

A Night in the Old Dave

The city of Bastion was crowded. Thankfully you were able to find an apartment in a tenement building to rent.

But on a rainy night, a young girl comes to your apartment door. Her father is missing. And he won't be the last person to go missing.

This adventure is a sandboxy horror-mystery adventure for Electric Bastionland that takes place entirely in an apartment building. The action should be driven by the players, as they deal with an ongoing set of disappearances of residents.

The building is known as The Old Dave's because of the sign on the roof advertising a cafe next door. (The actual name is something boring like the Crossed Arms or something.)

The rumor is that the building was built by a smuggler, but now it's owned by Mrs. Stoneslab, a widow who lives on the same floor as you, who owns not just this building but a number of factories.

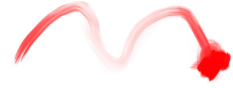


For the GM:

Here's what is actually going on.

* Three weeks ago, four Exotica were brought up from the Underground by Jimmy Greenwater, an employee of Mrs. Stoneslab who lived in the apartment building with his wife and son.

* One is a device, shaped like a large round disk, that changes people who step onto it into large monstrosities. (For PCs who are exposed to it, make a CHA save.)



* One is a handheld device that causes people to go into a deep sleep that they have a hard time waking from.

* One is a device that can suck the blood from one person and transfer it to another, causing d4 strength to transfer from the first person to the person who received the transfer.

* One is a green-glowing rock. Exposure to it turns the person devious, psychopathic and strong, and give them glowing green eyes. Something has changed about them.

* Mrs. Stoneslab began her experiments with the Exotica. She found the first one most useful and turned Jimmy Greenwater into a monstrosity, who she eventually put to work in one of her factories.

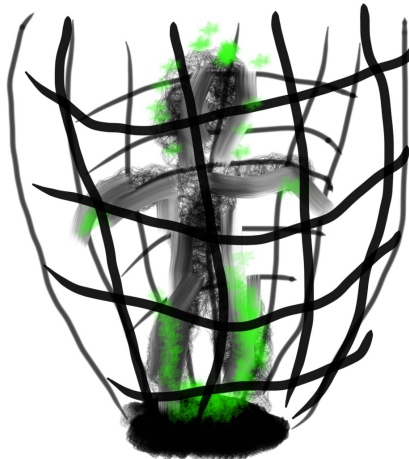
* She gave the other two devices to the one man she admires, for a cruelty that mirrors her own, Ludwig Redbird, a resident of the apartment building as well. He has been using the two devices to drain the blood from his neighbors on the fourth floor, using the sleeping device to keep them unconscious, and has killed one of them in the process.

* With nothing to do with the rock, Mrs. Stoneslab gave it to Jimmy's son Saxon, who transformed into a wall-crawling little freak with glowing green eyes. He has now become Mrs. Stoneslab's willing henchman or familiar.

* Mrs. Stoneslab has been converting homeless men, workmen, and other men (always men) she thinks she can cause to disappear

without much notice into monstrosities. She has replaced the workers in a small factory of hers with monstrosities. But now she needs more workers and has decided to tonight convert all of the men in the building to monstrosities, excluding Ludwig and his fourth-floor victims.

* The conversion process is very simple. Saxon lures the men, one by one, into the communal bathrooms on their floor, saying that he needs to show them something disturbing in a bathroom stall. When they follow him, Jimmy presses a tile on the wall in the stall, which opens the wall to a shaft hidden in the wall, leftover from the old smuggler days of the apartment building. He shoves the victim down the shaft. When he falls all the way into the basement, he lands on the monstrosity conversion device and changes into a monstrosity. The device is surrounded by a cage, which is open on one end to a corral of sorts, where the monstrosities gather and wait.



To run the game:

- * Tell the PCs that they very recently moved in. They know their landlord and where she lives and have a vague idea of some of the other residents of the building but aren't quite certain about where everyone lives.

- * Give them each copies of the map, which will allow them to make notes. There are two spaces that aren't on the map: the roof and the basement.

- * Describe the heavy rain that is falling on the city. It sounds like some may even be leaking into the apartment building, perhaps in the walls. Using a sound clip of rain may add to the environment.

- * The first event is that at around 9 p.m., as the PCs are relaxing in their apartment, Mary Johnson, a 9-year-old girl, knocks on the PCs' door and asks them if they can help her find her father. All she knows is that the Greenwater boy came to their door and asked her father for some help. It's been a couple of hours and he hasn't come back.

- * As the PCs travel around the apartment building, have them meet the residents, generally one at a time at first. Some residents will come out into the hall if they hear noise. Others might already be in the bathroom, in a toilet stall or the showers or at the sinks.

- * Saxon will cause male residents to disappear by coaxing

or dragging them into the bathrooms. The PCs should get glimpses through the windows of him crawling around the outside of the building. Leave these glimpses vague ("something moves quickly past the window"), but try to give a sense of the direction he is heading.

* If PCs want to try to climb on the outside of the building, remember that there is rain falling and they may need to make a DEX save if appropriate based on the amount of climbing they will be doing and their background. But the building's facade does have bricks arranged in such a way to allow climbing, so do allow that.

* At least at first, have Saxon snatch male NPCs who are not on the same floor as the PCs. You can mention sounds associated with them being pushed down the chute, such as a muffled thunk coming from the bathrooms. Saxon may leave water on the floor when he comes through windows. He may come inside the building through a victim's apartment window, sneak to the front door of their apartment and out, and then knock at the door.

* Leave their front doors open or leave some article of clothing wedged in the closed door to alert the PCs that they need to investigate something. If they have a spouse, have their spouse approach the PCs and say that the husband was convinced by a young boy to leave the apartment and has not returned.

* Mark which NPCs have been taken and transformed, and note the number of monstrosities that have been created. That's the number of monstrosities the PCs will face if they get into the basement.

* If a PC is taken by Saxon and turned into a monstrosity or

otherwise killed, have one of the young women in room 5 replace them.

* The NPCs' apartments should be described as containing things that you might expect, with disorganized NPCs having disorganized apartments, and so forth. Allow the PCs to find whatever possessions make sense for there to be in the apartments. The only two apartments where there are unusual items are Mrs. Stoneslab's and Redbird's. Mrs. Stoneslab has an electric prod she uses to control the monstrosities. Redbird has his two devices.

* If she feels threatened by the PCs, Mrs. Stoneslab will go to the basement and use the electric prod to try to sic a beast on the PCs, as well as on any of the NPCs who are witnesses.

* Remember to be as generous with your players about their actions and solutions for problems that they come up with. The fun of this module is seeing what they do, especially with the fun tools that Electric Bastionland's failed careers give them. There is no canonical way to cure Saxon or reverse the monstrosity process, but if the PCs have an idea for one, I'd say to roll with it. A happy ending is always nice.

NPCs, by apartment number

1st floor

1. Mr. Grumbly

He is a mockery who is a bear. He is an expert in forensics who can help the PCs investigate some of the disappearances. (You might have some of the other NPCS mention this.)

For some creepy horror, if the PCs have separated from him, you can have Saxon kill him and wear his skin and then have an encounter with the PCs, his green eyes showing out of the holes where he tore out Mr. Grumbly's eyes.

2. Sven and Marsha Weatherspoon

He used to work for Mrs. Stoneslab but was fired by her last week. He complains that no one has seen the replacement workers she got (which are actually monstrosities).

2nd floor

3. Sam Snowwind

He's a single man who lives alone. In conversation, he rambles on about legacy. PCs might suspect him, but he's actually just eccentric.

4. Lester Johnson and his daughter Mary

She's a nine-year-old girl, and her knock on the PCs' door starts the adventure off.

5. Four young women living together

These women can be used as PC replacements. Just roll up a new character. If the PCs knock on their door, the one who will come out to talk to them is named Sarah.

6. Cath Greenwater and Saxon

Her husband Jimmy disappeared soon after he retrieved some items from the underground for Mrs. Stoneslab. Her 11-year-old son Saxon became strange and has green eyes



now. She says that Saxon keeps weird hours and she doesn't know where he is. She seems distraught and at a loss.

3rd floor

7. **Captain Bloodworth**

An old army officer, he is very proper, contrary and lazy. He will pooh-pooh any suggestion of disappearances and thinks nothing is wrong, and will berate Mary Johnson. He may be the first NPC the PCs meet, coming out into the hall after Mary knocks on their door.

8. **PCs**

This is their cozy, if rundown, apartment.

9. **Mrs. Stoneslab**

She is an older widow. In conversation, she'll berate men and talk about their evils. Did she kill her husband? She has an electric prod somewhere in the apartment to control the monstrosities.

10. **Devin and Darlene Davies**

They are a young, fashionably dressed and cynical couple. Like Captain Bloodworth, they'll be cynical about the disappearances—“at least until Devin disappears.

4th floor

11. **Quith Tenley**

He's very pale and lethargic. He says he can't sleep well and asks whether the PCs have strange dreams. (His blood is being sucked out by Redbird.) From the hallway, the PCs can smell the scent of a street drug, and they may think he is on drugs. Actually, as they can learn from him or from Henry Devers, Quith makes and sells drugs but doesn't use them.

12. **Hetta Wilkins**

She is a seamstress and her neighbors know that she hasn't been around for a while. That's because Redbird sucked out so much blood from her that he killed her.. Some of her belongings can be found in Redbird's

apartment. Her disappearance may mystify the PCs if they've noticed that only male NPCs are missing from lower floors, but that may also clue them into the fact that something else is going on on the top floor.

13. **Henry Devers**

He's a veterinarian, and he seems tired and confused and pale. Like Quith, he may mention bad dreams, because he is also having his blood sucked out in his sleep.

14. **Ludwig Redbird**

He is red-faced and jolly and dismissive of any disappearances. In his apartment, he has one device that makes people sleep and one that drains blood and transfers it. There is a trapdoor in his ceiling which is the only exit to the roof from inside the building.

Two additional rooms not included on the map:

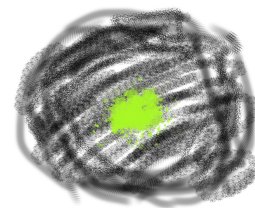
* The basement

To get to the basement, you must get into the locked storage room in the back of the first floor bathrooms, and then open the locked trapdoor to the basement stairs.

In the basement, there is the opening of the chute coming from the bathrooms. It opens into a small cage where the device that creates monstrosities is, which is open to another larger cage where the monstrosities are, which is padlocked closed.

* The roof

Under the massive neon sign for Old Dave's, there is a nest made out of torn cloth and rubbish where Saxon sometimes sleeps. There is a rock in it, glowing green. The only way to get to or from the roof without climbing the outside of the building is a trapdoor that is in the ceiling of Redbird's apartment.



A note about the maps: the staircases only run from the first floor to the fourth floor. They do not go into the basement or to the roof.

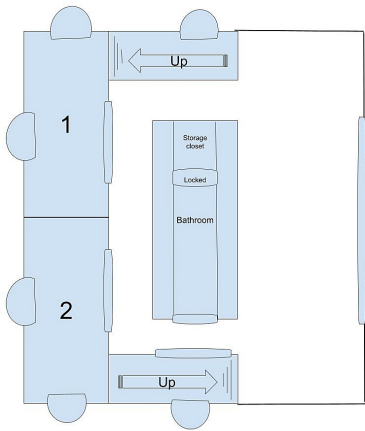
Stats

Saxon: 8 HP STR 12 DEX 16 CHA 8 (d6 + d6 claws) When surprising them, pulls victim to other rooms or out windows

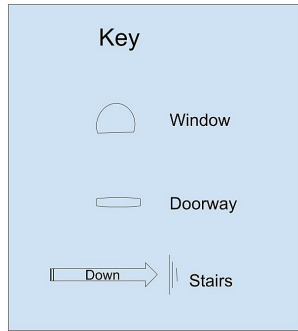
Ludwig Redbird 5 HP STR 10 DEX 12 CHA 16 (d8 twisted dagger or d10 bite)

Mrs. Stoneslab 2 HP STR 5 DEX 5 CHA 10 (d6 knitting needle)

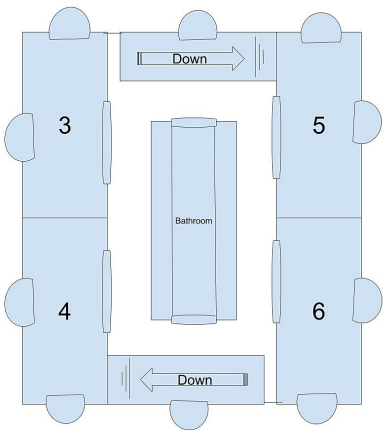
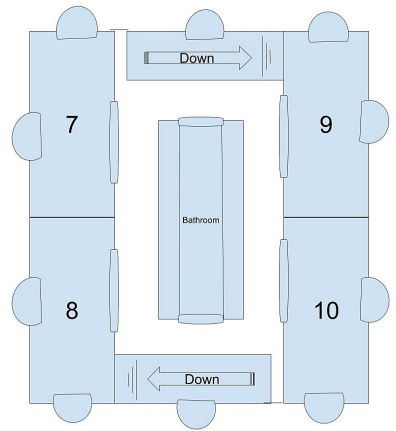
Monstrosity 12 HP STR 12 DEX 7 CHA 4 (d8 + d8 claws)
May try to throw person



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