

# King of the Blind

An Adventure in Gratitude



# Synopsis:

An egomaniac, the self-styled “King of the Blind”, is hosting a party. Someone at the party knows what an Overseer wants. If you can act on that information, you might be able to find passage Elsewhere.

# Overview:

1. Characters hear rumors about a party, and about a certain guest (a former Prophet) who knows what an Overseer wants.
2. Characters gain entry to the party, isolate the Prophet, and convince them to talk. They reveal that their Overseer wants their favorite Bobbins to be given a bath.
3. Characters encounter a giant strip mine and have to figure some way to cross it.
4. Characters make their way to the Bobbins pen and try to identify the Bobbins in question. She has a small green nametag on the top of her collar.
5. Characters find some way to bathe the Bobbins.
6. Characters track down the Prophet again to deliver the good news.
7. King of the Blind tries to take credit for their work.
8. The players are rewarded for their good work, one way or another.

This is the core structure of the adventure. There are many avenues for optional potential twists, including but not limited to:

- During step 6, the Prophet is no longer at the party. They have left for a bathhouse or bar.
- During step 6, the Prophet, having fallen, is no longer being able to deliver the news back to the Overseer. Characters must find an active Prophet and convince them to deliver the news.
- The Prophet gives the same information to other groups, and there is competition to clean the Bobbins or race back to deliver the news.
- Bobbins on the run! (alternate title: Who Retrieves the Retrievers?) During step 5, several giant dogs escape and run amok, rampaging through town and needing to be returned to their playpens.

# Start:

One or more of the players has heard a rumor that the King of the Blind is hosting a party. He's rented out the Grayfolk Museum and will be "entertaining" a variety of guests. One of those guests, if the rumors are true, is a former Prophet, someone with an inkling of an idea of what the Overseers want.

Start off by having your players introduce their characters, and then ask them some questions.

How do you know each other? Which of you heard this rumor? Can you trust the source? How widespread is it? Why did you decide to tell the others? What do they bring that you yourself do not have? What are you willing to lose to find out if the rumor is true?

## Scene 1: The Grayfolk Museum

**Background:** The King of the Blind has rented out the Grayfolk museum to his followers so he can describe all the paintings. Inside are dozens of blinded people, most of them self-inflicted, who listen to the King solely because he provides them with food and shelter and makes no demands of their bodies or labor. Few of them care for art, and fewer still for his opinion.

One of the guests is Fallen "Fingers" Prophet, who claims to have fresh knowledge on how to please an Overseer. If anyone can get in their good graces, Fingers might be willing to share their knowledge.

### **Major Characters:**

#### • King of the Blind

- An otherwise healthy one-eyed man who swears to protect and care for others as long as they are not sighted.
- He inherited a farm and its workers. His parents did everything they could, sacrificing themselves into unrecognizability to keep him intact. He lost one eye before adulthood, and has never forgiven them for it.
- Sources differ on whether he was born with one eye, lost it in an accident, or sacrificed it to pay for a bargain. The outcome is the same.
- Characteristics: Short-tempered, arrogant, proud, egotistical, self-indulgent.

#### • Fallen "Fingers" Prophet

- A blind Prophet with 6 mismatched fingers and an artificial

leg. Fallen has recently lost favor with their Overseer and has taken the name of Fallen Prophet as is customary.

- They know that their (former) overseer has a favorite Bobbins, one that wears a green tag on her collar that is only visible from above. That Bobbins has a playdate tomorrow afternoon with 5 other Bobbins, and is currently residing in a pen north of the strip mine with those Bobbins. The Overseer wants the Bobbins to be bathed tonight, so it looks better than all the others.

- They will reveal their information for 3 more fingers, preferably from different people and hands.

- Characteristics: Melancholy, curious, morose, curious and excited about opportunities to regain favor with their Overseer, tattooed, constantly clicking teeth, has 6 fingers, none of them matching.

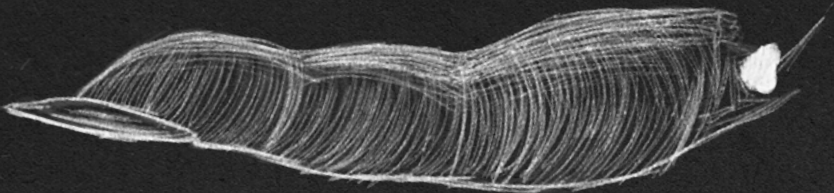
### **Obstacles:**

- How will the characters get into the museum? The museum is closed to the public, and two Grayfolk stand outside, ensuring that only other Grayfolk or the blind may enter.

- Guides: Listen to your players. If they want to vault in through the skylights, fight a Grayfolk for their clothing, sneak in past the guards, offer a bribe, or try some even zanier approach, let them. It all comes down to making checks and accepting narrative consequences.

- How will the characters identify Fallen Prophet? Once they find them, how will they separate them from the rest of the party? How will they convince the former Prophet to share their information? Fallen won't be shy about their price: 3 fingers, preferably from different people. Of course, other offers should be considered as well.

- Guides: see the notes under Fallen "Fingers" Prophet above for the information Fallen might share. Also consider: has Fallen told anyone else about this? Do they see any reason to keep it a secret?



- This is a problem for later, but perceptive players might ask: what should they do once the bath has been given? Fingers will say they aren't sure their Overseer even listens to them anymore, but they are willing to try.
  - Guides: Making Fingers hard to find or unable to communicate with the Overseer later can add some extra story beats if your players are moving quicker than you expected. If you're short on time, make this part easy.
- If there's any reason for an alarm to be raised, the Grayfolk might lock down the museum and refuse to let anyone leave until everything is settled.

## Scene 2: The Strip Mine

**Background:** On the north side of town, the ground is split open by a massive gash. At its narrowest point, the mine is 50 feet across. At its widest, it's more than 300. Crates and pickaxes lie strewn about, as do carts of unidentifiable ore. Deep inside, shambling oncememen roam. Whether they are trapped, working, or drawn to this place is something no one knows. But they are hungry. And they are legion.

What unusual or unsettling things are being procured in the quarry? What's unusual about the carts full of ores?

### **Obstacles:**

- Crossing the gorge. Going around would take several hours. Do your players have that kind of time?
  - If players want to climb down, have them make a check, and another check to climb up the other side. Make it known that rumors of shambling oncememen abound. Unless they are trying to be stealthy (another check), a mob of oncememen will attack on sight.
  - Guides, review the rules for combat here. They aren't too different than ordinary checks. If your players are really enjoying the fight, feel free to draw this section out, or have multiple mobs of oncememen. But unless that's really what your players are after, one group should be sufficient.
  - Guide Note: Let your players get creative. If they want to make a zip line or a bridge, ask them what kind of materials they would need. If it's at all reasonable, let them have the materials. If there's risk or complications involved, that's what checks

are for. Try not to let the adventure get bogged down by a side quest to cut down a tree and find some rope and.... (unless, of course, that's the story your players want to tell!).

## Scene 3: The Bobbins Pen

**Background:** North of the strip mine is a mansion that only the 30-foot tall Bobbins are allowed to use. There are enormous automatic doors keyed to the Bobbins' collars, water fountains, and piles of bones, vegetables, and organs. This house is nicer than every other structure around, and not by a small measure.

The penalties for getting caught here are severe. Even the Bobbins handlers are not allowed unless they are actively tending to the Bobbins.

### **Major Characters:**

Just the Bobbins. Six 30-foot tall Golden Retrievers with all the energy and enthusiasm of... well, a 30-foot tall Golden Retriever.

### **Obstacles:**

- Getting in. The place is secured, the only entrances are automatic sliding panels the size of garage doors. These panels open whenever a Bobbins is within 5 feet or so.
- Finding the right Bobbins. Each of the Bobbins is 30 foot tall, and all clones of the same dog. The top part of their collar has a small swatch of color on them, easily visible from above. And only from above. How will your players ensure they have the right one?
- Cleaning the dog. These dogs are beyond spoiled. And they don't like bath time. They outweigh you (and being Golden probably don't realize that). How will you clean them? How will you ensure they stay clean overnight?
- Other crews. If things are moving faster than expected, have another crew show up on the same tip. How do your players handle the conflict? It's not unheard of for five or (rarely) six people to go Elsewhere at once, but more than that has never happened.
- Too good a job: similar to the above, have another crew already present, bathing all the dogs. The overseer wants their Bobbins looking the cleanest. How do you go about dirtying up the other dogs?
- Escape! If you really want to slow things down, have one of the Bobbins escape into the night. For extra fun, have all of them escape,

running in different directions. It's forbidden to harm the Bobbins or interfere with them in any way. How do your players go about tracking and returning a giant dog before its playdate? Remember, it's a playdate, so all the dogs need to be present.

- Do the Bobbins run back to the mine? Do they have problems with the shambling oncemens? Do they destroy the bridge your players built? Are they themselves trapped inside?

## Scene 4: The Return

**Background:** The Bobbins are clean (or at least one of them is), and the characters are ready for their reward. But how to get in touch with the Overseer in question...

**Guide note:** We recommend skipping to the action and starting this scene at the party. If you or your players are interested in revisiting the mine, go right ahead. They've solved the problem once, and it's usually less interesting to do so a second time.

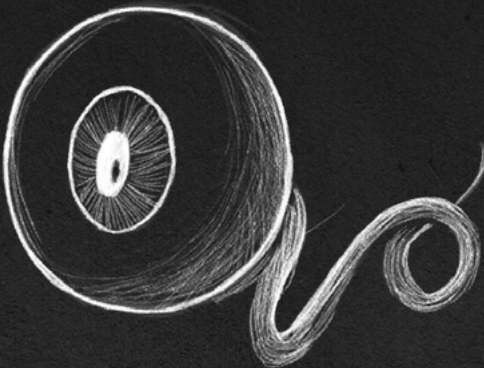
### **Major Characters:**

King of the Blind

Fallen "Fingers" Prophet

### **Obstacles:**

- Is the party still going on? If so, do the characters need to regain entrance to the party? Will their previous antics make this easier or harder? If the party is over, where is Fingers? Have they gone to a bath house? Back home?



- Can Fingers talk to their Overseer? Will the Overseer listen? If not, how will you find another Prophet at this hour, and what will it take to convince them to help?
- The King of the Blind has heard about this escapade, and he wants to take credit. He hates having one eye, and will do anything to leave this place, or to have his eye restored. Even if it means killing a bunch of party crashers and taking credit for their work.
  - Don't force the encounter to turn violent. The King is willing to hear reason as long as he thinks he'll come out ahead.
  - If this scene happens somewhere other than the party, explain why the King is here. Did he follow Fallen Prophet, waiting for his chance? Did the two hit it off, and decide to continue their conversations somewhere else?
- Once they make contact with the Overseer, what happens? Do the characters get their reward? Does the King get his? Does the Overseer notice their efforts? Did they clean the right Bobbins? If they get transported Elsewhere, what does that Elsewhere look like? Is it the same for everyone?
  - Guides: Usually Elsewhere is somewhere really banal, like a bar that only ever gets one customer, but is always covered in a faint layer of dust. There's no reason you have to stick to this tradition. Go wild, make up your own kinds of Elsewhere. And ask your players what they think would be a fitting end.