

## Example Module

**Module Title:** Malice in Wonderland

**Module Length:** 60 Minutes

**Number of NPCs Required:** 1 Alice NPC, 3-5 Zombies

**One Sentence Synopsis:**

Alice didn't realize how mad a Telling Vision might make you.

**Items or Props Required:**

Bloody Alice dress, picnic basket, 2x bloody hearts, 1x bunch roses, teapot, 2x tea cups, thermos of "goo" tea, Plot Specific Mechanic: Poisoned Tea

**NPCs Required:**

Alice – Pure Blood Charlatan

Body: 25 Armor: None Damage: Per melee small weapon

Weapon Skills: Melee Small

Attack Skills: Backstab x2

Defense Skills: Alert x2, Avoid x3

Social Skills: Beg for Life x4, Charisma x3, Cheat

Utility Skills: Check Value x2, Income x5, Literacy, Teach

2x Zombie: Tank

1x Zombie: Burster

Remaining- Zombie: Shambler

**Plot and Notes**

Alice was young when her parents taught her about Wonderland, and her father – The Mad Hatter – had ensured that when he was gone, The Red Queen would care for her. But the Queen was horrible, and Alice had to get away. She's come to town to find a new group of friends to be around, and share tea with, and tell stories together...

On the other hand, she's absolutely mad. Once she names someone in town as part of her new group of friends, she'll demand they come to tea, at which point she will inadvertently poison them with her tea. While the tea will taste off, and feel a bit sludgy, each person drinking the tea will fall into bleedout at the next 12's from the poison working its way through their system. Zed will attack the tea party at some point, and target anyone in attendance. Alice will pay anyone three money that defend her during combat, or five money if someone rescues her or saves her life directly.

Alice will either gather friends for tea (up to 8 people) from those in town that respond to her, will Charisma her way into being friends with others for tea, or simply disengage is no one decides to interact.

Tea mechanics: This tea tastes off, as if old, and slightly sludgy. While drinkable, no immediate effects are experienced. At the next 12s, you will fall into bleedout with a 2 minute bleedout timer.