

TTRPG

Background

This land has existed as long as human thoughts have, and it has changed as the collective minds of man have. Once, it was formless, but with words, gods, and beliefs, things began to appear. Idyllic villages where the game is never sparse to valleys of doom and despair dot the land, inhabited by everything from the Angel of Death to Batman to the concept of hope. Things change, as they always do, but recently, the changes happening here have been for the worse. The Troop, a blight on the land led by a being of Evil has been spreading its spores to all corners of this world, hoping to take back what once belonged to it.

(This world is disconnected from any source material and is completely homebrewed, although a handful of different online resources were cannibalized to build out some details. That said, everything about this land, and especially the aspect of it I am turning in for the assignment, is my work.)

Lost-Inn-Found

Along the shore, where new ideas wash into the Land of Belief, is a quaint village of children's toys. Teddies, dolls, action figures, and the like roam around a ramshackle collection of huts, cabins, and tents, all haphazardly constructed from materials found at the beach. Everyone is happy, keeping to themselves here on their little slice of imagination and ignoring the fact that their leader, Ted, went missing a few days ago.

The Woods

Venturing into the woods to find Ted, things get darker despite the time of day. Traveling further, the trees seem to warp a little, bending away from the light and cracking in odd places. Further still, the air begins to gain a hint of a... nutty taste? The darkness grows, and soon, you cannot see more than five feet in front of you.

- Encounters:
 - Venturing ahead, players will run into Ted, now warped by a mysterious infection, and two unknown creatures who are in far worse shape, though suffering similar fates. The humanoid figure with a green plus sign on their clothing, and the elf with a caring face both have rotted patches on their skin, yellowed eyes, and broken nails, whereas Ted only has some smudges on his fur. Upon being spotted, all three attack the party. Ted uses the Animated Armour stat block, and the other two are treated as Apes.
 - Players are rewarded for searching their defeated foes with two potions that can cure the infection.
 - Players will be rewarded for this encounter with 800 experience points to be split among the party, as well as the knowledge that there is an infectious disease around.

Nowhen [no-wa-hen]

Sprawling across the hillside is the farming town of Nowhen, one of those lovely dreams of moving to a ranch and living there for the rest of your days in bliss. As far as you can see, there are rows of various plants, from apples to bananas to... whatever that purple cubic thing is. At the center of several farms is a town with a few shops and a giant windmill. Walking into the village, everything seems fine, except for the increasing awareness that this town is experiencing an epidemic, and you might be next.

Honey Ham Orchard

Before you stands a lovely orchard, rows upon rows of different fruits, some recognizable, some not, with both real and fictional trees. The smell wafting through the air is sweet, cloying enough to tell you it's nature but not enough to overwhelm. Just past the trees where the little buildings begin, is a giant apple tree with a face in it, which is rather adamant that you leave until Honey feels better.

- Encounters:

- Honey Ham Orchard - Some neighbors have noticed Angers popping up around Honey Ham Apple Orchard and want them cleared out before they spread. They would ask Honey to do it, but she is in quarantine right now, so you'll have to do. After looking around for a bit, you notice Honey's barn has strange noises coming from inside, and upon entering, the party is attacked by a large Anger (One Albino Dwarf Spirit Warrior) and two/three smaller Angers (Ambush drakes) up in the rafters.
- Players will be rewarded with 500 gold pieces once the Angers have been cleared, which can be spent on anything within the DnD book, or they can spend 300 gold to get another vial of cure.
- Winning this encounter allows players to search the barn, leading to the discovery of Honey's body. The curious thing is they did not die of a disease, but likely starvation after falling and breaking their leg. The encounter itself is also intended to be the party's introduction to Angers.

Nowhen Cave

Walking along the road out of town, you come across an overturned cart, and further investigation should lead players to the conclusion this cart was headed for Nowhen when it was tipped. Searching the surrounding area reveals a large cave a little ways from the cart, and standing at the mouth, players can smell mint... and a familiar nuttiness. Entering the cave is no better; a subtle drip, drip, drip, pitters in the background, and dead forest animals are piled along the cave's edge. Ahead, three mushroom piles can also be seen.

- Encounters:

- Once players are far enough in the cave, the three mushroom piles will reveal themselves to be animated, and a large toothpaste tube with spindly

spider-like legs will crawl down from the cave ceiling. The mushroom piles will be treated as Zombies, and the Toothpaste as a Black Dragon Wyrmling.

- For resources, the party will get several items from the cave: Boots of the Winterlands, an Alchemy Jug, an Instrument of Illusion, a Potion of Healing, a Veteran's Cane, and a Tiger Eye. (All of these are DnD items that can be found online.)
- Again, the party will gain experience points, this time 1,200 to be split among themselves.