



# KIDS ON BIKES

FREE CONTENT FRIDAY  
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ANACONDAS ON AIRLINERS

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**Content Warnings:** *Snakes, heights (flying in planes, flying), action movie violence, spooky religious rituals, horror elements (including bugs), plane hijacking*

## SETTING INFORMATION

**Welcome! Bienvenidos! Willkommen! Thank you for flying Serpentine Airlines.**

You are about to take a flight cross-country to the beautiful arid desert town Fort Irwin, California. You might be pulling a heist on the plane or summoning the Apocalypse! Regardless of what your goal might be, let's go through some safety features of this airliner. This state-of-the-art aircraft has several seats that may be cramped for humans, but are incredibly comfortable for your ophidian bodies!

For those of you seated in an exit row, you'll see humans attempting to escape in the event of an emergency landing. If this happens, coil yourself around a human leg as they slide down into an inflatable raft. If you cannot find a leg, the seats act as floatation devices. Wrap yourself around one and hiss (and or rattle) at any mammals to assert dominance over the device. In the cargo, you'll find additional seating for cats, dogs, birds, non-poisonous reptiles and other animals. They will all be restricted to individual confined spaces, but you can still communicate with them through their bars.

If we arrive at Fort Irwin, be sure to carefully slither down the stairs and watch out for any predators! The town itself is full of great places to visit, including the Abandoned Zoo, the Tourmaline Mine, Pestilence's Underground Garden, and the Volcano Waterpark.

**On behalf of Serpentine, we welcome you aboard and hope you have a wonderful flight!**

## SETTING TOUCHSTONES

- *Snakes on a Plane* (Movie)
- *Snakes on a Train* (Movie)
- *Anaconda* (Movie)
- *Lost* (TV Show)

Instead of the standard town creation questions, pose these questions to the players instead:

- **Group: Why are you taking over the plane?** Are you about to pull a heist? Or maybe it has something to do with freeing the animals onboard the plane. Or perhaps the plane is needed to open up

a gateway into a parallel hellscape dimension, where snakes are worshipped in society.

- **Individual, Shared: What kind of Snek are you?** Some examples could be rattlesnake, viper, cobra, or the like. Or maybe you're not bound by traditional labels and you prefer to be a Goth Snek.
- **Individual, Shared: How did you sneak onto this plane?** Did you hide in the cage of another pet? Did you creep in with some hand luggage?
- **Individual, Shared: Why are you here?** What's motivating you to be here with the group? Just because the team has a goal, your incentive might be different. Do you want to prove yourself to another Snek? Do you think this would be a good way to advance your Snek career?
- **Individual, Shared: Who do you think you get along with the most in this Snek gang?** This will be between you and another player and may not be mutual. Maybe you just like another Snek more than the others, or you trust that they'll have your back because of a previous incident.

## POSSIBLE POINTS OF INTEREST

### Places on Serpentine Airliner that could be of interest:

- **First Class:** There are flight attendants with glasses of champagne and moist towels. The chairs are massive. They look like the best place to take a nap. The seats even convert into a bed. There might also be showers and a fully stocked bar.
- **Business:** Somehow, this looks a little like First Class without the large seats, shower, or full bar. There are, however, little pouches that flight attendants hand out with toothbrushes and little tubes of toothpaste.
- **Economy:** Looks like some awkwardly-seated humans are here. It's cramped, it smells, and everyone's scared of touching one another.
- **Premium Economy:** It's literally just Economy but with two inches more of space.
- **Cockpit:** Humans are flying this ship. You're gonna need to take them down to fly this baby yourself.
- **Cargo:** Here, you'll find the other animals. Most of them are pets. Some might be stowaways like yourselves. They're all in pretty

uncomfortable confined spaces in the bottom of the plane. There's also some human luggage here.

### Places in Fort Irwin:

- **Abandoned Zoo:** The lights are still on and the soft eerie music still plays, but none of the habitats are functional. A family of red foxes has taken over a habitat, where strange rituals are sometimes held.
- **Tourmaline Mine:** Such power emanates from this place. You are drawn to its pale green energy. You don't know why, but the crystal cave calls to you.
- **Pestilence's Underground Garden:** Down a flight of steps in the middle of the woods lies a garden. White birch trees hang upside down, shedding their ashen skin onto the ground. In the center is a carved wooden table with four chairs.
- **Volcano Waterpark:** No one goes here. **Black tar** oozes out of the volcano, supplying the "water" to the rest of the park.

### POSSIBLE NPCS

- **The Queen:** A stowaway Munchkin cat that has claimed the **Cargo** area of the plane as her own. All the pets stored there consider her to be the queen of the plane, and it's pretty obvious why – she's really charismatic. She's also an interdimensional being.
- **Danien:** A jumpy Great Dane located in the **Cargo**. He's very nervous and confused. He's not sure what he's doing there or why. His humans are in First Class.
- **Ms. Sparkles:** A fashionable black and white husky with a purple studded collar located in the **Cargo**. Extremely well-groomed and confident, her owner is a pet groomer who's taken her on vacation.
- **Sushi:** A sarcastic lemur in the **Cargo**. She has some ideas on how to overthrow the current queendom and claim the title of Queen for herself. Her human is in Premium Economy.
- **Squash:** An outspoken and energetic lizard in the **Cargo**, who's a strong supporter of The Queen. He will stop anyone and preach the word of The Queen. His owner has forgotten about him. This is his third flight.
- **Killer:** A therapy mutt located in **Economy Class**. She's relaxed, cool and collected, but that might be because she's a bit of a hippie. She wears a tie dye bandana around her neck.

- **Father Thomas:** An elderly priest human who claims to be going on a “business trip”. He is sitting in **Economy Class**. He seems to have some sort of strange aura or glow about him. He also appears to be supernaturally strong.
- **The Foxes:** A family of foxes that live in the **Abandoned Zoo** in Fort Irwin. They’re... cryptic. Each fox says a word at a time to form sentences, such as “We,” “Have,” and “Arrived.” They claim to serve the God of War.
- **Legion:** They live in the **Tourmaline Mine**. They come in the form of your own reflection against the gemstone surface. They only speak in whispers.
- **The Four Horsemen:** Apparently they’re going through some internal turmoil. Based out of Fort Irwin, they’re not talking to one another currently, because of some old grudge.

### POSSIBLE ADVENTURE HOOKS:

All the adventures here can either be light and silly or serious, unless otherwise indicated.

- **The Queen** wants you to help open up an interdimensional portal to Heck. It’s apparently a place where animals roam free and do whatever they wish, without having to cower under humans. Sneks especially are revered there.
- One of the **Four Horsemen** has called you to Fort Irwin to help rebuild their friendship and in turn, reuniting their old metal band. Once the band gets back together again, they have promised that they will grant you a wish each, before summoning the Apocalypse (terms and conditions may apply, i.e. you may not wish for the Apocalypse not to happen, you cannot wish for more wishes, etc.)
- **Sushi** has asked you to start a rebellion on the plane. She wants to overthrow the Queen (and become Queen herself) and free all the animals on board so they can take over and drive to Florida. Why Florida? Because why not.
- There’s a very, very important artifact onboard this plane that a **client in Fort Irwin** has sent you to collect for all the mice that you can possibly imagine. It’s a stone wheel with symbols carved on the outside. You need to steal it and get it to the Tourmaline Mine.

### POSSIBLE OTHER MAJOR THREATS

- **The animals in the Cargo** have been feeling extremely sick. There’s something wrong with the air or the food. Whatever the contagion

is, you need to figure it out, or put everyone at risk.

- **All of the humans** have frozen in place. The plane is on auto-pilot for now, but even the pilots are stuck in mid-brunch poses, shoveling eggs into their mouths. The animals are still able to speak and move, but you should think of something quick to land the plane safely.
- The volcano at **Volcano Waterpark** has erupted and won't stop stop, flooding past the boundaries of the park, encroaching into other areas of Fort Irwin.

## POSSIBLE MONSTERS

- **The Mongoose:** Your natural enemy. Some of them are cool when they're not hungry. But usually Mongooses are terrible and want to eat your face.
- **Animal Control:** You might have had run-ins with these humans before. They want to put you out of commission by capturing you and putting you away in a box.
- **Urobach:** Honestly, these demons are more of a pest than anything. They keep trying to offer you fried food and will get mad when you decline.

## POSSIBLE POWERED CHARACTERS

- **Arti the Nāga:** A giant flying serpent. Though Nāga come in many forms, some even as half human, this Nāga is a big snake with big dreams. She's sweet, loveable and has the power to control the weather.
- **Garterdashian, Medusa's Serpent:** One of Medusa's stray hairs, she's glamorous and extravagant has a massive social media influence. She decided to leave Medusa to pursue a career of her own. Her abilities include creating hype and generating FOMO.

## ADJUSTMENTS TO RULES

### **Rule Modification: Snek Traits and Stats**

Use the included "\_\_\_\_\_ Snek" character sheet included in this content.

### **New Strengths:**

- **Venom:** Ooh you're a poisonous snake. You can use your poison to make an opponent fall asleep, but you do not harm anyone (death is not an option in this game). You can use this Strength once per scene.
- **Camouflage:** You're really good at blending into your surroundings!



Describe how you're hiding, maybe it's against the grey plane seats, or in a cup of Skittles. +1 to Flight.

**New Flaws:**

- **Scary:** Ahh a snake! -2 to your Charm, but +1 to your Grit.

**Rules Addition: You Always Start on a Plane**

All Sneks start on the Airliner and the adventure continues from there. Whatever happens, the Sneks might succeed or fail at taking over the plane. Occasionally, there may be flashbacks to when the Sneks were living under a heat lamp in the suburbs.

**Rule Addition: Hisssss I'm a Snek**

You can have at most one Human in your group, but they have to pretend to be a Snek the whole time. They also will not have the same Strengths as the other Sneks. They'll just take a regular Adult, Teen or Child character sheet, but they have a strong interest in herpetology. If they are an Adult, they could even be a herpetologist. They may understand the Sneks and will want to help the team. The Sneks would understand them, as well, but they might act really confused in-character.

# KIDS ON BIKES

**SNEK**

NAME: \_\_\_\_\_

AGE: \_\_\_\_\_ (9 OR YOUNGER)

FEAR: \_\_\_\_\_

MOTIVATION: \_\_\_\_\_

FLAWS: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

## STATS

Fight		Flight +1
Brains		Brawn
Charm +1		Grit

☐ COOL UNDER PRESSURE

☐ EASYGOING

☐ GROSS

☐ HEROIC

☐ INTUITIVE

☐ LOYAL

☐ LUCKY

☐ Camouflage

☐ QUICK HEALING

☐ SKILLED AT:

☐ TOUGH

☐ TREASURE HUNTER

☐ UNASSUMING

☐ Venom



ADVERSITY TOKENS:

## NOTES