

Fugue Games

Sounds of SSSilence

Adventure #1

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The Sounds of SSSilence...

It is the first feast of the summer in amber-dale glen. First, everything is fun and lighthearted. However, now a few dibbuns have gone missing... Where are they?

A Snake, not ready to devour them yet, has captured the dibbuns, the snake has left three toads to guard them. The toads are unwilling servants of the snake, wishing they could get away, but knowing that the snake could track them down.

The elders of Amber-dale glen have chosen to search for the dibbuns. They have created parties of townsfolk to search; the PC's are such a party.

The PCs will meet up with the snake; or, will they find the dibbuns and think that the toads captured them?

If the PCs find the snake, here are the snake's stats.

Character: Snake (Agultha)

Player: NPC

Campaign: BTW

Description: Agultha is a large cottonmouth rattler. Unfortunately, for his foes his rattle is missing and has failed to grow back.

Clichés:

Snake :(2), Thief (3), Swindler (2), Devious marauder (2)

Agultha will attack if the PCs are carrying weapons at ready. He will try to persuade them to let him join them in the search for the dibbuns, only to attack when the party splits up or is in need. If the party refuses the snake's help, Agultha will attempt to hypnotize the party's leader and command that he attack the party. Agultha will escape at that point. If the players follow or track him, they will find the toads and the

dibbuns!

If the PCs find the toads, here are there Stats.

Character: Toads

Player: NPC

Campaign:

Description: three toad Guards, all are helping the Snake for fear of there lives. If the party tries to persuade them to help against the snake, they will, However, once the snake is defeated, they will attack the party.

Clichés:

Toad (3), Swamp dwellers (2), Trident (toad) (2), Guard (3)

Tools:

Trident (toad)

The dibbuns are comprised of two moles and a church mouse.

They are to scared and shocked to help in combat.