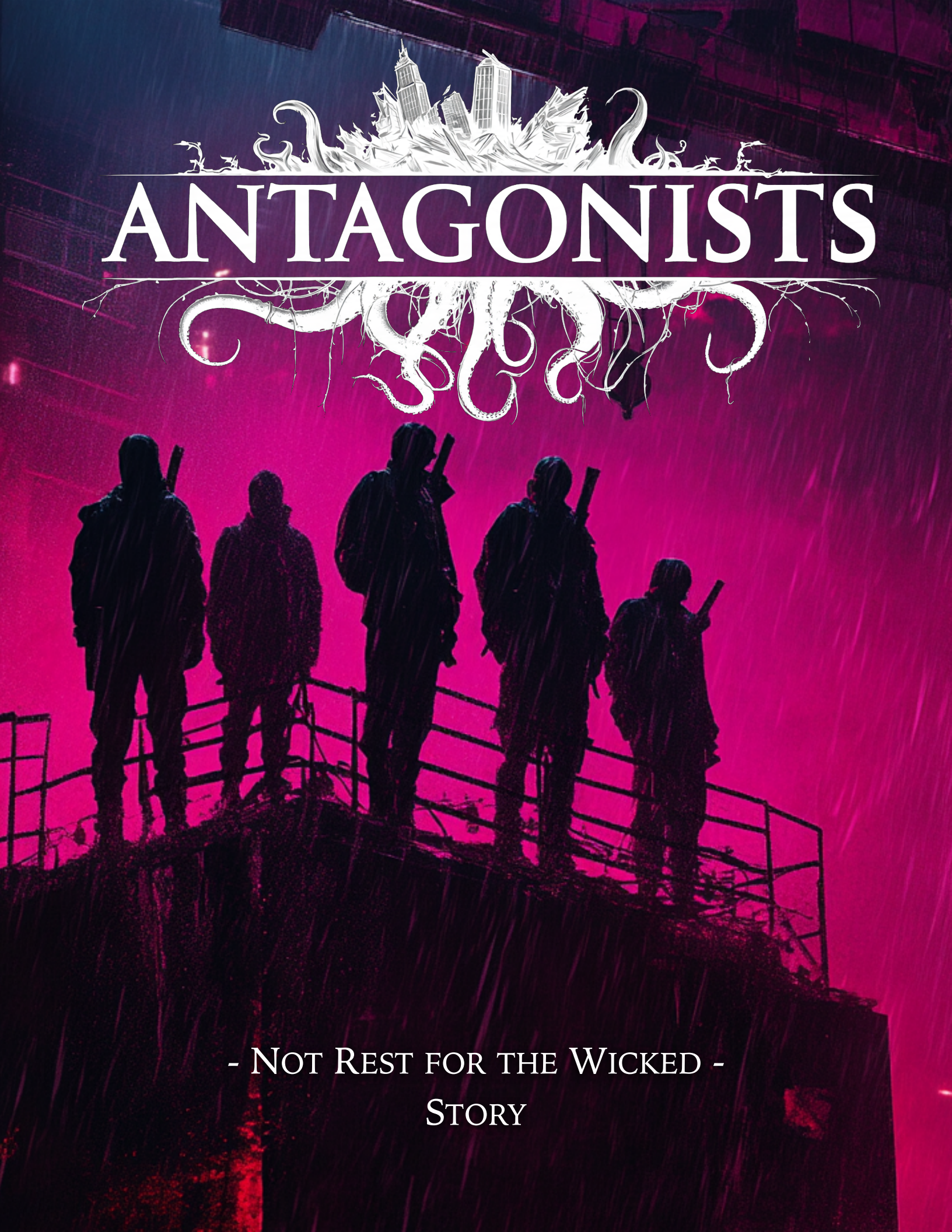


- Not Rest for the Wicked -

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This document is a Story for Antagonists. If you don't plan to be a Game Master, don't read further.

Introduction

This story was designed for an RPGLab to test the rules. We played 8 sessions of about 2 hours each to complete the story. Since the story is short, suggest to the players to choose a pre-made character. Check the Online Vault for pre-made characters.

If you don't plan to continue the protagonists' story after this one, be generous at the beginning but make the story harder by the end. The important part is that at least one protagonist makes it to the end. We have given 4XP per session.

The Crew

The protagonists can already know each other or they can join together for this adventure. It can be great if they don't trust each other.

The Stadium

The story takes place in the Stadium. It's an old Olympic stadium now transformed into some kind of fortress. There is more information about the Stadium in the Antagonists main book, but here is a small summary.

The location has been fortified over the years. It's composed of the large stadium but also a lot of buildings around it and a few large parks transformed into agricultural fields. The wealthy live in the large ring structure and the poor live in the middle section. They have constructed tower buildings made of stacked houses. Our story happened in one of them. The main faction here is the Union, but there is a secret internal conflict and organized crime is flourishing.

The Tower Buildings

In the middle section of the Stadium, multiple tower buildings of stacked houses have been built over the years. It's where the less fortunate live. Some have reached impressive heights, but others are smaller, always becoming bigger to allow more people to live in them. The majority of them are in bad shape, using cables to fix them in place and avoid collapsing.

Scene 1: The Preparation

The story begins one morning in a dirty apartment in a tower building inside the Stadium. A Spanish woman with the nickname Cinders offers the protagonists (40 Slugs × number of protagonists) to steal a stained object from an apartment in the Stadium. She has done the calculation before meeting the protagonists, so she offers the whole sum.

She offers alcohol to the protagonists during this meeting. They can drink all they want but can become drunk. Every drink after the first requires an Athletics test (1 Disadvantage per drink). A failure means that the character gets the exhausted condition. If the condition is

already checked, the character must check the infected condition instead. On another failure, if both conditions are already checked, the character is stunned.

Cinders will give a few pieces of advice to the protagonists:

-

- - Get inside apartment 17 in tower building #4 inside the Stadium. It's the one with the red paint, impossible to miss.
- -
- - Steal an object that looks like a big rabbit's foot.
- -
- - Get out of the Stadium and go to an abandoned house not far from here; don't get followed.
- She offers half the payment now and the other half when the job is done. She will give the remaining Slugs to the people arriving at the rendezvous point.
- They have 24 hours to steal the object, the Rabbit Foot. They can do it during the day or by night.
- The owner of the object is a member of a criminal group, and many members of the group live in the tower building, so she will have friends and guards who will report any suspicious activities.
- There are a few bells in front of many houses. They are used to call for help.
- Cables are holding the tower building in place. Cutting all the cables will not make the tower fall but will make it very fragile. Anyway, making the tower collapse before getting the object will not make it easy to get. It's possible to use the cables to climb to an upper floor or to move from one tower to another.
- A crane nearby can allow someone to be moved on top of the building.
- To exit the Stadium, it's possible to go through the normal gates, but it can be risky to have the object confiscated.



- A locked sewer tunnel can be used to exit the Stadium if the heat is high. She gives the location of the tunnel entrance.
- Cinders knows a policeman named Kramer who is patrolling the middle section. Maybe it can be possible to make a deal with him to have him look away for a few hours.
- Cinders will be able to get the protagonists' weapons since it's illegal to have weapons inside the community.
- Cinders knows a man that can sell equipment that can help the group for this mission. His name is Simpson.
- Cinders knows that the target uses a child to send messages. The child should know more information about the location.

Charming Cinders (by a woman or a man) will have no effect now but later in the story.

A Knowledge test allows one to know the following:

- Her real name is Camila Hernández.
- She's operating the Black Market, at least providing special orders.



A Persuasion/Intimidation test with a Disadvantage allows one to raise the payment to 50 Slugs. Only one protagonist can try this test.

Another Persuasion/Intimidation test with a Disadvantage allows one to know the following:

- The sponsor is Ernest Favreau, a well-known rich person in the Stadium.
- The current owner of the object is Anna Clark.

The Plan

Cinders asks the protagonists to introduce themselves. Some may know each other, but they can also be strangers reunited for this mission. Anyway, she asks each member of the

group to tell the others a name or a surname. She then asks them to talk about what they are good at.

Then Cinders asks the protagonists to create a basic plan to be sure everyone knows what they need to do.

Gecko the Messenger Child

Gecko (Elliot) is a messenger for Anna Clark. He's a wise 12-year-old child and knows his way around. He's paid 1 Slug for every message and can have a few each week (about 5). He can talk with a little persuasion or, for enough Slugs (about 10), through intimidation.



Gecko

Here is the information Gecko can give to the protagonists:

- He's working for Camila Hernández.
- The owner of apartment 7 has a dog.
- If a guard asks for a password, it's: Rotten Fish.



Kramer

The Policemen

There are police officers patrolling almost everywhere. Some are at the gates while others are patrolling. They can be bribed beforehand to look the other way. Cinders knows a few police officers who should accept bribes, like one named Kramer. They can go see them before committing the crime to have them look away. It's about 10 Slugs to have the policemen avoid the location.

Vantage Points

The Stadium is full of tower buildings that can be used to spy on others. Some of them have cables to make the towers more solid and can be used to cross from one to the other.

Simpson, the Shady Merchant

Simpson is a merchant in a small house. It's not even a shop, just a small room with multiple boxes. He has multiple objects and many weapons. He will suggest the following and silent weapons:

- **Caltrop, Bag:** 4 Slugs
- **Flashlight, Plastic:** 1 Slugs

- **Flashlight, Metal:** 3 Slugs
- **Grappling Hook:** 2 Slugs
- **Handcuffs:** 3 Slugs
- **Lock-Picking Tools:** 3 Slugs
- **Magnifying Glass:** 2 Slugs
- **Rope, Climbing (50m):** 3 Slugs

The Sewer Tunnel

The protagonists can be tempted to go check the tunnel beforehand. A locked gate blocks the passage. A Sleight of Hand test with a lock-picking tool can open the gate. It's also possible to use brute force with a Brutal Fighting + weapon or tool (5) to open the gate.



Talking to Animals

A protagonist can try to talk to animals using the Animalism power. It can be useful to ask the animals for some brief description of the houses and rooms. It can also be useful to get information about the people but also what they are currently doing.

Scene 2: The Contract

Tower Building Inhabitants

Multiple families live in the tower building. There are about 25 civilians. Some are relatively friendly, but obviously, if the protagonists try to enter their house or do suspicious things, they will call for help. The civilians are suspicious of any persons who should not be in the tower building. They will at first ask the intruders to leave and call for help.

About 20 persons are members of the same criminal group as the target, so they can use force and violence to expel the protagonists.

Reaching the top too fast: It can happen that the protagonists find an easy way to reach the top of the tower. The goal of this story is to reach the top, so if the player finds a way to do it without issues, you need to add more challenges to make the story interesting. As an example, you can add a gathering of gang members on the top floor's balcony. Maybe at some point they can leave, but it will prevent the protagonists from simply flying to the top.

We didn't put the gang members or the inhabitants on the map. Try to balance the encounters and set the number of people depending on the mood. Don't have too many combats or too many enemies to avoid. Some houses can be empty, or people can be sleeping.

The Weather

The day is clear, but after a few hours, it will start to rain. Play with the weather as you want. Some scenes can be under heavy rain and give advantage to Stealth tests but Disadvantage to all the other tests.

The Glare

The Glare inside the Stadium looks like a series of tunnels. The vegetation is particularly colourful and beautiful. It glows, and no light is required. Even if the Stadium is an open area, the Glare is positioned like a snake around the buildings. Some doors and windows are simply small entries to smaller tunnels and allow one to skip some locked doors. Other windows and doors are simply blocked. The Glare can be used to advance further in the tower building but not skip all the difficulty. That is why there are Skulks.

A few Skulks are living in this series of tunnels. The protagonists can smell their horrible odor and can even hear them when approaching.

The Events

The story mostly works with events that will happen during the heist. You can choose which one you prefer and in which order to present them. Furthermore, you can switch the description of an apartment for another. Be sure to keep the locations interesting.

Event: The Patrolling Policemen

This encounter can be used to add chaos to the protagonists' plan.

A few policemen are patrolling the Stadium if the protagonists didn't already bribe them to not be there. They will see the protagonists if they do something suspicious. It's a little bit late to have them look the other way with a bribe, but it's not impossible. It will cost about 15 Slugs. If the protagonists try to resist, they will call for reinforcements and try to arrest them.

Event: The Smoker

This encounter can be used to add chaos to the protagonists' plan.

A guy suddenly gets out of his house and starts to smoke on a balcony. It can be on the same tower where the protagonists are or on a tower nearby with a good view of what is happening. He's just looking for someone to talk to during his cigarette. If he sees something suspicious, he will ring a bell.

Event: The Bells

This encounter can be used to add chaos to the protagonists' plan.

An inhabitant of the tower building sees the protagonists doing suspicious things. They start to run to the nearest bells to alert everyone nearby. The protagonists can try to stop them. Play this event like a small race: he's running to the nearest bell, and maybe multiple protagonists can take an action to stop them.

Event: The Dog

One of the apartments has a guard dog that will smell and attack any intruder. The dog will also bark and alert its owner and neighbours.

Event: The Guy with a Gun

The protagonists stumble in front of a guy with a gun pointed at them. He's afraid of the protagonists and will ask them to stop moving and raise their hands. The protagonists can try to disarm him or find a story to explain why they are there.

Event: The Traitor

In one of the apartments, a gang member named Wally will understand that the protagonists are there to steal the Rabbit Foot. If you want, he can know Cinders. Instead of attacking the protagonists, he will ask to be part of the robbery. He tells the protagonists that he knows where the Rabbit Foot is and how to get it. He wants a share of the Slugs and not just a flat fee.

He asks how much they are paid and asks for a minimum of 20 Slugs if the protagonists try to deceive him. If the protagonists refuse, he threatens to call reinforcements. He knows the safe combination where the Rabbit Foot is but will not tell it to the protagonists and will open the safe by himself.

Event: Collapsing Floor

This encounter can be used to add chaos to the protagonists' plan.

When a protagonist enters a room with some heavy furniture, the floor collapses. The protagonist can do an Acrobatics test to avoid falling. An Athletics+Armor test with A Disadvantage is then required to avoid fall damage and debris. No matter if the protagonist succeeds in the test, it makes a lot of noise and wakes people around.

Event: The Little Girl

A little girl is sleeping in a bed or simply playing in an empty room. She will be afraid of the protagonists and try to scream and flee. The protagonists will be in a difficult situation. They can try to reassure her or try to make her stop screaming. Since she's very young, violence is a delicate option.

The Crane

The crane is used during the day, so using it can be difficult, but maybe the crane driver can be asked to do a side job during its normal work hours, but it will not be very subtle. The crane is large, and pretty much everyone in the Stadium can see it.

It can be required to bribe (10 Slugs) the driver or intimidate him so he will let the door open and the keys in the crane. If they want him to operate the crane, it's 10 Slugs per person.

It's also possible to pick the lock of the crane during the night or when the driver is not there. A Knowledge test with a Disadvantage caused by the bad visibility is required to operate the crane. The persons lifted must stand 2 buildings away to allow the crane to rotate.

A success is required to correctly move up to two persons to the south-east balcony of level 4. A failure will cause a collision with the building. A resistance test (Athletics + Armor) with a Disadvantage can prevent a wound. The protagonists will fall on the south-east balcony of level 3.

If the driver is operating the crane and no one is checking the driver, he will try to leave as soon as possible. He will move the first 2 persons and they will leave back home.

Using the Cables

It's possible to use the cables that are holding the tower building in place to climb on an upper level. Many cables are holding the tower. Some are connected to the ground but others to other tower buildings. There are cables at level 3 and 4. Climbing the cables during the day is not very subtle. A stealth test is required. Daylight causes a Disadvantage but darkness an Advantage.

Two Acrobatics tests are required to cross the gap (1 Disadvantage for the rain, 1 Disadvantage for the darkness). A failure means that the protagonist falls to the street below. An Athletics + Armor test (3rd floor: 6 Disadvantages) or (4th floor: 9 Disadvantages) is required to avoid a wound. Remember that the left are often the target for a wound and a difference of 10 between the rating and the difficulty causes an additional wound on a success.

It's possible to use ropes to prevent a fall, but failure will slow down the process and require

an additional test to move forward and also an additional Stealth test.

Cutting all the cables is not enough to make the tower collapse, but an additional push can make everything fall. One of the vehicles inside the Stadium can be used to ram the base of the tower and make it collapse.

If the building collapses, it will be very hard to get the object into the debris, but it can be useful to hide tracks.

Apartments and Doors

People live in the apartments and have their doors locked. The penthouse has a lock that causes a Disadvantage to a Sleight of Hands test. In some apartments, it's a normal family with children, but in others, it's gang members.

When it's a normal family, the challenge will be not to wake up the members or not to have the family call the police. Higher up in the tower, gang members live there. They will be more aggressive and will potentially attack the protagonists.

Offering Services to the Inhabitants

The protagonists can try to offer services to reach higher floors. The gang is looking for illegal items, mercenaries, or sexual services (from men or women). Offering those services can allow access to higher floors, but the gang will never allow multiple people to climb the floors without a good reason. This solution can allow meeting gang members in fewer numbers. If the protagonists want to talk to the boss, the gang members can organize a meeting at a lower level.

How to Play the Scene

At this point, let the players find the best ways to climb the multiple levels of the tower building. Try to avoid combat. This scene is for stealth and social encounters. Combat will come later when they try to escape the building and reach the rendezvous.



Level 1

There are 4 apartments and 3 stairs to go to the upper level.

Trees: It's possible to climb to the level 2 south balcony using a tree.

Apartment 2: Used as an illegal shop that sells alcohol and drugs. Two persons are working there during the night.

They are also selling a few Stained Objects. Roll 5 times a d20 in the Stained Items List (in the main book). Those are stained objects that the protagonists can buy at the normal price.

Level 2

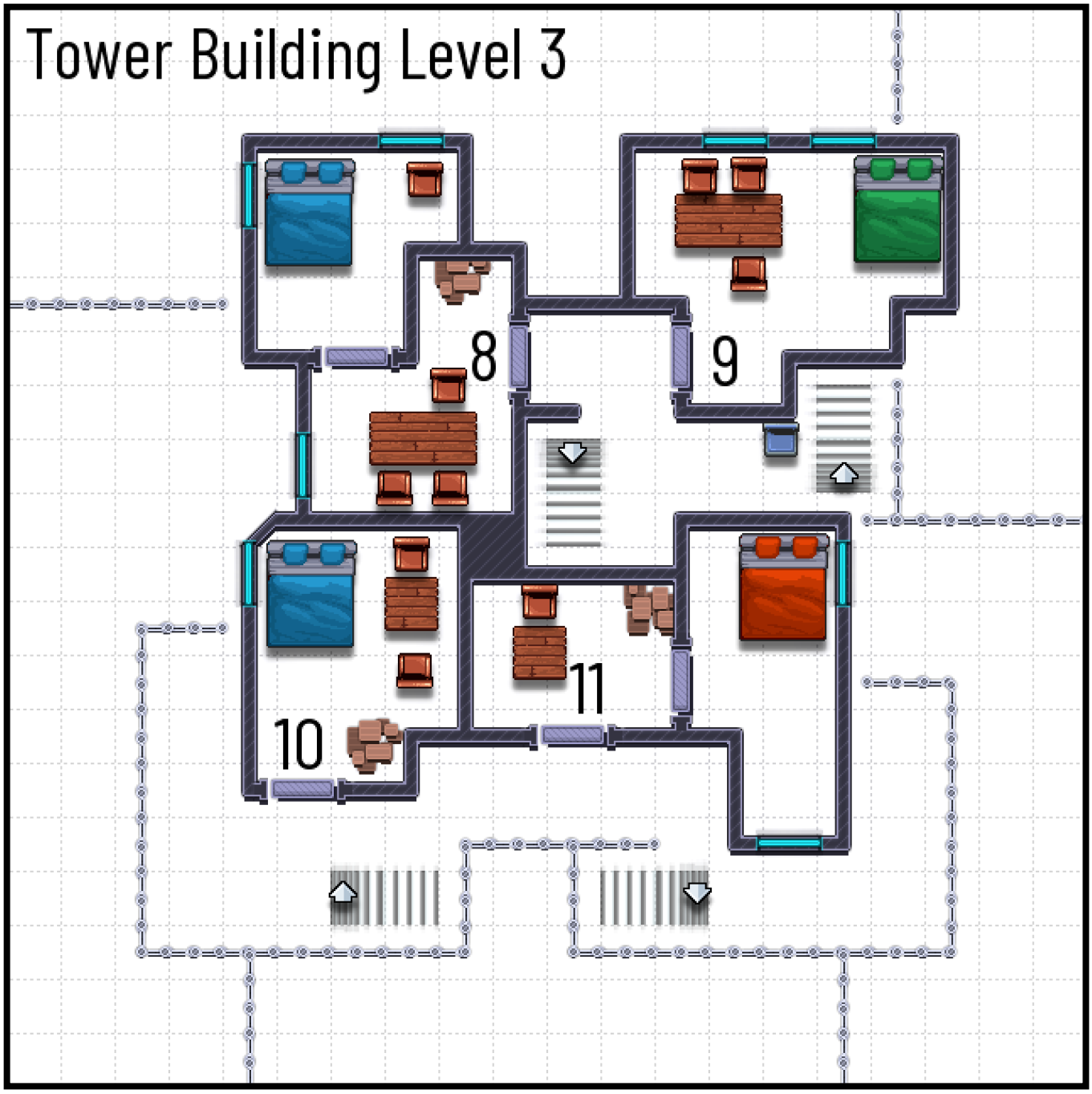
There are 3 apartments and 2 stairs to go to the upper level. The northern stairs are communal, but the one at the south requires going inside an apartment.

Trees: It's possible to climb a tree to reach the south-east balcony. An Athletics test is required. 1 Advantage for the branches but 1 Disadvantage for the rain.

Apartment 5: It's a family; a baby is crying in the background. The family will panic and call for help if someone tries to enter the apartment.

Apartment 6: A member of the gang is sleeping there. In the boxes, it's possible to find a stained item if the protagonists are searching. Roll a d20 in the Stained Items List (in the main book).

Apartment 7: The door is locked (as for the other apartments). The owner of the apartment is asleep during the night, but his Guard Dog can smell and attack any intruder. The dog will probably wake up the owner of the apartment. He can try to stop his dog if he thinks that the protagonists don't want to harm or rob him. If the protagonists look to harm his dog, he will try to fight or flee.



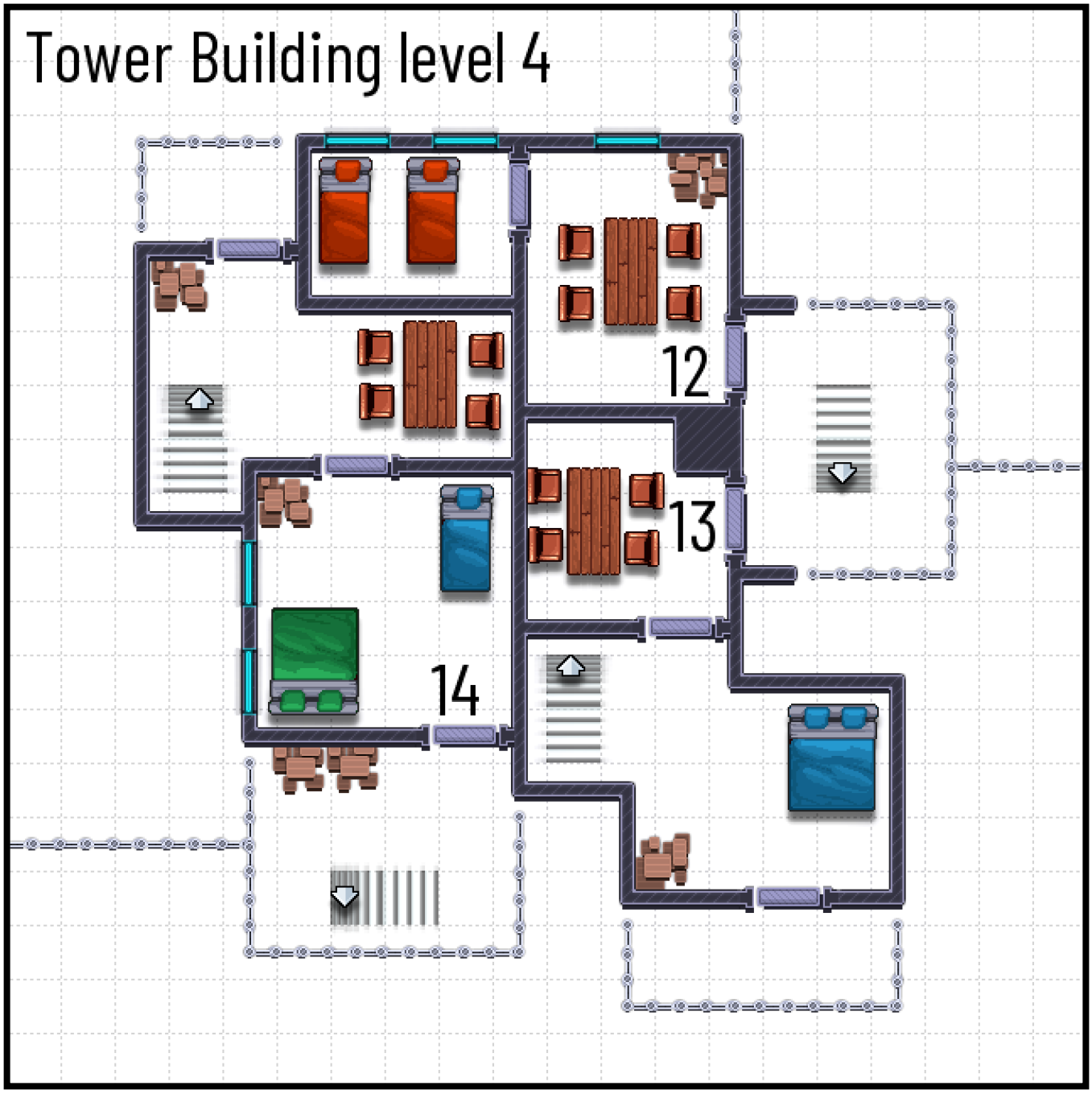
Level 3

There are 4 apartments and 2 stairs to go to the upper level.

A Bodyguard is sitting near the stairs going up on the north-east balcony. If he sees the protagonists, he will ask what they want. If they tell him that they need to go up, he will ask for the password. It's "Rotten Fish". The Bodyguard is replaced at some time during the evening. Except for a good diversion, he will not leave his post.

Apartment (any): A family lives there. It's a couple with two children in a small apartment. During the night, they are sleeping but can hear noise if the protagonists are not careful.

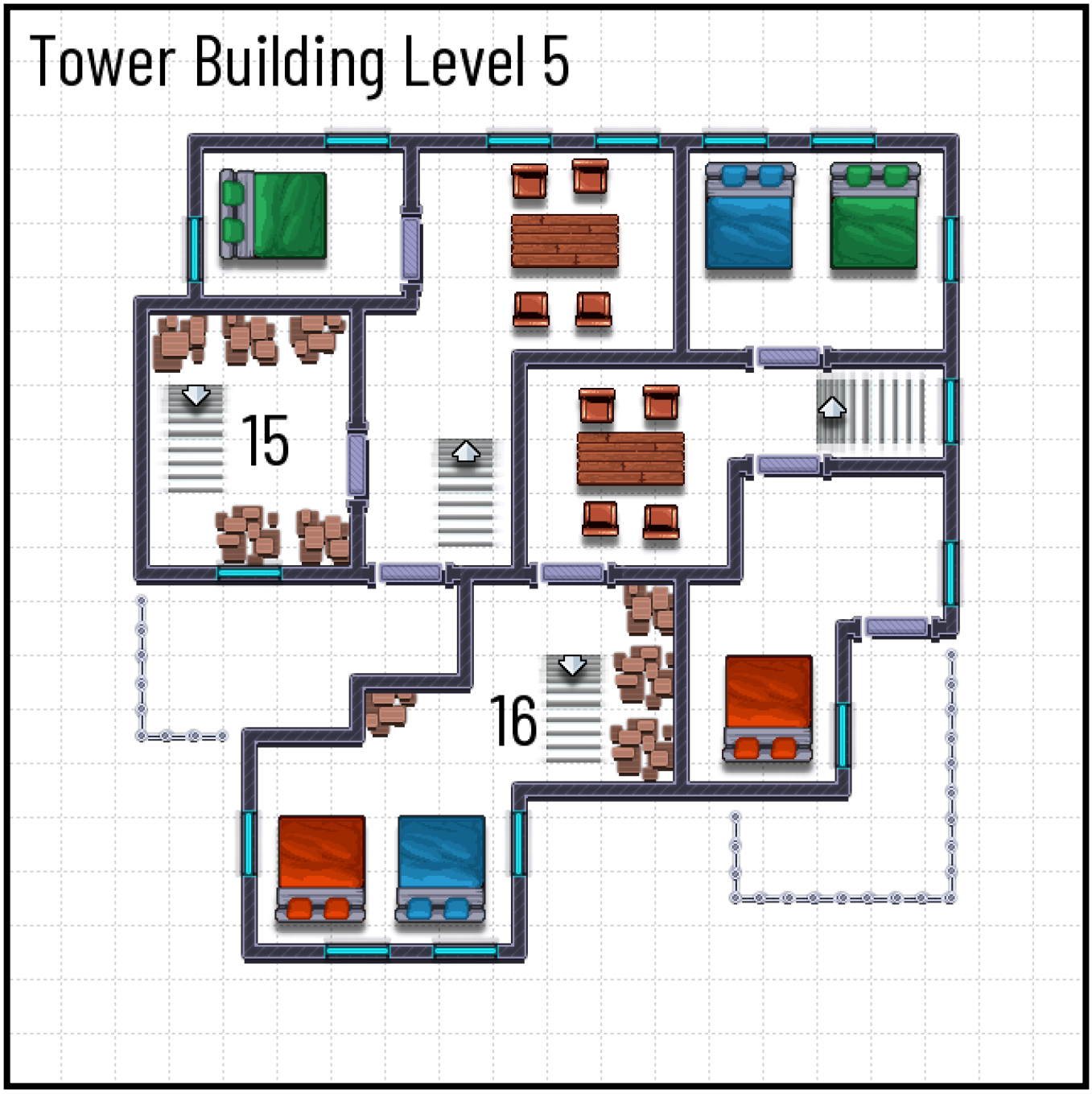
Apartment 8: Three criminals live there and are wasting time doing stupid challenges.



Level 4

There are 4 apartments and 2 stairs to go to the upper level.

Apartment (any): There is a party there. Choose any apartment on this floor (the first visited). Gang members are partying. The protagonists can try to blend in with the group. If they don't look like someone in a gang, they will be intercepted and interrogated. Use this event for a social encounter. Have fun with this one and make the protagonists nervous.



Level 5

There are 4 apartments and 2 stairs to go to the upper level.

Apartment 15: They organize combat that takes place in the apartment.

Apartment 16: It's poker night; a few gang members are playing poker. They are used to playing with strangers, so when the protagonists enter the apartment, they are not so surprised. They think the protagonists are new players. If the protagonists do not sit down to play a few matches, they will become suspicious. There are 4 players; each game lasts for about 10 minutes. Simply roll a 20-sided die for each player, and the player with the highest result wins. It's 3 Slugs per player.



Level 6: The Penthouse

This apartment is a lot nicer than most of the apartments in the Stadium. Depending on the time of day, Camila Hernández can be in the apartment reading or sleeping. If she is alerted, she can also be outside.

The protagonists can investigate to find the safe where the Rabbit Foot is.

The Rabbit Foot is in a bag in a medium-sized safe that requires a combination. If forced, she will give the combination (7-3-3-7) or open the safe for them. If the protagonists cannot open the safe, they can carry it. It's a Heavy 4 safe.

It's possible that some gang members are living there. Add some if you want more combat to this story.



The Rabbit Foot

The Rabbit Foot is in a black bag. It's a big, white, weird rabbit foot the size of a melon. When someone opens the bag, they are taken by the Glare. The Glare can also take people and objects around. *Choose what will be cooler. You can isolate a protagonist in the Glare or many of them. Try to separate the group.* The Glare is pretty much in the shape of what is in the real world, but there are Skulks around. After at least one encounter, the Glare will expel the one carrier of the Rabbit Foot and what is around them. It can also expel nearby Skulks if it can be interesting. Depending on what you want, the Rabbit Foot can need time to recharge or can allow the protagonists to go into the Glare later but will need to face monsters instead of the community guards.

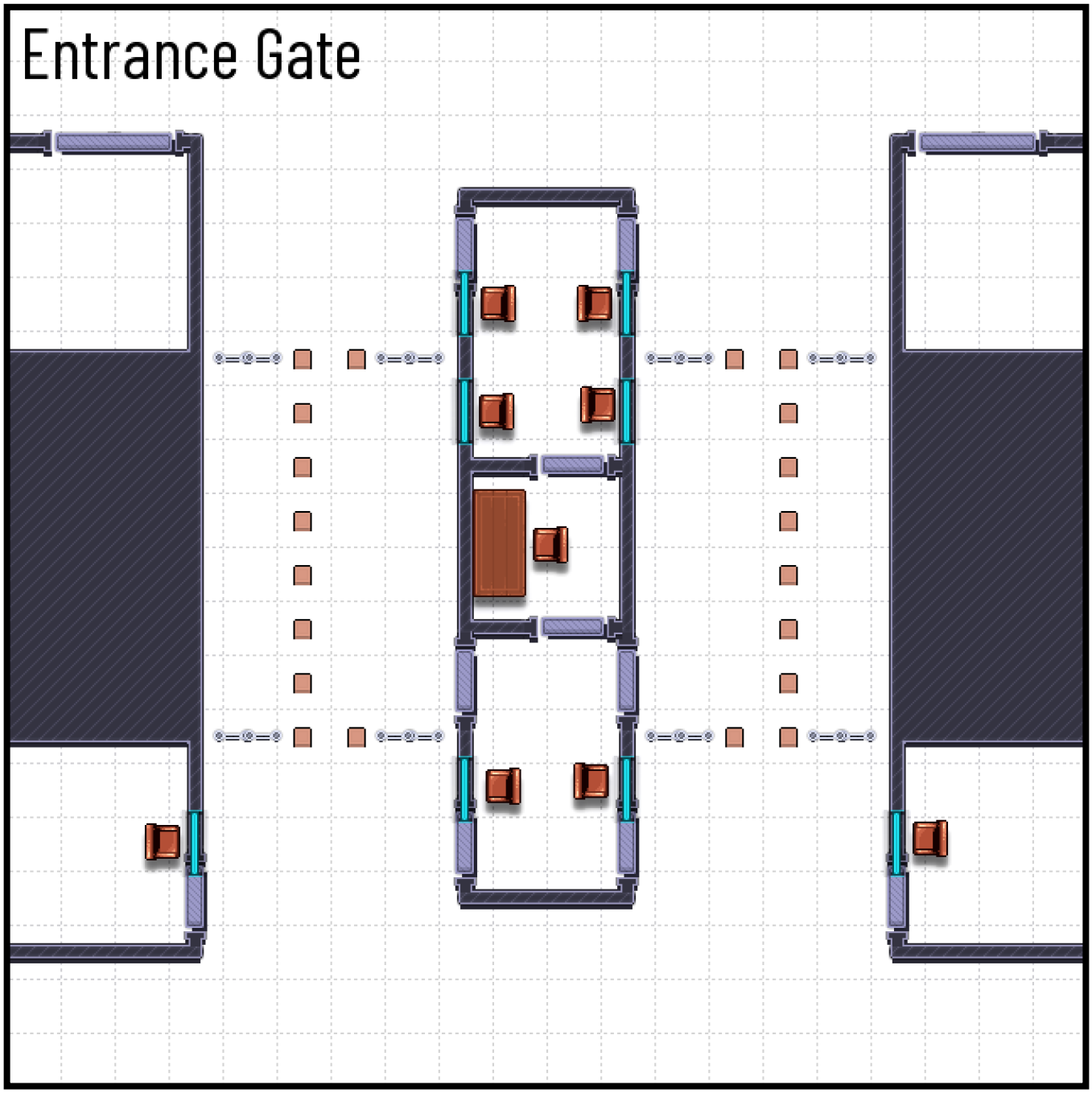
The Escape

At this point, the protagonists have just gotten the Rabbit Foot or maybe they have taken the safe and plan to open it later. It's possible that some protagonists are in the Glare.

It's time to raise the level of difficulty! Have a gang member coming from an unvisited room or maybe someone seeing the protagonists from another tower. This person yells or rings a bell to alert everyone nearby. It can be other gang members from another level or from another tower. It can also be a police officer patrolling the streets. Anyway, people will try to get the protagonists.

Try to have a hide-and-seek encounter or a race. Put too many opponents for a fight. Try to avoid blocking the escape but make sure to put pressure on the protagonists. Let the players choose escaping over fighting.

If some protagonists are in the Glare, alternate between both groups. They will not be able to see each other, but they will probably try to escape at the same time.



Scene 3: The Escape

The Entrance Gate

Guards are at the gates and will ask the protagonists if they have weapons to get back. The protagonist with the Rabbit Foot can be required to make a Deception test or look suspicious and be searched.

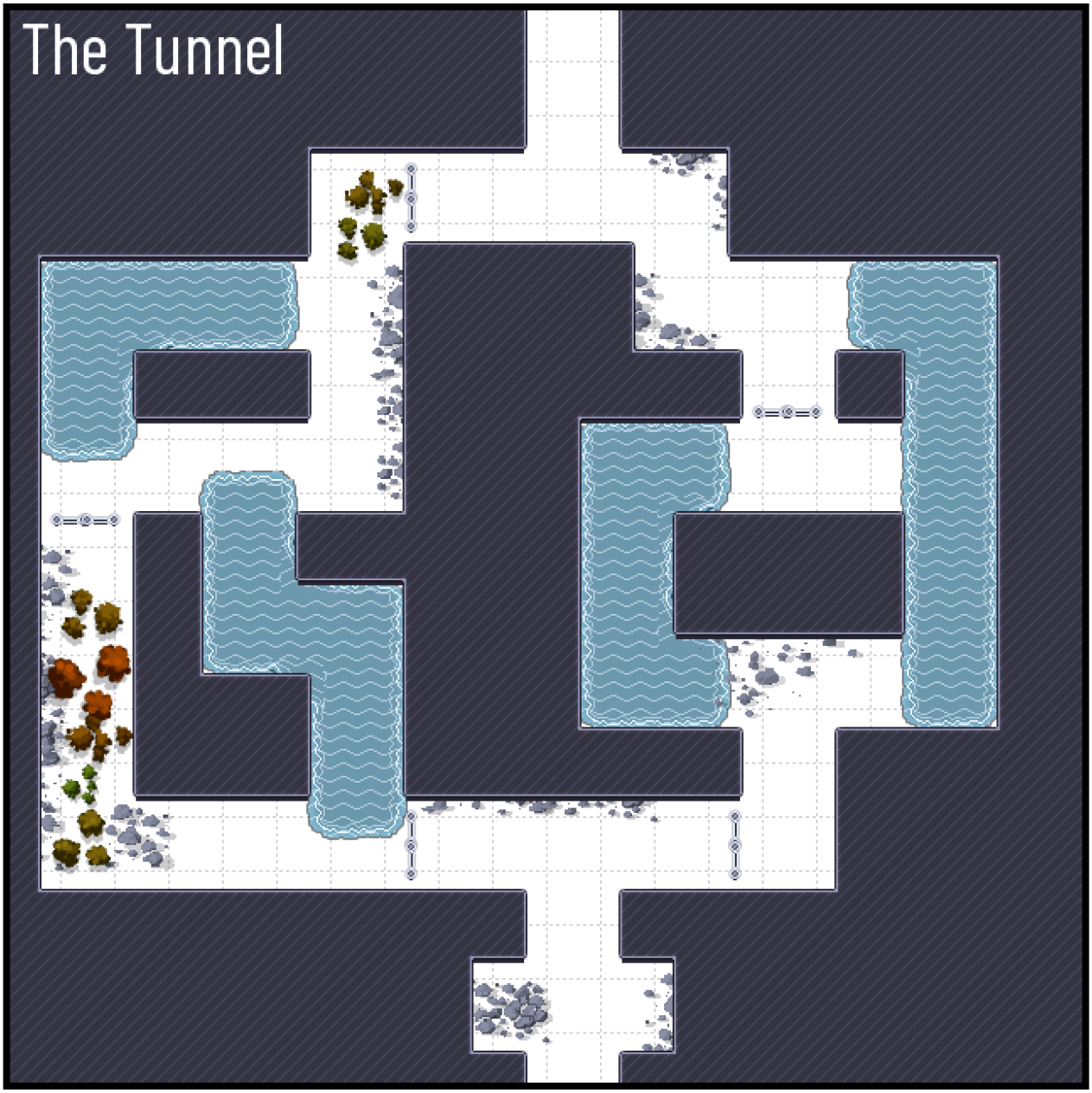
If they get caught, they will be able to pay a fine or a protagonist can get arrested.

It's also possible to try to flee. At this point, you can be generous and allow a protagonist to flee with a few bullets in their back. They will not pursue the protagonists since they are leaving the compound.

The Entrance Gate includes multiple gates and offices with windows to watch people coming in

and out. The guards are bored and are a lot less vigilant with people going out. Try to have more suspense than action at this point. The protagonists can use small talk or deception to go through.

If the protagonists have chosen to divide the group and use other exits, try to fasten this section so the other group does not wait for too long.



The Sewer Tunnel

The access to the tunnel (south) can be blocked by a fence and a chain and a lock. It can be picked with lock-picking tools or destroyed with Brutal Fighting + weapon or a tool with a Disadvantage.

If the protagonists have previously opened the entrance, you can trick them with someone who has replaced the lock.

Some parts of the tunnel are flooded, and the protagonists must walk in the water.

Inhabitants of the Tunnel

A Ceiling Catcher and Leg Eaters are in the tunnel and will try to grab the first protagonists going through.

The protagonists will also encounter Red Vines. If someone has the power of a Creeper, they will be able to control it against the Ceiling Catcher and Leg Eaters, but if none can control the vines, they will be attacked by the vines as well. This is the occasion to have some monsters in the story.

If the protagonists have chosen to divide the group and use other exits, try to fasten this section so as not to have the other group wait for too long.

Other Exits

Obviously, the protagonists can try to exit by using other ways. Let them be creative. Normally, there are guards checking all the exits, so add a stressful event with guards patrolling. You can also have monsters lurking around. Evaluate the previous encounters and try to make this one the opposite. If the protagonists were previously fighting, make this one more relaxed with more ambiance. If they haven't fought for some time, have a guard ambushing the fleeing protagonists.



The Path to the Abandoned House

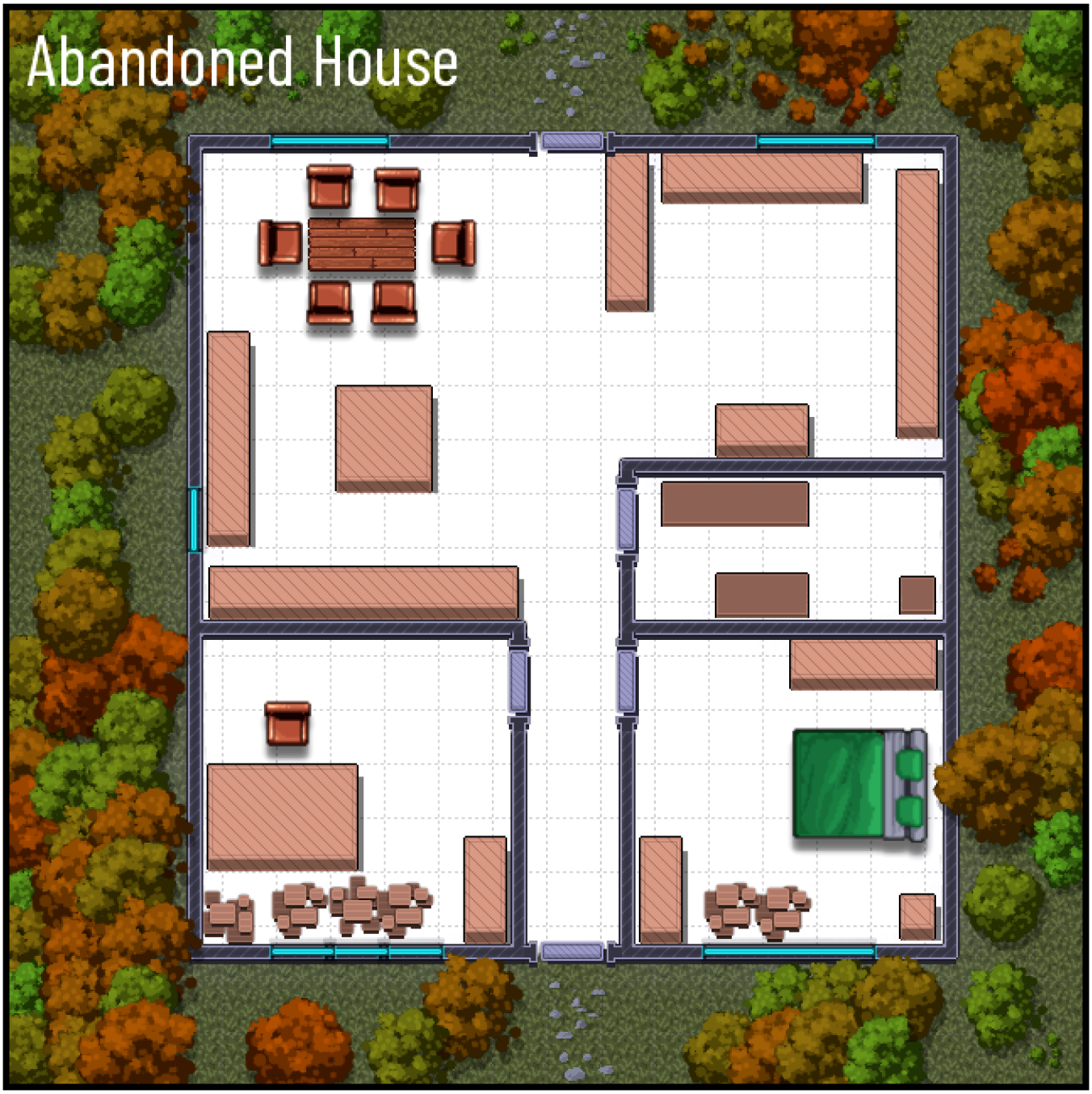
Depending on what happens during the escape, you can use the path to the abandoned house to surprise the protagonists with monsters or thieves. Do this only if the protagonists were able to avoid most of the confrontations during the previous encounters. If they had multiple combats and it's starting to become too much, skip this encounter.

The map above is the map of a neighborhood with a few houses and backyards. The protagonists need to cross from the centre-left to the centre-right. Monsters or thieves can be waiting in the house and jump out of windows to surprise the protagonists.

If you choose to use thieves, they are mercenaries hired by Ernest Favreau (Cinders' sponsor) who want to intercept the protagonists

before they reach Cinders. They know that the protagonists have the Rabbit Foot.

They will start by throwing Molotov Cocktails at the protagonists and blocking any possible retreat. They will also fire from the upper windows of the buildings.



The Abandoned House

Cinders is in the house waiting for the protagonists. She has a suitcase on a table in front of her. She's with three armed and intimidating bodyguards.

She will ask to see the Rabbit Foot before giving them what's inside the suitcase. It's important to identify who has the Rabbit Foot. The protagonists can lie, but one will be considered the Rabbit Foot holder. Ernest Favreau (Cinders' sponsor) will arrive with three of his bodyguards when the Rabbit Foot is in sight or when it will be dramatic. He will say that he has decided to reduce its price by enrolling the protagonists to kill her. He offers (40 Slugs × number of protagonists) to kill her.

At this point, the protagonists can decide what they want to do, but the shootout will start soon. Ernest Favreau, Cinders, and the six

bodyguards will all be mortally wounded if the protagonists don’t choose a side.

Ernest Favreau doesn't have any Slugs on him to pay the protagonists, but he’s promising to give them the Slugs.

The suitcase on the table is locked but only contains junk. Cinders has the key but didn’t expect to pay the protagonists but to kill the few survivors.


Ernest Favreau

The Final

The protagonists can decide to accept Ernest Favreau’s offer or protect Cinders. Anyway, bullets will start flying! Everyone will take cover to protect themselves and try to get people from another angle. Windows can be used to shoot people in the back. Try to make the combat dynamic with movements from either side. The first target will be the one holding the Rabbit Foot. Either side will try to shoot them if they try to flee.

When people are wounded, Ernest, Cinders, or some bodyguards will try to flee with the suitcase or the Rabbit Foot.