



# Max Blackwood

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*A one-person (or more) adventure, playable in 2 sessions. Loads of fun as People Control officer in Longhorn Bay, Balebu, solving puzzles and fighting brutes to reach the final goal - get proof that your own colleague is a criminal!*



# Max Blackwood

## General

This campaign is, as you can judge from the odd structure, based on a book. Called Chez Max, it plays in the future of our modern world and was adapted to post-war Ochebana. Have fun!

This adventure plays in the 72 OW's Longhorn Bay. It features Max Blackwood, a special People Control officer in Balebu. In this adventure, the character (each controlling a separate but identical Max identity) will have to get through various story missions until they reach the final scene. Whenever a character dies, they may just take the identical "new" one, counting the deaths until the end. On for a great adventure!

### Some Background History

Since the Second Karloian Revolution in 69 OW, the People Control forces have considerably changed. After having had a lot of fun killing revoltees, they were reformed to a secret police force, rooting out miscontents for sufficient punishment.

The character's stats are included in the back. He does not gain XP, and only evolves through a few special weapons that are granted.

## Adventure 1 - Thoughts on Weapons

The adventure starts off as the character sitting in the People Control headquarters, in a building near Longhorn Bay's port, where he is waiting for his colleague for the weekly discussion.

You sit on the comfortable silk chair, thinking back to the harsh times of the war, and the ensuing revolution. Those were good times for the People Control, because you could shoot people and use all these weapons. Now, with the new laws, it had changed. Only the emperor's People Division could kill, and you, you were reduced to the role of finding dissidents and bringing them to the PD, on the other side of the road. No shooting anymore... As you think about this, you turn the new .50 cal Armuria revolver in your hands. A great

weapon, which you had been trained to use last week. You drift in memories...

The character now finds himself back in the past, on the day that he had to do the training. He will have to shoot groups of birds, then proceed to a few different missions. Whenever he dies, make him restart at the end of the previous mission until he succeeds on the whole thing.

**Note:** In these combats, as well as all other ones, the character can stand back up with full HP if he stabilizes after falling unconscious, and must restart the adventure when he fails all of them (although here, he must only restart the part).

## Shooting Ducks

As the first mission, he must shoot ducks. They have these stats:

**AC 9 HP 5 Speed 10 ft**

The area is a small 30-foot square. Place an entry on one side, and an exit on the opposite one. The character will have to shoot waves of ducks; if they get through, they loose. Move the ducks a bit erratically so it's not too hard.

There are a few walls in the area; place them at own choice, and maybe reshuffle them at each new start. Place them so as to make the distance a bit greater.

**Wave 1:** Three ducks run through.

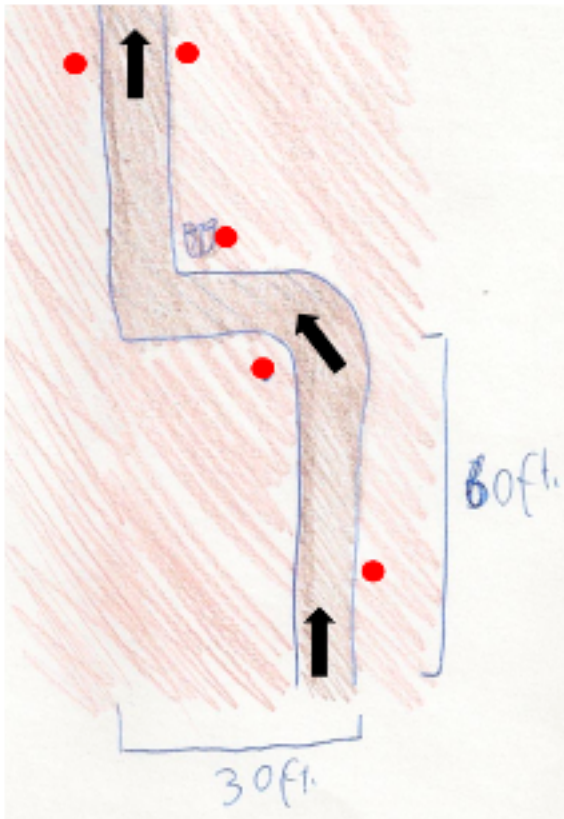
**Wave 2:** Six ducks run through.

**Wave 3:** 5 ducks appear; the next round, 5 more. 3 rounds later, 6 more come.

Once this adventure is succeeded, the dreams shift over to the next memory.

## Running Shoot

The next mission the character remembers is the adventure of running and shooting (an escape mission). However, his fantasies augmented it.



The map is a long path that the character cannot leave. On the side are **shooters** (the red dots). The characters can shoot them, or not: however, any shooter the character comes close starts shooting them. Additionally, there is a machine-gun in a corner (shooting area the lined one). It has AC 12, HP 20. It attacks with +4, 1d6 piercing damage, twice a turn (initiative 20 and 10).

If the character reaches the end, they won, and shift into the last and final dream, which is completely fantasy.

### The Dream Fight

They must fight a horrible blubbery red thing, called **Dream**. It is a death fight. The area is a 50-foot square.

Once the boss is killed, the dreamer is suddenly jerked awake.

## Adventure 2 - Discussion

Let the roleplay start! Handle this by letting the players argue over how the character acts, or (if you want the extra work) run different encounters for each one (none are going to die, just so you know).

**Note:** The character usually wears his People

Control uniform, except in a few exceptions (which aren't his dreams): in Adventure 5 and 6.

Charles is the partner of Max, who is with him responsible of a small part of Longhorn Bay. Lead the discussion. Charles is quite angry and will rant on about the horribleness of people, how disgusting they are, and even criticize the system. The character, meanwhile, must try calming down Charles. During the discussion, in fitting moments, make the characters to Persuasion checks (there will be three required total, the DC starting at 10 and increasing to 15, then 20). Every time they succeed, Charles calms down a bit.

However, if they fail, Charles rants about how he can't know how horrible this world is if he never went outside the city proper, where the People Control have a firm hand over the people. Outside the city walls however, he says, there are poor people, escaped slaves, muggers and rapists. On the second failed check, he mutters about the closed-offness and uniperspective sights of Max. On the third check, whether fail or success, Charles mentions the outsides if it hasn't happened yet, then rants about how Max's denunciations have become lower nowadays and exits.

Once this has happened, read:

You stare angrily at Charles' disappearing back. Dark thoughts brood in your mind, including how illegal and state-offending his comments have been. He could be denounced! But not now, when your evil-catching quotes are so low. Maybe go to relax in a tavern. Or go check out these horrible outsides that Charles had mentioned, maybe there was something to learn there. That lousy bastard and his constant insults towards government had to mean something! Oh, and you just remembered: the tavern you use as cover needed some housekeeping.

This leaves the character open with quite a few leads. They are going for a drink, checking the outsides of town, or working on his own tavern.

## Adventure 3 - Tavern Visit

If the player(s) decide to go for a drink, read:



Ah, that damn Charles made your throat dry. Off you go to the Gloomy Peak, to get a good ale and think back upon all this.

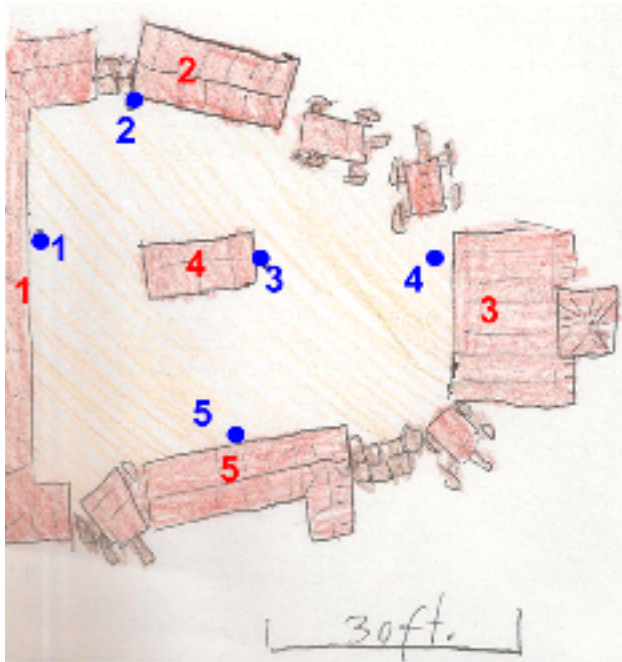
The tavern isn't too full, exclusively human males and most of them soldiers sitting at the tables. The service is a buxom blonde girl in short red skirts. Let the character take their order, then describe as they slowly drift off into thoughts.

### The Mountindark Case

As you drift off, the dark silhouettes of the men, the red haze of the servant, slowly merge in drizzling colours. Your brain slowly kicks into gear, and you start remembering a certain case that had happened a year ago, in Derlusk, where all the mines are.

And while the character dozes in this way, he must do a puzzle game to recollect these memories! Time to investigate!

The character finds himself in this area:



Following is a description of the areas, then of the people present (red/blue numbers).

**1: Imperial Administration.** In this building are lodged many imperial functionaries. It cannot be entered.

**2: Slave Barracks.** These are the lodgings of the many slaves used here, and most are female. The inside is cramped, with a mess of straw, double bunks, and hammocks making for a horribly stuffy atmosphere (especially because there are hardly any windows). A few exhausted

women are resting on the ground. Their bodies are laced with old and new whip marks, and they have not much more than rags to wear. They don't know anything about thefts, and are obedient, even if they are questioned or punished somehow.

**3: Mine Shaft.** The entrance to the mine lies here. It cannot be entered.

**4: People Control Office.** The People Control corps have their office here. Through the windows, desks with papers and rifles can be seen, although the building seems to have no windows and cannot be entered.

**5: Stables.** Various horses stick their heads out around here. No pens can be opened, and the horses won't react to the character.

**1: Imperial Mine Overseer.** Before the large administrative building stands a man in rich red robes with gray laces, the imperial mine office's colour. He greets the character as he approaches, and is open for some talk. He himself doesn't know much about the situation. He says he was sent here yesterday and is supposed to check on those checking the many thefts that occurred in this mine and the other one. He doesn't know anyone from here really, and has no clue who the thief could be. He says the character should ask the People Control or the Shaft Overseer.

**2: Slave.** In a corner lies the battered body of a female slave. She is happy to talk with someone who listens to her, and talks about how she had to bring a wagonload of metal from one hot corridor to another one and had emptied it on the way, and how she was badly whipped and doused into cold water before being expelled up here. On the theme of thefts in the mine, she says that the slaves are innocent, and that it was probably either the evil Shaft Overseer or a military man who often comes check his soldiers down in the mine. She doesn't know much about either, however, but says that the stable boy knows about this stuff.

**3: People Control.** The man clad in dark clothes leans against the wall of the house. He is Jon, a People Control officer from the area. He can report (after a charisma check) about the many thefts that have happened not too long ago, and what drastic punishment measures were immediately taken on the slaves. He has no other





suspicious than the slaves. If asked, he says the Shaft Overseer is above any doubts and that the military officer (called captain Arthur Mountaindark) often visits to check on the soldiers down in the mine, who guarantees the cooperation of the slaves, and that he cannot be suspected because he always shouts about and yells that there's gold on him and that he must be stealing it, and searches never yielded anything. Plus, he's a friend of General Smackass.

**4: Shaft Overseer.** This fat man stands next to the great doorway that leads into the mine. He has been working here for many years, and himself would be shocked if confronted with the idea that he were the thief. If the character seems friendly, he will approach him discreetly, and say:

To be absolutely honest with you, ye would actually daresay, the slaves aren't in for nothin'. They ain't gonna dare stealing stuff, and they can't do anythin' with it anyway. Ye say it's that military man. He's always loud about stealing stuff, and always around when something disappears.

Just when he finishes saying this, Mountaindark steps out. Go to the next part, "Captain Mountaindark".

**5: Stable Boy.** The "boy" is some thirty years old. He, too, has been working the mines for a long while. If asked about the thefts, he says he has a little idea, but that the character should ask the Shaft Overseer. And, as he adds in a pleafull voice, the slaves should be left out of this.

#### Captain Mountaindark

This event is triggered when the character finishes talking to the Shaft Overseer, or when you think it fits. In any case, the following happens.

The mine's doors creak open and a man clad in parade uniform steps out, leading a young girl by a golden chain attached to her neck. He wears some jewelry, and the girl is covered in all kinds of expensive decoration. As the doors bang back shut behind them, the man starts shouting obscenities at the Shaft Overseer and People Control, shouting about stealing gold and how fat they are.

It is now the character's moment. If they do nothing, the man leads his slave through the area and out through the Imperial Administration

building. If the character intervenes, see what he does.

If he simply tells the man to let his jewelry be checked, he does so in a tirade of offals, especially targeting his slave's looks. Any precious items on him are confirmed as not from the mine by the Shaft Overseer or someone else. If he somehow uses violence, the man answers in insults and by putting the slave before him. If he doesn't quickly put weapons or something away, the captain starts shooting (no one else intervenes, this is a dream). He has **shooter** stats, his slave AC 10, 5 HP, granting him half cover if she is before him (any misses on him hit her).

Any other ways, such as asking someone else to do something, fails. No people react to the character except the captain or the Shaft Overseer, if he must check the jewelry. The outcome of this adventure is quite open. If the characters just let the man walk or killed him, read:

As you wipe from your memory this odd dream you just had, you remember how the case finally got solved. A People Control man had found out. Mountaindark had been hiding the stolen goods (from his soldiers) on the slave! And this way of hiding in the obvious, while even pointing at it, would later become known as doing it the "Mountaindark Way".

Alternatively, if they searched him unsuccessfully, read:

As you reflect upon these actions, you remember why searching him was unsuccessful: he was hiding the gold stolen by his soldiers on the slave! Anyway, this way of hiding in the obvious, while even pointing at it, would later become known as doing it the "Mountaindark Way".

Award the character a +3 bonus in any mental ability score of the player's choice (Charisma, Wisdom, or Intelligence).

End: In any way, after the Mountaindark dream, the character's thoughts drift off again.



## Mountaindark and Charles

As the character's thoughts mix up in a big chaos again, they slowly enter an unknown world again. Read:

You slowly drift off into another world. It is a bare grey cobblestone plane, in the center of which stands the officer from before, Captain Mountaindark. He stands over the crippled body of his slave, proudly holding up heaps of gold. Then, he turns to you and starts insulting you, your habits, and the imperial state. You feel like it's Charles words. And just then, Mountaindark's face morphs into Charles. He grins evilly, insults you one last time, then attacks.

In this battle, Charles has the **Grassdark Boss** stats. The battleground in a 50-foot square. The slave in the middle is quite bloody, has AC 10, and 5 HP, and loses one every round that Grassdark is alive. The character may spend a whole round healing her, upon which she runs around and tries getting away from Grassdark who might attack her. If the character falls unconscious while she is alive, they gain 1 successful death saves automatically. Once the battle is ended, Grassdark sends out an insult and disappears in a wisp of smoke along with everything else except the slave, if she was healed.

The slave, who is quite gorgeous as you realize, walks towards you. 'Thank you, for liberating me from him... Here, this will help you.' She presses her lips against yours, and you feel the first kiss of love you ever did. Then, she, too, disappears, and you wake up again in the tavern, curiously feeling better than before the ale.

Augment the character's Constitution score by 2, and his HP by 10.

If the character didn't save the slave, read:

Everything disappears in a wisp of smoke, and you dizzily reawaken to the inn.

Once the character is awake again, read:

Suddenly, you recall the significance of these dreams. Charles is doing it the Mountaindark Way! All his shouting, his references to crimes and against the state - he is trying to hide the

horrible crimes he really does! Quick - do something about it! Surely, looking at the outsides of town will make you able to judge the evil man's lies, as it might be absolutely different from how he said it was. Absolute poverty and depression? To be seen!

The only next possible lead is checking on the outskirts of town.

If the character forgets paying before going out (2 sp), they are immediately confronted with a big soldier who tells him to pay right now, plus a 3 gp fine (which he will use himself). The character must do this before leaving.

## Adventure 4 - Town's Outskirts

The party visits them in the afternoon. As they do so, read:

You walk out of the stone roads and well-built taverns, walking wearily out the mighty city walls. The soldiers at the iron doors nod as you pass. The outsides don't seem all too different at first sight: same cobbled roads, same low houses. But these quickly thin out into wooden sheds and dirt roads. As you look around, two men step out of an ally and speak to you: 'Hands up and pants down, here with the money.'

The bandits are 5 **brutes** who have surrounded the character. They might shout some offals, but then attack as he refuses. Play the battle as you want.

Once the battle has ended, read:

Wary people step out at the end of the battle, helping your tired body up to its feet. 'Thank you', they say, and wish you good luck in further adventures.

If the character searches the area, he finds a dagger. It is a magical dagger called *Bloodbringer*, crafted by a drow and given as present to a bandit captain in exchange for the murdering of a military officer.

In any case, the character will probably walk around a bit afterwards. If they do, read:

You slowly realize that Charles had been lying. Sure, there is poverty here. But sadness - no! You have seen more happy people in the few



hours here than in your entire lifetime in the city proper! Happy farmers, artisans, men and women who actually seem to love each other. All this, it proves Charles is a liar. And an evil one, as that! He must be a criminal.

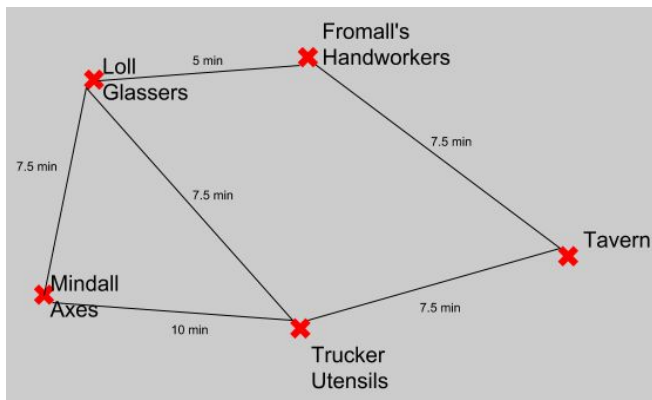
The players now have two options to explore: doing the tavern repairs, or spying on Charles.

## Adventure 5 - Tavern Repairs

Evening is creeping up when the character reaches his tavern.

As the sky starts having a tinge of orange, you see the tavern you use as camouflage to spy on the people. Efeu covers one of the walls, the broken window is getting dusty, and the door hinges need repairing. Before the door stands Freddy, the clerk that you pay with state money. Time to get to work!

This is a puzzle game with a short time limit: there is exactly one hour to do the tasks. The character and his help will have to get materials at the prescribed locations, all of this before an hour is over (when the guests start coming). If they fail, then they restart from the beginning.



The tasks to do are written below, the shops and their descriptions noted below that. The characters will have to split up and gather the stuff to do the tasks.

### Tavern Rework Tasks

#### Efeu Removal

There is a large band of green on one side, which has greatly damaged the walls. Without tools, it takes an hour to remove. Certain tools from Fromall's, Trucker's or Mindall's should be able to reduce this working time.

#### Window Replacing

For this, a window from Loll Glassers is required. It takes 5 minutes to mount up.

#### Door Hinge Replacing

New door hinges can surely be found in Fromall's or Trucker's. Mounting them takes a total of 20 minutes, which can be split up between two people.

### Services

#### Fromall's Handworkers

At Fromall's, a large variety of tools is present. They have a pair of shears that cost 7 gp and with which it takes 45 minutes to bring down the efeu. There are also rusty old door hinges which cost 3 sp. If they are mounted to the door, it breaks down and new hinges must be procured.

#### Trucker Utensils

Trucker's are well known for their high-quality equipment and choice selection. They have door hinges for sale for 10 gp. They work perfectly well. There's also a saw to sell for 12 gp. It takes 5 minutes to try using it before they realize that it doesn't work and need to get a better tool.

#### Loll Glassers

They can sell the window for 2 gp.

#### Mindall Axes

They have an axe to sell for 5 gp. It takes 10 minutes to get the efeu down with it.

Once the party succeeded with all of that, read:

You wipe your hands, happy for the work well done. The first people come in, and you gather 20 gp and feel happier thanks to this adventure. Now, time to see whether Charles is conducting crimes in the night!

They gain 20 gp and increase their Wisdom score by 1. Furthermore, if they helped ridding the wall of efeu, they gain 1 to their Strength score.

## Adventure 6 - Spying on Charles

From now on, it will be a linear campaign.

It is time! Night has fallen, and you remember Charles' plan (who is a gardner as cover) was to plant some roses in the early night, back in the General Longbark avenue. Pulling up your black clothes (better be discreet), you stick your handgun in your belt and walk out. Time for the truth!



He quite easily finds the road.

It is empty, except for two dark shadows all the way at the end.

Now, let the players choose how he acts: he might walk along the road like any passersby, sneak up on them, or use side roads to come up behind them. In any case, they should be somewhere where they can eavesdrop. Make them do a Stealth contest (without showing Charles' roll) if needed, describing the outcome as Charles continuing with his work. Once they are in position, read:

In the dark, you see the shadow of Charles. Sitting next to him is a young woman, indeed quite curvy. She wears these tight red clothes that are stylish nowadays, with a red hat and feather. Obviously, she is dressed to go out. Charles, meanwhile, is sitting on the ground, planting roses. He wears a muddy gray jumper. What stupidity! You would never have made such a woman wait, but brought her to a room immediately. Shocking, that she still stayed with him...

Charles will stay here for some five minutes more, until he finishes planting the roses. Then, he stands up, dusts off his clothes, and walks away, the girl in hand. Make the party follow them, and do two Stealth contests as they walk down the road (the couple doesn't act differently if the character fails). Once that done, read:

The unfitting couple stops at a still-open bar. Charles buys two cups of salted noodles, to which the girl giggles. They then walk again, eating while doing so. You follow and see how the area slowly changes back to the surroundings of Charles' home. As they reach his door, you quickly hide behind a trash can.

Again, he must do a Stealth contest (Charles has advantage if he already spotted them). If the character fails, read:

You hear some laughs, then Charles turns around and throws some stones at the trash. What a bastard! Absolutely no manners! Ah, well.

In any case, read:

He then opens the house door, and they disappear inside. The light goes on in his apartment as he put on some candles. You see a few shadows against the windows, then everything is silent. Charles is surely having pleasure now, while you stand in disgusting mud! What a failed evening, you think as you walk back to your tavern, above which your room is located.

This is it! The character has now stalked Charles for a day. Go to the next adventure.

## Adventure 7 - Confrontation

This next adventure plays in the morning after the spying night. It only happens if Charles succeeded on one of the Stealth contests in the last adventure. If he failed all of them, read the note box at the end of this adventure.

### Dinner at Noon

Read:

That had been a sleepless night. You had been thinking of Charles' partner, about how a night with her would be. Damn Charles Grassmountain! You arm up again, same clothes as yesterday. Just as you're loading the .50 cal, you hear a door slamming. It's Charles!

Charles is angry, and closes the door behind him. He starts with:

Ye retarded brainwashermaiden! Tell me, why did you follow me yesterday? Why?

The character's goal is to calm down Charles. They can explain the spying in any way. Their goal (make this clear to the party) is to invite Charles over to the tavern for this noon. In any case, he says that they have to talk together this afternoon, and why not at the tavern? Otherwise, it's just a discussion that you can roleplay as you want. Also make them not pull out weapons just yet, as they will do that in the afternoon.

If Charles didn't succeed on any Stealth contests in Adventure 6, this adventure won't happen. Just describe how Max sends an invitation to Charles for dinner this noon, and model the following adventure a bit so as to erase all traces of Charles' knowledge of





yesterday.

## Adventure 8 - Dinner and Death

Image or let the characters decide how they prepare for noon lunch with Charles. They should just make sure there's no one else there, that the door can be locked, and it is hidden inside.

At noon, Charles enters. Now, lead the discussion between them. Charles mainly wants to know the reason for Max's stalking, but also generally is angry and says this is a trap. Make this go on until you describe how Charles shouts:

You are dangerous here! Do you know what you have done? I think you're a criminal here, not me! Now, stay here, don't follow me... I'll go report you...

Describe how Charles tries calming Max down, and how Max slowly becomes very angry. At some point, just let them pull out their weapon, and the battle commence. The area is a 20-foot square littered with tables (difficult terrain for Charles). Charles has the **Charles Boss** stats. Once the battle is ended, let the players get creative in how to hide the body.

### Hiding the Remains

There are a few possibilities accounted for, such as hiding it in the trash can or dumping him in the ocean (in the trash can will result in him getting discovered). Be creative, decide if the ways will succeed or not.

### Aftermath of Death

Read:

Your life has become beautiful. Your quotes of discovering criminals have soared, the tavern did well, you got very happy.

One evening, a woman comes to eat in the tavern. She is dressed in tight red clothes and hat with red plume: Charles' old girlfriend! If they approach her, make a conversation roll.

She is moderately saddened by the death of her boyfriend. It turns out she was previously a slave of some army battalion over in Derlusk, and had been liberated by Charles who had arrested her officer as thief. He had brought her with him to Longhorn Bay, and she had loved him.

She personally has no interest in Max, but describe how he has in her. Any demonstration of superiority will result in her obeying him by the letter, and is ready to become his own slave (which is legally allowed). If he acquires her, describe a feeling of joy.

### Consequences

Nobody really liked Charles before, except the women. Accordingly, no one will really be looking for him. As the character spreads rumors, he should just get a new partner, over which he will have control. Maybe someone sees traces of blood in his restaurant, or he otherwise lets word slip, which will result in him getting imprisoned.

And that's it! The adventure has now ended.

*Tadaatadaa* (or other fanfare sounds)





## Appendix - Stats

### MAX BLACKWOOD

Medium humanoid (Human)

Armor Class 13

Hit Points 22

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)

**Skills.** Acrobatics +4, Sleight of Hand +4, Intimidation +3, Stealth +4

**Languages.** Eastern Common

#### Actions

**Multiattack.** Max makes two revolver attacks, or two knife attacks.

**Armura Revolver.** +6 to hit, range 30/120, one target. *Hit:* 1d12+5 piercing damage - 6 shots, reload 2

**Knife.** +4 to hit, reach 5 ft., one target. *Hit:* 1d4+4 piercing damage

### BRUTE

Medium humanoid (Human)

Armor Class 12

Hit Points 17

Speed 25 ft.

#### Actions

**Fist/Club.** +3, 1d6 bludgeoning

### SHOOTER

Medium humanoid

Armor Class 12

Hit Points 14

Speed 30 ft.

#### Actions

**Rifle.** 100/200, +6, 2d6+1 piercing

### GRASSDARK BOSS

Large Abberation

Armor Class 11

Hit Points 56

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	10 (+0)	10 (+0)	10 (+0)

**Slow.** It cannot take reactions.

#### Actions

**Multiattack.** It makes two greatclub attacks.

**Greatclub.** +3 to hit *Hit.* 2d8 bludgeoning damage

### CHARLES BOSS

Medium humanoid (Human)

Armor Class 13

Hit Points 25

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)

**Skills.** Acrobatics +4, Sleight of Hand +4, Intimidation +3, Stealth +4

**Languages.** Eastern Common

#### Actions

**Multiattack.** Charles makes two revolver attacks.

**Armura Revolver.** +6 to hit, range 30/120, one target. *Hit:* 2d6+5 piercing damage - 6 shots, reload 2