

- THE QUEER & DEADLY TOWN OF SORROWSET -

A TOWN DISTRACTED BY DESPAIR

"Everythin' out here is broken, or blemished and battered, and tattered, but mine."

Sorrowset was once the twin peaked jewel of the Pennines. Now its is gripped with a most disturbing affliction. Great voluminous clouds of mist surround the beleaguered town. A giant despair squid has established a new territory - and now hunts the bleak moors that isolate the crooked bastion of Regency life.

Everyone in Sorrowset is barking mad, mostly through no fault of their own, mostly. Their minds defer the misty horror to restless dreams as they all they slowly wither into animate despair husks.

Bouncy and fluffy dark clouds bob through the town, cleaning the rooftops and surprised faces with acid rain. Vampire ducks and sweetheart lichens skulk in the shadows - everyone's just trying to get by, you see?

And those horrible rapsallions, bruisers and bastards plumbing the dark woeful districts, and forgotten grey catacombs for wealth? That's you, that is.

The Great Despair Squid ..

The squid's gargantuan bulk can occasionally be glimpsed or guessed at when circling the perimeter of the town, which it often does from time to time.

If a character decides to leave the town and explore the mist, ask them to hand over their character sheet. Unless the group go looking for them, they are lost to the mist - their adventure is at an end. For now.

TAVERN (PREFIX)

The Leaping.., The Bear and the.., The Old.., The Newt and.., The Three.., The House of.., West.., The Bent.., The Smiling.., Four..

Exploring and adventuring ..

Make sure to check out the reverse of this page for mapping and adventure ideas.

CREATING ENCOUNTERS

Generate one element from each of the three following tables, and combine into an interesting encounter. You can form a narrative that is new and surprising, or weave the encounter into any particular storyline the players are currently engaged in. Roll a reaction test to see what the creature's attitude will be (see TBH rules).

d4 Creatures from the list, they're .. (d6)

1	Blind Drunk.	4	Servile.
2	Famous.	5	Pilgrim.
3	Lost.	6	Feral.

and another Creature, it's .. (d6)

1	Shackled.	4	Illusory.
2	Polymorphed.	5	Missing.
3	Dead.	6	Wanted.

And they're .. (2d6)

- Searching for hidden wigs.
- Gathering ingredients for an omelette.
- Reading a dense legal document.
- Arguing over spilt milk.
- Trading erotic cigarette cards.
- Having a biting fight over fashion.
- Aggressive yodelling duel.
- Answering an invitation on a gold scroll.
- Serenading a woman in a window.
- On a rowdy stag do. Oi Oi Oi.
- Attempting to fix a snail race.

If you want a much simpler encounter (straightforward), don't roll the second table.

Assign the creature(s) an HD that suits the challenge of the encounter you want, or generate a number to determine their HD.

CREATURE LIST

(3d6)

- Black Wolf with red eyes. - HD10
- Sideshow Ogre. - HD4
- Doubt Wraith. - HD2
- Well turned out Ghost. - HD4
- Middle Class Druid. - HD3
- Plaid-shirted Woodcutter. - HD3
- Lethal Misery Cloud. - HD2
- Shoe Thief. - HD1
- Generic Nefarious Urchin. - HD2
- Despair Husk. - HD3
- Child Shadow. - HD3
- Escaped intelligent Gibbon. - HD4
- Welsh Doppelgänger. - HD4
- Counterfeit Gravy Dealer. - HD5
- Alchemy induced 'Hyde-Thing'. - HD7
- White Goose. - HD10

THINGS WORTH HAVING

(3d6)

- Xd6 Coins. (X = number rolled)
- Tourist Map - an X marks 'the spot'.
- A poster of the Queen and Crayons.
- Peculiar Turkish Delight.
- Bottle of thick liquid, smells like solvent.
- Tickets to an unadvertised play.
- A finger with a signet ring on it.
- Lewd hymn book - overdue from library.
- Formal Invitation to a masked orgy.
- Vial of bone dust with a name on label.
- Crucial page of a Cannon manual.
- A treasure map hidden in crosstitch.
- A golden egg covered in chocolate.

Some important people about town ..

The Mayor.	Well meaning Fascist.
The Hermit.	Unapologetic Glutton.
The Sheriff.	Nervous wreck.
The Stepmother.	Plotting murder.
The Witchhunter	Consumed by lust.
The Alchemist.	Is someone's puppet.

TAVERN (SUFFIX)

..Thistle(s), ..Badger(s), ..Hammer(s), ..Dove(s), ..Sponge, ..Lover(s), ..Bell(s), ..Bunions, ..Cow Pat(s), Candle(s).

TOWNSFOLK

A pig-nosed local, mind twisted - opposes any and all change.

Short and gaudy, obsessed with toads.
Has a twin sister, they know a secret about everyone in town.

Well meaning simpleton - wants to be a fireman.

Condescending and contemptuous social worker, obsessed with quills.

A spotty spy - can imitate any person or animal. Cannot pronounce apology.

His wife hates him - but he loves her. He also fancies James.

Incredibly old and rude - obsessed with bags.

Scruffy and unkempt connoisseur of plays - won't watch anything with less than 37 killings.

Disturbing salesman with numerous 'wives' - fingers always covered with mud.
Closeted priest - wife is a vampire.

Aspiring mummer - cannot deliver any line without fecking it up.

A renowned doctor, won't treat anyone unless they play boardgames at his house.

Sweet, hapless widow(er) - pathologically incapable of political correctness, despite best efforts.

The inappropriate mortician.

Obese debt collector - childish and in constant need of food.

Old and mad - runs a zoo with a pig, a goat and a chimp.

Withered bore, claims to have performed every profession mentioned to him.

Ageing and feckless - extremely bad cough.
Believes even the most mundane objects to be magical.

Claims not to be pissed, clearly steaming.

Has ventured beyond into the mist, and has a magic item to prove it.

Landlocked sea captain with no legs.

NAMES

First name - Alice/Alexander, Beatrice/Benson, Carter/Caroline, Edgar/Emily, Francis, Heathcliff/Harriet, Myrvin/Merle.
Surname - Bronte, Du Pont, Hardwood, Klack, Crilly, Doyle, Black, Eyre, Linton, Ledger, Browning, Darling, Bucket.

QUESTS
Find a nice house for a camp liche, Find components for a clockwork child, Gather air from inside a circle of mushrooms, Feed a pair of black-breasted Robins poison, Steal a letter from the postman, Clean out the moths in an old lady's attic.

SIGHTS & SMELLS

A washing line of pantaloons, A dead cat with no eyes, A grubby blind child stamping in a puddle, Crows fighting over a rock snail, Housewives airing their carpets in public. A broken down nightsoil cart, A baker selling chocolate pastries, A woman bathing with rosewater in the public fountain, Someone is burying their old mouldy clothes.

A woman seals her twin sons in vats to keep them ever young, Des Lennis the famous vaudevillian is secretly a Reptile-man, Hedgehogs have diamonds up their arses, Nobody remembers Wednesdays, Paintings eat your soul.

Fruit Stall	Wig Dealer 1-2. Stolen 3-4. Legit		Corner Shop	Jumble Sale <i>Rolling odd - its illegal</i>		Zoo 1-2. Fake 3-4. Mini		Cannal
Trousers Museum	Sweatshop <i>Rolling odd - illegal</i>		Quarry	Kebab Shop	Discount Booze	Dentist	Yard	
	Newsagent				Scrap Merchant	Playground 1. Mouldy 2. Contemporary 3. Greasy 4. Odious		Field
Factory 1. Buttons 2. Brass Knuckles 3. Marbles 4. Mustard Gas		Working Mens club	Pawn Broker	Betting Shop	Polling Station	Green Grocer	Shoe Museum	Dive
Park	Tip		Cave		Curry House		Bingo Hall	Sweet Shop
Public Library				Golf Course		Tip		
Banquet/Ball 1. Singletons 2. Illuminati 3. Guilders 4. Policemen		Swings	Duck Pond	Pie Shop	Gastro Pub	Charity Shop		Theatre
Bath House	Pool Hall	Community Centre			Dancehall	Bake Sale	Onion Shop	
1	2	3	4	5		6		

Lost, Forgotten, Obscure, Vintage, Rumoured,	Radioactive, Infested, Cursed, Haunted, Bleak	Drug Den, Cultist safe-house, Cache of stolen magic	Common, Poor, Posh, Renovated, Dilapidated, Condemned	Ramshackle, Solid, Garish, Popular, Disliked, Avoided	Miserable, Disappointing, Pleasantly unpopular, Best avoided
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STREET (PREFIX)

Westley., Bent., Crooked., Mouldley., Wopping., Dank., Olde., Gold., Knackered., Gunt., Plop., Kings., Lower., Great.

CREATING A SANDBOX

Sorrowset is divided into numerous meandering districts, each one named for its most disappointing aspect. Generating a District is super simple - drop a handful of d6 (5 is a good number) onto the chart. If they bunch up or displease you - re-arrange them to your liking.

Draw round each die you dropped with felt-tip. Choose a die to start with, write its roll inside the square you drew around it. This is the number of streets that branch off the square you just drew.

Starting from the corners draw the streets, alternating between the map edge and another corner on a nearby square. Do this for all the dice you rolled.

EXPLORING STREETS

Each turn, the characters may explore down one street - moving from one corner or intersection, down a line to the next. As they travel down the street roll a d6 and consult the table **When going down this street..** to determine what they encounter.

GETTING DIRECTIONS

Characters may ask NPC's for directions. Roll a d6 - if you roll higher than the number of streets between the characters' destination and where they are currently, the NPC knows the way. Pass a CHA test to roll 2d6.

NAMES ON THE MAP

If a street starts or ends in a box, that establishment is on the street (the rest of the buildings would likely be residential)

ERRANDS TO RUN

Choose an NPC that wishes to .. Buy something, Find something, Kill something, Hide something, Parley something, Scare something, Imprison something, Mend something,

STREET (SUFFIX)

..Way, ..Bush, ..Close, ..Street, ..Road, ..Drive, ..on the Hill, ..Park, ..Lodge, ..Gate, ..Walk, ..End, ..Point, ..Clove, ..Bunting.

DOWN THIS STREET

When Going Down This Street .. (d6)

- | | |
|--------------------------------|-----------------------|
| 1 A Boon / Treasure. | 4 Elsewhere. |
| 2 Change Weather. | 5 A townsfolk NPC. |
| 3 Change the Townsfolk's mood. | 6 Creature Encounter. |

A Boon .. (d6)

- | | |
|-----------------------|-----------------------|
| 1 2d6 Coins. | 4 Deed of goods. |
| 2 +1 CHA this session | 5 Advantage on a test |
| 3 A Vault key. | 6 Regain 1d4 HP |

The Weather .. (d6)

- | | |
|------------------------|---------------------------------------|
| 1 Blustery, Grey. | 4 Clammy, Humid. |
| 2 Insufferably Warm. | 5 Seasonably Damp. |
| 3 Disagreeably Chilly. | 6 One day of Snow - Chaos reigns now. |

The Townsfolk's Mood .. (d6)

- | | |
|-------------------------|---------------------------|
| 1 Ironic & Violent. | 4 Inspired to Riot. |
| 2 Indulgently Glum. | 5 Hyperactive. |
| 3 Colicky & Fat Headed. | 6 Self Hating and Queasy. |

Elsewhere .. (2d6)

- 2 An eclipse, all milk goes sour.
- 3 A sparrow tells a random PC a secret.
- 4 A church-bell tolls, but doesn't stop.
- 5 Shortage of quills declared.
- 6 All the cats spontaneously combust.
- 7 A much beloved Princess dies in a horse riding 'accident'.
- 8 A great hero returns as a brain in a jar.
- 9 Orphanage for horrible kids is on fire.
- 10 The constabulary start to reprimand all wandering adventurers wearing beige.
- 11 The next street has a big brawl going on between local bakers.
- 12 Oom (god of petty things) decides to interfere with something small.

STREET DETAILS

Uneven mouldy cobbles, Houses painted in drab rainbow, Everyone who lives here is crying, They stone people who don't recycle, All the doors have red X's on them, All the houses have dog's names.

RUMOURS