

**THE  
GHOST  
RETURNS FOR HIGH  
ADVENTURE ON THE  
COAST OF CRUSADE**



**SEE A LOVE  
THAT DEFIED AN  
EMPIRE**

**WITNESS THE  
UNNAMEABLE  
HORROR**



**PASSION**

**ADVENTURE**



# IT CAME FROM THE LATE, LATE, LATE SHOW ACTOR CONTROL SHEET

Actor's Name: \_\_\_\_\_  
 Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Skin: \_\_\_\_\_ Eyes: \_\_\_\_\_ Hair: \_\_\_\_\_  
 Typical Mode of Dress: \_\_\_\_\_  
 Motivation: \_\_\_\_\_  
 Personality: \_\_\_\_\_

**BASIC ABILITIES:** Roll 4d10 for each Basic Ability except SURVIVAL POINTS (SP). To generate SP, add together the BUILD and FAME scores. FAME increases by 1d10 after every Movie, and SP are then recomputed. At the start of a Movie, the Stunt Double SP are the same as your Actor's SP.

BUILD (BLD)                       DEXTERITY (DEX)                       BRAINS (BRN)                       STUNT DOUBLE SP  
 LOOKS (LKS)                       FAME                       SURVIVAL PTS (SP)

**TALENTS:** 20 1d10 rolls in talents to start. Rolls may be placed in either Combat or Other Talents (The division is for convenience only). After each Movie the Actor appears in, he gets an additional 10 1d10 rolls in Talents. The Basic Ability in parentheses is added to the first roll made in a Talent.

### Combat Talents

<input type="checkbox"/> Unarmed Comb. (BLD)	<input type="checkbox"/> Spear (DEX)	<input type="checkbox"/> Throwing (DEX)	_____
<input type="checkbox"/> Knife (BLD)	<input type="checkbox"/> Pistol (DEX)	<input type="checkbox"/> Heavy Weapons (DEX)	_____
<input type="checkbox"/> Sword (BLD)	<input type="checkbox"/> Rifle (DEX)	<input type="checkbox"/> Artillery (BRN)	_____
<input type="checkbox"/> Club (BLD)	<input type="checkbox"/> Automatic Rifle (DEX)	<input type="checkbox"/> Strategic Weap. (BRN)	_____
<input type="checkbox"/> Bow (DEX)	<input type="checkbox"/> Power Tools (BLD)	_____	_____

### Other Talents

<input type="checkbox"/> Acrobatics (DEX)	<input type="checkbox"/> Construction (BLD)	<input type="checkbox"/> Medicine (BRN)	<input type="checkbox"/> Spaceships (DEX)
<input type="checkbox"/> Acting (LKS)	<input type="checkbox"/> Cooking (BRN)	<input type="checkbox"/> Mental Map (BRN)	<input type="checkbox"/> Sports (BLD)
<input type="checkbox"/> Administration (BRN)	<input type="checkbox"/> Driving (DEX)	<input type="checkbox"/> Military Intell. (BLD)	<input type="checkbox"/> Stealth (DEX)
<input type="checkbox"/> Agriculture (BLD)	<input type="checkbox"/> Electronics (DEX)	<input type="checkbox"/> Motorcycles (DEX)	<input type="checkbox"/> Streetwise (FAME)
<input type="checkbox"/> Aircraft (DEX)	<input type="checkbox"/> Etiquette (BRN)	<input type="checkbox"/> Mount. Climb (DEX)	<input type="checkbox"/> Surgery (DEX)
<input type="checkbox"/> Alertness (BRN)	<input type="checkbox"/> Explosives (BRN)	<input type="checkbox"/> Music (DEX)	<input type="checkbox"/> Swimming (BLD)
<input type="checkbox"/> Ambidexterity (DEX)	<input type="checkbox"/> First Aid (DEX)	<input type="checkbox"/> Nuclear Physics (BRN)	<input type="checkbox"/> Teaching (BRN)
<input type="checkbox"/> An. Husbandry (BRN)	<input type="checkbox"/> Fishing (BRN)	<input type="checkbox"/> Occult Knowl. (BRN)	<input type="checkbox"/> Time Sense (BRN)
<input type="checkbox"/> An. Training (BRN)	<input type="checkbox"/> Gambling (FAME)	<input type="checkbox"/> Parachuting (DEX)	<input type="checkbox"/> Tracking (BRN)
<input type="checkbox"/> Archeology (BRN)	<input type="checkbox"/> Geology (BRN)	<input type="checkbox"/> Persuasion (FAME)	<input type="checkbox"/> Traps & Tricks (DEX)
<input type="checkbox"/> Astrology (BRN)	<input type="checkbox"/> Heavy Equip. (DEX)	<input type="checkbox"/> Photography (DEX)	<input type="checkbox"/> Water Vehicles (DEX)
<input type="checkbox"/> Astronomy (BRN)	<input type="checkbox"/> History (BRN)	<input type="checkbox"/> Plumbing (DEX)	_____
<input type="checkbox"/> Biochemistry (BRN)	<input type="checkbox"/> Hunting (DEX)	<input type="checkbox"/> Psychology (BRN)	_____
<input type="checkbox"/> Biology (BRN)	<input type="checkbox"/> Intimidation (BLD)	<input type="checkbox"/> Radio Tech. (DEX)	_____
<input type="checkbox"/> Bluffing (FAME)	<input type="checkbox"/> Leadership (FAME)	<input type="checkbox"/> Research (BRN)	_____
<input type="checkbox"/> Business (BRN)	<input type="checkbox"/> Lip Reading (BRN)	<input type="checkbox"/> Riding (DEX)	_____
<input type="checkbox"/> Carousing (BLD)	<input type="checkbox"/> Locksmith (DEX)	<input type="checkbox"/> Screaming (LKS)	_____
<input type="checkbox"/> Cheerleading (LKS)	<input type="checkbox"/> Lying (BRN)	<input type="checkbox"/> Sign Language (DEX)	_____
<input type="checkbox"/> Computers (BRN)	<input type="checkbox"/> Mechanics (DEX)	<input type="checkbox"/> Singing (BRN)	_____

### PROPS

### WARDROBE

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**Build:** Physical power and fitness

**Dexterity:** Manual dexterity and agility

**Brains:** Ability to reason and grasp new information

**Looks:** Physical attractiveness and appeal

**Fame:** Measure of experience and influence

**Survival Points:** Build + Fame

**HTH:** 1/5 BLD as hand to hand damage

Roll 4D10 for each basic Stat

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**TALENTS:**

20 1D10 rolls during character generation. Add associated stat first time you add a D10

**Talent Coaching:** Actors may receive coaching in a skill at 20 at the the Directors discretion. This is a temporary score for the duration of the film.

**Expert Talent Coaching:** Actors may receive coaching and a temporary talent level of 50 depending on the film. If the actor is already trained in the talent with a higher level, the actor keeps her level.

**Untalented Combat:** If the actor has no skill in a talent, he may attempt to use it at his FAME/5

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**FRAME:** 10 seconds of combat

**TAKE:** Sixty seconds (6 Frames)

**REEL:** One hour (60 Takes)

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**FRAME SEQUENCE:**

- 1) Actors move, use talents, or other actions. Director records damage done to

monsters.

- 2) Extras and costars on the actor's side move etc.
- 3) Monsters move. Actors record damage received.
- 4) Extras and costars on the monster's side move.

**TAKE** (6 frames) : Refresh makeup. Regain 1d10 SP

At the end of each **REEL** regain 1 SP

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**MOVEMENT:**

**Running:** 100 feet or DEX x 4 per FRAME up to BLD in TAKES

**Jogging:** 1/2 distance of running for BLD x 2 in TAKES

**Walking:** 25 feet per FRAME

**Crawling:** 10 feet per FRAME

**Jumping:** w/ run up = 1/2 BLD in feet  
standing 1/4 BLD in feet  
High jump 1/3 BLD in feet

**MOVEMENT** (cont)

**Climb:** 15 feet per FRAME

**Dodge:** equal to DEX

**Parry:** Dodge + 20

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**FIRST AID:**

**First Aid Skill:** Restores 2d10 SP

**Refresh Makeup:** regain 1d10 after each TAKE

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**AT DEATHS DOOR**

Actor is unconscious at zero or less SP

Actors lose 5 SP per REEL until treated w/ First Aid or is taken to a hospital when below 0 SP.

Actor is dead when SP equals negative of starting score.

**Death Scene:** Actor's may opt to take a DEATH SCENE instead of first aid to offer insights into the encounter or to soliloquize.

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## OTHER ACTIONS

**Commercial Break:** Suspension of the action in a movie. Director can call one at any time. Actors may call one per TAKE. Commercial breaks last one minute real time.

**Walk off the Set:** Actor rolls versus FAME. If successful, Actor may negotiate w/ Director to alter current scene. If no agreement is met within five minutes, Actor returns to the set and may not be attacked for duration of the current TAKE

**Stunt Double:** Stunt double may be called at any time to take all damage for a FRAME. Once Stunt Double SP reaches zero or less, he is hauled off to the ICU and cannot be used for the rest of the Movie.

**Film Break:** Actor or Actor burn FAME in order to cause a break in the film. Roll less than burned FAME on 1D10. "MISSING SCENE" flashes on the screen and movie continues after the last encounter with everyone safe. Actors explain what happened during the MISSING SCENE

**Soliloquy:** Actor may attempt to deliver a monologue (dependent upon a successful use of a Talent) to inspire friends and allies.

**Rehearsal:** If an actor succeeds in a FAME roll, they may rehearse a scene. Opponents must take a +10 to their FX roll.

**Non-Lethal Combat:** Announced During attack. All damage is done normally except when the cast member is taken to zero or below they are knocked out for 1D10 TAKES. At the end of that time, cast member will have 1 SP and recover normally.

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**Surprise:** Versus BRN or 25, whichever is higher

**Terror:** Versus FAME  
Success – Actor may do as she wishes

Failure – roll D100

01-20 Faint dead away 2D10 FRAMES

21-40 Freeze in terror 1d10 FRAMES

41-60 Cover mouth w/ knuckles and scream until shaken or slapped

61-80 Gibber in fear and back away 1D10 FRAMES

81-00 Run away screaming 1D10 FRAMES.  
Director determines direction

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## CAST PARTY:

Fame awarded by Director to Actors who:

- played according to his profile
- acted appropriately stupid
- devised novel methods to defeat monster or accomplish the goal
- sacrificed herself for the party and or humanity
- delivered a good DEATH SCENE / SOLILOQUY
- Actors get 10 1d10 rolls to add to TALENTS
- Actors get additional 1D10 to FAME

## High Crusade: the Ghost Returns to Adventure Coast

### Cast

#### *Merry Outlaw* (N)

Props:

Longbow, Pouch, Lock picks, Dagger

Talents:

Bow (ET) 50 (Dmg) 10 (Rng) 200ft  
Knife (T) 20 (Dmg) 10+HTH (Rng) 25ft thrown  
Acrobatics (T) 20  
Carousing (T) 20  
Locksmith (T) 20  
Street Wise (T) 20

#### *Noble Swordsman* (N)

Props:

Rapier, Dagger, Fine Clothes

Talents:

Sword (ET) 50 (Dmg) 20+HTH  
Knife (T) 20 (Dmg) 10+HTH (Rng) 25ft thrown  
Bluffing (T) 20  
Etiquette (T) 20  
History (T) 20  
Persuasion (T) 20

#### *Rakish Rogue* (N)

Props:

Eye Patch, Parrot, Throwing Knives (5+HTH Dmg, 25 ft rang), Wide Brimmed Hat

Talents:

Throwing (ET) 50  
Unarmed (T) 20  
Alertness (T) 20  
Carousing (T) 20  
Gambling (T) 20  
Lying (T) 20

#### *Heroic Babe* (F)

Props:

Scimitar, Flintlock Pistol, Long Boat

Talents:

Sword (ET) 50 (Dmg) 20+HTH  
Pistol (T) 20 (Dmg) 20 (Rng) 20ft  
Explosives (T) 20  
First Aid (T) 20  
Leadership (T) 20  
Stealth (T) 20  
Water Vehicles (T) 20

#### *Exotic Savage* (N)

Props:

Spear, Bolo (entangle, 75ft rng), Tribal Clothing

Talents:

Spear (ET) 50 (Dmg) 13+HTH (Rng 75ft)  
Throw (T) 20  
Alertness (T) 20  
Ambidexterity (T) 20  
Hunting (T) 20  
Intimidation (T) 20

#### *Noble Lady* (F)

Props:

Full Money Pouch, Parasol, Fine Gown, Long Knife

Talents:

Club (ET) (Dmg) 10+HTH

Knife (T) 20 (Dmg) 5+HTH (Rng) 25ft  
Cheerleading (T) 20  
Cooking (T) 20  
Psychology (T) 20  
Singing (T) 20

### ***Old Monk*** (M)

Props:

Bible, Old Robes, Staff, Map to the Monastery

Talents:

Club (ET) 50 (Dmg) 10+HTH  
Administration (T) 20  
Astronomy (T) 20  
Cheerleading (T) 20  
Lip Reading (T) 20  
First Aid (T) 20

### **Extras**

Bar keep  
Bar Maids  
Variety of Patrons  
Sailors and Pirates  
Townfolk  
The Executioner  
Guards  
Monks

### **Villains**

#### ***City Watch*** (Mook Squad)

Size: 5'8"      Brains: 10  
Speed: 100      Fame: 0  
Build: 100      FX Roll: 50  
SP 150      Damage: 20

Talents

Capture  
Sword  
Regeneration  
Teleport

Immunities & Weakness

Clumsy

#### ***The Corrupt Official***

Size: 5'10"      Brains: 50  
Speed: 50      Fame: 50  
Build: 20      FX Roll: 75  
SP: 60      Damage: 30

Talents:

Swords  
Memorize

Immunities & Weakness

None

#### ***The Stop Motion Mythical Monster***

Size: 30'      Brains: 3  
Speed: 60      Fame: 20  
Build: 100      FX Roll: 60  
SP 200      Damage: 30

Talents:

Claw  
Crush  
Cause Horror

Immunities & Weakness

Immune to Blunt Weapons (1 point damage)  
Weak against Piercing (double Damage)

## **Locations:**

Tavern  
City  
Jail / Dungeon  
Gallows / City Square  
Monastery  
Throne Room / Small Castle  
Ship

**Plot:** Retrieve a secret letter from the monastery and confront the corrupt official

## **ACT I – THE WHARFSIDE TAVERN**

Location: Tavern, City

Camera opens with static shot of the a 17<sup>th</sup> century port town. The cries of seagulls mingle with the grunts and shouts of longshoremen unloading tall ships of their cargoes. Camera moves through the dock narrowly missing stepping on chickens and barely avoiding the emptying of last night's chamber pots into the street. The sounds of the cursing of those who were not so lucky can be heard in the background. Children scamper run across the POV shot laughing as the sounds of a fat merchant are heard commenting on their parentage.

Noise fades to drunken singing and sea chanteys as camera approaches a tavern. Camera focuses on the tavern's sign depicting a grotesque pirate's head with an enlarged throat. Camera enters bar and pans revealing a group of half drunk pirates in the corner being served by a buxom bar maid named Sally (*Bodice cut low for no apparent reason*). Pirates sing heartily and one falls over amid laughter.

Camera two cuts to the actors at a nearby table who cheer the fallen pirate. The actors return to their conversation where the regaling each other with tales of THE GHOST, each in turn claiming to be the spectral figure.

**You are interrupted when a stranger rushes into the bar seeking help . . . .**

The stranger is a nobleman named Don Patsy seeking help to remove the treacherous Governor Baddington from office. Don will attempt to persuade the actors to help him in his quest by promising great rewards from his brother the Duke Patsy and by flattering the egos of the actors.

Before the actors can ghet any information from the Don Patsy, the **City Watch** appears on the orders of the governor Baddington to arrest Don Patsy and anyone who he is seen with.

**The City Watch burst through the doors of the tavern with a determined look in their collective eye. They immediately move to surround Don Patsy and the party, swords drawn and ready for action. They demand your immediate surrender.**

The ensuing barroom brawl can encompass the entire tavern and spill out into the street. The City Watch should prevail and capture at least one of the actors and Don Patsy. If the watch is close to being defeated, whistles and shouts can be heard from up the streets as another group arrives to give aid. The patrons of the bar and the citizens in the street will not help unless forced to fight.

Possible outcome, run the actors into a street and a line of muskets.

## **ACT II – THE GALLOWS**

Location: Jail / Dungeon, Throne Room, Gallows / City Square, City, Ship and or Tavern

**Blurry brown fills the screen as the camera come slowly into focus on a swinging rope. Camera pulls back to show the Gallows and the sound of a trap door being tested dominates the audio track. A hooded executioner tests the lever as several bodies sway behind him. Moans come from a cage where a starving man sits in the hot sun, his only companion a skeleton in the cage next door.**

**Second camera returns to the party after an indeterminable time. Everyone is cosmetically bruised an battered, but most damage has been healed. The actors are chained in a dark dungeon illuminated only by smoky rush lights and daylight from the street above (*quite well lit actually*). Sounds of screaming and whipping come from the background. Don Patsy is nowhere to be seen. The guards come to the cell and demand that the prisoner stand ready for their judgement.**

The actors are dragged across the square to the throne room of Governor Baddington. The square is populated by a few extra guards, pedestrians, and a few stalls w/ vendors. Actors who escaped the clutches of the guards may well be hidden among the passerbys. A Spot or BRN roll and the actors will see a couple of people quickly leave the square as if they have sudden business.

**The governor is a pompous looking man with wearing a ridiculous wig and bearing the distinct impression that he has just eaten a**

bushel of banana skins. Kneeling before the him is starving beggar clad in rags and chains. The governor is passing sentence. "For the crime of stealing bread for his family, remove his hands so that they may offend no more and kill his family so they may no longer lead him into temptation."

"My lord, I beg of thee, spare my family. Mercy," the beggar cries.

"How dare you sirrah! I gave you no order to speak. Remove his tongue lest it wag again with such impudence. As for mercy, yes, I will be merciful. Guards, chop off his nose so he will no longer have to smell his own stench. And I do not care for the look in his eyes, remove them and dump them down a well somewhere." The Governor waves the man and the guards away, returning to his meal.

The actors are dragged before the governor and beaten down until they are on their knees. The Governor pretends not to notice the proceedings until the chief guard announces that they are here for their judgment. Stationed around the throne room are several professional looking soldiers with swords and muskets. The Governor sits behind a large mahogany desk with a gavel, a bowl of porridge, and a tankard. There are a few onlookers in the background and any free actors can get access to the courtroom/ throne room.

"Ah yes, the traitors in training. What have you got to say for yourselves that would convince me to spare your lives?"

Let the actors speak up. Should a rescue attempt be made, it should fail with the rest of the party captured and facing the same fate. The Governor appears to be sincere as he weighs the words of the party.

"Yes, I see. Hmmm. I am afraid that the evidence against you I quite overwhelming. You were seen in the company of Duke Patsy. That in itself is quite damning. Taking into consideration that you are unlikely to be able to repay even the modest charges for your recent accommodations and care, it is extremely unlikely that you could afford to cover the fine for your transgressions. I am afraid it is the gallows for the lot of you. Say hello to the Don for me. Guards, hang the vermin this afternoon will you? And see if you cannot drum up a crowd this time?"

The actors are led back to their cell where they may freely plot their escape. Any free actors may slip them a note as they are returned to the dungeon, or drop a note through the bars. In fact, the set is designed so poorly they could even smuggle knives to the prisoners. Failing to escape on their own, proceed to the next Scene.

Before the guards return to take the actors to their fate, a female's voice hisses at them from street level.

"Psst. Catch. Wait until the signal before you make your move." A small bundle drops from the barred window. Inside it is a map, a note, and several small knives that can be easily concealed on the actors.

The note reads, "I am sorry my friends that I cannot be there to talk to you in person, but I am being watched. My brother tried to talk to you earlier and inform you of our need. Governor Baddington has betrayed his royal majesty and is preparing to sell the city into the hands of our enemy. He has already sold several of our vessels out to the pirates and will stop at nothing until his coffers overflow with wealth. We need your help to retrieve proof of his treachery. We know that he has sent several chests to the Monastery of Monstery. Use the map to find your way and return with whatever evidence you can find. We will help you escape when the time is right. Once you are on your way, go to the Sinking Kestrel, the captain will help you from there."

Actors are soon led from their cells to the courtyard.

Roof shot over the square. There is a throng of people milling about the square. A festival atmosphere has developed with Salesmen hawking their wares. Children are running around chanting, and group of youths are hurling vegetables at the starving man in the hanging cage. Several extras can be seen talking on cell phones as the city watch push their way through the masses creating a path for the actors to reach the gallows. Rotten fruit is hurled at the assembly, although it is impossible to tell if the guards or the actors are the target.

There are many opportunities for the actors to launch their escape should they feel like it. If they allow themselves to be marched to the gallows :

The Executioner is a burly man smelling and looking vaguely of goats. He does not offer the actors a bag as he slips the rough ropes around their necks. Don Patsy is also led upon the stage to face the same fate as his conspirators. The Governor steps to his balcony overlooking the square and throws a handful of coins into the crowds. The camera pulls in for a close up of his sneer as he watches the citizens fight over pennies. "Ladies and Gentlemen," he cries as the camera catches him mouthing "louts and vermin". The crowd quiets.

"Before you today are those who would do us harm, those who have betrayed the his majesty's trust and would question his judgment. What do we do with traitors?" he cries.

"Hang em!" is the shouted response.

"Then by your will, let them hang," he cries as he raises his arm. The Executioner steps toward the lever and pulls it. The actors



**fall through the trap and are stopped short by their ropes.**

Let the actors dangle for a while. A DEX check to work their hands free using the concealed knives. As they start to blackout amid the cheering, **shots ring forth and they fall through to the straw below. The crowd gasps, "The Ghost". A Figure dressed in a white sheet riding a white horse stands triumphantly in the saddle, a smoking flintlock in his hand. "Sorry I am late," the figure cries, "I was held up in Tulsa." The guards respond by charging the figure who immediately turns tail and rides off, luring a portion of the city watch after him.**

The actors should now be free to fight or flee. They are pursued through the village by the city watch who at this time should be hampered by their weakness (clumsy, lose trail in foot chase).

Sinking Kestrel . . . tavern or ship? Is the captain a ship's captain or the captain of the guard? Depending on time, their first choice is wrong and they have another encounter with the City Watch.

**The Tavern: The camera runs at street level a few yards behind the party. Sounds of pursuit come from off scene and no one seems to take any interest in the group's movement. The actors look relieved when they catch a glimpse of the shingle, a Kestrel (the bird) slowly sinking in the sea, a bottle of grog clasped in one wing. The captain of the guard sits waiting at the bar.**

**The Ship: The camera focuses pans across the docks, pausing on a beautiful Spanish galley sitting at the docks, her sails unfurled as she pulls away majestically. The camera zooms in on the bowsprit carved in the image of an eagle swooping across the sea before panning across her bow to reveal her name, The Sea Hawk. As she departs, the camera is left focusing on a battered, half sunk brigantine, her sails torn and rough patched hang flaccidly as her lackadaisical shuffles around on deck. The actors appear in frame almost out of breath and pause before catching sight of her, the Sinking Kestrel. The captain is a boozy man, red cheeked, heavy set with a large gin blossomed nose and he welcomes the actors aboard.**

The first captain will have knowledge of what the actors are talking about, their escape from the gallows, Duke Patsy, or the Monastery of Monstery. Being a friendly chap, he will play along for a little while before catching on and suggesting that the actors try the other location.

**"Good to see you my friends. Hurry, there is little time," the captain says gesturing for the actors to follow."**

During the trip, the captain will explain that Governor Baddington has been skimming taxes, illegally seizing property, and generally being a corrupt official in the normal sense of the phrase. Don and Duke Patsy became aware of the governor's evil deeds after several of their close compatriots fell foul of the Baddington's ambition. Through careful research, the judicious spread of wealth, and plain good luck, the brothers have found where the Governor is keeping his treasure and correspondences, because evil always keeps a written record of their plans.

A monk who is part of the resistance will warn the actors that the Monastery of Monstery is protected by a foul creature summoned from the pits of hell, proof that Governor Baddington is in league with Satan himself. The Monk provides a map of the Monastery and blesses the actors. He gives each of them a crucifix that has been sharpened to a point.

Allow the actors to refresh themselves. If time permits, through another fight at them.

If at sea the Royal Navy catches up and a sea battle ensues where the Sinking Kestrel shows that she has both a surprising turn of speed (the engine can be heard on the soundtrack) and a surprising number of cannon. Use the City Watch as the foil but they will not be attempting to CAPTURE.

If they depart from the tavern, then they are in a carriage drawn by eight horses. They will be pursued by the City Watch on horseback and armed with muskets that never seem to need reloading (Shoot every other round).

Either case, the actors finally make it to the Monastery of Monstery.

### **ACT III - THE MONASTERY OF MONSTERY**

Location: Monastery

**The track through the jungle abruptly ends at a frayed rope bridge spanning a seemingly bottomless crevasse. For no reason whatsoever, the sounds of jungle drums can be heard in the distance. High in the sky silhouettes of very large birds, or perhaps even pterodactyls, block setting sun.**

**The Captain and the monk step forward to wish you all luck.**

**"Remember my friends, we will wait for you here for two days. If we do not hear from you, we can only assume the worst."**

**"God will be with you even though I will not," the monk adds, blessing the actors again. "Beware the demon, and remember that God is on your side."**

**“Don't forget to grab the letters,” the Captain reminds, “with those we can confront Governor Baddington and save the town.”**

The actors should proceed across the bridge. Throw a couple of DEX checks in for fun. Across the bridge, the track continues for another half mile or so.

**The Monastery sits in a natural clearing, its white stucco walls gleaming in the noon day sun. a lone tumbleweed blows in front of the gates. A hissing, roaring sound is heard as a giant creature slowly rises from behind the mission, its bull head expanding, its horns growing as the hissing roar grows louder. Giant octopus arms flail madly from around the abbey to strike at the actors.**

Actors should make a terror roll. The crucifixes can be thrown like shuriken and cause the monster to hiss angrily and shrink visibly, as will most weapons.

**Defeated, the monster wilts visibly beneath the righteous blows of the actors. Soon their path is clear.**

Lacking any secondary security, the monastery lies open to the actors. The treasure rooms overflow with sparkly jewels and gold. The papers that the actors seek are conveniently packaged in a small chest. The actors have free reign to loot to their hearts' content.

The trip back is uneventful.

#### **ACT IV – THE SHOWDOWN.**

Location: City, Throne Room / Small Castle

**Camera opens on the sun rising above the still sea. The actors return triumphantly to the village square accompanied by the Captain and the Monk. They are joined by the brothers Patsy and their loyal retainers.**

**Duke Patsy strides to the center of the square and shouts, “Governor Baddington, step forward and face justice. We have proof of your treachery and demand your surrender. What say you traitor?”**

**A shot rings out and the duke drops to his knees, blood spreading on his doublet and dribbling down his chin. A woman's scream is heard in the background. The governor steps forward onto the balcony**