

# GHOSTS & GEARS

The gearmancer that created you has disappeared, leaving just a scorch mark on the floor of the workshop. You awake with no memory of what you were, only what you are - a ghost trapped in a complex clockwork mechanism.

The disappearance of your creator from the house must have broken the containment seals that kept you and your brethren trapped in your vials, pulling you into the nearest automaton and imbuing you with knowledge of one of the rituals contained within her expansive tome of magic.

The first of you had just enough power left in your springs to wind your fellow constructs and they, in turn, wound you back to full power. You will need to keep a close eye on each other to ensure your group does not wind down all at once.

## THE BASIC MECHANICS

The constructs have two main ability scores - **Time** & **Luck**.

Each action your construct takes winds its **Time** score down by 1. If a construct winds down completely it becomes **Locked Up** and can no longer be used in the game.

Almost *everything* in the game takes an action - there is not much your constructs will not attempt - but some actions come with unique rules and results.

### ACTIONS

EXPLORE	Constructs will move to a new area. All constructs must take this action together.
ASSIST	Aid another construct in a dice roll
WIND	Spend your turn winding another. Newly wound constructs regain all lost Time.
RITUAL	Roll 1d6 to attempt to perform your ritual.
REPAIR	Reduce 1 additional point to reconstruct another construct by one damage level.

For any other action you roll 1d10 to attempt a success.

- Normal tasks fail rolling 1 or 2 (20% chance of failing)
- Tricky tasks fail on 1 to 5 (40% chance of failing)
- Hard tasks fail on 1 to 10 (50% chance of failing)

### ASSISTING ANOTHER CONSTRUCT

Roll 1d20 - the assisted player may *a)* take your roll or theirs, depending on which is more favourable **OR** *b)* add your **Luck score** to their roll. If they fail their roll, lower your Assist score by 1, down to a minimum of 1.

## THE CONSTRUCTS

To set up each character, roll on the following tables:

roll 1d6 for *Inhabited Construct*

roll 1d10 for *Construct Flair*

roll 1d10 for *Gearmancer Power*

- 2-3 players take two constructs each;
- 4-5 players share an additional construct between them;
- 6 players take one construct each.

### INHABITED CONSTRUCT - 1D6

- 1 The Juggernaut - [8 Time, 1 Speed, 3 Luck]
- 2 Cloth Raven - [4 Time, 8 Speed, 1 Luck]
- 3 The Walking Chest - [6 Time, 3 Speed, 2 Luck]
- 4 Windup Doll - [4 Time, 4 Speed, 3 Luck]
- 5 Telescoping Projector - [6 Time, 3 Speed, 2 Luck]
- 6 The Driller - [7 Power, 2 Speed, 2 Luck]

Your construct is also...

### CONSTRUCT FLAIR - 1D10

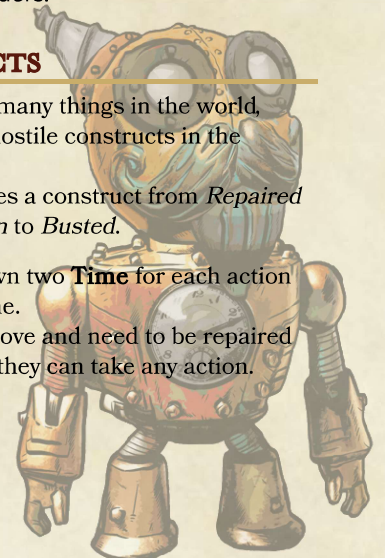
- 1 Polished to an almost mirror shine.
- 2 Covered in dents and dirt and scratches.
- 3 Wrapped in a multitude of patchwork scarves.
- 4 Wearing a dapper top-hat and/or bonnet.
- 5 Painted with runes and childish drawings.
- 6 Fitted with a milk dispenser.
- 7 Leaking splatters of oil wherever you travel.
- 8 Constantly playing almost inaudible music.
- 9 Trailing a worn rope "tail" behind it.
- 10 Home to a nest of tiny spiders.

## DAMAGED CONSTRUCTS

Constructs can be damaged by many things in the world, from traps to animals to other hostile constructs in the workshop.

One instance of damage moves a construct from *Repaired* to *Broken*, the next from *Broken* to *Busted*.

- **Broken** constructs wind down two **Time** for each action taken instead of the usual one.
- **Busted** constructs cannot move and need to be repaired by another construct before they can take any action.



## 1 : THE JUGGERNAUT

*First awoken of the constructs - slow and steady, your coils can be wound tighter than all the others.*

**Time Score** 8 actions

**Luck Score** 3 assists

**Speed** 1ft.

### Construct Skill

**Smash** \* Description of the Smash skill, including an example of usage.

## 2 : CLOTH RAVEN

*Flavour text for Cloth Raven should go here.*

**Time Score** 4 actions

**Luck Score** 1 assist

**Speed** 8ft.

### Construct Skill

**Smoke** \* Description of the Smoke skill, including an example of usage.

## 3 : THE WALKING CHEST

*Flavour text for the Walking Chest should go here.*

**Time Score** 6 actions

**Luck Score** 2 assists

**Speed** 3ft.

### Construct Skill

**Store** \* Description of the Store skill, including an example of usage.

## 4 : WIND-UP DOLL

*Intricately made gears visible under the roughly made clothing. Eerily lifelike, both stuttering & stiff.*

**Time Score** 4 actions

**Luck Score** 3 assists

**Speed** 4ft.

### Construct Skill

**Speak (free action)** \* Description of the Speak skill, including an example of usage.

## 5 : OPTICAL PROJECTOR

*Fragile lens and light, you were made for reading and are loaded with a children's picture book.*

**Time Score** 6 actions

**Luck Score** 2 assists

**Speed** 3ft.

### Construct Skill

**Illusion** \* Description of the Illusion skill, including an example of usage.

## 6 : THE DRILLER

*One large, tough, diamond topped drill with four squat and sturdy mechanical bulldog legs.*

**Time Score** 7 actions

**Luck Score** 2 assists

**Speed** 2ft.

### Construct Skill

**Demolish** \* (First turn spins, then next turn drills).

## THE RITUALS

When the gearmancer disappeared, the rituals caught in her books during her days were sent off into the world to be reabsorbed by other magic users.

Each of the now-active constructs were able to grab and hold on to one of these rituals.

Roll 1d6 to attempt to perform your Ritual. One first use, rolling a 1 will fail the ritual. Each successful use increases the fail chance by 1 (see *Fail Chance* table).

### CONSTRUCT RITUALS - 1d10

1 Acidic Spray	6 Lull to Sleep
2 Create Fire	7 Move Earth
3 Directed Fear	8 Open Portal
4 Disassemble Object	9 Possess Object
5 Grow Plants	10 Shape Water

### FAIL CHANCE TABLE

uses	rolling # on 1d6 fails	fail chance
0	1	16%
1	1, 2	33%
2	1, 2, 3	50%
3	1, 2, 3, 4	66%
4h	1, 2, 3, 4, 5	84%



## SKIP THIS SECTION IF YOU INTEND TO PLAY INSTEAD OF DM!

After setting up all the characters, have the player roll 1d6 for each construct they control - this will determine their **Lost Spirit** (hide this result from players until regained).

### LOST SPIRITS

Each action taken by a construct can result in them regaining their memory of who they were - their **Lost Spirit**. Heavy roleplaying, super inventive actions and actions that relate to a memory should have more chance of unlocking said memory. When a construct regains its memory it gains the **Extra Skill** associated with that lost spirit.

Extra Skills always take one action to use and roll with the same mechanics as Rituals, but with 1d10 instead of 1d6, and can be used by **Busted** constructs.

1d6	Lost Spirit	Extra Skill
1	<b>Demon</b>	Syphon Magic (wildcard - use any active Construct or Secret Skill)
2	<b>Scholar</b>	Recall History (gets relevant info about object/person/area)
3	<b>Orphan</b>	Find Secret (discovers any hidden objects, doors or traps)
4	<b>Witch</b>	Ethereal Push (push or move an object of your size or smaller)
5	<b>Knight</b>	Detect Untruth (will through any lie or illusions present)
6	<b>Gearmancer</b>	Bless Construct (next Normal/Tricky roll will succeed, or the next Hard roll will have one Free Assist)

Constructs with memories will generally have knowledge regarding their past lives and will get to roll two dice on any relevant tasks, taking the more favourable roll as the result.

### STORYLINE INFORMATION

- "We check the scorch mark on the floor?"
- "How did the inventor disappear?"

It seems as though the gearmancer was reading from a tome called the **Gearnomnom** - she must have accidentally read one of the naughty pages and got demons in her. Happens all the time.

- "What's the book thing about then, huh?"

The **Gearnomnom** is an ancient and ultra powerful book of mystic blueprints and cooking recipes - it contains information on all the rituals and constructs a gearmancer has learnt throughout their life.

Any interaction with this book and a slip of paper falls out, revealing the existence of a set of "self winders" hidden somewhere in the workshop complex.

These would allow the constructs to depart and go about living lives of their choosing.

If the players do not check the book or surroundings on their first turn, the second turn starts with the Gearnomnom vanishing and leaving the note behind.

- "What's the endgame / point of this whole adventure?"

For one-shot games, the adventure is won by finding and retrieving the self-winding springs. They are installed in a brief prologue where characters can choose how their mechanisms spend the rest of their days.

For any further play, the self-winding springs either break down and stop functioning as you leave the complex or could even not be there at all - guess you're all stuck with each other for now!

Encourage the players to ask questions about their surroundings, and do your best to answer an emphatic yes to everything you can.

G&G is meant to be quickly run through, and is not adverse to a little nonsense from either side.

### THE FIRST ADVENTURE

On the last page is a rough map of the Workshop in which the constructs wake up.

Experienced GMs should feel free to add, subtract or change anything here - this is just for getting a game up and running as quickly and easily as possible.

#### [Wo] Workshop.

*Assorted half-finished constructs and tools litter every surface of the workshop. Your inventor lies dead on the floor, and old book open by her hand.*

- Inventor, Gearnomnom, assorted junk

#### [Co] Corridor.

*Doors lead to the east and west, the corridor opening up to a foyer at the north end opposite the workshop.*

- Nothing, just doors and corridor

#### [Li] Living Room.

*A fire in the fireplace is blazing, the floor covered in intricate runes that glow as your approach. The fireplace has no chimney, the smoke moving downward instead of up.*

- Runes will damage constructs if they cross without disarming it, fireplace

#### [Ki] Kitchen.

*As you enter the pots and pans whirl together to form a golem, set free when the Gearmancer died. It sees your group and starts toward you menacingly.*

- Golem will always be hostile to the constructs - can be disassembled with info from the bedroom, or defeated any way the constructs choose.

#### [Fo] Foyer.

*Large double door lead to the outside world and one door off to the side opens into what looks like a library.*

- Constructs will not leave without retrieving the winders from the basement first.

**[Lb]** Library.

*All of the books, now unbound from their shelves, are flying about the room snapping at each other. A doorway is visible through the swarm, with stairs leading up to the second floor.*

- Books are afraid of fire and loud noises, but could also be pacified in many other ways.

**[Be]** Bedroom.

A large bed with a large cabinet at the foot are the only pieces of furniture in this otherwise barren room.

- The cabinet is locked, contains info on golem or floor runes. Bed sheets will grab any constructs that come near.

**[At]** Attic.

*Seemingly used only for storage, this cramped room contains piles upon piles of junk - including a kitchen sink.*

- Can contain once-off items for anything the constructs are having troubles with, or an NPC butler to chat with.

**[Ba]** Basement (End Game). *You can feel the winders in this room, locked away in a chest at the far side of the room, calling out to you all. A blazing furnace pulls itself up as you enter, clawed arms and rusty mechanical legs unfolding.*

- Large water pipes run along the roof leading down to where the furnace sits, and one of the walls is cracked and missing bricks.

**The furnace boss takes damage just like the constructs.**

It can have more or less health depending on whether they've gotten down here quite quickly or if they seem to be really getting into the battle.

The furnace is most easily beaten using the environment - pulling the wall down on it, breaking the pipes and flooding the furnace with water to put it out or setting up an artefact found in the attic are good examples.

Let the players take out the boss construct however they like - most ideas should prove fairly effective.

**Remember, this is meant to be a quick game played for maximum fun and laughs, not hours of tactics!**