



# ROOFTOP RUMBLE



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# Rooftop Rumble

## *Rumours & Hooks*

It's a cold night in *Northgate*, lit by a full moon when the party suddenly hear a horrible, gurgling death wail from the baron's keep. Looking up, they spot notorious assassin, *Skanta Claws*, fleeing across the rooftops! If the party can catch him, he'll fetch a fat bounty.

*Baron Krampus* fears for his safety and has hired the adventurers as extra body guards. One cold night, as the party is about to relieve the current shift, they hear a horrible death wail from the baron's chambers. One of the guards bursts open the door to reveal Krampus' headless body sprawled on his bed. The window sash is up, the roof all of a clatter. It's abundantly clear that something's the matter!

*Baron Krampus* was a naughty boy this year and the infamous assassin, *Skanta Claws*, has come for him. The mini adventure begins with Krampus dead in his keep and Skanta making his escape across the moonlit rooftops, trying to reach his getaway skiff *Jingle Coins* across town.



The scenario starts as a chase scene, across the rooftops and streets, using a customised version of the *Low Fantasy Gaming RPG* chase rules as outlined below. Assuming the party catch up to Skanta, a merry show down with his little helpers ensues.

## Setup

- The chase has two sides: Skanta Claws and the party.
- The GM determines the starting gap between the two sides (alternatively  $6d10+60$  ft).
- The chase is broken down into  $3d6$  legs (rolled secretly). The timescale for each leg is flexible, from ten seconds to a few minutes.
- If the party reduce the gap to zero before the end of the last leg, Skanta is caught and tries to fight his way out. Otherwise Skanta escapes. The GM might also rule that Skanta escapes if he opens a wide enough gap (eg: 200 ft).

## Resolving the Chase

- (1) At the start of each leg, both sides choose one character to lead them. No character may lead a second leg until all allies have lead a first leg, and so on.
- (2) The two leaders make opposed Con (Athletics) checks. The winning side widens or closes the gap by  $1d10$  ft per 10 ft movement rate of the leader (rounding up). Eg: a 25 ft movement rate =  $3d10$  ft.
- (3) The player controlling the leader rolls on the *Chase Event Table*. There is a 50% chance the result applies to the leader and/or party, otherwise it affects the opposing side.
- (4) Repeat until the chase ends.

1d20	CHASE EVENT
1	<p><b>Large Crowd</b> A large group of creatures impedes the progress of the characters in a non-violent manner (eg: Street - <i>a funeral procession, farmer herding cows, Rooftop - gaggle of chimney sweets, group of star gazers, flock of bats</i>). One or more characters may (amongst other things) attempt to persuade or intimidate the group to assist them (GM discretion). If the crowd is not managed or bypassed, the opposing side rolls to widen or close the gap.</p>
2	<p><b>Dangerous Hazard</b> The GM improvises a physical threat of some kind (eg: Street - <i>a boisterous bar fight engulfing passers by, gang of 1d6 thugs, Rooftop - poison snake nest in drain, mad inventor crash lands defective flying machine</i>). 1d4 characters must make a <i>Luck</i> (Dex) save or suffer 2d6+level damage.</p>
3	<p><b>Obstruction</b> The GM improvises a physical obstruction of some kind (eg: Street: <i>a horse &amp; cart, chain link fence, Rooftop - faulty roof tiles, massive 25 ft jump to next building</i>). If the characters cannot bypass or resolve the obstruction, the opposing side rolls to widen or close the gap.</p>
4	<p><b>Snap Opportunity</b> Randomly nominate 1d4 characters from both sides. Those participants may take an action to assist themselves or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.</p>
5	<p><b>Random Setback</b> <i>Roll 1d6:</i></p> <ul style="list-style-type: none"> <li>• <i>1 - Drop something:</i> The character accidentally drops something valuable. Depending on the item, the GM might require a check to notice the loss.</li> <li>• <i>2 - Fatigue:</i> The character is overcome by unexpected fatigue and suffers 1 Con loss. If an NPC, the character drops out of the chase.</li> <li>• <i>3 - Head Strike:</i> The character is struck on the head by an object. The character must make a Con check or be stunned and drop out of the chase.</li> <li>• <i>4 - Fall:</i> The character trips and falls, suffering a setback improvised by the GM (eg: falls down stairs, injured knee, damaged object, etc).</li> <li>• <i>5 - Hostile Third Party:</i> The character is beset upon by a hostile random encounter (<i>angry drunkard, thug, determined harlot, vicious dog, etc</i>). The character must make a Dex check or drop out of the chase and deal with the random encounter.</li> <li>• <i>6 - Lost:</i> The character is somehow separated from any others. The character must make an Int check or become lost (momentarily or otherwise) and drop out of the chase.</li> </ul>
6	<p><b>Third Party</b> A single or small number of creatures impede the characters' progress in a non-violent manner (eg: Street - <i>1d4 beggars, a drunk woodsman, Rooftop - depressed moneylender, 1d4 playful baby owls</i>). One or more characters may (amongst other things) attempt to persuade or intimidate the creatures to assist them (GM discretion). If the creature(s) is not managed or bypassed, the opposing side rolls to widen or close the gap.</p>



7	<p><b>Dangerous Hazard</b> The GM improvises a physical threat of some kind (eg: Street - <i>falling debris from an upper storey window, starving dog pack, Rooftop - collapsed chimney/rubble causing tripping hazard, barbed wire strung across the rooftop edge</i>). 1d4 characters must make a <i>Luck</i> (Dex) save or suffer 1d6 + level damage. There is a 50% chance that a random piece of equipment is lost, damaged or destroyed (not including permanent magical items).</p>
8	<p><b>Obstruction</b> The GM improvises a physical obstruction of some kind (eg: Street - <i>stacks of crates, slippery sewerage from open drain, Rooftop - caltrops<sup>1</sup>, large barrels lined along the edge</i>). If the characters cannot bypass or resolve the obstruction, the opposing side rolls to widen or close the gap.</p>
9	<p><b>Snap Opportunity</b> Randomly nominate 1d4 characters. Those participants may take an action to assist their side or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.</p>
10	<p><b>Cross Paths</b> A random chaser gets lucky with a shortcut and catches up to Skanta for a moment before he breaks away. Each character may make a single melee attack against the other, or take some other action, before being separated again.</p>
11	<p><b>Hidey Hole</b> Skanta locates a viable hiding place and may make a Dex (Stealth) check opposed by the party's group Perc (Detection) check. The GM might impose modifiers on the checks depending on distances and other circumstances. If Skanta succeeds he escapes. If not he is caught. Either way the chase ends.</p>
12	<p><b>Snap Opportunity</b> Randomly nominate 1d4 characters. Those participants may take an action to assist their side or act against the opposing side, provided they declare their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.</p>
13	<p><b>Major Obstruction</b> The GM improvises a major physical obstruction of some kind (eg: Street - <i>busy night markets/packing up, city watch blockade responding to an unrelated incident, Rooftop - derelict rooftop in danger of collapsing, 1d4+1 private guards on sentry duty</i>). If the characters cannot bypass or resolve the major obstruction, the opposing side rolls to widen or close the gap.</p>
14	<p><b>Dangerous Hazard</b> The GM improvises a physical threat of some kind (eg: Street - <i>startled horse kick, shower of glass from a broken tavern window, Rooftop - a band of Skanta's Little Helpers waiting in ambush swoop in to stab the party, bear traps are strewn across the area to discourage thieves</i>). 1d4 characters must make a <i>Luck</i> (Dex) save or suffer 3d4+level damage.</p>
15	<p><b>Burst of Speed</b> The characters are inspired to dig deep and put on a final burst of speed. The characters roll to widen or close the gap.</p>

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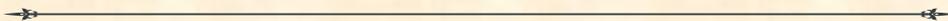
<sup>1</sup> Dropped by Skanta or his helpers.





16	<p><b>Random Setback</b> <i>Roll 1d6:</i></p> <ul style="list-style-type: none"><li>• <i>1 - Drop something:</i> The character accidentally drops something valuable. Depending on the item, the GM might require a check to notice the loss.</li><li>• <i>2 - Fatigue:</i> The character is overcome by unexpected fatigue and suffers 1 Con loss. If an NPC, the character drops out of the chase.</li><li>• <i>3 - Head Strike:</i> The character is struck on the head by an object. The character must make a Con check or be stunned and drop out of the chase.</li><li>• <i>4 - Fall:</i> The character trips and falls, suffering a setback improvised by the GM (eg: falls down stairs, injured knee, damaged object, etc).</li><li>• <i>5 - Hostile Third Party:</i> The character is beset upon by a hostile random encounter (<i>angry drunkard, thug, determined harlot, vicious dog, etc</i>). The character must make a Dex check or drop out of the chase and deal with the random encounter.</li><li>• <i>6 - Lost:</i> The character is somehow separated from any others. The character must make an Int check or become lost (momentarily or otherwise) and drop out of the chase.</li></ul>
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18	<p><b>Major Obstruction</b> The GM improvises a physical obstruction of some kind (eg: Street - <i>end of this alley has been freshly bricked up, plague of mines accost all bystanders, Rooftop - unrelated thieves have just set fire to this thatched roof and are making their escape, freak gust of wind blows dust and grit into the leader's eyes, momentarily blinding him/her</i>). If the characters cannot bypass or resolve the obstruction, the opposing side rolls to widen or close the gap.</p>
19	<p><b>Major Dangerous Hazard</b> The GM improvises a physical threat of some kind (eg: Street - <i>explosion from adjacent alchemist tower, poison knives(s) from an assassin<sup>2</sup> hired to kill/intimidate the party, Rooftop - secret cultists mid ceremony attack any intruders, Skanta's Little Helpers ambush the party with a barrage of poison arrows</i>). All characters must make a Luck save or suffer 2d6+level damage and 1d2 Dex or Str loss.</p>
20	<p><b>All in!</b> The whole party and up to the same number of characters from the opposing side, may take an action to assist themselves or act against their opponents, provided each player declares their action within a 5 second count down! The GM adjudicates what kinds of actions are possible in the circumstances, but might include making ranged attacks, casting spells, attempting to lasso a quarry, dropping caltrops, etc.</p>

<sup>2</sup> *Dolph, the Red Nosed Lundgren.* Blonde, pale, 6 ½ feet of scary ass muscle. Dolph is ex-military, burnt out and pissed off. He was dishonourably discharged after an unfortunate dancing routine cost him his nose (of which only a red smear remains). Surprisingly skilled unarmed combatant and chemist.



## Street Fight

If the party catch up to Skanta, he throws down his sack, and fights with his claw, whip and throwing spikes (as dagger). His knuckles are tattooed with the *Varnori* words *styrgg* (naughty) and *trevlug* (nice).

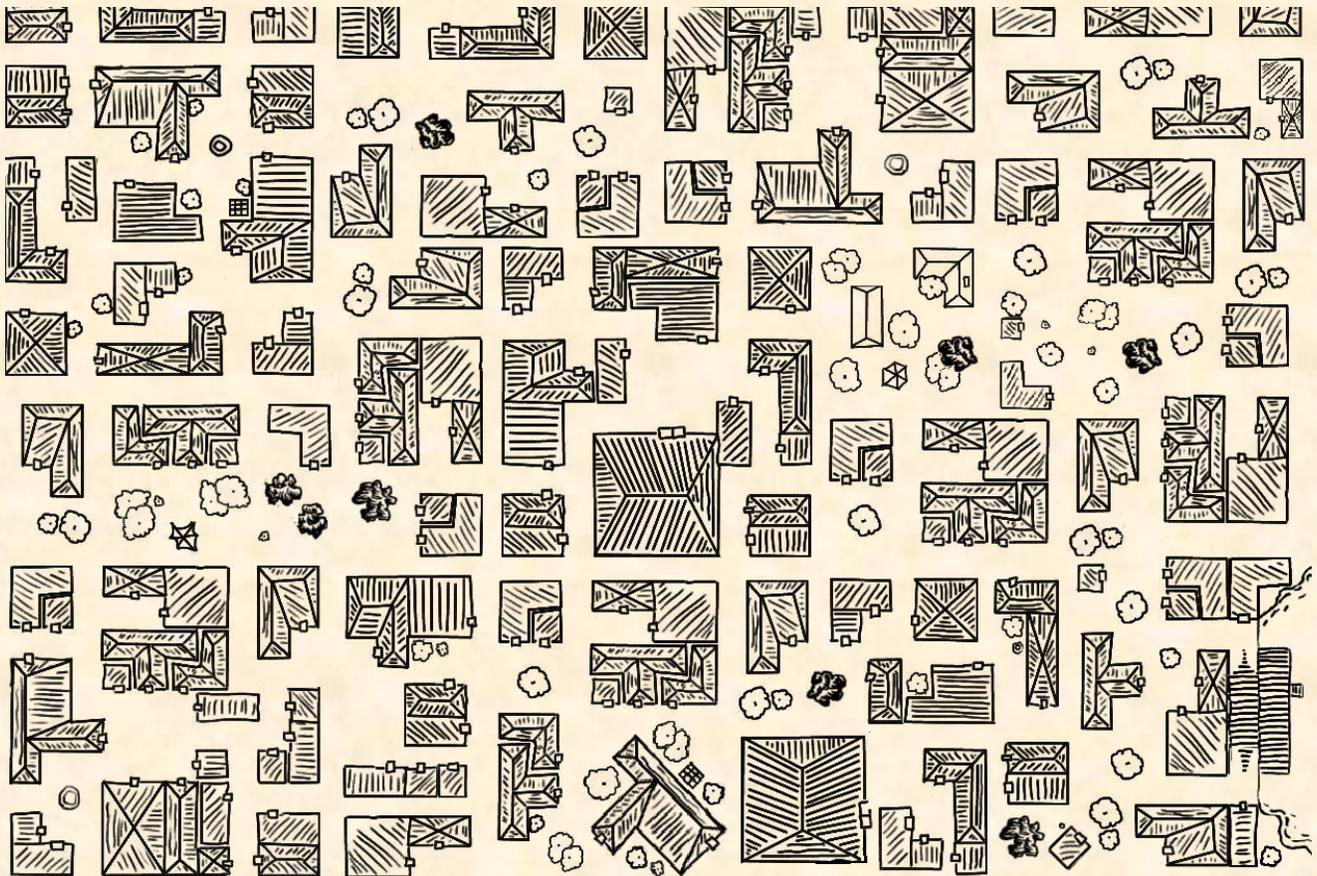
Skanta is a 6 ½ ft Varnori, 50's with ruddy skin and a silver beard. He is lively and quick, belying his age and corpulent build. Skanta has a cheeky twinkle in his eye, and irrepressibly hails any street walkers he sees with the declaration "Ho!", "Vixen!" and so on.

*Skanta Claws*, Boss Monster, AC 14, HD 13 (99 hp), Claw 1d6+4 and Whip 1d4+3 + target tripped, pulled or disarmed (*Luck* (Str) save resists), 19: with a wink of his eye and a twist of his head, 1d8 *Skanta's Little Helpers* appear from nearby rooftops or alleyways to aid him, S15 D16 C17 I14 P15 W18 Ch14, L13, Mv 30. Skanta is a *Boss Monster* with all the usual benefits (LFG p.95).

Skanta has *Backstab*, *Skirmisher* and *Finisher* abilities like an 12<sup>th</sup> level rogue, and may choose from the following tricks five times per combat: *Choking Dust*, *Hidden Blade*, *Quick Reflexes*, *Smoke Bomb*, *Cat's Grace*, *Flash Powder*, *Rapid Dose*, *Unseen Whip*, *Blind Sense*, *Glue Pot*.

Skanta is a veteran climber and roof ninja and has advantage on climbing and parkour related tests. When bloodied, 2d6 *Skanta's Little Helpers* appear to aid him from nearby rooftops, alleyway, etc. Skanta's sack contains the grisly head of Krampus, plus 1 x 6 HD Lair Treasure and a *Potion of Gaseous Form* which he only uses as a desperate last resort (LFG p.140, 150).

*Skanta's Little Helpers (Sprites/Pixies)*, AC 12, HD 1 hp, Knife/Arrow 1d2 + poison, 19: target cursed and loses 1 *Luck*, S3 D17 C5 I12 P13 W15 C5, L3, Mv fly 30 ft.



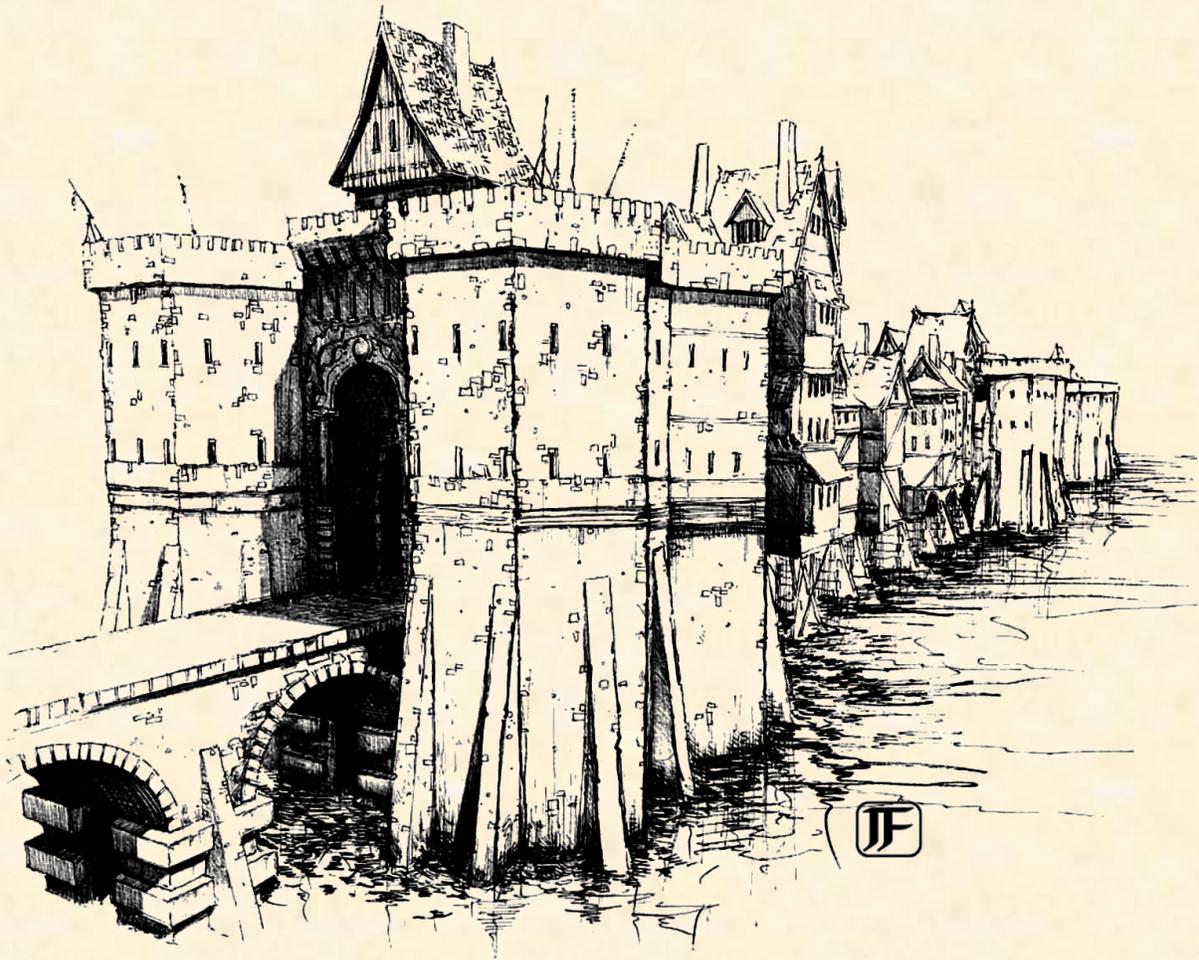
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Skanta's pixies are six inch Amazonian warrior women he won in a card game with an obnoxious druid. They attack with cute little knives and wee bows. Their poison is unique; a potent charm effect that convinces targets that Skanta (and helpers) are benevolent, gift giving philanthropists (*Luck* (Con) save resists), who deserve to be aided in their endeavours.

### Aftermath

If Skanta is defeated, Krampus' estate gifts the party a generous bounty, and the family's thanks, opening the door to a favour in the future.

If Skanta escapes, gods knows where he might turn up next. Rumour and speculation are rife in the weeks that follow, but the best reports suggest the jolly assassin's skiff was last seen bearing north.



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