

# NO THANK YOU, EVIL!

LET'S GO ON AN ADVENTURE!



BY SHANNA GERMAIN & MONTE COOK



# **NO THANK YOU, EVIL!**™

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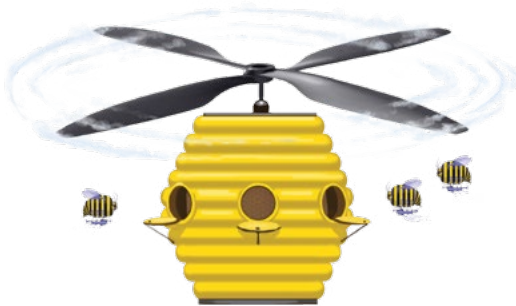
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## INTRODUCTION

In No Thank You, Evil! an adventure is like a story that everyone takes part in. The Guide starts the story and then asks the players, “What do your characters do?” The players all work together to solve the problem that the adventure presents.

Adventures have structures similar to stories, with a beginning, a middle, and an end, but what happens along the way is up to the Guide, the players, and the dice.

The adventures in this book can be played in any order. However, they are presented from easiest to hardest, so if you’re new to the game, we recommend starting with the first adventure. It offers more guidance for the Guide, and it’s easier for the players to successfully complete.

Most adventures in No Thank You, Evil! last 30 to 60 minutes. A typical adventure looks like this:

1. A Call for Help
2. Figure Out the Problem
3. Solve the Problem
4. Celebrate!

### A Call for Help

Think of this as the beginning of the story. It places the characters in time and space, and it presents a dilemma or problem. The Guide gives the players the information they need about the world, the characters, and the situation.



**Example:** The characters receive a note telling them that Prince Peter, who rules over a small kingdom near the Whispering Woods, has disappeared. No one has heard from him in days. His favorite unicorn is very worried about the prince. In fact, she's the one who wrote the note asking for help.

## Figure Out the Problem

This is where the players take the information they've been given and start to piece it together. What's really going on? Who needs help? What are the facts of the situation?

**Example:** When did Prince Peter go missing? Was there anyone who might have wanted to take the prince prisoner? Who saw him last? The characters talk to the unicorn, who says that she saw two wild jinxes steal him away. By talking to more people, the characters may discover that the jinxes have a tower not far away where they keep prisoners for ransom.

## Solve the Problem

Here the players really take action. They use all of the information at hand to resolve the situation. At this point, there are a number of ways the players can go.

**Example:** The characters could lure the jinxes out somehow and question them. They could sneak into the tower to see if the prince is there. They could storm the tower and fight the jinxes. Or any number of other solutions. Let's say they sneak into the tower. But one of the jinxes catches them and puts them in a cage! Now the characters must find a way to escape and rescue the prince. They make a key that gets them out of the cage, and then they hear the prince calling from a cage in another room. They release the prince and fight their way out through the mad jinxes. Everyone's safe and sound!

## Celebrate!

This is the part where the players get to enjoy their hard-earned success. Typically there is a story event, like a party or some other celebration. The players almost always receive rewards as well, such as coins, Fun, Treats, or unusual items.

**Example:** The prince and his favorite unicorn are so happy about his rescue that they give each character 2 coins, 1 Fun, and a special crown that lets them teleport back to the kingdom anytime they want to.



Don't be afraid to break an adventure into multiple parts. Having players create their characters can be an adventure all its own. Try making characters ahead of time. Have them draw pictures of their characters and companions. If the adventure begins with a note or invitation, present that to the players the day before the adventure. This allows them to get excited about the game and breaks the play experience into smaller chunks of time.

While running the game, it can be helpful to give players choices rather than asking open-ended questions. Asking "What do you want to do now?" can be too wide open. A question like "Do you want to sneak by the creature, try to fight it, or do something else?" lets players know what their options are and gets them thinking about other creative ideas.

For more tips on running adventures, see the next chapter, Run the Game.

## RUN THE GAME

Playing No Thank You, Evil! requires at least two players. One of those must be the Guide. The Guide's role is to lead the game. They do this by helping players create their characters and follow the rules, and by being the storyteller.

Being the Guide might seem intimidating at first, but it's actually pretty easy and can be tons of fun. Your main job as the Guide is to help the players have a fun experience. If you do, you'll have a lot of fun, too. You don't have to know the rules perfectly. You don't have to read this whole book. You don't even have to create your own adventures (although you can if you want to).

All you have to do is guide the players into creating their own story.

### Thinking Like a Guide

A game of No Thank You, Evil! creates a story. The players are all characters in the story, but the characters don't know everything—there are always surprises and secrets. That's why the game needs the Guide. The Guide is the person with all of the secrets. They know what the answer to the puzzle is, where the hidden treasure is located, and what types of creatures the characters will encounter. You might not know everything, though, because often the players will make choices or find solutions you weren't expecting. That's okay. That's the fun

of the game! However, the Guide usually has a general sense of how things will progress.

The Guide doesn't have a character. Instead, you control all the characters in the world that aren't run by the other players. So if the players meet a grumpy goblin in the adventure, you get to decide what it says or does. Most of your characters will show up only briefly in an adventure. These are all the side characters, the creatures, and the bad guys that try to stop the players. You'll want to have a sense of how these side characters in the story look, talk, and act. Most of the time, this will be straightforward. A scary monster acts like a scary monster, probably trying to eat the players. A kindly witch probably acts kindly, unless the players are mean to her, in which case she changes her tune. That's a big part of your job—deciding how the world and the creatures and characters in it react to what the players do.

As the Guide, you have the opportunity to show the players the world and invite them in. You know the world better than anyone else, and your descriptions will help them see the land of Storia through your eyes. Using the five senses to describe a place helps players get immersed. When the players enter the Monster Museum, tell them about squawks and squeaks and roars of creatures that fill the air. Describe the sweet honey scent that fills the air as they near the Hive. Or the way that a lake is silent



If this is your first time being the Guide, you'll probably find it easiest to run through one of the adventures in this book. They offer lots of helpful tips and are great examples of what No Thank You, Evil! adventures can look like. "Lost in DragonSnot Falls" in particular is written with new players and Guides in mind. It walks you carefully through the process of running a game and ensures that you have all of the information you need to feel confident as the Guide.

and as still as glass—until the very moment a giant sea creature leaps up out of it, splashing everyone with cold showers of water. Some of these details are provided for you in the location write-ups. But you can make up the rest as you go, enticing the players to notice the details you want them to.

Your final job as a Guide is to keep the game moving, help the players interact with each other and with the story, and use the rules to set boundaries and guide the story.

## Using the Rules

**Setting Goals:** Many of the creatures, activities, and adventures already have Goal levels. For example, if a creature is level 3, interacting with that creature in any way is a Goal 3. If a character wants to hit a level 3 guard with a sword, it's a **Tough** action with a Goal 3 (which you can just call a Goal 3 **Tough**). If the guard tries to hit a character with a sword, it's a defend action with a Goal 3 (or a defend Goal 3). If the characters want to deceive the guard, sneak by the guard, or convince the guard of something, those are all Goal 3s.

But what if something doesn't already have a Goal? You, as the Guide, get to give it one. Think of Goals as a relative scale. Jumping over a 1-foot wall is so easy that most people can do it, so it's probably a Goal 1. Climbing over a 4-foot wall is tougher but not impossible, so it's probably a 3 or 4. Climbing over a 20-foot wall is really, really hard, so it's probably a 5 or 6. Climbing over a 40-foot wall is so hard it's almost impossible. That would probably be a 7 or 8.

Use the Goal chart as a reference, but don't get too caught up in whether you've chosen the right Goal or not. The point is to give players a general sense of how difficult something is so they can decide how to tackle it.

If you have no idea what the Goal should be, just say it's a Goal 3. Goal 3 is a good middle ground between too easy and too hard.

**Sharing the Goal:** Tell players, particularly new and young players, the Goal before they decide what to do for their action. This helps them make informed choices and tells them what they need to roll. You might also remind them of their options for an action.



## How Hard Is It?

### GOAL

1	Easy	Piece of cake.
2	Simple	You got this.
3	Standard	Pretty easy.
4	Demanding	Kind of hard.
5	Difficult	A bit harder.
6	Challenging	Very hard.
7	Heroic	You'll be a legend!
8	Impossible	Maybe no one's ever done this before!



**Example:**

**Guide:** The troll guarding the bridge is level 4.

That means anything you want to do to him is a Goal 4. You could try to fight him, convince him to let you cross, sneak by him, or anything else you can think of.

**Roberto:** I want to sneak by him!

**Guide:** Okay, that's a Goal 4. You could use 1 **Fast** to lower the Goal by 1. Or someone could use 1 **Awesome** to Be Awesome—that would also lower it by 1.

**Roberto:** I'll use 1 **Fast**.

**Guide:** That means you'll need to roll a 3.

**Clara:** I'll use 1 **Awesome** and Be Awesome!

**Guide:** Great! Now you've lowered the Goal to 2. Roberto, tell me how you'll sneak by, and Clara, tell me how you'll Be Awesome and help.

**Roberto:** I'm going to take my shoes off and crouch down real low. I'll tiptoe by him.

**Clara:** I'll throw a rock into that bush over there. That way, the troll won't be looking at Roberto.

**Guide:** That sounds like a great plan. Roberto, go ahead and roll. You need a 2 or higher.

**Roberto:** I got a 4!

**Guide:** You sneak on by and the troll doesn't even turn around.

**Roberto:** I stick my tongue out at him as I go by!

As players advance, you may want to let them figure out the Goal by the descriptive language that you use. Using the words that correspond to the Goal chart gives them the clues they need to figure out the Goal and feel smart. For example, if you say "Climbing that wall is pretty easy," players can probably figure out that it's a Goal 3.

**Try to Be Consistent**

If the players climb to the roof of a building chasing a bad guy on the run and you say the Goal is 3, if they need to climb to that roof again later, the Goal should still be 3. Now, if this situation occurs and you forgot what the Goal was the last time, don't fret. But try to be consistent when you can. It makes the world of the game seem more real and makes it easier for players to make smart choices.

**Be Careful With Goal 7 and 8**

Players can reach a Goal 7 only if they Try Harder or if someone else helps them by Being Awesome and they roll a 6. To reach a Goal 8, they need both, and they still need to roll a 6. These are hard to do. Don't use Goals 7 or 8 unless you're ready to have the players fail. Failing against really difficult challenges can be frustrating if it happens a lot, particularly for younger players. Sometimes, consider saying something like, "That seems like it will be really hard. Do you have any other ideas?" If the players still want to try it, let them.

**Not Everything Needs a Roll**

If the Goal is 1, the player can't fail. All they need to roll is 1, and when they roll the die, it's always 1 or higher. Now, sometimes it's fun to just roll the die. It's fun to succeed. This is particularly true for younger players or those just learning the game. So there's nothing wrong with letting players roll when the Goal is 1. However, rolling for everything can be boring eventually. If a player wants to do something that's so simple that the Goal is 1, you can just say that they succeed.



In addition, if a player wants to do something so easy that most people never even think about it, like walking into the next room, writing a letter, singing their favorite song, or playing with their dog, there should never be a roll. When a player says they do something like that, just say, “Okay, you do it.”

## Use Your Best Guess

The real trick to being a good Guide is being able to decide what happens next. In other words, a player says they want to do something, and you figure out the result of that action. If a player knocks over a big jar of pickles in the grocery store, you decide how the store manager reacts. (He’s probably angry.) If a player plugs the leaky bathtub with a big wad of pizza dough, you decide if that stops the leak. (It probably does, at least for a while.) If the players defeat the ogre that’s been stealing food throughout the town, you decide how the townspeople react. (They’re probably happy

and grateful and give the players a celebratory dinner with their favorite foods.)

How do you make these decisions? You just use your best guess. You think about what would probably happen, and that’s what happens. Sometimes, you think about what would be the most fun thing to happen, and that’s what happens. If the player is trying to capture all the guinea pigs that got loose from a cage and they put out some guinea pig treats, you have to decide if the little critters all come to get a treat. You might decide they do. This is fine, and it rewards the player for thinking of the idea. It also moves things along so the game doesn’t drag out. However, you might also decide that one of the guinea pigs doesn’t like that kind of treat and the players have to find another way to capture that one little guy. Because maybe capturing guinea pigs running amok is fun, and there’s plenty of time left before the players have to wrap up the game.

It’s up to you. But don’t worry. It will make sense when you’re in the middle of it all.

## Creating Your Own Adventures

Although No Thank You, Evil! includes plenty of adventures, you can also create your own. Using the creatures, the characters, and all the interesting places, people, and events described in the game books, you can imagine all sorts of different adventures for the players to have.

### Four Parts of an Adventure

Most adventures should last 30 to 60 minutes. A typical adventure has four parts. When creating your adventure, think about and plan for these four parts.

1. A Call for Help
2. Figure Out the Problem
3. Solve the Problem
4. Celebrate!

**A Call for Help** is the beginning of the story. This is where you present the dilemma or problem the players have to deal with. You also set the stage by telling the players where they are when things start off. This is often in their bedroom. The Guide should present as much information about the world, the characters, and the situation as the players need to get started and know what to do next. But don't bog things down in too many details if you can help it. Instead, try to get to the action!

**Figure Out the Problem** is the next step. This is where characters take the information they've been presented with and start to piece it together. What's really going on? Who needs help? What are the facts of the situation? This might involve the players going to talk with people or search a location to get information. This can be a fun and interesting part, particularly if they have to do something out of the ordinary to find out what they need to know. If the secret to stopping the bad guys is on a spaceship about to blast off, the players will have to race to get to it before it is long gone!

**Solve the Problem** is where the players really take action. Here, they use all of the information at hand to solve the situation. This might be where they fight the monster, rescue the stranded kitty, or build the rocket car that will get them back home. This is where the Guide needs to have creature levels, Goals for things the players might try, and any similar information ready to go. This is the most important part of the story.

**Celebrate!** is where players enjoy their hard-earned success. They might get rewards if they helped someone during the adventure. Again, this is a good thing for the Guide to prepare ahead of time.

### Preparing Ahead of Time

To make all of this work, you might want to draw a map so you know where the players need to go, or take notes ahead of time in a notebook so you can remember the names of all the characters and creatures involved.

Your notes might also contain ideas for how you think things will go. For example, if the players need to win a pizza-baking contest, you might figure that first they'll go looking for all the magic ingredients. Then they'll take the ingredients to a kitchen and put them in the oven. When the pizza is done baking, they'll race to the contest and serve it to the judges. But you know that an evil pizza cook will try to put awful ingredients on their pizza while it bakes unless they stop him. So your notes mention that and give the evil pizza cook a level.

However, you don't want to prepare too much because if the players decide to do something different, you'll be disappointed. There aren't any right or wrong answers in this game, and players need to be free to decide their own actions. For example, maybe they have a friend in another part of Storia who owes them a favor and has her own pizza oven. Maybe they decide to go to the grocery store and buy a frozen pizza. Maybe

they try to ruin the evil cook's pizza while it's baking. There are too many possibilities for you to prepare for them all. Instead, just be ready to see what the players want to do and then work with them to create a fun story.

## Guiding Players

It's the Guide's responsibility to keep the game moving forward, provide space for each of the players to shine, and help them stay focused on the task at hand. Here are some simple suggestions for how to do that.

## Taking Turns

To give everyone a chance to participate during the game, use some way of assigning turns. The easiest way is to go around the table, ending with you, the Guide (and any characters or creatures that you control). You can also use a token, toy, or other object to show whose turn it is. The players pass the object around, and when it comes to them, it's their turn to act.

Part of roleplaying is interaction. Everyone can talk and add to the story during someone else's turn, but it's important that they don't run over the player whose turn it is.

## Sharing the Spotlight

When players get excited, they can spend lots of time talking about their characters and their actions. This isn't a bad thing—storytelling is one of the great parts of roleplaying games. But if it goes on too long, it can leave other players out of the spotlight for too long and they might start to get bored.

If the players are having a lot of trouble with this concept, using a visual table timer—like a little hourglass—can help them keep track of their turn. Everyone gets the same amount of time. You'll probably want to experiment with the amount of time that works best for your players, but somewhere between 1 and 3 minutes is long enough for a player to describe their actions

without going on too long. And hopefully most of the time things will move much quicker than that.

Using a timer can also be a good way to invite quieter and shyer players to get more involved. Having space that is “just for them” means they're more likely to talk and get engaged.

## Focusing the Options

Sometimes, it's a good idea to not just ask a player what she does, but give her some options. If she's facing a tough bad guy, you might say, “Do you hit him with your whammer, run away, or do something else?” It's nice to remind players of their options and sometimes it helps to keep younger players on track.

## Getting Players Involved

**Excite players ahead of time.** Get the players invested before the game starts by telling them stories about the world and inviting them to make their characters early. When kids have a handle on the world and know something about it ahead of time, it gives them a way into the adventure.

**Tell players what to expect:** Letting players know ahead of time what to expect in terms of time and structure can help them stay focused and keep them on track. It could be time (“We're going to play until this timer runs out” or “We're going to play for one hour, until this clock says 3.”) or structure (“First we're going to create characters. Then we'll go on an adventure. An adventure has four parts...”).

**Encourage creativity:** Once the players are at the table, ask them questions about the world and their experiences in it. All of the adventures in *No Thank You, Evil!* advise the Guide to ask questions like, “What does your friend Woodlynn the Bee Queen look like?” and “What did you do the last time you went to Boom! Laboratories?” Players get excited at the opportunity to offer their vision of what

things look like, and when you mash their ideas together, you often get something unexpected.

**Reward creativity:** If a player comes up with a creative solution to a problem that you never expected, don't say no—say yes. Reward players for thinking beyond the obvious. Maybe there's a better way to deal with the evil king's guards than fighting them. Maybe a player thinks of a way to trick them. Even if you had planned on it being a big fight, it's okay if the players solve the problem a different way. That's not cheating. It's smart. Always reward smart. Tell the players that it works and then let the story move on. Remember, this isn't about you versus them. This isn't that kind of game.

**Offer suggestions:** If players seem stuck or unsure what to do, provide them with two or three options. Sometimes they just need an idea of what they *can* do in order to come up with what they *want* to do.

**Use props:** Invite players to bring objects to the table to represent their character, their companions, and their stuff. (Within reason, of course. Showing up at the table with a bow and arrow isn't recommended.) You can also use all kinds of things to represent the world, the creatures, and the goodies that the players can discover. Consider the fun of using real candy to reward the players when they find the treasure (and the treasure is candy!).

## Encouraging Play

Many players will jump right into the concept of roleplaying. It's just pretending, and most people know how to do that. "I'm a giant knight named Wiggly! I talk in a robot voice." But other players might be less sure how to go about "becoming" a character.

**First Person or Third Person:** Players can talk about their character as "I" (that's called

first person) or as "She" or "He" (that's called third person). Either way is correct, and you can have players doing both in the same game. It's just a matter of player preference.

**Get Creative:** In *No Thank You, Evil!* the goal is to create a great story. One of the ways this happens is when players describe their character's actions and reactions. If a player is in combat and says, "I want to fight that monster," ask for more details. "How will you fight them? What do you want to do?" Encourage players to use action words and their five senses.

As the Guide, you should do the same. Don't just say, "You roll a 5, so you hit the troll." Say, "You swing your sword at the troll's foot. It's a perfect hit, right between its painted toenails. It lets out a giant roar, and you can smell its horrible breath." Not only will that paint a more vivid picture for the players, it will encourage them to be creative and descriptive as well.

Know your group, though. Keep things at the appropriate level of graphic detail, based on the ages and interests of your group. Blood, guts, and gore can be traumatic if they're too graphic. Remember that for young kids, something as simple as crossing a rickety bridge can be daunting. You don't have to add ghosts and goblins.

**Say Yes:** *No Thank You, Evil!* is designed so that characters can attempt anything that the players think of. They might not succeed, but they can always try. Even an "impossible" task (Goal 8) can be brought down to one that's just difficult or even easy. Reward players who come up with cool and interesting ideas by saying yes as often as possible.

## Handling Defeat

You've got to be prepared for what happens if the players set out to do something and they fail. What if they fight the yawp, but they roll low a bunch of times and the creature defeats them? What happens then?

The game goes on. Sure, the players had a setback. They all got Conked Out by the yawp and wake up later. The beast has gone on to do more bad stuff. But they can try again to defeat it. Maybe they'll come up with a better plan.

Keep in mind that sometimes, very young players don't handle failure well.

## Advanced and Optional Rules

No Thank You, Evil! is designed to be simple for even young, inexperienced players. After you play for a while, some players might want a more sophisticated experience, particularly if they are a bit older. A more complex game isn't necessarily complicated and hard to play—it just adds a bit more depth.

There are some easy ways to increase the complexity of the game for players who want a bit more of a challenge.

**Treats and Fun:** Currently, all players start the game with 3 Fun (to refill their trait pools) and 3 Treats (so their companions can use cyphers). This is to encourage them to use their traits and cyphers without worrying about running out too quickly. For players who want more of a challenge, consider starting them with just 1 Fun and 1 Treat. This creates a higher-risk situation that appeals to older, more experienced players.

**Leveling Up:** Characters in No Thank You, Evil! don't level up like characters do in most traditional roleplaying games. If this is important to your players—and you feel like their reading and counting skills are high enough—you can let them “level up” by awarding them 1 trait point at the end of an adventure. You can decide whether to give them 1 **Tough**, 1 **Fast**, 1 **Smart**, or 1 **Awesome**, or you can let them decide which one they want.

Alternatively, characters can level up by using coins to purchase equipment from vendors around the world. Equipment might be a special

sword that does extra damage or an outfit that provides additional Armor.

**More Combat:** Older players will probably want to test their mettle against dangerous, scary foes. In adventures you create for these players, you might want to include more straight-up fights to let the players pound on more bad guys.

**More Difficult:** Adventures for more advanced players should be a little tougher. Sometimes this means the Goals are a bit more challenging, but sometimes it means that there is no character around to tell the players what to do next. In these cases, the players will have to figure things out more for themselves.

**A Bit More Serious:** No Thank You, Evil! involves a fair bit of silliness and whimsy, and that's a good thing. However, some older players might want a bit less silliness and whimsy in the game. Instead of the bad guys stealing candy from the townspeople, maybe they kidnap people and make them work in a gold mine. This means that things are more serious, but it also means that players who stop those bad guys will be even bigger heroes. Of course, No Thank You, Evil! should never be a game that includes anything too dire, too frightening, or too dark. It's not that kind of game. Thankfully, if things ever get too serious or scary, the players can always use the No Thank You, Evil! rule and get things back to where they are comfortable.

## The Next Step

After players have had their fun with No Thank You, Evil! and want something more challenging and in-depth, you can try one of the other Cypher System games, such as Numenera or The Strange, or you can use the *Cypher System Rulebook* to create any sort of game you wish. These games have similar mechanics and a similar focus on story, so you and the other players will find the transition easy.

# LOST IN DRAGONSNOT FALLS



This is designed as a beginning adventure for new Guides and players. It's a great place to start if this is your first time playing No Thank You, Evil!

## Background

The characters start asleep in their bedrooms when they are woken up by their companions, who have a message for them: their friend Woodlynn, the Bee Queen of Into the Closet, needs their help! Her best friend, Niffle, has gotten lost in DragonSnot Falls, and she needs the characters to help find him.



Since this is designed as a starter adventure, there is more description and hand-holding than in most adventures. If your players have some experience, feel free to skim over some of the longer world-building elements and get right to the action.

## Overview

In “Lost in DragonSnot Falls,” the characters travel into the Closet and talk to Woodlynn, the Bee Queen. She tells them that her best friend, Niffle, has disappeared in DragonSnot Falls, and she’s worried that he may have fallen into the wrong hands.

Niffle *has* fallen into the wrong hands—or the wrong claws, in this case! He’s been captured by a group of saw-toothed witches. The witches are trying to find the dragon’s stone heart so they can bring the dragon back to life. They think Niffle knows where it is, and they’re holding him captive until he helps them find it.

Players must enter DragonSnot Falls, find the witches, and free Niffle from danger.

## A Call for Help

### Read Aloud

As you lie sleeping, dreaming of something amazing, you feel your companion nudging you awake. You pull the blanket over your head and try to go back to sleep, but your companion hops up on the bed with you, bouncing up and down until you wake up.

Once you’re awake, you see your companion is holding out a piece of paper with a message.

You know by the seal on the paper that it’s a letter from your friend, Woodlynn, the Bee Queen of Into the Closet.



Ask the players what their friend Woodlynn the Bee Queen looks like. She lives in a place called the Hive.

What does that look like?



Give the players a few minutes to describe their friend and her home. You might draw a quick image for reference or ask them to do so.



Give the players a copy of the letter from Woodlynn. (See page 37 for a letter that you can show the players, or feel free to make your own.). You can read the letter out loud to the players or let them read it.



Ask the players what they do. How do they prepare, and what do they take with them?



Give the players a few minutes to decide what their characters want to wear and take with them. Don't be afraid to keep the adventure on track by reminding them of the urgency of their mission.

## Read Aloud

As you walk through all of the clothes hanging in your closet, your shirts and pants and coats brush your face. Hangers rattle. You can see the back of the closet, and if you keep walking, you're afraid that you might walk right into it. And that your companion will walk right into you.

But the closer you get, the more light you see. Your clothes turn into leaves and branches. The sound of hangers becomes the call of songbirds and the chitter of squirrels. You smell flowers and hear a river running somewhere far away.

At last, you step onto soft moss, and you are in a forest. Your friends are with you, each having come from their own bedrooms, each also carrying their gear. Your companions scamper about you, excited to be in a new place.



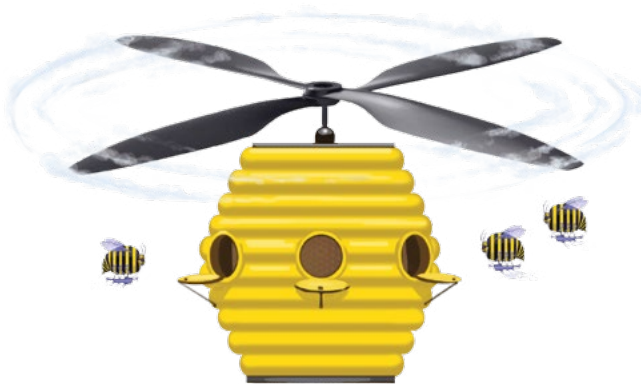
Ask the players to introduce their characters and companions to each other, especially if it's their first time playing together. You might have them read their sentence and their companion's sentence and then say their favorite thing about their character.

## Read Aloud

Just a few seconds later, a giant blue and yellow bee flies into view, holding a big ship in its feet. It seems to be part animal and part mechanical, and it's wearing goggles. When it gets near you, it starts to hover, staying in the same spot. It seems to take no notice of you, other than to bzzzt its wings a little bit as you get closer.



Show the players the image of the beemobile on page 16.



Suddenly a ladder drops down, and you see someone waving at you from inside the ship. It's your friend, Woodlynn.

"Come on up!" she yells.





Climbing the ladder is an easy task (Goal 1), so everyone can do it without a roll.

### Read Aloud

Once you're inside the ship, the beemobile starts whirring its wings, and it begins to move. Woodlynn invites you to sit at a high table in tall chairs so you can see over the sides of the ship to the forest below. Tiny bees bring out mugs filled with sweet honey drinks and swirly straws. As you drink, Woodlynn tells you the story of Niffle's disappearance.

"Niffle went walking on the trails inside DragonSnot Falls two days ago. He likes to hike in new places to look for shiny things. But I haven't heard from him since, and he usually comes by to have honey cake and tea with me in the mornings. I've heard rumors that a group of witches moved into the area, and I'm afraid he's been captured or worse. Will you go find him and bring him home safe? I'll give you as much information as I can."

After hearing this call for help from their friend, the characters are probably eager to jump in and find Niffle. Encourage them to do so, and to ask Woodlynn questions to help them figure out what to do next.

### Figure Out the Problem



Ask the players what questions they want to ask Woodlynn about her lost friend, DragonSnot Falls, or the witches. Feel free to encourage players to ask about all three things. Woodlynn wants to help the characters succeed, so none of these interactions require rolls.

This is what Woodlynn can tell the characters:

- Niffle is smart and funny, and he likes to sing to himself when he is scared. He looks a little scary at first, but he's very nice. She gives them a picture of Niffle so they know what he looks like (see page 17).

- The beemobile will take them to the entrance to DragonSnot Falls, but they'll have to go on foot from there.
- DragonSnot Falls used to be a real live dragon, but long ago someone—or something—turned him into red stone. Now he has two giant waterfalls running out of his nose. Woodlynn gives them a map of DragonSnot Falls and the nostril passages. She says Niffle probably went into the left nostril first, because he's left-handed and he always picks left first.
- The rumors she has heard are that the witches are inside the dragon's stone body, trying to find its stone heart so they can use it for some secret purpose. She doesn't know what.



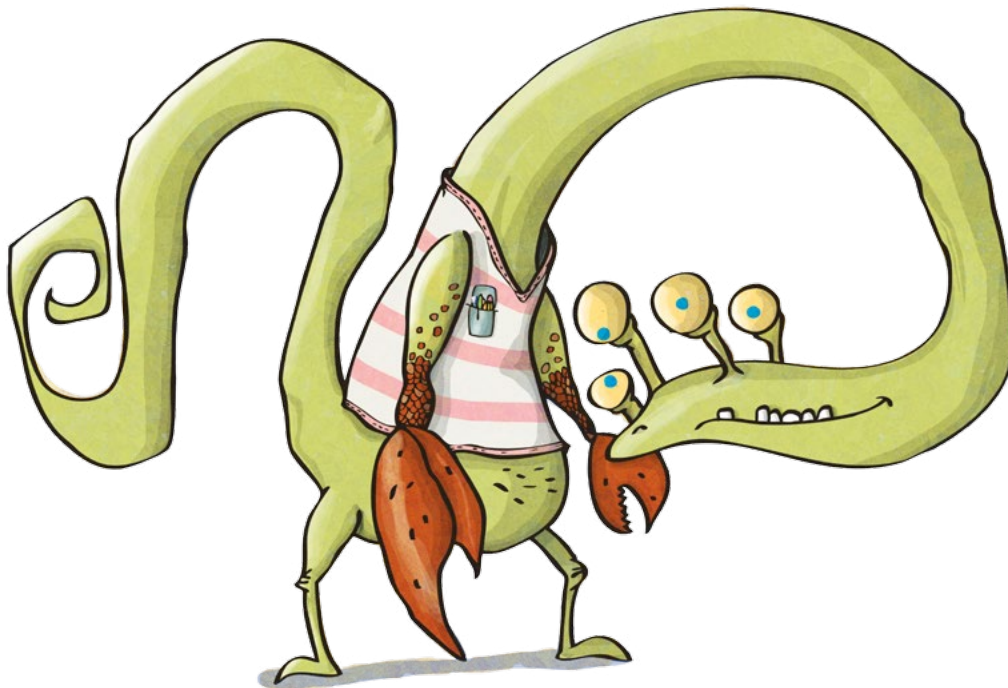
Ask the players if they'd like to make a plan now that they have the information from Woodlynn.

**Make a Plan:** The characters can make a plan of action, outlining what they want to do and figuring out the best way to do it. Once they have a plan, make sure they have everything they need. If they're missing something, they can ask Woodlynn for it. If it's something she would reasonably have, she gives it to them. For example, she would have equipment like rope, lights, or extra food, but not something like a car or weapons.

The ride to DragonSnot Falls takes just a few minutes. When the beemobile arrives, Woodlynn says she must return to oversee the honey production, but that she will send the beemobile to pick up the players when they're done. She gives each of them a piece of honey candy with their name on it. There is also a special one for Niffle.

If they all eat the candy at the same time, the beemobile will come and pick them up. She urges them not to lose their candy, though, because if someone else finds it, they could use it to call the beemobile and attack the Hive.

The players can easily get out by climbing down the ladder.



## Solve the Problem

Once the players are on the ground, they can see DragonSnot Falls in the distance. It looks just like a big red stone dragon, with water trickling out of its nose.



Show the players the image of DragonSnot Falls on page 14.

To reach the falls, the players have to cross a long, rickety wooden bridge. In front of the bridge is a device with red, yellow, and green buttons that light up when you push them.



Ask the players whether they want to take a look at the device first or try crossing the bridge.

### Look at the Device

The device seems to be repeating a code with the red, yellow, and green lights. It's a Goal 2 **Smart** to determine the code.

If a player succeeds, they figure out that the code is:

- 2 green
- 1 yellow
- 1 green
- 2 red

If a player pushes the buttons in that order, the device begins to hum softly. It shoots a big stream of water right at the characters. It's a Goal 3 **Fast** to get out of the way without getting wet. Have the players go around the table in order to see if they get hit by the water.

If a character gets hit by the water, it does 1 point of **Tough** damage.

Since this is the first time all the players will roll, it's a good time to remind them of the following points:

- They can Try Harder by using 1 **Fast** to lower the Goal to 2.

- If they have **Hustle**, it lowers the Goal to 2.
- If they Try Harder *and* have **Hustle**, it lowers the Goal to 1. This means they don't have to roll—they succeed automatically.
- If they have **Armor**, they take 1 less point of **Tough** damage (so they don't take any damage from the stream of water).

Remember to describe the result of each character's actions—whether they dive out of the way or get sprayed all over—so they really feel like they're experiencing the result of their roll. Alternatively, have the players describe their actions once they know the result. "You don't get hit by a single drop of water. How did you get out of the way so fast?"

Once the players jump out of the way (or get hit), they look up and notice something odd.

### Read Aloud

The water from the device slows to a trickle, and standing in front of you is a creature that appears so suddenly it's as if he grew out of the water itself. He is a bit like a frog and a bit like a human, and he's dressed in pants, suspenders, and a shirt with planets on it.



Show the players the image of Mister OddSwallow on page 19.

He ribbits twice, burps once, and says, "I'm Mister OddSwallow, and who might you be?"

Encourage the players to introduce themselves, and then he says, "And whose stomach called me here today?"

Most likely, the characters have no idea what Mister OddSwallow is talking about, so they'll have to ask him questions if they want to know. Eventually he tells them:

- When people call him through the device, it's because they want him to predict the future for them.

- He does this by listening to the rumbling of someone's stomach.
- If you want him to predict the future, you must make your stomach rumble.

Encourage all the players to make tummy-rumbling noises if they want Mister OddSwallow to tell their future. This is a Goal 4 **Smart** roll, so one player must also roll the die and get a 4 or higher.



Because the players are all working together, this is a great time to encourage someone to Be Awesome and use 1 **Awesome** to help lower the Goal to 3.

If they succeed, Mister OddSwallow tells them that he has figured out their future.

**Mister OddSwallow:** level 4; can predict the future by the rumbling of someone's stomach. If a character's stomach rumbles, he tells them one thing that he sees in their future. He will not fight the players. If they attempt to hurt or fight him, he refuses to fight back. If they try again, he disappears back into the device with another splash of water.

He says, "I see a crab. No, a slug. No . . . some kind of creature in a striped shirt. He has four eyeballs and he's singing. But don't follow the song. That's the wrong way."

That's all he can tell them, although he might add: "That just might be the weirdest future I have ever seen."

The players should figure out pretty quickly that he's talking about Niffle. If they ask him to elaborate, he says that's all he can see.

Mister OddSwallow adds that if they need him again in the future, they just need to find another device like this one and put in the code. "Don't eat lunch first!" he says. "It's easier to tell the future when you're hungry!" With a burp and a ribbit, he waves and leaves just as suddenly as he arrived.

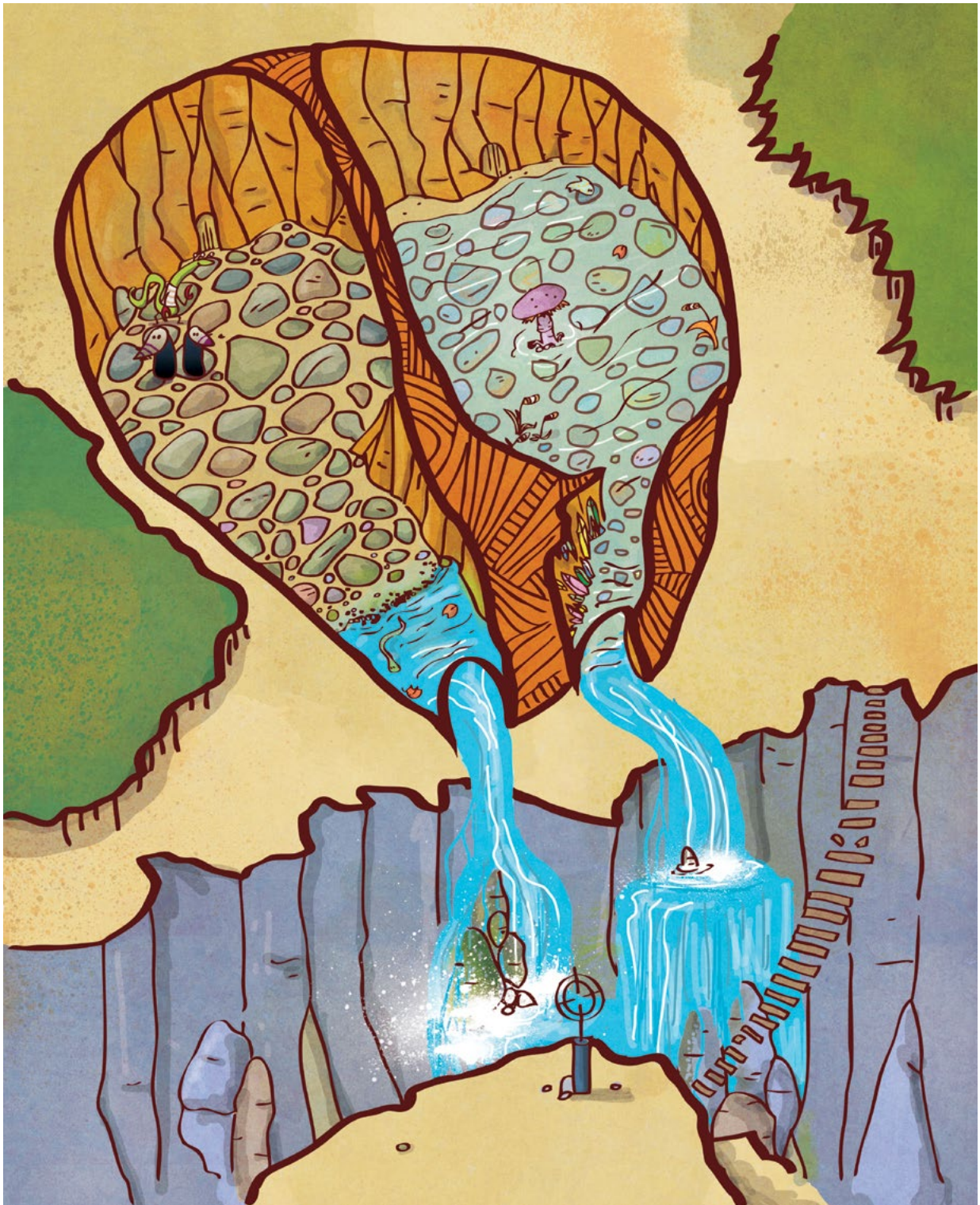
## Cross the Bridge

The bridge is rickety and sways in the wind. It doesn't seem likely to break if the characters go across one at a time. But if they don't hold on tight, they might fall down and get hurt.

Have the players decide who will go first. Each of them must make a Goal 2 **Fast** to cross safely. If they fail, they fall down or slip, taking 1 point of **Tough** damage.



This map is for you, the Guide. Show the players the map on page 38.



## On the Other Side

Once the players cross the bridge, they must decide which of the two nostrils to enter to look for Niffle.

### Read Aloud

As you get closer, you see that the ground is wet and muddy from the water coming out of the stone dragon's nostrils. Both the right and left nostrils have footprints in front of them. From the right-hand passage, you hear, very faintly, the sound of someone singing. There also seems to be a tiny bit of light coming from the right-hand passage.



Ask the players whether they go into the right nostril or the left nostril.

Things the players will probably remember and consider:

- Woodlynn said Niffle was likely to go left.
- She also said that he sings to himself when he's scared.
- The song is coming from the right, but Mr. OddSwallow said not to follow the song.

## Right Nostril

If the players go right, this is what happens.

### Read Aloud

You enter and find yourself in a long tunnel. The water runs over your shoes. There's just enough light to see by. The floor and walls are lined with little rocks that look like crystals. The tunnel bends and then opens up into a big room. In the very center of the room is what looks like a large mushroom. It glows white and purple, and it has a number of eyes that blink open and closed in the dark. It seems to be singing softly, shaking itself every once in a while. When it does that, bits of light bounce off it into the air.



Ask the players what they do. Do they want to touch the mushroom, sing to it, leave it alone, or do something else?

## Magic Mushroom

**Level:** 3

**Health:** 3

**Skill:** When touched, the mushroom sends out a strong jolt that turns the character into a random animal. Have the player roll a d6 to see what they turn into:

- |   |             |
|---|-------------|
| 1 | Giant bunny |
| 2 | Pegasus     |
| 3 | Blue whale  |
| 4 | Fast turtle |
| 5 | Tiny snail  |
| 6 | Orangutan   |

Once the players leave the tunnel and enter the light again, they turn back into their normal selves.

**Quirk:** If a character sings a song back to the mushroom, it sends a little wave of light toward them, restoring 1 **Tough**.

The only other apparent passage in or out of this room is the one the players came through.

## Left Nostril

If the players go left, this is what happens.

### Read Aloud

You enter the left nostril and find yourself in a long tunnel. It's very dark, and the water runs over your shoes, making them squelch when you walk. The tunnel starts to slant uphill, making it a little harder to walk. But suddenly the ground beneath your feet is hard, like concrete, and it's not wet anymore. It starts to get lighter, and you can see around you.

You take a few more steps and then, from up ahead, you hear noises! Rawk! Rawk! Rawk!



Ask the players what they do. Do they want to stop and listen or keep going forward?



Ask the players what they do. Do they try to sneak Niffle out without letting the witches see them, do they interact with the witches, or do they fight the witches?

**Stop and Listen:** The characters hear more of the rawk-rawk-rawk sounds. If they want to try to listen more closely, it's a Goal 3 **Smart** roll. If they succeed, they can tell that there are two creatures making the sounds, and they can also hear another creature singing very, very softly to himself.

**Keep Going Forward:** If the characters keep walking forward, they find themselves coming upon a large circular room.

Read aloud

Inside the room, you see two creatures that look a little like birds. They have long, saw-toothed beaks and weird curly tails, and they're fighting over what looks like a large red rock.



Show the players the image of the saw-toothed witches below.

Behind them, you can see Niffle. He doesn't look hurt, but he's clearly scared. The creatures don't see you, but Niffle does. He sings just a little louder, as if to let you know that he saw you.



**Sneak:** It's a Goal 3 **Fast** to sneak Niffle out without being seen by the witches.

**Interact:** The characters can try to talk to the saw-toothed witches. They don't speak the same language as the characters, though, so the interactions will have to be other things, like charming them or singing to them.

**Fight:** If the characters fight the witches, the characters go first. It's a Goal 3 **Tough** to hit the witches.

**Saw-toothed Witch**

**Level:** 3

**Health:** 3

**Damage:** 2 (bite or melee weapon)

**Skill:** Can use retractable tongue to steal a player's weapon if it's Within Reach.

**Quirk:** Saw-toothed witches are afraid of bee swarms. If everyone in the group buzzes and moves around like bees, the witches will run away for one round.

**Stuff:** 1 coin per player.

**Celebrate!**

Once the players have rescued Niffle, they can all go outside and eat their honey candies. The beemobile then comes to pick them up and take them back to the Hive, where Woodlynn and Niffle throw them a party. The characters have such a good time that everyone gets 1 Fun! Woodlynn also gives them each 1 coin and a pair of wearable bee wings to say thank you. The bee wings allow the players to instantly travel to the Hive from anywhere in Storia.

## RACE AGAINST TIME

This is designed as an adventure for semi-experienced Guides and players. If this is your first time playing *No Thank You, Evil!* you might try running “Lost in DragonSnot Falls” first.

### Background

The characters have been invited to attend a grand gala by their friend Princess Strike. Princess Strike lives in Castle Alley (in *Out the Window*) with her minions, the Pinheads. She throws big, fun parties—which she calls Bowling Balls—whenever she can think of a good reason. She invites all of her best friends, as well as other interesting guests. The characters have been to Princess Strike’s parties before.

### Overview

In “Race Against Time,” the characters arrive at Princess Strike’s Bowling Ball a little early. When they get there, the only other guest is a scientist named WhizBang who brought Princess Strike a party gift—a time machine! He shows them all how the time machine works. A Pinhead accidentally hits some buttons and causes the machine to go haywire. WhizBang gets sucked into the machine. In his place, it spews out a hungry dinosaur, a futuristic space robot, and a thieving pirate.

In a panic, Princess Strike asks the players to find a way to deal with each of the new arrivals and get WhizBang back before the other guests arrive. The players can handle the time travelers in a number of ways. Getting WhizBang back requires them to figure out how to work the time machine.





## Beginning the Adventure



Ask the players to introduce their characters and companions to each other, especially if it's their first time playing together. You might have them read their sentence and their companion's sentence and then say their favorite thing about their character.



Give the players their invitations to Princess Strike's Bowling Ball. (See page 37 for invitations that you can copy and fill out, or feel free to make your own.)



Delivering invitations to the players ahead of time can help get them excited for the adventure. It provides a chance to talk a little bit about the world and their characters before they get to the table.



Ask the players to describe the last Bowling Ball they went to, and what kinds of things they did at the party. What did they eat? What did they wear? What kind of games did they play? Did anything really exciting happen?

When the characters show up at Castle Alley, they are met at the door by Princess Strike's pals, the Pinheads. These guys don't talk as much as they *meep!* and fall over a lot, but it's pretty clear they're asking to see the characters' invitations.

Inside is the Grand Ballroom. This giant round room is filled with all of the things that the characters talked about doing and seeing when they were here before. It also has a huge buffet table loaded with all kinds of food and a big cake shaped like a bowling ball.

In the room is a strange machine that's huffing and puffing. It spits goo out its front and smoke out its back. Princess Strike and WhizBang are standing in front of the machine.

Princess Strike is very excited—the time machine is a gift from WhizBang!



Ask the players what WhizBang looks like.



Show the players the image of the time machine on page 23 or the cover.

## A Call for Help

WhizBang offers to show the characters how the time machine works and then take them on a trip to their favorite time. Just as he starts to explain how it works, two of the Pinheads come tumbling into the room, playing tag. They run right into the time machine. It spurts, whirs, and spurts out more smoke and goo, and suddenly WhizBang disappears! In his place is a hungry dinosaur, a futuristic space robot, and a thieving pirate. Each of them takes one look at the characters, and then they scatter through the doors at the far end of the room.

Oh, no! Princess Strike is in a panic. She asks the characters to help her take care of the time travelers and get WhizBang back before the rest of the party guests arrive.



If your game has four or more players, consider adding an extra time traveler or two to make the interactions slightly harder and more interesting for a larger group. Two hungry dinosaurs that run to the same room, for example, or two thieving pirates.



This map is for you, the Guide. Show the players the map on page 39.



## Figure Out the Problem

Princess Strike asks the characters to help her figure out what went wrong with the time machine. She looks at it too, but she is confused about what it does or how it works. This is a great opportunity to let the players discover the solution to fixing the machine.

If they examine the time machine, they will learn:

- There are four missing buttons on the time machine.
- The Pinheads must have knocked the buttons off when they ran into the machine.
- The players need to find the buttons and put them back in the proper order to send the time travelers home and get WhizBang back for the party.

If the characters look around the floor, they'll find the first of the missing buttons.

Princess Strike tells them that she thinks she saw the pirate steal one of the buttons as he ran away.

There are three doors at the end of the Great Ballroom: a left archway, a middle staircase, and a right archway.

**Make a Plan:** The characters can make a plan of action, deciding where they want to start.

## Solve the Problem

The players will probably start at one of the three places at the far end of the Great Ballroom: the left archway, the middle staircase, or the right archway.

### Left Archway

On the other side of the archway is a large room that is decorated like a giant blanket fort. The ceiling and walls are made out of blankets and sheets. Pillows and thick rugs are strewn about on the ground.

This room holds the hungry dinosaur. The dinosaur is easy to find. As soon as the characters enter the room, they hear its stomach rumbling and see its head sticking through the top of the blankets.

### Hungry Dinosaur

**Level:** 4

**Health:** 4

**Damage:** 2 (tail or bite)

**Skill:** Roars so loudly that it knocks down all characters Within Reach.

**Quirk:** It loves sweets! If you lure it with a sweet treat, it will follow you anywhere without attacking you.

If any of the characters are dinosaurs or have dinosaur companions, positive interactions are lowered to Goal 3.

The characters may attempt to deal with the hungry dinosaur in a number of ways:

- Take some food from the buffet table and make a trail to lead the dinosaur back to the time machine.
- Convince it to follow them to the time machine in some other way.
- Fight it until they kill it or until it's hurt enough that they can capture it.
- Make friends with it so it won't be a threat to the guests.
- Run (toward the time machine, ideally, so the dinosaur will follow them)!

The characters will find one of the time machine's buttons on the ground near the dinosaur. It's slimy and slightly chewed on, but it isn't broken.

## Middle Staircase

The staircase is long and steep, and it loop-de-loops like a roller coaster. Players find that their feet stick to it and they don't fall, even when they're upside down. At the top of the staircase, they find the futuristic robot.

The robot is trying to jump off the top of the staircase and fly back to the future. However, every time she jumps, she gets only a few feet off the ground. That's because she can't find her special rocket boots.

### Futuristic Robot

**Level:** 5

**Health:** 5

**Damage:** 2 (living space gun that yells "pew pew!" when she shoots it)

**Skill:** With her rocket boots on, she can fly back to her own time.

**Quirk:** If the characters make up a song about robots and sing it, the futuristic robot opens her chest and gives each character a video game or toy from the future.

If any of the characters are robots or have robot companions, positive interactions are lowered to Goal 4.

The characters may attempt to deal with the futuristic robot in a number of ways:

- If they've found the pirate's "treasure" (see the pirate section), they can give the robot her rocket boots. Unlike the other time travelers, the robot can travel back to her time in this unusual way.
- Convince the robot to follow them to the time machine in some way.
- Fight her until they kill her or until she's hurt enough that they can capture her.
- Make friends with her so she won't be a threat to the guests.

The robot has one of the time machine's buttons stuck to her robot butt.

## Right Archway

Going through the right archway leads to a room with a large swimming pool. The water is bright blue and filled with all kinds of large fish made out of gold. The thieving pirate is swimming at the far end of the pool, trying to catch one (or more) of the golden fish.

### Thieving Pirate

**Level:** 3

**Health:** 3

**Damage:** 2 (long sword)

**Skill:** Can use his fishing pole to grab a character In Range and pull them Within Reach.

**Quirk:** If you talk to the pirate in Piratese, he draws a map to a cool treasure that he found in the castle. The treasure is a pair of rocket boots that are buried under some of the blankets in the room through the left archway. If the characters find the boots, they can help the futuristic robot fly to the future.


If any of the characters are pirates or have pirate-related companions, positive interactions are lowered to Goal 2.

The characters may attempt to deal with the thieving pirate in a number of ways:

- Catch three golden fish for the pirate. Each one is Goal 3 **Fast**. This will make him happy enough that he will either join the party or get back into the time machine.



## Common Piratese Phrases

- |               |                            |   |
|---------------|----------------------------|---|
| • Ahoy, matey | Hello, friend              |  |
| • Avast ye    | Pay attention              |   |
| • Arrrrrrr    | This is awesome!           |   |
| • Bilge rat   | A rat on a ship, an insult |   |

- Convince the pirate to follow them to the time machine in some other way.
- Fight him until they kill him or until he's hurt enough that they can capture him.
- Make friends with him so he won't be a threat to the guests.

The pirate stole one of the time machine's buttons and is carrying it in his pocket.

### Back at the Time Machine

If the characters bring the time travelers back to the machine, they're automatically sucked back to their own time once they get Within Reach of the machine.

Once the time travelers have returned to their proper time or otherwise been taken care of, the characters need to fix the machine and get WhizBang back to the party. To do this, they must put the four missing buttons back on the machine.



Putting the buttons on and activating the time machine is a Group Action with a Goal of 3. All of the players roll the dice at the same time. Everyone must get a 3 or higher to succeed. If someone doesn't make it, other players can use 1 **Awesome** to Be Awesome, which lets the player who failed roll again until he makes it.

### Celebrate!

The players fix the machine and get WhizBang back just in time—the guests are starting to arrive! Everyone can stay and enjoy the party. Princess Strike is so grateful that she gives each player 2 coins and 1 Fun.

The players can also talk to WhizBang, who offers to take them to their favorite time in the past or the future. Some options are:

- Cowboy time
- Dinosaur time
- Castle time
- Anything else they come up with



Once the players choose a time period to visit, you can continue the game by having WhizBang take them to that time and making up your own adventure. Or you can have them come back later for the trip in the time machine.



## THE CURSE OF ADVENTURE KINGDOM



This is designed as an adventure for experienced Guides and players.

### Background

Storia has a number of amusement parks, but Adventure Kingdom is the best and most well known of them all. Not only does it have great rides, but it's also run by a famous ghost named Monsieur Monstieur.

But Monsieur Monstieur—and Adventure Kingdom—are cursed. Whenever there is a blue sun in the sky, Monsieur Monstieur loses his heart somewhere in the park and turns evil. When he's evil, he hates fun and tries to destroy the park. The only way to save the park is to find the three pieces of the ghost's heart and give it back to him before night falls. That will lift the curse and restore Monsieur Monstieur and the park back to normal.

Thankfully, a blue sun happens only once every hundred years. So surely the players have nothing to worry about . . .

### Overview

In “The Curse of Adventure Kingdom,” the characters are on their way to spend a day of fun at Adventure Kingdom, Storia's best amusement park. They know about the curse—everyone in Storia does—but it's probably just a rumor. No one has seen a blue sun in ages.

But as the players make their way to the park, they notice something: the sky is changing color. The sun is blue!

When they arrive at the park, nothing seems right. The park is shrouded in pink fog and there are weird sounds coming from inside the gate.

To save the park, the players must find the three pieces of Monsieur Monstieur's heart and give it back to him before night falls.

The adventure is similar to a dungeon-style adventure. Characters can visit the places in the park in any order they like. In each place, they'll run into something different—it might be bad guys, interesting creatures, or equipment that's run amok. Along the way, they need to find the pieces of the ghost's heart.

Monsieur Monstieur is in his invisible office at the back of the park. Once the characters put the three pieces of the heart together, they can use it like a compass to find the office. When they give the ghost back his heart, the curse will be broken.

## Beginning the Adventure

The adventure begins as the players set out for Adventure Kingdom. This is their first time there, so they're probably very excited about the trip! They are going to spend the day there, riding the rides and doing other fun things.



Ask the players to introduce their characters and companions to each other, especially if it's their first time playing together. You might have them read their sentence and their companion's sentence out loud and then say their favorite thing about their character.



To introduce the players to Adventure Kingdom, you can tell them ahead of time about all the fun stuff in the park, including a roller coaster called the Viper, a waterslide called the Mammoth Plunge, and a haunted house called Boo Manor. You can also tell them the story of the curse.

## A Call for Help

As the heroes make their way to the park, they notice something: the sky is changing color. The sun is turning blue! The curse is going to hit Adventure Kingdom!

At the park, the curse has already hit. The park is shrouded in pink fog that rolls around and makes it hard to see. Weird sounds come from inside the gate: growls and squeals and odd grunts.

Near the gate, there's a device with a big blue button that looks like a moon. When a character presses the button, a hologram appears. It is black and white and staticky, but the round, ghostlike image is clearly Monsieur Monstieur from the brochure. His voice sounds ghostly and hollow. He says, "If you're seeing this, the blue sun has cursed me yet again. My heart is broken and been scattered around the park. Find the three pieces and return my heart to me so the curse will be lifted."

An image of Monsieur Monstieur's broken heart appears in the hologram. Each of the three heart sections looks like a piece from a red jigsaw puzzle. When the three pieces are put together, they form the shape of a large heart.

There's a pause, followed by a bit more static. "Oh, I almost forgot. Bring me some cotton candy too. I'll be starving."

The voice gets louder. "What are you waiting for? Go save Adventure Kingdom! And me! It's in your hands now."

## Figure Out the Problem

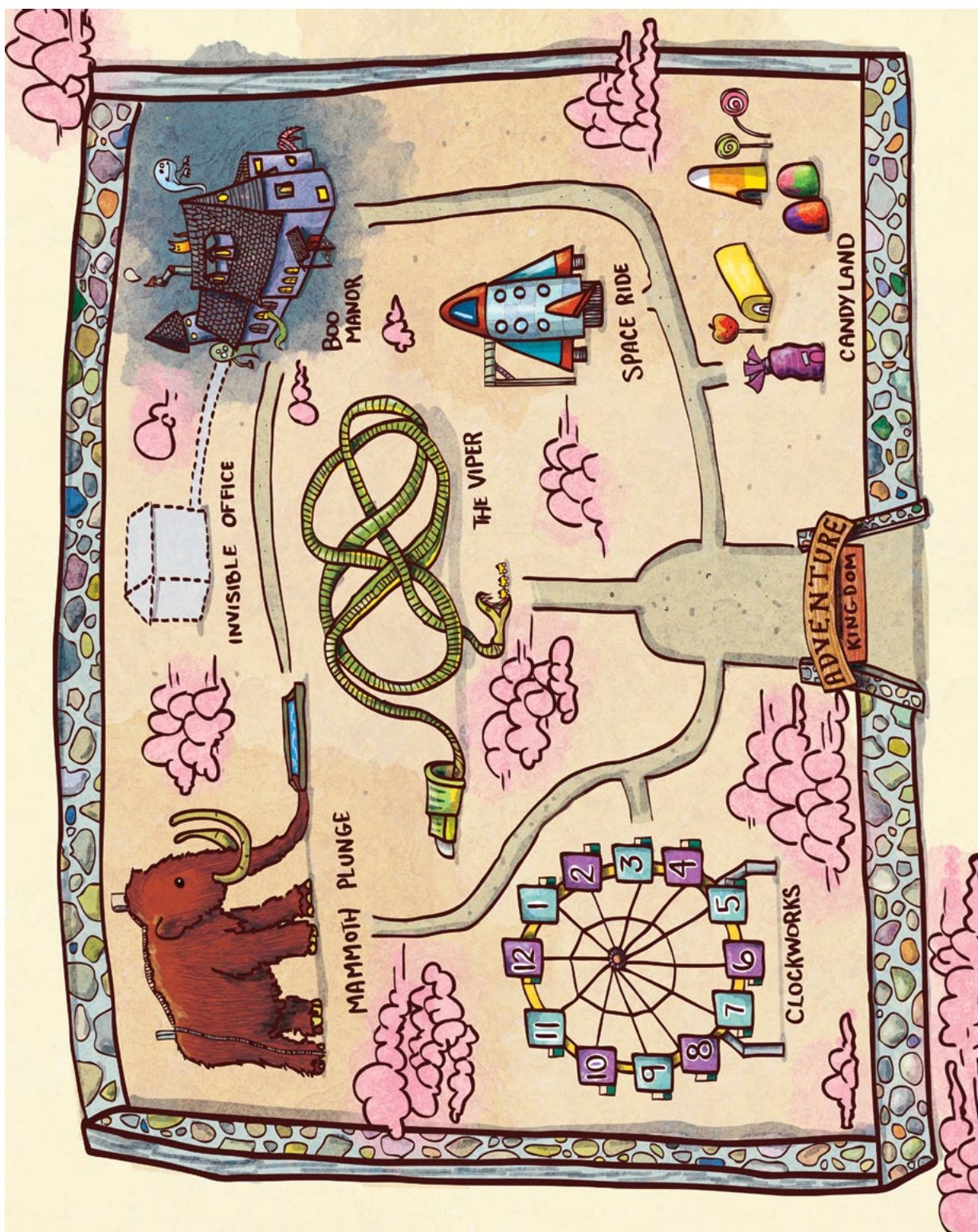
The players should have a good understanding of what to do at this point. They need to go into the park and find the three pieces of Monsieur Monstieur's heart.



Show the players the partially obscured map on page 40 so they can get a sense of what the park looks like.



This map is for you, the Guide. Show the players the map on page 40.





Once the players enter the park, they can decide which path they want to take first. They can explore the park in any order. There is no wrong or right way to go about it.



If you'd like to make this a longer or more complex adventure, you could easily turn one or more of the locations into a mini-adventure of its own. Boo Manor and Candy Land are two that would work well. You could make a map of Boo Manor and have the characters explore many rooms in the mansion, coming face to face with interesting creatures and challenges.

## Solve the Problem

To find the three pieces of the heart, the players will need to explore the park thoroughly. They can explore in any order.

The six sections of the park are Clockworks, the Viper, the Space Ride, the Mammoth Plunge, Candy Land, and Boo Manor.

### Clockworks

This ride is a Ferris wheel that looks like a giant clock full of gears and cogs. Players standing at the bottom can see one piece of the heart on the Ferris wheel, hanging off the number 2 on the clock.

To retrieve it, the players must find a way to get up there. For example, they can try any of the following:

- All ride up together in one of the cabs. However, they'll need to stop the cab at just the right spot to reach out and grab the heart piece. There are a number of ways players can try to stop the cab. Doing so is a Goal 4.
- They can try to shoot the heart piece down using a ranged weapon. It's very far, so it's a Goal 7 **Fast**.

- Climb up to the 2 on the clock. This is almost impossible, so it's a Goal 8 (**Tough** or **Fast** can be used to bring the Goal down, depending on whether the player wants to climb quickly or go slowly and use their strength).

Players can also come up with other solutions. The Guide should choose a Goal that seems appropriate to the difficulty of their action.

### The Viper

This ride is a roller coaster in the shape of a snake. It loop-de-loops and goes really, really fast, hissing the whole time. From the ground, the players can see something shiny and red in the middle of the ride—a piece of the heart. The only way to get it is to grab it with a stick, a melee weapon, or another long object as they go by. Doing so is a Goal 4 **Fast**.

Right in front of the roller coaster carts are two stuffed animals that have been turned into zombies: a dog and a teddy bear. They prevent the players from getting on the roller coaster.

#### Zombie Stuffed Animals

Zombie stuffed animals used to be animals that were loved and cared for, but someone threw them away. When they rose from the garbage, they were turned into zombies. They often show up in groups of two or three.

**Level:** 5

**Health:** 5

**Damage:** 2 (bite or claw)

**Skill:** It has so much stuffing that it has Armor.

**Quirk:** If you give a zombie stuffed animal 1 Treat and a name, it will turn from a zombie back into a regular stuffed animal.

**Stuff:** 1 Treat per player companion.



Remember that if a character or creature has Armor, they take 1 less damage from an attack.



## Space Ride

This ride is a rocket that simulates flying through space. Players can get inside the device and go for a ride. They'll see all kinds of beautiful space stuff, including moons and planets and even some aliens.

Adriana the Astronaut is the rocket pilot. She'll take the players for a ride free of charge. She's very proud that the Space Ride is still functioning even during the curse. As the players pass close to the sun, Adriana hands



them special glasses to wear. Through the glasses, they can see that the reason the sun is blue is because it's covered in weird blue alien creatures. They're all dancing to a song that looks an awful lot like some of the players' favorite dances.

While they're on the ride, Adriana asks the players three questions about space. She tells them that if they answer correctly, the three answers make up a clue that will help them identify Monsieur Monstieur when they see him.

Is Mars known as the blue planet or the red one?

[Red]

Is the sun a star or a planet?

[Star]

True or false: the moon is made of cheese.

[False]

As the players come back down to Earth, they see a chest of what looks like coins at the top of the Mammoth Plunge. (If they have already gone to the top of the Mammoth Plunge and discovered the chest of coins, show them one of the pieces of the heart that they haven't found yet instead.)

There is no piece of the heart in this section of the park.

## Mammoth Plunge

This is a water ride in the shape of a woolly mammoth. Players take an escalator up the back of the woolly mammoth and then slip and slide their way down the trunk.

A much smaller elephant named Barber is guarding the escalator. He says he's not letting anyone on because they're probably cursed too, and they'll ruin the ride. He won't fight the players, but he's large enough to block them from getting on. Convincing Barber that the players are not cursed is a Goal 4 **Smart**.

**Occopus**

Occopus are creatures that move into other people's stuff—chests, cars, even backpacks—and take over. They claim and defend the place as their own. It's really, really hard to get them out again.

**Level:** 4

**Health:** 8

**Damage:** 2 (tentacle whip)

**Skill:** Hides inside an object and uses it as Armor.

**Quirk:** If you give it a bigger, better place to occupy, it will leave its original place.

**Stuff:** Everything that's inside the place it's occupying.

At the very tippy top of the ride, the players find a chest. It's full of a scary creature with lots of tentacles—an occopus. The chest also has 2 coins per player.

There is no piece of the heart in this section of the park.

**Candy Land**

This is the food and games section of the park. When the players enter, they see cotton candy everywhere—it's just exploding all over the place. Blowing across the ground like tumbleweeds. Floating through the air like pink balloons. Making a sticky, ooey, gooey, sweet-smelling mess.



If a character eats any of the cotton candy, their tongue turns bright purple. They must make a defend Goal 3 (Tough). If they fail, they blow bubbles every time they talk.

Players will probably notice that there's a cotton candy stand nearby. If they enter the stand, they see that a conveyor belt is making tons and tons of cotton candy. Way too much cotton candy.

Two jinxes guard the conveyor belt (on the side closest to the players).

**Jinx**

Jinxes come in two colors: pink and more pink. They have three eyeballs and a pair of tiny horns on top of their heads.

They chatter almost constantly but mostly say nonsense.

**Level:** 3

**Health:** 6

**Damage:** 2 (horns or claws)

**Skill:** Can attack two characters at the same time, doing 2 points of damage to each one.

**Quirk:** Loves jinxes. If everyone in the group says the same word at the same time, the jinx does a happy dance.

**Stuff:** 1 coin per player.



A machine on the other side of the conveyor belt is spitting out tons of cotton candy. A piece of the heart is resting on top of the machine. To turn off the machine and get the heart, the players have to jump over the conveyor belt.

**Conveyor Belt:** Jumping over the conveyor belt is a Goal 3 **Fast**.

**Cotton Candy Machine:** The cotton candy machine is broken. Pushing the “off” button just makes the machine spit out more candy. There is also a panel that looks like the players can use it to reset the machine to work properly.

When the machine spits out candy, it pushes the characters back, making it impossible for them to reach the piece of the heart.

Players can turn off the machine by resetting it (Goal 4 **Smart**) or punching it (Goal 4 **Tough**). Reaching the heart piece doesn't require a roll.

Grabbing a handful of cotton candy for Monsieur Monstieur is a Cinch and doesn't require a roll.

## Boo Manor

This is a slightly scary haunted house. Players get in a cart on the track and ride through the house. Along the way, they're usually scared by fake ghosts, odd noises, and pretend bats. This time, however, there is a real ghost blocking the path. It's the ghost of the ghost of Monsieur Monstieur!

There is no piece of the heart in this section of the park.



At first, players may not know that this is the ghost of the ghost. They might think it's Monsieur Monstieur himself. That deception is part of the curse. Allow the players to try to figure it out. If they discovered the clue “Red Star False” on the Space Ride, they will know that this is a false Monsieur Monstieur.



### The Ghost of the Ghost of Monsieur Monstieur

This is the ghost of the ghost of Monsieur Monstieur. It comes out only when Monsieur Monstieur is cursed. The ghost has a big red star in its chest where a heart would go, but otherwise it looks just like Monsieur Monstieur.

**Level:** 5

**Health:** 10

**Damage:** 2 (throws balls of ghost goo)

**Skill:** If a player tries to give him the heart of Monsieur Monstieur, he curses them. They run around in circles speaking gibberish until their next turn.

**Quirk:** If a player draws a heart on a piece of paper and folds it into a paper airplane, the ghost of the ghost of Monsieur Monstieur will think he has a heart again and will disappear.

**Stuff:** 1 Fun per player.

### Finding Monsieur Monstieur

Once the players have all three pieces of the heart, finding Monsieur Monstieur is a Group Action. Working together to use the heart as a compass is a Goal 3 **Smart**.

In this Group Action, all of the players must roll a 3 or higher. Players can use 1 **Smart** to Try Harder. If someone doesn't make it, other players can use 1 **Awesome** to Be Awesome, which lets the player who failed roll again until he makes it. This part of the adventure should be a positive experience of everyone working together to accomplish something!

Once they all roll a 3 or higher, the heart swivels to point toward Boo Manor. As the players go through Boo Manor, the heart continues to tell them they're on the right path by glowing softly.



If the players haven't been to Boo Manor yet, see that section for more information about it. If they've already been there, the way is clear and they can go right through it without incident.

At the very middle of the ride, the heart glows brightly, letting the players know that's the spot. The ride will draw to a halt and the players can jump out of the cart. There is a door on the wall that is locked with a big chain and a heart-shaped padlock. Opening the lock is a Goal 4 **Fast**.

Behind the door is a long tunnel. It's brightly lit with a red glow that matches the heart's glow. At the end of the tunnel, the players come to a second door. This door is also locked. Opening the lock is a Goal 4 **Fast**.

### The Invisible Office

On the other side of the door is the invisible office. Monsieur Monstieur is lying on the floor. He has a heart-shaped hole in his chest. Putting the heart properly back inside him is a Goal 2 **Smart**. As soon as it's connected, Monsieur Monstieur wakes up. He thanks the players profusely. They've saved him and the park!

When the players go back outside, they also see that the sun is back to its normal color now that the curse has been lifted.

### Celebrate!

Monsieur Monstieur is so grateful that he gives all the players lifetime memberships to Adventure Kingdom. They can come back and ride the rides any time they want—and they never have to wait in line. He also gives them each 1 Fun, 2 coins, and a t-shirt that says "I Was Cursed at Adventure Kingdom!"



Dear friend,

Please help me! My friend, Niffle, has gotten lost in DragonSnot Falls. I'm worried that something horrible has happened to him.

Meet me at the beemobile, and I'll tell you the whole story. You'll have to be smart and strong. I know you can find him.

Your friend,

*Woodlynn*



# *You're Invited*

**to Princess Strike's Bowling Ball**

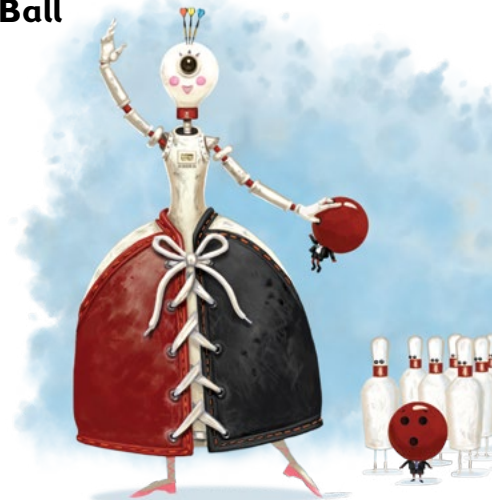
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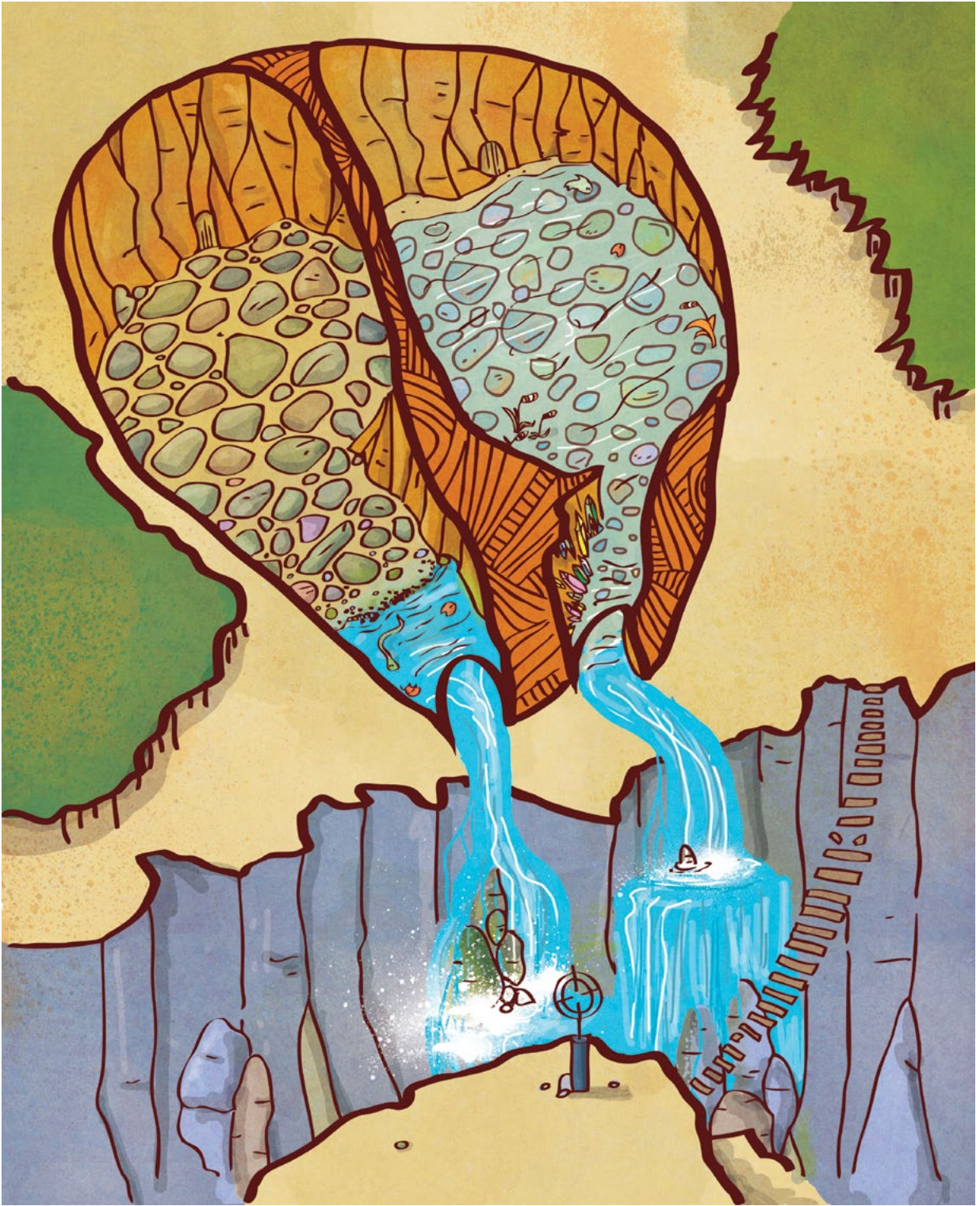
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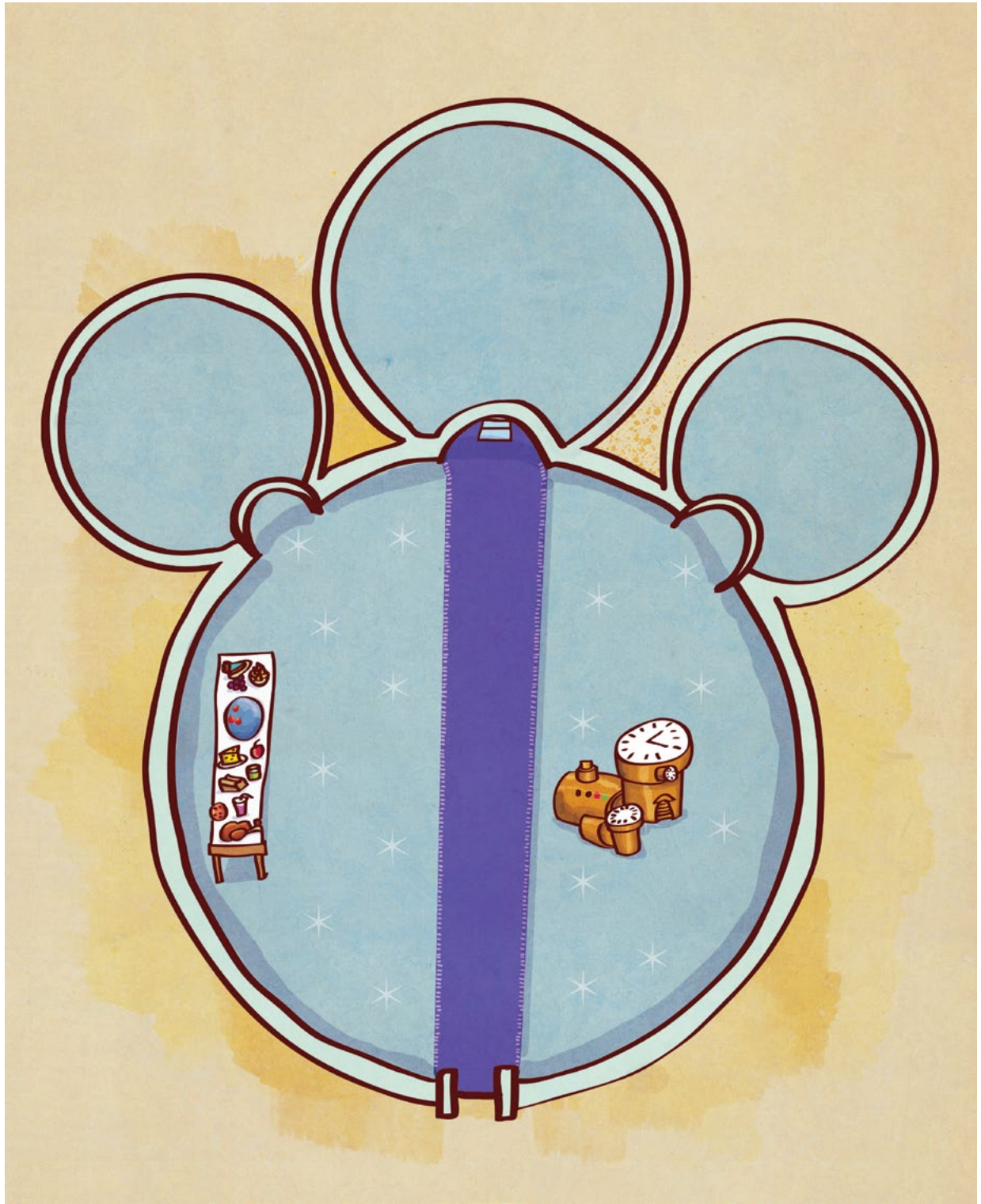
What We Will Do:



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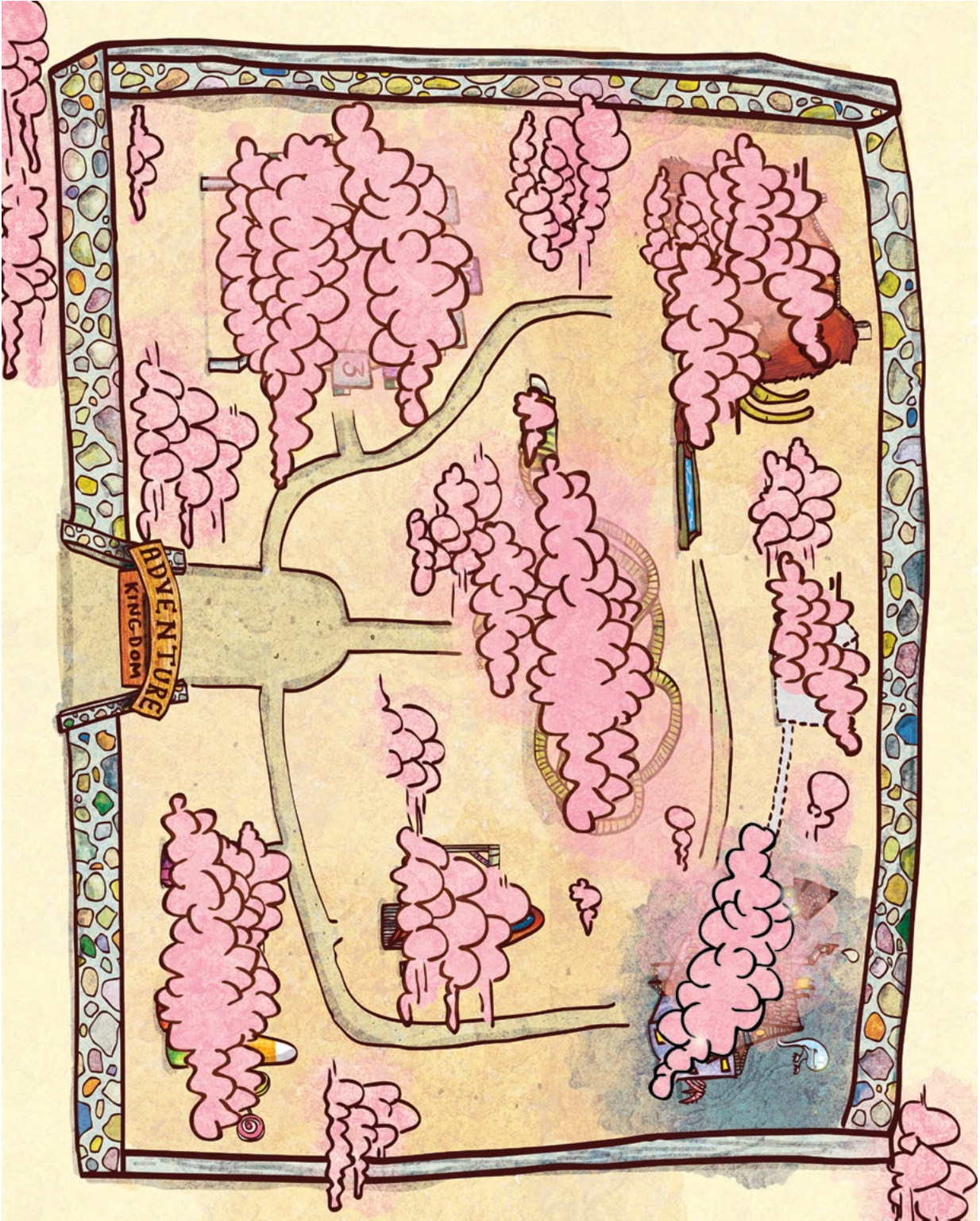
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