

# PRICKLY'S PRICKLY SITUATION

Cereus Plateau • Thunda Sands • Blazing Garden

✂ Adventurous

◆ Rescue

● Amphitheatre

## ADVENTURE DESCRIPTION

The proprietor of Prickly's R&R needs help - his daughter Senita vanished days ago, and ransom demands have arrived. He's trusting the party with the payment, but deals in the Thunda Sands are hardly ever straightforward.

## STARTING THE ADVENTURE

*"Prickly's Rest & Recovery settlement has been a centuries-long staple on the path between the Sol Alliance and the Thunda Sands, passed down through generations. Every traveler or merchant ensures a stop there for their thirst-quenching drinks and world-renowned acupuncture treatments. Word has spread far that the assumed inheritor to the R&R, Senita Prickly, was taken hostage a few days ago. Passing through the area yourselves, and having stopped for a drink, you've offered your aid to the proprietor, Pinta Prickly."*

With a relatively simple structure, feel free to add more into this adventure. Add an Encounter Table/Trap to the Journey or take some more time exploring the R&R.

## IMPORTANT CHARACTERS

**Pinta Prickly** — Pricklefolk, Male, 96 (Basic Folk)

Prickly's R&R proprietor for five decades. Despite business pressures, Senita's wellbeing matters most to him.

*"A rotund pricklefolk with a neat mustache, a large hat, and the creases of a lifetime of smiles, he is anything but jovial as he desperately asks for help."*

**Senita Prickly** — Pricklefolk, Female, 61 (Custrel)

The open road calls, but she knows her father worries. She'll settle down eventually - she's just tired of waiting to live first.

*"Dressed in both the finest weaves of the Blazing Gardens and wild Barbarian armors, Senita has a fire in her eyes when speaking about the world."*

**Pincushion** — Pricklefolk, Male, 155 (Guide)

Pincushion is a well-known Guide in the Cereus Plateau, but claims to be retired and says he's "not taking another step in those blasted sands". He can be convinced for "one last trip".

*"Grizzled with broken needles and a glare sharper than any thorn, Pincushion sits at the bar with arms crossed and wide hat tilted down."*

**Arie Pryn** — Promethean, Female, 34 (Thunda Captain)

Arie is the leader of a Clan of Thunda Barbarians, and friend of Senita, who respect freedom and travel above all else.

*"An imposing Promethean Barbarian who commands the respect of her Clan, she sits high atop a deadly Rokko-Do."*



## SUGGESTED STORY

Set the scene, introduce Pinta, then continue.

### Desert Deal

- Pinta shows the ransom demand - the deal happens in the nearby ruins of a gladiatorial arena. He begs the party to bring Senita home safely and uncover her captors' identities.
- On foot in the sands, the Journey would take 3 Days and is very dangerous due to heat. Pinta gives the party Sandy Mokko-Dos to ride to the arena, cutting it down to 2 Travel Days and 1 Night of Camping.
  - Every Day traveled requires a Grit Check against the heat or gain a Fatigue. Extreme Heat Outfits or similar ignores this.
- A local Guide named Pincushion is resting at the R&R. He could be convinced or paid to help the party. Pincushion can Trailblaze the Journey with a Major Bonus.

### Sprung Trap

- After depositing the ransom in the arena, the party must wait. Five Thunda Barbarians mounted on Mokko-Dos emerge, with Arie and Senita riding on a shared Rokko-Do.
- Mid-exchange, Senita stumbles - the signal. A Barbarian's gunshot triggers a rigged trap overhead. Heavy clay vessels crash down, releasing 3 Mud and 3 Wind Lalkas that attack.
- Simultaneously, a Snare Trap (CLICK!) goes off as rope beneath the party snaps taut when the jars fall down.

### Mokko-Do Chase

- Amid the chaos, Senita grabs the ransom and vaults onto Arie's Rokko-Do as the Barbarians scatter.
- The party must pursue on their Mokko-Dos, engaging the Barbarians in combat. When three Barbarians fall, Senita calls for a ceasefire and confesses the staged kidnapping. She surrenders the ransom plus an explanation letter for Pinta.
- Though concerned about her wanderlust, Pinta's relief at Senita's safety is palpable. He rewards the party.

## KEY LOCATIONS

### PRICKLY'S R&R

*"A collection of Pricklefolk taverns, merchants, and spas built into the massive sprawling cacti of Cereus Plateau, it is a welcome rest amidst the dunes."*

Prickly's R&R acts as a Luxurious Suite, offering Hearty Meals and Excellent Service [Source pg. 201].

The party might acquire Cac-tails (cactus cocktails) that act as temporary Extreme Heat Outfits for 1C, and various travel goods.

### THE ANYDER AMPHITHEATER

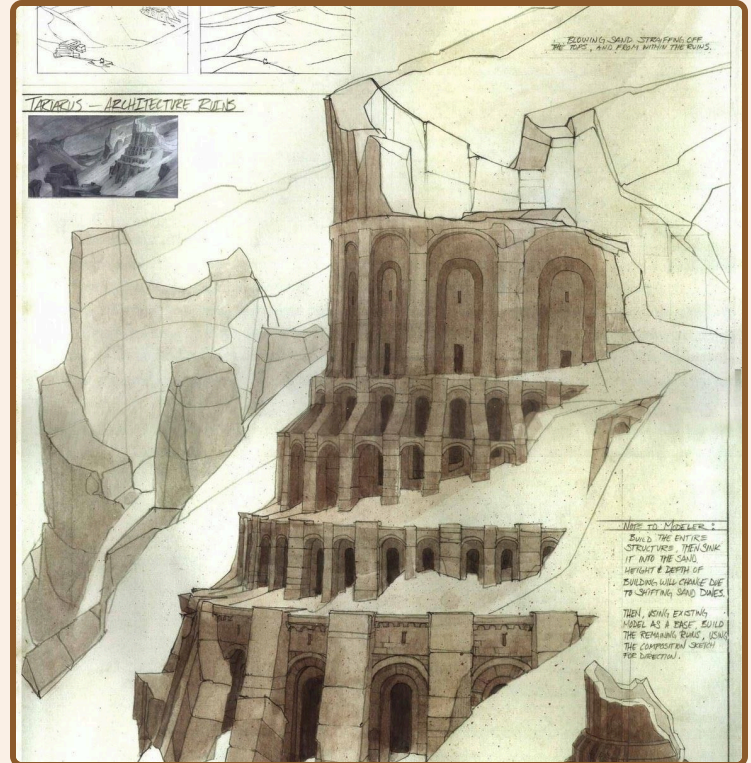
*"All that remains of this once grand arena - where elite warriors battled strange engineered creatures - are dusty ruins."*

Partially buried in the sands from time, this derelict amphitheater is the perfect spot for an ominous ransom trade.

Alcoves of shade from rubble create many areas to ambush from, and there are multiple entrances into it.

## SECRETS & CLUES

1. These Thunda Barbarians are part of a freedom-loving Clan and were enamored with Senita's dreams to see the world. They may even break out into a musical number.
2. Five decades at the R&R weighs heavily - Senita feels expected to assume leadership 'any day now'.
3. The fake kidnapping was Arie's idea - providing both an easy "escape" and travel money for Senita.
4. Senita's letter promises her return within one year, once she's explored the Blazing Gardens and beyond.
5. Pincushion may have a thorny exterior but is actually a big softie. He secretly wants to help save Senita, so it won't take much convincing to get him out of retirement.
6. The arena is the ruins of an ancient 2nd Aeon amphitheater, once used to pit elite warriors against strange engineered creatures.
7. The arena, if investigated, has busted and buried motifs depicting great workings of Mana and the Invincible Bright.



## QUEST RESOLUTION

### ◆ Rewards

Pinta will give the party the **Rokko-Lasso** and 50C, and offer them complimentary acupuncture treatment and drinks [Hearty Meal + Excellent Service. Source pg. 201].

#### **Rokko-Lasso** [Lash Weapon + Utility]

*Beloved tool of Rokko-Do Tamers within the Thunda Sands.*

Grants a Minor Bonus to Combat Tricks or Attack Stunts attempting to pull or restrain a target.

**1 Slot · 50C · Made by Yan Kodiak**

### ☆ Pincushion's Gift

If the party makes friends with Pincushion (e.g. Socialization during Camping), he will gift them his pair of lucky boots [**Galvani's Boots**] as he retires "for real this time".

#### **Galvani's Boots** [Footwear]

*These simple leather boots always seem to fit whoever tries to wear them. Said to have belonged to Galvani, the first person to travel the whole of the Outer World.*

Wearing these boots allows you to act as a Guide during a journey. If you are already able to act as a Guide, you instead gain a Major (+4) Bonus on Insight Rolls to Trailblaze.

**1 Slot · ??? · Made by [BREAK!! Blog](#)**

## RANK 1-2 ADVENTURE

**Lower Rank:** Though there's not much to reduce here, you could lighten up on Lalkas in the pre-fight.

**Higher Rank:** Swap the Lalka for Bizzer Swarms, make Arie a Proudhound, or buff the Barbarians.

**PC Starting Coin:** 100-200C

## SOURCES & ADVERSARIES

Storybeats & layout inspired from **Hostage Hoax** by One-Shot Wonders.

**Thunda Barbarian:** Re flavored Mundymutts (Source, pg. 372)

**Thunda Captain:** Re flavored Skelemaster (Source, pg. 406)

**Lalka:** Source, pg. 392

**Traps:** CLICK! Traps by VictorSeven



# ART VIBEBOARD

