

Big Trouble in Little Europe

This Fate Accelerated Edition adventure takes place in a fantastical clock punk setting (think of a punkified 1600s) wherein the adventurers will be investigating the mystery of the sudden cold, angry shoulder that the people of the city of Wutzo are giving their Western residents.

The Setup

The player characters are all crew of the small airship the Dusty Gale. At the start, they are setting down in the bay of the segregated trade port of Wutzo. This city is one of a few trade cities that the mighty kingdom of Hulao has allowed foreign traders to enter, so it is usually extremely busy. Today, though, docks are nearly empty. The usually scurrying dock workers are sleeping or playing cards. If asked, everyone will say that the natives are disinterested in trade and seem upset, but no one knows what's going on.

What's Going On

Here's what went down before the PCs came to town. The Dragon Signet Ring of the Abbot of Tan-Po-Ru monastery went missing recently. Then, the local Wutzo Triad of Mu-Qi-Ro announced that they were going to auction the ring (which in fact they stole.) However, just two days ago, they announced that there would be no auction, leading everyone to conclude that they had sold it to someone. Rumors are suggesting a Westerner bought it, and the people are upset, because they believe that the Ring's presence in Hulao prevents calamity from falling on the kingdom.

In fact, the Dragon Signet Ring has two important functions. Nearly all Hulaoese know that it is used in the king's coronation ceremony, and the current beloved king is quite aged, his health known to be bad. Without the ring, succession will be in question, possibly making the crown go to a hated Western power. Second, the Dragon Signet Ring can be used to ensure a fair bargain with a demon, though most people don't know that.

Recently, two Westerners have been in contact with the Triad of Mu-Qi-Ro: Duke Magnol d'El, Chancellor of Burgol (a France-like kingdom) and the pirate Captain Purple. Most people know that Duke Magnol was in town, and the locals know that he may have met with Triad members. Very few people know of Captain Purple's presence. In fact, it is Purple who purchased the Ring, since he is demon-cursed and wants to overcome this. His famous airship the Crimson Lion is hiding in plain sight in the harbor, having been repainted. Only those on the lookout for

it would spot it for what it is. The pirate captain's plan is to use the seething anger of the populace to totally hide his escape. When the people finally riot, no one will notice that he left or where he went.

Hooks and Clues

- No Westerners know why everyone is so angry with them.
 - Anyone who went investigating has been beaten or killed by mysterious assailants.
- The governor of the customs house will pay or give trade privileges to adventurers who can figure out what is going on.
- Most locals know about the Ring, though most only know that it's important for coronation.
 - Some know about Duke Magnol's recent visit.
 - Very few know about Captain Purple's visit.
 - Most think that a Westerner will take the ring to the colony city of the Port of Theronica.
- Both Duke Magnol and Captain Purple are still in town.
 - Duke Magnol is staying in a guest suite in the Customs House.
 - Captain Purple is on his ship, though his crew is in and about town doing the things that sailors do on shore leave.
- Any investigation involving locals will eventually lead to a Triad hit attempt.

Things With Aspects

- The Dusty Gale
 - Nimble But Feeble; Head-Butting Figurehead
- Port of Theronica
 - Frontier Harbor for the Anglar Crown; Pirates? What Pirates?
- Wutzo
 - Only Hulao Trade Port South of the Kingdom; Tedious and Corrupt Bureaucracy
- Great Rocky Bank
 - Huge Expanse of Perpetually Foggy Sky; Floating Boulders in Great Number
- Southern Hulao Skies
 - Floating Mountains of Shu-Po-Li; Great Emperor's Sky Guard is Fanatical
- Tan-Po-Ro Monastery
 - Practitioners of the Way of the Tranquil Path; Protectors of the Contract Gate to Hell

- Triad of Mu-Qi-Ro
 - Mystical Gangsters; Hold on the Tea Racket of Wutzo
- Crimson Lion (Captain Purple's Ship)
 - Out of Nowhere...; Black Demon Lightning Cannons
- Dragon Signet Ring
 - Necessary for Hellish Contracts (If You Want Them to be Fair); Clearly Valuable
- Duke Magnol d'El
 - Power-Playing Chancellor of Burgol; Likes His Drink

NPCs

Captain Purple

Pirate Captain of the Crimson Lion

Threatened by Demons

Plays at Honorable Until Opportunity Strikes

Careful +1; Clever +2; Flashy +0; Forceful +1; Quick +2; Sneaky +3

Stunts

Underhanded Thrust: +2 to Sneakily attack in melee

Strafing Attack: +2 to Quickly attack in ship-to-ship combat

“You’ll Rue the Day!”: Once per session, Captain Purple may disappear from an encounter that he is losing.

Triad Assassin

Attack First; Retreat!

Skilled (+2) at infiltrating, attacking first, running away

Bad (-2) at defending, standing ground

Stress: O

Elite Pirate

“Arrr!”; Greedy

Skilled (+2) at stand-up fighting, intimidation

Bad (-2) at social things, running away

Stress: OO

Pirates (4)

“Arrr!”; Questionable Loyalty

Skilled (+2) at attacking, raiding, flying

Bad (-2) at defending, running away

Stress: OO

Triad Gangsters (4)

Intimidating; Cruel

Skilled (+2) at street fights, gang stuff

Bad (-2) at social stuff

Stress: OO

Tan-Po-Ru Adept Monk

Learned; At Peace

Skilled (+2) at defending, planning

Bad (-2) at aggression, running away

Stress: OO

Tan-Po-Ru Apprentice Monks (4)

Thoughtful; Curious

Skilled (+2) at defending, planning

Bad (-2) at aggression, running away

Stress: OO

Wutzo Rioters (4)

Angry; Out of Control

Skilled (+2) at destruction, harming innocents

Bad (-2) at planning, defending

Stress: OO

Western Guards (4)

Working Stiffs; Out-of-Place

Skilled (+2) at fighting for masters, dealing with Westerners

Bad (-2) at dealing with Easterners, subtlety

Pregenerated PCs

Sheila McDugger

Self Taught Weapons Gadgeteer

Tunnel Vision

Zap!

An Eye for the Men

“That’s Curious.”

Careful +2; Clever +3; Flashy +2; Forceful +0; Quick +1; Sneaky +1

Stunts

Zap Gun: +2 to Cleverly attack with a handheld lightning gun at range

Big Zap Gun: +2 to Cleverly attack with a lightning cannon at range

I’ve Got Just the Thing: Once per session, Sheila may use a previously undefined gadget to overcome a physical obstacle.

Bertrude Grimes

Novice Talent with a Sword

Stubbornly Wayward

Innocence Not Yet Lost

Slow to Anger, Quick to Stab

Dog Companion Max

Careful +1; Clever +0; Flashy +2; Forceful +1; Quick +3; Fair +2

Stunts

Brief Glint of Steel: +2 to Quickly attack with a light sword in one-on-one combat

Naive Shield: Once per session, Bertrude may walk past an obstacle made of iniquity.

Good with Animals: Once per session, Bertrude may calm an angry animal or tame a calm animal.

Jeremiah Nernst

Journeyman Wizard Extraordinaire

Craves Attention

Sparkly and Spangly

Alchemical Pizzazz

Watch Me Pull a Rabbit...

Careful +1; Clever +2; Flashy +3; Forceful +1; Quick +2; Sneaky +0

Stunts

Saint Elmo’s Glitter: +2 to Flashily create an advantage to distract someone

Practical Magic: +2 to Cleverly overcome a physical obstacle

Whiz... Wait for It... Bang!: +2 to Flashily attack an opponent at range

Xao Binh-ho

Proud Pilot of the Dusty Gale

Exiled for an Uncommitted Crime

A Man in the Wrong Place

Charge!!!

Do as I Say, Not as I Do.

Careful +0; Clever +2; Flashy +2; Forceful +3; Quick +1; Average +1

Stunts

Ramming Speed! +2 to Forcefully attack with an airship

Soft Bigotry of Low Expectations: Once per session, Xiao Binh-ho can get past a non-hostile white person, because they don't understand him.

Leader of Men: +2 to Forcefully overcome an obstacle as a leader

Tsi Ninpoh

Monk Errant

So Many Vows...

Gentle Is the Mightiest Tree

Justice Through Action

A Welling of Compassion

Careful +3; Clever +2; Flashy +0; Forceful +1; Quick +1; Sneaky +2

Stunts

Bend as a New Bough: +2 to Carefully defend against melee attacks

Lead as a Mother Goose: +2 to Carefully create an advantage in melee combat

Contemplative Meditation: Once per session, Tsi Ninpoh may overcome a connundrum through a deep trance.