

ARMED AND DANGEROUS



A
MONSTER OF THE WEEK
MYSTERY

Published By The RPG Empire

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Special thanks to Michael Sands creator of Monster of the Week thanks for making a great game!

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This is a game where people make up stories about wonderful, terrible, impossible, glorious things. All the characters and events portrayed in this work are fictional. Any resemblance to real people, real terrors, real monsters, or other horrifying realities of your home dimension is purely coincidental, but kinda hilarious.

ARMED AND DANGEROUS

A Mystery by Paul-Thomas L. Parnell.

INTRODUCTION

This mystery is meant to be a sci-fi horror comedy in the vein of the cartoon Rick and Morty. This would make a great one shot or you can work it into an arc with a little tweaking. It was especially fun to play with the **Mad Scientist** and **Searcher** Playbooks.

ARC

This is a part of the **Weird Florida** series an open world storytelling experience set in the strange swampy nooks and crannies of Florida, USA. This universe is imagined to have low magic and more **Weird Science**, but tweak as necessary.

CONCEPT

Monsters spawning from humans! A mutagen has been spread through a small town in FL through a local soda factory. It causes those infected to grow a sentient arm of any animal whose products they've eaten after drinking the soda. Example: Scott grew a squid tentacle after eating calamari.

OVERVIEW

Several of the towns people have grown angry mutant arms that run amok. The hunters must find out about the mutations and then track down the source of the mutagen Soda Cola, and the location the Soda Cola Factory, while trying to save the townspeople. Many of the townspeople have eaten the exotic animals from **Abram's Fine Foods** which is the nicest and most expensive place in town. The hunters can be onsite at any of the locations when attacks are happening if they are quick or lucky.

HOOK

Waldo, Florida - A small inland town has had a shark attack in a grocery store!

- This information could be from the dark web, a tabloid paper, an old contact, or whatever makes sense for your team.

COUNTDOWN

Day	Strange stabbings at a podunk gas station. This was caused by Justin Owens and his mantis blade arm.
Shadows	2 mutants form at the Police Station and run amok.
Sunset	A group of teens mauled by a “bear” in The Clearing, one teen missing.
Dusk	Mutants destroy the hospital. Cola Corp sends in the Clone Army to kidnap any mutants, including a local AA group that helps mutants live with this new issue.
Nightfall	Mutagen gets into the water supply and infects everyone and mutants now overrun the town. Cola Corp quarantines the town and starts capturing as many mutants as they can.
Midnight	Cola Corp burns the town down with everyone left inside to cover their tracks. They make it look like an accident or even worse like the hunters did it.

THREATS

SODA COLA MUTAGEN

Phenomenon: Teratogen (motivation: to turn people into monsters)

The Soda Cola mutagen has spread into the soda from the R and D lab at the Soda Cola plant where **Dr. Leonidas Sketching** has been working on human genetics to unlock the power of animals. He uses the addictive soda cola to fund his more cutting edge research. The mutagen was never meant to be spread.

Powers:

- **Mutate Drinker**
 - **Grow Limbs** - When ingested and protein is also consumed, the patient will grow a limb of the related animal randomly on their body. The limb will be crazed and hard to control. The limbs can provide other powers like sticky for climbing or poisonous stingers, whatever corresponds to the animal product eaten.
 - **Gain weapons** - The limbs can have 1-3 harm depending on the animal.
 - **Increase Strength** - The strength gained is in proportion of the animal consumed. (Ex. A gorilla arm is massively strong and would be equivalent of +2 Tough)

Weaknesses:

- The leak is coming from the soda cola factory and can only be stopped there.
- An antigen exists that when taken can reverse the effects of the mutagen.
- With a good **Use Magic** or **Weird Science** roll, it could also be reversed and a cure made if someone who has been exposed to it without mutating.

Custom Move

Drink the Kool aid:

When you **drink the infected cola and eat meat** within 45 mins, roll+Tough.

On a 10+, you feel a bit sick to your stomach, with farts and belches.

On a 7-9, you sprout some evidence of mutation related to the meat you ate.

On a miss, you sprout a sentient arm of the animal you consumed and it does not do what you want. You may **act under pressure** to try and control your new limbs.

DR. LEONIDAS SKETCHING

Monster: Sorcerer (motivation: to usurp unnatural power)

A studious and charismatic Eastern European scientist, also the owner and CEO of Soda Cola Corp. Dr. Sketching is trying to elevate humanity, but sometimes through questionable means. He has a sophisticated lab in his compound where he creates many interesting and sometimes dangerous experiments. One such experiment are his clones which are clad in riot gear to hide any facial defects.

When confronted, Dr. Sketching is susceptible to **Manipulate Someone** and can be talked down. However, it is more likely when the hunters storm his compound and make their way into the main building, he will drink the mutagen and ingest many rare meats provided from **Abram's Fine Foods**. This transforms him into a hulking monster with many arms like bears, lions, scorpion tails, squid tentacles, and the body of a giant gorilla. He retains all his intelligence as a monster and can still be talked to.

Powers:

- **Grow Arms**
- **Transform body**
- **Control Clone Army**

Attack: Claws 2-harm hand messy, **Grab** (Hunter caught must **Act under pressure** to break free), **Throw** 3-harm far forceful (2-harm to the person thrown and 3-harm to the target hit, can also be used with objects)

Armor: Human 0, Beast Mode 2 (Thick Skin)

Harm Capacity Human: 4 ☐☐☐☐

Harm Capacity Beast Mode: 10 ☐☐☐☐☐☐☐☐☐☐

Weaknesses: Flesh, Antigen, Head Shots(Beast Mode has a human, no Armor, Head.)

Note: Dr. Sketching can be played as extremely evil or just have questionable methods for advancing human kind. Is he an evil scientist or just a bit wacky and unethical? Do what best fits your party.

Custom Moves:

Technobabble: When Dr. Sketching **talks Technobabble** at you roll+Sharp. On a 10+, you impress him. He is momentarily preoccupied by your ideas. On a 7-9, you are overcome with the complexities of his ideas -1 forward. On a miss you are frozen and a bit impressed by his genius -1 ongoing when trying to attack.

HEAD OF SECURITY WALTER BROWN

Minion: Thief (motivation: to steal and deliver to the monster)

Walter Brown is Dr. Sketching's right hand man and has been with him for years. He runs security at the Soda Cola Corp and he feels personally responsible for the mutagen leak. He has been covering it up by kidnaping the mutated townsfolk after an attack or when he can find them. He sends in a team of clones dressed like the Men in Black that flash fake badges, and he has the help of the **Chief of Police Darrel Cross**. Walter has been mutated more elegantly to possess the abilities of a spider. This allows him to live out his dream and become a Spiderman. He has 4 spider legs coming from his back that are hidden until he wants them. He is wearing all black tactical gear.

Powers:

- **Sticky fingers.** This allows him to climb walls.
- **Produce Webs.** He produces webs from his wrists. He likes to make the Spiderman hands even though he doesn't need to.
- **Web Swing.** He is fast enough to catch a car.
- **Spider Strength.** He can beat any normal human in a contest of strength.

Attack: Spider Slash 2-harm close quick. **Web Catch** 1-harm far restraining. **Tranquilizer Gun** 0-harm far sedative.

Armor: 1 (Tactical Body Armor)

Harm Capacity: 7 ☐☐☐☐☐☐☐

Weakness: Flesh

SODA COLA CORP CLONE ARMY

Minion: Thief (motivation: to steal and deliver to the monster)

The clones are an easy way for Dr. Sketching to run his lab and Soda Cola Corp with such low overhead. Nobody pays clones. NOTE: This might be an interesting point of negotiation. The clones all look the same. While some have a few facial defects, most can pass as humans. The hunters could notice an odd couple of twins or triplets at a bar. They are all of average intelligence, but they have also been brainwashed into doing whatever Dr. Sketching's wants. They all wear black suits if they work security and full tactical gear if they are attacking. Think of them like the Minions from Despicable Me. They have been collecting the mutants and bring them back to the Soda Cola Factory for experimentation.

Powers:

- Swarm. There are a lot of them.

Attack: Handgun 2-harm close loud. **Net Gun** 1-harm far restraining.

Tranquilizer Gun 0-harm far sedative.

Armor: 0 (normally) or 1 (in Tactical Body Armor)

Harm Capacity: 5 □□□□□ (1 harm represents 1 clones they travel in units of 5)

Weakness: Flesh, bribes, Manipulate Someone

MUTANTS!

(This is a good template for any extra mutants you want to make.)

Minion: Beast (motivation: to run wild, destroying and killing)

After someone mutates, unless they successfully control the mutant arm which most bystanders can't unless it makes the story better, it goes nuts. Some arms become subdued after a certain amount of carnage or if in the case of a gorilla you bribe it with bananas. It doesn't have to be an arm but just tends to be. The shark attack was a whole shark coming out of the back of a kid. Most of the animal products that produce dangerous mutants have come from **Abram's Fine Foods**. Pick dangerous animals to keep the tension high.

Powers:

- **Animal instincts.** If they come from an animal with special senses, the mutant can use them too, they also have the likes of the animal. Ex. Gorilla: climbing and loves bananas
- **Animal powers.** EX. Gorilla arm is strong and tough, has a crazy grip.

Attack: Animal Strike 1 to 3-harm hand/close .

Armor: 0

Harm Capacity: 2 ☐☐

Weakness: Flesh, Sedatives

LOCATIONS

WALDO, FLORIDA

Location: Hub (motivation: to bring people together)

A small town in the center of Florida, USA. It's far from any oceans. It has a few stoplights, one high school, and a population of a little over 1000 people. It's the actual middle of nowhere.

LOCAL GROCER

Location: Hub (motivation: to reveal information)

This is a small grocery store and the only one in town. This is where the shark attack happened. The tapes of the event have been taken by Soda Cola Corp agents posing as FBI. Hunters can **use magic** or other appropriate **weird moves** (see Tome of Mysteries) to see a different time and get a sense of what happened.

As follows:

***Teddy Stevens** a local teen and his friend **Jimmy Hwang** are drinking Soda Cola Black Cherry, arguably the best flavor, and snacking on some shark bites (A tasty appetizer) from **Abram's Fine Foods** as they stock the shelves in the frozen food aisle when out of Teddy's back lunges a shark and it takes hold of Jimmy. This would be terrifying if it wasn't so funny. The shark still attached to Teddy and biting Jimmy while the both of them are flung back and forth by it. **Robby, mid 20s, the clerk** sees the whole thing and calls 911. A few moments later men in black, Soda Corp Agents, posing as FBI, show up and dart the shark with tranquilizer taking it and both boys away in a white cargo van.*

Robbie will tell the hunters whatever he knows.

KWIK-E-MART

Location: Hub (motivation: to reveal information)

“Thank you, come again.” Nothing abnormal in this rundown truck stop gas station. Just old candy and snacks and a derelict slurpee machine. This is where **Justin Owens** bladed mantis arm runs amok. **Nigel LaKanga**, a nice man from Africa, was on duty that day. Hunters can **manipulate someone** to get access to the tapes or **use magic** or other appropriate **weird moves** (see Tome of Mysteries) to see a different time and get a sense of what happened.

As follows:

A couple of local delinquents are messing around in the back of the store as Justin enters. Nigel hasn’t noticed them or Justin acting strange because he’s transfixed on the soccer game and Kenya is winning. Justin heads to the soda coolers to get his favorite Soda Cola Black Cherry, arguably the best flavor, when the delinquents **Joaquin, Marky Marky** and a few others start giving him a hard time. One of them pushes Justin who tries hard to not be a part of this when, SHWING! Out comes his 1.5 foot mantis bladed insect arm ready for blood. It stabs the bigger Marky Marky right through his slurpee cup and slashes the other boys pretty good too. Nigel hears the commotion and chases everyone out as Justin sneaks out the back with his blade arm randomly stabbing and cutting 2 liters of cola and snacks. Nigel, “Oh god, what has happened here!!”

WALDO FL POLICE STATION

Location: Hub (motivation: to reveal information)

A normal and very boring police station run by **Chief of Police Darrel Cross** who retired here from Chicago. The police station is almost always empty with just the same few criminals coming through with possession charges or BnE. **Deputy Spencer** joined hoping for some big city action only to be dreadfully disappointed. After the attack, the hunters can **manipulate someone** to get access to the tapes or **use magic** or other appropriate **weird moves** (see Tome of Mysteries) to see a different time and get a sense of what happened.

As follows:

Finally and with excitement, Deputy Spencer had arrested someone, and not for j-walking this time, for actual crime. Jam “Tipper” Washington, a car thief and drug

courier, had missed a stop sign as Deputy Spencer had driven by and when Spencer flashed his lights Jam decided to make a run for it which should have worked but he took a wrong turn. Jam “Damn you Siri!” Deputy Spencer arrested Jam and his “associate” I. C. Weiner. Spencer suspects that I. C. is an alias. As he was booking them when they asked for some refreshments, Deputy Spencer gave them both some soda cola and some snacks from Deputy Spencer’s favorite restaurant Abram’s. Moments later they both start complaining about their stomach and then crazy animal parts burst out and start running amok. Jam has a rhino form where his legs used to be and it is running crashing through the station and I. C. sprouted a boar head and hoofs and starts smashing everything in sight. Deputy Spencer immediately calls for backup but Jam gets away. I.C. is caught by the Soda Cola Corp Agents and hauled away in the white cargo van.

THE CLEARING

Location: Hub (motivation: to reveal information)

This is the “Love Spot.” When you don’t have a lake, I guess some grass will do. The Clearing is a short drive off of highway 42 deep in the woods. The local kids come out here to party and get funky with their lady friends. ;) This spot is mostly happening at night and only allows in the coolest kids in Waldo. After the attack the Hunters can **use magic** or other appropriate **weird moves** (see Tome of Mysteries) to see a different time and get a sense of what happened.

As follows:

*It was a lit party yo! It was going off that night. All 20 minors were drink the “dew of the gods” (alcohol) except **Stanley Richards**, the designated driver, he was drinking Soda Cola Black Cherry, arguably the best flavor, and chilling with Chelsea having a little bear bite snack from Abram’s Fine Foods. Chelsea felt like Stanley was coming on a bit strong and she was not that drunk, so she wondered off. This made Stan noticeably upset and when the drunk senior football players came to check on/taunt him, it was perfect timing for half a bear to come bursting out of his back. It gets a bit gruesome from there because apparently Stanley Richards had some pent up rage from the years of following around these dill weeds and putting up with all there abuse just for the hopes of peeking at some panties. The bear took that rage and rode like the crest of a beautiful wave, and by the end everyone had tasted a little of Stans revenge, everyone except Chelsea, he stopped the bear just in time. He ran off into the woods, to you know, to steal picnic baskets or some shit.*

SISTER MARY CLARENCE HOSPITAL

Location: Maze (motivation: to confuse and separate)

This is a pretty standard hospital. If any hunters are afraid of hospitals you could make this a bigger part of the mystery. Victims from **The Clearing** and **Kwik-E-Mart attack** end up here and can be interviewed. The victims draw Agents of Soda Cola Corp who bribe people to keep their mouth shut and they steal the tapes and creatures after the attack. After the hospital attack the hunters can **use magic** or other appropriate **weird moves** (see Tome of Mysteries) to see a different time and get a sense of what happened.

As follows:

Dr. Nick Bloom and his fellow Doctors are having lunch in the cafeteria when they all start grabbing their stomachs, all but Dr. Abby Reynolds, she doesn't drink soda and she's a vegetarian. Moments later elephants, giraffes, lions the whole place is filled with a zoo of monstrosities. Leading the charge was Dr. Bloom who had formed a whole lion leaving only his head sitting right next to the lion head. You could tell he hated everything that was happening as the lion tore into people because he kept shouting "I'll be vegan!!! I'll be vegan!!!" After a few minutes the Soda Cola Corp clean up crew is on site tranqing all the mutants and carting off all the victims as well.

FIRST METHODIST CHURCH OF GOD

Location: Crossroads (motivation: to bring people together)

The church houses many programs that support the community. A food pantry, second hand store, Boy Scouts, Karate Classes, and AA meetings. Recently after the mutagen started to spread, there has been a support group for mutants lead by **Reverend Julio Rodriguez**, a mutant with a massive grey gorilla arm coming from his back that's constantly forcing him to eat bananas but seem fairly dossal otherwise. The support group attendees all try and hide their new appendages and they meet a few times a week at night.

Note: this is a great place to confront the Soda Cola Corps agents lead by **Head of Security Walter Brown** while they try and kidnap all the people and take them back to the factory.

HARMON'S SCI FI THEATER AND BOWLING ALLEY

Location: Crossroads (motivation: to bring people together)

This is one of the more fun and up-to-date spots in town. Dan the owner moved out here from LA after getting burned out with his successful animation career. This place is sci-fi themed and has a little restaurant. The waiters and bartenders are all of your favorite sci-fi characters. Notably, behind the bar is a Rick Sanchez impersonator. It's always playing some old sci-fi movie in the alley and has new movies in the theater.

ABRAM'S FINE FOOD

Location: Wilds (motivation: to contain hidden things)

Abram's is a fine dining experience serving many legal exotic animals on the menu and a few illegal ones on the hidden menu. Justin Owens works here as a dishwasher. The inside is very posh like the fine dining version of the rainforest cafe with live animals in glass enclosures surrounding a grand dining room. When the hunters enter they are met by **Jenkins the matradee**.

NOTE: The hunters can find evidence that all the victims of the mutagen had eaten here recently.

SODA COLA CORP FACTORY

Location: Lab (motivation: to create weirdness)

The Soda Cola Corp compound is a massive building at the end of a long wooded dirt road. The factory is surrounded by a massive forest on all sides and then an eight foot tall chain link fence with barbed wire on top. Camera watch the perimeter and interior and there are several security clones walking the property.

The factory side of the building had massive tanks of liquids with thousands of metal pipes running everywhere. It's bustling with workers getting everyone's favorite Soda Cola Black Cherry, arguably the best flavor, packaged and sent out. Many trucks are constantly coming in and out. Every once in a while a white cargo van comes in with new mutants or victims.

The main administration building is in the center of the factory and is a modern glass and metal skyscraper. It's 10 stories tall and towers well above the factor and the forest tree tops. The center of the building is open with a huge skylight at the top. It's very nice with marble tile flooring and stone columns. It's obvious Dr.Sketching's has fancy taste. The labs are hidden away behind security checkpoints and door card scanners in the administration building. A clever group of hunters could stealth their way in.

Note: This Factory is well defended and has a heavily armed army. If they team tries to storm the grounds, they will be meet with heavy resistance and should suffer for it.

BYSTANDERS

JUSTIN OWENS, 22, NERVOUS

Bystander: Helper (motivation: join the hunt)

Justin was a normal slightly entitled millennial living in his parents' basement trying to make video games, or apps as he calls them. About a week ago getting ready for work drinking his favorite Soda Cola Black Cherry, arguably the best flavor, he accidentally swallowed a praying mantis. Who does that!? That was weird enough, but then he suddenly had a terrible bout of burps and farts. It sounded like a dorm room after a kegger. A couple days later in the shower he noticed this strange rash on his back and scrubbed it aggressively with a luffa when SHWING! Bursting out of his back was a razor sharp curved mantis blade attached to an insect's arm and it immediately cut up his shower and then his whole bathroom. This whole thing was ridiculously funny to watch. He's been hiding it because he doesn't have insurance and he's also afraid he'll have to get a shot.

Justin is happy to tell the hunters anything they want if they seem authoritative in any way or like they could help him. His arm can be secured or sedated to help things go more smoothly. It will defend him or just randomly cause carnage. He can usually stop it if he has a minute to grab it and strap it down. NOTE: I liked doing the Morty voice for him from Rick and Morty. ;)

Powers:

- **Mantis Blade arm.**
- **Sharp as hell.** This arm can cut through almost anything.
- **360° destruction.** The arm can reach to any side of his body and can even defend him.

Attack: Mantis Slash 2-harm close quick.

Armor: 1 (Mantis arm cuts stuff up)

Harm Capacity: 2 ☐☐

Weakness: Flesh, Sedatives

REVEREND JULIO RODRIGUEZ, FRIENDLY

Bystander: Helper (motivation: join the hunt)

The local pastor at First Methodist Church of God. He really cares about his community. He has helped many drunks get sober and families go through hardships. He is now helping with this mutation problem. He has a soft heart and is a good counselor. He enjoys a gorilla steak as a treat a couple times a month and of course Soda Cola Black Cherry is his favorite because it's arguably the best flavor. He grew Alfred, his gorilla arm's name, after having some soda just before going on a date at Abram's Fine Foods.

He is not afraid to fight for his friends and family and can be convinced to help out if asked.

NOTE: He might be a good person to bring in the hunters. One of them could know him, he contacted them, or a friend of a friend referred them. I enjoyed the Strongbad voice for him.

Powers:

- **Gorilla arm.**
- **Strong as hell.** This arm can break through almost anything.
- **Climb.** He can swing through the trees with the greatest of ease.

Attack: Gorilla Smash 3-harm close messy forceful. **Throw** 2-harm far forceful.

Armor: 0

Harm Capacity: 3 ☐☐☐

Weakness: Flesh, Sedatives, Banana addicted

MUTANTS IN THE SUPPORT GROUP:

Mutant Animal type	Trait	Bystander Type	Name
Mantis Blade Arm	Nervous	Helper (join the hunt)	Justin Owens
Alligator head	Librarian	Victim (put themselves in danger)	Sally Story
Monkey tail	Worried	Skeptic (deny supernatural explanation)	Reganold Williams
Crab Claw	Magical	Innocent (do the right thing)	Juliet Spear
Octopus Tentacle	Sleepy	Gossip (spread rumors)	Scott Savage

ROBBY MILLER, MID 20S, THE CLERK

Bystander: Witness (motivation: reveal information)

Robby is a laid back dude. He comes across very surfer and not super happy in his work. He is free lipped about everything that happened cause it's stupid crazy and the FBI didn't do squat.

CHIEF OF POLICE DARREL CROSS

Bystander: Busybody (motivation: interfere in other people's plans)

Chief Cross is a bit crusty and hard-assed in his demeanor. He left Chicago 10 years ago after an incident where he was almost caught being corrupt. They respectfully asked him to leave town if he didn't want to go to jail. He pulled a few strings to get this job and has been in Waldo ever since. He has not changed his ways and accepts bribes to look the other way often, but his main benefactor is Soda Cola Corp. He wears expensive shoes and a Rolex which can clue in the hunters to his crimes. He will lie about anything incriminating and can probably be blackmailed. You will never see him drinking Soda Cola. Things he knows:

- There is a Mutagen affecting the townspeople.
- Soda Cola Corp does more than Sodas out there.
- The FBI in town are fake, but he vouches for them.
- He's taking kickbacks from Soda Cola Corp.

The hunters can figure out some of these with moves or **use magic** applied the right way.

OTHER BYSTANDERS:

Trait	Bystander Type	Name
Excited	Detective (Rule out explanations)	Deputy Elliot Spencer
Freaked	Witness (reveal information)	Teddy Stevens (Shark)
Gamer	Witness (reveal information)	Jimmy Hwang
Soccer Fan	Gossip (spread rumors)	Nigel LaKanga
Bulk	Busybody (interfere in other people's plans)	Delinquent Joaquin
Skull	Victim (put themselves in danger)	Delinquent Marky Marky
Nerds	Witness (reveal information)	Stanley Richards (Bear)
Valley Girl	Witness (reveal information)	Chelsea Graham
Jerk	Witness (reveal information)	Dr. Nick Bloom
Vocal Vegan	Witness (reveal information)	Dr. Abby Reynolds
Snobby	Gossip (Pass information)	Jenkins the matradee

RUNNING A PHENOMENA BASED MYSTERY AND USING WEIRD SCIENCE

Phenomena based mysteries have new monster moves and questions for investigating a mystery. **Weird Science** is a new move that uses weird instead of **use magic**. You can find these in moves and rules in the Tome of Mysteries a book from the makers of Monsters of the Week or if you don't have that book you can get those additional moves and rules on their website here: <https://genericgames.co.nz/files/>

MONSTER OF THE WEEK MYSTERY/ARC PREPARATION SHEET

CONCEPT

Monsters spawning from humans! A mutagen has been spread through a small town in FL through a local soda factory. It causes those infected to grow a sentient arm of any animal whose products they've eaten after drinking the soda. Example: Scott grew a squid tentacle after eating

HOOK

Waldo, Florida - A small inland town has had a shark attack in a grocery store!

COUNTDOWN

Day	Strange stabbings at a podunk gas station. This was caused by Justin Owens and his mantis blade arm.
Shadows	2 mutants form at the Police Station and run amok.
Sunset	A group of teens mauled by a "bear" in The Clearing, one teen missing.
Dusk	Mutants destroy the hospital. Cola Corp sends in the Clone Army to kidnap any mutants, including a local AA group that helps mutants live with this new issue.
Nightfall	Mutagen gets into the water supply and infects everyone and mutants now overrun the town. Cola Corp quarantines the town and starts capturing as many mutants as they can.
Midnight	Cola Corp burns the town down with everyone left inside to cover their tracks. They make it look like an accident or even worse like the hunters did it.

NOTES, CUSTOM MOVES, ETC

Drink the Kool aid:

When you **drink the infected cola and eat meat** within 45 mins, roll+Tough.

On a 10+, you feel a bit sick to your stomach, with farts and belches.

On a 7-9, you sprout some evidence of mutation related to the meat you ate.

On a miss, you sprout a sentient arm of the animal you consumed and it does not do what you want. You may **act under pressure** to try and control your new limbs.

THREATS

NAME: Soda Cola Mutagen TYPE: Phenomenon / Teratogen MOTIVATION: to turn creatures and people into monsters POWERS: • Mutate Drinker • Grow Animal limbs • Gain weapons • Increase Strength WEAKNESSES: • Destroy source a leak at the Soda Cola Factory • An antigen exist that can reverse the effects • With a good <i>Weird Science</i> roll you could reverse it too.	NAME: Soda Cola Corp Clone Army TYPE: Minion / Thief MOTIVATION: to steal and deliver to the monster Powers: Swarm Attacks: Handgun 2-harm close loud. Net Gun 1-harm far retraining, Tranq Gun 0-harm far sedative Armour: 1 Harm Capacity: 5 (1per clone)
NAME: Dr. Leonidas Sketching TYPE: Monster / Sorcerer MOTIVATION: to usurp unnatural power POWERS: • Transform body • Grow dangerous animal limbs • Control Clone Army WEAKNESSES: • Flesh • Antigen • Headshots ATTACKS: Claws 2-harm hand messy, Grab, Throw 3-harm far forceful ARMOUR: 2 beast mode HARM CAPACITY: 10 beast mode □□□□□□□□□□	NAME: Justin Owens, 22, Nervous TYPE: Bystander / Helper MOTIVATION: to join the hunt Justin was a normal slightly entitled millennial who grew a mantis bladed insect arm. Powers: Sharp as Hell, 360° destruction Attack: Mantis Slash 2-harm close quick Armour: 1 Harm Capacity: 2 □□
NAME: Head of Security Walter Brown TYPE: Minion / Thief MOTIVATION: to steal and deliver to the monster POWERS: • Sticky fingers • Produce Webs • Web swing • Spider strength WEAKNESSES: Flesh ATTACKS: Slash 2-harm close quick, Web Catch 1-harm far restraining Tranq Gun 0-harm far sedative ARMOUR: 1 HARM CAPACITY: 7 □□□□□□□□	NAME: Reverend Julio Rodriguez, Friendly TYPE: Bystander / Helper MOTIVATION: to join the hunt The local pastor at First Methodist Church of God. He really cares about his community. He is not afraid to fight if asked. Powers: Gorilla arm, Strong as hell, Climb Attack: Mantis Slash 2-harm close quick Armour: 0 Harm Capacity: 2 □□

NAME: Soda Cola Mutagen TYPE: Phenomenon / Teratogen MOTIVATION: to turn creatures and people into monsters POWERS: • Mutate Drinker • Grow Animal limbs • Gain weapons • Increase Strength WEAKNESSES: • Destroy source a leak at the Soda Cola Factory • An antigen exist that can reverse the effects • With a good <i>Weird Science</i> roll you could reverse it too.	NAME: Soda Cola Corp Clone Army TYPE: Minion / Thief MOTIVATION: to steal and deliver to the monster Powers: Swarm Attacks: Handgun 2-harm close loud. Net Gun 1-harm far retraining, Tranq Gun 0-harm far sedative Armour: 1 Harm Capacity: 5 (1per clone)
NAME: Dr. Leonidas Sketching TYPE: Monster / Sorcerer MOTIVATION: to usurp unnatural power POWERS: • Transform body • Grow dangerous animal limbs • Control Clone Army WEAKNESSES: • Flesh • Antigen • Headshots ATTACKS: Claws 2-harm hand messy, Grab, Throw 3-harm far forceful ARMOUR: 2 beast mode HARM CAPACITY: 10 beast mode □□□□□□□□□□	NAME: Justin Owens, 22, Nervous TYPE: Bystander / Helper MOTIVATION: to join the hunt Justin was a normal slightly entitled millennial who grew a mantis bladed insect arm. Powers: Sharp as Hell, 360° destruction Attack: Mantis Slash 2-harm close quick Armour: 1 Harm Capacity: 2 □□
NAME: Head of Security Walter Brown TYPE: Minion / Thief MOTIVATION: to steal and deliver to the monster POWERS: • Sticky fingers • Produce Webs • Web swing • Spider strength WEAKNESSES: Flesh ATTACKS: Slash 2-harm close quick, Web Catch 1-harm far restraining Tranq Gun 0-harm far sedative ARMOUR: 1 HARM CAPACITY: 7 □□□□□□□□	NAME: Chief of Police Darrel Cross TYPE: Bystander / Bussybody Motivation: to interfere in other Notes: Chief Cross is a bit crusty and hard-assed in his demeanor. He is bit corrupt and will except bribes, the Soda Cola Corp is one of his biggest benefactors. Things he knows: • There is a Mutagen affecting the townspeople. • Soda Cola Corp does more than Sodas out there. • The FBI in town are fake, but he vouches for them. • He's taking kickbacks from Soda Cola Corp.

TIPS ON HOW TO USE THIS MYSTERY

Print the Mystery works sheet full size and print the rest of the mystery half page and as a booklet this will give you everything you need in hand, but not on 20 pages which can get annoying. See picture below.

