

SWORD WORLD 2.0

Anniversary Book

Hyperastier

Adventure Records

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/ GROUP SNE

SW
2.0
RPG





SCENARIO 04: "WHAT IS ART?"

Author: Sanae Fujisawa

PREFACE

This scenario was used in an event held at Hobby Shop Yellow Submarine in December 2012. I think GMs who have read the Sweets replay series before playing this scenario will enjoy it more (otherwise, I hope you will think of it as "a funny scenario with a talking weird magic sword").

This scenario uses many complex figures. Rather than explaining them in words or drawing them each time, it is better to copy them in advance so that you can show them to your players right away.

The main character of the scenario is, above all, a magic sword that has a strange obsession with art. If you can roleplay the magic sword in a fun and interesting way, I am sure the session will be a lot of fun.

SCENARIO PREPARATION

Books used: "CR I", "CR II", "EX", "BB", "PY", "PDi"

Recommended books: All others

This scenario is designed to be played by 5 PCs immediately after creation, and the playing time of the Main Scenario is about 3 to 4 hours.

CHARACTER PREPARATION

Each player should be asked to use a character immediately after it is created.

Since arcana language is key in this scenario, it is better to have a PC who knows how to read and talk in arcana.

COMBAT REGULATIONS

In this scenario, combat will be played using "Simplified Combat" unless otherwise stated. Depending on the situation, or if the PCs and GM agree, "Standard Combat" or "Advanced Combat" may be used.

SCENARIO OVERVIEW

The PCs, adventurers from Yushcario, a "Resurrected Country" in the Nordar region, are asked to solve a "mysterious letters case" in the village of Lalanaqui.

Following up on the case, PCs learn that the sender of the mysterious letters distributed late at night seems to live in a nearby forest. And there is the Sword Labyrinth... The master of the labyrinth, the evil sword, is planning to display various artworks in the labyrinth and invite people from neighboring villages to come and see them, saying, *"Be a friend of my art"* and *"Let's create an explosion of art together."*

Before the incident escalates, the PCs must get the sword and deliver it to the Kilhia Temple.

This scenario is another story of "The Incident of the Annoying Kilhia Magic Sword in the Magic Civilization Period," which was featured in the Sweets replay series.

The incident described in the scenario occurs sometime after Sweets replay completion. Basically, the case of the magic sword has been solved, and what was not recovered in the ritual has been found.

SCENARIO SETTING

The adventure takes place in Yushcario, a "Resurrected Country" in the Nordar region. PCs will be adventurers at the adventurer's guild in Storoaro, a town southwest of Yushcario. Upon receiving a request there, they will go to the village of Lalanaqui, located half a day away from the town of Storoaro.

No specific season is specified; the GM should decide accordingly.

AUTHOR'S COMMENT

Both the town of Storoaro and the village of Lalanaqui were established for this scenario and have not appeared in the replay Sweets series. Their locations on the map are not clearly defined and should be decided by the GM. Alternatively, you may change the Scenario Setting to another town or village in the Nordar region.

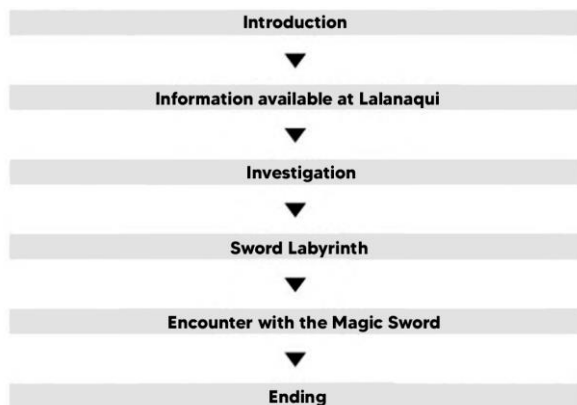
MAIN SCENARIO

SCENARIO FLOW

In this scenario, the players receive a request in the town, move to the village where the incident occurs, and then go to the labyrinth near the village.

The development of the scenario changes depending on the passage of time before the challenge to the labyrinth.

Scenario Flow



INTRODUCTION

One morning, the PCs who are hanging out at the adventurer's guild are approached by the owner of the guild.

"I need you to take care of one job for me. You are the only adventurers in the shop right now, and all the other adventurers are out. I think you new adventurers can handle it."

It is true that the guild is deserted these days, with few adventurers to be seen. The reason for this is that owner says, *"Just the other day, there was a disturbance with the magic sword of Kilhia. I heard those strange magic swords that talk, give people strange dreams, and talk to them were scattered throughout the Nordar region. The temple advertises that it will pay a high price for the returned swords. Adventurers these days are crazy about picking up such magic swords."*

The owner begins to talk about the request, teasingly saying, *"We need such an adventurer's hand to earn solid money by helping people in need rather than a magic sword that may be anywhere in the world."*

The owner of the guild first introduces PCs to the client who comes to the guild. A client is a man of about 40 years old who came to the shop as a deputy of the village chief of Lalanaqui, where the incident took place.

"This is my client, Mr. Derg. He is from Lalanaqui, a small village about half a day from here."

The other day, mysterious letters arrived at houses in the village. The contents of the letters are unknown, and they are very creepy. He wants you to investigate the origin of these letters and take action to prevent such strange incidents from happening again."

Derg greets the visitors with a friendly *"Nice to meet you."* And immediately shows them the letter in question that he had brought with him.

ABOUT THE MYSTERIOUS SEALED LETTER

The envelope is made of high-quality paper. It appears to have been sealed with a fine sealed wax, which has been opened to check the contents.

Inside is a folded piece of letter paper, and when you open it, you will see that the edges of the paper are colorfully dyed with red, yellow, and green ink to the point of being annoying to the eye. And there is something written in a not-so-pretty arcana script. If no PC can read arcana, the owner of the guild will read it out for them.

Text of the Letter

*"Dear Friends
I have opened an art gallery at the end of the green path.
Please come and experience my art.
I invite you with love."*

Derg says, *"We opened the sealed envelope for confirmation, but the contents are the same."*

WHEN THE SEALED LETTER WAS DELIVERED

The letter was delivered six mornings ago, tucked between the doors of houses in the village. At first, the villagers thought it was a prank by someone, but the expensive paper, the elaborate design, and the fact that strange figures were seen wandering around the village on the night of the delivery made them feel uneasy.

Then, three days later, the same thing happened again. *"This is indeed strange,"* he said and decided to ask adventurers to investigate the matter.

TERMS AND CONDITIONS OF REQUEST AND REMUNERATION

The request is to investigate and prevent the recurrence of these suspicious sealed letters. The remuneration for the job is 500 gamel per PC.

The village will take care of their lodging and meals while they are staying in Lalanaqui village.

The shopkeeper will also offer each PC a Healing Potion to thank them for not going to search for the magic sword and to celebrate their first adventure.

If there is a Fluorite in the PC, please give him another item worth 100 gamels instead.

TO LALANAQUI VILLAGE

Lalanaqui village is half a day's walk away. Since Derg insists on returning to the village one day later today, the PCs will leave for the village immediately with Derg unless the PCs take some action in town. If they leave immediately, they can arrive at the village around evening.

About Lalanaqui Village

Lalanaqui is a small village that depends on hunting and farming for its livelihood. It is surrounded by forests and has a common rural landscape.

INFORMATION AVAILABLE AT LALANAQUI

When the PCs arrive at the village, they are welcomed by the village chief. They are invited to the village chief's house and are treated to dinner. The chief again requests PCs to investigate the case, saying, *"So far, no damage has been found, but it is too late to solve the case after something happens."*

By the time the dinner is over, the whole village knows that the adventurers have arrived. The villagers are willing to cooperate with them in their investigation.

In addition, the PCs can stay a room in Derg's house, as a place to rest.

REGARDING THE SEALED LETTER

Since the sealed letters are delivered to every house in the village, anyone in the village, including the village chief, can be asked for the following information.

"The sealed letter was found on the doorstep of every house in the village six mornings ago."

"The envelopes and waxes all seemed to be the same. The letterheads are hand-dyed or have different patterns. We cannot read the letters, but from the shapes, we can guess that they all have the same text."

"The first letter arrived six mornings ago, the second three mornings ago. Both of them seem to say the same thing."

When the contents of the sealed envelope are shown, they contain the same text as the letter that was sent to Derg.

The letterheads have different patterns, but all of them are colored red, yellow, blue, green, and so on, which makes the eyes hurt.

The design stamped on the wax is a round shape with winding lines intertwining and does not appear to be a family crest or symbol for any particular deity.

ABOUT SHADOWS AT NIGHT

Some people testified that they felt the presence of people in the village streets on the night when the letters were distributed. If PCs ask Derg or the village chief, they can introduce them to villagers who testify to this.

As PCs speak to a villager who said he sensed the presence of people:

"Six nights ago, I happened to be up in the middle of the night because of a bad night's sleep. I thought I heard a noise coming from the front door, and when I went to check, I found something stuck in the gap between the doors. When I peeked out through the gap, I saw someone's back walking from our front door to the street."

They were tall and thin. It was dark, so I couldn't tell what they looked like or if they were men or women."

ART GALLERY, ABOUT THE FOREST

When PCs ask about the "art gallery" and "green path" mentioned in the enclosed letter, nothing will help them with this question.

The villagers say, *"We are mainly hunting in the eastern forest. We stay away from the west side because it is dangerous because it is inhabited by barbarous. In the east forest, villagers often come and go, so if we see something like an art gallery or strange people coming and going, we will know immediately. But I haven't heard anything like that, so if such a thing exists, it must be in the west."*

INVESTIGATION

LATE-NIGHT VISITORS

Late at night on the day the PCs visit the village of Lalanaqui, another delivery of a mysterious sealed letter is made.

No matter where the PCs are or what they are doing, a tuxedo-clad Ghost Knight (BT, p. 150) emerges from the forest to the west. The eerie Ghost Knight walks around the village with four Lemmings (see BT, p. 170). Lemmings take sealed letters from his bag and slip them into the door of each house. When they have delivered all the sealed letters, they return to the west forest, returning the way they came.

If the PCs are not on watch at night, they will not notice the presence of the delivered sealed letter until the next morning.

IF PCs MEET GHOST KNIGHT

If the PCs are on night watch and Ghost Knight notices them, Ghost Knight will approach them and force them to accept the letter. If the PCs refuse to accept the letter, the Ghost Knight will attack the PCs, trying to force the letter on them. They will have a battle with 1 Ghost Knight and 4 Lemmings.

If Ghost Knight wins the battle, he takes one of the PCs into the forest on its shoulder.

The Ghost Knight is only responsible for distributing letters and inviting guests to the gallery and has no other interest. He does not respond to the PCs' requests.

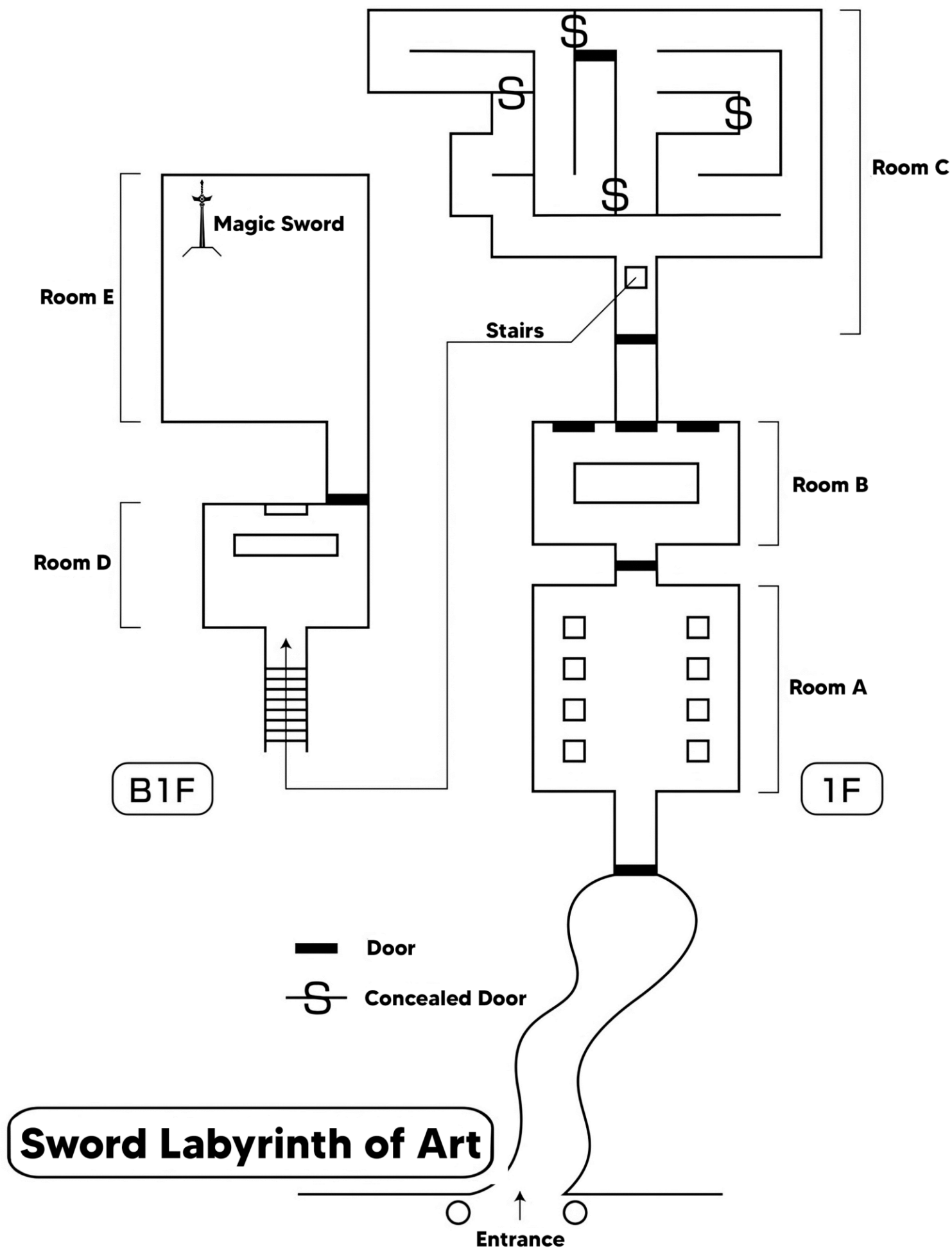
AUTHOR'S COMMENT: AWAKEN THE LABYRINTH WITH GHOST KNIGHT!

The Ghost Knight is the first step in establishing the atmosphere of the mysterious Sword Labyrinth and how strangely you roleplay the Ghost Knight can make or break a scenario. Try to impress your players by being as creepy... or comical as possible.

INVESTIGATION OF WEST FOREST

When the PCs go to investigate the West Forest, there are no tracks of suspicious persons in the West Forest (also no tracks of Ghost Knight if it left the village).

If they do a Search check (Track check) in the forest, they can find small Barbarous footprints wandering in the forest with a success value of 10 or more, and additional Lemming's footprints can be found with a success value



of 13 or more. However, Lemming's footprints are so sparse that it is difficult to determine where they came from and where they went, and it is impossible to follow them.

When Following in the Footsteps of Barbarous

If PCs follow Barbarous's footprints, they should perform a Danger Sense check after a while. If they fail the check for Target Number 10, they will be attacked and surprised by Kobold Marksmen (see BT, p. 40), who are hiding behind the grass.

Kobolds, noticing the presence of the PCs, attacked them with all their might.

Combat: PCs must combat 2 Kobold Marksmen and 3 Kobolds (BT, p. 39).

Kobolds attacks with a cry in barbaric of *"You're back! We won't let you get away!"*

Kobolds will do their best to confront the PCs because they are afraid that they will be killed if they are defeated by the PCs. However, if the PCs defeat three or more Kobolds, they will listen to the PCs' request for surrender.

WHAT KOBOLDS KNOW

If PCs ask Kobolds why they attacked them, they will explain in trade common that they were suddenly attacked by a black blur in beautiful clothes the other day and that they thought PCs were one of the "black blurs", so they attacked them. Kobolds escaped from the black blur and hid in this grassy area.

The black blur was, of course, Ghost Knight. Kobolds apologizes for the misunderstanding when the PCs tell them what happened. Then, they tell them the following.

"Actually, we used to live in another cave.

However, we started to hear a rumbling sound coming from the back of the cave... We thought that something strange was going on, and then we saw a strange growth at the entrance of the cave. I thought it was weird, and then about 10 days ago, there was a gaping hole in the back of the cave, and that black blur came out from the back.

At that time, I heard a voice from the back of the hole saying, "I can smell the soulscars" and "I can't invite them" Suddenly, I was attacked by a black blur.

We escaped with our lives and took shelter in a small cave ahead.

We don't do anything bad to humanoids. We have never done anything terrible to the village.

Please, let us live here."

If the PCs wish, Kobolds will take them to the cave in question.

If PCs SPEND THE NEXT NIGHT IN THE VILLAGE

If the PCs do not go to investigate the forest and stay in the village the day after they arrive, a strange incident will occur.

Suddenly, a straight road from the west forest to the village appears, and strange monuments grow on both sides of the road. The monuments are made of green stone-like things and indescribably shaped like trees or seaweed.

Then, Ghost Knight appears from across the road, grabs random villagers, and tries to take them deep into the forest; unless the PCs stop him, Ghost Knight takes villagers into the labyrinth in the forest with one villager on each side.

This was an action taken in anger by Magic Sword of Art, who had little to no guests lately.

The path leads straight to the labyrinth, and PCs can reach it by following it.

SWORD LABYRINTH

PCs can reach Sword Labyrinth by following Ghost Knight, Kobold's guidance, or by following the path of mysterious monuments.

The labyrinth is entered through a cave in the cliff.

At the entrance of the cave, there are two strange monuments (see Figures 1 and 2). The titles of the works, "Loneliness" and "Bird," are written at their feet.

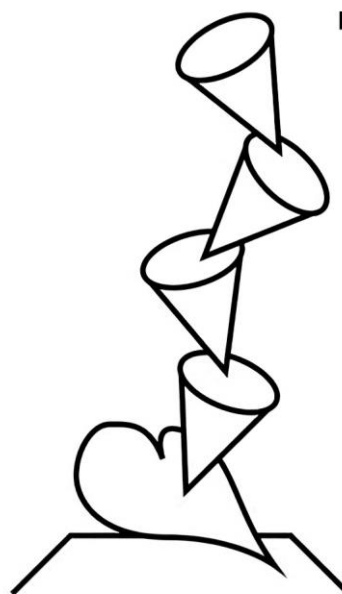


Figure 1

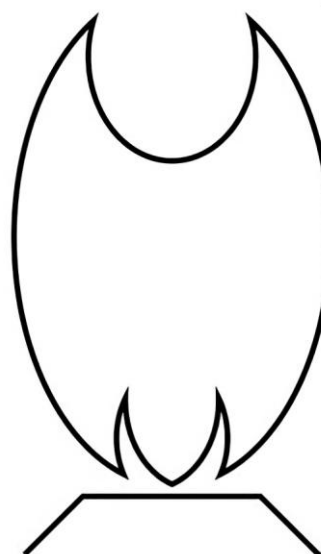


Figure 2

The cave is quite ordinary, but once inside it is brightly lit by a series of lamps with magical lights on both walls.

Further in, there is a slanting door (it is an art piece), and beyond it is a labyrinth.

Thereafter, please refer to the Map on the previous pages as you proceed.

ROOM A: ART GALLERY

Passing through the door, PCs will enter a room with white walls and a deep red carpet. This is a room where various works of art are displayed. It is truly an art gallery. Two paintings (titled "Summer (Figure 3)" and "Winter (Figure 4)" and two monuments (titled "Battle (Figure 5)" and "Terror (Figure 6)") are exhibited here.

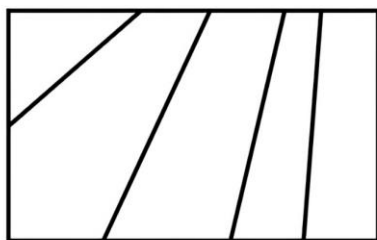


Figure 3

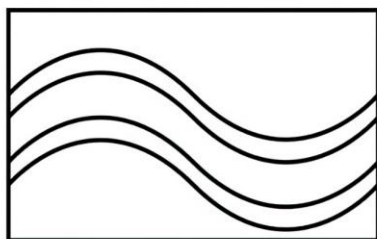


Figure 4

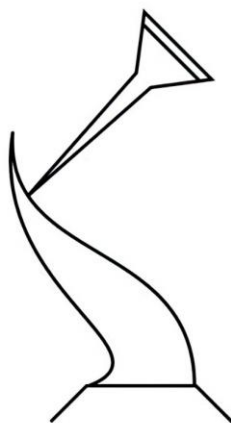


Figure 5



Figure 6

The end of the room leads to the next room (room B).

ROOM B: JADE ROOM

It is a simple room with stone walls and a floor. On the room's front wall, there are, from left to right, yellow, red, and blue doors. All of them are mysteriously locked and cannot be opened by ordinary means.

In the middle of the room is a desk with the words "What is Art?" and three balls are placed on the table. A plate is placed beside the balls with a note saying:

Yellow ball: "Lightning."

Red balls: "Fireball."

Blue balls: "Blizzard."

And there is a bowl on which only one of the balls can be placed.

When the PCs place one of the balls on the bowl, the lock of the door of the same color as the selected ball is unlocked.

BEHIND THE YELLOW DOOR

When PCs open the door, [Lightning] spell will suddenly shoot from beyond it. Roll for it with Magic Power 7(14) and deal the PCs the damage.

Once the magic is released, there is nothing. When the door is opened, it is a wall. On that wall is a sign that reads:

"Art is an explosion! If you like lightning so much, eat it!"

BEHIND THE RED DOOR

On the floor at the foot of the door, *"Art is an explosion!"* is written on the floor at the foot of the door. The door is a passageway leading to room C.

BEHIND THE BLUE DOOR

When PCs open the door, [Blizzard] spell will suddenly shoot from beyond it. Roll for it with Magic Power 7(14) and deal the PCs the damage.

Once the magic is released, there is nothing. When the door is opened, it is a wall. On that wall is a sign that reads:

"Art is an explosion! If you like blizzard so much, eat it!"

ROOM C: MAZE

This is a passageway with 1m square black and white tiles laid out in a checkerboard pattern.

The tiles at the foot of the entrance are white, and there is an arcana that reads, *"Ahead, there is a path leading to the next room."*

At the end of the passage starts, a maze.

MAZE EXIT

The exit of this maze is located under a white tile just next to the entrance that says, *"Ahead, there is a path leading to the next room."* Lift up the tile to reveal a downstairs staircase leading to the next room D.

TRAP AT THE DOOR

There is a door at the end of the maze, and when the PCs try to touch the door, the door suddenly moves and attacks the PCs.

The door is a Door Identifier. There will be combat. In combat, use data for Chest Mimic (BT, p. 148). However, the movement speed is set to 0.

When the Door Identifier is defeated, the door comes off, and there is a message on the door that says, *"Art is not bound by conventional wisdom."*

AUTHOR'S COMMENT: TEASING RIDDLE.

The maze is very tricky, where the object you are looking for is at the entrance, even though you have gone through all the trouble to get to the end. This is a very tricky maze. However, it is better not to trick the players but rather to gently give them hints, such as *"For some reason, only this tile has a sentence written on it."* Or GM can say, *"What a puzzling labyrinth!"* that should be enough to help the players.

ROOM D: UNDERSTANDING OF ART ROOM

It is a room with white walls and a red carpeted floor. This room has a door with a magic lock. This lock cannot be opened by any means.

Also, on the wall of the room is a single painting (Figure 7). And below it, there is a sign that reads

What is the title of the work?

PCs have three choices for the answer.

Red balls: "Spring."

Yellow balls: "Joy."

Blue balls: "Fish."

The method of answering is the same as the previous one, placing the balls on the bowl.

The correct answer is "Yellow balls: "Joy." When PCs place the correct ball, the room's only door is unlocked.

If PCs make a mistake, the ball explodes. The person who placed the ball receives magic damage of Power 50 (without critical or Extra Damage).

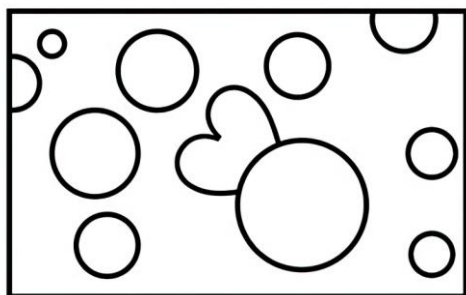


Figure 7

AUTHOR COMMENTS: CLUE

There are some hints in the previous works.

The same heart motif is used in "Figure 1: Loneliness". Both "Figure 3: Summer" and "Figure 4: Winter," which represent the seasons, are expressed only with lines. The fact that they do not look like fish at all should make it easy to guess the name!

ENCOUNTER WITH THE MAGIC SWORD

The labyrinth's innermost part is the magic sword's room (room E). At the back of the room is a raised pedestal on which the magic sword is placed.

When the PCs enter the room, the Magic Sword of Art starts talking and confidently asks them what they think of the artwork, *"How was my gallery?"*

It also adds, *"Since you have been interested in my works and have seen them, you must have understood my art. Let's explore our art together!"* Even though the PCs may say negative things about its work, the magic sword looks at everything in a positive way and says happily, *"It's a little embarrassing to be praised so much, isn't it?"*

"If you want me to stop sending letters," he says, *"I don't mind if you become my owner. If not, I will continue to invite people who understand my art."*

When the PCs are about to pull out magic swords and take them home, it says, *"Wait, wait, wait, I want you to make a work of art, too."*

I'm going to call up monsters now, and you can defeat them with the spear and complete the art. The title is "Ruin." Only then will I recognize you as great artists.

If you don't have a spearman, you can defeat him, then stab him with my spears to make it presentable. Just get it done."

Therefore, the magic sword summons the monster immediately.

FINAL BATTLE

Combat. PCs must fight a Spawn (BT, p. 200) enhanced with 4 sword shards and 2 Imps (BT, p. 200).

The magic sword will be satisfied when all the monsters are defeated, and the defeated spawn is decorated with the "Spear of Art."

SPEAR

The spears are stuck in places where they can be picked up by the PCs and used in battle. The data of the spear is as follows.

It is a very cool spear. When pierced, it emits a flash of light. If the spear hits, the target is blinded by the light and suffers a -2 penalty to Evasion for 1 round. This effect is not cumulative.

Name	Stance	Min STR	Accuracy	Power	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	Crit Rate	Add'l Dmg	Price	Notes
Spear of Art	2H	15	-	25	2	3	4	5	6	7	8	8	9	10	⑩	-	500	✂ Spear, B Rank

OTHER MATTERS MAGIC SWORD SPEAKS ABOUT

The magic sword is talkative and always answers the PCs' questions. In particular, the following questions are answered as follows.

WHY DID YOU SEND THE LETTERS?

He says, *"The swords beckon its owner with a dream, but I wanted to do it in original way different from that*

everyone else was doing. Why did I have to send three times to get guests?"

WHY THE LABYRINTH APPEARED SO LONG AFTER THE STARS FELL (AFTER THE MAGIC SWORDS WERE SCATTERED)?

"It seems to have taken me a long time to make all of these because I was so absorbed in creating the pieces to put in the labyrinth."

Translator's Note: Other magic swords in Sweets replay appeared before this sword, hence the question.

ENDING

When the PCs complete the work "Ruin," the Art Sword is pleased. He recognizes the PCs as the owners and says, *"Let's explode the art together."* He agrees to be pulled out of the pedestal and taken out of the labyrinth.

This Magic Sword of Art is in the form of a longsword. Its minimal strength changes according to the PC that owns it. The Power of the weapon is the same as the minimal strength.

When PCs walk with this magic sword, a rose blooms after the walk. The bloomed rose petals fall apart and disappear in a short time. Magic Sword of Art often says, *"This is art."* There is no other unique skill of the magic sword.

The GM should strongly recommend handing the sword to Kilhia Temple.

When PCs return to the village, the village chief thanks PCs and rewards them with 500 gamels each.

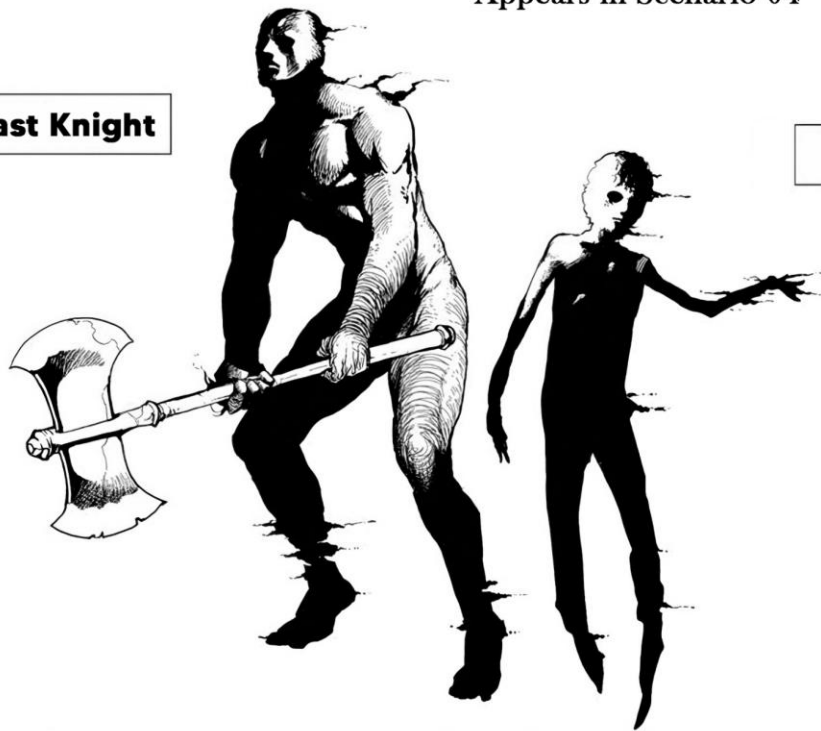
He strongly recommends handing over the magic sword to the temple of Kilhia.

A reward of 5,000 gamel will be paid when the PCs deliver the magic sword to the Kilhia Temple.

Pictured Monsters - Constructs

Appears in Scenario 04 "What is Art?"

Ghast Knight



Ghast

Illustration by Koji Nishino

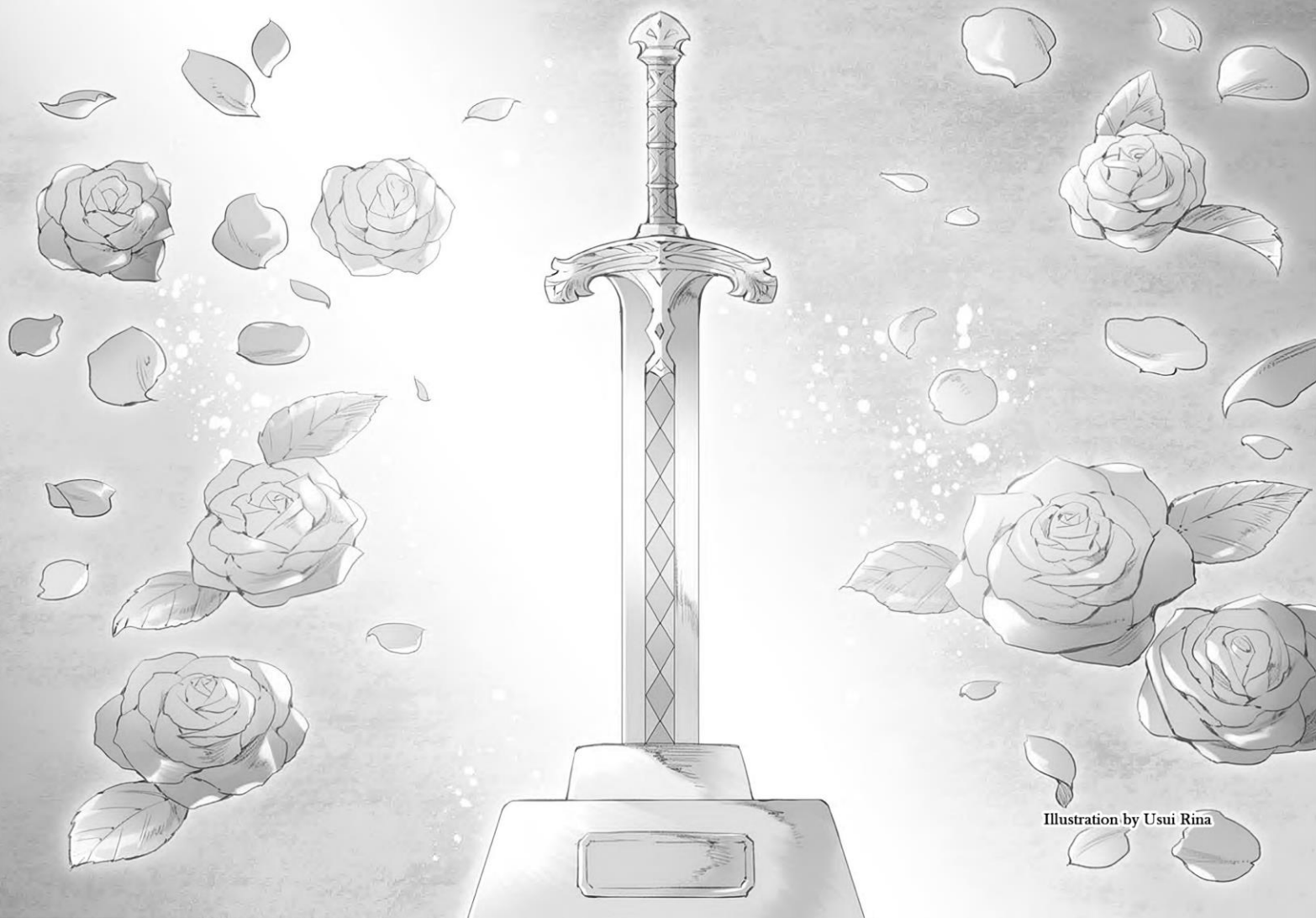


Illustration by Usui Rina



SCENARIO 07: " PERFECT WIVES' REBELLION"

Author: Akita Miyabi

PREFACE

This scenario was created for the Guest GM at the Okiya Con held in Kochi Prefecture in May 2014.

I was conscious of a scenario that was not too serious, easy-going and feminine, and unreasonable.

However, one male player commented, "It's a delicate needle in a haystack..."

...In a haystack?

SCENARIO PREPARATION

Books used: "CRI", "CR II", "EX", "AW", "BT".

Recommended books: All others

This scenario is designed to be played by 4-5 PCs with just created characters. The main scenario takes about 3-4 hours to play, and since the humanoid city is the starting point, a barbarous-only party is not recommended.

COMBAT REGULATIONS

In this scenario, combat should be done using Simplified Combat unless otherwise noted. Standard Combat and Advanced Combat may be used if the situation warrants it or if the PCs and GM agree.

SCENARIO OVERVIEW

The PCs were just starting out as aspiring adventurers and had just begun to frequent the adventurer's guild.

The adventurer's guild received a request to search for Catalina, the wife of Norbert, owner of the cartographer store. His wife went missing.

Norbert is a cartographer who travels from place to place to sell maps of dubious sites to the adventurer's guilds.

His wife, Catalina, had lost patience with her husband's preoccupation with his work, so she took two other wives from the neighborhood who were also dissatisfied with their husbands and ran away from home. What's more, Catalina took out a beginner's map for a little bit of an adventure.

The map Catalina took is from the Magitech Civilization Period. In the dungeon marked on the map, there lives an undead woman, Genevieve, who was dissatisfied with her husband but believed that it was her fault that he always was away, and she continued to work on herself, believing that her husband would return if she became a better wife.

The objective of the PCs is to find Catalina, who has gone into the dungeon and bring her safely back to Norbert, and bring the couple together.

SCENARIO SETTING

The setting is the Feidan region, the Land of Assemblance Lios in the town of Lucid, a town on the Corallo River further north of Lirio, the capital of the region.

You can change the region, etc. However, you will need a relatively bustling city with an adventurer's guild.

MAIN SCENARIO

SCENARIO FLOW

In this scenario, the PCs must go to the dungeon to which Catalina is headed, trudge through the dungeon, and safely protect her and her friends.

The general flow of the scenario is as follows.

Introduction



Gathering Information



Entering a Dungeon



Dungeon Breach. Rescue of Henrietta and Sarah



Catalina's Rescue and Battle with Genevieve



Ending

INTRODUCTION

One afternoon, the PCs are spending their free time at the adventurer's guild "Manatee River Pavilion" when the innkeeper Ronald (Dwarf/Male/109 years old) offers them a job to help them find someone.

When the PCs accept the offer, they are taken to another room and introduced to Norbert Survey (Human/Male/36 years old), a cartographer.

Norbert is a mapmaker who is a familiar place in the adventurer's guild, and the PCs may know his face at least.

He makes his living by making detailed maps of the surrounding area and information about unexplored dungeons, writing it down, and selling it to adventurers.

He asks the PCs to help him find his wife, who has run away from home.

"I am sorry to disturb you, but... Actually, my wife has run away from home. I need your help to find her."

"My wife's name is Catalina Survey (Human/Female/34 years old), we've been married for 15 years, and although

we've had our share of fights, I don't think we've had a bad relationship to that extent.

I have no idea why my wife left me. Please, can you help me?

My wife is apparently accompanied by two more of her friends. If something happens to them, I will not be able to show my face to their families. I would like to ask for their safe return.

Please take me with you. If she has any complaints, I want to hear them directly from her. Besides, I don't think she would be happy if I left it to others to return my wife.

Catalina left two days ago."

- Norbert offers 500 gamel for the contingency fee of the request. In addition, he will give 1 x Magic Herb, 1 x Healing Potion, or 1 x Awake Potion to each of you as an advance.

- Norbert is not a bad man. He cares about his wife and family, but he is a bit insensitive. He tends to put his work first, and his wife is more likely to be dissatisfied with him than he knows. Norbert loved his wife but rarely expressed his feelings.

- Catalina took a map from Norbert's workshop. The map was inscribed in magitech, "The most beautiful and precious awaits you there." But Norbert doesn't know that.

- Norbert begs to be taken as well.

Norbert is a civilian

His HP is 12, and all other ability scores are 12. He has no adventurer class. He has no weapons and is equipped with Soft Leather. He should not be allowed to participate in combat.

If he dies, this scenario fails.

GATHERING INFORMATION

Norbert has no idea why his wife left him. He will need to gather information to learn at least some lead. To progress the scenario, PCs will need to find what map Catalina took a map from Norbert's workshop.

PCs can ask Norbert a question, ask around town, or go to Norbert's home to find some leads. Use the following information to feed PCs as they progress.

Catalina left a note at home saying only, "I will be away for a while, though I am sure you are not interested in that." Norbert checked in advance and found that Henrietta and Sarah had also left home together with Catalina.

Catalina invited her friends, and they left with a travel trunk on a donkey. Nothing suggests this is something serious. It is a bit of a vacation. They probably left just for one night to stay in some inn. Norbert and PCs can gather information in town that someone saw the mistresses in a good mood leaving in the morning with a donkey.

If PCs want to check out Norbert's home

Norbert and Catalina have a son named Willem (Human/Male/12 years old). At home, they have several days' worth of stew, bread, and other pre-made meals prepared for their absence in advance.

A search of the couple's room will reveal Catalina's notebook. There, mixed in with recipes for daily meals and plans, PCs will find complaints about her husband.

"On our anniversary, he said he couldn't go home and just sent me flowers.

When he came back, he said, 'I didn't forget the flowers.' The dinner went bad.

Do you remember our agreement to travel together?

He didn't come back today because he'd gotten some weird map info again.

I wonder how important Norbert's map work is to him. What is 'The most beautiful and precious awaits you there?' I'm a little curious."

- In the note, she seemed to be somehow satisfied with her life compared to that of her friends. *"Life must be better than at Henrietta's place,"* but as she became friends with her young wife Sarah, a newly married woman, she gradually became more depressed.

- Norbert's map seems to have taken it out of curiosity. Norbert will say that dungeon is only half a day away from the town, and there are no strong monsters. It was to be sent down to the adventurer's guild as a dungeon for beginners in the near future.

- Willem, the child of Norbert, is not stressed about his mother running away from home, perhaps due to his adolescence, saying, *"I was wondering if she was going to do something about it."* He is more like his mother, whom he comes in contact with every day, and thinks, *"Dad, you should deeply apologize and bring mom home".*

ABOUT CATALINA'S FRIENDS

If PCs want to find information about the friends who ran away from home with Catalina, they can find the following.

Both Henrietta and Sarah are neighborhood married women who were good friends with Catalina.

Henrietta Schlatz (Human/Female/30 years old)

They live in a family of three, Henrietta, her mother-in-law, and her husband. They have been married for 5 years and have no children.

At Henrietta's house, her mother-in-law Claudia takes her running away lightly and says, *"She'll be back soon. She has nowhere to go. At all, she neglected her chores..."* Her husband, Carlo, is very upset: *"Oh, what should I do?"*

Sarah Merrick (Human/Female/18 years old)

She and her husband Franz are newlyweds. Franz says about his wife, *"Oh, poor Sarah. I am sure she will return when she feels better. I'm sorry I left Sarah alone for a while. I love her,"* he told her.

Sarah was not unhappy at home and spent her days with her friends. The newly-married Sarah couldn't leave her because she was learning to cook with Catalina, who is a good cook.

ENTERING A DUNGEON

Norbert remembers the location of the ruins on the map taken out.

If PCs accept the request, he will guide the adventurers and fill in the white map.

It takes about half a day to reach the ruins on foot. The dungeon on the map is just off the road into the woods.

Rich grass grows near the entrance, which is a rock cleft, and the donkey is tethered.

The Target Number for Track check in this area is 9. If successful, a few small footprints can be seen near the entrance.

(1) WAITING ROOM

This dungeon has an esthetic of the Magitech Civilization Period mixed with a married couple's home salon.

A spacious salon-like area appears at the end of a descending staircase leading from the entrance to the dungeon.

The ceiling is made of a material that glows slightly and does not require lights. There is a fixed sofa and table and tea and snacks.

In the back, there are two doors. A metal plate is wedged between the two doors, on which is written "<-Sea" and "Rocks->" pointing to each door.

This door opens only in one direction. In order to notice this, a Find Trap check with Target Number 12 is required.

(2) DEPILATION ROOM

Half of the tiled room is filled with a pool of seaweed in a state of boiled-down, sludgy paste. It is about knee-deep in a tub. But PCs cannot see the floor of the pool.

To examine this paste, PCs will need to do a Herbology check with Target Number 11. If successful, it will turn out to be a high-quality seaweed with skincare properties, which can be packed in a waterskin and sold for about 200 Gamels per filled waterskin. However, if the seaweed is touched without using a waterskin amount of water, PC gathering seaweed will gain a -1 penalty on Accuracy checks due to slimy hands.

There is a Sea Blob in the corner of the pool, and it will attack PCs if they mess with the seaweed. Sea Blob considers it as a service.

See the end of the scenario for Sea Blobs stats.

(3) ROCK BATH AND MASSAGE ROOM

It is a steaming hot room surrounded entirely by rocks. It is a low-temperature sauna and has several rock beds. Inside there is 1 x Kuga (CR II, p. 362 or BT, p. 147), who comes to give PCs a message that they cannot refuse.

Here, Henrietta, stiff with stress and daily fatigue from her mother-in-law, is being served by Kuga. Because she won't open the door without a full-course massage, the exhausted Henrietta has a hard time leaving. So, she stays here for the rest of the day. She loves this place as it is a rare occasion for her.

She will say,

"You came looking for us. Thank you!"

But Catalina and Sarah went to the back, curious about "The most beautiful and precious" there. And I stayed here to relieve my fatigue. It seemed safe here, and above all, it felt good.

I'm going to get in the way of everyone, so I'll take a little more care here... I'll wait..."

As PCs explore the room, they will receive Kuga's massage service regardless. After 10 minutes of service, PCs' shoulders will be lighter, and they will gain once +1 to their next check.

(4) STAFF ROOM

It is a hidden staff room.

PCs can find the secret door in the Waiting Room with a Search check (Target Number 12).

If PCs try a Find Trap check (Target Number 11) against the door, they will notice the active magitech device. If PCs touch the secret door, they will suffer 1d+2 lightning magic damage. If the trap is triggered, magitech symbols will appear on the door like an electric light saying "Staff Room/No Entry Except by Authorized Persons". If PCs spot the trap or triggered it once, they can open the door safely.

If PCs explore the room, they will find Sea Blob eggs, seaweed, and alcohol stocked. This area is passable, and a one-way door from the back leads to the (5) Break Room.

PCs can also find an old book titled "What is a Wonderful Marriage" written by Genevieve Yves, written in magitech, which tells us that "Where there is a wonderful wife, there is a wonderful husband. To wait is the way of a wonderful woman. To be loved, you must improve yourself" and so on.

(5) BREAK ROOM

A spacious restroom.

A thin stream of water flows from a tank-like structure on the wall at the front, with cups provided.

Successful Insight check above Target Number 8 will reveal that this water is called "Relax Water," which was popular during the Magitech Civilization Period and is soothing and comforting to drink. If PCs drink it, they will recover 1 MP for the first drink once a day.

There are also fans for those who have boiled in the bedrock baths, and couches are provided so that they can rest their bodies.

There are two doors in the back, labeled "Muscle" and "Agility," respectively.

(6) FITNESS ROOM (AGILITY)

The doors have a mechanism that prevents the opening of the other door unless this one is closed. To find out this, PCs will need to make the Find Trap check with Target Number 11.

This is a long hallway. There are climbing walls and many small holes. These are slanted holes, perfect for crawling between.

There is a panel of questions on the front wall and a button for A and B.

QUESTION: WHAT DO YOU SAY AFTER A MEAL?

A. *"Make it taste more like my mom's."*

B. *"It was delicious, honey. Your taste is the best."*

If PC presses A, a blade will come out of the hole behind PC and will swing towards PC, with a chilling announcement, *"Motherfucker, you'll die!"*. PC will be stabbed and suffer 1d+2 physical damage.

When PC presses B, a cushion falls in front of the hole in the back, and after some care to avoid injury, the hallway begins to move like a treadmill, but it is a pleasant fitness experience that does not require a check. And after that, PCs will be able to go through the room.

(7) FITNESS ROOM (MUSCLES)

This is a long hallway. As soon as PCs enter, part of the ceiling falls down. PCs have to catch it and support it as they proceed.

There is a panel of questions on the front wall and a button for A, B, and C.

QUESTION: MY SPOUSE HAS A COLD!

A. *"What? Do you want some food?"*

B. *"Take a good rest. I'm going out to eat."*

C. Blank.

If PCs press A, PCs will hear a chilling voice saying, *"I told you I have a cold,"* and the ceiling will press down even heavier. PCs must make check 2d + Adventure Level + Strength modifier with Target Number 10. If PCs fail the check, they will fail to catch it and hurt their neck, suffering 1d+2 physical damage.

If the PC presses B. They will hear a hysterical scream: *"What?!"* and 1 x Goblin (CRI, p. 441 or BT, p. 40) falls from the ceiling. A battle ensues.

If PCs press C, the ceiling will ease just enough so PCs will be able to go through the room without a check.

(8) KITCHEN STADIUM

It is a large kitchen with food cold storage.

There is also preserved food such as wine and cheese. And various things look like meat remnants. And in one corner, Sarah is sitting with a bewildered face.

When she notices the adventurers and Norbert, she cries for help.

"Catalina went to the back of this place. I was too curious to stop her from seeing what was in the storage."

"Here, you have to make good food to move on, but my skills weren't up to the task."

"Please, stop Catalina!"

Sarah is a newlywed with limited experience in housekeeping and cannot cook enough good food to break through this room's challenge.

In addition, Sarah used up the main ingredient in the cold storage in an attempt to cook after Catalina. So PCs need to get new main ingredients in rooms (9) or (10).

At the back of the kitchen is a single door with a small window that reads, *"A good meal is the cornerstone of a wife's life."*

If PCs approach with no food and empty-handed, the door will not open. However, out of nowhere, a voice

comes saying, *"If you don't have the food, why don't you hunt?"*

In order to get through this room, PCs need to use the kitchen and make a successful check with Cook level + Dexterity modifier (Target Number 14).

However, if PCs can cook a dish with fresh ingredients obtained in the (9) or (10), the door will open with the announcement *"Freshly caught <main ingredient name>... this freshness is a labor of love"* even if PCs fail the Cook check.

There are also doors on either side of the kitchen with "Seafood" and "Mountain of Meat" written on the plates.

(9) FOOD PROCUREMENT ROOM / SEAFOOD

Most of the room resembles a large pool.

The water is shallow and does not penalize actions. There is a cage-like grate at the far end.

Near the entrance is a plate and three buttons with the following information.

"Seafood/If you think it's impossible, say Change" (Beginner Level) (Intermediate Level) (Professional Level)

(Beginner Level) button. Giant Crab (CR II, p. 331 or BT, p. 95) will appear. Combat. If PCs win, they will gain Crab Innards without a check.

(Intermediate Level) button. Sea Serpent (CR III, p. 330 or BT, p. 102) will appear. This monster is deadly for PCs! It is recommended that PCs will shout Change quickly before the battle.

(Professional Level) button. PCs see the tentacle of Kraken (CR III, p. 335 or BT, p. 108) trying to get out through the small exit. It cannot easily get out, but even one tentacle will be deadly for rookie adventurers. They better shout Change.

When PCs shout "Change," the water is drained at once, and the prey is sucked into the open grid. After a while, the water will accumulate again.

PCs can try to acquire food as many times as they like.

(10) FOOD PROCUREMENT ROOM / MOUNTAIN OF MEAT

It is a large room. There is a cage-like grate at the far end.

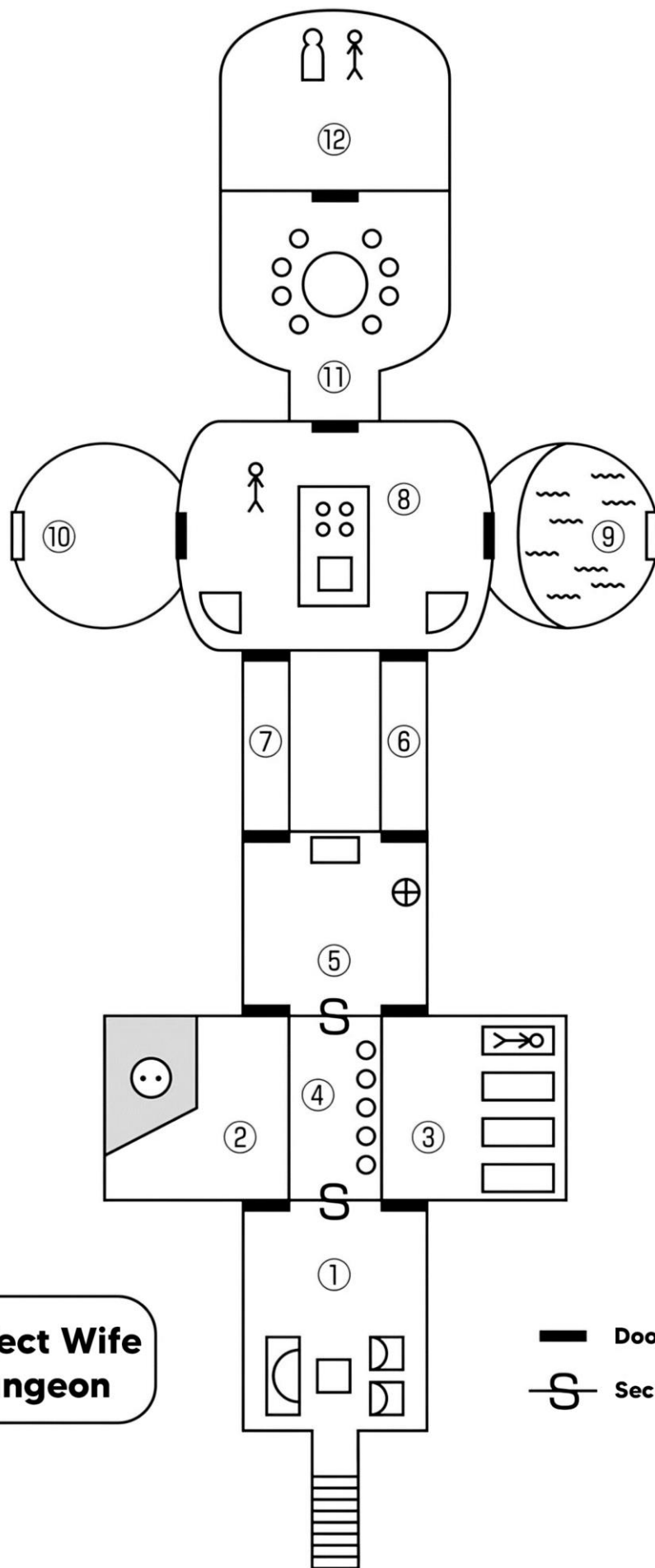
Near the entrance is a plate and three buttons with the following information.

"Mountain of Vegetables/If you think it's impossible, say Change" (Beginner Level) (Intermediate Level) (Professional Level)

(Beginner Level) button. Bohr (see BT, p. 89) and Ox (see BT, p. 92) will appear. A battle ensues. If PCs defeat one of them, they will get their meat.

(Intermediate Level) button. It will bring up Grizzly Bear (CR III, p. 327 or BT, p. 99). If PCs can defeat it, they will get Aromatic Bear Paws without the need for a check. Using this ingredient, PCs can get a +4 bonus to their when cooking in the kitchen in (8).

(Professional Level) button. It will say, *"We are currently preparing. We are very sorry. Please use another ingredient"*.



**Perfect Wife
Dungeon**

Door
Secret Door

(11) DINING

It is a large, romantic dining room with white wallpaper, a table with a large white tablecloth, and elegant chairs.

Kuga, dressed as a maid, will greet PCs.

If PCs bring fresh food from (8), Kuga will put up a sign that says, *"Mistress Genevieve is waiting for you in the back here. Please enjoy a romantic dinner with your spouse."*

And will put another sign, *"But it took a while, Mister Yves. Please groom yourself and prepare yourself before welcoming your wife. No need to worry. After all, you are a perfect couple."*

The mentioned wife is not Catalina, but Genevieve, who is waiting for her husband in the innermost room.

Let the PCs prepare for a final showdown.

(12) GENEVIEVE'S BEDROOM

This romantic bedroom is covered with multiple layers of gauze and is decorated in white and pink.

Through the gauze, PCs can see Catalina complaining about her husband and another figure nodding her head (see the picture at the end).

The two seem to be completely at ease with each other.

"Will you listen to me? My Norbert doesn't take care of the kids at all... He even takes it for granted that I'm going to cook the meals! He forgets to make appointments, and on our wedding anniversary, he just gave me a bunch of flowers! He forgot about his promises and only brought flowers on our wedding anniversary!"

"It's okay. If you are a perfect bride, your husband will never leave you. You just have to improve yourself and become a better wife. Then your husband will become wonderful and will surely come for you! You should believe that and keep waiting."

Genevieve is a woman from Magitech Civilization Period who became frustrated with her husband and assumed that he did not reflect on her because she was not perfect. And now, she believes that her less-than-perfect husband is not coming for her because he feels inferior to her perfect self.

If Genevieve notices that adventurers have arrived and there is a man of her age there, she will smile broadly and recognize him as their husband.

She will then say

"Oh! At last, you have come for me! I am Genevieve! I! I've been waiting for you to be your perfect wife! Beauty! Housework! Manners! And strength! I'm sure you'll be perfect when you get his beautiful me!"

Look! I even overcame death! Come on, you'll get over it too!

Ohohohoho. Please look at me now that I've become the most beautiful and precious!"

If no suitable man is available, she will assume that the PC female came to her with pain and try to win her over.

"Well, another lady lost in love... pathetic."

It's okay. I'll teach you how to love again. You can be the most beautiful and precious thing like Genevieve.

You can be reborn here as a perfect wife and lady. Don't worry."

Genevieve is completely delusional and undead. She cannot be persuaded by the adventurers, believing that she is the "most beautiful and precious thing."

She will say how great love is, imposing distorted values. She stresses that she is perfect and that because she is perfect, her husband should strive to be perfect as well, and that she is receptive to forgiving and accepting her husband even if he is not perfect.

Catalina will cower in this room, unable to move, and Norbert will try to come out to help her.

"Catalina! I'm here to save you. Let's go home!"

"I was sure you would understand, even if I didn't tell you. Sorry for being so insensitive!"

In order to get Catalina back, PCs will have to battle with Genevieve.

MONSTERS APPEARING

Revenant Genevieve x 1

Foundation Ball x 1

Haired Makeup Ball x 1

See the stats at the end of the scenario. If PCs win the battle, proceed to the Ending.

ENDING

When the battle is won, Genevieve crumbles to the ground, muttering, *"Oh... where is my perfect husband..."*.

Catalina is thrilled that Norbert has come so far to find her, and they make up.

Norbert apologizes for neglecting Catalina by taking advantage of their relationship as a couple, and Catalina reflects on her own shortcomings.

PCs are successful if the couple and their two wives' friends are delivered safely to the town of Lucid.

Catalina decides to be patient and says what she wants to say to Norbert since there is no such thing as a perfect mate. Norbert reflects a bit, but he may also learn to spend more time with his wife. You can also add a story about two other wives.

The adventurers will get the couple's thanks, a reward, and 1,000 points of experience.

AUTHOR'S COMMENT

I created this scenario in order to GM when I was invited to be a guest at the 2014 Kochi convention Okiya Con.

Originally, I had planned to make it a *"Goofy and stupid, easy-going scenario."* But when Bethe Kurosaki was invited to run the same scenario, I thought, *"Okay, I'll go with that. Then, let's make the scenario as feminine as possible,"* I decided to create a scenario exactly opposite to his image.

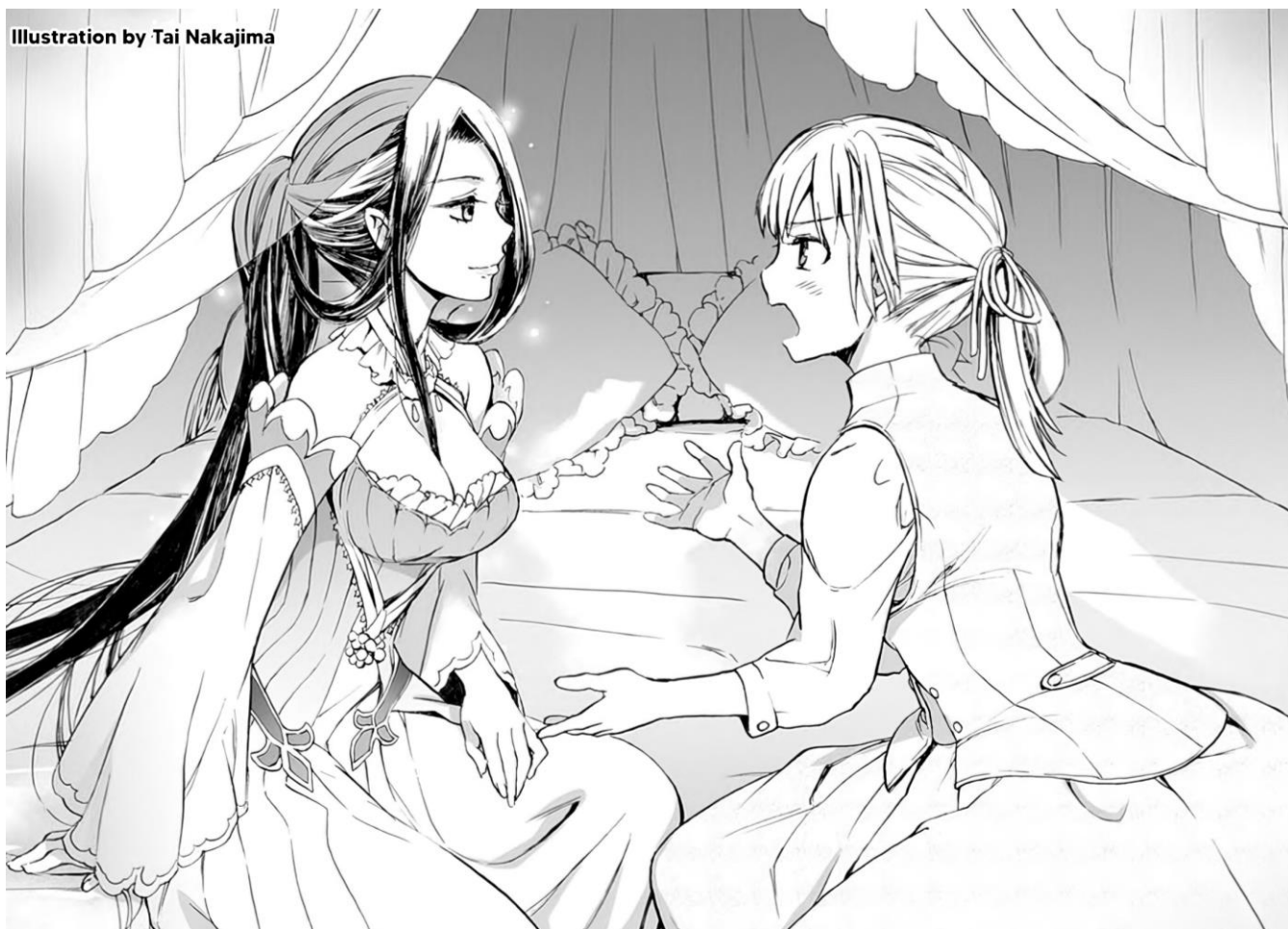
I regret that somewhat, but I secretly felt a sense of accomplishment when I heard a wild, high-pitched laugh from far away in the convention hall. It was my personal mission complete.

The core of this scenario is the illogical emotions of women. But this doesn't apply to the last boss.

I hope you can sense the emotional aspect of the dungeon, which was supposed to be a dungeon for Genevieve herself to make a perfect wife, but there are rooms mixed that are for her perfect husband.

Ah. Between you and me, it is a secret story that Miyuki Kiyomatsu also had a session with this scenario and was shocked when he heard the summary of the scenario.

Illustration by Tai Nakajima



MONSTER STATS

PLANTS

2 Haired Makeup Ball

Int: None Perc: Magic Disp: Instructed

Lang: None

Rep/Weak: 11/15 W.P.: Lightning damage + 3 points

Initiative: 8 Movement Speed: 10 (Floating)

Fortitude: 3 (10) Willpower: 6 (13)

F Style	Accuracy	Damage	Evasion	Def.	HP	MP
Hairpin	3(10)	2d+1	3(10)	2	25	10

Unique Skills

~Flying Hairpins / 3 (10) / Evasion / Neg

Monster shoots hairpins up to 20 meters.

oPrecise Shot

oGlossy Hair Ball/3 (10) / Willpower

Every time this monster is attacked, the body of the hair will entangle and try to impede the attacker's movement.

If the attacker fails the Willpower check, they will drop their weapon after the weapon is hit.

Loot

2 - 6	None
7 - 10	Tough Twigs (100G/Red Green A)
11+	Beautiful White Hair (400G/Red Green A)

Description

This monster is said to be a subspecies of Furu. This individual is a clump of female black hairs, groomed and shiny from Sea Blob thalassotherapy. It is trying to collect other hairs to grow bigger.

3 Foundation Ball

Int: None Perc: Magic Disp: Instructed

Lang: None

Rep/Weak: 11/15 W.P.: Fire damage + 3 points

Initiative: 9 Movement Speed: 10 (Floating)

Fortitude: 4 (11) Willpower: 6 (13)

F Style	Accuracy	Damage	Evasion	Def.	HP	MP
Slam	4(11)	2d+2	3(10)	2	29	11

Unique Skills

oWhite Powder Body

Bludgeoning weapons treat the Defense of Blob section as 3 points higher.

In addition, Throw or similar attacks deal no damage.

oFire Vulnerability

When Foundation Ball is hit by Fire-type damage, it takes an extra 3 damage.

▽Pretty, Pretty Face/ 4(11) / Fortitude / Neg

If Slam hits, it will remove white powder or spores around the target and inhibit its action.

If the Fortitude fails, the target's face is dusted with white powder, and they go blind, receiving -2 to Evasion until the end of the turn.

Loot

2 - 6	None
7 - 10	White Powder (200G/Gold Green A)
11+	Waterproof White Powder (600G/Gold Green A)

Description

It is a variant of a Powder Ball.

They are floating white pollen seeds about 50 cm in diameter. They can produce high-quality white powder but are highly flammable.

Foundation Ball

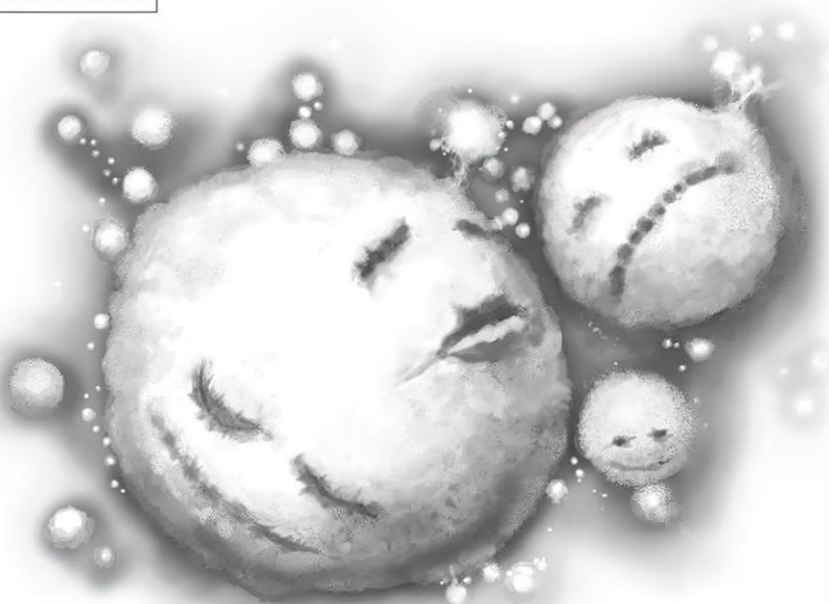


Illustration by Yukihiro Maruo

UNDEAD

4 Revenant Genevieve

Int: Low **Perc:** Magic **Disp:** Hostile

Lang: Trade Common, Regional Dialect (Feidan), Magitech **Rep/Weak:** 8/14

W.P.: HP Recovery (deals damage instead), + 3 points

Initiative: 12 **Movement Speed:** 15

Fortitude: 5 (12) **Willpower:** 6 (13)

F Style	Accuracy	Damage	Evasion	Def.	HP	MP
Beautiful Nails	6(13)	2d+4	5(12)	4	40	18

Unique Skills

○Regeneration = 3 points

At the end of each round, a Revenant recovers 3 HP. This has no effect if the Revenant is at 0 HP or lower.

○Psychic Immunity

~Screech / 5(12) / Willpower / Half

Genevieve screams at a single target with "Range: Touch" in a high-pitched voice, dealing 2d curse magic damage.

Loot

2 - 5	None
6 - 10	Tainted Bones (50G/Red B)
11+	Tainted Skull (300G/Red A)

Description

Genevieve was born in a Magitech Civilization Period and had a bad relationship with her husband.

They have been living in a bad marriage for a long time. She believes that she deserves a perfect husband because she is a perfect wife. This delusion has made her Revenant.

She is a seemingly very beautiful woman with rich black hair. She wears luxurious clothes and is polished in every detail.

CONSTRUCTS

3 Sea Blob

Int: None **Perc:** Magic **Disp:** Instructed

Lang: None

Rep / Weak: 10/14 **W.P.:** Fire damage +3 points

Initiative: 10 **Movement Speed:** 3

Fortitude: 10 (17) **Willpower:** 8 (15)

F Style	Accuracy	Damage	Evasion	Def.	HP	MP
Slam	4(11)	2d+2	3(10)	0	40	-

Unique Skills

▽Hair Removal / 6(13) / Fortitude / Neg

If a Slam attack hits, Sea Blob engulfs the target in its body. The target cannot move or perform any Major Actions and suffers 2d+1 magic damage at the end of each of the monster's turns. The target will then perform Fortitude again; if it fails, the hairs from the nose down will be removed (beard also).

The target can perform Fortitude only once in its turn, and if it succeeds, it can escape. After this check, the turn ends immediately, regardless of the result.

○Soft Body

Bludgeoning weapons treat the Defense of Sea Blob section as 4 points higher.

In addition, Throw or similar attacks deal no damage.

○Shiny, Shiny Body

Weapons that attack this monster become slimy for 24 hours and receive a -1 penalty to the Accuracy check. Also, armor that is attacked by the monster will become slimy, making it more vulnerable to attacks, and will gain -1 to Defense for 24 hours. This effect is removed if the armor is cleaned with wine or other alcohol.

Loot

Always	Moisturizing Substance (50G/Green Red B)
6 - 10	None
11+	Mini-Blob (1,500G/Green Red S)

Description

It is a jelly-like creature with a dark green body. Its body is made of special seaweed that is crushed into bite-size pieces and then covered with mucus. In the Magitech Civilization Period, they were prized for their beauty because the mucus they secrete, which is mixed with seaweed, is good for the skin. They are also known as the "Skin Care Blobs."

Sea Blob

