

CLAUSTROPHOBIA!

role-playing game™

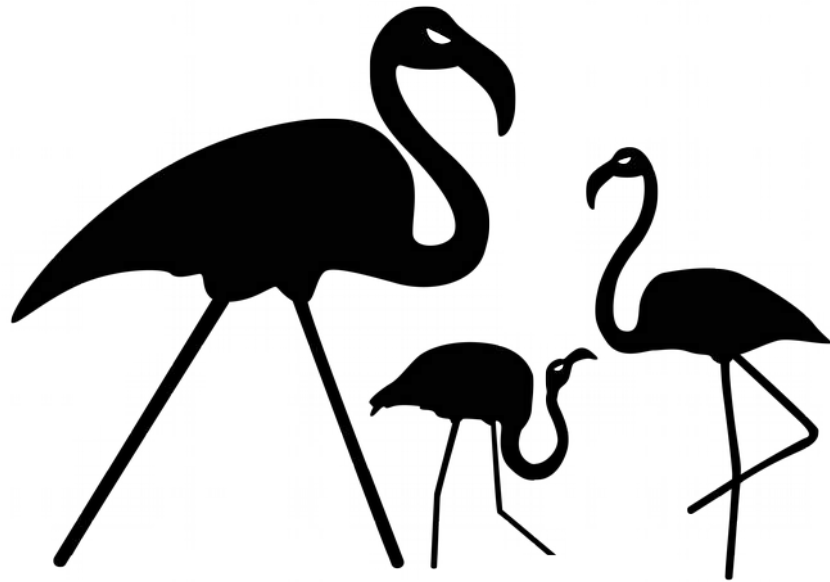
WHEN FLAMINGOS ATTACK



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An introductory adventure for the
Claustrophobia! Role-Playing Game.



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INTRODUCTION

This adventure is the first chapter in the Judgement Chronicle Campaign, which details several adventures that revolve around a mysterious book known as the Judgement Chronicle. Things kick off for our garden gnome adventurers, setting them up for their first journey into the depths of the Earth. This adventure is designed to be an introduction to the Claustrophobia! Role-Playing Game, and could easily be adapted to fit into your own campaign or run as a once-off session.

Before the current residents moved in, the garden gnome **Grey Beard** and his associates had been hard at work on a subterranean vehicle, which they were building in the back shed of the yard. Their plan never came to fruition though, as a cunning drat, an agent of The Forces of Darkness, orchestrated the gnomes removal. Only **Grey Beard** survived, and, having lost heart, the project was abandoned. The drat, **One-Eye**, ever faithful to his dark lords, has continued the battle with **Grey Beard** for years, though the tough gnome has proven a worthy opponent time and again.

During this time the player's gnomes settled onto the front lawn, knowing nothing of **Grey Beard**, drats, or the machine, and life was good. Until the arrival of the hideous pink **Flamingos**.

SYNOPSIS

The PCs have recently been thrown out with the trash to make space for a brand new set of four neon pink **Flamingos**. As the game opens, our heroes are waiting for the garbage truck to come along and take them to the dump, and certain doom. But there is hope, for in an overgrown section of the garden is an old shed, which could be the key to their survival.

To get there, they must cross a flamingo infested front yard, a muddy mess of a pig sty, and the overgrown back garden to get to the shed, where they'll find the forgotten project and their ticket to freedom: the HMS Keeton, MK XIII, subterranean vehicle.

Several hidden dangers await them. The owners of the yard, **Portia and Paul Peeves**, as well as their young daughter, a terrible two year old, **Little Pea Peeves**, will be sure to toss out any misplaced gnome, while a fearsome drat called **One-Eye** stalks the shadows. Grumpy old **Grey Beard** waits near the shed, ready to protect his legacy from upstart gnomes.

SETUP

Read or paraphrase the following for your players.

It was a good life; sitting in the garden, day-in and day-out. You never had a care in the world. Then suddenly four foul pink monstrosities arrived, taking up residence in the garden, and your owners no longer wanted you around. You got tossed in the trash, and now you sit, with the banana peels and discarded remains of unfinished microwave dinners.

Well, you can't very well stay here, but what option do you have? The back yard is overgrown with weeds. Perhaps that would be a good place to hole-up and plan your next move.

Let the players introduce their characters to each other, then ask them for their next move. The following chapter gives an overview of each area in this adventure, along with the details of any NPCs encountered there. The PCs begin in the area entitled **Trash Bags**.



AREA DETAILS

Surface Rules

Claustrophobia! adventures usually happen below ground, where pressure and low oxygen levels can easily kill a gnome. Since this adventure happens above ground, 1s rolled don't remove dice as usual, except in combat.

Picket Fence

The **Picket Fence** that surrounds the garden is an imposing barrier, too high for the gnomes to climb over. The only way through the fence is a gap under the garden gate near the **Trash Bags**, where the gnomes begin play.

Outside the Garden

Beyond the fence to the South is a dirt road, with more trailer homes beyond that. The property borders onto more trailer homes in all other directions. West along the dirt road is the Gas Guzzler, a small gas station that also serves as a post office and convenience store.



Trash Bags

Having been removed from the garden to make space for the new pink **Flamingos**, the gnomes were tossed into trash bags and are now awaiting the garbage truck here.

To get out of the trash bag is a Physical 1 test. Alternatively, the gnomes can search through the trash for something sharp to cut the bag open with, which is difficult because of the low light inside the bag.

To make a Physical test, roll as many dice as the score next to your character's Physical attribute. You may roll less than this. Each roll of 4, 5 or 6 is a success. Since it's a Physical 1 test, you only need one success to break the bag open.

Step It Up:

When underground and in other hazardous environments, every roll of 1 deducts that die from your Health. This is damage taken from poisonous gases, high pressures, and other deadly environmental effects. For a more difficult challenge, you could rule that the **Trash Bags** are a "deadly environment." It *does* smell pretty bad in there.

Yard

The four **Flamingos** are eager to defend their new territory from gnome "scum". Any combat here that lasts for more than four rounds will draw the attention of **Portia and Paul Peeves** at the **Pool**.

The grass isn't well kept, and the bushes and edge of the dirt path, which runs from the main gate to the trailer door, all make excellent hiding spots. The bushes are so overgrown that any gnome inside a bush is immune to beak attacks from the **Flamingos**.

Flamingos

Physical	1
Mental	0
Social	1
Health	2

See the **Claustrophobia! Role-Playing Game**, page 21, for more details.

Flamingos work best in pairs, using their Heart Attack to stun their enemies before attacking. Remember, however, that a Heart Attack also stuns the flamingos for a round, so have the other pair ready to move in for the kill.

Pool

Portia and Paul Peeves lie sunbathing. They wake only if there is a fight with the **Flamingos** or some other loud noise draws their attention. They will investigate any disturbance after 2 rounds, tossing out any gnomes they think they've missed.

Portia and Paul Peeves

The Peeves enjoy nothing more than sunning themselves by their shallow splash pool, their oiled bellies soaking in the sun's rays. Neither one is in very good shape, as represented by their stats below.

Physical	3
Mental	2
Social	2
Health	7

Gear: Cocktail glass with paper umbrella. Towel.

Special: Unbeliever's Gaze (see the **Claustrophobia! Role-Playing Game**, page 20).

Unbeliever's Gaze works on gnomes, as well as against **Flamingos**.

Pig Pen

Before you is a vast muddy enclosure. The Peeves keep their pet pig, Porgy, in a dog house in the corner. It sounds like he's fast asleep. Above the pen, clean white linen flaps gently in the breeze as it dries on the clothes line.

Entering this area from the **Yard** can be done by climbing a trellis near the **Trailer** or by squeezing through a gap under the pen gate.

Porgy the Pig is fast asleep, but his pen is a muddy trap. Any gnome attempting to cross the mud must make a Physical 2 test or become stuck. Stuck gnomes can only be pulled free if other gnomes help by making a Physical 2 test. Gnomes can also attempt a Mental 2 test to rig the clothesline up as a zip line or as a pulley system for unsticking unfortunate gnomes. The gnomes can easily climb up to the clothesline using the trellis that stands against the **Trailer** here.



Porgy the Pig

Physical	1
Mental	0
Social	2
Health	3

Gear: Muddy trotters.

Special: Porgy is a rather friendly pig, who only really cares about eating and sleeping.

There is a gap in the fence next to **Porgy the Pig's** dog house, or alternatively the gnomes can climb over the fence here making a Physical 1 test.

Trailer

Getting into the **Trailer** is a Physical 2 test or a Mental 2 test . Getting out is a Physical 1 test.

Little Pea Peeves, the youngest of the Peeves family, is busy setting up to blast her toys with firecrackers. If she spots a gnome, they're sure to suffer the same fate. Sneaking past **Little Pea Peeves**, using the shelves inside the **Trailer**, is a Physical 2 test. Alternatively, gnomes can try a distraction, which will give them a +1 bonus on their rolls to sneak past her.

The **Trailer** provides easy access to any other sections of the garden.

Little Pea Peeves

Physical	2
Mental	1
Social	1
Health	4

Gear: Firecrackers. Mutilated Toys.

Overgrown Backyard

This area is overgrown, choked by weeds and creepers. Gnomes must make a Mental 2 test to navigate their way to the shed at the back of this section.

As they are climbing through the weeds, they stumble on an old, forgotten gnome by the name of **Grey Beard**. He's not in a good mood, but depending on how the PCs deal with him, he can provide useful information.

Once within sight of the **Mysterious Shed** the drat **One-Eye** attacks. Combat here won't wake the humans. If things are going badly during this battle, **Grey Beard** bursts from the foliage, his knife clenched between his teeth and his shirt off, revealing gleaming ceramic muscles.

Grey Beard

This old garden gnome looks dejected, his exterior weathered and chipped.

Physical	4
Mental	2
Social	1
Health	3

Gear: Survival Knife, Red Head Band of the Killing Spree.

Grey Beard's attitude is *unconcerned* (see below) when first encountered, but depending on the PC's actions he might also be *unfriendly* or *friendly*. The PCs may attempt a Social test against **Grey Beard's** Social score of 1 to influence his attitude. Increase the difficulty of this test by 2 (for a total of 3) if **Grey Beard** is *unfriendly*, or by 1 (for a total of 2) if **Grey Beard** is *unconcerned*.

Unfriendly: **Grey Beard** tells the gnomes to get lost; he has better things to do than beard wag with young upstarts.

Unconcerned: **Grey Beard** is surprised to see gnomes in this part of the garden, and warns them to tread carefully.

Friendly: **Grey Beard** strokes his chipped beard thoughtfully before telling them two useful pieces of information.

“Firstly, in the shed is an old project we were working on back in

my time. A subterranean vehicle. The idea was to tunnel down into the Earth's core, to see what we could find. We were close to finishing the project, but then this place got new owners. That was around the time you arrived. We didn't finish it, I didn't really have the heart myself. It shouldn't take much work though. All the plans, tools and materials are still there, under a layer of dust. That is if you care to give it a go.”

“The second thing, and you best listen close, there's something in this darkness. I've felt its eyes on me these past few days. Something's stalking me.” **Grey Beard** pulls out an old, rusty spade. “Best to be armed, you never know what you might find.” He hands the spade to any unarmed gnome, points them in the direction of the **Mysterious Shed**, then leaves without another word.

One-Eye

Old **One-Eye** may appear to be “just a mangy cat,” but as a lieutenant in The Forces of Darkness, it is his job to keep gnomes away from **The Device** which could “put a stop to our nefarious plans.”

Physical	2
Mental	1
Social	2
Health	5

Mysterious Shed

The **Mysterious Shed** contains **The Device**, currently hidden under a large canvas sheet and a layer of dust. The walls of the **Mysterious Shed** are lined with tool filled shelves — everything the gnomes need to finish **The Device** and get it running.

Before **Portia and Paul Peeves** moved here, **Grey Beard** and his associates had been hard at work on **The Device**, and would have finished it too, if not for the meddling of **One-Eye**. The drat, sent by The Forces of Darkness, had orchestrated the relocation of the previous tenant, a nice old lady who collected gnomes, and had her replaced with the Peeves, who didn't really care about gnomes so much as they enjoyed decorating their yard with whatever was on sale at the Gas Guzzler.

Most of the gnomes left along with the nice old lady, except for **Grey Beard**, and the **Mysterious Shed** has been left untouched to this day.

The Device

The Device is better known to the ancient 1981 gnomes that built it as the HMS Keeton, a MK XIII subterranean vehicle. In its current state it requires a Mental 3 test to connect all the loose hoses, tweak the sprockets, and jump start the onboard nuclear reactor, just in time for a **Dramatic Cliffhanger**. The tools in the she provide the perfect gear for the job, see page 7 of the **Claustrophobia! Role-Playing Game**.



Dramatic Cliffhanger

When the player's gnomes have the HMS Keeton up and running, one of the gnomes becomes aware of a pair of glowing eyes watching from the shadows. A gang of 6 drats, summoned by **One-Eye**, have come to exact revenge on “those pesky gnomes,” and to prevent the Keeton's use.

The PCs have a good reason to avoid this fight by gunning the engine and drilling down into the earth. Little do they know that they are about to rekindle a forgotten war between the forces of good and evil.

Their adventure has just begun.

CONCLUSION

Safely aboard the HMS Keeton and making their getaway, the session concludes. Be sure to hand out rewards as detailed in the **Claustrophobia! Role-Playing Game**, page 8.

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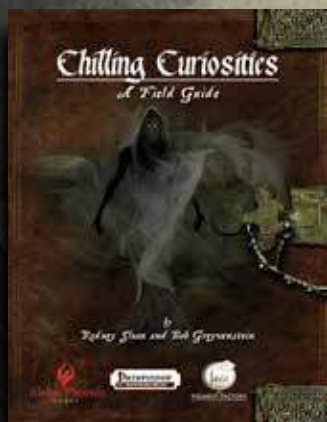


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