

Pan's Passionate

Play Now looking for starting level adventurers! Inquire within.

//written by:
Rodrigo Melchior and Roll 4 Tarrasque

//The Setup

Pan is a bored gnome lich, whose main source of entertainment is to watch weaker beings struggle against the inevitability of death. And so, he wrote a play and now invites adventurers to try their hands at it, in exchange for incredible rewards straight from the his fabulous treasury.

The Dungeon is the Stage itself: a magical 240x140 ft. structure that can create the most vivid (effectively real) illusions with the snap of a finger.

//How To Run It...

Once on stage, players are given the following instructions: "Play along with the crazy stuff that happens on stage. Don't break out of character! The show must go on no matter what happens!"

Pan may help or hinder adventurers depending on their FAVOUR (it represents the lich's enjoyment). Each player receives a **d6** to track it as they move along the path of the play. **All players start with 3 FAVOUR**, because **Pan** is bored and impatient to start.

- 1: You are ruining this!** **Pan** will actively make your life miserable.
- 2: Boring!** When rolling, do it twice and always take the worst result;
- 3: Meh.** Subtract a d4 from any roll;
- 4: Passable.** Add a d4 from any roll;
- 5: Really good!** When rolling, do it twice and always take the best result;
- 6: INCREDIBLE!** **Pan** will actually cheer for you! And also help you if you scream loud enough...

//The Play: Follow along its 3 acts up to the conclusion. After every act, players will be able to rest the equivalent of a day with special frothy refreshments offered by **Pan**.

//ACT I

AN ANCIENT CURSE UPON THE LAND! In a secluded hut, adventurers are offered a contract to rescue a princess in a tower far away. Problem is, it takes 4 rounds for someone to understand where to sign it. 3d6 skeletons come out of the ground every turn and attempt to stop players.

WOAH! AN ANCIENT BLACK DRAGON APPROACHES! On their journey, heroes come under attack from a Black Dragon (clearly 8 goblins in a poor costume). Pointing that out will summon an actual dragon. Goblins attempt to splash players with a bucket of acid. He will flee once half of the goblins die.

GOTTA RESCUE THE PRINCESS IN THE TOWER! She's made of fire and is in a bad mood, only agreeing to descend the 100ft. tall tower in the arms of a strong person.

//ACT II

A RIVAL APPEARS, ANOTHER SUITOR! He is a true god of beauty, master of arguments, skilled swordsman and willing to die for the princess. She's not against the idea.

THE OLD LADY WAS EXPECTING YOUR RETURN! With a force of 20 knights which rise from the audience. Apparently she needed the princess for a sacrifice. Surrender her or die.

THERE MUST HAVE BEEN A BETRAYAL! One of the adventurers is clearly working with the Old Lady! **Pan** demands one of them is chosen for summary execution. Refusing to do so rewards player with 1 FAVOUR, as the Lich appreciates loyalty.

//ACT III

ONTO THE OLD LADY'S CASTLE! Well, it's in the middle of a poisonous swamp and you have a dingy wood boat. It takes 8 rounds to get there but 20 Goblins will actively try to sabotage the boat.

WHAT A CONVENIENT BLACK DRAGON! The old pal arrives just in time. He is only doing his job and is willing to put the past behind with a good enough argument (or beating).

AN EPIC SHOWDOWN! You come upon the Old Lady in her chambers. She summoned an extremely angry demon, that looks like the mom of the character with the least favour. Upon victory the princess insists on marrying the player with the most favour. A kiss is necessary to seal the deal.

//Reactions

Everytime a player complains about the adventure and its fairness, roll on the table below:

- 1: WELL THEN HAVE A TASTE OF THIS!** 10 Lizardman armed with AK-47s rise from the crowd;
- 2: YOU DO NOT KNOW THE MEANING OF CHEESY!** A giant-sized cheese wheel rolls in from the dressing room;
- 3: THE BIG OL' SWITCHEROO!** Character swap bodies and character sheets;
- 4: SKEDADDLE SKIDOODLE, YOUR DICK IS NOW A NOODLE!** **Pan** casts Dick to Noodle on the player with the least FAVOUR;
- 5: DANCE DANCE DANCE!** Players must physically dance or get zapped by a disintegrating ray;
- 6: TREASURE HOARD!**
Wow, so much gold. You can take with you all you can eat. A normal person can eat 500GP without dying. The gold turns to ash once the play is over.

//Rewards

- ! Dick to Noodle spell scroll;
- ! Sword of Heroics: a magical sword that blasts loud obnoxious music when drawn, inspiring (or annoying) those near it;
- ! Wand of Wands: this wand shoots sharp wands;
- ! Tattoo Pocket: a tattoo that once made can store an item inside the extradimensional space in it;
- ! Batty Bat: attacking people with this bat causes their blood to become bloodsucking bats when exposed to air.

<http://creativecommons.org/licenses/by-sa/3.0>

