

Against the Cult of the Reptile God: Session -1 and 0

Scarlet Heroes

- Very sandboxy, pulp fantasy, old school rules-style game
- Treasure, dungeons, wits!
- Problems are generally solved with *clever ideas and quick thinking* rather than abilities on your character sheet
- “Even Conan did his fair share of running away. Your heroes should heed his example.”

Givens

Factions and NPCs:

- The People of Orlane
 - Zakarias Ormond, Mayor of Orlane
 - Grover Ruskudal, Constable
 - Ramne, Elderly Enchanter
 - Dorian and Llywillan, Elvish Adventurers
 - Abramo and Misha, Priests of Merrika
 - Bertram Beswill, Owner of Golden Grain Inn
 - Derek Desleigh, Tavern Regular
 - Belba and Ollwin Cralloon, Owners of the Inn of the Slumbering Serpent
- The Cult of the Reptile God
 - Explicica Defilus
 - Several hidden cult members...

Locations:

- The Village of Orlane
 - Golden Grain Inn
 - Inn of the Slumbering Serpent
 - Temple of Merrika
- The Dim Forest
- Dungeon of the Reptile God

General Givens

- Population of Orlane has been declining for around a year, as farmers leave and migrate
- Sometimes, a home is found abandoned, and sometimes, the family returns after a week or two with no explanation



Session -1:

Media Inspiration

What's a piece of media (genre, book, movie, show, song, play, video game, TTRPG, etc) that you enjoyed?

What about it did you like that you would enjoy in a tabletop game?

Media	Because...
Castlevania	Actions have consequences—kill a leader, another rises; pretty low magic
The Messenger/Sea of Stars	Dunked on by extorting demon guy; duality of magic, fleshmancer, endearing characters, exploration
Bone	Stakes get raised constantly; start low and escalate very quickly
Bullet Train, Saturday Night, etc	Consistent times, time is linear, consistent,

	tracked, and <i>important</i> ; if you can feasibly do it, you can succeed in it, and the success always has unintended consequences
Half Life 1	Atmosphere, consequences quencing
The Witcher	Information is super important; talking to people, preparing accordingly, studying; KnIP

What is this amalgamation of things called?

New Genre Name: Moody Investigative Consequential Chrono-Fantasy

Facts of the World

Now we create some facts about the setting, based on the stuff from above. Hopefully, we get a minimum of one fact per item in the second column.

Established Factions:

- The People of Orlane
 - Have their own plan to get rid of the cult: a full purge
 - Entire village will be destroyed to prevent its spread to neighboring areas
- The Cult of the Reptile God
 - Conversions of new members are speeding up—soon they'll be ready for their nefarious master plan to succeed

NPCs:

- Zakarias Ormond, Mayor of Orlane
 - A little unbalanced and kinda fanatical, he called in some help...
 - He's got some PTSD or smth
- Grover Ruskudal, Constable
 - Wishes for his younger days as an adventurer, to a life threatening extent; if able, will respond to any and ALL calls to action/danger (Is NOT equipped to handle it)
 - Ramne's son, would do anything to protect her
- Ramne, Elderly Enchanter
 - Using enchantment to hide something sinister
- Dorian and Llywillan, Elvish Adventurers
 - Very recent arrivals, distrusted in town, have been following people around, sometimes getting caught, often without their knowledge
- Abramo and Misha, Priests of Merrika
 - Keeping very detailed notes about who has and hasn't been going missing
 - Are cursed with evil blood disease from their temple and WILL DIE within 3-5 days.
- Bertram Beswill, Owner of Golden Grain Inn
 - Has tumultuous past love history with Ollwin Cralloon, opened opposing inn to try and win him back, Belba does not know that her husband is closeted and gay.

- Derek Desleigh, Tavern Regular
 - Recently went missing and just returned, smth strange going on with him
- Belba and Ollwin Cralloon, Owners of the Inn of the Slumbering Serpent
- Explicita Defilus
 - No one has seen her—the name is floating around
 - She has several extremely powerful secrets and is dangerous to face without any knowledge of her. Cultish reptile god secrets mwahahaha

Locations:

- The Village of Orlane
 - Somewhere in town, there is rumored to be a massive beast of great power and strength, capable of laying siege to kingdoms and worlds alike.
 - Golden Grain Inn
 - Inn of the Slumbering Serpent
 - Temple of Merrika
 - Is built on holy ground, leading to increased vitality within the grounds, but the bricks and materials are cursed, so if you stay too long, you also get cursed (die).
 - Old Clocktower
- The Dim Forest
 - Something is awakening
- Dungeon of the Reptile God

Facts:

- Things are happening regularly at specific times of the day
- If you defeat the cult...still gotta convince the village they're freed/safe
- Ten days until the mayor destroys Orlane
- New arrivals

Create the Conflicts

- Everyone makes at least 1 conflict in the area (between factions, NPCs, etc)
- Then, we pick the most influential/pressing ones to tackle in-game

Player	Conflict
Tristan	Orlane v. Cult (<i>who's a cultist? What are they doing? Will Orlane survive?</i>)
Kyleigh	Church v. Ramne (<i>They know Ramne is doing something strange with magic and have decided to do something</i>)
Arman	Forest v. Beast (<i>Actively opposed forces of the Woods and the Beast, their clash spells apocalypse</i>)

- Carry On and Cleanup
 - Add more facts, flesh out concepts, and pitch whatever ideas didn't fit in before

Session 0

PC Goals

Goals Guidelines

1. Multiple Goals (minimum 2)
2. Varying Time Frames (Short and Mid-Term Goals)
3. Have concrete conditions for achieving them
4. Have consequences for failure
5. Be fun to pursue

Goals: Rob the cult blind, keep Orlane intact long enough for the heat from a previous heist to die down

Former Ally: Derek Desleigh, tavern drunk who disappeared; intel and the ride

- Gave bad info and bailed on the crew

Ky:

- Sasha "The Panther" Larson - Gnome Thief, the Razzle

Arman

- Maus "Mouse" Mauntyn - Goliath Cleric, the Dazzle, he is loud, boisterous, and the most captivating person in the room