

Raiders of the Mercenary Coast: Epilogue

As the new heroes of the Mercenary Coast survey the carnage and spoils of their campaign against the raiders of the Mercenary Coast they hear an unfamiliar yet insistent alarm. The PC in possession of the chrono-meter will realize that the device is the source of this annoying beeping. The display of the chrono-meter will read, "You have 1 New Message." Pressing any button on the chrono-meter will reveal the complete message;

Meet me at The Captain's Quarters Inn at Tidy Island Bay. – Swifty

Attached to the message is a navigational chart which indicates that Tidy Island Bay is just a few miles up the coast from your current location. (Up the coast of the of the Sea of Great Peril)

Random Encounters at the beginning of the stroll to Tidy Island Bay. Roll 1d6 and apply the following:

1. 1d4 Bee girls
2. 1 Blink Beast
3. 1d4 Giant Ants
4. 1d6 Squirrel Nut Zappers
5. 1d6 Goblins
6. 1-2 Jungle Flowers

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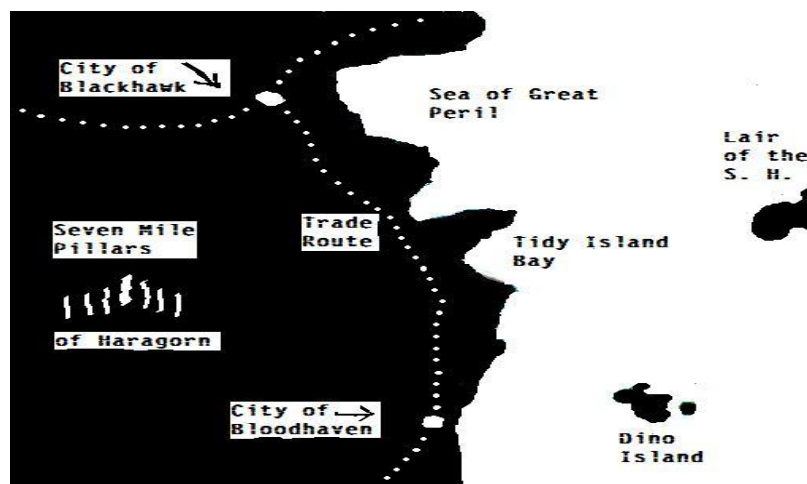
Additional members of the Better Housekeeping Bandits who prevent the player characters from escaping through the country side:

Giggly Ham: Mutant Hobbling Criminal, Level 2, HP 20, Ada. 9, Dex. 16, Esp. 6, Int. 12, Lead 9, Luck 14, Magic 5, RN 9, Str. 11. Mutation: Armor Piercing Fists. Sling; 1d4, Walther PPK; 1d6+1, Gladius Sword; 1d6+1. Ring of Great Armoring: +35% to defense.

Jose Lowbottom: Mutant Hobbling warrior, Level 2, HP 24, Ada. 8, Dex. 14, Esp. 5, Int. 10, Lead 6, Luck 12, Magic 6, RN 12, Str. 13. Mutation: Immune to known weapon temperatures. Weapons: Medieval Crossbow; 1d10, Gladius Sword 1d6+1. Deflector Screen Belt: +59% to defense.

Jimmy Sullivan: Mutant Hobbling warrior, Level 2, HP 24, Ada. 9, Dex. 12, Esp. 4, Int. 9, Lead 4, Luck 11, Magic 4, RN 13, Str. 13. Mutations: Detachable limb and ignore gravity. Weapons: Blaster Pistol; 1d10, Phasic Dagger; 3d4, Scale Mail; +45% to defense.

Map of the Mercenary Coast



Once the weapons are returned the hiding voice will say, “Now be on your way, we will harm you no more. You may take pride in knowing that you have made a profitable arrangement with the Better Housekeeping Bandits. Good day.” The remaining walk to Tidy Island Bay is uneventful and you’re able to meet Swifty at the Captain’s Quarters without further delay or complications.

Non-player Characters

Hunka: Wooky Warrior, Level 2, HP 22, Ada. 9, Dex. 12, Esp. 6, Int. 11, Lead 7, Luck 8, Magic 5, RN 9, Str. 14, +20% to Command. Weapons; Medieval Crossbow 1d10, Great Mace 1d6.

Jed Eye: Cyclopes Psychic Agent man, Level 2, HP 16, Ada. 12, Dex. 9, Esp. 16, Int. 10, Lead 8, Luck 9, Magic 6, RN 11, Str. 11. Weapon; Pole Arm 1d6+2.

The voice in hiding and his companion:

Ligustrum – Male Elf Mutant Warrior – Level: 2 HP 22, Ada. 15, Dex. 16, ESP. 8, Int. 12, Lead 12, Magic 9, RN 5, Luck: 10, Str. 13. Mutation: Photosynthetic Skin – Additional Mutations: Non-magical Potions just perk him up! Weapons: Compound Bow @1d8+1, Elfin Blade @ 2d4. Armor: Wicker Shield; +23% to defense.

Indica – Female Elf Mutant warrior – Level: 2 HP: 20, Ada. 14, Dex. 15, ESP. 9, Int. 13, Lead 11, Magic 9, RN 5, Luck: 12, Str. 12. Mutation: Photosynthetic Skin – Additional Mutations: Homing Instinct; always knows direction. Weapons: Compound Bow @ 1d8+1, Elfin Blade @2d4. Armor: Wicker Shield; +23% to defense.

The road to Tidy Island Bay is a clearly marked cart path. The surrounding terrain is rocky woodland; the average width of the path is seven feet. It is wide enough for two to walk abreast comfortably. After the first mile you begin to descend to the coast and you can see Tidy Island Bay in the distance. The descent is dominated by large trees and boulders. At one point the path becomes wider than normal and you all hear a shout of; “Stand and deliver!”

As the PCs react to this order a young medium sized human jumps into the path in front of them. He is dressed in an oversized t-shirt and baggy denim shorts. He wears a gold chain necklace with a large medallion and he is waving an automatic pistol with each hand. “The man said ‘stand and delivery’ an’ you know what that means, right?”

Little Man: Human Criminal, Lvl: 1 Hp: 10, Weapons: two 9mm Auto Pistols, Damage: 1d8.

The PCs are expected to gun down Little Man at this point. The comment, “That idiot” will be heard from a hiding place in the woods, immediately two arrows fly toward the two p.c.s at the head of the marching order. (one arrow per p.c.)

At this point, the original voice will announce; “We have you surrounded and outnumbered, cooperate with us and you may go on your way. Throw your weapons a good two yards before you.”

If the players do not cooperate they will be attacked again by the archers, in the trees in front of them, and by the npcs hiding in the woods behind them.

If the players cooperate the voice will continue; “Remain where you are and at no point turn to look behind you.” Have the players roll a hearing check. If they succeed they will hear a twig snap, a foot step or, possibly, a grunt behind them. The npc voice will notice their reaction and remind them not to glance behind them.

“Now gentlemen, while we continue our dialogue, kindly place your remaining personal belongings on the ground at your feet. Please recall that you are surrounded and outnumbered.” *The player characters observe their weapons floating through the air to disappear behind them. The n.p.c. voice will snap, “Do not look behind you!”*

As play allows, the hidden voice will ask, “From whence do you come?” Allow time for the players to respond, then the voice will ask the following questions, allowing the players to respond between each question; “What was your business at....., where are you going, What is your business in Tidy Island?” The NPCs will accept any response to these questions as the truth. Should the players ask the voice to, “show yourself” or “come out of the woods” the voice should respond; “You will meet some of our companions soon enough.” And, “Note some movement in the trees on each side of the path. One tree is my hiding place and the adjacent tree is the hiding place of a fellow archer.”

After the charming repartee the hiding n.p.c. voice will announce, “Hunka and Jed, is our business finished here?” *A growling response will come from directly behind the p.c.s and they will all hear a second response in their minds, “Yes, quite done.”*

3.

The hiding n.p.c will instruct, “You may all turn around now and meet our companions Hunka and Jed.” A Wooky and a Cyclops are standing behind the group. They have apparently been sorting your various possessions and your weapons are floating at shoulder level around these two. “We have confiscated a portion of your valuables but it is only fair that we return your weapons. For our own safety we will retain your ammunition. You may want to visit Isher’s Deli and Pawn to purchase ammunition while you’re visiting Tidy Island,” the hiding voice explains.

The bandits will keep most of the party’s treasure including, only 50% of their copper pennies, all their ammo and the Bahoobie Blaster. They are not interested in the message from the Horse Traders, chrono-meters, poker chips or bottle caps. The bandits will also confiscate any spare mutant or bionic limbs the p.c.s may possess. Should the party “visit Isher’s” seeking ammunition the odds are 80% that they will find their old ammo for sale.

The floating weapons now float back to the owners. The Wooky helps you gather your belongings. Hunka, wears an ammo belt over one shoulder and a stringed instrument over the other. He wears a gold medallion of a musical note around his neck. A large gold soaring eagle belt buckle holds and second ammo belt around his waist. *Hunka is the last known, surviving student of the mummified bards.*

The Cyclops is dressed in ragged work clothes and boots and leans on a heavy walking staff. He appears to be guiding the floating weapons. He will not communicate verbally but will send telepathic messages such as, “Howdy, Howdy, How ya doin’,” and “Have a good un.”

4.

**Look for these exciting
articles in *phasic*, issue 3!**

Deadly secrets of Darth Viraxis

Reintroducing Mutations!

The chro-no-meter explained!

Tidy Island Bay: cityscape pt. I

Editorials and More!

Submissions now being accepted for future issues of *phasic*. Comments, questions and fan mail also welcome and considered for print in future issues of *phasic*, Address to ccree1 at the e-mail listed below.

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This issue of *phasic* dedicated to A. E. Van Vogt, his Weapon Shops of Isher and many other creations.



phasic

A tiny little Encounter Critical fanzine

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