

Needs of the Few – By Seth Piercey

The Setup

The players find themselves investigating the parliament of a small democratic country nearing its own destruction; war is approaching, food and employment shortages are rife, and constant rioting rocks once peaceful neighborhoods. However, despite promises by politicians to fix the issues, more laws are passed every day that throw the country into more chaos. Word on the street is that laws are being passed with foul play, as a large majority of voting politicians don't remember having voted for them days later. Visiting and working hours are from 9 am to 5 pm.

The Key Players

Kilkenny – The leader of the Rhino party, which has the most politicians in the assembly. He thinks about his ego first.

Portia – The leader of the Tiger party, who has the second most politicians in the assembly. She gets easily worked up. Secretly, she has plans to control the country through fear.

Egmund – The leader of the Ostrich party, which has a few less politicians in the assembly than Portia. He loves money.

Hornicus – The acting moderator in political debates between the political parties during law making. Has a booming voice.

Key Locations

1. The Foyer – A large, ornate door separates the marble steps from the foyer, where the lantern of peace symbolizes unending hope. A small gift shop sits to the side. Several guards watch for mischievous visitors.

2. The Hall – A large hall protected by many strong guards. Fine stonework is common.

3. Politician Offices – All are locked when not in use. There is a 1/6 chance the players notice dirty footprints leaving **7** and fading away towards the Library during the nighttime.

4. Library – Two librarians keep watch over the variety of books here, and discourage anyone from staying too long for fear of library disruption. Neither know about the secret door behind a back book shelf, which is only used at night. There is a 2/10 chance the players notice dirty footprints leaving **7** and fading away towards the Hall during the nighttime.

5. Assembly Room – The place all the politicians vote on laws. Forty seats line the walls for people to sit, and one large desk is at the back for the speaker to moderate from. Very magical characters can sense a faint magic coming from the walls of this room.

6. Hornicus' Office – A simple office stacked with papers. Locked at all times. Used only in the day. A secret cabinet holds a small variety of magical books, and looks well used.

7. Portia's Office – A simple, clean office. Always locked. Contains a secret door that leads underground.

8. Underground 1 – Contains a magical augmentation crystal used to control the minds of the political assembly. It blows up if damaged. Protected by several unimportant cultists, and during the nighttime, Portia.

9. Underground 2 – A larger underground chamber containing another aug. crystal, and more unimportant cultists. The crystal blows up if damaged.

10. Final Showdown – A small idol is worshiped by many cultists and Hornicus. It controls the aug. crystals, and tells about its plans of domination to the cultists. The cultists don't realize that Hornicus controls the idol.

