* Deployment: getting a ship & equipment
  + You have been gathered here to embark on a noble quest for your fair monarch
    - Purchase equipment (500 gp)
      * Shop: armor (+1 100 gp, +3 300 gp), 1 hand sword (d6 200 gp), 1-hand shield (d1 +2 ac 200 gp), 2-hand sword (d8 300 gp), spell point scroll (100 gp), short bow (d6 200 gp), long bow (d8 300 gp)
    - A ship in the harbor (slightly more than what they have left), need to get people to pay for the slaver’s ship (ethereal, so you can’t kill him)
      * Go to brothel, get 5 women
        + There are 6 women, 1 of them gives potion to party. Party chooses 5 girls to dose before they drink wine, fort saves (combat unarmed women otherwise)
      * Go to orphanage, get 10 orphans
        + 2 groups of 10 orphans, one group gives you the key to the other groups room. Lie to kids to get them to leave if they are too loud you fight the owner
      * Return to dock and get ship and 200 gp per party member
        + “I was already paid and told to hold the ship, always a pleasure to work with the ‘fair monarch’”
* Mushroom Cave: forest in center of city is consuming city
  + City with center forest, forest is consuming the city, explore forest and stop it
    - Mayor greets you at dock, please drink and see our industry, I have a proposition, meet me in the town center
      * Wants you to destroy forest
      * Beer tastes bad, everyone is unhappy (fake happy), industry is metal works
        + Shop: flintlock pistol (1 use/combat, 200 gp, 5+d20, no +stat), machete (1-hand, 100 gp, d6, crit 16 +STR), use rope scroll (50 gp, +10 use rope)
    - Guide takes you to mushroom cave at center
      * Find village of mutate people <earth> who live in the forest, they are happy and want your help to save the forest
        + Kill them and progress with the guide or kill the guide and progress with the villagers
      * Mushrooms on wall do poison damage
      * Center has mushroom mage who makes the party high via scepter
        + Mage wants to return city to nature bc the mayor is polluting and destroying the city (mage has crystal)

Will saves or -AC and -hit chance rolls

Kill mage (and villagers who led you to him) [poison scepter, sp scrolls] or leave forest and kill mayor and mayor’s guards [gun, large shield, death scepter]

* Dead Space: Spores infected local gnomes and make them monsters
  + Monster kills man on the dock and he drops a walky talky, help a local woman scientist who has a “beacon” to talk other members on the island
    - Locate her underground vault through the city, under the factory, pay no attention to the residential building they are infested
      * Res buildings are filled with survivors who attack you because you work with woman who infected the town
        + Find antigen before everyone succumbs
        + Give the party a laser sword (always 20 on initiative roll, d6 +will, 2 attacks in a turn, crit 13, -2 ac)
    - Explore science lab
      * Laser sword monsters in hallway
      * Breakroom with kiosk that dispenses colored vials (10 gp), drink then con save 12, +5 to sp for combat
      * Find woman, she is in a suit and tells the party that they must go to the sub-basement and turn on the antigen, her experiment went wrong (first anxiety, then paranoia, then dementia, then mutation <starts with eyes>)
        + In sub there are unarmed howling monsters <air> (12hp, 2d4 damage), the freight elevator has a minigun on it
        + Sub-basement has 1 room, and a vial in a hole, stuck, roll to use devise, if fail howling gets closer, second fail = monsters

Activate vial then run to elevator, it is jammed, lots of monsters

Roll to fix devise or use sp

* + - * Elevator rises scientist woman is dead (crystal beside her)
        + 3 Survivors (yellow eyes, roll perception) killed her, “she was evil and going to kill them”
        + Party can kill them or just take crystal and leave
* The Mummy: 2 brothers want to rule but don’t have full support of the people
  + Smart brother wants help getting king staff from tomb
    - Explore pyramid to get staff, the queen is still alive down there. Strong brother put her there
      * Free queen or kill queen
  + Strong brother wants help winning the people
    - Stop local rebellions
      * Market
        + Large traders want more stall space and less small stalls

Convince or kill, one leader

Gold from large stalls, superior sword from small stalls (parry sword, d6 +dex, +2 ac)

* + - * Manufacturing
        + Workers want better pay

Convince or kill, factory owner or union leader

* + Meet in the square with strong brother army and queen
    - Queen wins
      * Strong brother is executed as is custom
    - If you killed the queen, then smart brother with staff and the people get to chose
      * People vote (roll dice) or party votes
        + Other party is executed as is custom
* Fallout Shelter: wasteland of homes with shelters, multiple warring factions
* Straight Pressures: society ran gay men due to gender contamination
  + Post chemical waste the population needs to be created; subjugation of women to just birth, no representation
    - They have the tech for men and women to carry children, all c section births, but only women care because they should while the men do the work
  + There is a rebel group of straight men and women who want to overthrow the regime, because the contamination is gone and society can go back to normal
    - Re-contaminate the population for the current regime
      * Overthrow gay men gov to replace with gov where men and women carry children and rule
    - Don’t re- contaminate but overthrow the regime and create new gov