

DARK DARK FANTASY



A FIASCO PLAYSET
BY JIM PINTO

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CREDITS

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Edited by no one really

BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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"When you play, play *hard*." - Theodore Roosevelt

THE SCORE

THE WIZARD AND THE MAP ARE DEAD

Mordor won. The sun has turned black. Ash and cinder coat the landscape. Famine. Plague. The list goes on.

Whatever life is left... it isn't good.

Gold hoards are rumored everywhere. Everyone knows someone who knows someone who has a map. Or a trinket. Or some forgotten bit of history. But what does any of that matter when there's nothing of value anymore and life is cheap. Subsistence and meager survival matter for most.

But for a small few, life is a little different.

Adventurers stand out from the norm. While most dig in the mud, eking out what little food they can to survive, opportunists — thugish, cruel opportunists — pass through the landscape stealing what they can and slaying to keep it.

If life is going to be short, ugly, messy, and sweaty, then they are going to get theirs as quickly as possible.

This is a dark fantasy fiasco.

MOVIE NIGHT

They don't make fantasy movies this dark.

RELATIONSHIPS...

1 ADVENTURE

- ◻ Adventurer/Hireling who have just met
- ◻ Cleric/Rogue always arguing religion
- ◻ Fighter/Wizard keeping track of kills
- ◻ Master-level Monk/Acolyte always testing one another
- ◻ Paladin/Prisoner wrestling over moral questions
- ◻ Tracker/Archer from rival races

2 CULTURAL OR RACIAL

- ◻ Born into same tribe from different mothers, but same father
- ◻ Bound by blood oath or geas
- ◻ Drawn together by your Half-breed/Mongrel race heritages
- ◻ Followers of the same god/cult
- ◻ Freed slaves from the same master
- ◻ Outcasts from a disgraced (non-human) race

3 OATHBOUND

- ◻ Bear the same marks
- ◻ Cursed by a witch
- ◻ Exiled and stripped of citizenship
- ◻ Indebted to a powerful overlord
- ◻ Revolutionaries, dedicated to a (fated) idealistic cause
- ◻ Servants of the crown

4 FELLOWSHIP

- ◻ Aged-adventurers devoid of the riches of your station
- ◻ Last two of an old adventuring group
- ◻ Rabble-rousers
- ◻ Reluctant allies/heroes
- ◻ Sadist/Healer
- ◻ Wizard/Loyal shieldman attendant

5 WAR

- ◻ Artillerist/Coward
- ◻ Conscripted and untrained commoners
- ◻ Mustered out mercenaries
- ◻ Scar-covered veterans of the same war
- ◻ Seen too much war
- ◻ Strategists addicted to combat

6 SPECIAL

- ◻ Accursed priests — serving a damned, unnameable god — who must roam the untamed lands to evade their persecutors
- ◻ Alchemist or Poisoner/Scout with psychological symptoms
- ◻ Criminals avoiding well-travelled roads
- ◻ Demoralized soldiers having given up on decade-long quest
- ◻ Secretly murdered a noble, living in guilt/shame
- ◻ Thieves outcast from guild for numerous petty offenses

...IN THE REALMS BELOW

NEEDS...

1 JADED HEROISM

- ...can be found at the bottom of a bottle.
- ◻◻ ...no one got ahead by playing by the rules.
- ◻◻◻ ...if it pays well enough. Sure.
- ◻◻◻◻ ...should always come with a medal and a pay raise.
- ◻◻◻◻◻ ...so everyone remembers your name. And fears it.
- ◻◻◻◻◻◻ ...valor is another word for giving a weaker guy a fighting chance.

2 FORTUNE

- ...as fast and as easy as possible.
- ◻◻ ...favors the bold, but the cowardly still want gold.
- ◻◻◻ ...and glory, so everyone will remember your name.
- ◻◻◻◻ ...and maybe a throne (and a castle, and a unicorn...)
- ◻◻◻◻◻ ...to pay off mounting debts and guild fees.
- ◻◻◻◻◻◻ ...but since I negotiated this deal, I get two shares of treasure.

3 VENGEANCE

- ...against those who took your family.
- ◻◻ ...against those who would hurt others.
- ◻◻◻ ...for the deaths of those who served under your command.
- ◻◻◻◻ ...for the last group of adventurers who left you for dead.
- ◻◻◻◻◻ ...for years of enslavement.
- ◻◻◻◻◻◻ ...wrath, suffering, and all other dark, maddening ambitions.

4 POWER

- ...and three wishes.
- ...to stop yourself from succumbing to power.
- ...land, wealth, servants, and mindless sycophants.
- ...over life and death.
- ...to force others to supplicate to your will.
- ...to attain or regain a rightful title.

5 MAGIC

- ...to bring someone/the dead back to life.
- ...to control the skies/seas.
- ...to create an army of golems.
- ...to end the voices in your head.
- ...to heal a wound that won't go away.
- ...to lift a curse.

6 REDEMPTION

- ...to atone for all those other adventurers you betrayed.
- ...to atone for crimes against your family.
- ...to atone for a failed ritual that ended in calamity/horror.
- ...to atone for the last failed adventurer.
- ...to atone for years of misplaced aggression.
- ...to atone for your fallen faith or sins against the gods.

...IN THE REALMS BELOW

LOCATIONS...

1 CENTER OF TOWN

- ◻ • Blacksmith Shop operated by the leader of the Freeman Society
- ◻ ◦ The Dwarven Bazaar where everything is bought or sold
- ◻ ◦ Occupied gallows at the Town Center
- ◻ ◦◦ Scaled Wyrn Tavern trafficked by mercenaries and opportunists
- ◻ ◦◦ Sewer intersection just below the jail
- ◻ ◦◦◦ Undermanned watchtower at the now crumbled East gate

2 THE CRYPT

- ◻ • Burial vault filled with impossible traps
- ◻ ◦ Chamber where all the undead were banished by your magic
- ◻ ◦ Darkened well emitting an acrid odor and chilling cold
- ◻ ◦◦ Empty (ominous) sarcophagus
- ◻ ◦◦ Room of talking mirrors
- ◻ ◦◦◦ Sentry post, now abandoned

3 HIDEOUT

- ◻ • Baron's secret cottage for meeting with mistresses and criminals
- ◻ ◦ Dark elven sanctuary requiring coin or a password... or both
- ◻ ◦ Ghoul warren, infested with rats and larva
- ◻ ◦◦ Laboratory used for criminal experiments and creations
- ◻ ◦◦◦ Magical sanctuary run by necromancers and grave-robbers
- ◻ ◦◦◦ Thieves guild under the Cathedral of the Wind

4 SLUMS

- ◻ Brackish waterhole filled with cholera and offal
- ◻ Bricked-up slaughterhouse turned thief hideout
- ◻ Defiled shrine to an unknown god
- ◻ Gypsy camp where no-one is safe from their con
- ◻ Unnamed commoner's alehouse
- ◻ Unpatrolled shanty town where even the children are thieves

5 THE FORGOTTEN PATH

- ◻ 55 Paces Northwest of the shattered remains of a chimney
- ◻ Cairn to the witches of Autumn
- ◻ Ebony border marker carved with sigils of two warring orc tribes
- ◻ Pitch-black cave-mouth used as burial chamber for criminals
- ◻ Ruined temple abandoned and left to crumble into dust
- ◻ Spiral stone stairway in the middle of a fallow field

6 THE WILDERNESS

- ◻ Desolate sagebrush plateau overlooking a caravan route
- ◻ The Druid's Great Old Oak circled by a copse of cherry trees
- ◻ Enemy camp, replete with makeshift cells and braziers
- ◻ Filthy den of the Bonecrush tribe
- ◻ Oft-used and well-stocked ranger cabin alongside a quiet brook
- ◻ Troll Bridge festooned with hides and skulls

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OBJECTS...

1 RELICS OF POWER

- ◻ Crystal decanter always filled with wine
- ◻◦ Enchanted anvil upon which powerful weapons are made
- ◻◦ Holy artifact rumored to belong to the gods
- ◻◦◦ Librum upon which the names of the dead are inscribed
- ◻◦◦ Spear of unyielding sharpness
- ◻◦◦ Wizard staff belonging to the Council of Nine

2 MISUNDERSTOOD POTENTIAL

- ◻◦◦ Dagger that requires a drop of blood to invoke its power
- ◻◦◦ Dusty, ancient tome filled with blank (perhaps magical) pages
- ◻◻ Gem filled with the soul of an ancient being
- ◻◦◦ Horn of summoning that has never been tested
- ◻◦◦◦ Ring with maybe one last remaining wish
- ◻◦◦◦ Suitcase filled with dozens of unlabeled potions in glass vials

3 RITUALS BEYOND REASON

- ◻◻◻ Ritual of binding that cannot be undone, nor controlled
- ◻◻◻ Ritual of darkness that lasts for twelve days
- ◻◻◦◦◦ Ritual of destruction that requires seven pure blood diabolists
- ◻◻◦◦◦ Ritual of madness that harms both caster and target
- ◻◻◦◦◦ Ritual of opening that requires human sacrifice
- ◻◻◦◦◦◦◦ Ritual of summoning that requires a special command word

4 THE HOARD

- ☐ Ancient codex exposing countless mysteries of the planes
- ☐◦ Gems, jewels, and a crown made of ivory and mithril
- ☐◦ Gold upon gold upon gold... seriously, retire already.
- ☐◦◦ Last remaining portrait of the True King of Anik
- ☐◦◦ Treasure map wrapped in salamander skin and its cipher
- ☐◦◦◦ Wine cellar the size of a small village, filled with countless bottles

5 EYE OF NEWT

- ☐ 99 Forked-tongues from the mouths of albino king pythons
- ☐◦ Bag of exotic animal entrails that will last for one more moon
- ☐◦ Cask filled with nightcrawlers, never touched by human hands
- ☐◦◦ Necklace made of goblin ears, not of which were older than 3 years
- ☐◦◦ Silvered sickle and perfectly cut holly
- ☐◦◦◦ Unblemished scale from the last remaining red dragon

6 SENTIMENTAL

- ☐◦ Deed to a small farm in the middle of no where... some day
- ☐◦ Diary or unmailed letter from a soldier you killed years ago
- ☐◦◦ Magical apparatus from your now-dead master
- ☐◦◦◦ Pair of perfectly balanced knives, etched with runes
- ☐◦◦◦◦ Skull from your first kill
- ☐◦◦◦◦◦ War banner from a now extinct unit

...IN THE REALMS BELOW