

Far Away Land RPG

Adventure Module

LOVE ACTUALLY... SUCKS

by Dirk Stanley



The PCs are called upon to help a local merchant get rid of some unwanted noog noogs and rattlings. But something much more sinister and crazy waits in the town of Aron. Will the PCs discover the town's secret before it is too late or will they succumb to their emotions? Let chaos reign supreme!

This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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Hook

The PCs have ventured to the town of Aron in search of work which has been promised to them by a local merchant who has recently purchased a piece of land. The land owner finds out that his purchase is the home of noog noogs and ratlings. The merchant wants the noog noogs cleared out so he can go forth with his plans of building a bed and breakfast.

Background

The players should all believe that they have been called to Aron to work for the merchant and perhaps pick-up some extra work on the side. However, something much more sinister is afoot.

Just outside of Aron, a group of agnuns led by their Mother Superior, have poisoned the town's water supply with a powerful love potion. The townspeople have been drinking the water unaware of the love potion's effects. Over the last day, the folks of Aron become ever so happy and friendly. The PCs and the townsfolk within Aron should remain unaware of that the water has been poisoned.

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Love Potion

This is no ordinary love potion. The agnuns have managed to create an uber-potion designed to slowly affect those who consume it. The first stage of the potion consists of feelings of happiness, joy, and perhaps euphoria. The second stage of the potion consists of all out desire, intense feelings of jealousy, and anger at the thought of betrayal. The third and final stage of the potion consists of mindless violence, uncontrollable laughter, and sadism. When the PCs arrive in Aron, the townsfolk have just entered into the second stage of the potion's effects.

As long as the PCs do not drink the water in Aron, they will be spared the effects of the potion. Not all of the people in Aron will be affected. Visitors, those who have personal water supplies, and the PCs may be spared the effects of the poison - at least early on. However, consumption of even a single drink of the town's water will result in the potion taking effect.

In the third stage of the potion's effects, the victim's WIT score drops to 0. The potion will run its course within $1d6 + 6$ hours of entering into the final stage of effects. Once the potion has run its course, the victim is left exhausted with almost no memory of what took place while they were under the potion's effects.

The Folks of Aron

Normally the people of Aron are your typical, small town folks who farm, sell goods and generally get along with one another. However, Aron has recently undergone a bit of a change thanks to the dastardly agnuns north of the town. Now the people of the once sleepy town have begun to fall in love with one another, have become jealous of one another, and are slowly entering into the third phase of the uber-love potion's effects. Within two days of the PCs arrival, the people of Aron will have transformed from their normal selves into bloodthirsty maniacs - all thanks to the water.

When the PCs encounter townsfolk they will find them to be overly friendly and exceedingly happy. The people of Aron will often lose concentration as they spy someone who has caught their fancy. Many of the people in town will be holding hands, hugging, kissing, or openly declaring their love for one another.

Weather (d6)

1	2	3	4	5	6
Clear	Rainy	Stormy	Foggy	Humid	Hot

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Random NPC Attitude (d6)

1	2	3	4	5	6
Overly Friendly	Very Forward	Openly Loving	Jealous	Paranoid	Insanium

As the adventure progresses, modify these outcomes to simulate the growing effects of the potion on the townspeople.

1. Overly Friendly: The NPC is very, very friendly most likely inviting the PCs over for dinner, complimenting their armor or clothing or haircuts, etc. These people are experiencing the early part of phase one of the potion.

2. Very Forward: The NPC is very touchy and feely. They speak in almost constant praise of whoever they are in conversation. They seem easily confused. They laugh at most everything. These people are experiencing the later part of phase one of the potion.

3. Openly Loving: The NPC is all about declaring their love for everyone and everything. These NPCs are very passionate and expressive. They feel as if they are madly in love with most everyone. These people are experiencing the early part of phase two of the potion.

4. Jealous: The NPC is in love with someone or something and is experiencing high levels of jealousy. The NPC can easily become angry or confrontational with those who are the target of their jealousy. These people are experiencing the later part of phase two of the potion.

5. Paranoid: The NPC is paranoid of most everyone because they believe everyone wants what they have. This paranoia is displayed outwardly through arguments, low level violence, and a scowl on their face. These people are moving into phase three of the potion's effect.

6. Insanium: The PC is experiencing the third phase of the of potion's effects. They have turned into a raving, violent lunatic with no sympathy or care for anyone. They are unaware of their own well-being and will do whatever comes to mind. These folks are extremely violent and cannot be reasoned with.



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NPCs

Agnun

Size: Average (0), Archetype: Humanoid

HP: 11, AC: 0, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Curved Blade (1): 1d6 damage.

Magic (1): Equal to LVL. **Animal**

Bond: Grizzle bears. **Mount:** Grizzle Bear. **Night Sight.** **Telepathy** (with other agnuns).

The agnuns camped outside of Aron are intent on seeing the effects of their love potion. As such, they have committed themselves to documenting the effects and duration of their invention.

Aron Townsfolk

Size: Average (0), Archetype: Humanoid

HP: 12, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1).

Once normal village folk, the people of Aron have succumbed (unknowingly) to the love potion the agnuns tainted their water supply with. It is only a matter of time before these quaint folk become bloodthirsty maniacs filled with paranoia and fear.

For townsfolk in the final stage of the potion's effect, lower their WIT score to 0.

Grizzle Bear

Size: Average (0), Archetype: Animal

HP: 20, AC: 0, ACT: 6

BRT: 3, DEX: 3, WIT: 1

Bite (1): 1d6 damage. **Claws (1):** 1d6 damage. **Better Smell.**

The agnuns camped outside of Aron all have grizzle bears mounts. These grizzle bears won't hesitate to do as their master commands.

Noog Noog

Size: Small (0), Archetype: Monster

HP: 4, AC: 0, ACT: 5

BRT: 1, DEX: 1, WIT: 1

Bite (1): 1d6 damage. **Claws (1):** 1d3 damage. **Group Fail:** If noog noogs suffer a loss of at least half their total group, they lose -1 ACT for the remainder of the encounter due to panic.

These noog noogs have taken up residence just outside of town. They are a nuisance to the new land owner.

Ratlings

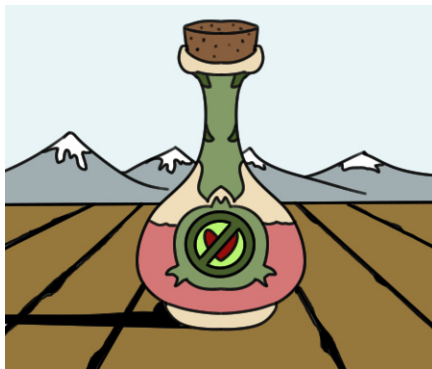
Size: Average (0), Archetype: Humanoid

HP: 12, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Bite (1): 1d6 damage. **Light/Heavy Weapon (1).** **Night Sight.** **Better Smell.**

These ratlings have a small camp just outside of Aron. The recent purchaser of this land wants these ratling vermin removed.



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Ideas and Opportunities

Caught in the Act

Perhaps the PCs seek out the source of the potion? Maybe they stumble upon the agnuns in the act of bewitching the town? Maybe they catch the agnuns spying on the town? Will the agnuns give up the secret of the love potion? What if the PCs let the agnuns get away? These scenarios and questions can easily be implemented into the adventure to give added weight and to perhaps provide a sense of closure on the event.

Love Makes You Crazy

The town has gone insane. People are being murdered in the streets. Homes and businesses are burning. The end is nigh! The majority of the people in Aron are experiencing the potion's full-effects. The result is madness and carnage. Will the PCs escape or will they succumb to the violence?

No End in Sight

Maybe the PCs figure out what happened in Aron. Now they want an antidote. Will you, the GM, give them one? How will they obtain it? Is there an antidote? If there is no antidote, the potion will eventually run its course and leave the body of the drinker. However, if the potion is continually consumed (the water continues to be drunk) then the effects will persist and remain in the third stage until the victim dies or the water source is cleared.

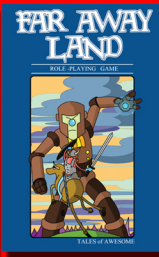
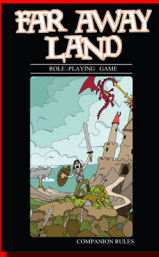
No Rest for the Unobservant

The PCs may be so focused on the job of ridding noog noogs and ratlings that they don't see what is happening around them. Depending on how long they are away from town slaying noog noogs and ratlings, they may return to Aron to find a very different place than when they first arrived.

PCs in Love

The PCs might drink the water. If they do, be prepared for a transformation. The other members of the party will have to protect/quarantine the affected PC(s) or else the results could be deadly.

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