



UNBOUND LORE



MISS EMMA J. BROWN OF LOUISIANA
OFFICIAL ONE SHOT



WANTED: DEAD OR ALIVE



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Introduction



Welcome to an official Unbound Lore adventure!

For those of you who are new to running one of our games, the following is a premade story created by our team for your use. Although you may run *Unbound Lore* as a purely "*Theater of the Mind*" adventure, you can also use this document and its accompanying digital maps and tokens to play this "premade" story with your friends online using your favorite tabletop role-playing platform. The only prerequisite before using this document is to become familiar with the *Unbound Lore Core Rule Book* which you can download for free from our website, unboundlore.com.

This type of adventure is called a "*One-Shot*", and is a complete story in itself meant to be played in a single, 3-4 hour session. The time it takes to play it can vary greatly, of course, depending on how many players you have, their playstyle, and the unexpected twists and turns that any story may take! The document will begin with a background of the story/world so the GM can become familiar with everything that has happened leading up to the adventure. In addition, we will have "*Recommended Started Experience Level and Gold*" for the *Player Characters*. Note: As explained in the *Core Rule Book*, an *Experience Level 1* character has 5HP, 3VP, and 1 *Class Special Ability*. If the players start with *Experience Level 4*, for example, they



would get to increase their HP or VP max by 1, 3 times. They would also get to choose 4 *Class Special Abilities* to start with.

The main story is organized using “*Plot Points*” which are checkpoints the players may reach during their adventure and further illuminate the story. Each *Plot Point* is accompanied by a picture at the top of each page of the relevant map meant to be used during that section of the story. It also includes the map's actual name so that you may locate it in the digital maps folder accompanying this document. An exception to this is when a section of the document is labeled “*Theater of the Mind*”. There will be no digital map for such sections of the story and the GM is expected to verbally describe what is happening instead. This will usually only happen if there is a short part of the story that doesn't include combat, when a puzzle or challenge is presented, or to plan travel, making a map rather pointless. Also, you can often find players trying to venture out to areas that we do not have maps for and do things that were not planned. Embrace the *Theater of the Mind* for moments like these and PLAY ON!

Each *Plot Point* may also be broken down into a “*Given Information*” section and a “*Possible Information*” section. *Given Information* will contain information the GM can freely disclose to the players when they are in a specific location or situation. *Possible Information* contains hints or elements of the story that the players often

need to pass a *Character Attribute Check* to notice something important, but aren't necessarily mentioned by the GM unless the players probe a little.

In addition, when a new character is introduced in the story, this will be followed by that character's token name so that you can use this reference to locate the token in the digital token folder accompanying this document. For some types of tokens, you will notice that they are labeled “*Generic Token*”. These represent common NPCs such as villagers or tavern goers, and you may download them for free from our website.

Although we outline the story in the most straightforward way the story is meant to be played, please remember that this is a TTRPG and players NEVER do things exactly as predicted. For this reason, understand that this is only a guide, and nothing is set in stone. If your players do something out of order or something not specified in the document, improvise and run with it. These moments are often the hidden gems of a game!

Also, we have included recommended stats for players as well as any enemies they may encounter, but if you feel that any of these are too weak or too strong, feel free to adjust them accordingly.

Cheers and happy gaming!



Backstory for the GM

News of a Changeling by the name of Arlo has recently been on everyone's lips, as a group of bounty hunters has been on his trail uncovering his different identities and crimes. He is eventually tracked down and captured by these bounty hunters, and they are now preparing their airship to sail him to his final destination--Shipwreck Cove Penitentiary.

The Airship will crash due to an engine malfunction, causing an explosion mid-flight that sends the crew and its occupants plummeting to the ground below.

Arlo will be one of the first to awaken from the fiery crash, using his Changeling abilities to morph into a female and shedding his prison garments for a dress he pulled from some of the luggage strewn about the crash site. He is now heading off into the desert to escape prison.

Meanwhile a small, nearby pirate town named Cyclone Bay is having one of its famous parties

at the tavern, The Shivered Timber, owned and run by the infamous Captain Dingleberry. All sorts of entertainment are brought in for these parties to enliven the normal crowd of rowdy drunken pirates. The tavern also has one of the best house bands on the continent--The Nauti Boys!

Arlo eventually makes his way to Cyclone Bay, and assumes the role of a working girl, who then seduces Captain Dingleberry after taking him upstairs to his room. Once alone, Arlo times his fatal strike to coincide with one of the loud booms from below, as the Nauti Boys oftentimes fire blanks from a cannon to rile up the crowd. This is the perfect cover for the blunderbuss shot Arlo fires right into Captain Dingleberry's chest. He then dumps the Captain's body into a barrel of wine, causing the wine to spill out onto the floor.

Arlo, now disguised as Captain Dingleberry, rejoins the party as its host. Hiding in plain sight, he plans on staying the night here before sailing off in the morning with his new pirate crew.



Recommended Starting Experience Level and Gold

Experience Level: 3, Gold: 50

Intro Monologue [Map: Desert Airship]

“You are all bounty hunters aboard an airship transporting a captured Changeling Murderer, Arlo, to his prison, when all of a sudden disaster strikes. A loud thunderous bang and a jolting force throws you across the ship and renders you all unconscious as you come plummeting towards the ground below.”

Opening [Map: Crash Site]

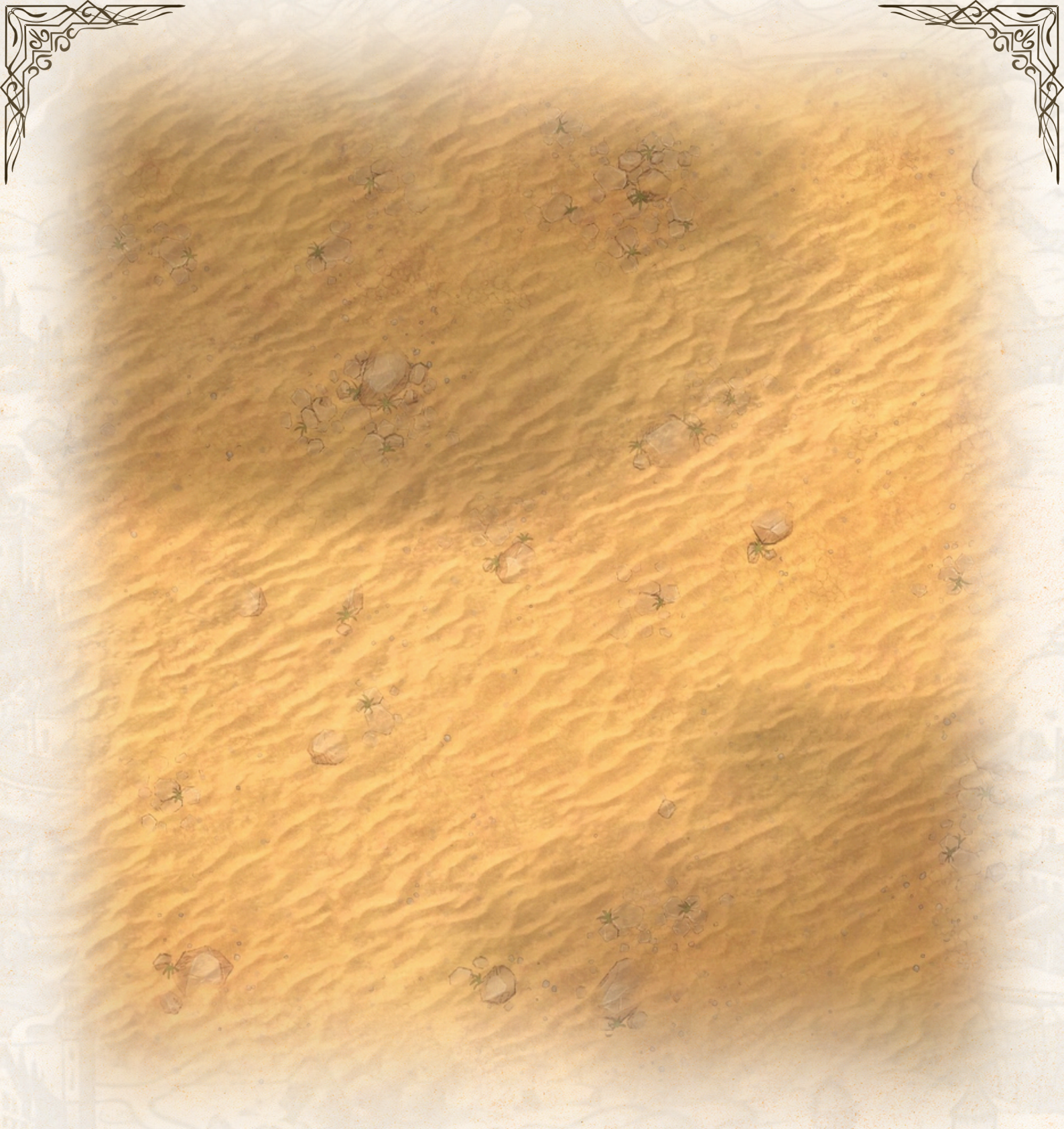
GIVEN INFORMATION

-PCs awake in the desert surrounded by debris and bodies.

-They see a trail of footprints leading off into the desert.

POSSIBLE INFORMATION

-Roll a 4+ Perception Check to notice that a chest of women's clothing has been rummaged through, with a prisoner's garb tossed to the side of it.



Plot Point I: Ambush!

[Map: Desert Battle] Whoever is leading the expedition through the desert to follow the tracks rolls 1D6.

1: Results in being attacked by 5 sand crabs

[Tokens: Sand Crab]

2: 4 sand crabs

3: 3 sand crabs

4: 2 sand crabs

5-6: Results in successfully following the tracks, without incident, all the way to a sand dune overlooking the rowdy pirate town of Cyclone Bay.

Sand Crab Stats: HP: 2, Ex: 3+, Toughness: Same Level, Weapon: Claws



Plot Point 2: Cyclone Bay

The PCs make it to Cyclone Bay [Map: Cyclone Bay], a small pirate town famous for illegal smuggling and rowdy parties.

GIVEN INFORMATION

-As soon as they approach the town, they hear a giant cannon shoot off from inside the tavern.

-They see a bunch of prostitutes, as well as various men and women [Tokens: Generic Villagers] out and about at the tavern.

-It is a very lively night with a great band playing inside.

-The PCs are greeted by the tavern's owner, Captain Dingleberry [Token: Captain Dingleberry], who invites them to join the party inside. If anyone in the tavern were asked about any murderers, they would respond along the lines of, "We are all murderers here. However we are not hiding any fugitives".

NOTE: The building covering the bow of the ship is The Shivered Timber tavern.



Plot Point 3: Party Time [Map: Shivered Timber FI]

GIVEN INFORMATION

-If PCs investigate any of the prostitutes, they will learn that almost all of them showed up on different ships, being brought here for the party tonight to entertain all the different sailors.

POSSIBLE INFORMATION

-The PCs can check with the Tavern Keep, [Token:Eugene], to see if he knows anything. On a 5+ *Charisma Check*, Eugene will tell the PCs earlier he saw the Captain head upstairs with a new beautiful girl he hadn't recognized from the ships.



Plot Point: 4 Captain's Quarters

[Map: Shivered Timber F2]

POSSIBLE INFORMATION

-Inside of Captain Dingleberry's room (the largest room in the center of the map), there are multiple clues to be found. The different clues are as follows:

- 4+ *Perception Check*: they notice a dress under the bed.

- 5+ *Perception Check*: the blunderbuss is still warm from being fired.
- 6+ *Perception Check*: they notice the wine has overflowed from the wine barrel in the room, spilling out onto the floor. (If PCs investigate the barrel at all they will notice this without the necessary roll.)

NOTE: If the PCs look inside the wine barrel in Captain Dingleberry's room they will find his dead body inside, shot in the chest by his own blunderbuss.



Plot Point 5: Exposing the Killer!

[Map: Shivered Timber FI]

GIVEN INFORMATION

-If the PCs leave the tavern without having figured anything out, the last clue will be that a player notices a viscous wine dripping from the ceiling under the captain's room.

All of these clues will lead to the PCs confronting Captain Dingleberry, who is actually Arlo, their wanted changeling murderer!

NOTE: Tuni & Bobo [Tokens: Tuni & Bobo], the captain's henchmen, will both drunkenly fight alongside Captain Dingleberry [Token: Captian Dingleberry] unless convinced otherwise with a 6+ *Charisma Check*. Feel free to throw in some extra pirates [Token: Pirates] to come to the Captains aid for larger groups of PC's as well!

Captain Dingleberry Stats: HP: 15, Ex: 2+, Precision Strike 5+, Toughness: 1 Level Stronger, Weapon: Cutlass

Special Abilities

Polly [Active]: 5 uses, no *Activation Roll* required. Captain Dingleberry uses his non-combat action to remove his hat, letting out 1 Polly Parrot [Token: Polly] to attack his target. The parrot binds to the PC and deals 1HP of damage per turn on a single 4+ *Outcome Roll*. Polly can only be killed with a successful 4+ *Fortitude Check* by the player it is attached to at the beginning of their turn.

Tuni & Bobo Stats: HP: 3, Ex: 3+, Critical Strike: 5+, Toughness: Same Level, Weapon: Club

Pirate Stats: HP: 2, Ex: 3+, Toughness: Same Level, Weapon: Cutlass or Pistol



Closing Monologues

If defeated alive:

“Arlo’s reign of terror has finally been brought to an end by your courageous actions. The next morning, you commandeer Captain Dingleberry’s ship to transport Arlo to his final destination, Shipwreck Cove Penitentiary. The inescapable prison will be his final resting place, as he will be placed in a maximum security cell where he will never see the light of day again. There, you will collect the substantial reward and be praised for ridding the region of this terrible scourge.”

If defeated and killed:

“Arlo’s reign of terror has finally been brought to an end by your courageous actions. The next morning, you commandeer Captain Dingleberry’s ship to transport his lifeless body to Shipwreck Cove Penitentiary where you will collect the substantial reward and be praised for ridding the region of this terrible scourge.”