



SCOURGE OF THE TIKBALANG

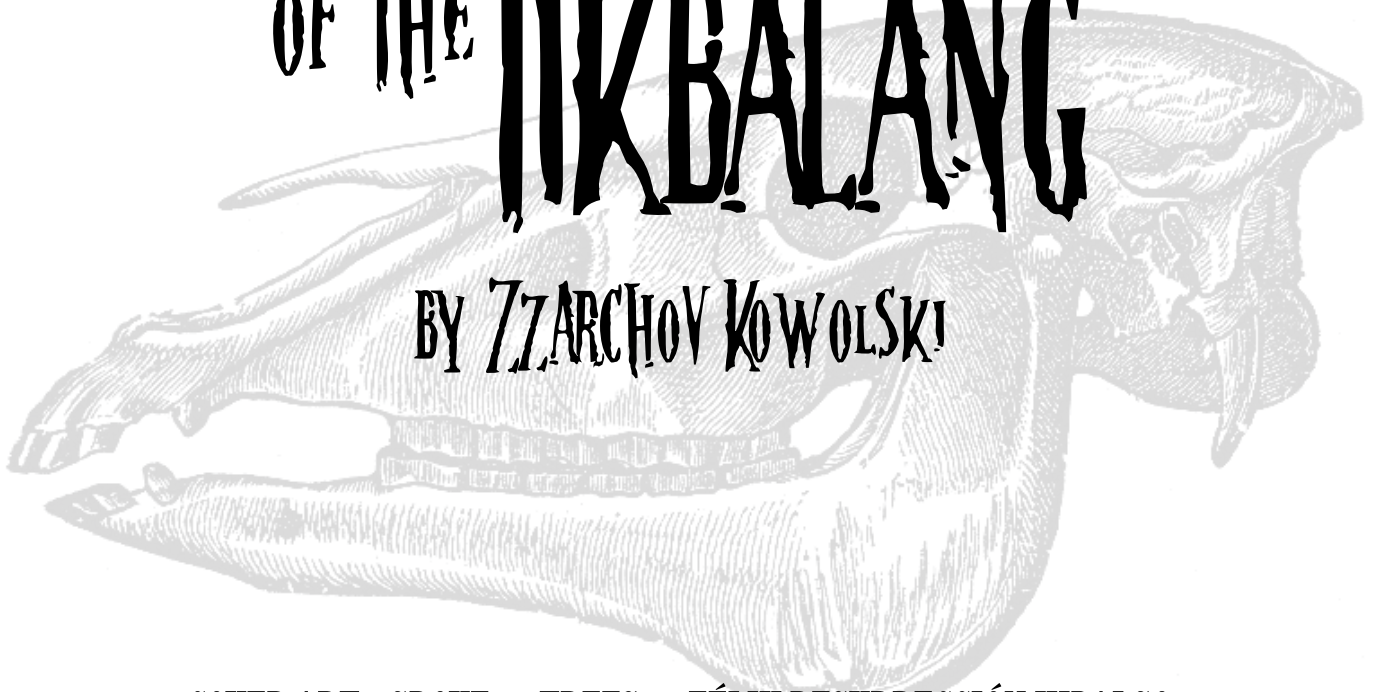
BY ZZARCHOV KOWOLSKI

— AN ADVENTURE FOR —
NEOCLASSICAL GEEK REVIVAL
AND OSR ROLEPLAYING GAMES

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BY ZZARCHOV KOWOLSKI



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A REQUEST

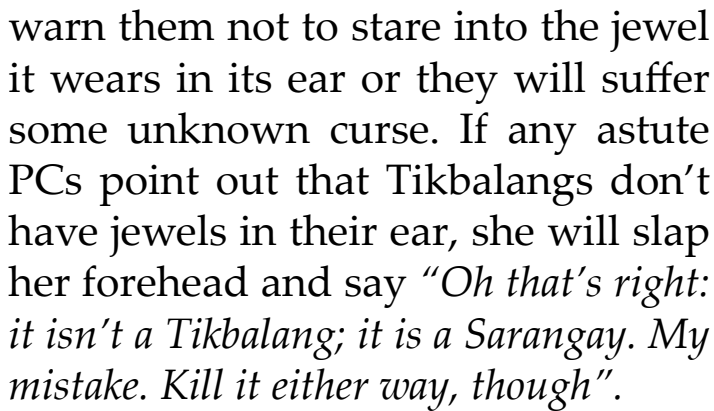
This adventure is far darker than it may appear at first glance. Really take a read through and appreciate the kinds of bad people and reprehensible behaviour that can arise in this adventure and be careful with your audience. Just as some people can play a game with the death of an infant and some people have suffered miscarriages and don't want to think about it in the middle of a social outing, you will need to make sure this adventure won't mortify anyone in your group and ruin their evening over a game. I am not going to spell out what in this adventure requires this veritable "trigger warning" because if it isn't obvious to you that is a good indication you may need to think on it a little more before deciding to run it.

SET UP

The village of Taal is nominally part of the Rhajanate; its distance from the capital makes it largely autonomous but also vulnerable to the local brigands, warlords, and pirates of the area. Most of the village lives by fishing or subsistence level farming, as the gold mine that served as the original cause of the village's foundation was played out over a generation ago. The flow of gold may have stopped, but the village still has a sizable stockpile saved for a future emergency – and that emergency may be at hand.

A vicious Tikbalang has been reported in the area and it is terrorizing

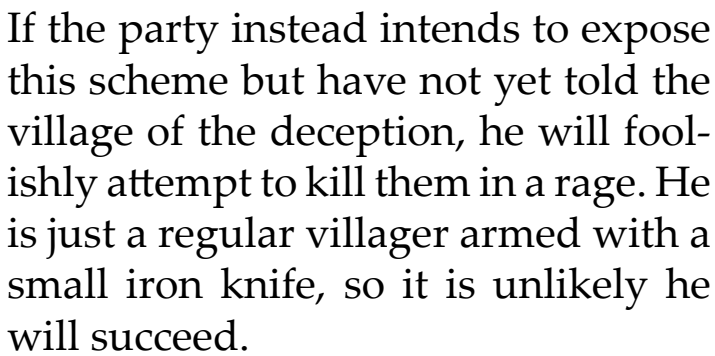
the village. The townsfolk are too frightened to attempt to hunt down the beast and the village elder is cautious about emptying the town of defences, since there are pirates in the neighbouring village. A heavy reward in golden treasures is offered if the rumours can both be proven true and solved by bringing the head of the beast to the elder. If the beast is not slain, the villagers may need to kill those it assaulted, lest they give birth to more Tikbalang. It is hoped that, if the original beast is slain, the children will be born as normal human children.



NGR: 0th level 2 part priest. She is frail (4 strength) and sickly (5 health). She has 15 piety and the Miracles, Exorcism, and Dogma powers.

AS you may have deduced, there is no Tikbalang. Mayumi was having an affair with Makisig when a jealous Dakila tried to catch them in the act, barely missing his opportunity. Mayumi spun the first tale she could think of, but Dakila wasn't buying it as he dragged her back to town. Realizing what his dipshit brother had probably done and fearful of what Dakila would do not only to his brother but Mayumi as well, Magtanggol added his own support

Kiko, being a pathological attention seeker no longer able to gain the lime-light, quickly fabricated her own tale of woe to bring the spotlight back onto her. While normally her story would have been discounted, the heightened paranoia and the benefit her story provided to Datu and Magtanggol ensured no one doubted her. Makisig saw his brief window of opportunity to escape before Dakila wised up and killed him, so he took it and secretly moved into the abandoned gold mine. Unfortunately, Mayumi became pregnant. Datu added to the myth of the Tikbalang by claiming that, if it is slain, any unborn children it sired will revert to being human children



This small coastal village has 8 napa huts still standing and a dozen burned down husks. There is a crude dock, which currently has a small Junk moored alongside it. There are 30 villagers remaining, mostly the elderly and some children. Everyone else was slain in the raid, fled into the jungle, or was taken and sold as slaves. There is a garrison of 5 pirates who sleep in one of the napa huts with Captain Yalung's horse tied outside of it. The PCs will need to sneak quietly into the village at night and decapitate the horse without raising the alarm from either the pirates or the townsfolk (who do not wish to be blamed for the incident). Alternately, they could try and free the village from pirate oppression. There are 25 more pirates on the Junk alongside Captain Yalung.

OSR: 5th level thief. AC: As leather and shield (high Dexterity). Attack: As weapon (d8 with Dao). 20 hp.

NGR: 5th level, 2 part rogue, 1 part bard. Quick on his feet (16 agility) and charismatic (16 social) but also somewhat sickly (8 health). Parkour, Detect Traps, Expert, Leadership as powers. 20 luck points.

Equipment: *Leather armour, Dao Sword, Whip, d1000 pieces of silver stamped with Shogun's seal (stored on his boat).*

Thirty 0th level humans in leather armour with battleaxes. (OSR: Excellent morale NGR: 10 spirit and Yalung's leadership)

new saviours, venerating them first as folk heroes and then later as unofficial saints from half-remembered tales while under Western Colonial rule. If the PCs quietly sneaked in and killed the horse, Captain Yalung will blame the villagers and cut off all of their right hands the following morning despite their cries of innocence.

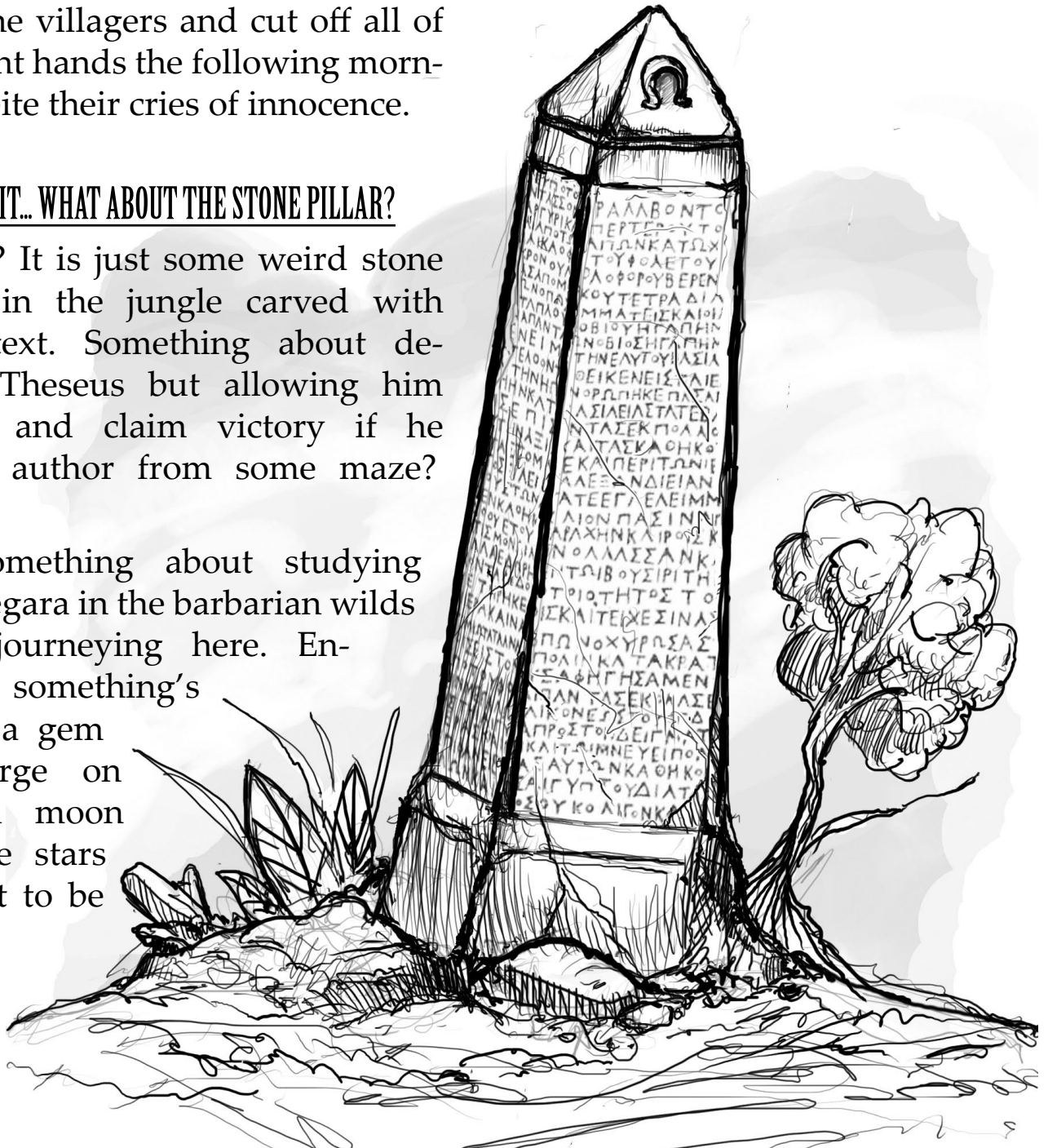
reborn as a living god?

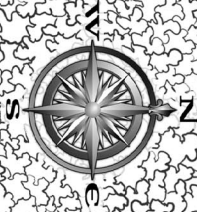
All gibberish really. Best to just forget about it.

HEY WAIT... WHAT ABOUT THE STONE PILLAR?

Oh that? It is just some weird stone obelisk in the jungle carved with Greek text. Something about defeating Theseus but allowing him to live and claim victory if he led the author from some maze?

Also something about studying
from Megara in the barbarian wilds
before journeying here. En-
tombing something's
soul in a gem
to emerge on
the full moon
until the stars
are right to be

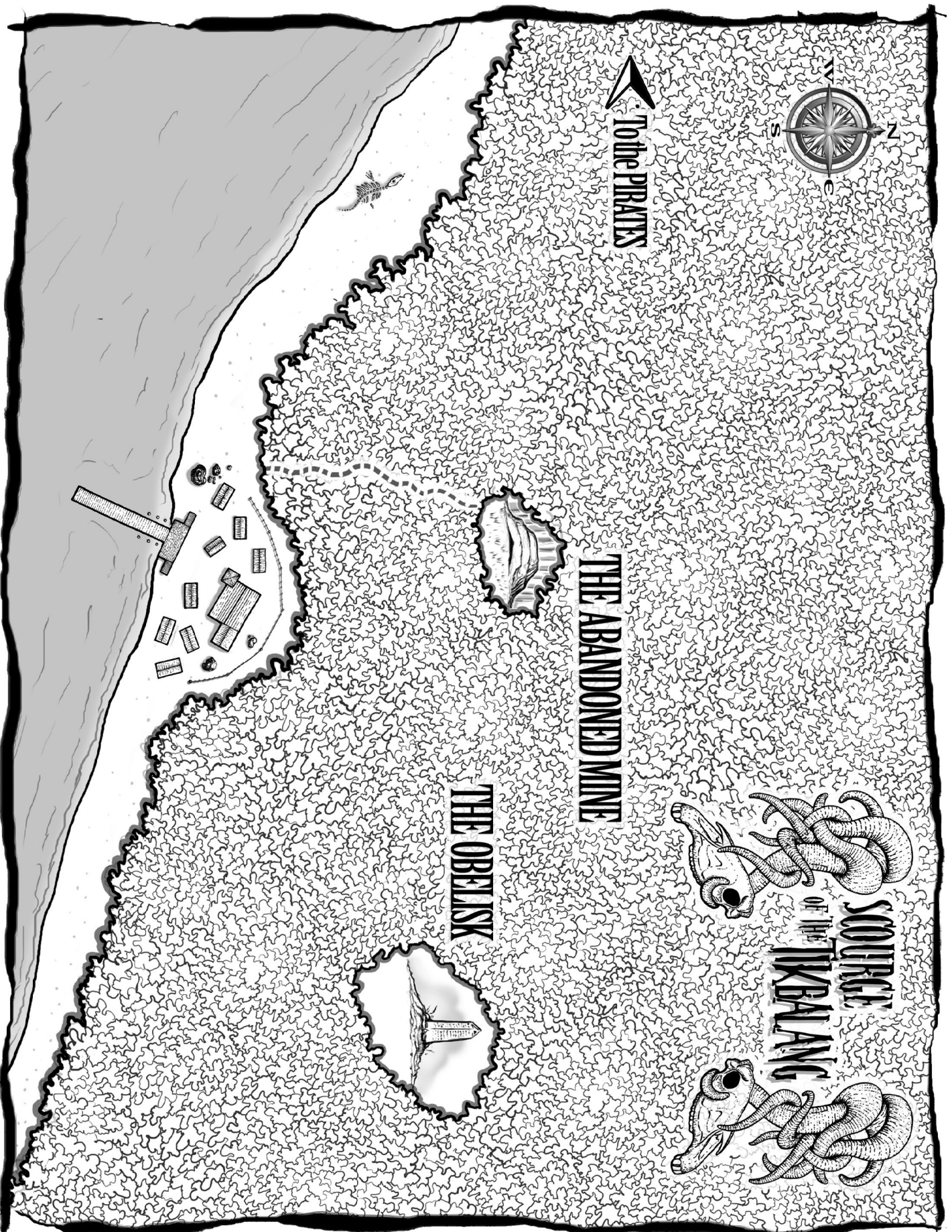




To the PIRATES

THE ABANDONED MINE

THE OBELISK



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