

## Operation Blowfish: Torchwood Baedal, Stelanmancy, and You

**The Elevator Pitch:** After hearing rumours about strange, otherworldly lights coming from a certain abandoned house in Flyside, the relocated Torchwood team goes exploring in their canton and comes across a rogue stelanmancer. This results in some daring-do as well as drama for our characters.

### **Cast of Characters**

Torchwood Baedal: Mycroft, Unicorn, and ???

Stelanmancer NPC: Mujica Astori as PB'd by Lyonchen Jigmi Y. Thinley

[http://www.mtholyoke.edu/~namgy20t/classweb/worldpolitics/images/na\\_clip\\_image002\\_0001.jpg](http://www.mtholyoke.edu/~namgy20t/classweb/worldpolitics/images/na_clip_image002_0001.jpg)

Dead Body NPS: Râ-Kedet as PB'd by a heronish woman.

[http://th00.deviantart.net/fs71/PRE/i/2011/073/2/1/anthro\\_blue\\_heron\\_by\\_russellt2070-d3bm3x0.jpg](http://th00.deviantart.net/fs71/PRE/i/2011/073/2/1/anthro_blue_heron_by_russellt2070-d3bm3x0.jpg)

**NB:** It might be a good idea/fun to talk to Carly, who plays Jones, as she also lives in Flyside.

### **Events**

Unusual sights, sounds, and smells are all part of daily life in Flyside, a canton filled to overflowing with (mad) genius; however, in recent months, something a little more sinister than semi-feral gargoyles drunk on fizzy lifting drinks have been bothering the citizens.

While mirrors are always somewhat dangerous in Baedal, there have been increasing reports of ghostly images of loved ones and favourite places appearing to residents of a certain block of buildings within Flyside. (Possibly the very same block that our intrepid heroes live upon?) Worse still, these imagos are often strange, vicious versions of the people that were once known -- people are seeing terrible scenes of their loved ones doing things that they would normally never do.

This upsetting, but generally harmless oddity takes a turn for the disturbing when one, Râ-Kedet formerly of Rhacotis, is found in her apartment apparently half eaten by some sort of large, possibly amphibious or piscine creature. (In fact, a fish-bulldog.) Her next door neighbour called the sheriff when she "heard the sound of the sea rush into the room and her own walls started to sweat, then heave, then groan".

Investigating Râ-Kedet will bring to light his recent fallout with her long-time research partner, Mujica Astori, and that their interest lay in making stelanmancy easier, safer, and more accessible to the average citizen of Baedal. Feel free to make up NPCs or ask me to provide them.

Astori's workshop is an older building, with a bland, boring, for public consumption lab; however, if characters are able to get further inside the building, they will be able to find a series of rooms where every surface is lined with mirrors and most of these mirrors have images of other worlds being 'reflected' through them.

**The Tilt:** The actual Astori has been trapped inside a mirror and all the recent trouble has been caused by an evil, alternate. No one suspected him, because the Original Astori is the one with the moustache.

**Showdown and Wrap-Up:** Characters can choose to fight AU!Astori and try to destroy the mirrors, converse with OU!Astori and try 'turn off' whatever widget his evil twin had been using, or ....?

- Flawless success: AU!Astori brought into custody for the sheriff/militia, OU!Astori freed, and terrible reality warping mirror-device turned off.
- Moderate success: Some of the above don't turn out as planned -- people died, the device is turned off, but not before a power surge that releases untold horrors throughout Flyside (...enjoy that).
- Failure: Both Astori die, the device has a power surge, and Torchwood members are injured.
- Critical Failure: Everything goes to hell in a handbasket. AU!Astori escapes, mirrors spew all manner of things, characters are injured/trapped in mirrors, etc.

**Risks:**

- Getting trapped in a mirror. It's frustrating and terrifying, but with the help of a good stelanmancer entirely reversible.
- Getting pounced by something terrible that came out of a mirror. Pick your horror, any horror will do! Want a weevil?
- ???

**Loot:** Should the team drive out and/or kill both Astori, they will have access to all his supplies and are welcome to loot whatever remains.

- A collection of stelanmancy mirrors: some made from glass, polished metal, quicksilver, and other stranger substances not common on Earth. Some of these mirrors will continue to let objects and living things through. If the team decides to sell them, they will fetch a fair price on either the open (legal) or black markets.
- An extensive, rambling collection of notes on the nature of stelanmancy and Baedal itself. Most of these will be in code, incomprehensible, and probably not a little bit crazyface -- not quite the Necronomicon, but the information is dangerous and there's no way of telling what's safe, what's mad, and what will cause your face to melt off.
- Cash and carry: About 100 marks, some well-worn clothing, but little else of value.