



KIDS ON BIKES

presents...

AN OFFICIAL
KIDS ON BIKES
SUPPLEMENT

REQUIRES A COPY OF
"KIDS ON BIKES" TO PLAY

STRANGE! ADVENTURES!

THE HOUSE ON POPLAR COURT

A MINI-CAMPAIGN ABOUT A STRANGE ADVENTURE IN A SMALL TOWN



KIDS ON BIKES

THE HOUSE ON POPLAR COURT

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- INTRODUCTION -

Hebron, Indiana – 1985
Population 3100

Nothing exciting has ever happened in this rural town. People come and go, children attend school, grow up, and move out. Nothing really changes, down to the same few cops that have been manning the local police office and the same local grocery store sitting on the corner of main street. There are no movie theaters, and the only arcade is attached to the smoky bowling alley, so kids find ways to entertain themselves: riding their bikes down the town's lazy streets and through wooded trails, playing imaginary tag games, and exploring the abandoned corners of this relatively safe city, like the spooky abandoned home at the end of the cul-de-sac on Poplar Court.

Strange things have been happening in Hebron: sightings of creatures moving in the night, children reporting monsters in the woods and things moving outside their windows. These reports are largely ignored, however, attributed to the imaginations of the children. Besides, this is rural Indiana. Nothing exciting has ever happened here.

With the discovery of Juniper, a lost girl who roams the neighborhood, the children have real proof that something is happening in their small town.

"The House on Poplar Court" comes with a pre-created setting and characters to be used as an easy entry point into the game *Kids on Bikes*. The only thing players will need to do to start playing is pick a character sheet and answer a few questions about their relationships.

- USING THIS BOOK -

This book is designed to be used by the DM, the player who is running the game. The DM will need to read the Quick Start Rules that can be found on the download page of www.huntersbooks.com and become familiar with the Reference section. The information in this book is for the DM only. It will guide the DM through the story so they can provide a good experience for the players. The story is divided into three Acts, offering a guided path through the adventure. However, within each Act, several Threads can be followed in whichever order the players prefer. Some of these Threads may carry from one Act to another, and part of the story is spread out over all three Acts.

You'll find GM tips within the text as well. These tips will help you guide the players if you are new to running a game and will give you advice on getting a game back on track.

- THE CHARACTERS -

The characters, all students at Hebron High School, are also members of Theo Easton's Investigation Club, which meets after school to investigate mysteries within the small town. Most of these "mysteries" are mundane and nonsensical, and very few of them end in actual excitement, but the investigation club has brushed up with the supernatural enough times to take the threat seriously and to brush up on their monster-hunting lore.

THEO EASTON, SCOUT

Theo is the glue that holds his group together. He is the one with the adventurous spirit, constantly convincing the other members of the group to go out and explore. He is always prepared for everything and carries around a trusty backpack, filled with items he needs to be a good scout. Sometimes, Theo is a little too proud of his survival skills, and can be seen as arrogant and boastful. In his spare time, Theo participates in the school's drama club and has scored the role of lead actor in the fall's big production.

Age	d20	d12	d10	d8	d6	d4
16	Brains	Grit	Charm	Brawn	Flight	Fight
Strengths				Flaws		
Cool Under Pressure (<i>You may spend an Adversity Token to take half of your die's value instead of rolling on a Snap Decision</i>)				Boastful Restless		
Prepared (<i>Spend 2 Adversity Tokens to just happen to have one commonplace item with you</i>)						



LAMONT DANIELS, POPULAR KID

Always popular with the rest of the school, Lamont is the star basketball player for the Hebron Hawks, yet he still practices with the Drama club and plays in Band, turning him into an all-around socialite instead of purely a jock. He can fit in with almost any group, and even adults let down their guard around him. However, Lamont is used to getting his way, so he can become a little petty when someone says no to him.

Age	d20	d12	d10	d8	d6	d4
15	Charm	Flight	Brains	Grit	Brawn	Fight
Strengths			Flaws			
Easy Going (<i>Gain 2 Adversity Tokens when you fail instead of 1</i>)				Demanding Petty		
Loyal (<i>Each of the Adversity Tokens you spend to help your friends gives them a +2 instead of a +1</i>)						

CASSANDRA JONES, CONSPIRACY THEORIST

Cassandra is incredibly smart for her age, and is usually the one to put the pieces together and solve the mysteries that pop up around time. She is quick to understand someone's motivations and can easily tell if they are hiding something. This ability has led her to be paranoid, as she now believes everyone is hiding something, and that any spooky occurrence is the sign of a giant government conspiracy. She has a very inquisitive mind for science and is always trying to figure out the rational truth behind events. She will apply the scientific method to anything encountered, doing her best to provide a science-based explanation for everything.

Age	d20	d12	d10	d8	d6	d4
16	Brains	Fight	Flight	Grit	Charm	Brawn
Strengths			Flaws			
Intuitive (<i>You can spend an Adversity Token to ask the GM about your surroundings, an NPC, or the like. The GM must answer honestly</i>)				Paranoid Secretive		
Heroic (<i>You do not need the GM's permission to spend Adversity Tokens to ignore fears</i>)						

ANYA PANDE, STOIC PROFESSIONAL

Anya is destined for big things: a degree from Harvard Law and a position as CEO of some Fortune 500 company. She is whip-smart, organized to a fault, and keeps everything around her in perfect order. She has a keen eye for synergies and is charming enough to get her way. She has a lust for power that fuels her drive, and also leads to her greed, which sometimes gets in the way of her friendships. In her spare time, Anya has mastered the violin, which she performs as first chair in the High School Concert Band.

Age	d20	d12	d10	d8	d6	d4
14	Grit	Brains	Charm	Brawn	Fight	Flight
Strengths				Flaws		
Lucky (You may spend 2 Adversity Tokens to reroll a stat check)				Clumsy Greedy		
Skilled at Organization (You may automatically succeed at any check with a difficulty of 12 or lower related to organizing. If the GM determines that you must roll a check related to being a ranger, add +3 to your roll on top of any other bonuses)						

XIAN MEI, RECLUSIVE EGOCENTRIC

Xian comes from a wealthy family of inventors, born to parents who always encouraged her creativity. She prefers to stay indoors, working on her next invention, as opposed to going out and exploring. However, she usually lets the group convince her to come along, and uses the opportunity to test out whatever new contraption she brings with her. Xian is always focused on her next project, which can cause her to tune out or miss things that are right in front of her eyes. When she does have to be at school, she spends most of her time in the library, surrounded by books.

Age	d20	d12	d10	d8	d6	d4
15	Flight	Brains	Grit	Brawn	Fight	Charm
Strengths				Flaws		
Unassuming (You can spend 2 Adversity Tokens to not be seen, within reason)				Absent Minded Neurotic		
Wealthy (May spend money as though you were in a higher Age Bracket. For example even a wealthy child would be considered to have the disposable income that a typical teenager would have. A wealthy teen, that a typical adult would have.)						



- THE TOWN -

Hebron is a small town, with its population hovering around three-thousand people. The town was founded by a church, which named it Hebron, after the Middle Eastern city. The town grew up steeped in religion, and most families in town attend one church or another, the most central being [Hebron Methodist Church](#). The town is also a farming community, with miles of cornfields extending out from every side of the small town. These cornfields are easy to get lost in and even easier to hide something in. Besides the fields, it's fairly normal to find tractors driving down the middle of the road or drive by a herd of cows on the side of the road.

Most of the working adults in the city commute to the Chicago area to work in the steel mills while others take up union jobs such as plumbers and electricians, leaving the city mostly slow and quiet during the day. It isn't common to see kids out playing without supervision, and the city has a few parks, playgrounds, and a baseball diamond to help entertain the town.

The School: Being the small town that it is, Hebron has Elementary, Middle, and High Schools that all share the same building; a large, hulking brick structure on the edge of town just off Main Street. The school is quiet, mostly, with the only real commotion coming from fights at recess or in the lunch room. The school manages to field a few sports teams, mainly baseball and basketball, and has a small drama and band program.

The school holds a few resources that may be helpful. The school library contains information about the city of Hebron, as well as books on hunting monsters, carefully cultivated by the library, Mrs. Quaker, who may be hiding some secrets of her own.

The school is run by Principal Davis, who really doesn't have to do much to keep the school operational. The staff is minimal, with only a handful of teachers to handle the small number of students at the school.

The school offers some safety for the kids in the form of [Clubs](#) and after-school activities, but bullies also roam the halls, looking to put the hurt on anyone they deem lesser.

There have been sightings of [Frankenstein's Monster](#) around the school grounds.

The Grocery Store: Howe's, the local grocery store, has been owned and operated by the Howe family since opening over fifty years ago. It has long been the only grocery store in town, so it manages to stay in business by virtue of there being no other option. The Grocery Store employs mostly high school kids, giving them their first job in the small town. Howe's isn't generally a hotbed for supernatural activity, but it is a great place to stock up on supplies before an adventure.

The Gas Station: Located at the corner of the only stoplight in town, the station is lit by a sign near the end of its life, casting a flickering glow across the station at night. Children and teenagers aren't encouraged to make trips to the station, and the owner, Mr. Pavel, doesn't enjoy kids coming in and messing with his stuff. Most children are afraid of Mr. Pavel and his gruff demeanor.

The Bowling Alley: The bowling alley is the main source of entertainment in the town. It's usually full to capacity, especially on weekends when the leagues play. The alley is loud, smoky, and usually occupied by one or two drunks, but it is the one place in town both kids and adults can come to relax, have fun, and get a bite of pizza. It is also the only arcade in town, so kids line up to play the newest hit games that the bowling alley has brought in. It's easy for monsters and other creatures to hide in the bowling alley, crouching in the dark corners or living beneath its lanes.

The Public Library: The library is a great place for kids and teens to gather and take advantage of their after-school programs — or use their after-school programs as a decoy to sneak out of the house. The library offers a huge number of books on a variety of subjects, including the occult and the paranormal. Almost every kid in town has a trusty library card, which can be used to check out books or even VHS tapes, which have just been added to the library's repertoire.

The Methodist Church: The Methodist Church is located just off main street near the center of town and is very close to both the library and the school, making it the perfect hideout to avoid supernatural entities that can't enter the church. Holy places, like this church and others positioned throughout Hebron, are protected from evil creatures. The steward of the Methodist Church, Pastor Eastway, is aware of the spiritual forces at work but doesn't believe in physical supernatural forces. However, if pursued by one of these creatures, the monster will follow them into the church, breaking the known laws!

Park Place: As the main subdivision in the town, Park Place houses a large percentage of Hebron's population. The subdivision is a sprawling path filled with cul-de-sacs, dead ends, and a small park. A series of interconnected sidewalks run through the subdivision in a maze that provides quick escape routes for kids who know those pathways. These subdivisions are the perfect hunting ground for creatures like the **Vampire** that might prey on unsuspecting mortals.

Five-Star Video: The single video rental store in Hebron boosts a large assortment of VHS tapes. It is also the only place in town to buy a modem (whatever that is) or get help repairing your computer, as if anyone in this town was rich enough to afford one of those. You can even rent a Nintendo, which is sure to be the hottest toy this Christmas!

- THE PEOPLE OF HEBRON -

Trusted Friends

Mrs. Quaker, school librarian: A librarian with a mysterious past, she seems to know more about the supernatural than she lets on. She has always been friendly to the characters and allows them to meet in the library outside of regular hours. She also covers for them when they need to skip class for any reason. If any of the teachers are to be approached about the monsters around town, Mrs. Quaker would be the one most likely to believe them. She and Xian Mei have a good relationship, as Xian often prowls the library looking for books on engineering and mechanics.

Mrs. Spurr, Athletic Director: Hebron High School is small enough that one athletic director can oversee the entire sports program, from Track & Field to Baseball, Basketball, and Volleyball. If you've played sports in that school, you've probably gotten to know Mrs. Spurr pretty well. She's no-nonsense, and doesn't put up with the shenanigans normally linked to school sports, but she's also protective of her players and their friends. If students in the sports system are threatened, like Lamont Daniels, Mrs. Spurr can be trusted to help.

Mr. Yost, drama club instructor: Young, good natured, and with a sense of humor, Mr. Yost is one of the favorite teachers in town, loved by the students and faculty. The drama program gives a safe place for the marginalized, antisocial, and forgotten children to find a family. The theater itself is full of props, which make for perfect disguises, and anyone friendly with Mr. Yost might be able to borrow a few props when needed. It may be possible to leverage Theo's appearance in the fall play as a way to get what is needed from the prop room.

Mr. Bailey, science teacher: Mr. Bailey runs the science department for the Hebron school system. He is highly intelligent, and enjoys fostering a desire for science within his students, especially Cassandra Jones, who is constantly coming to him for scientific advice in her attempts to provide a rational explanation for any supernatural things that she might encounter. The science labs are usually off limits, but if the students can convince Mr. Bailey that their experiments are for a good cause, he just might let them use the laboratory.

Mr. Shotliff, music teacher: Hebron isn't large enough to need more than one band director, so Mr. Shotliff will teach the students music from grade school all the way until graduation. Many students have formed a bond with this teacher and his no-nonsense attitude, including Anya, who is the first chair violinist in the High School Concert Band. The practice room, which is usually locked after hours, can be accessed during practice times or by someone who happens to have a key.

Dastardly Foes

Principal Davis: Principal Davis believes in a few core things: that every child should attend school every day, that no one should ever be late to any class, and that standardized tests are the only proper way to determine a child's intelligence. He watches over the hallways and does his best to crack down on any students who skip class. He has very little tolerance for the characters and their "investigations" and doesn't normally give them an inch of wiggle room. If he finds out the characters have been skipping class, he will most assuredly inform their parents. If the characters push too hard, he won't hesitate to place them into detention either.

Mr. Pavel, gas station owner: Mr. Pavel does not appreciate children hanging around his gas station, driving away customers, loitering around, and not spending any money at his store. He is quick to call Officer Michaels if he notices the kids sneaking around his gas station. Mr. Pavel has two children, Zara and Eshan, who are home schooled. They will usually spend their evenings hanging out at the station while their father works, but they are not permitted to be friends with anyone Mr. Pavel doesn't approve of, which means they have very few friends.

Zane Madison, school bully: Zane has a reputation around the school for being a bully, and he brings with him a group of flunkies that look to him as a leader. Instead of using this power for good, Zane uses it to torment the students of Hebron, especially Theo, who he used to be best friends with until Theo joined the scouts and the pair took different paths. By association, he deems the entire investigation club

Officer Michaels: Officer Michaels is in the officer in charge of the Hebron Police Department. The town isn't large enough to have its own Sheriff, so Officer Michaels is the highest authority. No one would ever go so far as to say Officer Michaels abuses that authority, but he has been known to be very complacent at his job, taking his time to respond to calls and investigate crimes. He has a good relationship with Principal Davis and will stop and pick up any kids he sees wandering the streets during school hours. He has heard the reports of unusual things happening in the town, but he hasn't investigated any of the claims, as he's written everything off as pranks performed by bored kids.

- ACT ONE: JUNIPER -

August 13rd, 1985. A Friday.

Theo Easton has called together a meeting of the Investigations Club, like he might normally do on a weekend night. If Theo is not being played by one of the players at the table, Theo will be the NPC controlled by the GM, and while he won't directly take part in the adventure, he'll be the voice of the GM, helping to guide the players if they get stuck.

Each character has their own reasons for joining the Investigation Club and attending Theo's meeting today, which takes place just after school by the flagpole outside the auditorium. These reasons can be assumed from the character descriptions, but each player is free to come up with their own reason why they are coming on this adventure and what they hope to discover personally.

Tonight, Theo has decided to investigate the strange, abandoned house at the end of Poplar Court, at the very edge of the town, before the residential neighborhood gives way to vast cornfields. No one can say exactly how long the house has been there, or how long it has been abandoned, but the characters have never investigated it before, although they can't say why.

Lately, passersby have reported a crying noise from within the house, as if a little girl is trapped inside. The noise vanishes almost as quickly as it has comes, and so no one has bothered to enter the house. Until now!

Each character will return home, grab everything they might need for the investigation, and meet at dusk at the bus stop at the corner of Poplar and Boardwalk. The town is small enough that it can be crossed easily by bike, with no part of the town being more than 2 miles away from any other part.

Roleplay Opportunity: How do the kids manage to get out for the night? Do they lie to their families? Sneak out? How easily might they be caught in the lie?

Investigating the House

The large, two-story house sits on the end of Poplar Court, where it has always sat, undisturbed. The house is surrounded by a tall, rusted chain link fence with a gate that barely swings open on its hinges. Behind the house, cornfields extend out as far as the eye can see, the stalks tall and close together. The doors and windows that lead into the house have been boarded up, blocking access to the house itself.

Getting Past the Fence is a difficulty 4 check. The fence can be climbed, the rust on the gate can be dissolved off or opened with brute force, or some other method of passing the fence can be engineered.

Once inside, the characters will need to enter the house itself. At first glance, the Front Door and Back Door are easily noticeable. There are also a few ground floor windows, but these are boarded up. The only way to get through

these doors and onto the Main Floor would be to get past the boards somehow. If a character decides to spend time examining the scene or decides to make a difficulty 5 Brains check to find another way in, they will notice that the house sits on a basement and a few basement windows are hidden behind thick bushes. These windows are forgotten, and have not been boarded up. The characters must find someone way to get through the glass, probably by breaking it, which will make noise.

As the characters are exploring the house and finding a way in, they are stopped by the sound of crying from inside the house. It sounds like a little girl sobbing. The sound is followed by a loud growl, and then a crash, and then silence.

Entering the Main Floor: It is a difficulty 6 Brawn check to get through the doors or windows on the main floor without any relevant tools. If the characters have a crowbar or other method of prying off the doors, it becomes a difficulty 2 Brawn check. Just as the players are about to pry off the last board, the door or window shatters open into splinters and glass, and a strange creature bounds out, knocking into anyone who was near the door.

The characters in front of the door must make a Snap Decision with a difficulty 5 to protect themselves. Characters who fail the roll will take damage as the monster knocks them out of the way with little care.

Anyone who wasn't knocked over can get a good look at the creature. It runs on all fours, like a wolf, but looks vaguely humanoid. It moved fast and was a blur, but it could easily be described as a werewolf. It can be heard roaring as it runs off into the cornfield, slipping through the stalks without breaking them.

Players can now enter the Main Floor. Make it clear to players that they should not follow the Werewolf into the woods. Play up how dangerous it looks, how quickly it gets away from them — whatever you need to do to keep them together and exploring the house.

Entering the Basement: If the characters enter through the basement window, they will have to crawl through the small window into the dark basement. Very little light is shining through the window, and there is no electricity in the house. They must make a difficulty 5 Grit check to get the nerve to be the first to crawl in. Once inside, the characters must rely on their flashlights or navigate through the darkness. If they enter through the basement, then the monster will still be in the house, and they will be able to hear it crashing around upstairs. When they move from the Basement to the Main Floor, they will watch the werewolf creature crash through the door from the inside as it disappears into the night.

The Main Floor

The main floor of the house is made up of a few dusty rooms: a living room, a kitchen, a bathroom, and a dining room. The interior of the house is trashed, as though there was a fight. Most of the furniture is in splinters, broken and tossed around the room. The walls are covered in long claw marks that have ripped much of the wallpaper down. Holes in the walls allow you to see through to the other rooms.

After a few moments of examining the room, the characters will notice a small, humanoid form in the corner, crying. This is **Juniper**, and she appears to be a small child with a ruddy red face. Clearly, she has been crying a lot. She has long hair that extends down her back and appears to be wearing some sort of pink onesie. Its difficult to tell, but she appears to be somewhere around 6 or 7 years old, based on her height and appearance. She looks up as the characters approach her.

Roleplaying Opportunity: Interacting with Juniper: Juniper has a lot of information to present to the characters, but its best not to just read the information out loud. Let the players interact with the character and find ways to present the information in the bullet points below, which is the key information the Juniper will gradually reveal to them.

- Juniper cannot tell the characters how old she is or how long she has been there.
- Juniper has seen many monsters around the house, and knows things about them.
- Juniper has had powers as long as she can remember, but she will not tell the players directly about them or how she got them, but will refer to them when asked how she has survived so long on her own.
- She was in a fight with the monster before the players arrived and opened the door. She blames the players for letting the monster escape by weakening the seal around the house. She does not refer to the monster as a Werewolf, and seems to have no idea what a Werewolf is, or to recognize any other reference to specific cultural monsters.
- She is not from here, and doesn't know how she got here or where her family is.
- She believes she has a purpose, to hunt down these monsters. If the characters have been nice to her, she will open up a bit and ask for their help. If the monsters can be returned to the house, she believes the house can be re-boarded up and the monsters can be held safely within the house again.

The Monsters

Juniper doesn't refer to these monsters by name, but she will give descriptions of them that will allow the players to jump to the conclusion and figure out the type of monster she is referring to.

- The monster they already saw; a creature who is half man / half beast and can change shape between them, aka **The Werewolf**.
- A monster that is comprised of many body parts stitched together to resemble a human, aka **Frankenstein's Monster**.
- A gaunt humanoid figure that appears as if it is dead, dressed in elegant, fashionable clothes, aka **The Vampire**.
- An aquatic creature that can live and breathe deep underwater and who looks like a fish, aka **The Creature from the Black Lagoon**.

The players may balk at the idea of helping Juniper track down these monsters, but she will remind them that the safety of everyone in town is in their hands. They could go to the adults, but the adults won't believe them and, worse than that, will probably tell their parents!

GM Tip — Guiding the Players to Acceptance: It isn't uncommon for a player to want to rebel against a storyline. If this starts to happen, your goal as GM should be to remind them of their character. What would their character do? Their friends and family are in trouble, and Juniper says she can't do it without their help. The character has every reason to help out.

Juniper

Juniper's powers take on the form of augmentations to her body. These augmentations are mostly hidden, like muscle enhancements that allow her to be stronger or move faster, or weapons hidden beneath her skin. You'll still use Psychic Energy Tokens as normal, but in this case, they represent a cybernetic energy. But don't tell players this! The difference will only be noticeable by the astute, but as the game progresses, players might become clued in to the fact that her powers aren't psychic in nature at all. They are something wholly unique.

Juniper's Aspects:

- Ignorant of Social Norms
- Obsessed with Solving Puzzles
- Perfect Memory
- Rambles in an Unknown Language
- Very Intelligent

Group Aspects:

- Believes the Entire Group has a Special Destiny – but only together
- Highly Protective of the Entire Group

Hidden Aspects:

- Wants to bring the group to a different realm
- Able to Control Fire (Power)
- Able to fire bursts of energy from her hands (Power)
- Able to lift much more than normal (Power)



ACT TWO: THE MONSTER HUNTERS

The group is now on the Monster Hunt, but everything isn't going to be as easy as it sounds. First, the characters must research the monsters, figure out where the monsters are hiding, and find a way to defeat or lure the monsters back to the House on Poplar Court. If adults see the characters with Juniper, they'll become suspicious, as the girl looks disheveled and homeless. If discovered by Officer Michaels, he will try to bring her in and find her parents.

Juniper is friendly to the group, but she can be dangerous to other humans if provoked. If anyone comes after her, she will be quick to turn her powers against them unless stopped by the other players. She doesn't understand normal human culture and seems confused by certain parts of modern life.

Before the players can fight each monster, they have to do their homework, researching, hunting, and discovering or luring out each one in order to return them to the house. These monsters are not like the monsters from television and movies and may not respond to the same tricks that traditional monsters do. The characters may need to try a few things, or rely on Juniper's understanding of the monsters, in order to trick or trap them.

Each creature has a set of clues. Some of these are given by Juniper directly based on her knowledge of the monster. Others can be discovered by doing research in different locations around the town. Refer to the Town of Hebron reference in this document as the characters move around the town. Also, remember there are threats everywhere. The monsters themselves are very dangerous, and as they hunt one monster, another might be hunting them! There are mundane threats as well, such as Officer Michaels finding the children causing trouble late at night, or Principal Davis catching the students skipping school.

It Takes Time...

Tracking down and capturing these monsters will most likely take more than just the weekend. Don't forget that the characters will still have to return home, find excuses to get away from their family, deal with punishments for sneaking out, and still attend school during the weekdays. While doing this, they will need to hide Juniper from the adults while still finding ways to coordinate with her. Just because monsters are on the prowl doesn't mean the characters will be allowed to shirk their classes and chores!

The longer the characters take to capture the monsters, the more rumors of their existence will spread. No one has been harmed or killed yet, but it is only a matter of time before they strike.

The Creature from the Black Lagoon

What Juniper Knows: The Creature is a water-dwelling fish-person who is able to breath underwater, but not as well on land. Juniper thinks the creature has a device that allows him to move on land, but, in truth, it was damaged during the crash and the creature is sure to seek out water now that the device is malfunctioning.

CREATURE FROM THE BLACK LAGOON

Age	d20	d12	d10	d8	d6	d4
n/a	Brains	Grit	Flight	Fight	Brawn	Charm

Clues

- If the characters can gain access to a detailed map of Hebron, they can make a difficulty 5 Brains check to uncover the position of **Fisher Pond**, just to the west of the town, about a 10 min bike ride away.
- The Creature left a strange residue in the house that can be collected and studied in a Laboratory, like the one in the science room at the **High School**. That residue can be tracked from the house, leading directly to Fisher Pond.
- Searching the banks of **Fisher Pond** is a difficulty 5 check. On a success, they find a strange breathing apparatus that looks like a scuba suit. It looks damaged but not beyond repair.

Once the location of the Creature has been discovered, either some method of communicating with the creature or some way to draw it to the surface must be established. This encounter might play out a few ways.

- If the lake is disturbed too much, such as with gunpowder, explosions, or any kind of toxic chemicals polluting the water, the Creature will appear out of the water to defend the pond.
- If any character tries to swim into the lake to reach the creature, the creature will respond. This is a difficult 12 Brawn test, and if the character fails, the creature will rescue them and return them to the surface.
- If the creature is lured to the surface it can be fought using standard combat rules. However, if anyone wishes to try, the Creature can be reasoned with. With a difficulty 10 Charm check, the creature will open up to the players. He only ran because his suit was cracked and he needed a body of water large enough to hold him. He would fix his suit, but he does not know how. If the characters are able to fix it for him, he would return to the House.
- Fixing the suit is a difficulty 14 Brains check, but if the characters have access to books on Engineering, like what they might find in the **Public Library** or **School Library** — or if they gain access to engineering materials from the **Laboratory** — then the difficulty drops to 12. If they do both, the difficulty drops to 10.



Frankenstein's Monster

What Juniper Knows: This monster desires nothing more than to fit in and go about unnoticed, which is difficult given his appearance. He will need to stay near a large population of people, just in case he needs to repair a limb or two. Also, he is known to have a fondness for music.

FRANKENSTEIN'S MONSTER

Age	d20	d12	d10	d8	d6	d4
n/a	Brawn	Fight	Grit	Flight	Brains	Charm

Clues

- There have been rumors of a large, strange new groundskeeper at the High School.
- People report seeing what looks like a large homeless man wandering up and down main street at night. He's always making a horrible moaning noise.
- If they study the monster's habits, they'll realize the monster is drawn to the school around the same time the band plays every day, and then he wanders away again when they're done. It appears the monster is attracted to the music.
- If the monster is cornered or approached, especially with Juniper in tow, he will attack aggressively, doing what he can to harm the characters. If the combat encounter ends with either party escaping, Frankenstein's monster will go on a rampage through town, smashing store windows and hurting everyone he encounters. This will continue until he's stopped.
- The monster can be soothed and lured with the right music, which requires a difficulty 10 Charm check to provide. If the music is performed inside the house, the Monster will enter the house of its own volition.

The Vampire

What Juniper Knows: The Vampire likes to surround himself with lavish parties, fine spirits, and everything hedonistic in life. He also prefers to live underground, far away from the sun. The vampire does not react at all with emotion, just logic and reason, so any attempt to trick or persuade him will likely fail.

THE VAMPIRE

Age	d20	d12	d10	d8	d6	d4
n/a	Charm	Brains	Flight	Fight	Brawn	Grit

Clues

- There are very few places in town where people gather together in celebration and host parties. The characters can rely on their knowledge of the town to determine that he might be drawn to the Bowling Alley.
- The Vampire will not be in plain sight, as he will do his best to hide his gaunt features and gray-blue skin.
- The Vampire enjoys cultured people, including those who seem well-to-do. The Vampire may be more willing to communicate with the characters if they are wearing more formal garb. If the characters have nothing that fits these standards, perhaps a trip to the Drama Club Prop Room is in order.
- The Bowling Alley has a basement, which is used to store all the heavy machinery that operates the lanes. It's the perfect place for someone to make a home unnoticed; both close to the celebrations and far from the light.

No matter how close they get to the Vampire or no matter their attempt to communicate or reason with him, the Vampire will not return back to the house without a fight. Normal items that hurt Vampires, like salt, crucifixes, and holy water, will have no effect on this creature. Neither will finding sanctuary in a holy place, such as a church. Even sunlight is merely unpleasant to the Vampire, not fatal or even physically harmful. Once they cross him, the vampire will continue to hunt the players no matter the condition.

The Werewolf

What Juniper Knows: What you might describe as a half-man, half-wolf, Juniper describes as something more akin to a bear. The creature has a strong sense of smell and direction, is a capable predator, and is very good at covering its tracks. The creature must eat a lot, so it usually sticks to the same familiar hunting ground for quite some time before moving on to the next one. If the players get close enough to observe this creature, they'll be able to recognize that it does look far more like a bear than a wolf

THE WEREWOLF

Age	d20	d12	d10	d8	d6	d4
n/a	Flight	Brawn	Fight	Grit	Brains	Charm

Clues

- A beast of that size will need to consume a lot of meat. By looking for abnormal feeding patterns in the woods, perhaps the search zone could be narrowed down.
- The beast has caught the scent of the characters, and so if it detects them getting too close, it will ambush and attack them. A Snap Decision difficulty 6 Flight check will be necessary to escape unharmed.
- The beast is susceptible to any trapping methods used to capture large prey or animals. Theo's Scout training should assist with laying down traps. A difficulty 8 Brains check will allow him to set a trap.
- Once enraged, the beast thinks only of bringing down its target. If it gets into a fight with someone who runs, the beast will chase them down. Perhaps all the way to the house. If he focuses on chasing down a particular player, they'll need to make a Snap Decision difficulty 9 Flight check.
- If the characters take too long to track down the beast, it will start tracking them down instead, attacking at the most inopportune times.

While actually intelligent, the Werewolf seems to be speaking in gibberish, or perhaps a different animal language that can't really be understood by humans. The werewolf seems scared, aggressive, and willing to hurt or kill in order to keep its freedom.

ACT THREE: THE HOUSE ON POPLAR COURT

Once each of the monsters has been defeated, captured, or lured back to the House on Poplar Court, Juniper will gather the characters back to the house. Once inside she will thank them for their assistance, and tell them that what they've accomplished wouldn't have been possible without them.

While she has the characters in the living room of the main floor, more small humans, about the same size and with the same complexion as Juniper will begin to enter the room from seemingly thin air. They being to seal up the room with the characters still present inside!

If the characters try to move or talk, they will find that they can't. Something is keeping them paralyzed, preventing them from fighting back or escaping the house. Read the following out loud:

"I'm sorry for the ruse," Juniper says with a sad smile. "If you had known the truth, I doubt you would have helped me. You see, I'm not a young, human girl. In fact, I'm almost 40 years old, and not human at all. My people are called the Throggofel, and we have traveled here from a long way away. A very, very long way. The creatures that you helped me capture were prisoners, that is true. Each from a different race that exists far outside your solar system. When the Therinian, the one you called a Werewolf, escaped his cell, he caused our ship to spin out of control, and your planet was the only habitable planet we could reach. Luckily, or camouflage unit was still intact, and we have been able to disguise ourselves to blend in with our surroundings. We were making repairs on the ship when you broke through our seal, weakening the defensive field and allowing the criminals to escape."

As Juniper speaks, the house around you begins to shake and rumble. The room seems to fade into a bright light, to be replaced by a new room, one that looks clean and white. You find yourself surrounded by Throggofels who are hard at work managing flashing lights and control sticks that look completely alien to you.

"You did well in assisting us, and my superiors have decided they have a higher purpose for you. I know this might be a great inconvenience to you, but you're going to have to come with us."

You watch through the viewports as the ship begins to rocket up through the clouds and into space, leaving your home, and your planet behind. You are too confused and overwhelmed to feel much anything else, and you try to convince yourself that this is all a dream. But as Earth begins to vanish into the distance, you are faced with the reality that this is happening.

Earth is no longer your home, and you're about to have whole new worlds to explore.

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STRANGE ADVENTURES! - THE HOUSE IN POPLAR COURT is a mini-campaign designed for **Kids On Bikes**, the Storytelling RPG about Strange Adventures in a Small Town!

Theo Easton has called together a meeting of the Investigations Club, like he might normally do on a weekend night. Tonight, he has decided it's time to investigate the strange, abandoned house at the end of Poplar Court, at the very edge of the town, before the residential neighborhood gives way to vast cornfields.

No one can say exactly how long the house has been there, or how long it has been abandoned, but the characters have never investigated it before, although they can't say why. Lately, passersby have reported a crying noise from within the house, as if a little girl is trapped inside. The noise vanishes almost as quickly as it comes, and so no one has bothered to enter the house. Until now!

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