

City Council of Hounds' Teeth

GM Notes

This game is designed to have the horde characters released in batches, changed every 45-60 minutes, depending on the progress of the game. These are in packets labeled horde a-d. Each horde character or group should be put in an envelope and labeled with the number and genders of the character(s) involved. Most of the characters are written to be gender neutral. The cards should be distributed to appropriate characters in envelopes. The timing on most of the characters is irrelevant, and if you want to switch some go ahead. A few are involved in the zombie plot, and, therefore, need to stay where they are. I have starred these, and you shouldn't start a new batch of characters until these have gone out.

There is one plot important horde character in the game. This is a wizard Morin Tolik who wants to establish a wizard's college in the city. The council characters are rigged so that he should be turned down (note the card for Koric). After that, he will release a plague of contagious zombies on the city. Sometime in B, start including a few zombie envelopes in the horde characters, and slowly increase the number throughout the rest of the game. In D, about 1/3 of the characters coming in should be zombies. I have included a page of zombie characters, you'll probably want to print out several. Depending on the players, the increase in zombie numbers may seem to be too disruptive for other characters to work well. If this is the case, keep the numbers lower until more characters are used up.

In advance, the cast characters should be assigned and distributed, and every player should get a copy of the background sheet. Cast characters should also get a "resources" sheet that details what resources the council has available. Cast characters can be distributed at game, if necessary, but make sure that they have 15 minutes to read their sheets and ask questions before you start throwing horde at them. Obviously horde is not cast in advance.

Before the run, take all introduce all horde players to the council, then take them into the horde space (a separate room if possible). Have a GM stay with the council and tell the council what to expect. The horde GM should explain to the horde how to get new horde characters.

There is no "combat" system. There are always guards in the room who can be called by council members. The guards win. If the guards are overpowered (more than 6 people against them at once), they take down 6, leaving the others rampaging. If Martok goes up against any two people, he wins. If anyone else goes up against a zombie without magic, they lose. Any character that fights or is touched by a zombie will turn into a zombie within fifteen minutes.

If he steps outside, Stani can heal people, or even bring them back from the dead. He can only resurrect one person per game. Only mention this if asked, it's not something that should be a major factor.

Koric is a very powerful mage. If he wants to do something (outside council chambers) he probably can. Run with it. If it causes too much trouble for the GMs, then he can't. Koric also has the ability to drop the wards around the council chamber, and work magic inside the chamber. However, he can not easily put the wards back up. That sort of warding takes days.

I highly recommend bringing a large bag of random toys and props for people to bring in with their characters. It doesn't matter too much what these are, as long as they are amusing. I would at least recommend a sword and a few small dragons.