

PRICKLY'S PRICKLY SITUATION

Cereus Plateau • Thunda Sands • Blazing Garden

冒险家 Adventurous

救援 Rescue

竞技场 Amphitheatre

ADVENTURE DESCRIPTION

When a beloved tavern owner's daughter goes missing, he entrusts the party with the ransom money that has been demanded by a group of hostage takers. The party should expect dangerous dealings in dangerous sands, because nothing in the Thunda Sands is ever simple as a fair trade.

STARTING THE ADVENTURE

"Prickly's Rest & Recovery settlement has been a centuries-long staple on the path between the Sol Alliance and the Thunda Sands, passed down through generations. Every traveler or merchant ensures a stop there for their thirst-quenching drinks and world-renowned acupuncture treatments. Word has spread far that the assumed inheritor to the R&R, Senita Prickly, was taken hostage a few days ago. Passing through the area yourselves, and having stopped for a drink, you've offered your aid to the proprietor, Pinta Prickly."

With a relatively simple structure, feel free to add more into this adventure. Add an Encounter Table/Trap to the Journey or take some more time exploring the R&R.

IMPORTANT CHARACTERS

Pinta Prickly — Pricklefolk, Male, 96 (Basic Folk)

Proprietor of Prickly's R&R, he's been running the show for over 50 years. Above all, though, he values his daughter's happiness.

"A rotund pricklefolk with a neat mustache, a large hat, and the creases of a lifetime of smiles, he is anything but jovial as he desperately asks for help."

Senita Prickly — Pricklefolk, Female, 61 (Custrel)

Adventurous Senita believes that Pinta won't support her desire to travel the world before settling down.

"Dressed in both the finest weaves of the Blazing Gardens and wild Barbarian armors, Senita has a fire in her eyes when speaking about the world."

Pincushion — Pricklefolk, Male, 155 (Guide)

Pincushion is a well-known Guide in the Cereus Plateau, but claims to be retired and says he's "not taking another step in those blasted sands". He can be convinced for "one last trip".

"Grizzled with broken needles and a glare sharper than any thorn, Pincushion sits at the bar with arms crossed and wide hat tilted down."

Arie Pryn — Promethean, Female, 34 (Thunda Captain)

Arie is the leader of a Clan of Thunda Barbarians, and friend of Senita, who respect freedom and travel above all else.

"An imposing Promethean Barbarian who commands the respect of her Clan, she sits high atop a scary Rokko-Do."



SUGGESTED STORY

Set the scene, introduce Pinta, then continue.

Taken for a Ride

- Pinta shares the ransom note, which says the swap will take place in the ruins of a gladiatorial arena nearby. He wants Senita rescued, and to find out who took her.
- On foot in the sands, the Journey would take 3 Days and is very dangerous due to heat. Pinta gives the party Sandy Mokko-Dos to ride to the arena, cutting it down to 2 Travel Days and 1 Night of Camping.
 - Every Day traveled requires a Grit Check against the heat or gain a Fatigue. Extreme Heat Outfits or similar ignores this.
- A local Guide named Pincushion is resting at the R&R. He could be convinced or paid to help the party. Pincushion can Trailblaze the Journey with a Major Bonus.

Arena Ambush

- The party must place the ransom in the arena, then wait. Soon after, 5 Thunda Barbarians appear on Mokko-Dos alongside Arie and Senita on a Rokko-Do.
- As Senita walks across the arena "freed", a Barbarian fires at a rigged trap above the party. Heavy jars come smashing down, releasing 3 Mud and 3 Wind Lalkas that attack.
- Simultaneously, a Snare Trap (CLICK!) goes off as rope beneath the party snaps taut when the jars fall down.

Mokko-Do Chase

- In the chaos, Senita grabs the money, jumps onto Arie's Rokko-Do, and rides off with the Barbarians.
- The party must give chase on their mounts and fight the Barbarians. When the Barbarians suffer 3 losses, Senita yells to stop the fight and admits she is in on the plot. She returns the money, along with a note for Pinta.
- Relieved that Senita is well (if still worried about her plans), Pinta rewards the party.

KEY LOCATIONS

PRICKLY'S R&R

"A collection of Pricklefolk taverns, merchants, and spas built into the massive sprawling cacti of Cereus Plateau, it is a welcome rest amidst the dunes."

Prickly's R&R acts as a Luxurious Suite, offering Hearty Meals and Excellent Service [Source pg. 201].

The party might acquire Cac-tails (cactus cocktails) that act as temporary Extreme Heat Outfits for 5C, and various travel goods.

THE ANYDER AMPHITHEATER

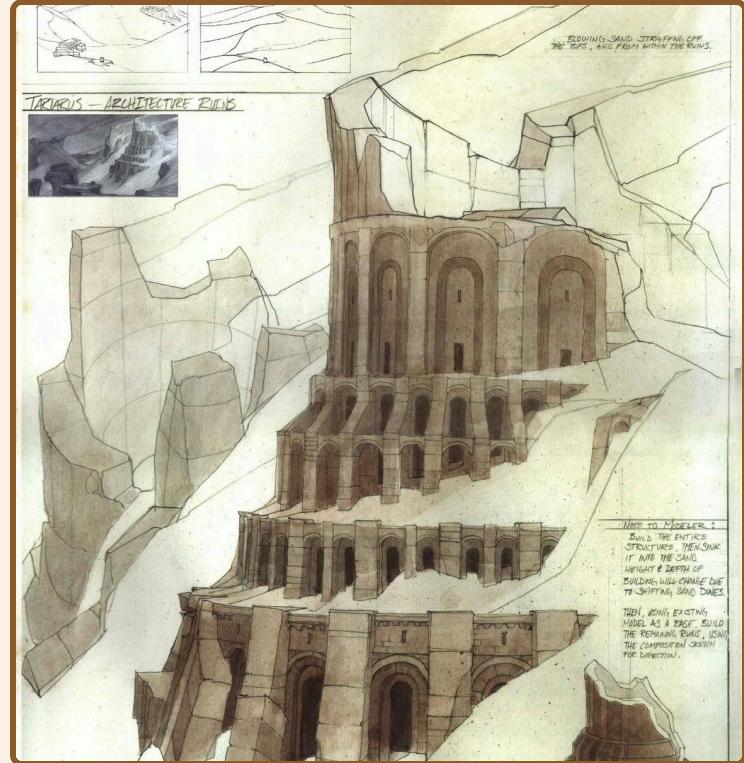
"All that remains of this once grand arena - where elite warriors battled strange engineered creatures - are dusty ruins."

Partially buried in the sands from time, this derelict amphitheater is the perfect spot for an ominous ransom trade.

Alcoves of shade from rubble create many areas to ambush from, and there are multiple entrances into it.

SECRETS & CLUES

- These Thunda Barbarians are part of a freedom-loving Clan and were enamored with Senita's dreams to see the world. They may even break out into a musical number.
- Senita has been working with her father at the R&R for 50 years, and feels pressure to step up and run the business "soon".
- Arie suggested the hostage scheme to give Senita a reason to disappear, and some funds for her trip.
- Senita's note to Pinta explains that she intends to return to the R&R in a year's time, after seeing the Blazing Gardens.
- Pincushion may have a thorny exterior but is actually a big softie. He secretly wants to help save Senita, so it won't take much convincing to get him out of retirement.
- The arena is the ruins of an ancient 2nd Aeon amphitheater, once used to pit elite warriors against strange engineered creatures.
- The arena, if investigated, has busted and buried motifs depicting great workings of Mana and the Invincible Bright.



QUEST RESOLUTION

◆ Rewards

Pinta will give the party the **Rokko-Lasso** and 50C, and offer them complimentary acupuncture treatment and drinks [Hearty Meal + Excellent Service. Source pg. 201].

★ Pincushion's Gift

If the party makes friends with Pincushion (e.g. Socialization during Camping), he will gift them his pair of lucky boots [**Galvani's Boots**] as he retires "for real this time".

Rokko-Lasso [Lash Weapon + Utility]

Beloved tool of Rokko-Do Tamers within the Thunda Sands.

Grants a Minor Bonus to Combat Tricks or Attack Stunts attempting to pull or restrain a target.

1 Slot · 50C · Made by Yan Kodiak

Galvani's Boots [Footwear]

These simple leather boots always seem to fit whoever tries to wear them. Said to have belonged to Galvani, the first person to travel the whole of the Outer World. Wearing these boots allows you to act as a Guide during a journey. If you are already able to act as a Guide, you instead gain a Major (+4) Bonus on Insight Rolls to Trailblaze.

1 Slot · ??? · Made by BREAK!! Blog

RANK 1-2 ADVENTURE

Lower Rank: Though there's not much to reduce here, you could lighten up on Lalkas in the pre-fight.

Higher Rank: Swap the Lalka for Bizzer Swarms, make Arie a Proudhound, or buff the Barbarians.

Suggested Starting Coin: 100-200C

SOURCES & ADVERSARIES

Storybeats & layout inspired from **Hostage Hoax** by One-Shot Wonders. Story, mechanics, setting, characters, and vibes reworked to fit BREAK!!'s universe.

Thunda Barbarian: Reflavored Mundymutts (Source, pg. 372)

Thunda Captain: Reflavored Skelemaster (Source, pg. 406)

Lalka: Source, pg. 392

Traps: CLICK! Traps by VictorSeven

ART VIBEBOARD



"Prickly's R&R"

Art by Lei Chu



"Anyder Amphitheater Inspiration"

Art by Seth Engstrom



"Thunda Sands Inspiration"

Art by Sable



"Mokko-Do in the Desert"

Art by Final Fantasy



"Thunda Sands Inspiration"

Art by Corentin Aspronri



"Thunda Sands Inspiration"

Art by Dani Diez