

THE BAD SEED

A Mini-Mission™ by Sean Preston
for use with **Agents of Oblivion™**

Agents are sent to Idaho to investigate a recent string of missing persons!

YOUR MISSION

When you become an agent, you dream of travel to exotic, faraway lands, gambling over mountains of chips in Monte Carlo, or sipping champagne overlooking the Riviera while reflecting upon a job well done. One does not, under any circumstances, think of Boise, Idaho, the Pumpkin Festival, or, be still my heart, a convergence of the two, yet you find yourself trampling through a dark, muddy corn field in the dead of night, looking for God knows what. Let's back up a little bit to where it all began...

THE MISSION BRIEF

People are disappearing in Boise—five in the past week. Wanting to avoid a widespread panic, pranksters, or copycats across the country, local government officials have unsuccessfully attempted to handle the situation on their own. A few hours ago—Natalie Brooks—a friendly has reached out to Oblivion and the agents are sent to get to the root of the problem as discretely as possible. As such, only pistols or other small arms are available as part of loadouts and the characters are placed on a commercial flight with covers as FBI agents.

JUST THE FACTS

Making Contact with the Locals

The agents land in Boise at dusk on the second day of The Pumpkin Festival. The missing persons are all children between the ages of 11 and 14 who were commonly known to play together; they all lived in the same neighborhood, Hidden Springs. Speaking with the parents of the missing children reveals little more than the kids had little supervision, were allowed to run rampant, and each went missing somewhere between 10 p.m. and 1 a.m. in the morning. One of the mothers mentions the Moores and Greens were awfully nervous as their sons played with the other kids. Examining any of the houses of the missing children reveals overgrown vines around the windows of the rooms where the kids were abducted. A successful Notice roll at any of the locations reveals a phosphorescent substance in some dirt on the carpet of the room.

The Targets

The Pumpkin Festival is held in Boise every year and culminates in a local being crowned the Pumpkin King for growing the largest pumpkin. The battle to be Pumpkin King has grown fiercer each and every year between two main rivals, Richard Green and Sterling Moore. The Greens and Moores have little information to offer—they are only happy their children are okay. There is a framed photo on the mantle in the Green's house that serves as a centerpiece, surrounded by ten first-place trophies, all declaring Richard Green to be Pumpkin King. The most recent is from five years ago. At the Moore's house, there is a similar shrine to Sterling's agricultural achievements over the last decade containing many second place trophies; the most recent one is from four years ago when he was crowned Pumpkin King. A floating trophy—a large, coppery crown—currently rests in a prominent position on the mantle.

Bump in the Night

In the middle of the night, the Jack Be Littles go to add another member to their family. They target whichever house the agents stake out, bursting up through the soil to make their way through the windows. There are five Jack Be Littles, one for each of the abducted children. They can only be killed by a called shot to the head; this reveals the child trapped within but also kills the host. Not an acceptable loss by any means. During all the commotion, a successful Notice roll at -2 reveals that both Richard Green *and* Sterling Moore have vanished without a trace! A dog barking in the backyard points them in the right direction—movement can be heard off in a cornfield nearby.

Who Can It Be Now?

The agents run off through the cornfield and discover a humungous pumpkin patch with pulsating pods. In the center of this mess are the broken remains of an alien saucer and the desiccated remains of an alien (which had been thrown clear) that transferred its essence into a pumpkin and bonded with either Green or Moore (Director's choice) to become a true Pumpkin King! The victim (the rival) is lying at the Pumpkin King's feet, unconscious. Upon seeing the agents, the Pumpkin King turns his flickering, yellow gaze towards them and attacks. Any remaining Jack Be Littles that have not been dealt with yet join the battle as well.

AFTERMATH

The agents have to tidy things up in Boise without breaking their cover—did they complicate matters by killing anyone and whatever will they do with the saucer? How far have the bad seeds spread?

ADVERSARIES

Jack Be Little

A small, pumpkin-headed humanoid with a thick layer of writhing vines over its entire body—the Jack Be Little is the strange, alien offspring of the Pumpkin King. The orange, alien gourd covers the host's head, placing the host under its control; if the gourd is targeted with a successful called shot, it shrivels off and transforms, revealing the host body, unconscious and unharmed, beneath.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d12, Taunt d6

Pace: 4; **Parry:** 6; **Toughness:** 7 (2)

Special Abilities

- **Armor +2:** Thick fibers cover its body.
- **Burrow (10"): A Jack Be Little may merge into and out of the ground.**
- **Size -1:** Jack Be Littles are the size of a small child.
- **Smash:** Str+d6.
- **Symbiotic:** Only a called shot to the head can kill the creature, but this also kills its host. Killing the host causes the gourd and vines to shrivel off, revealing the host body beneath.
- **Weakness (Stem):** The stem on top of the Jack Be Little can be twisted off (requires a successful damage roll during grappling) or targeted with a called shot (-6). Killing the Jack Be Little in this way does not harm the host.



Pumpkin King

This massive, gourd headed creature wants to dominate all of humanity, one person at a time. It hasn't mustered enough strength to create more than a handful of Jack Be Littles, which it uses to spread its infectious seeds.

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

Skills: Fighting d10, Intimidation d10, Notice d10

Pace: 4; **Parry:** 7; **Toughness:** 9 (2)

Special Abilities

- **Armor +2:** Thick fibers cover the Pumpkin King's body.
- **Fearless:** The Pumpkin King is immune to Fear and Intimidation.
- **Symbiotic:** Only a called shot to the head can kill the Pumpkin King, but this also kills its host. Killing the host causes the gourd and vines to shrivel off, revealing the host body beneath.
- **Telekinesis:** The Pumpkin King possesses the *telekinesis* power and uses his Spirit as his arcane skill.
- **Vine Lash (x2):** Str+d6, Reach 4. The Pumpkin King may make up to two attacks each round with its vines and does not suffer off-hand or multi-action penalties for doing so. On a raise, the Pumpkin King has grappled the victim. An entangled victim may only attempt to break free each round in order to escape. Once a victim is grappled, the Pumpkin King does its Strength damage automatically each round to the victim by crushing with its vines. If cut off, more vines immediately grow back; they can only be stopped by killing the gourd or the host.
- **Weakness (Stem):** The stem on top of the Pumpkin King can be twisted off (requires a successful damage roll during grappling) or targeted with a called shot (-6). Killing the Pumpkin King in this way does not harm the host.



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