



WORJAR

And the inevitable end

Version: LudumDare 50.0
Author, art and copyright ATH-AI

This document makes up two different parts of the game. The core rules for Worjar itself and an accompanying first time players campaign titled "The Inevitable End"

A game for 2-6 or 2-10, or 2-15 people, depends on how many times you print the race and job cards. Recommended 4-5. The The Inevitable End campaign is for 1- 4 players plus one GOD player.

In order to play this game you need to print out cards and cut them up. You need at least one 20 sided die, some scrap paper and rocks or coins or paperclips or peanuts or something to use as counters. For counting.

This book would normally be presented in a small page format, however I have put it in A4 to make it easier for printing at home. Also, because it is harder and more time consuming to do it in smaller formats.

It's pronounced WORE-JAR. Or WAR-JAR. I don't know. No one knows. It's supposed to be kinda like WORLD-JAR, but more like WORL-JAR. But I chose WOR-JAR. You figure it out.

This game was created because <https://djam.com/users/jerem-watts> told me to.

If you read this entire document, then I appreciate that you have shared a most stressful 48 hours with me, but also, may god have mercy on your soul.

DO NOT PLAY THIS GAME:

If you are easily offended, a living creature or unable to read this notice.

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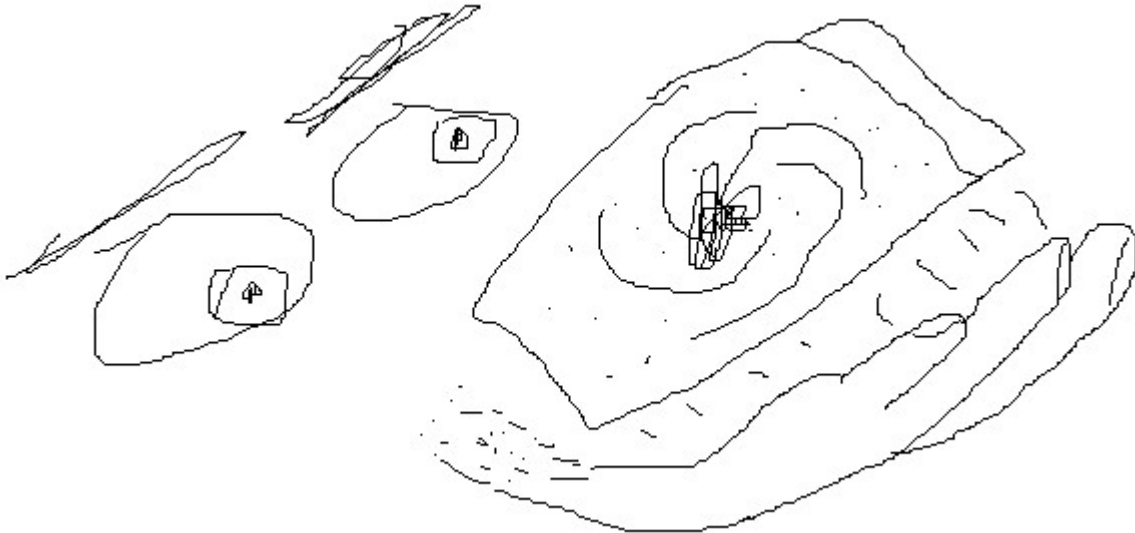
Page 11 - Karma

Page 12 and beyond - None of your business, unless you are a GOD

(It's the The Inevitable End campaign details)

You wake up. Where are you? You do not know.

You look around you. This is not the bed / couch / bath / concrete floor / mortuary cart / car and highway that you fell asleep on. This isn't even close to where you dozed off. You're in a plain white room. You look around up from the floor. To one side is a bench, an impossible combination of creatures and objects sit on it. A sense of dread and sorrow emanate from them. On the other side of the room is a door. A man in a brown 1990's style power suit, with large soldier pads and brown tie, comes through the door. He looks at you with a smile and walks towards you. He speaks "Hello there, keep calm, you are safe here. Welcome to the Worjar. I know you will have a lot of questions and you are currently very confused. Do not worry though, you are safe and everything will be explained to you shortly. Please take a seat over there and we will help you" What else can you do? The man walks out of the room. You go to the bench and join the rank of familiar, unfamiliar and completely bizarre creatures. None of which show any desire to interact with you. You sit down. You think. Where are you? What is going on? Who will turn off my alarm clock? You note there is a series of circles in the middle of the room. This is where you woke up. After 10 minutes, which felt like 12 minutes, a light glows in the center of the circle and with a climatic flash, another being appears in the circle. The same man that spoke to you walks into the room. speaks "Hello there, keep calm, you are safe here. Welcome to the..."



Worjar

What is the Worjar? How did you get here? Will you get home? How will you survive? What will happen to your family / pet fish / cucumber plants / shoe factory / the cheese in your fridge / your speeding car left on the freeway? Who knows. WHO KNOWS? That is the question. Can you find the answer? No. No you can't.

Maybe. Try though.



Welcome to Worjar

Worjar is a mysterious universe ruled by a mighty, mysterious and insane deity known as the Insane One, who is not only mysterious, but very insane. A mish mash of worlds from all over existence, joined into one giant realm. Not merely just a collection of possible universes, but also impossible ones. One's imagination is not a limitation in Worjar. A war torn tribal barbarian, wielding an energy sword, riding a robot trampoline, that is enchanted with magical runes of incontinence, is not uncommon. Although not common. In some places it would be rare, but the fact it exists should be enough to let you know that you know nothing about the Worjar.

In the Worjar there are three main entities. The Insane One, GODs and every one else. Wait, there are other GODs? Not only do people like you find themselves trapped in the Worjar, but so are other GODs. They have many godly powers, as a GOD would, however their plans are constantly foiled by the Insane One. In the form of random chance and using the Karma of other creatures wills, the Insane One interferes, always. Who are the other GODs? The Games Ordained Dictators, the beings that tell you what is happening and what your options are. In some worlds they are known as the Game Master. In some pits of hell they are called Dungeons Masters. In the end though, they are all just different forms of



How to play

Get a GOD

First, find a GOD who will set up a game for you. They will find a campaign for you to play and prepare the cards for your characters. There is a separate section of this manual for GODs. Do not read this unless you intend to be a GOD. If the top of the page says GODS ONLY, do not read it if you do not want to risk having a story or mystery revealed before its time.

Game mode

Before a game starts players decide how they want to play. Two modes can be chosen. INSTANT or RPG. Certain rules change depending on which you are playing.

In INSTANT mode players use the default character settings, are randomly issued life cards and can only use equipment that they receive in card form. Games start and play faster as players have fewer customization choices and can get straight into the action. Characters only record their health, ability points and experience on some paper.

In RPG mode players can modify their characters statistics, they can choose from a selection of life cards and the GOD can issue items and equipment whenever they want. Characters have to record more on a piece of paper. Games take a bit longer to set up and play.



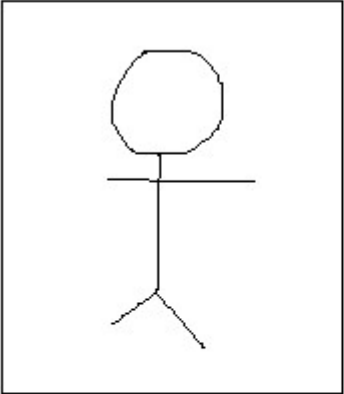
Your character

Characters are determined by choosing a Race, a Job and a Life.

Race

Before the game starts the GOD will either randomly issue you a RACE card in INSTANT mode, or two or more RACE cards in RPG mode. If you get only one, that is you. If you get more you pick which one you want and the rest are thrown out the window.

Your race card will look a little like this, either side by side or a card with details on the back and front:

HUMAN	HUMAN																								
	<p>DIKCS:</p> <table><thead><tr><th></th><th>Start</th><th>Min</th><th>Max</th></tr></thead><tbody><tr><td>Dexterity</td><td>9</td><td>4</td><td>15</td></tr><tr><td>Intelligence</td><td>9</td><td>4</td><td>15</td></tr><tr><td>Karma</td><td>9</td><td>4</td><td>15</td></tr><tr><td>Charisma</td><td>9</td><td>4</td><td>15</td></tr><tr><td>Strength</td><td>9</td><td>4</td><td>15</td></tr></tbody></table> <p>You choose your job after every one else. Draw 4 jobs cards instead of 2.</p> <p>In RPG mode, you can move 9 points instead of 6. In Instant mode you can move 1 point.</p> <p>THE BORING RACE: Once per session, if you are in a crowd or group of people, you may disappear from the scene at any time.</p>		Start	Min	Max	Dexterity	9	4	15	Intelligence	9	4	15	Karma	9	4	15	Charisma	9	4	15	Strength	9	4	15
	Start	Min	Max																						
Dexterity	9	4	15																						
Intelligence	9	4	15																						
Karma	9	4	15																						
Charisma	9	4	15																						
Strength	9	4	15																						
<p>Humans are common, but they are not the dominant race in Worjar. In fact, nothing dominates in Worjar. Regardless, EVERY ONE recognises a human and they are very boring.</p>																									

The information on the far left shows you what your race looks like. It also gives you a quick run down on what your race is about.

The DIKCS list are numbers that tell you the specific strengths and weaknesses of your race.

The text underneath the DIKCS list are special rules that apply to your race. This also includes a special once per session ability. All races get one.

A session refers to 1-2 hours of gameplay. Or whenever GOD says so.

DIKCS

The DIKCS system contains 5 attributes that your character uses to get things done. The first number is the START or default number you have in this attribute. In INSTANT mode these will be your attributes. In RPG mode you will be able to move up to 6 points from one attribute to another. When you do this you can not go below the MIN number or higher than the MAX number. You do this before you get your Job card.

Almost all actions in the world will use your attributes to determine whether you successfully did them or not. Trying to strike someone in combat, trying to trick someone into thinking something, using your brain to solve a puzzle or appealing to the Insane One for divine intervention, all use your DIKCS attributes.

When you need to use one, you roll a single dice (which has 20 sides). If the number you get is equal to or less than your DIKCS attribute, then it is successful.

Automatic success

If you roll a 1, you will always succeed, even if odds are against you. Rolling 1 does not mean an extraordinary result, just a guaranteed one.

Automatic fail

If you roll a 20, you will always fail, even if the odds are in your favour. The Insane One works in mysterious ways. Using your Karma, you may appeal to GOD to change this, however you run the risk of making things worse.

How to play with your DIKCS

Often which DIKCS to use is obvious. When it is not, GOD will determine which one to use. If you believe they are wrong and have a good reason for it, you can appeal to the Insane One using your Karma to change GODs mind. Below is a list of general uses for your DIKCS.

Dexterity (DEX)

- When you try to hit something when unarmed, in melee or with a ranged attack.
- Determines turn order
- Anything needing quick reflexes
- Avoiding explosions
- Doing something faster than normal
- Doing fiddly things
- Video games that use reflexes

Karma (KAR)

- Determines how GOD and the Insane One perceives your existence
- In certain circumstance is used to see how lucky you are
- Determines what happens when you die
- Is used to invoke the divine intervention of the Insane One and the subsequent actions GOD will take.
- Video games that involve gambling

Strength (STR)

- Determines how hard it is to kill you
- Determines damage in close combat
- Lets you use certain heavy equipment
- Opening jars
- Opening stuck doors
- Opening stuck jar doors
- Being a beast of burden
- Video games with controllers that are frustrating

Some other numbers that you will use

Along with your DIKCS, you also have some other attributes you will need to look at.

Hit Points (HP)

Your HP determines how healthy you are. When you take damage to your body you will lose HP. When it reaches zero, you will become unconscious. If it drops below zero, you die. Your starting maximum HP is $3 + \text{your STR}$.

Ability Points

Every Job has its own set of abilities that use one of your DIKCS to determine some special points. Refer to your Job card for the details.

Intelligence (INT)

- Determines strength of many magic abilities
- Determines how often you can use magic abilities
- Need to know something
- Trying to figure out what to do next
- Noticing things out of the ordinary
- Figuring out how to use something that you have never used before
- Video games that have puzzles

Charisma (CHA)


- Determines how good looking you are
- Determines how good you are with talking to people
- Determines strength of some magic abilities
- Get people to do or think what you want
- Blend in with a crowd
- Stand out in a crowd
- Pretend to be someone or something you are not
- Video games that are massive online multiplayer



Jobs

Every one who finds themselves in the Worjar needs a job to survive. And you won't find your regular sit at a desk and spend your day there kind of job either. The world is ever moving and very passionate about eating. Eating. Forever eating. Anything, everything. Always eating. And you are on the menu. And ordering from the menu. And possible the menu itself.

Once you have your race card the group will be given a collection of Job cards to look at. Pick one, this is your future. Sometimes these may be handed out at random. Below is a sample of a job card.

<p>GLADIATOR</p> <p>Do you like to fight? Do you like to win prizes? Do you like injuring or being injured? Then this is the job for you! You might die, but you'll die doing what you love. Killing.</p> 	<p>Fight points (FP) = base STR</p> <hr/> <p>+1 HP for every level after L1</p> <hr/> <p>Odd levels after L1: +1 to DEX for to hit purposes with a specific low tech weapon of your choice. (fists, simple melee weapons, bows, crossbows, rocks, vegetables). Can pick the same weapon group three times.</p> <hr/> <p>L1: +1 to STR for all non combat purposes</p> <hr/> <p>L2: Gain a Gladiator skill</p> <hr/> <p>L4: Gain a Gladiator skill</p> <hr/> <p>L6: +2HP or +1 Fight point</p> <hr/> <p>L8: Gain a Gladiator skill</p> <hr/> <p>L10: Gain a Gladiator skill</p> <hr/> <p>L12: +2HP or +1 Fight point</p> <hr/> <p>L14: Gain a Gladiator skill</p> <hr/> <p>L16: Gain a Gladiator skill</p> <hr/> <p>L18: +2HP or +1 Fight point</p> <hr/> <p>L20: Gain a Master skill</p>
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To the far left is your Job name, a brief description of its activities and a picture of that Job in action.

To the right is all the main details about this Job. Each Job has its own abilities points. In this Gladiator example, they have Fight Points. You will track these for the rest of your life.

Almost all jobs have bonuses you get every time you level up in the job. In this case you get a bonus HP ever level after 1 and bonus weapon skills for every odd level after level 1.

Further to this, you also gain additional abilities and skills depending on what level you are.

All Jobs have skills or special abilities that you start with or gain as you level up. The other side of your Job card will list all these abilities. To the right is a list of all Gladiator skills. You will either be given a specific skill as per your Job level up card, or the card will tell you just to gain a skill. In this case you choose which skill you want from the skill list.

Some skills will be listed just under another skill with a > icon. This means that you can only choose this skill if you already have the skill above. Sometimes these skills are upgrades to the skill above. Such as the Gladiators Balls of Steel.

Master skills can only be chosen if the Job card says to gain a Master skill.

The words in **bold text** are the name of the skill. If there is a number and then your ability points abbreviation, this is how many ability points you must spend in order use this skill. For the Gladiator example above, using Lots Of Hits costs 1 Fight Point (FP). Some skills do not have a point cost, these are permanent or passive upgrades to your character.

GLADIATOR SKILLS

Lots of hits - 1FP: Make 2 melee attacks at once.

> **All the hits** - 2FP: make 3 melee attacks at once.

Bite Ear - 1FP: When you successfully strike in melee, do 1 point of damage that can't be prevented

Brick Head - 1FP: If you take more than 3 or more damage in one melee hit, reduce it by 1.

> **Balls of steel** - Brick Head can be used on 2 or more damage.

Gorilla rage - Must have at least 1FP. You must act like a gorilla. At the end of each turn, lose 1FP. If you have no FP effect ends. +1 to STR + DEX.

> **Monkey madness** - Gorilla Rage gives +2 STR, DEX instead.

Crotch Thrust - 1FP: If you defeat an enemy on your own, regain 1 HP when you win.

> **Crotch Rocket** - If you use Crotch Thrust and there is another enemy immediately in attack range, make an instant melee attack against them.

Read a book - +1 to INT when weapons, melee fighting, being tough, eating meat and growing body hair are the topics.

MASTER SKILLS

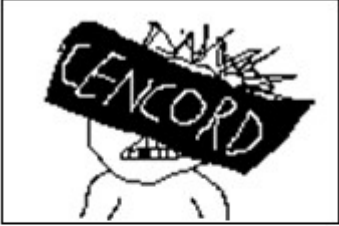
Scary scars - Gain a +1 to CHA. You can reroll any failed CHA rolls when you try to intimidate, be scary or talk to children.

Murder Machine - When you kill, disable or knock out a melee target you can choose to spend all your remaining FP. Gain +1 to DEX for each FP spent for the purpose of striking in melee for the rest of combat.

Your Life

After you have chosen your Race and your Job, it is time for you to get a Life. In INSTANT mode, you will be handed one at random. In RPG mode you will be given one or more and you choose which one you want. Or GOD could just give you what they want.

Extremely ugly



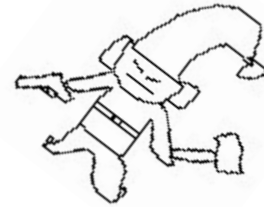
-1 to CHA
When meeting a sentient character for the first time (even in combat), choose one: Stun them for 1 turn or force them to make a strength roll. If they fail they violently vomit and are disabled for 2 turns and end up covered in vomit. Start with a paper bag.

*A power greater than magic itself.
Too great, even for you.*

Life cards are very straight forward. You gain or lose the attributes or abilities listed on them.



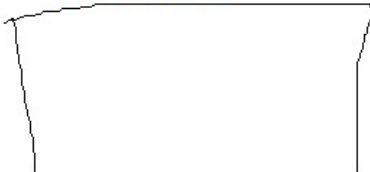

In the example to the right, Extremely Ugly permanently reduces your Charisma (CHA) by 1 and grants you the ability to stun people or try and make them vomit. It also grants you a paper bag in order to help control your ability.

These changes to your character can not be modified or prevented. This is your life now.



Managing your character

With you Race, Job and Life card in front of you, there is just a couple of little extra things you need to play the game. A pen and a piece of paper. Unlike other fancier and more financier pen and paper games in the universe, this one just needs you to have some scrap paper. Nothing special. You will need to draw some squares for your HP and lost HP, Job points and lost Job points and leave a space to record your Experience and any skills you have learned. RPG mode players will also need space to record any items or other special abilities they receive. If you believe you will play your character again (Hahaha), then you can also write down your Race, Job and Life. A character sheet will look like this:

CHARACTER NAME: FISH WETS	EXPERIENCE: 0	SKILLS:
HP AVAILABLE 	HP LOST 	
JOB POINTS AVAILABLE 	JOB POINTS LOST 	

Playing the game

Ok, I'm going to get straight to the point. Do what you want. GOD controls the game and can change their mind at any time. Everything from this point onwards is not set in stone and may change at any time. First, there is no point in making rules in the Worjar. Rules are not a universal constant. Also, there is no way I am going to write something to cover everything. The Worjar is huge. You figure it out.

Anyway...

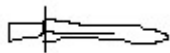
Non combat encounters, also known as Scenes

Every encounter, time period or event that is not combat will be presented to you by GOD. Depending on the circumstance you are free to do as you wish within the limitations of the time and place you are in.

If a player decides to do something outside the scope of the scene and manages to succeed, this will leave the player in a Free Time situation.

Free time

Anytime a player wants to do something outside of a determined scene, it's referred to as free time. Free time is counted in 2 hour allotments. A player will say an action or activity that fits within 2 hours and that will be their action for the scene. Other players may be participating to the time frame of the scene and may have multiple turns, whereas free time players may only ever get one action. A maximum of 4 free time actions can be taken per day. It is assumed the other 8 hours are spent sustaining oneself, moving from free time to free time, cooking, bathing, cleaning their clothes, tending their herb garden, feeding their pets, shaving their beards, shaving their pets, etc. And the other 8 hours is for sleep.



Starting Combat

Before you get into combat you will need to have a small unique token (use whatever you want, as long as you know it represents you and others can also tell). This will be how you track where you are on the battle field. When combat starts, GOD will place all the player's tokens onto a square on the battle field. This is where you all start.

The next thing to do is determine who the fastest character is. Look at each character's DEX. The player with the largest number is the fastest, the lowest is the slowest. The fastest player always has the first move in combat. If anyone has the same DEX they randomly roll to determine who is faster. Determining player combat order can be done before the game session starts and does not change unless someone gains a DEX. Players should sit around the table in this order to make combat easy.


Combat actions

Most choices in combat are simple. Move two spaces, Move one space and make a melee attack, stand still and make a ranged attack, use a skill or spell, stand still and do nothing to gain +2 block or do something very complicated and not in these rules. Talk to GOD about these actions, but they need to be measured within 6 second time periods, as each combat round is about 6 seconds.

Moving in combat and battlefield spaces

All players and enemies are on the board at once. Each space on the board represents about 10 meters of space. Any number of players and enemies can occupy a single space at once. If you want to do a melee attack or use an ability that only effects someone next to you, they have to be in the same space as you.

Any time a ranged attack or ability specifies a distance other than melee or close, it will do so in meters. Each allotment of 10 meters is a square on the battlefield

0 meters or close 	10 meters	20 meters	98.4252 feet
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Each combat turn you can move 10 meters (one space) and then make a melee attack, or move again (Run). Some Races or abilities make a player fast, this usually means they can move an extra space. This extra space is used when you use your first move. So if you move and melee, you can move 2 spaces and make an attack. Or you can move two spaces, then decide to move one more.

Combat

Close combat, melee

If you have moved only one space or start your combat turn with a enemy in your space, you can melee attack them. To do this, make DEX roll. If you get below your DEX (plus any Job or equipment bonuses), you hit with your weapon.

Base melee damage is your STR divided by 2, rounded down. This is also the unarmed damage you do. Jobs, skills and equipment can increase this number. This damage is then taken from the targets current HP. Or if you are hit you lose it from your current HP. When

Ranged combat

Very similar to melee, but instead you make an attack against a target that is not in the same space as you. You must stand still to make a ranged attack and can not move. If you make a ranged attack and there is an enemy within the same space as you they make a DEX roll. If they succeed they get a free melee attack against you.

Ranged attacks and magic attacks that are listed as a Ranged Attack must make a DEX roll in order to hit. If you miss your target and there is another potential target in that space, make a KAR roll. If you succeed and there is a second enemy target in that space, you may roll to hit them instead. If you fail your KAR roll and the only other second target there is an ally, you must roll to hit them instead. If there are multiple enemies or allies, you choose who you hit on the second attempt.

Armour

Armour comes in multiple types and sometimes can be absolutely anything. You can get armour from skills, equipment or just because. Armour is always listed as a +number : type. The number is how much armour you are gaining and the type is what type of damage that bonus is applied to. Anytime you take damage from a source you have armour from, you reduce that damage by that armour number. To a minimum of 1.

To the right is a sample of some Body Armour equipment. It shows a +1:physical and a +1: Fire, cold, acid armour. If you were wearing this armour and were hit for 2 physical, or 2 fire, cold or acid damage, it would become 1.

Equipment armour comes in 2 types. Body Armour and Accessory Armour. You can only ever wear one piece of body Armour at a time, however you can wear as much Accessory Armour as you want.

Shields and blocking

Unless specified, you can hold a shield in one hand. Or two shields in both hands. Shields offer a variety of bonuses, but they all give you a blocking bonus. When you are hit with an attack you combine all your Block bonuses and roll a dice. If you roll that number or below, you block the attack. Magic attacks that automatically hit can not be blocked. Any attack that indiscriminately attacks multiple targets, such as an explosion or flame thrower, must roll two dice to block and both must succeed to successfully block. Any area attack that allows the user to pick specific targets for the effect, other than the initial target point, do not count for the double roll requirement.

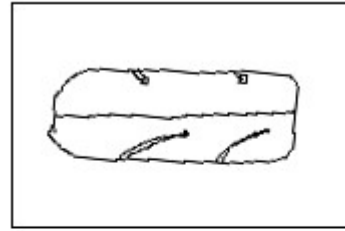
Managing HP and death

If you are hit for damage, move HP counters from your HP AVAILABLE on your character sheet to the HP LOST area. When you regain HP move them back. If you need to move HP from your HP AVAILABLE area and you have none left, you go unconscious. You can not do anything. You are at the mercy of the Insane One. And the enemy. And your GOD. And if you annoyed other players, them. Any remaining damage taken from this attack is discarded. So if you are hit for 5 damage, but only had 3 HP left, then you lose your 3 HP and go unconscious. The last 2 damage are ignored. If you have zero HP and are unconscious and then take damage again, you die.

You can regain HP by using items, magic, skills, using Karma or sleeping. A good night sleep will restore half your Max HP rounded up. A poor sleep will restore only 1 HP.

Dying in the Worjar is, at best, a temporary sweet release. What happens to you when you die depends on what you are, where you are, what you were trying to do and how you died. Often, it is random. But almost always, death is never permanent. All forms of sentience are trapped within the Worjar. You can not get out. GOD will tell you what happens to you when you die.

BODY BAG



BODY ARMOUR

+1:physical

+1: Fire, cold, acid

Karma

Karma is a special attribute in the Worjar. In many ways it can be the strongest of all DIKCS or the weakest. It can change the game, make it better and sometimes, make it worse. Sometimes it can get you exactly what you want and sometimes it will give you exactly what you do not want. As explained previously in the DIKCS section, KAR has many purposes, but its primary purpose is to involve the power of the Insane One for the purposes of countering your GOD.

The Insane One

The Insane One sees everything in Worjar, including the GODs, as toys playing with themselves. Or at least, that is what people think. No one really knows. Every time you roll your dice, the Insane One is already playing with you. GODs are the only ones who do not have to roll dice to get things done and that is why the Insane One hates them. Wars between GODs are one thing and happen, but if any GOD ever found out how to wage war on the Insane One, they would all band together to do so. It is because of this the Insane One favours all who call on him in the face of what a GOD would want. However, he is insane. And that's a very important thing to note.

Invoking the Insane One

At any time when a player has a choice, or is in the process of experiencing something, or pretty much anytime GOD isn't explaining something to you, you may call on the Insane One to do something. Do what exactly? Anything that would be physically probably for the purpose you need at that moment. If you fail a roll, hurt yourself, wanted to find something particular, wanted to go against what GOD is saying to you, you can call him. You can only ever invoke the Insane One once per action or event, but other players can do it on your behalf if there is a possibility they are capable of intervening.

First tell GOD you are going to invoke the Insane One. Tell them what you want to happen, or what you want to undo. You then make a KAR roll. If you pass, you achieve what you want. If you fail, then GOD has the complete authority to do the exact opposite of what you wanted to do. Depending on the circumstances, or how unlikely or extravagant your request was, GOD has the full right (and vengeful hate), to do something 2, 3 or even 4 times worse than what you wanted.

Here are some examples of invoking the Insane One and their possible outcomes:

- You roll to hit, but miss. You really wanted that attack to hit. You invoke the Insane One. Pass: Your weapon bounces off the ground and hits your target on the way back up. Fail: your weapon bounces off the ground and hits you instead.
- You really wanted to find a range weapon when you opened the treasure chest. You invoke the Insane One. Pass: Out of the corner of your eye you see a hidden chest. GOD shuffles through the loot cards and pulls out the cheapest range weapon they could find. You fail: The chest was actually trapped and as you take out the item you got, it explodes and you and every one near you takes damage.
- You successfully got the cheapest range weapon from the treasure chest above. But you wanted a better one. You invoke the Insane One, again. Pass: Upon closer inspection your cheap ranged weapon was actually a way better one, but disguised to look like a cheap one. Fail: You attempted to pile karma ontop of karma and failed the second time. The cheap ranged weapon you picked up was cursed and immediately forced into your hand. You can't remove it and it drains you of some of your DIKCS. It also constantly smells like teen spirit that has been left in an open bottle for 40 years.

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How to be a GOD

Honestly, I'm running out of time because I only have 2 days to write and draw up this game and quite frankly, you are GOD. You make your own rules on how you are. You are free to do whatever you want, in any way you want. The power of the Insane One lives in the players, their Karma and the dice rolls. This anti GOD power is your only master. When a player successfully counters you with Karma, you must bend to the players will. Of course, you are also able to punish them when they try to get around you and fail. With that in mind, there are a couple of general things you need to know to manage the game.

Combat

Play order is always players first or monsters first. Depends on the combat situation in the campaign. To keep things simple, do not have more than two types of enemies on the battlefield. Having coloured tokens with numbers on them for this helps. Each enemy on the field will have its own picture card and you have the stat card and if you can place numbers on the picture and match them to a number on the field it makes tracking HP way easier. Players do not know the HP of their enemies, so when they take damage place how much damage they have taken (as tokens or counted with 6 sided dice or something) onto the image. When those tokens = to the monsters HP they die. Monster AI is determined on the card.

An enemy with a "-" for its DIKCS stat does not have that stat. It can not be effected by anything that involves that stat and it automatically passes or fails rolls for that stat depending on its situation.

The field CC dam on enemy cards is their close combat damage. Ranged damaged will be Rand DAM if they have it. this not a pun for RANDOM.

EXP given is the total EXP. You track this yourself in a pool as it is TOTAL exp given, not per player. Sometimes it will also say something like 1 per 2. This means that for every 2 of the enemies they kill, only 1 EXP is given. If there are 3 enemies of this type, they still only get a max of 1 EXP. Once your pool of EXP equals the number of players, or whenever you want, like at the end of a scene or session, divide it by the number of players and distribute. Do this regardless of how many players were present at the time. Sometimes payers will get personal EXP, that is just for them.

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CAMPAIGN: The Inevitable End

As a GOD, it is your job to read through this campaign before bringing players together. The Insane One does not like a weak unprepared GOD.

As is all things in Worjar, you are free to do what you want. Free to change rules when you want. Free to punish players when you want and free to add in or deviate from this campaign in any way, when you want. Just keep in mind, players have Karma and they will use it when they get displeased with you.

From this point onwards text that is in **bold** (except this one) is text to be read out to players, as is. You are free to read out any other text or explain the situation to the players, as long as it is information that they would know normally.

For 1-4 players. Optimum starting level is level 1.

This Campaign takes place in the steampunk-magic fantasy world of Griblim on planet First.

Death in Griblim is trivial. When you die, make a Karma check every hour. When they succeed they come back to life where they are. If your body was destroyed, it regenerates where it was destroyed. They suffer +1 to all dice rolls until they have a full sleep. This stacks if they die multiple times before they sleep. There is one other death situation in this campaign.

The players do not know each other when they start, they have been brought to Worjar in the same time frame. All the players must read the 2nd page of this document. Or, you can read it out to them. All players are considered to have only just arrived on Worjar. Read out this line: **Because you are all new, I'm about to say a lot of stuff, but don't worry, this will be the last time you have to listen to me read out a lot.**

After sitting in the white room in silence for some time, having witnessed several people and creatures appear at the center of the room, the man in the brown power suit returns. He looks frustrated this time, the original smiles and confidence he radiated gone. He looks around the room. He then points at you (you and you if there are multiple players) and says "come with me, I will explain everything." You follow him out of the room. Outside there are several desks with people dressed in the same brown powersuit. They are all talking in haste and rushing around, but you can't make out what they are saying. He leads you out to a small conference room. It's quite pretty, with a nice wooden conference table and comfy chairs. He motions to you (all) to sit down. "Ok", he says as he sits down with you. "I'm sorry to do this to you, but something has come up. Normally we spend a few days with you (all) and explain your situation. We help you get started in this new world, but unfortunately we haven't got the time now. So I am going to give you the very short version. You have all been brought here by an insane mega deity that rules over this universe. We do not know how to get back. Sometimes it takes a while for people to come to terms with this. Normally a person is summoned to a random location in this universe, but through powerful magics and science, we are able to call most people to one of our various offices all over the universe. We are the Guild. We were founded to help try and keep what little sanity exists here intact. We supply information, resources and lodging to those that work with us. And right now, we have a major problem and we want to put you to work immediately. We have good wages and bonuses for over achievers. We also have free tea and cakes in the kitchen. What do you say to helping us?

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The players will ultimately do one of two things. Ignore him and go outside, or agree. If they leave they will immediately be jumped by 2 Giant Boots for each player to a max of 6. This will happen continuously until they agree to help. If they do it more than twice, do this back to back twice or more. They can't leave the guild office until they accept.

Once they agree:

The man throws his hands up into the air in excitement as he stands up. "Good good. My name is Boris, I will be your guild contact here at our Griblim office. Oh yeah, I should give you a bit more. So you are in the Worjar, a universe controlled by the Insane One, a deity of great power and insanity. There are also many other GODs, but he is the strongest one and prevents all the other GODs from leaving. Um..." He looks around the room while he rolls his eyes a bit, trying to think up the next sentence. "Mmm. How do I condense 2 days of briefings into several lines... Sooo. yada yada yada, The Worjar is a constantly changing universe of realms over several planets. Magic, robots, monsters, unspeakable horrors, speakable horrors and sweet potatoes exist everywhere. Oh and the laws of time and nature change randomly in different places, don't worry, I am sure you've all experienced something like that in your original worlds. Dying is not the end here. Dying would be an escape and the Insane One does not allow that. If you die within Griblim you will resurrect on your own in a very short time. You will feel a bit sick for a while, but don't worry, we've all died before." He laughs a hardy and boisterous laugh. He immediately snaps out of it and puts on a serious face "One of our inner border forts has been over run. Go there, find out what has happened, fix it and return." He looks around to see if you all understood. "Understand?" He doesn't wait for a reply. "Good. Since you are working for us we will give you some starting gear and a nice reward upon completion. You look after us, we look after you." He slaps the table with his open hand. "ok, so, the fort was over run by enchanted footware. A nearby abandoned enchanted footware factory was peacefully dormant for a long time, but someone caused all the feet gloves to rampage out at once and overrun the fort. There are shoes and boots every where and our stronger members are out trying to stem the tide of ass kicking. Do not worry about the footware, focus on what caused them to stampede. It's bad out there and that is all we know. Any questions?" Before you can answer he butts in "Good. Follow the map and get out there" He stands up and runs out. He immediately pops back in again and throws some stuff on the table. "There. Good luck" He runs out again.

Draw a common loot item for each player in the group. Let them distribute. **There is also a map of the local area, a small electronic device that gives coordinates that match the map and some backpacks to carry stuff. They are empty.**

Do not answer any of their questions. If they try to ask for help from people in the office they will ignore them or brush them off, saying to ask Boris. Boris is no where to be found. There is free tea and cake in the kitchen. They can carry enough to supply them for days. If they do not collect any food take note for later. If they invoke The Insane One you can mention that the supplies at the fort were evacuated with the retreating forces. If they get angry and rampage or raid the office they will find one more piece of common loot.

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When they leave the guild office: **Outside of the guild office looks like a small city street. Two story shop fronts run along both sides of the street. For the most part it looks ok, many signs are painting poorly over and with a closer look there are a lot of signs of disrepair and shoddy maintenance. People, creatures and many different kinds of things that you can't identify or do not expect to see walking about, are walking about. Quickly. Every one is in a rush. Some are jogging or running. There are many brown power suit wearing people. indicating they are members of the guild's administration.**

If players look at the map they can see clearly marked locations to travel to. It is not a straight line though, each mark indicates a safe point in the trip. If players follow the map they get to the next scene (2) safely. If they wander the streets for a bit they find regular shops that any human world towns would have, with the addition of magic and robotics shops. But all are closed. If they further push to explore the area drop a "2 Giant Boots for each player to a max of 6" event on them until they get the point. If they are persistent drop 2 mega shoe racks. If they decide to break into stores or attack local a huge group of Guild members swarm them and beat them up. They get off on a warning because they are new and warn that this is not acceptable behavior in Gribilm. Feel free to kill them all if they persist. This should be your standard go to for troublesome players.

(1) On the way to the first marker get all the players to make a INT check. If all fail:
You all failed to notice the pile of giant boots in the side street you just passed. As you walk pass they jump to life and try to kick you.

Encounter: 2 giant boots for each player, max 6. Place all players in the center of the field and all surround them with boots. Boots get a free attack, then normal combat starts.

After the event:

This path was clearly marked as safe on the map. This is clearly not the case anymore.

The players find nothing of interest around. if they go off the map path, drop more boots on them until they return.

You continue on your way and reach the first location marker on the map. Getting here was very uneventful. Straight away you can see a barricade and what looks like soldiers dressed in brown power suits fighting off shoes and boots. There are people running away from the area and through small streets. Clearly a populated residential area. Before you can sort out what is going on, you notice a small child wandering in a confused daze around the confusion. Several rogue boots bearing down on it.

(1.1) If any player passes the INT: **The side street you are walking passed right now has a suspicious pile of boots between two dumpsters**

If they immediately respond or yell out, do the event in (1), but set up players and boots on opposite sides of the board (short sides) and the players go first regardless. If they do nothing, the boots jump them as per (1)

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(2) If someone decides to take a closer look at the child they can make a INT check. If they pass they realise the child is not in fact a child at all. It is some sort of small robotic creature dressed as a child. And its going towards the boots and soldiers, on purpose. 2 group exp for noticing.

(2.3) if any player is not caught up in combat and watches the robot child:

You see the robot child thing push it's way between the fighting soldiers and dive into the hostile shoes.

After all the player fighting is done:

The robot child within about 30 seconds destroyed all the shoes the soldiers were fighting.

(2.1) If players decide to help the child, 3 boots and 1 sandal swarm fight at short sides of the battle field.

If they decide to ignore the child robot and let it go on its way the shoes will go straight past it and attack the players anyway.

(2.4) regardless if scene 2.3 occurs:

After the battle you see the soldiers standing around confused at a pile of destroyed shoes. The child you saw before is gone.

If they ask teh soldiers what happened they will be too tired to respond and ignore the players. As successful CHA roll (but only one player can try) will get:

Yeah yeah, some child jumped into our fight and licked them all good. Now we can have a break and I can get back to counting the cracks in the road.

There is nothing of interest around after the event. If players pester the soldiers or attack them, they will be outnumbered and murdered. If they try to steal anything, give them a common loot. If they are caught, murder them all.

Following most of the map through the rest of the safe points is quite simple and uneventful. Shop district followed by housing district, followed by shop district, repeat. oddly enough, there is nothing else. No parks, no high rise buildings, no land marks or water ways. You've been traveling for 4 hours and this appears to be the Griblim standard layout. You are about to approach the last safe mark before the fort and the road ahead of you is full of shoes. They are going down the road straight towards you.

(3) Players can try to use dex to get hide.

Each player must pass, if any player fails the shoes notice before they can hide and go straight for the failed players. If all players pass they can let the shoes go straight passed or ambush them. If they ambush them they get a free round of attack and can position themselves anywhere within 3 spaces of the shoes. If they let them pass, give 1 exp to each player. If players fail, but some pass, those player can position themselves within 3 spaces, but there is no surprise attack

(3.1) combat is 1 giant boot for each player and 2 sandal swarms

If players hid and let the shoes go pass:

Immediately you can see several guild soldiers run down the road, clearly chasing after the shoes.

if the players try to stop them or talk to them they ignore them and run past.

If the players fight the battle:

Immediately after the fight several guild soldiers run down the road towards you. They pause for a moment to observe the destruction. "Good job there lads, saved us from a pickle jar of a vinegar. We let em through our checkpoint by mistake, thinking they were a wee family of shoe golems. But nahay, they were violent rampaging magic feets.

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(3.3) If the players are still able to talk with the soldiers:

You talk with the soldiers more and find out they were part of the Forts garrison. They say the Fort is actually safe now, with Commander Sammy the Battle Snail having returned and retaken the fort. However they are under constant attack and can't investigate what is going on. They suggest you go straight to the shoe factory to save time.

(4) You look at the map and can see that the shoe factory and the fort are roughly equal distance to where you are now. Which way do you want to go?

If players go to the fort first, go to (5). If they decide to go straight to the factory, go to (7)

(5) On the way to the fort you notice a couple of strange large caterpillar like worms on the side of the road rummaging through some garbage bins. There is no one else around and the rest of the street is silent.

If players ignore them, go onto to (7).

if the players try to investigate carefully, get whoever is going out to make a DEX check. If they fail they attack. If the players pass they get close enough with distracting them. They make an INT check. If they fail, they learn nothing. If they pass: **They are clearly looking for food. It seems they are looking for rotten food. These creatures do not appear to be part of the ecosystem here and they smell really bad**

A further INT check by any player there that passes: **The smell is clearly be excreted naturally, cutting one open would not be a great idea.**

(5.1) Players can try to ambush them with DEX rolls, but any player that fails causes the ambush to fail. Any player that doesn't participate joins at the edge of the field after 1 combat turn.

If ambush is successful, players set up anywhere within 2 spaces of the shitterpillars and get free attacks. If they fail combat starts as per (5.2), but they still position themselves within 2 space, but no free attacks. The shitter pillars are placed in the middle the battlefield

(5.2) If the players just charge in put 2 shitterpillars on the long side and players on the other side.

If the players decide to investigate the rubbish they discover the bins smell really bad. If they persist on searching, make the player take a STR roll, if they fail they lose 1 HP. Either way, give 1 common loot.

(6) You make your way to the fort. The fort is really just a collection of strategically placed concrete walls and bunkers into a circular pattern. Its quite grey and uninspiring. You find that everything seems to mostly calm. There are soldiers wandering about on various walls and make shift barricades being constructed or repositioned. The only thing that seems to be out of place is there is a distinct lack of stuff. The fort is devoid of equipment, materials or furniture. As you wander through the entrance area 3 large snails approach you.

Stop talking here and wait to see what hte players do. You see, they are snails. They are slow. If they ask what is going on, tell them the snails are approaching them. Just keep doing that until they decide to walk up to the snails.

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(6.1) Once the players finally come up to the snails:

One snail is slightly larger than the other and has a chain gun mounted to its shell. It speaks to you. "Greeting travelers, I am Commander Sammy, The Battle Snail. I have received word of a new team to assist us our problem at hand. Are you the 5th or 6th team they've sent in the last 2 days? Oh what? Oh, never mind. As you can see, we have reclaimed the fort. A bunch of old leather artifacts with no organisation are no match for my superior battle tactics. We are attempting to prepare to dig in before we return all the supplies that went with the retreating forces. As you would already be aware though, we are still on alert, shoes are constantly wandering in randomly. It is clear you should start at the shoe factory for your investigation. Well, I suppose that is obvious. Where else do shoes come from. He and the two snails next to him all laugh in unison. It's unholy.



(6.2) Trying to get anything out of the Commander or the fort in the way of resources leads to nothing. There are none. The following information can be answered if asked:

- The factory is old and large. It is believed that a failed necromancer bought the place to try a new line of work.
- The fort will hold fine. Despite the high numbers of shoes, they are easy to fight off with organisation. something that most civilians do not have.
- The chain gun is very effective and he single handily destroyed 20 giant boots on his own. Players can test this and will die instantly. He will laugh at them when they revive and ask if they want to try again.
- Players can rest there safely if they want. There is water, but no food to spare. They have to forage for food outside. One person can find a days worth of food with a successful INT roll. However if they fail they must roll again. If they fail that one they get ambushed by a sandal swarm. Best go out in a group if you want to find food.
- SHITTERPILLARS - if they ask about the shitterpillars, whether they ask by name or explained the creatures they saw he will say this:

Mmmm. What you have explained sounds like a shitterpillar. I guess you wouldn't know much about them as you are new here. If you ever leave Griblim you will find them in forests and the like. Very smelly, did you know their favourite food is... "He pauses for a second in mid sentence. "Wait... You say you saw you a shitterpillar? In the streets..." His eyes go wide. He looks at one of the snails with him and gives a nod. The snail immediately turns around and starts moving away. Slowly. "This is very bad. Where there are shitterpillars, there are shitterflies and we do not have the resources to fight enchanted shoes and shitterflies at the same time. These two things may be related. You may have a hard time ahead of you. Here, don't go alone, take this. I will also send a scout out to follow you to the factory shortly. I think we're all in trouble.

Draw an uncommon loot and give it to the party. The party gains 5 group exp for successfully passing on critical info. There is little more than can be done at the fort.

(7) Players make it to the area where the shoe factory is.

You come up to what appears to be a large industrial area. It is very different to the rest of what you have seen of Griblim. Large several story warehouses and industrial complexes dot an open landscape with large amounts of room between each installation. For a place that is supposedly full of rampaging shoes, it is eerily quiet. You match the building on the map and you can see it. A large 3 story high square facility. A back corner of it appears to have caved in, but it is on the opposite side of where you are, so you can not see in. The building is on the edge of the industrial area. Beyond the shoe factory is just open grassland for some time, which ends in what looks like more residential buildings off in the distance. The grass in this area is long everywhere you go. The carpark is clear of foliage, but clearly worn and slowly being taken back by nature.

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(7.1) Players now have to make a choice on how they want to do this. They can go through the front door, go to scene (8), they can walk around to the collapsed corner at the back, go to (9) or if they choose to scout the area for something else (10).

(8) You come up into the car park which is on the way to the front door. Other than a the breeze in the grass, everything seems very still.

If players decide to not check out the car park and just go straight into the factory, go to 8.1 If they check out the carpark:

At a glance, the carpark seems empty. However, you notice just off to the side, near the long grass at the edge of the car park, there is something that looks like a unicycle, laying on its side.

If they inspect the unicycle:

It's a unicycle with a motor attached to it. It looks like it has been out here for a while, but not as long as everything else. It seems to be intact for the most part.

If they want to start it, someone makes an INT roll. If they succeed:

You successfully start the motor on the unicycle, however it would appear the throttle was jammed open and the motor roars to life at full force and with the sound of loud braps, full volume. Within a few seconds the motor splutters and dies down. Followed by an echo through the industrial estate.

If players immediately run for the door to the factory, they move onto (8.1) and miss the hoard of shoes that descends onto the carpark. However they do not get a chance to make the INT roll to notice the ambush inside.

If they piss around or try to hide outside of the factory, they get swarmed by 6 giant boots and after the last boot dies 4 sandal swarms appear on the map. Then they move onto (8.1) as per normal.

If the player fails their INT roll:

The motor cranks over for half a second and then black liquid spurts out from the side. You had your chance, you blew it.

(8.1)

You walk into the foyer of the factory, its dusty, its dirty, there are lots of shoe prints all over the floor, doors are broken, smashed chairs lay about the place, glass from broken windows everywhere. It is eerily still.

If players decide to walk in cautiously (if the unicycle motor was started they do not get this choice), get them all to make INT checks as they move in. If anyone passes:

You notice strange line marks amidst the shoe prints in the ground. They are clearly recently but make no sense.

If anyone further investigates the line marks, make them make an INT check. If they fail:

The lines seem to go all over the place. You can't seem to tell what they are for.

If they pass:

You notice the lines seem to drag in from a large wide open door in the foyer and follow along side the wall. They seem to line up exactly with shelf along the wall. The shelf looks very out of place.

All players who rolled a successful INT for this immediately max a DEX roll. If they fail they automatically take a hit from a Mega Shoe Rack. Set up combat as end of this section, but the players that found the shoe rack start in the same space as the shoe rack, every one else is in a group 3 spaces away.

if the players go in without caution they all have to make to make a DEX roll. Pic a random person who failed, they get struck by the shelf. Set up as per above, but only that unlucky player is with the shelf and the rest are set up 3-5 spaces away from the shelf by you.

After the battle there is nothing of value in the foyer. The large door goes into the factory, go to scene (11)

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(9) You walk up along the side of the building to make your way to the collapsed corner at the back. There are no windows or side doors anywhere along this side of the building. As you approach the rubble you can see something moving around through it, but can't make it out.

There are 3 shitterpillars in the rubble. DEX rolls will allow a successful sneak up and ambush (free attack before combat begins). The players do not actually know what they are sneaking up on though, they do not see the shitterpillars to the last second. If they charge in there at full speed, they will actually catch them off guard as they are rummaging in and out of the rubble and have restricted movement. All players will get a free attack and they can position where they want on the battlefield.

Players can not sneak around them if they want to get into the building through the collapse, but with a DEX roll they can sneak into a position to see what is inside through the hole:

You see several rows of pallet racking and a some lines of shelves along the bottom. It appears to be a like a house for people who store their wares.

If the player who sneaks into position waits a while, they will see that the movement in the rubble is from some shitterpillars.

(9.1) If the players go through the hole into the warehouse:

You walk through the hole in the buildings wall into what appears to be a sectioned off area of the factory. Clearly it is dedicated warehouse area with high pallet racking along the sides and center, with several smaller shelves under the racking. Before you can even digest this, two sets of smaller racks that appear to be sitting in the middle of an aisle start to shake and rattle. With metal on concrete clunks and scrapes, they come to life and charge towards you.

Start a battle with 2 mega shoe racks. Use the long side of the battle field and put them against the edge and the players on the other edge.

After the battle: **The warehouse area is full of crates, boxes, buckets, bins and dust. A lot of all of the things I just mentioned.**

If the players wish to search they have to make INT rolls. Successful INT rolls make a KAR roll. If the KAR roll is successful give them 1 rare loot item for the first KAR success and common loot for each other success. Every one that searches also makes a DEX roll. If anyone fails, make them make a KAR roll. If that fails then they have slipped and made very loud noise. Immediately 4 shitterpillars come bursting through a crack in a wall. start combat with the players in the middle of the field and the 4 shitterpillars against the short side in one space.

Once they are done move to scene (11)

(10) You decide to scout around the other side of the building to see what you can find. You notice there are no doors or windows at all, other than at the front. Behind the building there is what looks like an emergency staircase with its bottom access ladder missing. The long tall grass of the surrounding fields goes right up the back of the wall in this area.

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(10.1) If the players decide to go into the grass to look for the ladder to the emergency stair case, or just go through the grass, make them do a an INT check. Whether they pass or fail, read out:
You wade through the long grass, but you do not notice anything other than the ladder for the emergency staircase just a few meters from the wall.

Picking up the ladder and putting it against the wall to get to the staircase causes no fuss and they are able to climb to the top of the building quite easily. The player that goes up first makes a dex check right as they get to the top. If they fail go to (10.3). If they pass continue.

(10.2) **Just as you are about to reach the top of the staircase you pause for a moment and look over the edge of the roof. You can see 2 large brown butterfly like creatures sitting on the ground about 50 meters away from the staircase. They are about the size of half a man or a full sized midget.**

The players can prepare for combat before they go up. When combat starts they start 50m away from 2 shitter flies, who are in separate spaces initially.

(10.3) If the player going up fails the dex they fail to notice the shitterflies. Read out:
As you climb to the to the top of the roof you fail to notice the two large brown butterfly creatures that were sitting on the roof. They immediately flutter into the air and come bearing down on you.

Set up the players on the edge of the battlefield in one square. Put 2 shitterflies in the space right in front of them. Only the first player who climbed up can move in the first turn, the other players are still in the stairs. The first player will be attacked by both of them.

After the battle:

The roof is covered in a brown sludge. Its not particularly thick or slippery, but boy is it disgusting. It stinks. It smells like a used toilet farm up here. There are a few pieces of industry machinery scattered around the roof, all seem broken and well worn. There is a small building jutting out to out of the room in the middle. The door is wide open and the brown sludge is very heavy here. It smells bad, but you could probably make your way inside.

If the players go in this way:

The air in here is extremely humid. The stench has held its level. Once inside the small building you see stairs going down immediately in front of you. There is a tick coating of the brown sludge. It's definitely slippery.

If the players do not find any means to work their way down slowly and take it by foot, each player makes two dex rolls. If they fail one they fall down the stairs sliding and take 1 damage that cant be prevented.

You all collect a the bottom of the stairs. Strangely enough, the lights are on. At first glance it appears to be some sort of office room. Full of empty desks and chairs and a variety of partitions strewn about. However, the thick slime is every where. All over the walls, the floor, the desks the chairs, the ceilings and your feet. There are doors on the opposite side from where the stairs are that look like they lead to another office area.

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(10.4) If the players explore the first office area, they will find nothing. Not due to the fact they were not able to find anything, but due to the fact that there is slime everywhere. It is impossible to search the area. If they insist though, let them roll and fail.

When they finally decide to move onto the next area:

You walk up to the doorway to the next office area. The double doors are ripped from their hinges and laying on the group. It is a bit darker than the first room, some of the lights appear to be out or shammed. You peer in and can see several worm shapes writhing about in a shadowy area. And it turns out they can see you too.

Start a battle for 4 shitterpillars. 3 turns into the battle, a shitterfly will show up at the end of the battle field.

After the battle:

This room is pretty much the same as the first. Messy, broken and covered in slime. The damage and slime levels seems slightly higher in this room than the first. On the other side from where you came in another staircase. This one, is extremely slimy.

If players want to search the area for valuables they have the same problem as the last room. Too much slime. However if they want to search for something to help them get down the stair case get them to roll an INT. If anyone passes they find several large loose carpets. They can place this down on the staircase to create an easier way down. No DEX rolls needed. 5 group exp if they do this.

(11) **You enter into a large open room that is two stories high. It is filled with a large collection of machinery, all connected via conveyor belts and electrical cables. It is a little darker in here. There are electrical lights on in some areas that offer minimal lighting, enough to get by. The machinery is decrepit and nearly everything has pieces of it on the floor. A light disgusting slime covers nearly everything. It smells really bad in here, but you can handle it. Towards the center of the large open room is what appears to be a pile of dirt into the shape of a small mound. Movement can be seen around it. But you can't make out what it is.**

If the players slowly skirt the edge of the room and take the time to look around without moving around much:

You notice the darkest areas of the room are full of large bags, stacked up on top of each other. There are a lot of these bags and they are all over the place. But you are not sure what they are without getting closer.

If a player goes out to inspect a bag off to the side, make DEX roll. A successful roll allows them to get to a bag without being noticed. They must then make an INT roll. If they pass:

You realise these are bags are not bags, but cocoons. They are alive and they match a caterpillar profile.

If they fail the DEX roll, or if anyone fails a DEX roll from this point on, go to scene (12)

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(11.1) If a player wants to inspect the mound in the middle, they need to make a DEX roll to get halfway. Then allow the player to keep getting closer. If they make another successful DEX roll: **You discover that the mound is made of dirt, but it has been sculpted and appears to have been dug out of the floor. On the outside are several shapes that look like large worms moving out to the top, then back in. In fact, there is a lot of movement happening around the mound. Being so close to the mound allows you to get a better view around the floor. There is a lot more movement around the place than you could originally see from the entrance.**

From this point on, whatever the players want to do, unless loud and boisterous, must be done with a dex roll. The moment the dex roll fails, go to scene (12). If the players try to leave without disturbing the site read out:

The moment you turn around to try and leave this area, you find a large brown butterfly blocking your way. It flaps about violently and erratically. Suddenly the rest of the room comes to life. In every dark corner something emerges. Right above on the ceiling several large butterflies come to life and drop down on you. You can't escape.

(12)

Start a battle, with the players in the middle. Put 6 shittapillars in separate squares along one side of the battlefield and 2 shitterflies on the other side. If a shittapillar dies, place another one on a long end of the field. If a shitterfly dies, put one on the short side.

All players must die. That is the goal of this scene.

The battle was brutal, you stood no chance. Your death was at THE INEVITABLE END. There was nothing you could do, but DELAY this event.

Let the players sit for 20 seconds to let this sink in.

(13)

Immediately interrupt them if they are talking or doing something else:

You all wake up on the ground within the industrial area. You are not near the factor. A large snail stands next to you. You all seem to be in ok condition, you feel very nauseous and dizzy. "Good job you lot. I'm with Commander Sammy The Battle Snail, from the fort nearby. I was sent to keep an eye on you, but by the time I got here I found you all dead and covered in slime. I rolled you out while no one was looking. I saw how bad things were in there. In the end we just bombed the entire building and destroyed every thing. What? Didn't they tell you that was an option from the start? Huh. Weird.

The players gain 10 exp each and the party gets 2 uncommon items.