests

ENEMY

BR

Wedding Guest

8

The vibe of the encounter is, like, brawlball. Like that game brawlball where people get permanent injuries and ruin their lives? That game that should be illegal? It's like that.

The players have to get the MAGIC WAND to the other end of the map and jam it into Lord Dragon's neck while being attacked by wedding guests.

Lord Dragon says something in a long dead language. A COUNTDOWN TIMER starts to emanate from every Skellydrone. If the players don't make it to the Skellydrone Prime before the timer finishes (in 4 Rounds), their cravats tighten too tight and they respawn at the guest BREW-U installed conveniently on the deck. The cravats respawn around their necks.



Wedding Guest

Cultist.

Badass
Rank
8

Movement
4 Squares

Health: 28
Shield: N/A
Traits: Flesh

Weapon: Corsage pin, Shock Pistol (+3 Damage)

Special: At the start of the round, if there are less than 7 Wedding Guests on the map, 2 Wedding Guests run onto the field for whichever side they are swarming to fill the gaps in the swarm formation.



If any of the players actually requested their favorite character back when you mentioned it earlier, you're free to swap them in here and force the players to kill them. This ain't canon! Hell, they could all be Typhon DeLeon, I'm not your dad.

Actions

Tackle

The Wedding Guest will attempt to force an adjacent target to the ground. The target must succeed a Traverse (14) Check or they are unable to move on their next action and take 1d10 damage.

Present

The Wedding Guest stabs an adjacent target with their oversized corsage pin, dealing 2d4 damage. If Tackled, the target is stabbed again for 2d4 damage.



Mayhem Actions

Swarm

The target takes 1d6 damage per adjacent Wedding Guest as they turn them into a pin cushion with corsage pins.

Arm Cannon

The Wedding Guest takes out the firearm from their gift bag and shoots a non adjacent target within 3 squares for 2d8+3 Shock damage.



Each turn, the players decide to go Left, Right, or Center (or they split up to better take advantage of their skills as a team). The BM will roll 1d6 for the Guests.

1-2: Swarm Center



3-4: Swarm Left



5-6: Swarm Right



Then players in the Before Enemies step take their first action. As an action, a player can perform any action they would normally be able to do with the following exceptions:

MOVE

- > A player taking the Move action can only move up to half their Movement value (rounded down).
- > If a player is adjacent to an Enemy, they must succeed at a Traverse (15) Check or they are unable to take a Move action.

When it's the Enemies turn, they take Move actions (moving to swarm the direction rolled at the start of the turn) unless they are adjacent to a player. If they are adjacent to a player, they take an Attack action instead.

After Enemies go, any players in the After Enemies step take their first action, then all players may take a second action. If a player takes Move as their second action, they can move up to half their Movement value (rounded up).

A player may Drink a Potion or Throw once per turn without spending an action.

A player may take any action that grant Mayhem once per turn without spending an action.

Each time the player with the MAGIC WAND passes a light blue line for the first time (every 2 squares towards the Skellydrone), their cravats glow bright and the Timer is reset to 4 rounds.

If a player ends their turn past the Guests, Skellydrone Prime will flick his wrist and fire a blast of Explosive damage at them.

Accuracy Roll (2-7: Normal damage, 8-15: +1d10 damage, 16-19: Double damage, 20+: Instant Kill)

Damage: 3d10 Explosive damage, Knockback 2

Once the players jam the MAGIC WAND into Skellydrone Prime's neck:

SCENE 8: THE MEGASUITOR

"ARGH," Skellydrone Prime screams, but louder and longer and more demonic sounding.

You feel a knot unfurl around your neck, and your cravat slides off and lands harmlessly on the ground. You are now able to speak again.

You hear the voice of Lord Dragon: "NO. YOU'RE NOT TAKING MY SPECIAL DAY. I'm not getting upstaged by you stupid HEROES!"

Suddenly, the sky DARKENS. Thunderclaps ring out from all directions as the air above the ceremony begins to bend and warp inward, like a black hole. A bright light SCREAMS out of the distortion and SLAMS into the ground, kicking up dirt and wedding cake.

As the dust clears, you see a burly, winged, expensively-voiced figure in a three-point landing position like he's on a movie poster.

Lord Dragon.

The REAL Lord Dragon. Flesh and blood.

"You've finally done it," he says. "You've finally made me angry enough to dirty my hands with your blood. SKELLYDRONES!"

"FORM... THE MEGASUITOR!"

Suddenly, the Skellydrones start TRANSFORMING. One becomes a LEG. Another, an ARM. The Skellydrones begin to morph and form a protective shell around Lord Dragon himself. They dismantle and reform their own skeletons and armor to create a MECHA THINGY that looks like a SUITOR but also a SUIT OF ARMOR, with multiple independently controlled limbs.

Lord Dragon shouts, "SUITORS -- TAKE YOUR STATIONS!"

The suitors LEAP into the air all anime style and LAND in their cockpits, one in each limb.

Valentine is in the left leg;

Frette's in the right leg;

Vestibuflex, War-Won Heir to the Gristle Throne's in the stomach;

The Wastard's in the right arm; wielding the giant Sword with the other arm,

Paladin Mike is in the left arm; wielding the giant Sword with the other arm,

Torgue's in the left chest plate;

Izzy's in the right chest plate;

And Lord Dragon himself is in the head.

"IF ANYONE OBJECTS TO THIS UNION," Lord Dragon shouts, "SPEAK NOW OR FOREVER BE REDUCED...TO PIECES."

BOSS FIGHT TIME GO

If the players stuck Skellydrone Prime with Claptrap's WEIRD, MESSED UP MAGIC WAND (because they didn't collect enough arcane runes in Scene 6), the Megasuitor SUPERCHARGES:

The Megasuitor SHUDDERS as magical energy runs through its body, charging up its weapons and shields even further.

"THANKS, CLAPTRAP," Lord Dragon shouts. "YOUR MAGIC WAND WAS THE PERFECT WEDDING GIFT."



ENCOUNTER: MEGASUITOR

Spawn 1 Wedding Guest per Vault Hunter

ENEMY	BR
MEGASUITOR	28
Wedding Guest	8

The players must now fight and destroy the Megasuitor to stop the mind control of the suitors and stop Lord Dragon forever.

If a player is adjacent to the Megasuitor, as an Action they may reveal a suitor's MEMENTO or toss them a ROSE, shaking them from their mind control for a moment. Both actions generate 1 Mayhem.

A suitor that is freed from mind control for the turn will do the following:

Legs (Valentine, Frette): They temporarily crumple the leg, bringing the whole MEGASUITOR to its knee and dealing 3d12 damage to the Leg and anyone adjacent to that side of MEGASUITOR (Valentine: Left, Frette: Right). MEGASUITOR cannot move on it's next Action.

Arms (Paladin Mike, The Wastard): They flail the arms wildly with the sword, cutting itself for 3d12 damage and getting -4 on it's next sword Attack.

Stomach (Vestibuflex, War-Won Heir to the Gristle Throne): Vestibuflex, War-Won Heir to the Gristle Throne attempts to hit all the buttons at once to disrupt Lord Dragon, all sorts of alarms sound and pressure gauges burst and the internals of MEGASUITOR take 2d12 Corrosive damage.

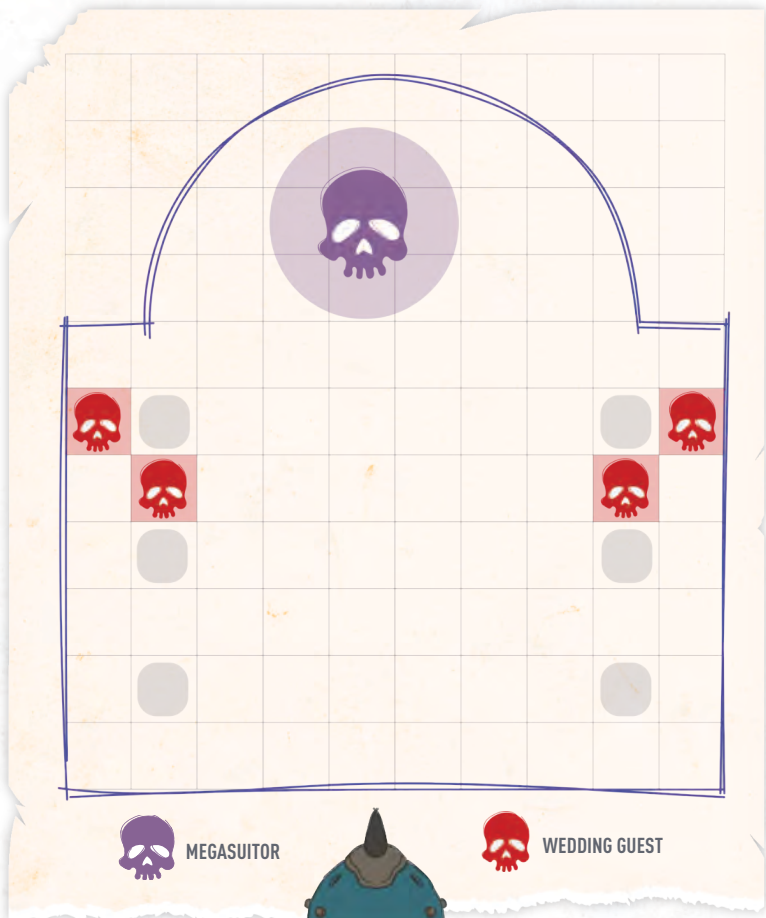
Chest Plate (Torgue, Izzy): They fire the rockets blindly, hitting itself and anyone in a 3x2 grid in front of them for 3d12 Explosive damage.

MEGASUITOR Loot Drops:

Bags of Money (1000g total)

GUNS

- > KEY STRIKER (RARE MALEFACTOR SHOTGUN)
- > PRESSURE VALVE (LEGENDARY HYPERIUS SNIPER RIFLE)
- > BLIGHTED POWER (LEGENDARY FERIORE PISTOL)
- > LIGHT SPRAYS (EPIC DAHLIA SMG)
- > EATABLE CRACKSHOT (LEGENDARY BLACKPOWDER COMBAT RIFLE)
- > ICEBOX DELIVERY SYSTEM (RARE SKULDUGGER ROCKET LAUNCHER)



MEGASUITOR

Boss.



Movement
3 Squares

Health: N/A

Armor: Legs (200 each), Arms (200 each), Stomach (200),
Chest Plates (200 each), Head (300)

Shield: N/A

Traits: Armored, Extra Large
(3x3 Square).

Weapon: Giant Sword (+5 Damage), Bazoom Laser (+3 Damage)



Special: If supercharged, MEGASUITOR deals an extra die of damage with every attack and takes 1d4 less damage from each attack.

Actions

Mighty Slash

The MEGASUITOR slashes into the ground with its Giant Sword, dealing 3d12+5 damage to all targets in a 4x1 square area in front of the Megasuitor.

Chest Laser

The MEGASUITOR's pecs light up with explosive energy and blast a 3x2 square area in front of the Megasuitor, dealing 3d12+3 Explosive damage and knocking back any target hit by 3 squares.

Leaping Stomp

The Megasuitor jumps and comes down on one or more targets in its 3x3 grid, dealing 4d6 damage to anyone under its legs and 2d6 damage to any target adjacent to its landing area. Targets under the legs must make a Traverse (12) Check before moving on their next Turn.

Supercharge

MEGASUITOR becomes supercharged for 1 Turn and then takes another Action.

As the Megasuitor falls apart around him, Lord Dragon wails.

"NOOOOOO!!!"

He looks at the assembled guests and suitors as they shake their heads and wake up from his mind-control dream.

"All I wanted," he whispers, "was to force everyone to love me without having earned it."

Everyone nods. We all want that, don't we? Maybe there's room for redemption.

JUST KIDDING, you shoot his entire body off and he dies, like an idiot.

The suitors stand before you in their finest wedding attire, ready to be proposed to.

Once you propose, the fog rolls back over the moors of Flirtford. The sun sets, and everything's super romantic, and you get married.

Then, finally, after all this yearning and gazing and flirting...

You smooch.

A lot.

Once the Megasuitor is destroyed, the players may finally marry the object of their affection. The suitors are all pan and polyamorous and totally down so no big if everyone marries everybody else. It's cool, it's chill, it's whatever.

The End



GUN & ITEM CARDS

STARTER GUNS

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BLACKPOWDER
Uncommon

Unrefined Sniper

Sniper Rifle

ACCURACY	
2-7:	0 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE

1d10 PER + MOD

RANGE 8SQ

ELEMENT

If Range 3+: +3 Accuracy.
+2 ACC Mod.

+3 Crit Damage.



DAHLIA
Uncommon

Unrefined Shotgun

Shotgun

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	1 1

DAMAGE

1d8 PER + MOD

RANGE 4SQ

ELEMENT

If Range 2 or less: +2 Damage.
Burst: +1 Hit.

+1 ACC Mod.



HYPERIUS
Uncommon

Unrefined Launcher

Rocket Launcher

ACCURACY	
2-7:	1 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE

1d12 PER + MOD

RANGE 4SQ

ELEMENT

Splash.
+2 ACC Mod.

-2 DMG Mod.



FERIORE
Uncommon

Unrefined Pistol

Pistol

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	3 0

DAMAGE

2d4 PER + MOD

RANGE 5SQ

ELEMENT

Swap/Reload: 1d6 Grenade
Damage.
-3 ACC Mod.



FERIORE
Uncommon

Unrefined SMG

SMG

ACCURACY	
2-7:	2 0
8-15:	3 0
MOD 16+:	5 0

DAMAGE

1d4 PER + MOD

RANGE 5SQ

ELEMENT

Swap/Reload: 1d6 Grenade
Damage.
-3 ACC Mod.

+1d6 Damage.



DAHLIA
Uncommon

Unrefined Rifle

Combat Rifle

ACCURACY	
2-7:	1 0
8-15:	3 0
MOD 16+:	3 1

DAMAGE

1d6 PER + MOD

RANGE 6SQ

ELEMENT

Burst: +1 Hit.
+1 ACC Mod.



MALEFACTOR
Uncommon

Undignified Shotgun

Shotgun

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	1 1

DAMAGE	
1d8	PER + MOD

RANGE 4SQ

ELEMENT

If Range 2 or less: +2 Damage.
-1 DMG Mod.



HYPERIUS
Uncommon

Undignified Sniper

Sniper Rifle

ACCURACY	
2-7:	0 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE	
1d10	PER + MOD

RANGE 8SQ

ELEMENT

If Range 3+: +3 Accuracy.
+2 ACC Mod.

-2 DMG Mod.



SKULLUGGER
Uncommon

Undignified Launcher

Rocket Launcher

ACCURACY	
2-7:	1 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE	
1d12	PER + MOD

RANGE 4SQ

ELEMENT

Splash.
+3 DMG Mod.

Overheat: 1d6.



TORQUE
Uncommon

Undignified Pistol

Pistol

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	3 0

DAMAGE	
2d4	PER + MOD

RANGE 5SQ

ELEMENT

Splash.
-3 ACC Mod.



DAHLIA
Uncommon

Undignified SMG

SMG

ACCURACY	
2-7:	2 0
8-15:	3 0
MOD 16+:	5 0

DAMAGE	
1d4	PER + MOD

RANGE 5SQ

ELEMENT

Burst: +1 Hit.
+1 ACC Mod.



STOKER
Uncommon

Undignified Rifle

Combat Rifle

ACCURACY	
2-7:	1 0
8-15:	3 0
MOD 16+:	3 1

DAMAGE	
1d6	PER + MOD

RANGE 6SQ

ELEMENT

Extra Attack.
-3 ACC Mod.




TORGUE
Rare

Well Mannered Rifle
Combat Rifle

ACCURACY
2-7: 1 0
8-15: 3 0
MOD 16+: 3 1

DAMAGE
1d6 + MOD

RANGE 6SQ

ELEMENT
Biohazard

Splash.
-2 ACC Mod.

+1d6 Damage.



ALAS!
Rare

Well Mannered Pistol
Pistol

ACCURACY
2-7: 1 0
8-15: 2 0
MOD 16+: 3 0

DAMAGE
2d4 + MOD

RANGE 5SQ

ELEMENT

+3 DMG Mod.



BLACKPOWDER
Rare

Well Mannered Shotgun
Shotgun

ACCURACY
2-7: 1 0
8-15: 2 0
MOD 16+: 1 1

DAMAGE
1d8 + MOD

RANGE 4SQ

ELEMENT

If Range 2 or less: +2 Damage. +4 Crit Damage.
+2 ACC Mod.



FERIORE
Rare

Well Mannered SMG
SMG

ACCURACY
2-7: 2 0
8-15: 3 0
MOD 16+: 5 0

DAMAGE
1d4 + MOD

RANGE 5SQ

ELEMENT
Ice

Swap/Reload: 1d8 Grenade Damage.
-2 ACC Mod.

+1d6 Damage.



MALEFACTOR
Rare

Pleasant Shotgun
Shotgun

ACCURACY
2-7: 1 0
8-15: 2 0
MOD 16+: 1 1

DAMAGE
1d8 + MOD

RANGE 4SQ

ELEMENT
Snowflake

If Range 2 or less: +2 Damage.



SKULDUGGER
Rare

Pleasant Rifle
Combat Rifle

ACCURACY
2-7: 1 0
8-15: 3 0
MOD 16+: 3 1

DAMAGE
1d6 + MOD

RANGE 6SQ

ELEMENT
Fire

+4 DMG Mod.
Overheat: 1d8.



DAHLIA Rare Sniper Rifle

Well Mannered Sniper

ACCURACY	
2-7:	0 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE	
1d10	PER + MOD

RANGE 8SQ

ELEMENT

If Range 3+: +3 Accuracy.
Burst: +1 Hit.

+2 ACC Mod.
+1d6 Damage.



HYPERIUS Rare Sniper Rifle

Pleasant Sniper

ACCURACY	
2-7:	0 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE	
1d10	PER + MOD

RANGE 8SQ

ELEMENT

If Range 3+: +3 Accuracy.
+3 ACC Mod.

-2 DMG Mod.



SCENE 2: THE SODA MIXER

SKULLUGGER Rare Shotgun

V for Victory

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1

DAMAGE	
2d8	PER + MOD

RANGE 4SQ

ELEMENT

If Range 2 or less: +2 Damage. Overheat: 1d8.
+4 DMG Mod.



BLACKPOWDER Rare Pistol

Quite Sharp

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1

DAMAGE	
1d6	PER + MOD

RANGE 5SQ

ELEMENT

+3 ACC Mod.
+4 Crit Damage.



ALAS! Rare SMG

Rule's Lawyer

ACCURACY	
2-7:	2 0
8-15:	3 1
MOD 16+:	5 1

DAMAGE	
2d4	PER + MOD

RANGE 5SQ

ELEMENT

+3 DMG Mod.

Let me see the book



FERIORE Rare Combat Rifle

War-Won

ACCURACY	
2-7:	2 0
8-15:	3 0
MOD 16+:	2 1

DAMAGE	
1d8	PER + MOD

RANGE 6SQ

ELEMENT

Swap/Reload: 1d8 Grenade Damage.
-2 ACC Mod.



Let me see the book: +3 on Weapon related Insight Checks



SCENE 3-A: THE PAINTING LESSON

DAHLIA
Uncommon

Artsy Shotgun

Shotgun

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1

DAMAGE: 2d8 + MOD

RANGE: 4SQ

ELEMENT

If Range 2 or less: +2 Damage.
Burst: +1 Hit.

+3 ACC Mod.
Knockback 1.



SKULLDUGGER
Epic

Artsy Sniper

Sniper Rifle

ACCURACY	
2-7:	0 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE: 1d12 + MOD

RANGE: 8SQ

ELEMENT

If Range 3+: +3 Accuracy.
+5 DMG Mod.

Overheat: 1d10.
Knockback 1.



MALEFACTOR
Uncommon

Artsy Launcher

Rocket Launcher

ACCURACY	
2-7:	1 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE: 2d10 + MOD

RANGE: 4SQ

ELEMENT

Splash.
-1 DMG Mod.

Knockback 1.



ALAS!
Uncommon

Artsy Pistol

Pistol

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1

DAMAGE: 1d6 + MOD

RANGE: 5SQ

ELEMENT

+2 DMG Mod.
Knockback 1.



HYPERIUS
Common

Artsy SMG

SMG

ACCURACY	
2-7:	2 0
8-15:	3 1
MOD 16+:	5 1

DAMAGE: 2d4 + MOD

RANGE: 5SQ

ELEMENT

+1 ACC Mod.
-2 DMG Mod.

Knockback 1.



BLACKPOWDER
Common

Artsy Rifle

Combat Rifle

ACCURACY	
2-7:	2 0
8-15:	3 0
MOD 16+:	2 1

DAMAGE: 1d8 + MOD

RANGE: 6SQ

ELEMENT

+2 ACC Mod.
+2 Crit Damage.

Knockback 1.



SCENE 3-B: MUSIC LESSONS

ALAS!
Uncommon

Musical Shotgun

Shotgun

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1

DAMAGE

2d8 PER + MOD

RANGE SQ

ELEMENT

If Range 2 or less: +2 Damage. Charge 5.
+2 DMG Mod.



TORQUE
Rare

Musical Sniper

Sniper Rifle

ACCURACY	
2-7:	0 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE

1d12 PER + MOD

RANGE 8SQ

ELEMENT

If Range 3+: +3 Accuracy. -2 ACC Mod. Charge 5.
Splash.



STØKER
Epic

Musical Launcher

Rocket Launcher

ACCURACY	
2-7:	1 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE

2d10 PER + MOD

RANGE 4SQ

ELEMENT

Splash. Extra Attack. Charge 5.



STØKER
Common

Musical Pistol

Pistol

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1

DAMAGE

1d6 PER + MOD

RANGE 5SQ

ELEMENT

Extra Attack. -3 ACC Mod. Charge 5.



DAHLIA
Common

Musical SMG

SMG

ACCURACY	
2-7:	2 0
8-15:	3 1
MOD 16+:	5 1

DAMAGE

2d4 PER + MOD

RANGE 5SQ

ELEMENT

Burst: +1 Hit. Charge 5.



DAHLIA
Rare

Musical Rifle

Combat Rifle

ACCURACY	
2-7:	2 0
8-15:	3 0
MOD 16+:	2 1

DAMAGE

1d8 PER + MOD

RANGE 6SQ

ELEMENT

Burst: +1 Hit. +2 ACC Mod. Explosive +2d6. Charge 5.




SCENE 3-C: THE HUNT

Flame Shroom

Strong Against  Weak Against 

Action 1
Fire Blast
Deals 3d6 Damage. Take 1d6 less Damage from Attack.
■ +1d6 less Damage taken.

Action 2
Angry
Add 1d6 per 5 Damage taken to next Attack.
■ Deal +1d6 Damage.

Action 3
Heat Barrier
Take half Damage from Attack.
■ Take no Damage instead.

Search Bonus **+1** Health: **50**
Deals 1 Damage each time it takes Damage  ELEMENT



Corrosive Shroom

Strong Against  Weak Against 

Action 1
Corrosive
Deals 1d6 Damage plus roll 1d6 Damage each Turn after this one.
■ -1d6 Damage.

Action 2
Hide
Take no Damage from enemy Attack.
■ Deal 1d6 Damage.

Action 3
Erode
Deal 2d6 Damage.
■ Gain Health equal to Damage Dealt.

Search Bonus **+2** Health: **60**
Increased Starting Health  ELEMENT



Frost Shroom

Strong Against  Weak Against 

Action 1
Frosty Blast
Deals 2d6 Damage. Target deals 1d6 less Damage this Turn.
■ +1d6 Damage.

Action 2
Snowstorm
Take half Damage from Attack.
■ Deal 1d6 Damage.

Action 3
Cold Wind
Take and Deal 2d6 Damage.
■ Take 1d6 less Damage.

Search Bonus **+3** Health: **50**
Increased Search Bonus  ELEMENT



Shock Shroom

Strong Against  Weak Against 

Action 1
Shock Wave
Deals 3d6+2 Damage. If 10 or more, enemy is Stunned.
■ If 5 or more instead.

Action 2
Quick Jolt
Deals 1d6+2 Damage before and after the Enemy attacks.
■ Take 1d6 less Damage.

Action 3
Static
Prevent half damage.
■ Prevent all Damage instead.

Search Bonus **+1** Health: **50**
Deals Bonus Damage  ELEMENT



NET GUN

Unique Rifle

ACCURACY
2-7: 7cs
8-15: 10cs
MOD 16+: 15cs

CHARGES
Once Per Encounter

RANGE 4SQ

Accuracy Roll determines Capture Strength (CS), then the Target makes Strength Roll (1d20+1/5 remaining Health, rounded up). If the Target Strength roll is lower than CS, the Target is Captured. Captured Targets cannot move or take actions until they succeed a Strength Roll.



Abhorrent Ignitor

FERIORE Legendary Pistol

ACCURACY
2-7: 10
8-15: 20
MOD 16+: 21

DAMAGE
1d6 + MOD

RANGE 5SQ

ELEMENT 

Swap/Reload: 1d12 Grenade Damage.
Incendiary +1d6.

Enemies cannot stay within 1 square while equipped.



SCENE 4: DEBUT



!\$%&@!: Enemies hit get -3 on their Attacks as they can't stop swearing loudly



I'm shocked! Well not that shocked.: Deals double damage to both Shields and Armor.

TORQUE Rare **Raucous Writer** Combat Rifle

ACCURACY	
2-7:	2 0
8-15:	3 0
MOD 16+:	2 1

DAMAGE
1d8 + MOD

RANGE 6SQ

ELEMENT Splash.
-2 ACC Mod.



BLACKPOWDER Epic **Precise Device** Shotgun

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1

DAMAGE
2d8 + MOD

RANGE 4SQ

ELEMENT If Range 2 or less: +2 Damage. +5 Crit Damage.
+2 ACC Mod.



STEEL Legendary **Dove of Peace** Sniper Rifle

ACCURACY	
2-7:	0 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE
1d12 + MOD

RANGE 8SQ

ELEMENT If Range 3+: +3 Accuracy. Extra Attack. Extra Movement. Shock +1d6.

Cherish peace with all your heart



MALEFACTOR Rare **Touch of the Vapours** Rocket Launcher

ACCURACY	
2-7:	1 0
8-15:	1 0
MOD 16+:	1 1

DAMAGE
2d10 + MOD

RANGE 4SQ

ELEMENT Splash. Corrosive +2d6.



BLACKPOWDER Legendary **Blood's Port** Pistol

ACCURACY	
2-7:	1 0
8-15:	2 0
MOD 16+:	2 1

DAMAGE
1d6 + MOD

RANGE 5SQ

ELEMENT +2 ACC Mod.
+6 Crit Damage.

Smaller bullets



MALEFACTOR Legendary **Eroded Toadstool** SMG

ACCURACY	
2-7:	2 0
8-15:	3 1
MOD 16+:	5 1

DAMAGE
2d4 + MOD

RANGE 5SQ

ELEMENT Corrosive +1d6.

What a world!



Cherish peace with all your heart: Deals +10 damage to targets that you've talked to.

Smaller bullets: Crit damage ignores Shields and Armor.

What a world!: Enemies killed melt into a Corrosive puddle that remains until the end of the encounter.

SCENE 6: SNEAKING AROUND



SCENE 8: THE MEGASUITOR



No cracks, no breaks, no mistakes: If the Accuracy Roll is 7 or under, reroll it.



Feriore
Legendary

Blighted Power

Pistol

ACCURACY

2-7: 1 0

8-15: 2 0

MOD 16+: 2 1

DAMAGE

1d6

RANGE 5SQ

MOD



Do you have the slightest idea how little that narrows it down?

ELEMENT

Swap/Reload: 1d12 Grenade Damage.

Dahlia
Epic

Light Sprays

SMG

ACCURACY

2-7: 2 0

8-15: 3 1

MOD 16+: 5 1

DAMAGE

2d4

RANGE 5SQ

MOD



Burst: +1 Hit.
+3 ACC Mod.

Fires rays of light that deal +1d6 Incendiary Damage.

ELEMENT

Do you have the slightest idea how little that narrows it down?: Enemies hit glow bright green. Attacks against glowing enemies get +2 ACC Mod.

SCENE 3C: PAINTING CANVAS

Painting Canvas

22

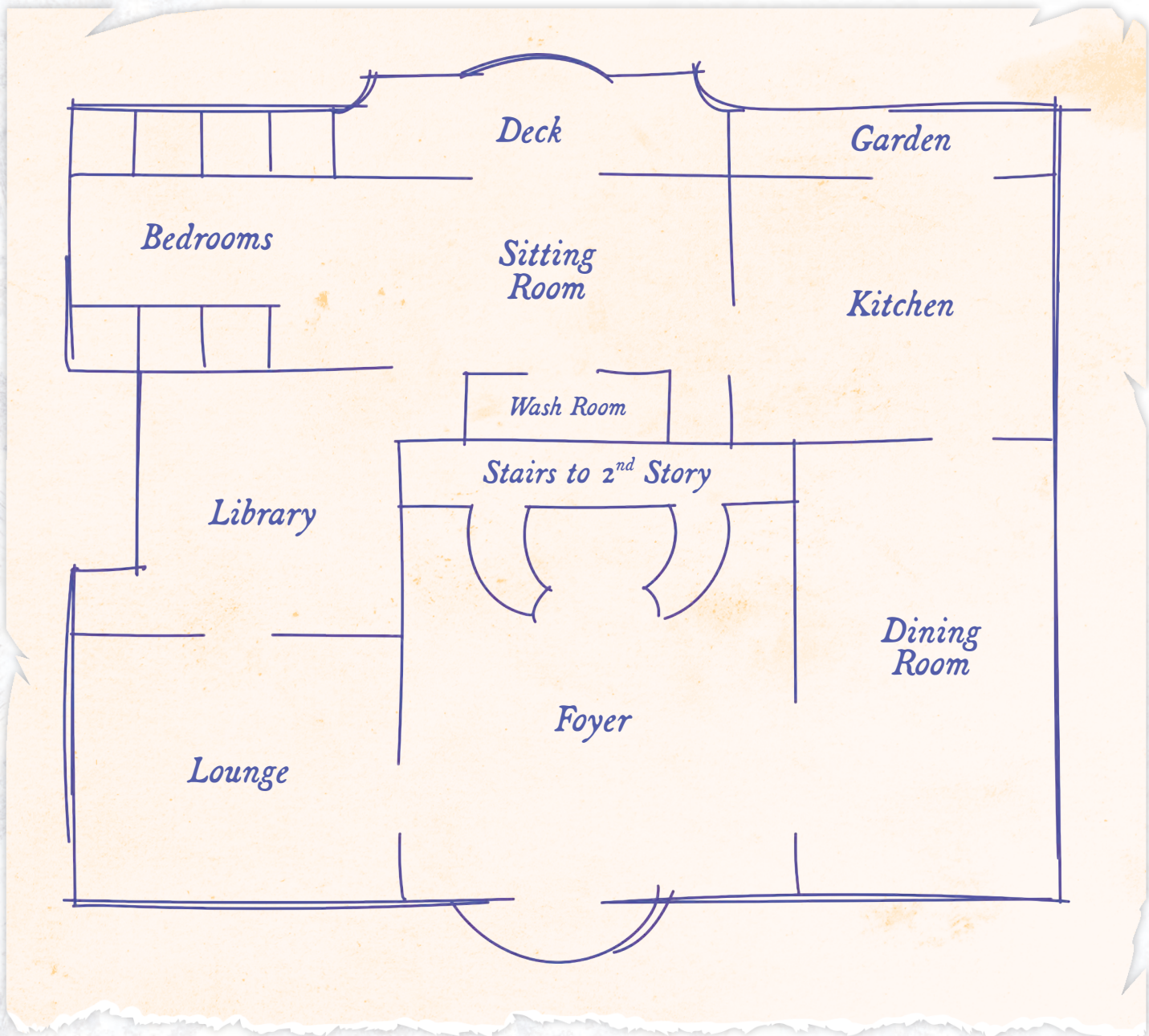
ARTIST _____

SUBJECT

- | | | | |
|--|---|--|---|
| ☐ <i>Horse</i> | ☐ <i>Bowl of Fruit</i> | ☐ <i>Pocket Watch</i> | ☐ <i>Sailboat</i> |
| ☐ <i>Sun Umbrella</i> | ☐ <i>Carriage</i> | ☐ <i>Tea Set</i> | ☐ <i>Landshark</i> |



SCENE 6: DINNER IS SERVED



Lord Dragon's Estate

TINY TINA'S BUNKERS & BADASSES

Roll for
Initiative,
suckas!



Sourcebook & Deluxe Edition Available at
TinyTinaGames.com

