

# HEROES OF TERRA ONE SHEET



## BOTTOM OF THE RIVER



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## **A ONE SHEET ADVENTURE FOR HEROES OF TERRA**

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### **BACKGROUND**

The lakes and rivers of Terra are no less full of life than the land, sea, and sky. While the Mandragoran Kingdom has traditionally avoided exploitation of their homeland's waterways, the invading Dragon Empire has no such compunctions. With the kappa rapaciously consuming natural resources to fuel their war effort, it was only a matter of time before their poisons infested the water as well as the land.

### **SUMMARY**

A kappa factory is poisoning a local river, causing the amphibious octopodes that live downstream to become aggressive. This would be fine if their wrath were focused on the factory, but they are of limited intelligence; instead, they are focusing their attacks on the villages that line the shores of their home lake. The heroes must intervene, rescue a kidnapped child, and convince the "lady of the lake" to turn her tentacled servants on the true enemy.

### **SCENE 1: RIVER CITY RANSOM**

While visiting the lakeside town of Lilypad, the heroes are approached by a distraught mandragoran man with heavy green mustaches and a hat he's nearly worn to pieces worrying it in his hands. He explains that he is Quercus Suber, the leader of the local fishermen's union.

While he was out on the docks this morning with his infant son, Swee'Pea ("Barely out of his seedpod!"), a horde of small brightly-colored cephalopods rushed up out of the water, knocked him senseless, and carried the child away. He thinks the boy is still alive, though—the octopodes left a ransom note!

The note reads (in badly scrawled and water-stained writing): **YOU STOP POYSON LAKE. WE GIV BAK CHILD.**

Quercus insists that his village and the neighboring ones have the utmost respect for the lake. They don't overfish or dump their trash in. A Notice roll will reveal that Quercus isn't telling the whole story; a successful Persuasion roll or Test of Will makes him reveal that the fishing has been worse for the last few months, ever since "the black smoke" started rising from upriver.

At this point, a Survival or Investigation roll can reveal that the lake is being slowly poisoned by runoff from some industrial process, probably smelting metal. A direct assault on a kappa factory is a foolish idea, however—especially when there's a small child in danger!

### **SCENE 2: DOWN TO THE RIVER**

The best place to start searching for the missing child is where he was taken: the town's marina. This small cluster of docks, floating piers, and fishing ships is next to a long, rocky beach where village children often play during the warmer months. No one is there now, and the docks themselves are all but abandoned.

A Survival roll (or Notice at -2) can find signs of a struggle and a half-dozen sets of highly unusual tracks. They disappear into the water a little way from where they took Swee'Pea, but reappear further on. (The octopodes aren't very bright, but they quickly realized that Swee'Pea couldn't breathe underwater.) The tracks then

follow the shoreline for about a half mile before coming to a break in the beach where the land rises sharply. The octopodes have taken shelter in a half-submerged cave while one of their number goes back to find Lady Chytrid and let them know about their "successful raid."

### **SCENE 3: A BARREL OF OCTOPODES**

At this point, the heroes may decide to sneak into the cavern, observe the octopodes, and try to figure out their motivations. They may also storm the cave and try to destroy the "vile monsters" that have kidnapped a child. The latter approach might be costlier given the number of octopodes, and it will definitely make negotiations with Lady Chytrid a lot harder later on, but it's available as an option.

Should they take the opportunity to spy on the kidnappers, use the scene to establish the octopodes as not-too-bright, clumsy on land, and essentially good-natured. Several of them are engaged in efforts to keep Swee'Pea amused (mostly by making funny faces and waving around their tentacles), and the boy seems unhurt.

If the heroes do attack the octopodes, emphasize that the tentacled creatures seem more scared of the PCs than the heroes are of them. The octopodes don't use lethal force when fighting unless one of their number is killed. After that, all bets are off.

If they wind up in a fight, there are eight octopodes present, but two of them hang back to protect Swee'Pea. Should half of them be killed, the rest flee into the water and abandon the child.

A combat with the octopodes leads to Scene 4, while negotiations lead to Scene 5.

### **SCENE 4: THUNDERSTRUCK**

By the time the heroes are done fighting or communicating with the octopodes—or if they just dither and delay too long—the nominal "leader" of the octopodes and Lady Chytrid arrive on the scene, along with a number of reinforcements. They are initially hostile and more than willing to put a bunch of "air-breathers" in their place.

If Lady Chytrid, her "pet" shocktopus, and the octopodes are all slain, the immediate threat to Lilypad is over. No more octopodes will bother the town or its neighbors. The continuing threat of industrial poisoning continues, however, which will eventually destroy the livelihood of the mandragoran locals.

### **SCENE 5: LADY OF THE LAKE**

A peaceful meeting with the octopodes (or a negotiation following an unpleasant first encounter) will introduce the heroes to Lady Chytrid, a mystic hermit who lives in the lake with the octopodes. Chytrid is a myconite, a normally genderless fungal race, but she identifies as female. She's just as hideous as most myconites, but she weaves lake coral, shiny stones, and other accoutrements into her vine-like "hair."

Chytrid has lived among the dull-witted octopodes for years, enjoying an underwater world where her average intelligence makes her a veritable genius. Unfortunately, the octopodes are still not especially bright, so when she said that they were going to "have to do something" about the lake being poisoned, they showed just enough initiative to make things worse.



Negotiations in good faith will quickly convince Chytrid that the kappa upriver are to blame for the recent surge in lake pollution rather than the local villagers. If the heroes can get her Reaction to Helpful, she'll volunteer herself and her octopodes to help with a raid on the factory. If the heroes manage to anger her, she'll turn on them and fight until she's taken two or more Wounds before fleeing.

### AFTERMATH: THE FACTORY

A pile of stone and wood on the shore of the Lily River, this factory is a hub for smelting iron in the local region. The kappa aren't particular about dumping waste and runoff into the river. After all, once it washes away from them, it's someone else's problem.

The factory is guarded by several dozen myconites, kappa, and mercenary pudicans. Assaulting the factory is beyond the scope of this One Sheet, but some suggestions include:

- **A Mass Battle** with the octopodes and Lilypad villagers attacking the factory. The factory has a slight terrain advantage, but the attacking army is larger (ten tokens to seven). If the octopodes don't help, reduce the village's token advantage (ten to nine).
- A stealthy infiltration by the heroes to free the captive mandragoran workers and sabotage the magitech forge at the heart of the factory.
- Hit-and-run guerilla battles against the factory's guards to whittle them down before a full assault or an infiltration.

## NPCs AND CREATURES

### Octopode

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d6, Swimming d12

**Pace:** 4; **Parry:** 5; **Toughness:** 4

#### Special Abilities:

- **Aquatic:** Pace 10.
- **Beast:** Despite having a semi-human (if low) intelligence and the ability to speak, an octopode is still considered an animal for the purpose of spells and Edges that affect animals.
- **Frenzy:** Octopodes can make two attacks with their tentacles each round at a -2 penalty.
- **Ink Cloud:** While underwater, an octopode can generate a Large Burst Template that works per the *obscure* power as an action. They can only do this once per day, but there is no roll to activate the power.
- **Small:** An octopode is about the size of a large dog.
- **Slow:** On land, an octopode only has a Pace of 4 and a running die of d4.
- **Tentacle:** Str.
- **Water Dependent:** An octopode that is out of the water (or a very humid environment) for more than an hour must make a Vigor roll or suffer a level of Fatigue. Fatigue suffered from dehydration recovers at one level per hour once the octopode returns to the water.

### Shocktopus

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

**Skills:** Fighting d6, Notice d6, Shooting d8, Swimming d12

**Pace:** 4; **Parry:** 5; **Toughness:** 5

#### Special Abilities:

- **Aquatic:** Pace 10.
- **Beast:** Despite having a semi-human (if low) intelligence and the ability to speak, a shocktopus is still considered an animal for the purpose of spells and Edges that affect animals.
- **Frenzy:** A shocktopus can make two attacks with its tentacles each round at a -2 penalty. It cannot do this in the same round it uses a *bolt* attack.
- **Ink Cloud:** While underwater, a shocktopus can generate a Large Burst Template that works per the *obscure* power as an action. They can only do this once per day, but there is no roll to activate the power.
- **Lightning Bolt:** A shocktopus can rub its tentacles together rapidly to generate a lightning bolt. This works as the *bolt* power, using Shooting as the arcane skill. The shocktopus has 10 Power Points with which to use this ability. The *bolt* produced by a shocktopus has AP 2 against anyone wearing metal armor.
- **Slow:** On land, a shocktopus only has a Pace of 4 and a running die of d4.
- **Small:** A shocktopus is about the size of a large dog.
- **Tentacle:** Str.
- **Water Dependent:** A shocktopus that is out of the water (or a very humid environment) for more than an hour must make a Vigor roll or suffer a level of Fatigue. Fatigue suffered from dehydration recovers at one level per hour once the shocktopus returns to the water.

### Lady Chytrid (Wild Card)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d10

**Skills:** Fighting d6, Flowerspeak d8, Knowledge (Magic) d8, Notice d8, Swimming d8

**Pace:** 6; **Parry:** 5; **Toughness:** 6; **Charisma:** -2

**Hindrances:** Ugly

**Edges:** Algal Bloom\*, Beast Master, Magus

#### Special Abilities:

- **Fungal Growth:** Myconites ignore penalties when making natural healing rolls, and they can make a natural healing roll each day. They also gain a +2 bonus on Vigor rolls to resist environmental conditions.
- **Infravision:** Halve attack penalties for bad lighting when fighting warm-blooded creatures.
- **Small:** Lady Chytrid is only about four feet tall.
- **Spellcaster:** Lady Chytrid has 15 Power Points and knows the following spells—*beast friend* (aquatic creatures), *bolt* (lightning bolt), *growth*, and *pummel* (tidal wave).

\*New Edge: See below for more information.

### NEW EDGE: ALGAL BLOOM

**Prerequisites:** Myconite, Novice, Vigor d8+, Swimming d6+

As a fungal life form, myconites can adapt to live in highly unusual environments. You have adapted your mucus membranes to extract oxygen from water, allowing you to breathe normally underwater. Your swimming Pace is equal to your Swimming skill (instead of half your Swimming skill).