

G1407

PIGETTO'S WORLD of Pure Transfiguration



Gag
Men
.net



Pigetto's World of Pure Transfiguration

Or

SOME DISASSEMBLY REQUIRED!

Written by the GagMen on The GagMen Podcast Ep. 20

Illustrations by GagHouse Productions

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INTRODUCTION

Welcome to the GagMen's latest adventure, "Pigetto's world of pure Transfiguration!" This module, like many before it, was created live on the GagMen RPG Podcast, episode 20. We encourage you to go back and give it a listen, and our process may give you some insights (or a headache)! It was designed with Basic Fantasy RPG rules in mind, but you should find the story and the few creatures and stats available easily convertible into just about any system (though we're still getting to know the newest D&D rules!).

Sadly, the GagMen are only aware of strategies or cheat codes for our own games, though we lack the proper controllers for code input. Please keep the GagMen out of direct Sunlight, and store in a cool, dark place, preferably decorated with a geek motif. Please call a doctor if you fantasize about the GagMen longer than four hours in one setting. Do not feed after midnight, or expose to water, as either could result in a grumpy and uncomfortable podcast host.



SUMMARY

The heroes are summoned to a toy factory on the far side of Brattleburg to discover why the workers have disappeared, as they search the abandoned factory, they will discover two forces locked in an epic battle for dominance. In the midst of battle, the heroes must save a trapped toymaker, and fix a broken family! Can the heroes fight their way through enchanted portals, a toy army and family issues with only toy weapons? Or will Playtime end with the ultimate time out?





SETTING

Cheerful Falls



Along the edge of Brattleburg lies the hamlet of Cheerful falls. Home to the legendary Pigetto and Son's Wonder Works toy Factory, the Falls is one of the most diverse communities in Brattleburg. Lying outside the traditional 4 quarters of the city, the Wonder Works employ workers of all magical races to help imbue the toys with magical charms.

Because of this, the Falls is home to Goblins, Gnomes, Elves, and all other manner of magical folk. The Toy factory keeps the town focused in a positive, happy direction, so that the town maintains a bright, bubbly atmosphere.

The buildings have been skillfully built and maintained to convey cookie cutter cheerfulness. Each house has a white picket fence and perfectly tended yard, and every corner features a large statue of a Wonder Works Toy.

While normally a well populated section of the city, the Falls have gone mysteriously quiet over the last few days, with fewer and fewer of the employees returning home from their shifts at the factory.

Pigetto and Son's Wonder Works

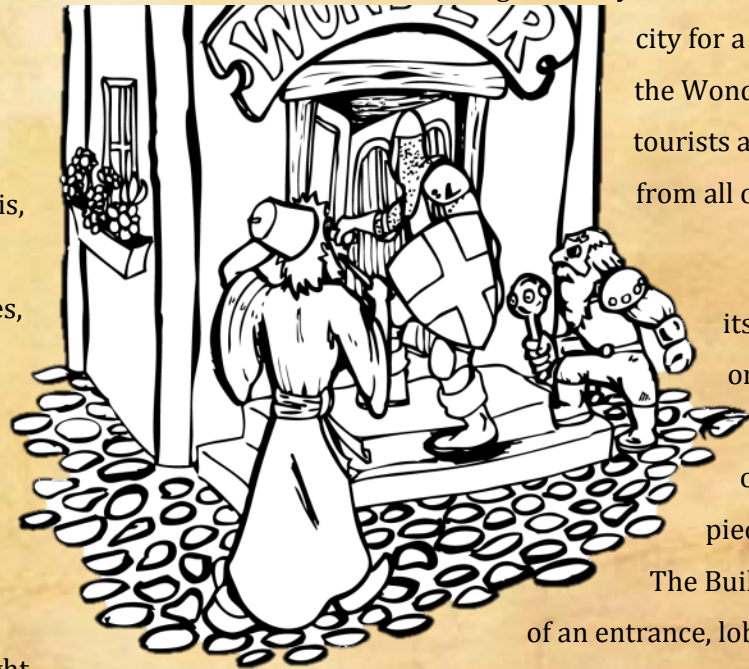
Pigetto's Toy factory has long been one of Brattleburg's greatest forces for good. Working tirelessly to unite the races of the

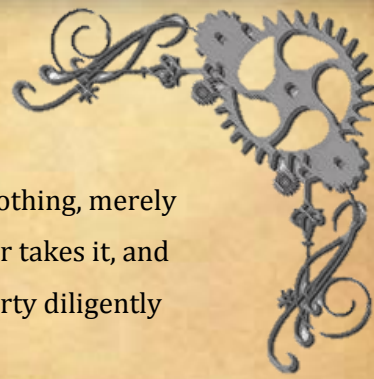
city for a common purpose, the Wonder Works brings tourists and customers from all over the world.

The factory itself, while massive on the inside, actually occupies a small piece of real-estate.

The Building is comprised of an entrance, lobby, and a long hallway filled with doors which serve as dimensional gateways. Each door leads to a different part of the factory housed in a dimension with laws and qualities that aid in the toy making process.

Many of these dimensions do not allow weapons, so the group may find their gear transformed after passing through the wrong door. Other sections of the Factory





include the main production floor, the warehouse, the office wing, research and development, and the CEO's living quarters.

PLOT

Big News on Tiny feet



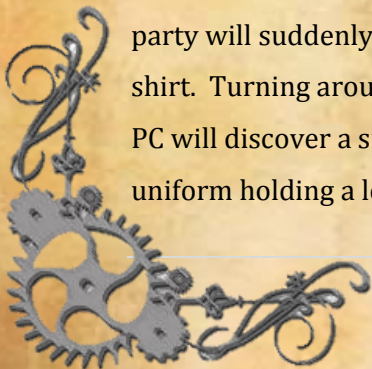
The word on the streets of Brattleburg is that something is happening in Cheerful Falls. The community has gone silent, and there has been no word from the Wonder Woks, the toy factory that employs most of the residents. While rumors are flying with dozens of theories and explanations, no one seems to know what's happening for sure.

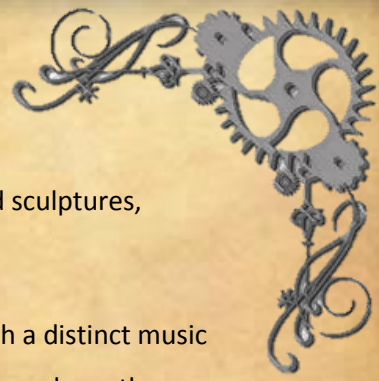
During this time, while Party is going about their business, one member of the party will suddenly feel a small tug on their shirt. Turning around and looking down, the PC will discover a small toy soldier in a Green uniform holding a letter addressed to the

group. The soldier will say nothing, merely hold the letter until the player takes it, and will continue to follow the party diligently until the letter is taken.

1d10	Cheery Falls Rumor Table
1	"The mad toy maker has finally snapped and started destroying all his toys. You can never trust someone that nice."
2	"These toy soldiers are just the scouts for an invading army."
3	"It is just the beginning! It is a sign of the end of times!"
4	"I've heard the toy maker could never have children of his own, so now he just talks to the toys. Like they are people."
5	"I always liked his toys. They always seemed 'alive', not like a regular toy. It was something really special."
6	"I used to work in the factory. It is a really crazy place. If you didn't look where you were going, it felt like you could wind up on another planet or sumptin'."
7	"I have heard that everything in the factory is edible."
8	"Pigetto is just a silly old man, who thinks he can make children happy with toys. Kids today don't need toys; they need to work the field all day. That is what I did and I turned out fine."
9	"Wonder Works is a tiny building, but it is bigger on the inside."
10	"Leave me alone! I hate toys, I hate people, and I hate you!"

Inside the envelope, the players will find a beautifully embossed invitation that reads:





“Greetings Adventurers!

The great Toymaker, Pigetto, officially invites you to the Wonder Works, the legendary Toy Factory of Cheerful Falls!

Please hurry, as Pigetto requires your presence immediately.

Sincerely,
The Wonder Works

ornate with wood carvings and sculptures, many of toys and children.

A cheerful melody with a distinct music box sound comes from the tower above the entrance. When describing the scene to your players, be sure to play up the empty entrance and haunting music for the highest amount of creep factor.



The Lights are on, But...

If the Heroes accept the invitation, they will need to make their way to cheerful falls. The toy factory should be easy enough to find, and if the heroes have any trouble, a passing toy soldier should happily (yet stoically) escort them to the gate.



Playing for Keeps!

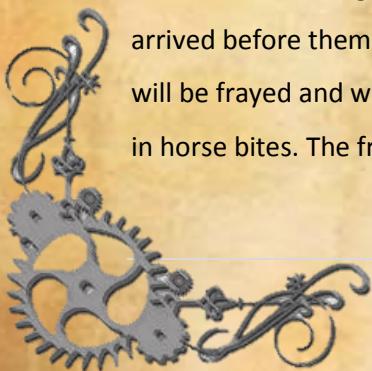
When the heroes enter the factory, they will find a bright, cheery, yet empty reception area. Waiting on top of the reception desk is another toy soldier, this time with an ornate music box and a Blue uniform. As the party approaches, the soldier will turn the crank, which plays the following message:

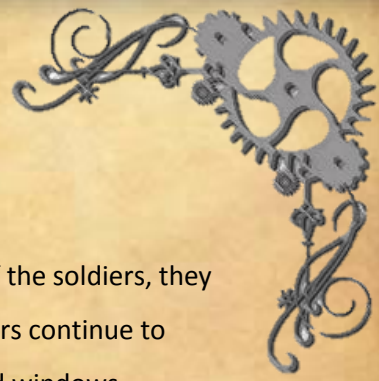
The first sign of trouble should be the quietness of the streets, and the sheer absence of people. While there is the occasional soldier from Brattleburg investigating, the town seems abandoned.

The Gates of the factory itself will be open, and the heroes will find many horses and pack ponies tied to the posts outside the entrance, indicating that someone may have arrived before them. The ropes of the horses will be frayed and worn, and the post covered in horse bites. The front of the building is

“Welcome Heroes!

Thank you for accepting our invitation! This is Flam, head of resources, and I’m sorry to inform you that the invitation was sent by mistake. Due to some technical issues, Pigetto is unable to host any visitors. We would humbly ask that you reschedule your visit with the soldier and return once we have anything in order. Thank you!”

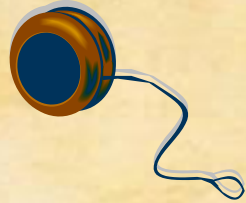




The heroes may wander the reception area, but will find all doors locked, though the hallway leading out of the reception area into the factory will be open for exploration.

At the end of the hallway will be another soldier, again in a Green uniform. He will hold another note, which reads

“Please Follow Me.”



You Don't Play Fair!

If the heroes return to the lobby, they will find that the blue soldier is no longer alone. A group has formed on top of the desk, and on the floor surrounding it, and all now carry spears.

The lead soldier will begin to play the music box once again, this time by turning the crank on the opposite side.

“Greetings!
I regret to inform you that our previous offer has expired. Please see the soldiers below, who will escort you to a convenient and well-populated holding cell. Thank you!”

At this, the toys will attack.



Can we Play Too?

As the Heroes fight off the soldiers, they should notice that more soldiers continue to pour in from various doors and windows.

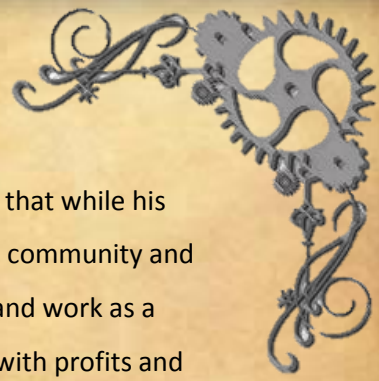
Just as the heroes begin to become overwhelmed, they will hear a small trumpet sound above them. From a hole in the ceiling, soldiers in red uniforms will descend, and begin to fight off the blue soldiers. In the mayhem, one of the heroes (feel free to choose at random) will again feel a small tug on their clothing.

If the heroes investigate, they will see the green soldier scurrying down the hallway and dart into a now open door. He will then look back out, obviously to see if the heroes are following. With no way through the battle, the Heroes should be encouraged to follow the green soldier.



Entering through the door, the heroes will feel a strange tingling effect, though it will do no damage. Inside, the door will close behind them. There will be no sign of the green soldier; rather a battalion of red soldiers will surround them. If the heroes attempt to attack the toys, they will find that their weapons do no damage. The soldiers will pause briefly before forcing the heroes to march at spear point.

The soldiers will lead the party through a large workshop, down several hallways, and



through several doors. They will finally stop at a door that says “Flim: President of Employee relations.” The soldiers will then partially retreat, forming a barrier around the heroes.

If no member of the party attempts to open or knock on the door, they will hear voice calls through the door “Well, are you coming in or not?”

CONFLICT

I’m Gonna Tell Dad!



When the heroes enter the room, they will find a good sized office, with a wooden

figure sitting behind the desk. This is Flim, a short, thin being obviously made out of wood and gears.

“Welcome, my friends. You’ve been lucky, not many have made this far into the factory. I’m afraid you’ve stumbled into something of a war zone. My Name is Flim, I am the elder son of Pigetto. You are here because my father needs your help.”

Flim will explain that he and his brother run the company that their father built. Flim hires, recruits, trains, and coordinates all of the workers, while Flam takes care of materials and production. Their Father, Pigetto, focuses on design and research.



Flim will tell the group that while his focus was always on building a community and helping his workers get along and work as a team, Flam became obsessed with profits and efficiency. He saw the materials, magic, and funds that the company was spending on workers and the toy enchantments, and urged his father and brother to consider industrializing.

Without the workers and the magical charms, the toys would be much easier to produce, and they would be able to expand their customer base. Pigetto and Flim turned Flam down, and he’s been sulking ever since.

While the two brothers had disagreed for years, Pigetto had always been able to cheer Flam up. But when Flam discovered the magic controls his Father had used to create and control the dimensional portals used in the factory, he realized he finally had a bargaining chip.

With the portal control, he was able to reroute every portal, trapping the workers in the factory as hostages. Flim’s toy army has been



attempting to overtake Flam’s base to free them. Because Flam had no idea how the portal control worked, the portals have become

completely confused, and both brothers have been unable to find their way to Pigetto's workshop.

"My father appears to have some contact with the outside world, however. The green soldiers are his, and he's been sending out messages for help. I can point you in the right direction, but I cannot go with you. Somebody must stay here to lead the fight again Flam."

Flim has been ordering his Soldiers to search the factory, desperately trying to find the trapped workers.

If asked, Flim will explain that Pigetto created the brothers to help him run the company, so that he could focus on his work. The perks of not having to interact with adults didn't hurt either. Flim will then give the group

directions to the nearest portal, warning them that the portal could lead anywhere.

If the heroes ask why their weapons did not work, Flim will explain that to help

keep the peace in the factory, the dimensions that each part of the factory exists in cancels out weapon damage. Only toys can harm other toys. He will then point to a bucket, from which

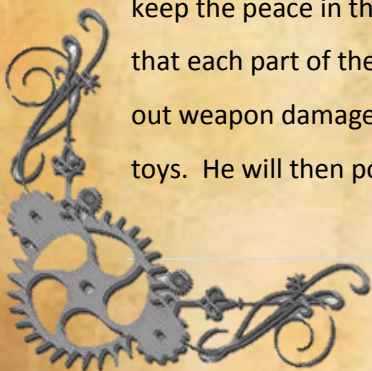
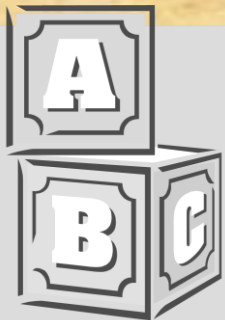
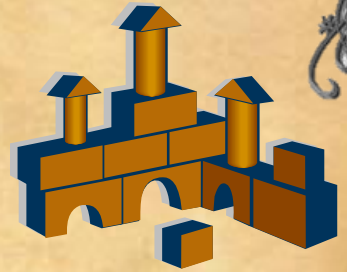
the heroes can draw toy weapons to use (find Toy weapons chart under details, pg. 17).

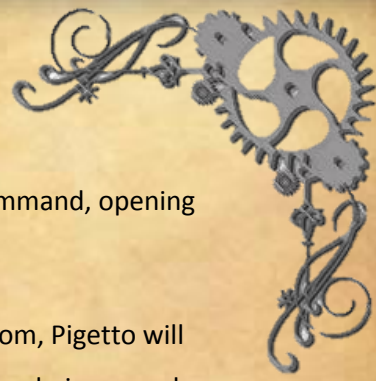
I don't care who started it!

The group will leave through a second door, and begin to fight their way through the factory. Flam has indeed changed the doors, and each door they pass through will be a random room, each with its own encounter (find the room chart under details: Wonder Works pg. 18). You know your group best, and if everyone seems to be having fun, feel free to continue rolling for rooms. Otherwise, after three rooms, the group will find themselves in Pigetto's office.

Pigetto will be ecstatic to see the group, and will welcome them. He will explain that he believes he can stop Flam and free his workers, but he could not risk being captured by either brother. While Flim is most certainly the least dangerous of the two, Pigetto knew that Flim would lock him in a safe room until Flam was defeated. And there was no telling what Flam would do.

Pigetto requests that the group escort him to Flam's base, which is located in an office overlooking the production floor. As the magic user who created the portal, Pigetto can control





them, and can lead the heroes in the most direct route.

Father Knows Best

The heroes will venture back out into the factory, but this time led by Pigetto. A previously locked door in that room will open to Pigetto's command, and he will lead them through several halls and doors, occasional meeting Flam's blue soldiers.

When the party finally arrives at an office door, they will see that it is Flim's, the very office they were in not long ago. Pigetto will fling open the door, and slam his cane onto Flim's desk.

Flim: "Father! You're safe!"

Pigetto: "We don't have time, Flim. We are going to end this argument now. Come with me!"

Flim: "But Father...!"

Pigetto: "Flimocrates Cedarwood Wonder, you will come with me to see your brother at once!"

Flim: (solemnly) "Yes, Father."

The Party, now joined by Flim, will be led into the passageways by Pigetto once again. After a few turns and doors, they will find themselves on the production floor. A magically locked door

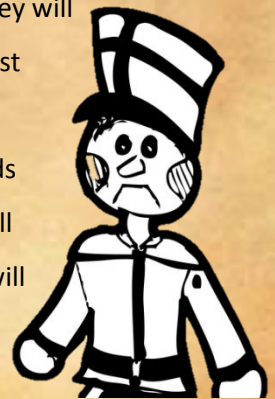


will again open to Pigetto's command, opening the way to Flam's office.

Before entering the room, Pigetto will produce a clockwork key from a chain around his neck. Seeing it, Flim's eyes will open wide with shock, and he will turn away quietly.

"Listen closely boys. My Sons are my greatest and most cherished creations. I designed them to live long, full lives. I've also magically protected them to best of my ability. If Flam refuses to hear reason, I'll need you to turn him off until I can get this all worked out. Insert this key into his left ear and turn until you hear a click. Don't fear, I'll wake him in a couple days and we'll work things out."

Flam will be seated behind his desk, holding a small box with switches, which is the portal control. Pigetto and Flim will try to talk to Flam, and convince him that what he is doing is wrong. Instead, Flam will argue that his plan for the company is the best route; they will make the most profit and get the most toys to the most customers. Flim will shout and argue back about the needs and rights of the workers. Pigetto will try to interject, but neither brother will listen. Finally Flam will say:





“I knew I couldn’t convince you Father. So it’s time to say goodbye to your friends. I have a present for you!”

“Once I have captured your heroes, Father, I will open a portal and release my Bear-clops to guard the factory. No one will ever stop me from running things my way again!”

Flam will hit a switch on the box, and door will open revealing a horde of stuffed bears flooding into the room, and quickly try to overwhelm the heroes, which they must fight off.

Shocked by his son’s plans, Pigetto will lean heavily on his cane and sigh, before looking at the heroes.

As the bears inch nearer, Flam will through open the curtains of the office window, which looks out onto an alien landscape. In the distance they will see a gigantic, one eyed stuffed bear.



“You Know what you need to do”

With that, Flam tackles Flim in an attempt to get the Portal control. Meanwhile the Heroes must face the bear swarm, shut down Flam, and get the controls back to Pigetto before the Bear-clops is able to leave the factory.

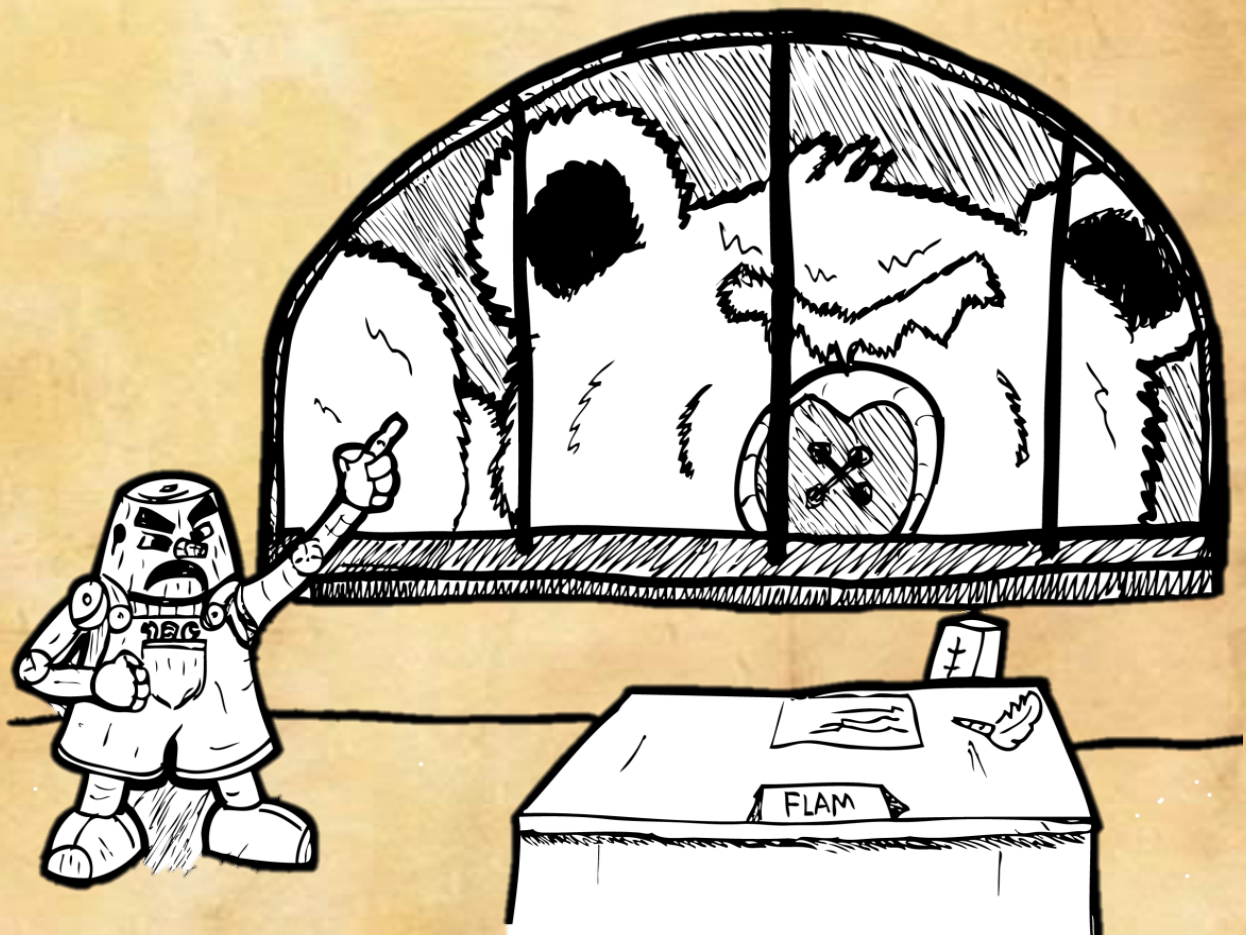


SUPER HAPPY FUN ENDING

The best ending for this adventure would allow Pigetto to convince Flam to return to business as usual, perhaps with his boys joining him in his workshop. Pigetto will need to regain the portal Control, which will allow him to reset the factory and set everything right. The

heroes will find that Flam had trapped the workers, and many lost adventurers, in an unused warehouse.

In the end, the true victory will come from leading the people of the village out of the factory. Perhaps the children of Brattleburg, happy to have the factory up and running will throw a parade.



CHARACTERS



Pigetto

(AC 10, #AT 1, Damage Cane (1D4 subdual), Mv 30', Sv Fighter 3, HP 18)



Pigetto is an elderly human toy maker with broad knowledge of magical charms who has used a mix of genius and magic to make children happy for most of his life. While a kind man, Pigetto never felt comfortable dealing with the more social aspects of his job, such as working with his customers or employees. Never having any children of his own, Pigetto decided to solve both problems with his twin masterpieces.

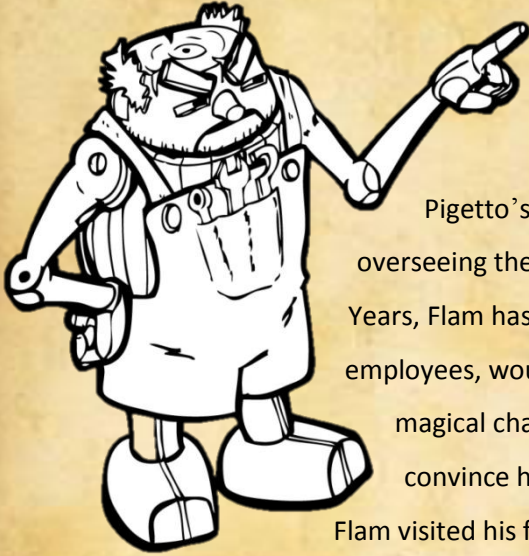
With the creation of Flim and Flam, Pigetto had everything he ever wanted. The boys ran the business, he was able to focus on his work, and he was able to be a mentor and Father. Pigetto's greatest wish is to improve the lives of others, especially those of children. When Flam suggested doing away with magical toys and factory workers, Pigetto dismissed it out of hand. After all, how could machines imbue toys with love?

Flim

(AC 14, #AT 1, Damage fist (1D4 subdual), Mv 40', Sv Fighter 4, HP 27)

A toy man created by Pigetto, Flim serves as the President of Employee Relations for the Wonder Works. A kind, gentle soul, Flim finds joy in bringing people of different cultures and backgrounds together and helping them to work together as a team. Flim seemed to inherit his father's best qualities, including his creativity and love for others. When his Brother began to fight for the company to go in new directions, Flim felt obligated to defend his workers and fight for their best interests. When their very safety was endangered, he rallied his toy soldiers to mount a rescue.





Flam

(AC 14, #AT 1, Damage fist (1D4 subdual), Mv 40', Sv Fighter 4, HP 29)

Pigetto's second toy son, Flam works as resource manager for the Wonder Works, overseeing the drab details of materials, profits and waste management. Over the Years, Flam has come to the conclusion that a factory that relied on machinery, free of employees, would be far more efficient and profitable. Manufacturing a product without magical charms would be even more so. While Flam has made several attempts to convince his Father and brother of this, he has never been successful. The last time Flam visited his father, he stumbled upon the control device for the factory portals. Flam realized that this would finally give him an advantage; with some leverage he might convince Pigetto and Flim to consider his ideas. Hiding the control in his pocket, Flam began to formulate a plan...

Herbert

(AC 11, #AT 1, Damage toy sword (1D2 subdual), Mv 30', Sv Fighter 1, HP 3)

A fuzzy purple bear that was made with the wrong materials and left in the reject bin (see Factory Floor). Herbert is frustrated that he is purple and furry, unlike all the other bear toys, but he has a strong belief that he has a place in the world and is willing to help the players find their objectives along the way. If the party never makes it to the Factory Floor, it may be advisable to present Herbert in another location to give the party a little DM advice along the way.





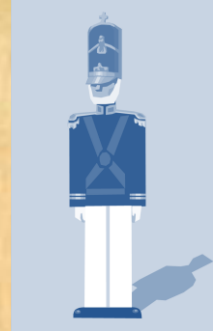
DETAILS

Creature Encounters

Toy Soldiers



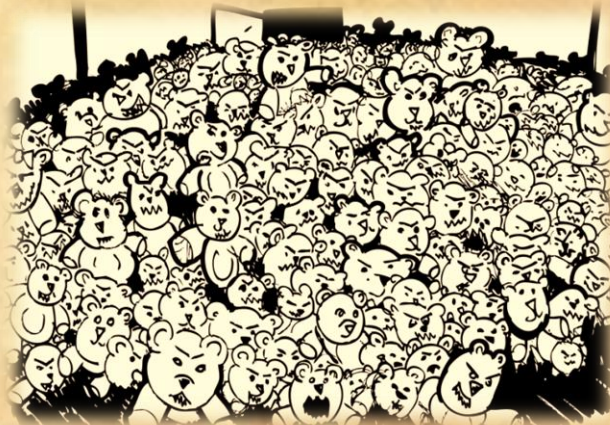
Armor Class:	14	No. Appearing:	2d10
Hit Dice:	2	Save As:	Fighter: 2
No. of Attacks:	1 spear	Morale:	12
Damage:	1d6	Treasure Type:	None
Movement:	40'	XP:	100



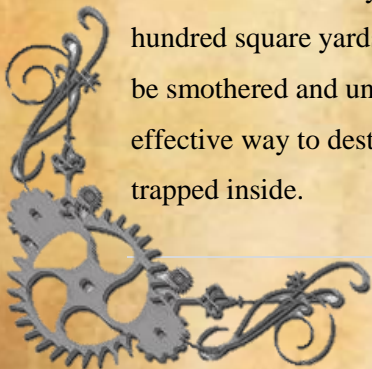
The clockwork soldiers are used by all sides in this toy conflict, as the two foot tall pawns follow any order given by their leader. Though they may act like normal people, they are thoughtless automatons that will fight to their very last breath with little cause to retreat, and will protect anyone that they are ordered to protect, even if it is an enemy. The colors they wear denote who activated them: Pigetto is green, Flim is red, and Flam is blue.

Stuffed Bear Swarm

Armor Class:	13
Hit Dice:	12
No. of Attacks:	1 smother
Damage:	1d10 per turn buried
Movement:	20'
No. Appearing:	1 mass of bears
Save As:	Fighter: 1
Morale:	11
Treasure Type:	None
XP:	625



A stuffed bear swarm is not one creature as much as a mass of stuffed animals (mostly bears), that will smother anything in its path. Flam has massed enough bears to attack anything within five-hundred square yards, making escape extremely difficult. Any living thing caught inside the swarm will be smothered and unable to speak, meaning that spoken commands and spells are unavailable. The most effective way to destroy the swarm is with fire; unfortunately that means harming any characters that are trapped inside.





Noisy Monkey

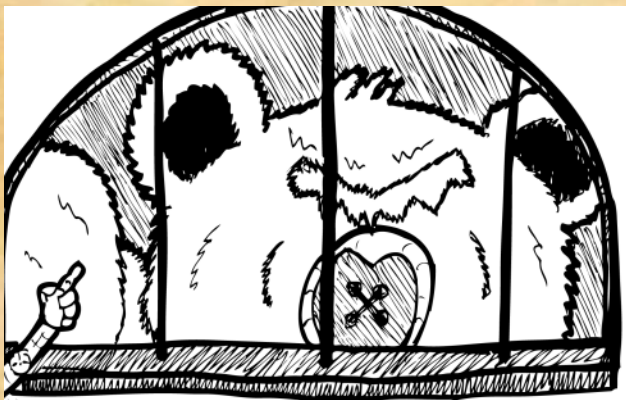
Armor Class:	13	No. Appearing:	1d6
Hit Dice:	2	Save As:	Fighter: 2
No. of Attacks:	1 bite/1 cymbal clap	Morale:	11
Damage:	1d4/1d4	Treasure Type:	None
Movement:	40'	XP:	95



These noisy monkeys were a favorite children's toy that annoy nearly every adult around them. The monkeys will clang together two cymbals constantly, stopping only to laugh at frustrated onlookers. They roam the learning maze to confuse maze runners, and then chase them as they run away.

Bear-clops

Armor Class:	15	No. Appearing:	1
Hit Dice:	8	Save As:	Fighter: 8
No. of Attacks:	1 Snuggle-Crush	Morale:	10
Damage:	2d8	Treasure Type:	None
Movement:	20'	XP:	1,350



This giant magical toy bear stands over twenty-feet tall, is filled with straw and wool, and has a single button eye. The Bear-clops was made solely to defend Flam and his new vision of Wonder Works, it will attack anyone that attempts to enter or leave the building without Flam's consent. Pigetto made the original design for the bear as a special gift to town that recently underwent a natural disaster, but

Flam has turned it into grim guardians that will have to be reckoned with.



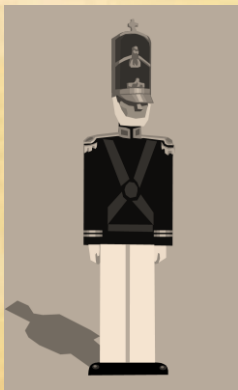
New Racial Option

Magical Toy

Description: Magical Toys are living creatures created using the same simple wood carving and seamstress skills required to make any toy, and then brought to life through magical means. Once they have a life of their own, they just might seek the life of an adventurer. While each toy is different, they are usually about two feet tall and made of either wood or stuffing. Magical Toys can make instant connections with some of the most unsavory of creatures, so they are often sought after as diplomats to help negotiations between races. Inwardly, each toy sees himself for what they are, but from the outside



they are perceived as a child's toy. They could live for several centuries before they can no longer be repaired.

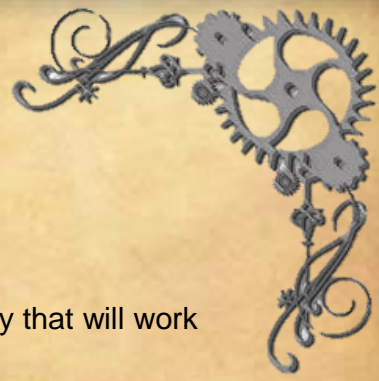


Restrictions: Magical Toys can be any class, but must have a minimum Charisma of 9 due to their 'loveable' exterior. They may not employ large weapons due of their small stature, or any weapon of more than four feet in length (specifically, two-handed swords, polearms, and longbows). Because of their flammable nature they take two times the damage from fire.

Special Abilities: When a magical toy reaches zero hit points, it is so damaged that it can no longer act, though it may still talk. Afterwards the toy can be reassembled by a master toymaker or Magic User over 6th level. Toys ignore the need to breathe underwater or needing air at all. They simulate all life functions (i.e. eating, sleeping, breathing), and are still be susceptible to an attack if they fail a saving throw. (for example, eating poison food, breathing a knockout gas, or sleeping through an attack). Feel free to DM's fiat in all cases that get too confusing.

Saving Throws: Magic Toys save at +5 vs. Death Ray or Poison, Magic Wands, Paralysis or Petrify, and Spells, and at -3 vs. Dragon Breath.





Toy Weapons

There are two ways that this can be handled, pick and choose the way that will work best for your group. The first and simplest method is to simply change the weapon into a toy version of that weapon, but allow the normal damage to be treated as subdual only damage. Though this is the quickest way to move along quickly, it may lead to complications concerning spells. In the first scenario spells should be left up to the DM's discretions on what will be effective and fair.



The second method is to roll randomly on a list (see below) of new items that will be replacing the characters regular deadly weapons with a much more fun toy. Once the party leaves Wonder Works their items should return to normal. If a spell caster casts an offensive spell simply roll on the chart and replace the spell effect with a magical version of the item appearing causing damage and then disappearing. Clearly the second method is designed for more of a cartoonish feel, so again it depends on how your game needs to feel.

1D10	Weapon	Subdual Damage
1	Pie	1D2
2	Spring-loaded Clothing Iron	1D8
3	A Tiny Umbrella	1D4
4	Oversized Rubber Band	1D6
5	Anvil	1D10
6	Oversized Magnet	1D6
7	Large Hammer with spring-loaded boxing glove	1D8
8	Boomerang	1D6
9	Large Rocket with a fuse	2D8
10	A Big Fish	1D6



The Wonder Works (dungeon)

2D8 Table for rooms

2	Weird Janitor Closet
3	Living Quarters
4	Whack a Mole Trap Room
5	Box'em Sock'em Room
6	Bouncy House
7	Bookkeepers Office
8	Dress Up Room
9	Factory Floor
10	Skee Ball Arcade
11	Magnetic Brattleball Board
12	Storage Room
13	Ball Pit Room
14	Crazy Clay Room
15	Monkey Maze
16	R&D Department

Room Descriptions

Ball Pit Room

This room is a perfect thirty by thirty foot square, with a door on the opposite side of the room. The walls are padded with a stitched cushion, covering every exposed wall. The floor is completely covered in multi-colored balls, each made of a special spongy rubber material and about three inches in diameter, though they spread out as the party steps on them. Anyone attempting to feel the bottom of the floor will be disappointed; the room is a bottomless pit that has been filled to the top with bouncy balls. (No, we have no idea how to fill up a bottomless pit. If the players ask, just say, "magic" and wave your arms like a lunatic.)

All movement is halved moving through the ball pit room, and players may swim as an option to walking though there is little chance they will drown unless they swallow a ball. As the party starts moving the balls around, they will hear laughter echoing through the room. The laughter will continue until the group leaves the room. By the second round of moving through the room, the balls will start launching into the air and bouncing off the walls. After the second round, roll 3d6 for the number of balls that hit each party member. Roll against character's armor class to see if each ball hits. Each hit will cause one subdual damage. Any character that falls unconscious can be carried out by another character in the group.



Bookkeepers Office

This is a modest 20 foot circular office with three desks in it. Each desk is marked 'receivable', 'payable', and 'payroll'. The walls are lined a circular bookshelf filled with tax reports and billing statements. After reviewing the paperwork it is obvious that Wonder Works deals with every place in the world, and possibly even off world.



The drawers of each desk are filled with different office supplies, such as paper, ink, quills, rulers, an abacus, and tax forms for all known kingdoms. The receivables desk is decorated with little cartoonish looking humanoids with hair that stands on end and is almost as long as the figure is tall. There is a small bowl of hard candies on the far side of the payroll desk, after further investigation anyone looking will find a box of expensive chocolates stuffed in the very back of a drawer, along with several licorice sticks. The desk marked payable has a small bobble-headed cat holding a small encouraging sign that says, "I'm with you!" In the drawer of the payable desk is a half-full bottle of whiskey, labeled "Mom's Good Stuff, Single Malt Whiskey."

Bouncy House

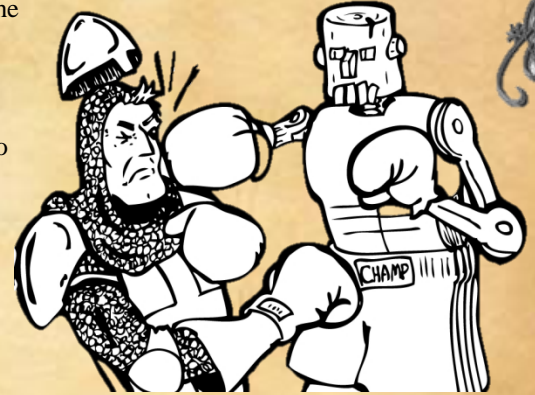
This room is a fifty foot long corridor, approximately fifteen feet wide. The wall, ceiling, and floor look perfectly normal, but feel and act as if they are inflated balloons. Any movement in this room is



doubled, but every movement is set to a random direction unless a saving throw versus Dexterity is made. Upon entering the corridor, a group of similarly numbered soldiers from Flam's army will enter from the other end. The enemies will suffer the same movement problem.

Box'em Sock'em Room

This doorway walking into a massive stadium sized room. Once the door behind them is closed it will disappear. There is a crowd of puppets cheering at the two wooden robots fighting in the ring at the center of the room. If the party asks how to get out of the arena, they will simply point to the ring. "The only way out is victory, or on a stretcher," would be a common statement from the crowd. If any of the party chooses to enter the ring, they will face a humanoid (in size and shape) toy boxer. Should more than one enter, a referee marionette will lower to the ring and insist that only one fighter is allowed at a time.



Once a challenger has been accepted, they will continue to fight until one of them is broken or unconscious. Both the toy fighter and P.C. fighter will be wearing oversized gloves that will avoid any lethal damage. Every hit a character makes on the robot, the dungeon master should roll a d6, on a five or six the robots head will spring up a foot, and the crowd will shout, "You Knocked His Block Off!" When this occurs a trap door will open at the base of the ring and the party can exit the room. Should the party member be knocked unconscious first, another may take his place in the ring.

Crazy Clay Room

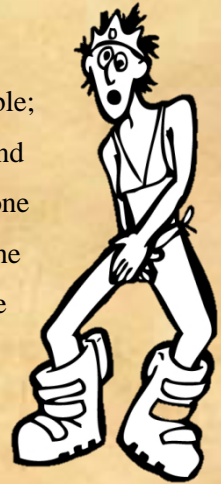


This room is fifty feet by thirty feet with a locked door on the other side of the room, and the walls are covered in large scale black and white illustrations (cartoons mostly). In each corner sits a barrel filled with smooth beige clay. The barrels all have a label that reads, "Use Crazy Clay on your favorite pictures and watch them come to life." By placing the clay over a picture on the wall, when pulling the clay back they will see the image on the clay.

As soon as the clay is removed from the wall, the image on the clay will be able to walk, talk, and interact with the party. If asked how to leave the room, the clay creatures will show a picture of a key on a wall. They party must use the Crazy Clay on the key and then use the clay in the door. Any created character will refuse to return to the barrel, and they will refuse to let the party go until they play. If the party attempts to leave the clay creatures will cling to their feet, holding them in place. The clay will return to its dormant clay state after five rounds of combat, as there won't be enough ink to maintain a picture after five rounds. Similarly, if the party decides to stay and play with the clay creatures they will only survive twenty minutes before their picture starts rubbing off.

Dress Up Room

The room is a gigantic closet filled with the prettiest dresses, shoes, and jewelry available; after entering this room a giant set of hands will proceed to strip the party of clothing and redress them in a random outfit. Once they are dressed, if they spend any longer than one round in the room the hands will come down and redress them again. Any attacks on the hands will be ignored and the longer the party stays in the room the more outlandish the costumes should appear.



1D8	Outfit	Shoes	Accessories	Colors
1	Sun Dress	Ski Boots	Bouquet	Malibu Blue
2	Bikini	Fuzzy Slippers	Bridal Veil	Burgundy
3	Jogging Suit	Sandals	Tiara	Hot Pink
4	Negligee	Glass Slippers	Sunglasses	Neon Green
5	Prom Dress	Practical Pumps	Sun Hat	Indigo
6	Skiing Outfit	Knee-high Boots	Scarf	Fuchsia
7	Bridal Gown	Sneakers	Corsage	Teal
8	Ball Gown	Stiletto Heels	Headphones	Peach



Factory Floor

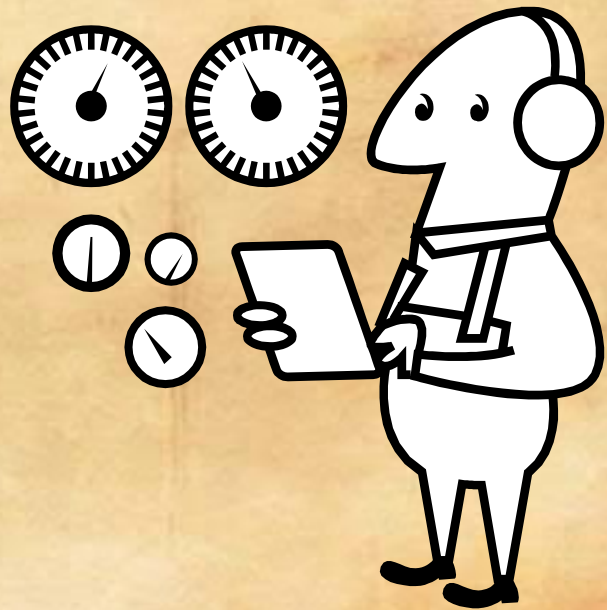
This room is a gigantic warehouse sized factory floor, much as what the party would have expected. There are conveyor belts running toys down chutes and over to worker stations that are adding to the toys. The factory floor is over three hundred feet square, with several support beams throughout the floor. There are four main production lines, two are making only stuffed bears and various animals and the other two are making soldiers. Of the two lines making soldiers, one is red and the other is blue. It is a logical assumption that the bulk of the forces fighting over the factory are coming from this floor.



Sneaking through the factory is very easy, it is noisy and most of the workers have no interest in any of the party members. The workers are simple wind-up toys that seem driven to complete their task at hand. If the party attacks any of the workers, guards from either side will rush to their aid and defend the machinery.



Near the end of the conveyor lines, there is a large bin marked, “rejects”. Inside the bin are damaged, broken, or oddly designed toys of all types. Oddly, none of the toys in the bin have the ‘spark’ of life, however with a quick inspection of the bin there is a small stuffed furry purple bear will make a muffled call for help. The purple bear’s name is Herbert, and he was accidentally created with the wrong material. Herbert will be glad to help the party find Pigetto’s office as thanks for pulling him out of the rejected bin.



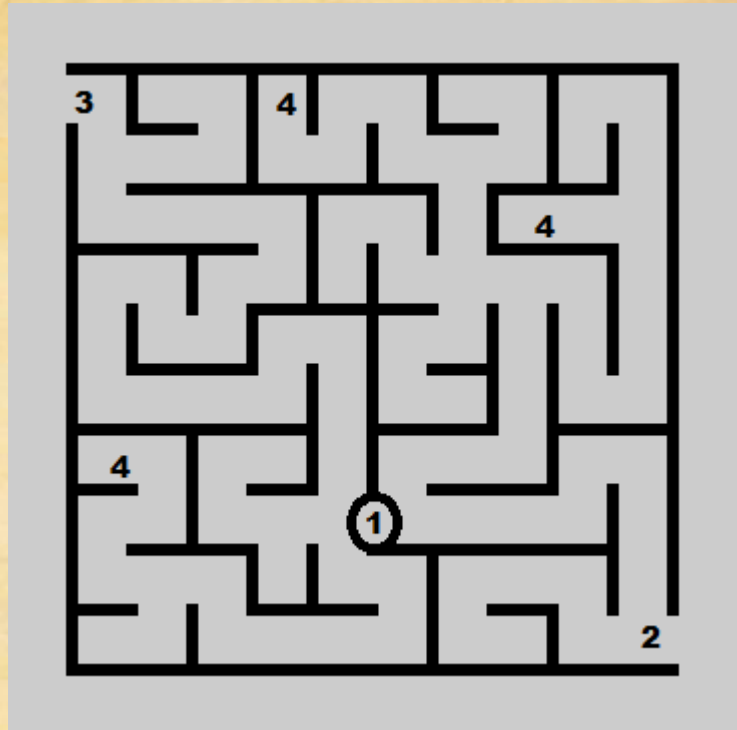


Monkey Maze

Walking into this tight space is uncomfortable, with a simple five-foot wide hallway that turns and leaves the characters confused. It should be fairly obvious that they have walked into a maze.

1) The Riddle on the Floor - on the floor, near four different turning points in the maze, a riddle is carved into the floor in the common tongue.

“Who makes it has no need of it. Who buys it has no use for it. Who uses it has no knowledge of it. You will find me there.”



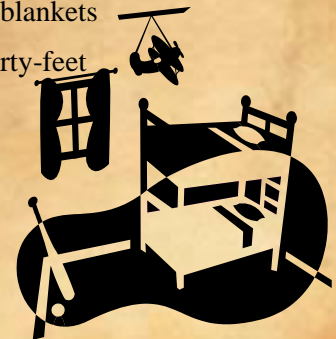
2) The entrance - Just as described above, but as the players go deeper into the maze they start hearing a clanging noise in the distance and unusual laughter.

3) The exit (and silence, the answer to the riddle.)

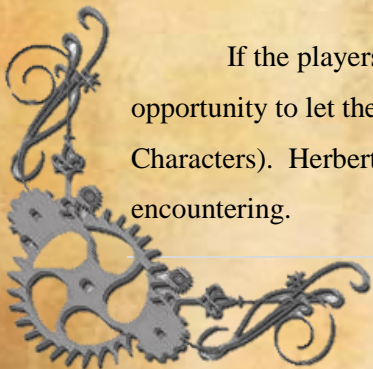
4) Toy Monkey with clanging cymbals (see Noisy Monkey in Details Section) - They will start moving to the center of the maze, the longer the party takes to decide which way to go.

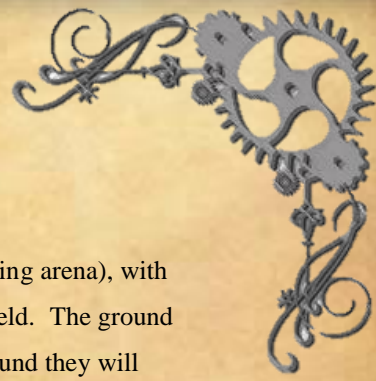
Living Quarters

This is a barracks with row after row of beds, each with matching quilted blankets and a personalized stuffed animal lying on the pillow of each bed. The room is forty-feet wide and stretches on for over three-hundred feet. These are obviously the living quarters for the regular workers in the factory, though it should be obvious that no one has been in there for quite some time.

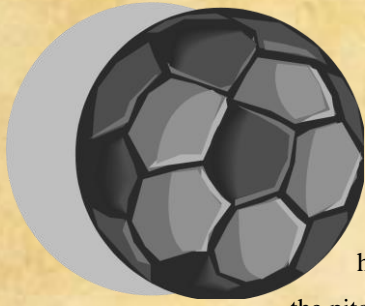


If the players have missed going to the factory, then this may be a good opportunity to let them meet Herbert, the fuzzy purple bear (see Herbert in Characters). Herbert can act as a guide through some of the madness that the characters will be encountering.





Magnetic Brattleball Board



The party will step out onto a Brattleball pitch (or other sporting arena), with large metal statues of sports figures set at different locations on the field. The ground feels much smoother than expected and by simply rapping on the ground they will recognize that it is metal covered. Once all party members are on the field they will hear a loud whistle sound and the ground will start to rumble and shake. Each player will have to make a Dexterity save to maintain standing. The statues will start vibrating around the pitch as a large round ball shoots out from overhead onto the center of the field.

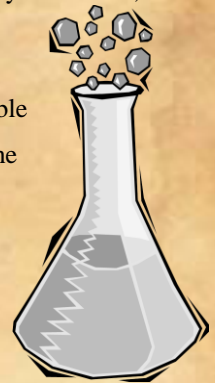
For the room to stop shaking, a goal must be scored. After a goal has been made the party has one turn to make it to the exit door on the other side of the field, before the next play starts and it all begins again. If the party makes it to the other side of the field, the exit door remains locked while the ball is in play.

While the ball is in play anyone attempting to move around the board will be able to do so once they have made their first successful Dexterity save. There is really no need to annoy the players with constantly making them save versus dexterity every round, since they will be dodging the moving players. Each round that anyone is on the pitch during the rumbling of the game, the DM should roll one basic to hit roll (based off of their Armor Class) to see if they were struck by a moving statue. If a character is hit roll 1D6 for subdual damage.

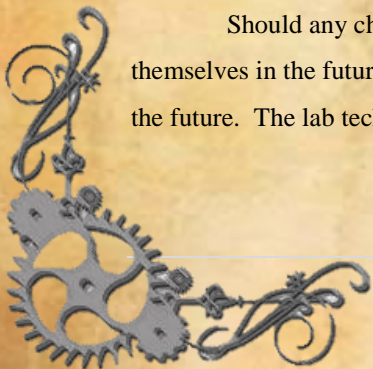
R&D Department

This is large circular room with a domed ceiling and large telescope pointing through an opening in the ceiling. The room is fifty feet in diameter, with laboratory tables spaced five feet apart all around the room. Each table has a different assortment of lab equipment being used in various stages of experimentations of toys. Shelves, with different toys with annotations and notes, are set along the walls around the lab.

There is a table marked “Fire Resistance”, with an assortment of slightly burned toys. The table marked “Shock Absorption” has a winch attached to the table with a large heavy stone hanging from the end of it, and several flattened toys lying around the table. Another table marked as “Cuddliness Testing”, or perhaps cuddliness testing. A table with a large aquarium filled with different types of fish and toys at the bottom, is marked “Waterproof Testing.” Ten tables in all surround the giant telescope.



Should any character decide to look through the telescope they will be looking down on some version of themselves in the future. The telescope is actually a probability-scope, and will show different versions of things in the future. The lab technicians use it to see what toys will do in different situations.





Skee Ball Arcade



This fifty-foot by twenty-foot room is lined with Skee Ball Tables along either side of the room, while on the far side of the room is the exit door with a slot that says, “Prize Door Opens for 50 tickets.” The Skee Ball Tables will spit out tickets for playing, and each try only costs one copper. Any player that tries to break open the table to steal the tickets will be surprised to find it empty; the machine magically creates them after each game.

The game of Skee Ball is similar to bowling; instead of trying to knock down pins the player is trying to sink the ball into a hole with a point value. To play the game using dice, instead of taking the game group down to a Skee Ball Arcade, roll 3D6 and consult the table.

3D6	Tickets Earned
9, 10, 11, 12	0
7, 8, 13, 14	10
6, 7, 15, 16	20
4, 17	50
3, 18	100

If a character wins over 500 tickets a ringing bell will go off and a giant stuffed bear will fall from the ceiling into the characters arms. Feel free to congratulate them on a job well done. This may be another good moment to introduce Herbert.

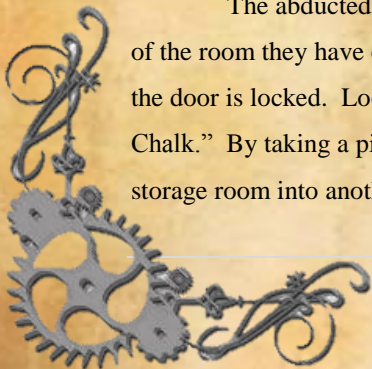
Storage Room

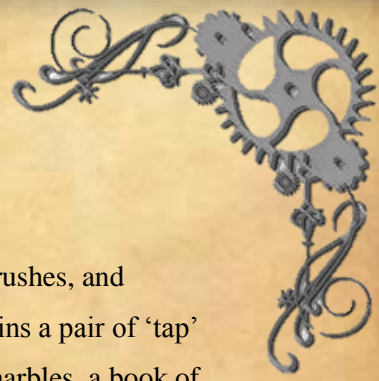
This musty old storage building houses all the back stock of toys waiting to go out, with stacks of boxes looming over twenty feet high. The storage area is over three-hundred feet long and fifty-feet wide. The room is rather noisy, as the sound of voices can be heard all around. By investigating the area they party will discover this is where Flam has been keeping the people from Cheerful Falls.



The hostages are in good spirits and have been surviving all this time using the toys they have found around the storage area to make food and create acceptable shelter. They have used crates to make effective lean-tos and various makeshift cabins. Luckily Wonder Works made a toy oven as well as an edible version of ‘Crazy Clay’, which has made rations possible.

The abducted citizens of Cheerful Falls will point out that the way the party came in was the only way out of the room they have ever seen. By checking the door they came in, like all of the other rooms they have been in the door is locked. Looking around the storage room the party is bound to run into a box marked, “Dimensional Chalk.” By taking a piece of chalk and drawing a door, the group will find they can turn the handle and exit the storage room into another random room.





Weird Janitor Closet



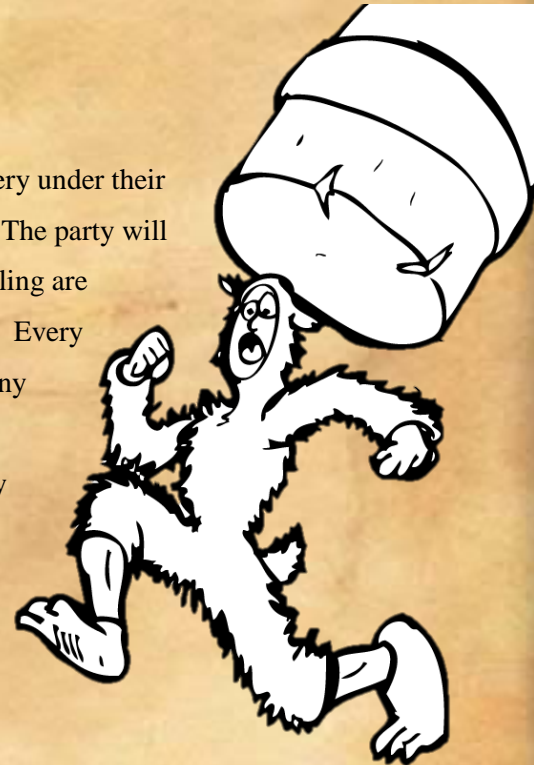
This ten by ten room is filled with cleaning supplies, brooms, scrub brushes, and dusting rags. On a wall to the right there is a metal storage locker, which contains a pair of 'tap' shoes size 11, fifteen gold covered chocolate coins, a rubber fish, three marbles, a book of goblin philosophy, a Ouija board, a paper bag filled with stale popcorn, and a sexy picture of a hippo is on the inside of the door of the locker.

All the cleaning items in the closet are animated and keep the building neat and tidy, but they will become disturbed by the presence of the party. The brooms and dustpans will spring to life and start swatting the party members, forcing them back out of the room. The cleaning supplies will stop fighting if there is a mess to clean up, so the more mess created by the party the busier they can keep the cleaners.

Cleaning Supplies (AC 12, #AT 1, Damage sweep (1D4 subdual), Mv 30', Sv Fighter 1, MI 12, HP 5)

Whack a Mole Trap Room

The party enters into a darkened room and hears the hum of machinery under their feet. There are several holes cut into the ceiling with light coming through. The party will realize that they are now wearing furry mole costumes. The holes in the ceiling are large three foot diameter cuts, revealing a blinding daylight coming through. Every few seconds the floor will make whirring sound, just before it springs up. Any character not under a hole will get crushed (rendered unconscious). All characters that spring through the hole roll any dice if the number is odd they get hit by a large hammer causing 1D6 damage (subdual damage). Once all characters are unconscious, they will wake up in the next room (roll on the random room table).



PIGETTO'S WORLD of Pure Transfiguration



ARE YOU READY TO
PLAY?

The heroes are summoned to a toy factory on the far side of Brattleburg to discover why the workers have disappeared, as they search the abandoned factory, they will discover two forces locked in an epic battle for dominance. In the midst of battle, the heroes must save a trapped toymaker, and fix a broken family! Can the heroes fight their way through enchanted portals, a toy army and family issues with only toy weapons? Or will Playtime end with the ultimate time out?