

# Scenario MH1A: Where's my teddy bear?

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Difficulty Level: Four beginning level 1 characters

Wandering temptations (D10): 1 = 1-4 Fairies, 2 = 1-6 skeletons, 3 = 1-6 Were-Rats, 4 = 1-4 orcs, 5 = 1-3 harpies, 6 = 1-4 Sprites, 7 = 1-2 baddies, 8 = 1 Gnoll, 9 = 1-2 Hobgoblins, 10 = 1 werewolves. 15% every 10 turns.

Introduction: You are wandering about town, hanging out, having fun, looking for something to do. You come upon the local pub, The Groggs and Stumbles, thinking that maybe you will shoot a couple games of pool. You are standing at the entrance. You see a sign on the door that says, "Free Day Old Pretzels with Every Mug of Lukewarm Grog". You also see among some of the people entering and leaving the Groggs and Stumbles, a small child sitting against the wall.

(If they look closer, they will notice that she's crying).

(If they come near, they hear her crying softly to herself, "my teddy bear, my teddy bear").

Upon being questioned, the girl looks up. Then she starts crying again. She points toward the nearby office building and cries, "A mean boy took my teddy bear, waaaaahhhh!" The building has a sign on it that says, "Holiday Office Rentals".

Until any change occurs, she will produce no other behavior than crying and pointing at the Holiday building.

If the child is examined, it will be noticed that she has a large S embroidered on her dress.

If the child is given Lucy's teddy bear, she will brighten momentarily, but then her lower lip will start to tremble. "Sally doesn't want this bear! Sally wants her BEAR!". She throws the bear on the ground, and resumes her wailing. If she's given the bear again, she'll throw it back down again.

The Groggs and Stumbles:

The bartender will serve up grog, and occasionally comments that "things sure have been strange around here lately". The bartender has no other useful information. He can't, however, seem to stop making bad grog puns. "Did you see the grog that rolled in last night? Thick as pea soup" "Ahem, it seems I've got a grog in my throat." "YAWN - Sorry, I must be a little groggy"

1. Lobby: Location W contains one Were-wolf. Your angels hear, "No! You can't have it!" It snarls and attacks. After the battle is over, someone notices a scrap of paper at location A. It's a scroll (show prop A that says "Matthew 7:7").

The door on the east side of the room will not open unless someone knocks on it. The door at the south of the room is not locked.

2. Closet: The room contains a teddy bear (B). Closer examination will reveal this bear has a patch on his backside that says, “This bear belongs to LUCY”.

3. A Hallway: There’s a single blonde hair outside the door. The door is unlocked.

4. Closet: Here are the arms, legs, and hairless head of a Barbie doll (A). Barbie doll hair appears to have been thrown around the room.

5. The Atrium. Location A contains a small pile of misshapen green plastic army men. They appear to have been melted by a magnifying glass. Location A also contains a sign that says prop B. If the pile is examined, a faint white glow is visible between the men. If the pile is moved in any way, 3 one-time use healing scriptures (only can be used once) are revealed. There are 8 doors. If they open a door, a creature (or two) will attack them from the next room. Whenever they open the door (except for door #5), they will get a sour look from whomever is inside, and they will be compelled to close the door.

Locations O contain Orcs.

Door 1: A Glut

Door 2: An Ukluk

Door 3: A Hobgoblin

Door 4: 2 Road Buzzards

Door 5: Hallway to next room

Door 6: A Banshee

Door 7: A Gnoll

Door 8: A Big Baddie

6. Office Hallway: The west door has a sign on it that says prop C. The south door has a sign on the door that reads, “Happy Tykes Daycare”. A is the remains of a child’s tea set – all the dishes are smashed to pieces.

7. Waiting room: In the room are a number of chairs equal to the number of adventurers plus one. The floor has baby blue wall-to-wall carpeting, two end tables that hold the most recent issue of popular magazines: Worried Motherhood; Better Homes Than Yours; Popular Plumbing; Highlights for Children; etc. Soft elevator music plays quietly from somewhere unseen overhead. Picking up any magazine will cause d6 subscription cards to flutter to the floor. Naturally, there’s no trash can in sight.

If you have not talked to Bobby yet, a man is sitting in one of the chairs with a sad looking girl sitting in a chair next to him. He’s reading a copy of Worldly Magazine. He looks up briefly as the adventurers enter, but then looks back to his magazine. If asked a question, the man will respond in the following manner:

1<sup>st</sup> response: “Shhhh!”

2<sup>nd</sup> response: “Do you mind, I’m trying to read”

3<sup>rd</sup> response: “If you’re trying to get me to give up my child’s appointment, it won’t work. I’ve been sitting here patiently for three turns now.

4<sup>th</sup> and later – Alternate response 1 and 2

If the girl is addressed, she will only say that she's not supposed to talk to strangers.

The door at the other end of the room is locked. It will resist all efforts to open it. Banging on the door will elicit an annoyed response from a nurse in a white hat with a Red Cross on it who sternly warns you to wait your turn. She takes a closer look at you and says, "We only counsel troubled children – not troubled adults". She slams the door. Nothing else will happen in this room until they bring back Bobby.

If they return to the room bringing Bobby, they will find that the man in the chair is gone, leaving enough chairs for each of them. If they sit in the chairs and wait there for two turns, the inner door will open, and the nurse will step out and say, "Next". Bobby will get up and tell them where he hid Sally's teddy bear (under the vent where he was sitting). He has a look of peace on his face. If they have at any time shown him Lucy's teddy bear, he will offer to give it back to her. If they give him Lucy's teddy bear, they will get 20 points of experience in peace.

8. Happy Tykes Daycare: There are quite a few children running around screaming, doing whatever they want – generally out of control. There are a few adults hanging around in the corner ignoring the children.

SW = Skeleton Warrior

BB = Big Baddie

WW = Were-wolf

G = Grizzle

At A, sits a boy (Bobby), all by himself. If they ask about any of the destruction, he will sullenly deny he had anything to do with it. If they show him two of the three destroyed items (barbie, army men, tea set), he will admit he did it, and start crying. He will cry that nobody cares about him. If they offer to take him to see Dr. Dellard (after getting him to admit to the destruction), he will agree to go (after some questions and convincing). He will not admit to taking Sally's teddy bear.

Behind a vent cover (in the wall by A) is Sally's Teddy bear. They will not notice the vent cover unless they know they are looking for it.

When the teddy bear is returned to Sally, she will say, "It's Dirty!". But you can tell she's very happy to have it all back. Give all the characters 30 points experience in Joy.

A  
Matthew 7:7

B  
EIGHT DOORS, SEVEN DOOMS

Time to Do or DIE.  
Getting Numb? ErGGHH!  
Excuse Me IF I VENT.

C  
Liam Dellard, LCP.  
Head Therapist  
Specializing in Troubled Children

