

A QUIK-N-DIRTY

TALES FROM
THE
FLOATING
VAGABOND

ADVENTURE



by Lee
Garvin

The
Gut

REALITY
CHEQUE

BOWL OR DIE!

A Quik-N-Dirty



Adventure

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Bottomless Beer Pitcher at
Sidereal Lanes.

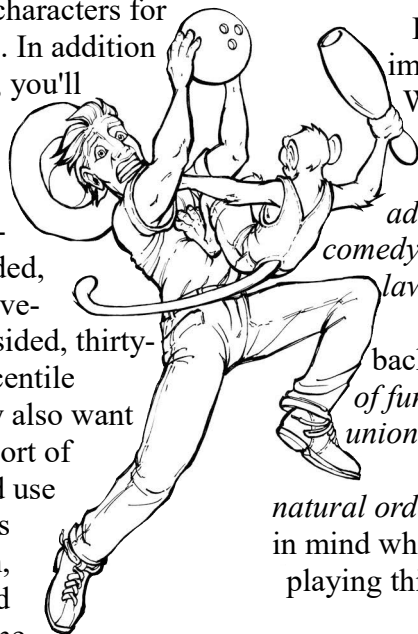
Tonight, two long-time arch-rival teams are playing: *The Floating Vagabond* Gutter Bums, and the *Crane's Nest* Assass-Pins! There is no love lost between these bowlers, as members of one team or the other seem to spend an awful lot of their free time trying to kill members of the other. But no one is going to let a petty little vendetta get in the way of League Night.

What is This Thing, Anyway?

Bowl or Die is a *Quik-N-Dirty* introductory adventure for *Tales From The Floating Vagabond*¹. All of the rules you need to run the game are right here in this booklet, as well as player handouts and ready-to-play characters for up to 6 players. In addition to this booklet, you'll need at least one full set of **TF2V** dice: four-sided, six-sided, eight-sided, ten-sided, twelve-sided, twenty-sided, thirty-sided, and percentile dice². You may also want to have some sort of tokens on hand use for Luck Points and Chugs. Oh, and pencils and paper. And some snacks. Maybe some drinks. And would it kill you to clean up a little? No prior familiarity with the game universe or rules is necessary.

The Floating Vagabond is a

bar built into an asteroid at the center of the universe³. The bar has a *Walker Random Dimensional Portal Generator* on the door, allowing people from any world, from any time, and from any reality to step into a bar in their world, and wind up in *The Floating Vagabond*.



But none of that is important right now. What *is* important is that this is a universe of *high adventure* and *low comedy*. A world where the *laws of physics* often have to take a back seat to the *rules of funny*. A place where *union bylaws* can override the *natural order*. If you keep that in mind while running or playing this adventure, you

3 Well, *a* universe at any rate. See, it turns out there's a bunch of 'em; a *multiverse*, if you will. This means that every decision point in every lifetime has been played out in every possible permutation in some universe. That means that somewhere out there, a version of you has even more unpaid parking tickets than you do! (But in no universe did you ever get to second base with Becky Marsteddler.)

1 Also known as **TF2V**.

2 Also known as d4, d6, d8, d10, d12, d20, d30, & d100.



and everyone around you is more likely to have a good time.

Most **TF2V** adventures start in the bar itself, but not all of them. And since this adventure is meant to teach you the basics of the rules system, there's no need to worry about setting information just now. There are bits of flavor and hints about various people, places, things, and other nouns in the game universe sprinkled throughout the adventure, but not enough to overwhelm your poor tired brain⁴.

4 Okay, let's not start insulting the readers; they have enough trouble coming their way.

A (very) Basic Rundown of the Rules

The first and most important rule of **TF2V** is this one:

Everyone is here to have a good time. If you notice someone not having a good time, change something. If you aren't having a good time, change something else. It's your game, and you should be having fun.

The second rule, also kinda up there on the importantness scale, is:

The Bartender has the last say on any rules questions. Now, this doesn't mean you should throw your weight around and be a bully; it's just meant to nip disagreements in the bud and get the game pointed back in the direction of fun. Be firm, but be fair most of all.

And now we get to the actual rule-y rules:

Stats.

Every character in **TF2V** has Stats. Those stats are **Strength, Nimbleness, Aim, Smarts, Common Sense, Cool, Luck, and Cheese.** All

except Cheese are pretty self explanatory, and you don't need to worry about Cheese for this adventure, as none of the characters we've provided have any. Stats are where your baseline for skill rolls starts. (Hey, a segue!)

Skill Rolls.

Whenever someone is attempting to do something that isn't automatically successful – that is, there is some chance of failure – simply roll a die. If the result on the die is equal to or less than the Skill Total, they are successful. If the Skill Total is so high that it is impossible to roll over it on the die, then they automatically succeed.

Here's where it might get tricky: the type of die to be rolled is determined by how difficult the task is, which in turn is determined by the Bartender⁵. The difficulties are:

5 Oh, we didn't mention: The Game-Master in this game, you know, the one who runs the show, adjudicates the adventure, knows all the secrets, etc. is known in *TF2V* as “The Bartender”. Players are known as “Patrons”. Why the extra level of complication, you ask? What? You've never heard of a little thing called “Style”?



Pitifully Easy (d4)

Routine (d6)

Easy (d8)

Average (d10) – This is where the majority of adventure-related tasks will fall. There is some chance of failure, but anyone who has practiced will have a pretty decent shot. Combat rolls usually start at this level, before any Bumps or Slides are applied.

Challenging (d12)

Hard (d20)

Very Hard (d30)

Nigh Impossible (d100)

Resisted Rolls

Some skills are rolled against an opponent's Stat or Skill Total. This is done just like the other types of rolls, with the difficulty determined by the level of the Stat or Skill Total.

Whenever you need to make a roll like this, consult this handy chart to find the difficulty.

Stat or Skill Difficulty

1	d4
2	d6
3	d8
4	d10
5	d12
6	d20
7	d30
8+	d100



Bumps and Slides

Any time a Patron is attempting a skill under circumstances that would make it harder to do, the skill roll receives a bump to the next higher die type or higher. If a task can be made easier, on the other hand, then the roll gets a slide down to the next lower die type or lower. Just how many bumps or slides a particular roll gets is

determined by the Bartender.

Luck Points

Each character available in this adventure has a number of Luck Points available to them. These are used in those situations when charm, wit, skill, strength, or even bloodshed can't help you.

You can use a Luck Point either before or after a roll. If you use it before, the roll gets slid down to the next lowest die type. If you use it after the roll, you can modify the roll by the result of a d10, to be added or subtracted from the final roll as you choose.

Expended Luck Points cannot be recovered until the next gaming session.

Oops! Points

Hurt happens. And when it happens, the way we simulate it in this game is with Oops! Points. A Patron's Oops Points total is equal to their Strength plus their Luck, plus 10. NPCs have Oops! Points, too, but they use a different formula. No need to worry about that right now.

Chugs and Spills

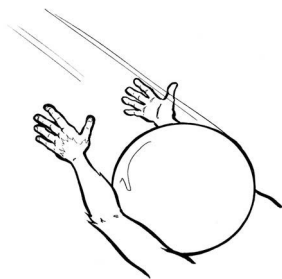
Sometimes someone does something that is just so cool the universe seems to reward

them. Whenever a skill roll gets a “1” on the die, this is called a “Chug.”

Additionally, if the highest number on the die is rolled, this is called a “Spill.”

Chugs are good, Spills are bad.

Chugs – Two things happen when a player gets a Chug. First, whatever they were attempting is a resounding success. In combat situations, this translates as a “Critical Hit”, which means whatever damage the attack would have done, roll two of those dice instead, and add them together. In non-combat situations, the



Bartender describes the outcome, making it the best outcome possible in favor of whoever was attempting it. Second, if a Patron was the one who made the roll, then they get a Chug Point⁶. If the character who rolled a Chug is

a Non-Player Character⁷, then the Bartender gets the Chug Point.

A Chug Point can be used just like a Luck Point.

No one can ever have more than one Chug Point at a time (including the Bartender), so it's a good idea to use it when you can.

Spills – Two things happen when you get a Spill, too. First, whether the roll was a success⁸ or not, something bad happens. It is left up to the Bartender to decide what that is. For instance, If you fail a combat roll with a Spill, it could mean that you've run out of ammunition (we don't normally bother keeping track of stuff like that). On the other hand, if you succeed at that same roll with a Spill, perhaps your target falls off of a nearby cliff, dragging one of your friends with them. It's really up

7 NPC

8 Waitaminit, someone asks; how is it possible to get a Spill and still be successful? Well, some folks may decide to roll the die, even if their skill total is so high that success is guaranteed. The reason to do this is because of the chance for a Chug. But, of course, if you want the chance of a Chug, you have to risk a Spill. It's called “pushing your luck”.

6 This would be a good time to use those tokens we mentioned before.



to the Bartender to decide what will give the scene the most punch, either dramatically or comically.

Combat

When folks begin tusslin' the rules are mostly the same as the ones you just read, with just a couple of clarifications.

Actions in combat – Each turn in combat represents just a handful of seconds. Characters act in order of their Nimbleness stats, highest to lowest. If two or more characters (or groups of characters) have the same Nimbleness score, then each of them should roll a d6, and act in order of highest to lowest among them.

On a character's turn, they can do one of the following:

- move up to their Speed in paces and perform one skill roll.
- perform one skill roll.
- move up to twice their Speed without performing any other action.

If a character wishes to attempt two or more actions in the same round, then each action gets a number of bumps to the roll equal to the number of actions minus one.

Attacks – A character can make a number of attacks equal to their Attacks score each turn, provided they are using their primary form of attack (it's listed on the character sheet).

Attack rolls, no matter what skill is used, usually begin at d10 in difficulty, but are often bumped, or slid, or both by the circumstances. For instance, a ranged attack gets bumped up one die-type for each range category the target is farther than Close away from the attacker, and it gets slid if it is closer. A list of suggested bumps & slides is on the chart on the center insert.

If the target of an attack has any Defense skill, then the attack roll is also bumped a number of times equal to the skill level. Remember, Dodge applies only to melee combat, Duck applies only to ranged combat, and Defense applies to both.

If the attack roll is a success, then the **attacker** gets to roll the damage die, slid

down one step for each armor point the target has.

The damage die roll is then subtracted from the target's Oops! Points.

Dog-Piling

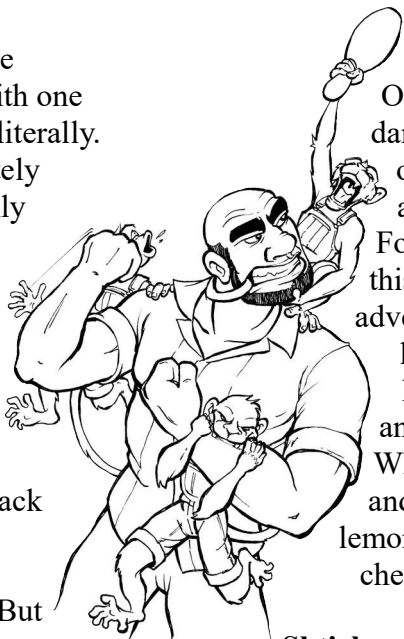
When fighting large numbers of opponents, taking them on one at a time would take forever. Why not do the action hero thing, and punch a whole bunch o' dudes with one swing? Well, not literally. Well, not completely literally. Well. Only sometimes completely literally. When fighting large groups of similar foes, you can voluntarily take bumps to your attack roll in an effort to take out multiple enemies at once! But be careful! Just as you can, the bad guys can gang up on you, and get slides to attack you, so the Bartender only has to attack once for a big mob attack. Use the chart on the center insert.

Sleepy Time & Bye-Bye Time

If a character takes a number of Oops! Points in

damage greater than their Strength stat in a single hit, they must check for Knockout. This means they must roll a d10 Strength roll in order to stay conscious. If they make it, no problem. If they fail, they pass out. It happens. A lot. Otherwise, how would the bad guys ever capture the good guys?

If a character takes *all* of their Oops! Points in damage, they are out completely, and *may* be dead. For the purposes of this learning adventure, though, let's just say they have to go home and rest. On a farm. Where they can run and play and drink lemonade, and play checkers *all* day.



Shticks

The last thing we're going to talk about is Shticks. Shticks are bizarre comedic effects that the characters can have on themselves and the world around them. Not everyone gets a Shtick: only Patrons and important NPCs. The vast majority of bystanders and henchmen-types the Patrons

run into will have no Shticks. Doesn't that make you feel special?

Each character's Shtick is detailed on the back of their character sheet. Their Shtick Score is on the front of the sheet. Every Shtick is tied to a specific Stat, and that Shtick's Score is figured by simply doubling that Stat. This is the number they need to roll under or equal to in order for the “upside” of their Shtick to work (the “downside” cannot be controlled, and will happen whether the Patron wants it to, or not).

These abilities are very powerful, and frankly broken. Therefore, there is a built in limit to how many times the upside can be used effectively. The first time a character's Shtick is used in a game session, the difficulty for the roll is a d4. Each time after that, the difficulty gets bumped up to the next die type. There

is a “Shtick Track” on the side of the character sheet to help keep track: you can use a paper-clip or you can just cross out the die-types as you use them. Human characters, you may note, have a extra d4 spot on that track. That is a little bonus they get to make up for not being as cool as other races. The only non-human character available to play in this adventure is Bugshoe, and he has his first d4 spot already crossed off.

That is just about all the rules you need to start: if at any point in the adventure we introduce you to something we haven't covered yet, we'll tell you how to handle it. If something comes up that we *haven't* mentioned, wing it. No one will notice, I'm sure.

If you or any of your Patrons still have any questions about gameplay, they should be wrapped up nicely in **Act I.**





Bowl or Die! (the adventure)

This adventure takes place entirely within the confines of the *Sidereal Lanes* bowling alley or its asteroid.

Sidereal Lanes is a bowling alley built into an asteroid on the eastern edge of the same asteroid field as *The Floating Vagabond*. They cater to aficionados of the Sport of Kings⁹ from over a dozen star systems in the local cluster.

Sentients of all description and disposition come to Sidereal Lanes to drink beer, socialize, drink beer, play holo-games, drink beer,

complain about politics, drink beer, and sometimes bowl. Its old-fashioned lanes and precise gravity control (Twentieth-Century Earth, Sea-Level) appeal to the more traditionalist bowlers, and beer appeals to everybody else.

As mentioned earlier, tonight is League Night. That means the games actually *matter*!

The Gutter Bums' opponents tonight, fresh from defeating the Reality Corps Book Club's team, the Segues, are the Crane's Nest's Assass-Pins: Crudd, The Weasel,

9 Bowling (duh)

Snake, Pete, Solomon Crane himself, and team captain, Hans Gelber. They've even brought along a cheering section of four of Gelber's Space Nazi goons, holding up little flags saying, "Go Hans!" and "Yay!" The faded and generic wording on the flags leads one to believe that they get dragged out for pretty much any occasion.

Not to worry, though: *Sidereal Lanes* has a very strict no weapons policy. No one has any weapons on them, including the Patrons.



This adventure is organized into three *acts* (just like a show!). An act is usually punctuated by some big action sequence or other important doin's. In the case of *TF2V*, that can mean a fight with some bad guys, a thrilling chase scene, a baking contest, or anything with dramatic appeal.

ACT I LEAGUE NIGHT

This act is really a bit of a teaser for the patrons, as well as a bit of a bait-and-switch. It will also serve to get everyone used to how the dice are rolled.

To begin, everyone is going to bowl one frame.

To do this, each patron and each member of the opposing team need to throw two balls down the alley. One throw is accomplished by making a Sports (Bowling) roll. The base difficulty for the roll is d10.

Now here is where you get to exercise a bit of Bartender's discretion. There are no hard and fast rules on how to adjudicate a bowling game in the *TF2V* rules, so you need to fudge things a bit. Following is an example of one way you could run the bowling attempts, but you should feel free to do it any way you like, as long as everyone involved is having fun.¹⁰

Bowling in Tales From The Floating Vagabond

As mentioned above, the base difficulty for a Sports

¹⁰ In fact, you should feel free to do that for any rules.

(Bowling) roll is d10. The Patron can adjust this by aiming for a turn, giving them a slide on the difficulty; or by making a called shot, trick shot, or otherwise tougher roll, causing the difficulty to get a bump.

A basic roll is very simple: if the roll is a success, then whatever number was rolled is the number of pins you knocked over, with a couple of exceptions. If you roll a Chug, then you have bowled a strike, and have knocked down all ten pins! If you roll a Spill, and fail the roll, you have bowled a gutter-ball (sad trombone noise). If you roll a Spill but still succeed, then you have left the pins in the dreaded “7-10 split”; the hardest shot in bowling. A 7-10 split has a starting difficulty of d20, so it is nothing to sneer at.

The second ball of your frame is rolled the same way as the first. If your roll is successful, then the number rolled is the number of pins knocked over once again. If you knock over all the pins that are left (or more), then you have bowled a Ten Frame, which is very good.

Using these guidelines, you should be able to referee the first round of bowling with no problem. Make whatever adjustments you feel are necessary to suit your players.

Don't worry, though; this adventure isn't going to be all about bowling. Once everyone has had a chance to bowl one frame, plot starts to happen.

Plot Starts To Happen



As the Patron's bowling balls come rolling up the ball-return, choose one of them at random. That character's ball has a little something extra rolled up and stuffed into one of the finger holes, which they discover quite easily. Give that player a copy of Handout 1.

After they've had a chance to read the message, ask the patrons to each make a d10 Notice Detail roll. On a success, they see that Hans Gelber, on the Crane's Nest team, is pulling a similar message from the finger-hole of his ball.

Allow the patrons to make of that what they will: whether they want to try to steal the

second note from Gelber, or just go with the information they have.

Whatever they choose to do, the bad guys have noticed that the good guys have a message of their own, and are very curious.

If the heroes don't decide to try to follow the directions in the note, the bad guys will attempt to steal the note and go after the models themselves,



thinking of demanding a ransom from their agency.

If they do decide to mount an expedition, the bad guys, having only partial information, will assume that the heroes are going after a treasure of gems and precious stones, and will follow them stealthily.

Up Your Alley

The patrons should quickly realize that the quickest way to get to where the note speaks of is to sneak through the door at the far corner of the alley, labeled, "Employees Only."

How they do this is up to them, and frankly, any idea will work. If they come up with something *truly* stupid, roll your eyes and roll a die behind a screen, then act all surprised that it worked.

The door leads to the pin-reset area, where the huge and intricate machinery used to reset the pins after every roll clangs and churns and chugs, making a godawful racket. This is the realm of the pin-monkeys, and they are very territorial.

The pin-monkeys are the sentient monkeys that maintain the machinery. They live back here, subsisting on snackbar food and soda-pop. Twenty minutes ago, one of them found the tubes that deliver the the syrup for JazzyFizz Cola to the soda fountain out front, so these monkeys are *all* sugared-up. And sticky.

When they see the patrons, they will hide among the machines for a turn, and then leap out, flinging bowling pins at the heroes.

There are enough pins

lying about and constantly getting pushed back that no one is in any danger of not being able to grab one. The pins do d4 damage either when thrown, or when used as a melee weapon (Swing Nasty Pointy Thing), before adjusting for damage bonus.

The monkeys are not interested in killing or capturing the patrons, just keeping them away from the machines, and making sure they don't bogart the syrup. If the heroes can get past them, they can follow the rails of the ball return system into the entrance of the caverns at the back of the chamber.

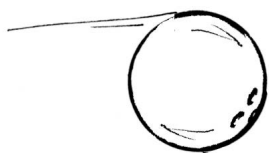
Run the fight using the rules you've learned up to this point. You'll find the stats for the pin-monkeys in the pull-out section at the center of this booklet.

For a bit of fun color, anytime one of the combatants on either side rolls a Spill, have one of the pin-reset machines grab them and pull them through the machinery, squeeze them into a rough pin-shape, and set them down in one of the alleys, ready to get knocked down again by an eager bowler. If this happens to a pin-monkey, they are out of the fight. If it happens to a

Patron, they will have to either make their way to the back door again (which will take 4 turns), or else crawl through the machinery, taking 1d4 Oops! Points of damage as they do (which will take 1 turn).

However they manage it, the patrons should eventually make it past the pin-monkeys, following the ball-return rails into a tunnel going deep into the asteroid.





ACT II THINGS GO OFF THE RAILS

The journey into the bowels of the alley¹¹ is a noisy one. The ball-return is constantly working, and the thunder-like rolling and occasional crashing makes conversation difficult.

The ball-return is quite a bit more complicated than most. The balls roll on a pair of rails that twist and turn through the caverns for a couple of miles, before being accelerated for the return trip at the end of the tunnel.

Following the rails is easy at first. They are situated at the top of the tunnel, outgoing on the right side, incoming on the left (as you face away from the alley). After a couple of miles, the tunnel starts to get wider, and a ravine forms in the middle, so that there are now two ledges, each under a different pair of rails, and they slowly drift apart to the point where one side of the tunnel is

no longer visible to the other.

The patrons should be following the outgoing rails. After a little while, they hear a muffled “boom” in the distance. This is the sound of Hans Gelber's Space Nazi goons blowing a hole in the side of the asteroid with their ship.

They used their high-tech whozits to narrow the patron's location down a bit, and shot a hole in the opposite side of the tunnel in order to get a lead on them.¹² The patrons won't encounter the bad guys until the tunnel narrows again after a few miles. When it does, they



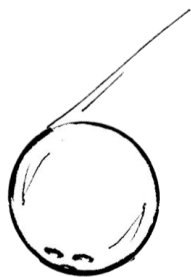
will see Hans Gelber and his four Space Nazis navigating the narrow ledge on the opposite side of the chasm. The Nazis will see the patrons at the same time. There is a great opportunity for some frantic action as both parties start to speed up, trying to out distance each other, as the

11 Heh. I said “of”.

12 Yes, Space Nazis cheat; go figure.

tunnel gets narrower and narrower, eventually getting to Close Range. That's when the bad guys reveal that they really are bad guys, by drawing the Laser Lugers they brought with them from their ship (the Space Nazi Goons, that is, not Hans), in blatant defiance of Sidereal Lanes weapons policy.¹³

Make sure the Patrons know that they have access to dozens of bowling balls that are constantly zipping past overhead on the rails to use as weapons. Any Patron wishing to use one can simply reach up and grab one (the Space Nazis won't be able to do this after the first turn, as you will see below). They can be thrown quite hard, doing d6 damage, plus any Damage Bonus for Strength. Unfortunately, they



are somewhat ungainly, and so have a 1 bump penalty to hit.

After the first turn of combat ends, the outgoing rail has become bent, somehow, and the bowling balls are gathering, colliding, and reaching critical mass. After the third turn, no matter how it is going, there is a thundering KABLAAAMMMM!!! As if Dick Ritger himself had just bowled God's own strike.¹⁴

Everything goes black.

(Please note: If Myron's player successfully used his Shtick, he will be unhurt by the explosion, and thrown to safety behind some rocks. Tell his player to sit tight, he will rejoin the others presently.)

ACT III PRISONERS OF THE BRUNSWICKI

This next act is what's known as a "cheat". The players have no idea what happened, but you're going to treat them like this kind of thing happens all the time. And let's be honest: you watch TV; it *does*. If it wasn't for horribly inconvenient things happening to the heroes, plots would

¹³ See footnote 12 about cheating.

¹⁴ Go on, look it up; I dare you.

never move forward, and drama would never happen.

The Patrons awake, finding themselves in a large torchlit cavern, fed by a number of tunnels, with a river running through it. They are each tied to a stake surrounding a gigantic cook-pot. On the ground near the cook-pot are the neatly folded uniforms of the four Space Nazi goons. The goons themselves, are nowhere to be seen. Tied to another stake right next to Arithon (of course), is Hans Gelber. If anyone voices concern or curiosity about where the missing Space Nazis are, Hans froths: "Isn't it obvious? Our captors have eaten zem! Ze zavage zvine!" (His fake accent always gets worse when he's *really* angry.)

Now is a prime opportunity for some great role-playing. The Patrons should try to figure out a way out of this predicament, of course, but what to do about Gelber? Do they join forces with their arch-nemesis to survive to fight another day? Do they pit their captors against him? Do they help Gelber conquer the Brunswicki? Everything's on the table!

Give them a few minutes to



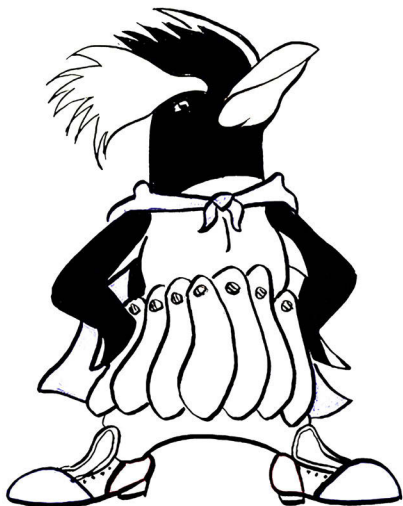
start acting on their plan¹⁵, and then their captors show up.

Out from the tunnels surrounding the cavern march a tribe of feral-looking penguins. They carry spears, wear war-paint, and some sport skirts and headdresses made from the soles of bowling shoes.

The Patrons are very resourceful folks, and there is little doubt that they will find some way to get loose fairly quickly. Whether they do or not, one of the penguins steps forward, brandishing his spear at them and glowering adorably. He makes some

15 As a matter of fact, Myron may already be free, and hiding in the shadows nearby, waiting for a chance to rescue his friends. He has tracked the Brunswicki to their village through the night, and just caught up to them. He has one round to act before the tribe returns. Also, he's the only one who has been conscious to see who they are.

variation of the following speech, depending on the situation.



*“We are the Brunswicki!
Vile Priests of the Rolling
Death: you shall no longer
escape the rightful vengeance
for the horrors visited upon
our ancient ancestors by your
kind! Too long have we
Brunswicki suffered. Held
captive by your machines, and
then sacrificed in your profane
rituals by covens of badly
dressed priests!*

Seems like right about now
would be a good time for
another big battle, don't it? If
the Patron's haven't gotten
loose on their own yet, Hans
will wriggle free and untie

Arithon. Sure they may hate
each other, but even Space
Nazis recognize the value of a
good adversary team-up when
they see one.

Even though the Patrons
are unarmed, they will be able
to find something to fight with
in the Brunswicki village. For
instance: over just behind the
stakes they were tied to are
totemic piles of the dreaded
rolling death¹⁶!

In the meantime, the
Brunswicki deploy their
ancient battle tactics, based on
the observations of their
revered ancestors. Their
spearmen assemble in
triangular formations of ten,
with one lead warrior toward
the enemy. They will attack as
a group, using the Dog-Piling
rule, so their beginning attack
roll is d4. Doesn't sound too
rosy for the good guys, unless
they do something, quick!

This perfect storm of
idiocy should collide into some
great action if your players
make the connection. To
hammer it home, allow them to
use their Sports (Bowling)
skills for this fight.

16 Bowling balls, duh!



How About Some Back Story?

Many, many years ago, a population of nearsighted penguins escaped from an intergalactic zoo, and found themselves a new home within the caverns in this asteroid. The curiously fish-filled rivers were certainly fortuitous, but more important to the penguins was the discovery of mummified ancient ancestor penguins! It was from them that they took their tribe name, of course. But then they witnessed the awfulness of the alien death-priests abusing their honored dead by knocking them around with the Rolling Death!

Back To The Action!

Being good-guy types, it is entirely possible that the Patrons may try to stop the battle before things get too far out of hand (or they may just be having too much fun; who are we to judge?). No matter what direction the action takes, after a few turns of combat, Hans yells out, “You’ll never eat me like you did my poor men!”

At that, the battle stops in awkward silence. The penguins all look at each other and then at Gelber and the Patrons. One of them says, “Is that what you think we did?” All the penguins shudder in revulsion at the idea. “We’re savages, not *monsters*! We’re pescatarians! Your men defected to our side as soon as they saw our health plan!”

At that moment, from out of one of the tunnels, the largest of the penguins waddles out, ungainly bowling-ball scepter in one hand, ornate headdress on his head, flanked by four former Space Nazis, now nearly naked; except for skirts made of bowling shoe insoles, and warpaint, with the tallest also wearing a modest headdress. One of them is still wearing black socks and

combat boots; old habits, it seems. The one in the headdress is holding a small hand mirror and saying, rapturously, “I feel *fanTAStic!*”

Hans Gelber's eyes look as if they are about to burst from their sockets. “Fritz! Oly! Jeff! Mike! What have zey done to you?”

The one called Fritz

you have the authority to boss around 8 or 10 guys below you if none of them like or respect you? I mean; you're our Gruppenstompermeisterfuher, so that means, you can boss around, what?”

Gelber manages to mumble, “Eight sousand guys.”

“Right, but do any of



answers, “Oh, hi, Hans! We've gone native! It's great! These little guys are really onto something good.”

“What? But Fritz, you were up for review next week, you could make make Gruppenstomper!”

Fritz continues, unaffected, “Don't you see, Hans, none of that stuff matters: So what if

them actually like or respect you? Do you even like or respect *them*?”

Gelber points at the four ex Nazis, “You guys! You, Oly, Jeff, and Mike! You even came to cheer me on for League Night!”

“Because you ordered us to. Fear isn't respect. You don't even know anything about us.

Did you know that Mike builds amazing model train sets? (by the way, Mike, I saw a great place to set one one up in the caves over there.)”

“Hey thanks!”

“And have you ever bothered thanking Oly for the cake he baked for your birthday party?”

“I... thought it was understood...”

“And what is my wife's name?”

Gelber closes his eyes for a moment. “I want to say... Lisa?”

“Trick question! I'm not married! Face it Hans: You are a *bad Gruppenstompermeisterfuher!*”

Hans is dumbstruck. He spins around, looking, once in his life, not for a target, but for a hug. He collapses into

Arithon's arms. Good enemies are better than bad friends any day.

Once the bruhaha is over, and the Brunswicki have taken care of their boo-boos, they will show the Patrons where the passage leading to the models is. They discovered it themselves only this morning, but since they have no interest in the outside world, paid no heed.

Hans Gelber will continue to follow along with them until the end, quite subdued and sullen.

Finally, the search is over! All those long subterranean miles and darkness and perils and confusing jump-cuts, and it's finally over!

Hidden in a nearly inaccessible crevice is the wreckage of a short-range personal transport that has been converted (badly) into a lean-to of sorts. Utilizing this shelter are the models who wrote the distress note from before. Oh, did we mention that they are professional tentacle models? Yep. They are all female decapoidians, named, Diamond, Jewel, Gold, Jasmine, Silk, Silver, Gossamer, and Ambrosia, and





AFTERMATH

This is the part where you hand out experience points. In a full campaign, you can use these points to raise skill levels, learn new skills, improve Stats, or even manifest a new Shtick! Wowzers!

If you plan on doing something like that, here's a handy guideline for how many Experience points to hand out:

Accomplishment	Points
Win the Bowling Tournament	1
Defeat the Pin Monkeys	1
Defeat the Space Nazis	1
Defeat the Brunswicki	1
Befriend the Brunswicki	2
Rescue the Models	1
Team-up with Hans	1

And as a special bonus, if any Patron manages to paralyze the table with laughter during the game, that's usually good for a Chug, on the spot.

they are *very* grateful for being rescued.

Now, depending on how adventurous your players are feeling, this could get very silly; Bob, of course, is up for *anything*, but the others tend a bit more toward the *traditional* side of the street.

Getting the ladies out of the asteroid is a lot easier than getting them in, because the hole they made when crashing in is still there – they were afraid to go through it because there was a spider web there.¹⁷

¹⁷ And there is, too! A big one.

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