

# — CRETACEOUS SKATEPARK —

Suburbia is anachronistically different than the rest of the City: it's a modern small town that disappears and reappears each day before dawn, orienting itself to always be exactly 45 minutes from the City center. Most of the district is houses, each exactly alike except for small, approved changes like the color of paint on the houses. But lately something's different. Gang activity has been steadily rising for years, but what's normally been upticks in theft and vandalism has recently turned violent and strange as residents report ancient dinosaurs roaming around and smashing homes and vehicles alike.

Of course, the dinosaurs are merely incidental to this simple mission: reuniting a father with his missing daughter.

**Premise:** Dr. Tybalt Murdock, Psyker and mad scientist, has discovered a powerful drug that can turn people into dinosaurs. Unfortunately, for most users the effect is permanent and impossible to control. Still, he believes that a Psyker would be able to control this form, and he's not nearly mad enough to use himself as a test subject. To this end, he hires a group of Slayers on false pretenses, to rescue his "daughter", Ambre Carpio. He claims she ran away from home and fell in with a gang, and he wants her back. While Ambre DID run away from home to lead a gang, Dr. Murdock is not related to her in any way. But Ambre is rumored to be a powerful Psyker, and that's what he needs. Bring him Ambre, discover his deception, and then deal with the threat of rampaging dinosaurs at its source.

## **Outline:**

### **Act 1:**

- Meet Tybalt (“Michael”)
- Learn Ambre’s location
- Gain access to the skate park
- Defeat Pterodactyls

### **Act 2:**

- Learn where Pterodactyls came from
- Find a way to the mall’s roof
- Defeat Samuel and the Ankylosaurus Timéo

### **Act 3:**

- Gain access to Planet Slay amusement park
- Confront “Michael” and reveal his deception
- Defeat Tybalt as a Psyker and then again as a T-Rex

## **Act 1: Finding Ambre**

The Slayers are hired by a white-haired and wiry man who gives his name as Michael Carpio. He asks that they bring him his daughter, Ambre, who ran away from home and fell in with gangs. He tells them that all he knows is that she’s somewhere in Suburbia, and that he will be waiting at the Planet Slay amusement park. By asking around, the Slayers can learn:

- » Ambre Carpio is the leader of the Smiley gang and hangs out at the Slayer Boi skate park. The rumor is that she became leader due to powerful Psyker abilities.
- » The Planet Slay amusement park has been closed for years, even as Suburbia has appeared and disappeared.
- » The Smiley gang has been having turf wars with Samuel’s Mallrats, another local gang.
- » There are rumors of dinosaurs wandering around Suburbia.

When the Slayers arrive at the skate park, they find a sign reading “No Slayers Allowed” underneath it, someone has written in smaller script “and no dinosaurs!”

In order to get in, the Slayers will have to prove themselves to the teenagers inside. They can accomplish this a number of ways including: performing a sufficiently cool trick, deceiving or negotiating with the teenagers inside, or simply sneaking through a back entrance.

But when they find Ambre, she’s unwilling to come with. During the negotiations, a flock of 5 Pterodactyls attack.

**Conflicts:** The Slayers have to gain access to the Slayer Boi skate park, and defeat a flock of Pterodactyls.

## Pterodactyl

HP: 3

Speed: 3

### **Actions (1)**

**Flying:** (O). Slayers attacking a Pterodactyl at Engaged range attack with Disadvantage.

**Divebomb:** (A). 1d8. Near. The next Monster to attack this target gets advantage on the roll.

**Peck and Claw:** (A). 1d6. Engaged. 1 damage per Hit.



## Act 2: The Mall

The Smiley gang seems confident that the pterodactyl's came from the Mall, but seem unwilling to elaborate on that belief. If persuaded, they reveal that a rival gang leader, Samuel, has challenged Ambre for her turf. Otherwise, Slayers can examine the Pterodactyls to see that one of them seems to be wearing a torn jacket with a tag reading "Macy's (for Slayers)". They can also tell that the direction the pterodactyls flew from was otherwise empty. A concerned Smiley might ask Ambre if she thinks Samuel sent the Pterodactyls.

Ambre will refuse to accompany the Slayers to meet her dad until she finishes up "some business" (referring to Samuel). She'll accept offers of assistance in dealing with him, but pridefully refuses to admit needing the help.

Ambre knows that Samuel wants to meet her on the roof of the shopping mall after sundown, and that it's likely to turn violent. If asked, she'll reveal that Samuel is a vampire, but won't bring it up: she assumes that's common knowledge.

The Slayers will have to find some way to get to the roof of the mall. The most obvious approach is the interior stairwell, but Samuel will mock them if he sees them using it.

The roof of the mall is very flat, aside from some raised, angled skylights and an open elevator shaft nearby.

Once the Slayers find a way to the roof, they see Samuel, along with another teenager, Timéo, who injects himself with a serum and begins rapidly transforming into an Ankylosaurus.

Samuel will accuse Ambre of violating their deal by not coming alone. He bares his fangs, revealing that he is a vampire, and lunges towards the Slayers. The fight begins. If The Ankylosaurus (Timéo) goes wild, Samuel gets extremely upset.

Samuel focuses most of his attacks on Ambre, who will skate around, trying to avoid getting hit. She has 5 HP, and if she falls unconscious, Samuel will declare himself the rightful owner of the skatepark. Ambre will NOT be pleased. If Samuel loses, he will cede control of the mall. The Ankylosaurus will have to be dealt with either way.

### Samuel, Teenage Vampire

HP: 10

Speed: 7

#### **Actions (2 )**

**Angsty:** (R). After Samuel takes damage, he makes his next attack with Advantage (and complains about it).

**Bite:** (A). 1d6. Engaged. 2 damage per Hit, and Samuel gains 2 HP.

**Mist Form:** (A). Samuel takes an extra move action.

**Insult:** (A). 1d6. Near. 1 damage per Hit.

### Ankylosaurus

HP: 15

Speed: 2

#### **Actions (2 )**

**Armored Hide:** (O). The first attack against the Ankylosaurus each round has disadvantage.

**Remain in Control:** (A). 1d6. On a Hit, the Ankylosaurus will attack Slayers, otherwise it will attack Samuel. This is always the first action the Ankylosaurus uses.

**Tail Whip:** (A). 2d6. Engaged. 2 damage per Hit. If both attacks hit, the target is launched through a skylight (moved to Far range) and takes an additional 1 damage.



**Conflicts:** The Slayers have to find their way to the mall, get to the roof, and take out a teenage vampire and his friend, the dinosaur.

## Act 3: Fun and Games

After the fight, Ambre will agree to accompany the Slayers back to where her dad is. If it's revealed that they are headed to the Planet Slay amusement park, she will express confusion, saying that it has been closed for years.

When you arrive at the gates of the Planet Slay amusement park, that becomes clear: the gates are foreboding and closed, though a side entrance has been left open for you. A faded banner reads "Welcome, Slayers".

The amusement park is an enormous fenced-in area containing everything you'd expect to see at a carnival: a defunct roller coaster, a funhouse full of mirrors, paintings of clowns, and large abandoned circus tents. Red lights installed along the main path lead the Slayers to the carousel, which is running. Only instead of horses, the carousel is filled with brontosauruses. As the brontosauruses come around, you see the man who hired you, riding one.

Ambre will immediately proclaim that this is not her dad, and Dr. Tybalt Murdock will reveal the truth: he lied to you to get you to bring Ambre here. Thank you for doing it, you may now leave.

If asked, he will reveal that he needs her for research. Her abilities as a Psyker are essential to a drug he is testing. He promises (with a wicked grin) that she won't be harmed. It should be obvious that he intends to turn her into a dinosaur. He believes that a Psyker, like him, will be able to control the transformation, and possibly even reverse it at will.

Dr. Murdock is unwilling to use the serum on himself in case he is wrong. Ultimately, he wants to bring the Planet Slay amusement park to life by filling it with dinosaurs and other attractions. If Ambre refuses to stay (and she is very reluctant, on the grounds that dinosaurs can't skate), he will start fighting, using his Psyker stats.

Once his HP hits 0, he will say that you've left him no choice, and will inject himself with the serum. Then the real fight begins.

**Conflicts:** The Slayers must defeat a mad scientist who turned himself into a dinosaur so he could turn a quick profit.

### Dr. Tybalt Murdock, Psyker

HP: 12

Speed: 5

#### **Actions (2)**

**Mind Beam:** ( A ). 1d8. Near. 2 damage per Hit.

**Mind Blast:** ( A ). 2d6. Engaged. 1 damage per Hit, and the target is moved to Near range. If both dice hit, Tybalt can repeat the attack against a new target.

**Injection:** ( R ). When Tybalt hits 0 HP, he transforms into a T-Rex

### Dr Tybalt Murdock, T-Rex

HP: 22

Speed: 3

#### **Actions (3)**

**Roar:** ( A ). All Slayers at Engaged range make a Tactics roll. On a Miss, their next attack is with Disadvantage

**Bite:** ( A ). 2d6. Engaged. 3 damage per Hit.

**Tail Whip:** ( A ). A Slayer at Engaged range makes an Agile roll, taking 1 damage and being knocked down on a Miss.

**Wrathful:** ( R ). When he is hit with an attack, Tybalt gains Advantage on his next attack.

