

The Bounty of Remfort Manor

An OSiD based adventure

This adventure uses alternative mechanics to Classic OSiD, and it is focused on exploration, looting and escaping. It is aimed to a younger audience, thus is shorter and might seem too easy for experience players. The goal of this adventure is to serve as entry point to new/younger players and introduce basic concepts. This adventure can be played solo, co-op or with a GM.

The Story: The rat-tail crew slowly got to their senses. Without a sound they started absorbing information about their surroundings. Clearly, they had been caught trying to sneak into the Remfort manor and thrown into what it seemed to be an underground storage room. Being a group of skinny urchins, they presented no threat and were not worth a prison cell or even bonds. This strategy had worked many times and in fact was their preferred way of getting into places where they were not invited. Why bother sneaking or tunnelling if one can get carried into the heart of the place? Now that they were inside the manor, the next task was to get out and to scavenge all they could find on the way. The Remfort manor had a dark reputation, of black magic and forbidden treasures, all of which would make good coin on the underground markets of the city of Pilburg. They rubbed their eyes, getting accustomed to the darkness, and stretched their sore limbs. The four Urchins silently checked their bodies for injuries and more importantly for the secret pocket on their clothes where they carried their meagre belongings, the tools of their trades. Flint, was the biggest of them; by no means large, he was stronger than he appeared. Though not the smartest of this bunch, he could surprise everyone with a witty solution every now and then. Spike was the thinnest of all. He was also the most agile and had incredibly skinny and dexterous fingers. Then, there was Weasel. He was an avid reader, he had a very keen eye for mechanical things and puzzles. The last of the bunch was Doc. He could also read and had picked up some knowledge of herbs and medicines. Strong and clever, he was the ideas guy of the bunch. Also, he could concoct potions and drinks on the fly to help raise the crew's strength or their spirits. They knew what to do and moved around with purpose. Spike got to the door while the others scavenged what they could. When they heard the familiar "click" they knew it was time to move.....

Game mechanics: Instead of hit points, the characters have morale points equal to their hit dice as described on **table 1**. If the moral drops to zero then they don't take part on any given test. There is no permanent death on this adventure. If more than three characters have their moral reduced below 1 the game is simply lost. Moral can be raised through successfully completing a task, with potions, and through other in-game events.

Table 1 Character Profiles

	Moral	Strengt h test	Wits test	Dexterit y test
Flint	8pts	D8 + 1	D8	D8
Spike	4pts	D4	D4	D4 - 1
Weasel	4pts	D4	D4 -1	D4
Doc	6pts	D6 + 1	D6 – 1	D6

On this adventure, there will be three kinds of test: (i) Strength, (ii) Wits, and (iii) Dexterity. The characters use the appropriated dice and bonus/minus as presented on **table 1**. For Strength tests a **4+** is a success, whereas for wits and dexterity test a **1** or **2** are successes. Some challenges will present you with a series of tests, once you have succeeded on a test you don't have to re-take it, even if you fail consequent tests. For a more challenging experience, don't use the bonus to rolls and start all your characters at 4MP. The crew roll together for each test. Depending on the number of successes, resolve according to **table 2**:

Table 2 Success table

Success	Result
0 success	Failure and all characters lose 1 moral point
1 success	Failure and one character loses on moral point
2 successes	The task was completed
3 successes	The task was completed and one character wins one moral point
4 successes	The task was completed and all characters win one moral point

Setup: Prepare the decks as described on the One Shot in the Dark core rules. Get one D8, one D6, one D4 (two D4s would make the game faster)

The objective of the adventure is to leave the manor with as much loot as possible! You start with a debt of **50 gold coins**, from the investments the crew took on to get into the manor. You win if your loot earns you more money than your debt. To see how well you did, check the underground market table 3 (Pg. 7) and see how much you get for each piece of loot. For ease of play, a special playing sheet can be found on page 8. As moral will go up and down is recommended to use tokens or wooden cubes to mark the moral points for each character. Now your adventure starts! Draw the storage room with one exit, and then draw the next location ♥ Pg. 3

In some cases, you will need to go back to previously explored rooms and/or corridors. For each revisited location you pass, roll a D6. On a 1, you have to test Dexterity or Wits to avoid being spotted and move forward. With any other result, move to the next location.

Locations ♥

2	Room no exit*, draw a challenge ♦!
3	Room 1 exit, draw a challenge ♦!
4	Room 2 exits*, draw a challenge ♦!
5	Room 3 exits, draw a challenge ♦!
6	Room no exit*, draw a challenge ♦!
7	Room 1 exit, draw a challenge ♦!
8	T shaped corridor, draw a challenge ♦!
9	L shaped corridor, draw a challenge ♦!
1 0	U shaped corridor, draw a challenge ♦!
J	Y shaped corridor, draw a challenge ♦!
Q	Wide corridor, draw a challenge ♦!
K	Exit: once you draw this card don't draw a challenge ♦. Instead you have two options: 1) <u>Leave the Manor</u> : Test wits to locate the exit, test Dexterity to pick the lock and test Strength to open the secret exit door, you leave the manor with your loot! Go to the Underground Market table (Pg. XX) to assess your loot! - OR - 2) <u>Continue exploring</u> : Room 2 Exits, mark this location as the exit and continue exploring, draw a location ♥
A	You hit the jackpot! You found the Bounty Room <i>no exit</i> , !Draw ♠

*if you cannot go back to find a new route, test wits to find a secret exit on this room.

Challenges ♦

2	A boulder blocks your move, to continue test Strength
3	You find a puzzle lock, test Wits, if successful draw Loot ♣
4	You find a Lock wooden box, test Dexterity, if successful draw Loot ♣
5	Something looks odd, test Wits if successful, test strength to move a heavy wardrobe, if successful draw Loot ♣
6	You see an interesting pattern on the walls, test Wits to figure it out, if successful test dexterity to open the hidden box, if successful draw Loot ♣
7	You see something shining below a barrel, test Strength to move the barrel, if successful test dexterity to disarm a TRAP!. On a failure one character loses an extra moral point
8	A heavy door falls from the ceiling! Test Strength, if successful test Wits to secure it in place
9	A huge blade comes slashing down on the group! Test dexterity to avoid it, if successful test strength to stop the blade from swinging madly
10	You find a key lock on the floor, test dexterity to open it, if successful test Wits to recognize the contents, if successful draw Loot ♣
J	You find a heavy wardrobe, test Strength to bash it open OR test Dexterity to pick the lock. if successful draw Loot ♣
Q	You recognize a puzzle lock on the wall: Test Dexterity OR test Wits to pick the lock. if successful draw Loot ♣
K	You find a double locked chest, test dexterity twice to open int. if successful draw Loot ♣
A	A heavy door blocks your path Test Strength to lift it, if successful test strength to secure it in place

TRAPs you can only attempt once to disarm a trap. Once it is sprung it stays disarmed

2	Happy mushrooms, increase 4 morale points
3	Highlander herbs, increase 1 moral point to each character. Can be saved for later use

4	Bottle of wine, increase 1 moral point to each character. Can be saved for later use
5	D6 gold coins
6	2D6 gold coins
7	D6 gold coins
8	Scroll of Strength, pass a Strength test
9	Scroll of Wits, pass a Wits test
10	Scroll of Dexterity, pass a Dexterity test
J	Book of wisdom, choose one loot from the table
Q	Amulet of dexterity, a character gets -1 to their Dexterity test
K	Magic Cristal of seeing, a character gets -1 to their Wits test
A	Bracelets of bear strength, a character gets +1 to their Strength test

Loot

All UNUSED looted items can be sold at the underground market, CAREFUL! Once worn they become worthless. Check their prices on the Underground Market Table 3 on Pg. 7

Bounty Room

2	Secret Laboratory: there are cabins upon cabins filled with arcane objects! Test Wits to locate the most valuable looking objects, then test Dexterity to open the cabin, finally test Wits to grab the most precious, you grab it and put it with the rest of the Loot.
3	Secret Laboratory: there are cabins upon cabins filled with arcane objects! Test Wits to locate the most valuable looking objects, then test Dexterity to open the cabin, finally test Wits to grab the most precious, you grab it and put it with the rest of the Loot.
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5	Secret Laboratory: there are cabins upon cabins filled with arcane objects! Test Wits to locate the most valuable looking objects, then test Dexterity to open the cabin, finally test Wits to grab the most precious, you grab it and put it with the rest of the Loot.
6	Shrine of the old ones: The high above the shrine's lintels are filled with shining relics! Test Dexterity to climb the columns, then test Dexterity to walk the thin lintels, finally test Wits to grab the most precious, you grab it and put it with the rest of the Loot.
7	Shrine of the old ones: The high above the shrine's lintels are filled with shining relics! Test Dexterity to climb the columns, then test Dexterity to walk the thin lintels, finally test Wits to grab the most precious, you grab it and put it with the rest of the Loot.
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10	Shrine of the old ones: The high above the shrine's lintels are filled with shining relics! Test Dexterity to climb the columns, then test Dexterity to walk the thin lintels, finally test Wits to grab the most precious, you grab it and put it with the rest of the Loot.
J	Dark Library: The walls filled with old books, you feel strange energies flowing from them! Test Wits three times to identify the most valuable ones, you grab one tome and put it with the rest of the Loot.
Q	Dark Library: The walls filled with Dark Tomes, you feel strange energies flowing from them! Test Wits three times to identify the most valuable ones, you grab one tome and put it with the rest of the Loot.
K	Dark Library: The walls filled with Dark Tomes, you feel strange energies flowing from them! Test Wits three times to identify the most valuable ones, you grab one tome and put it with the rest of the Loot.
A	Dark Library: The walls filled with Dark Tomes, you feel strange energies flowing from them! Test Wits three times to identify the most valuable ones, you grab one tome and put it with the rest of the Loot.

Now you have to find the location ♥ *exit!* and get out of here. If you already found the location ♥ *exit!* You can move back to it. **ATTENTION:** on each of the locations you pass to reach the location ♥ *exit!* Roll D6, on a 1 you have to test Dexterity or Wits to avoid being spotted. With any other result, move to the next location. If this was **not** your last location ♥ card, you may continue exploring and looting

until you draw the last location ♥ card. Once you reach the location ♥ *exit!* You may choose option 1 or continue exploring

Table 3 Underground Market

Loot	Gold Coins
Happy mushrooms	1
Highlander herbs	2
Bottle of wine	5
Scroll of Strength	10
Scroll of Wits	10
Scroll of Dexterity	10
Book of wisdom	50
Amulet of dexterity	15
Magic Cristal of seeing	15
Bracelets of bear strength	15
Arcane Object	70
Relic	70
Dark Tome	70

Gold Coins	Level of Success
0 – 50	The heist was a failure, you still owe money
51 - 100	You are on the black, and got some coin to spare <i>“that is what we call a success”</i>
+ 101	Oh boy you did it! <i>Its time live la vida loca!</i>

OSiD – Rat Tail Crew – Playing Sheet											
Crew	Moral Points							Strength Test	Wits Test	Dexterity Test	
Flint								D8+1	D8	D8	

