



KIDS ON BIKES

FREE CONTENT FRIDAY
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GRANNIES ON SCOOTERS

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Content Warnings: *Elder endangerment, real world issues dealing with rising prices of medicine and insurance, unknown horror, body horror, elder gods*

SETTING INFORMATION

Are you ready for your Happily Ever After? Benjamin Tower is your fairytale retirement come true. It is redefining senior living and provides a retirement solution for you or the loved ones in your life. Our facility is designed to care for every level of need that you may have.

Our first two floors are one of the state's highest ranked nursing homes providing on-site care with 24 hour medical staff so you can rest knowing that your loved ones are safe. Our third and fourth floors are an assisted living center, which is second to none. With staff on hand, your loved ones will be given the freedom they crave with the help they need, when they need it.

Looking for a night on the town? Floors five and six contain all the entertainment and leisure activities. Everything to make your autumn years your best years! Meanwhile, floors seven to eighteen contain beautiful spacious fully furnished luxury apartments: 1 or 2 bedrooms are available with cleaning and laundry services.

In addition to all of this we have an indoor, heated olympic sized pool, active community with many planned events and trips and a beautiful park and walking trail. Each resident will have free access to our fleet of scooters with scooter ramps on all floors.

Our founder, Andrew C. Benjamin, the man who created the Benjamin Scooters Corporation had a dream: To make a place where people could come and scoot until they could scoot no more. Somewhere you could bring your loved ones and leave them, knowing that they will be treated like family, not simply another patient. **When you become a part of the family, you become a Benjamin, and as our founder said, "We are all about the Benjamins!"**

SETTING TOUCHSTONES

- *Gramma World* (tabletop rpg)
- *Bubba Ho-Tep* (movie)

Instead of the standard town creation questions, pose these questions to the players instead:

- **Group:** What are you planning on doing to wreak havoc this week at Benjamin Tower?

- **Individual, Shared:** Did you come to Benjamin Tower on your own accord? Or were you left here by your family? Or you snuck in and have stayed here ever since, without any medical records?
- **Individual, Shared:** What are your hobbies? Maybe you like to play bridge or swim in the gorgeous Benjamin Tower pool. Maybe you enjoy plotting a way to break out of the tower.
- **Individual, Shared:** Who's your best friend in this building? This is usually another player character, but it can also be a non-player character.

POSSIBLE POINTS OF INTEREST

Benjamin Tower can be located anywhere in the U.S. as most of the activity will take place in the Tower. You also have some variety in the types of character you want to play. If you want to play someone older, perhaps with some more serious medical problems, you can reside in the nursing home section. Or if you don't want to deal with any of that, you can just be seniors living in your own apartments in the upper level.

Places in Benjamin Tower:

- Floors 1 & 2 (Nursing Home), the residents confined to this facility have little to no freedom. This is also where the medical attendants are staffed 24 hours a day, but there are times when they sneak off for two hour cigarette breaks.
- Floors 3 & 4 (Assisted Living), there's more freedom here compared to the Nursing Home floors. But who would ever want to leave?
- Floors 5 & 6 (Entertainment and Leisure), they have everything here, including a four-star restaurant, a spa, a gym and rehab center. There are also conference rooms for all sorts of planned activities and a small theater for community productions and weekly movie nights.
- Floors 7 through 18 (Luxury Apartments), beautifully furnished, fully-serviced apartments are located on these floors.

Other places outside of Benjamin Tower:

- Starlight Diner, when you all were younger, you used to hang out here on its red vinyl chairs, shining under the glimmering neon Starlight sign. It's been open for a few decades, but you're worried it'll go out of business soon. Maybe just one more slice of pie before they close?
- Regal Fair, relive your glory days and dance until sundown. The fairgrounds are where, in your twenties, you used to play games

and eat 20 cent corn dogs (which are now around \$5).

POSSIBLE THREATS

- New Applicants, Benjamin Tower is very hard to get into. There is over a year to wait before you even get your name on the actual waiting list. If you have enough money, you can usually get your name fast tracked, but you still have to wait for a vacancy. This usually means the passing of a current resident. Someone (or maybe multiple people) on the waiting list has decided to expedite the process as a rash of “accidents” have struck the Tower. All’s fair in Love and Housing?
- Feel Good Pharmaceuticals, has been visiting Benjamin Tower and providing new and experimental drugs to Dr. Enzo for years. They claim that they are all ready for trial, but are they really? And what are these drugs for? No one seems to be willing to give a straight answer.

POSSIBLE POWERED CHARACTERS

- Bubba, 68, an actor, turned magician, turned Elvis impersonator. Bubba was recently left at Benjamin Tower by a young relative, claiming that every time he does an impersonation, he literally conjures Elvis.
- Myrtle, 70, the resident undercover cat collector in Apartment 8a. She has the ability to communicate with felines and they follow her commands. Though there are strict rules on the number of pets one can own, she never seems to be caught. She obviously has a dozen cats or more, yet when the manager goes to check she always only has two.

POSSIBLE MONSTERS

- Sektion (also known as Andrew C. Benjamin), the Founder of Benjamin Tower, who also happens to be a lesser elder god, made from the eyes of those who gaze upon his hideous face. For his day job as Founder, he wears a human suit to cover up his gruesome form.
- Dana Lerhyttan, a representative from Feel Good Pharmaceuticals. Late one night, you saw her in the building. Before you could call out to her, you watched her transform into a beast, standing on its hind legs with fingers, hands, crawling out of its mouth. You ran back to your room as fast as you could.
- Förbättra, as old as time itself, Förbättra is at the heart of Feel Good Pharmaceuticals. He lingers in the air of the offices. When you breathe him in, you see your own death. And that strengthens

his power. But he's strongest in the basement, where he takes on a physical form—a room with walls made of sharp teeth and screaming mouths. His drool is used in some of the medicine that's distributed throughout Benjamin Tower.

POSSIBLE NPCs

- **Stewart "Stewie" Connors**, the activities director of the community. After spending three years competing with his acapella group The Salty Dawgs, he gave up on his dream and settled for his current position. He is upbeat and cheerful and always in his trademark tartan sweater vest and red Chuck Taylors.
- **Danny Gates**, Gareth Snyder's assistant, he is fairly competent at his job, unfortunately he is even better at his other job, which is stealing from the facility and residents. He will take whatever he can resell, whether it is drugs or personal belongings.
- **Dr. Tobias Enzo**, the community's live-in doctor has an apartment off of his office on the 6th floor. He has a hard time trusting people.
- **Nurse Nancy Hargrave**, this tough-as-nails nurse takes no guff from no one. She is a short woman that is amazing at her job and almost single handedly runs the department. Nothing annoys her more than the other younger nurses who don't seem to have the same work ethic as she does. "These girls are lazier than my Uncle Willy."
- **Dr. Annita Okoye**, the community's psychologist, she has a small office that she works out of on the 5th floor three days a week.
- **Grant Singh**, this ex-marine is the head of security. He is loud, obnoxious and has let his position go to his head. He delights in giving people a hard time and taking every advantage he can get away with. He is currently preparing for a run for the local sheriff, so he is always working on gearing up for his campaign.
- **Gareth Snyder**, the facilities maintenance man. Moving here from Boston, he is known for his bushy moustache, soul patch, and magnificent mullet. He's always cheerful, curious and will talk about his former life in Massachusetts for hours. He always has a large ring of keys on one of those retractable lines and a large tool belt. Trying to quit smoking, he has taken up chewing gum and seems to always be masticating furiously.
- **Barbara St Claire**, "Or should I say, St. Cares?" Barabara is a rep for Feel Good Pharmaceuticals and frequently stops in to pitch new drugs for her company. She is saccharine sweet with perfect teeth

and delightful laugh. Everyone seems to fall in love with her once they meet her.

- **Father Thomas**, this elderly Italian priest provides spiritual care for those that require it. He runs Mass every Sunday and last rights when required. Despite his age, he spends a lot of time in the gym and seems almost supernaturally strong.
- **The Doctor**, they make an appearance here and there, but they're almost never around. While known to be a very kind figure in the building, especially when they are being seen (which is rare), everyone always has a different description of them (from handsome and young to older and congenial).

POSSIBLE ADVENTURE HOOKS

- Ethel, one of the kindest members of the community, has been acting a bit strange lately. She has been more aggressive towards the other members of the community lately, perhaps it has something to do with Dr. Enzo's new drug treatment...
- The new resident who moved into apartment 12C has pretty much kept to themselves. When approached they have been very rude and dismissive. And what is that smell coming from their apartment? Is that formaldehyde?
- Nobody ever talks about what happens in 13B. In fact, most who move there last only a week before insisting on getting a new room. And they always babble about long, shadowy tendrils, watching them sleep. Is it just their imagination?
- The new night shift nurse is very cute! Unfortunately his patients seem to be doing poorly. They complain of being tired and feeling drained. The Doctor has no explanation.
- You notice that there are weird symbols worked into the murals at each of the 18 floors. You remember one of the residents swearing that she felt her apartment moving in the middle of the night and she claims that when she looked out the window, her apartment was facing the wrong direction. All was back to normal by morning. What does it mean?
- The weekly Bridge Club that meets at 7E has become very secretive of late. In fact, neighbors have complained of strange chanting, the smell of incense, and the sound of an unearthly voice. What are they up to in there?



ADJUSTMENTS TO RULES

Rule Adjustment: With Age Comes Wisdom

You may use any Adult character sheet, but you now have access to new Strengths. Player Characters can also take on an Exhaustion track, instead of Flaws.

Rule Adjustment: Adversity & Friendship Tokens

Adversity Tokens do not exist in this module. Any time you would gain an Adversity Token, gain a Friendship Token instead. Friendship Tokens can be used to activate Strengths, just like Adversity Tokens. You can also spend Friendship Tokens to use Strength in Numbers or Peppermint Break.

Rule Addition: New Strengths

- **Beyond Years:** Once per session, you can sense the future. It could come as a vision or a dream. The GM will tell you what you see.
- **Speed Demon:** You have experience driving fast cars! When riding a scooter, add +3 to your Flight.
- **Little Ol' Me?:** When interacting with a younger NPC, add +3 to your Charm. This can be useful to get what you want.
- There's also the option of creating your own Strength! Keep in mind that the Strength should be related to the module (and gives +3 to one Stat, but only during certain scenes). For example, Jo's Strength is Knitting Circle, giving them +3 to Brains any time they are doing something creative.

Rules Addition: Exhaustion Track

When a Player Character does something that is exhausting (physically, mentally, emotionally), they will mark one point in the Exhaustion Track. Once they have marked off up to 3 points on the Exhaustion Track, they will need to take a Peppermint Break. Otherwise, they will be sitting down to knit or take a light snooze.

Rule Addition: Strength in Numbers

If players are faced with a Monster, they can fight back! Spend a total of 5 Friendship Tokens to add +1 to everyone's Brawn to attempt to defeat the danger.

Rule Addition: Peppermint Break

Any time a Player Character has marked off all 3 points of Exhaustion, they can spend 2 Friendship Tokens to take a Peppermint Break. That will remove all points of Exhaustion, and the character can go back to doing what they were doing.