

# DD&D 2011: WHO WANTS TO SAVE REALITY?

## Setup

### Product Placement Cards

Shuffle up the Product Placement Cards, and deal one to each player. Explain how they work: each one may be activated either by taking a drink of an alcoholic beverage OR shooting a quick (10 seconds or less) commercial spot for the product in question and having it recorded by one of the video cameras. This either activates the text on the card itself, or any card may be used for The Cans of Time to reroll any die after it has been rolled. In either case, the card is discarded.

The PCs gain a new one under the following conditions:

- At the end of each encounter, each PC gains one.
- A PC may be Compelled (see below) and gain a card as the result.
- If the PC does something particularly in line with their Aspects, give him/her a card.
- If the player does something particularly awesome/funny/helpful, the DM may give him/her a card.

### InstaFiasco Cards

Each player will share something (either a relationship, an object, a location, or a need) with the player to either side. To determine what that is, deal out a InstaFiasco card between each pair of players. Write those down as Aspects for the two characters that share them.

So for example, if you deal out the “Old Friends” card between Pina Collider and Black Rushon, Pina Collider will have the aspect “Old Friends with Black Rushon” in addition to Pina’s core aspect (“I Like Me and Getting Caught in the Rain”) and a third aspect shared with the player on the other side of Pina.

### Aspects/Compels

Each character comes with an Aspect, and will gain two more as a result of the InstaFiasco cards that will be dealt out. Make sure as a DM you have written down each character’s 3 Aspects in front of you.

Whenever there’s a situation where you think a character might do something that his Aspect would spur him on to do, you can say you’re Compelling the character. If the character takes

that course of action (accepts the Compel), give him/her a PPC. Otherwise, the character must give you a PPC.

For example, Pina Collider has the choice between running ahead or staying behind to help Black Rushon who is in trouble, even though Rushon has told Pina to go on. You could Compel Pina's player to stay behind and help, and gain a PPC for it, or resist and move on anyway and give you back a PPC.

## Introduction

**The host reads the following aloud:**

*FROM THE EXTRADIMENSIONAL STUDIOS OF THE PLANE OF GAMES COMES THE MULTIVERSE'S MOST IMPORTANT REALITY SHOW... WHO WANTS TO SAVE REALITY?*

*Welcome to this edition of Who Wants to Save Reality. We are the Executive Produceamancers Phil and Dave. Assisting us in hosting tonight will be Produceamancers Mike and Tracy. Give them a round of applause, everyone!*

*Now, you may be wondering how you've come to be selected to participate in this year's events. It seems that last year, around this time, there was a bit of an... incident concerning a beer drinking lich and his cross-dimensional beer-powered time toilet. As a result, as you may have noticed, the walls between realities have begun collapsing.*

*(encourage disappointed noises)*

*But fear not faithful viewers! The VPs of the DD&D orb broadcasting network have decided that they will use their studio magic in order to save one of your realities. Of course, we can't save EVERY reality: we just don't have the budget for that.*

*In order to make the competition fair, each team is made up of the same quantum reality patterns, so the same basic archetypes exist in each team. But only one reality's version will survive and save their reality. Compete in our competitions, make sure to give proper product placement to our sponsors (including our premium sponsor, The Cans Of Time), and most of all, give us the biggest ratings we've ever had if you want your plane to survive. Good luck, and let the games begin!*

## Encounter 1: Chess Piece Face

Setup an 8x8 battle grid/chessboard.

On one side, place the PCs in the appropriate positions as follows on the white side of the board:

- Ruman Coke: Replaces a Knight

- Slam Adams: Replaces a Bishop
- Daik-Uri: Replaces the Queen
- Black Rushon: Replaces a Rook
- Pina Collider: Replaces the King

Fill in the rest of the white position with tokens or minis that represent white marble statues. They are blocking terrain, and provide cover. A character can move one to an adjacent square by spending a minor action to beat a DC 17 Athletics check or other applicable power that can slide them (treat the statues as either allies or enemies, whichever is more advantageous to the character.) A character can also topple one of the statues onto an adjacent enemy with a standard action and a DC 25 Athletics check or other applicable power. A toppled statue automatically deals 2d8+12 damage, and the toppled piece is then removed.

On the other side, put in black pieces as in a classic chess, using the new monsters as described.

Have the PCs roll initiative as normal. In between each PC, just place a “Black Goes” spot so the PCs will always alternate turns with you. Adjust as necessary if the PCs delay/ready/etc. On any DM turn, you may move any of your pieces, even one that’s already gone this round. Be sure to track the number of rounds the combat takes.

A PC must move according to his/her piece type. So Ruman Coke must make an L-shape with his move, Slam Adams must move only diagonally, Black Ruson must move only orthogonally, Daik-Uri can move diagonally or orthogonally, and Pina Collider can only move one space per turn.

If a PC steps somewhere un-allowed by a move during his/her turn, something spectacularly unpleasant happens to the character. (Ex: the floor opens and drops the PC into a black void of scariness before depositing them back on their starting square, OR: The illegal move triggers a hidden electricity trap that fries the hapless PC). Regardless of the reason for an illegal move and the description of the move, the character is dealt 3d10 damage of whatever type you deem appropriate from your inspired description.

These rules apply to forced movement too... including to opposed chess pieces.

These rules do not apply to movement granted by powers not on the PC’s turn. So a power that lets an ally shift or teleport does not cause this to happen.

Monsters:

- 8 Pawn Minions
- 2 Zombie Rooks
- 2 Black Knights
- 2 Mummy Bishops
- 1 Arcanian Queen

- 1 Ghost King

The combat ends when the PCs kill the opponent's king. The produceamancers announce the results (to the other tables) with "Checkmate in X turns" before teleporting them to the next area. Stop and wait for the other tables to finish.

**VEEP Intervention:** At the 1 hour point into the encounter, one of the Produceamancers will shout "The Suits are getting involved" and all DMs can either activate 2 pieces by turn or grant free recharge of encounter powers to one piece per round. Also reward speedy actions with extra PPCs.

*Scoring: Fewest number of turns gets 3 points for their team, second fewest 2 points, third fewest 1 point, most turns 0 points. Ties give the better amount of points.*

## Encounter 2: The Fourth Wall Job

In this encounter, the PCs are given a chance to be Produceamancers, directing an "episode" of their own adventures as a party, in order to create a compelling piece of television (err, orb broadcasting) with occasional interruptions from the celebrity guest to drive the action.

### The host reads the following aloud:

*For our next event, it's time to mix things up and let YOU be the Producemancers for a bit. It's time for DUNGEON MASTER APPRENTICE. Yes, that's right, you five will direct an episode of your own reality show about your lives! Of course, it still will need to be compelling viewing. To help with that, we have our celebrity judge, DRAGON TRUMP! Give him a hand everybody! When he says you're fired, you really are fired! (cue laugh track)*

*Each of you will get a chance to direct scenes that continue the story in some way. After 1 scene each, we'll have the Tilt, where everything changes. Then everyone gets 1 scene more to try and drive the story to conclusion. After that, you'll have a completed episode of your adventure that Mr. Trump will judge. Of course, the Dragon is very opinionated, so he'll jump in from time to time to guide the action just a bit...*

Here's how it'll work:

- Choose one of the quests below to set the background.
- Start with the player to your left. Ask him/her to describe the first scene, and who is in it. (This is done IN CHARACTER, even though it's all kinds of meta.) Write the scene's name on an index card and place it on the table.
- The characters involved in the scene start to play it out, until an interesting "branch point" happens where the story could be an upbeat (success) or downbeat (failure). Using your worst Donald Trump impression, have him call stop and ask the PC directing for a roll. This does *not* necessarily mean an action by someone in the scene! Some examples: A PC who wants to make some awesome SFX would make an Arcana check. A PC that wants to coerce a performance out of one of the other characters might make a Diplomacy check. A PC that wants a PC to perform a dangerous stunt might make an Athletics check to give stunt direction etc.
- For the first scene, the DC is 17. Every DC after an upbeat scene is DC 25, every DC after a downbeat scene is DC 17.

- If the player succeeds at the roll, he narrates how the scene finishes based on the success. Mark the scene as Upbeat, and move to the next player to start the next scene as already described.
- If the player fails the roll, he narrates how the scene finishes based on the failure. Mark the scene as Downbeat, and move to the next player to start the next scene as already described.
- Repeat this until every player has directed one scene. Then Dragon Trump interrupts to toss two elements that the PCs must incorporate by the end of the adventure. Roll on “The Tilt” below.
- Each player gets 1 more scene to direct each. By the end, they should have a complete story.

After scoring, move on to the next scene.

*Scoring: Since views like highs as well as lows, having a balanced number of success and failures is worth 2 points. Having some of each is worth 1 point. Having all of one or the other is worth no points. Subtract 1 point for not using both elements of the Tilt. Add 1 point for what you would judge is an exceptional story.*

### **Quests**

Roll 1d6, or pick:

- 1: Recover a stolen object
- 2: Retrieve a captured person
- 3: Steal an evil item
- 4: Escort a prisoner
- 5: Interrupt an evil plan
- 6: Get somewhere before it's too late

### **The Tilt**

Roll 1d12, twice, re-rolling duplicates.

- 1: Something is on fire
- 2: The thing you stole is stolen
- 3: A deadly beast is on the loose
- 4: Love rears its ugly head
- 5: Collateral damage
- 6: Someone panics
- 7: Betrayal!
- 8: A stupid plan, executed to perfection
- 9: A good plan becomes unraveled
- 10: You thought it was taken care of but it wasn't
- 11: A stranger arrives to settle the score
- 12: Death, out of the blue

## **Encounter 3: The Temple of Budgetary Restrictions**

Describe the next chamber as being an elaborate death trap, with dozens of bad guys, Orcus towering over them, active traps from wall to wall, magical spells run rampant, as over the top as possible. Then, when anyone tries to react... have the lights go out, and they come back up

in a poorly drawn/animated room. A produceamancer appears and apologizes that they've just used up their entire budget on this one room, and they can't proceed unless they raise some money, and fast. Feel free to sketch out the crappiest battlemap on a napkin and place minis on it and describe that as the battlefield.

The produceamancer shrugs and says this is what they'll have to deal with... unless the PCs can raise money by shooting a quick commercial for a potential new sponsor. Give each group five minutes to discuss their commercial (for a fake product of their own invention, but not one of the Product Placement Cards.) Then, all the groups will stop. Starting with the team with the highest score, each team will act out their commercial.

*Scoring: After all are presented, the DMs (and/or the audience, if any) will decide a first, second, third, and honorable mention list. Regardless, collectively they are able to raise enough money to have the games continue, but the expensive room has to be cut.*

## Encounter 4: Nerathi Gladiators

A final gauntlet of rooms fashioned after American Gladiators, where the goal is to avoid a series of monsters and traps to get the entire team to the finish in the shortest time possible. The monsters are all dressed in spandex with one word names.

This section will be begun at the same time across all tables. The first table (in real time) to have all PCs cross the finish line scores the highest number of points, and so on.

Each section is designed to be relatively self-contained (PCs in one section can't affect the next) with their own small battlemap (generally, one dungeon tile per section). Since all PCs have to get through all challenges to succeed, a certain amount of team work is expected.

### Segment 1: The Wall

PCs must climb up to the top of the wall while being harassed by monsters trying to knock them off. However, the wall is a sentient and cranky earth elemental who complains about all the things crawling on it.

Place an 8x8 battlemap, but describe it as going straight up (have the PC minis crawl along it if necessary) so that one side is the bottom and one side is the top. Crunch the Gargoyle flies around harassing the PCs and trying to make them fall off, while Warp uses his freaky displacer beasts powers to crawl effortlessly along the wall and tries to block the PCs from ascending.

#### Monsters:

- Crunch (Gargoyle, level 9, Monster Vault)
- Warp (Displacer Beast, level 9, Monster Vault)

Wall: 40 foot high. DC 17 Athletics to advance one move's worth in a round, helping allowed

but must be described. Can carry another character by instead doing DC 25. PCs may attack, converse with, or otherwise influence the Wall itself. Use the DM cheat sheet to determine DCs/ results.

Once a PC has made it over the top, he can run within a move action to the next segment, or stick around at the top to help... though the monsters may decide to drag him back down if he does.

## **Segment 2: The Balance Beam**

From the top of the wall is a balance beam, where the PCs must run across and try to avoid being hit by floating artillery monsters. Any time a PC is hit by an attack while on the beam, they must make a DC 20 Acrobatics check. On a success, the PC is fine. On a result of 15-19, the PC falls prone and is dangling from the beam. Anything lower, the PC falls into the lasershark-infested waters and takes 2d8+12 lasershark damage and is teleported back to the start of the beam.

Place dungeon tiles for the beam. Place Sting and Poison 6 squares away from the platform on opposite sides (they hover on Tenser's Discs). If they are knocked off their floating platforms, they take 3d10 damage, but then are reset to their position by the produceamancers on their next initiative count.

### **Monsters:**

- Sting (Medusa Venom Arrow, level 12, Monster Vault)
- Poison (Yuan-ti Malison Sharp-Eye, level 13, Monster Vault)

Balance Beam: 20 squares long, 2 squares wide, see rules above for staying on the beam.

The other side of the beam is the zip-line.

## **Segment 3: The Zipline**

No real challenge here, just a way to connect one section to the next. It takes one round to zip-line down to the next area.

## **Segment 4: The Court**

8x16 Room, start on one wall, exit is on the other. Place a marker two squares forward from the exit to indicate where the PCs can retrieve a ball. Place another marker two squares from the entrance to where the PC needs to deposit the ball. Explain to the PCs what needs to be done, and once they have that look of relief that it won't be that hard, put down Zap the Beholder.

The PC must run to the other side, grab the ball, dunk it back near the entrance, then once

again run across the room to the exit. Zap tries to stop anyone from doing this. He also has a telekinesis ray to use on the ball.

Zap <<insert beholder>>

## **Segment 5: Wall of Gladiators**

Four doors, 3 of which have a monster behind them, and are magically repaired and changed after each person crosses.

Line up four 2x8 dungeon tiles, spaced out, and let the PCs choose which corridor to run through.

Secretly place these 4 behind different doors:

- 1: The door is empty and the PC passes through
- 2: Squeak (Kobold Tunneler, level 1, Monster Vault)
- 3: Troll (Troll, level 9, Monster Vault)
- 4: Growl (Dire Bear, Level 11, Monster Vault)

If there is a monster behind the door, the PC must get by it in order to finish, either by knocking it out of the way, teleporting around it, or killing it. If 2 PCs move through the same empty door, reshuffle all the doors. A dead monster stays dead, however.

PCs who have already crossed may assist other PCs against any of the Wall of Gladiators.

*Scoring: This is a real time challenge. The first team to get all their PCs through receives 3 points, second team 2 points, third team 1 point, and the challenge ends for the last team who receive 0 points.*

Wait for all the other tables to finish, then conduct scoring.

## **Encounter 5: The Tower of Reality Finale**

**Read aloud by the host:**

*We have almost reached the end, contestants! The walls of reality are tumbling down and we need to wrap the show up while we've still got a budget to save one of your worlds. Boy, that would be embarrassing, wouldn't it? (cue laugh track)*

*Your position from the previous games will give you a certain advantage going into the final round, but it's still anyone's game. Let's check the scoreboard.*

Announce the teams and their scores, giving them 1st, 2nd, 3rd, and last.



*We'll give out the Ratings Points now. They'll help you in this final challenge.*

Divvy out the RPs as stated below.

*And now, the final challenge. Since realities are tumbling anyway, we thought we'd put the fate of those realities in your hands. With our Judiciously Energized Nth Generational Apparatus (JENGA for short), you'll remove pieces from each reality and try to build it up again from the crumbling pieces. Be careful, however, cause it to fail and your reality pays the price. And I bet your family will be mad at you for that! (awkward laugh track)*

*Each team must choose a representative to compete. And let the final game begin.*

All four teams will come together for the epic finale. The Jenga tower will be set up in the middle, representing the building blocks of reality. Each table selects one person to go up.

Each team will be given a certain number of "Ratings Points."

Giving Out Ratings Points:

- The team with the highest score going into the round receives 3 RPs.
- The team with the second highest score going into the round receives 2 RPs.
- The team with the third highest score going into the round receives 1 RP.
- The team with the most unused Product Placement Cards receives 1 RP.
- The "audience choice" table receives 1 RP.

Ratings Points can be used to Pass a turn, force the members of the other teams to take a drink/spin around 3 times before taking their next turn, or trade places with another team member. RPs used are left on the table after use. Whoever goes next without using a RP and successfully pulls picks up all the RPs on the table.

Anyone knocking the Tower over is out and their reality is destroyed. The tower is then set back up for the remaining players, and the team who was knocked out distributes their RPs to the other players.

The last team remaining wins and saves their reality. However, the other PCs are given a chance to escape to the surviving reality, and maybe even work on a way to come back next year and save their people after all.

After that, the Producemancers announce the high ratings, and say that they might come back next year for a sequel... or a remake, or a reboot that would require them to restart some extra universes.