

BE GOOD FOR GOODNESS SAKE!

By Hank Harwell

A Ranger Co. X Holiday One Page Adventure for Risus: The Anything RPG

Background:

New Braunfels was established in the Texas Hill Country near San Antonio in 1845 by German immigrants. Just ten years ago (1850), it had grown to the point where it was the fourth largest city in Texas (following Galveston, San Antonio, and Houston).

Just after October, children have been mysteriously disappearing from the city.

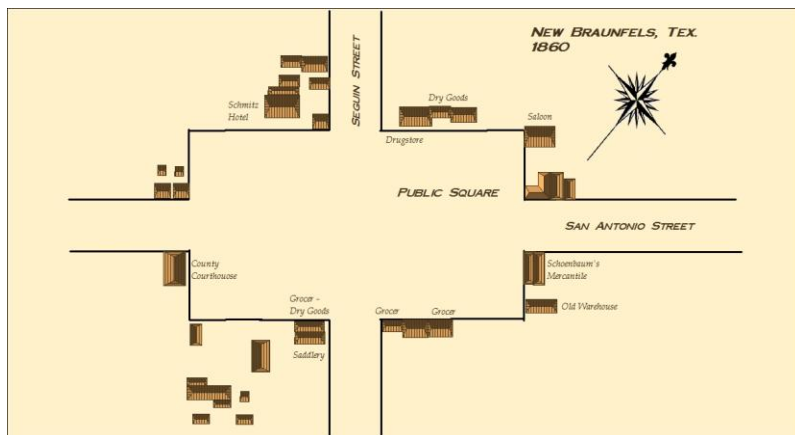
The PC's are Rangers from a highly covert company (Known as the 'Executive Company,' or 'Company X' and reporting only to the Governor) and have been assigned to investigate the disappearances and if possible locate the children alive.

Character Creation

Characters are created using the standard 10-dice method. Any Western-oriented clichés and backgrounds are available, subject to GM whim.

New Braunfels, Texas

As noted in the introduction, New Braunfels is largely an immigrant city, populated by German settlers. The map indicates the main square of town and many notable structures.



The adventure can be played using one of two options:

Option A

Jakob Schoenbaum is a local shopkeeper. He has had a problem with unruly children stealing candy and generally causing mischief. As he is an older bachelor, he has little to no patience with such misbehavior. On Halloween, a number of children played "tricks" on him (soaping his store windows, etc.) because he refused to give them any "treats" when they came calling. He has resorted to conjuring a Krampus to visit New Braunfels from its usual hunting grounds and kidnap the unruly children until they learn their lesson. Unfortunately, it has gotten out of hand and now other children from the community are disappearing as well.

Schoenbaum will use his occult studies to hinder the Rangers once he is aware that they are on his trail. Should the Krampus be neutralized, the old shopkeeper will attempt to cast a type of sleep spell on them and escape.

Jakob Schoenbaum

Cliches	Dice	What It's Good For
Cantankerous Shopkeeper	(3)	Stocking shelves, cheating scales,
Grumpy Old Geezer	(3)	"Get off my lawn!"
Old World Occult Practitioner	[2]	Summoning mythical seasonal beasties, casting odd spells

Krampus



Cliches	Dice	What It's Good For
Germanic Winter Beastie	(4)	Kidnapping naughty children before Christmas, terrorizing them

Option B (the Scooby Doo Option)

Schoenbaum dresses up like the Krampus and is himself kidnapping children using ether ordered for the town dentist. He takes them to an old warehouse near his shop, where he keeps them in a hidden basement and terrorizes them in his Krampus costume (by beating them with birch twigs) 'until they learn their lesson.' He actually plans on releasing

them after Christmas.

Should the PC's locate the children held in pens in the basement of the old warehouse, Schoenbaum, dressed as the Krampus will attack them and will attempt to render them unconscious, and then move the children to another location.

Jakob Schoenbaum

Cliches	Dice	What It's Good For
Grumpy Old Geezer	(4)	"Get off my lawn!"
Cantankerous Shopkeeper	(3)	Stocking shelves, cheating scales,
Pathological Costumed Kidnapper	(3)	Dressing up in costume, spiriting off children, using ether

Rumors:

- 1 Maybe the kids all ran away;
- 2 The little brother of a girl who is missing claims he saw a large hairy beast carry her off;
- 3 A band of gypsies was seen in the area - maybe they carried them off;
- 4 They may have been playing too close to the river, fell in and were swept away
- 5 Many of the missing kids have been seen hanging around Schoenbaum's Mercantile
- 6 The neighboring Indian tribes are restless - their medicine men talk of a dark creature coming from across the waters
- 7 The local dentist is complaining that his orders of ether have been coming up short.