

Side Plot 1: Espionage

Important: DO NOT READ THE OTHER PAGES OF THIS DOCUMENT UNTIL INSTRUCTED!!!!

Instructions

Only take a sheet from this stack if you are interested in an espionage plot.

If so, take the *last* sheet of the document and place the rest of this document back where you found it. If this is the only page left, please dispose of it instead.

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Side Plot 1: Espionage

You are secretly a spy for the planet [B]_____ the creatures of [B]_____ have been at war with the Legions of [E]_____ for millennia. However, you are here to communicate with an agent of The [G]_____, a neutral race in your war.

You wish to convince The [G]_____ to support your side. With their help, [B]_____ can win the war and rid the scourge of the evil Legions of [E]_____.

Finding the agent will be difficult. However, you have a code phrase: The [C]_____ in [H]_____ falls mainly on the [I]_____.

You have the following assets to convince the agent.

- [K]_____ galactic flarns.
- A bowl of [L]_____

Make item cards for these.

Side Plot 1: Espionage

You are secretly a spy for The [G]_____, a strange alien race. You are here because your race is neutral in the war between the Legions of [E]_____ and the planet of [B]_____. You are here to communicate with an agent of [B]_____, who want your race to join them in the war.

You are entirely on your own here. You may choose to help or hinder or even join in with the Legions of [E]_____. You've decided to base your decision on how well the agent blends into the civilization here. How moral is it? How well does it achieve the goals of the character it has become?

The agent will greet you with the code phrase: The [C]_____ in [H]_____ falls mainly on the [I]_____. Your plan is to first identify the agent and then observe for a time and then approach and decide what to do then.

Side Plot 1: Espionage

You are secretly a spy for the Legions of [E]_____. Your mighty race has been at war with the planet of [B]_____ for millennia. However, you have learned that an agent of [B]_____ has come here to communicate with a representative of The [G]_____, a neutral race in your war.

You must stop this meeting at all costs. If [B]_____ and The [G]_____ were to ally, your race would have no chance in the war. You do not know who they are or what they look like, but the two agents must be stopped!

You start the game with the following item:

A Zap Gun. *It can be used to make someone Severely Wounded, Unconscious, or Dead. It has one charge. You are Excellent at combat when using the Zap Gun. Nobody else may use the zap gun unless they are Excellent in Combat, and then they are Average in Combat when using the Zap Gun*

Side Plot 2: Magic

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Side Plot 2: Magic

You are secretly a powerful mage. You are here to stop the evil machinations of the Demon [D]_____. You know that there is a servant of [D]_____ here in [A]_____ who is planning on summoning [D]_____ and you need to stop that!

However, to do so, you need to gather up positive energy. You cannot get positive energy from yourself, however. You can only get positive energy from unwitting bystanders. To do this, you must provoke them into doing good deed. You cannot tell them why they must do these deeds; they must be truly selfless.

If you manage to accumulate at least [F]_____ good deeds you may stop the summoning. Keep track here. If you do so, before the demon is summoned, you may perform a short ritual. After the ritual is done, call out “Event D” so that all the players can hear. You have stopped the summoning.

If the demon is summoned before you have accumulated [F]_____ good deeds, you may attempt a banishing ritual. A banishing ritual requires three people. You start out at Below Average in your ability to banish the demon. However, every two good deeds you have accumulated increase your level by one (to Average, then Above Average, and finally to Excellent).

Side Plot 2: Magic

You are secretly a powerful evil mage. You are here to summon the evil the Demon [D]_____ whom you serve. To do so, you need to gather up negative energy. You cannot get negative energy from yourself, however. You can only get negative energy from unwitting bystanders. To do this, you must provoke them into doing evil deeds. You cannot tell them why they must do these deeds; they must be unwitting.

If you manage to accumulate at least [J]_____ evil deeds, you may summon [D]_____. Keep track here. However, if “Event D” is called out by another player before you collect all the evil deeds, then your summoning has been foiled and all is lost.

But, if you do manage to collect the evil deeds, you may immediately perform a quick summoning ritual (make it up, but it must take at least a minute). You then become the Demon [D]_____. Ignore your previous character sheet. Your only goal now is to torture and subjugate humans.

The Demon [D]_____ is Excellent in combat. He cannot be killed by normal weapons, although alien weapons and supernatural weapons can kill him. He cannot be made unconscious and naturally heals from Slightly Wounded and Severely Wounded in five minutes.

Side Plot 3: Mystery

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Side Plot 2: Mystery

Besides everything else you have going on, you are also the [O]_____
[P]_____, world renowned jewel thief. You recently stole the
extraordinarily rare gemstone, the Star of [Q]_____.

You have come to [A]_____ because you have a contact here,
someone who can fence the Star of [Q]_____ and will give you
\$500,000,000 in cash for it.

You can recognize your fence by the following secret phrase. You will mention
that you are looking for someone who knows how to [R]_____
and your fence will respond that they have won awards doing
[R]_____.

But there is also a problem. The Star of [Q]_____ is *cursed*!
Before you can sell it, you must break the curse. Luckily, you have done your
research. You just need to [N]_____ with exactly one other willing
partner. You need to [N]_____ three times tonight, each with a different
person to break the curse.

But then you will be able to sell the Star of [Q]_____ and you will
be rich!

You start the game with an additional item, the Star of [Q]_____.

Side Plot 2: Mystery

Besides everything else going on, you also have the ability to fence rare and valuable jewelry. Recently, the extraordinarily rare gemstone, the Star of [Q]_____, was stolen by the world-famous jewel thief, the [O]_____ [P]_____.

You have promised the [O]_____ [P]_____ \$500,000,000 for the Star of [Q]_____, but you have come across a snag. You only have \$100,000,000 in liquid funds. You need to move some of your stock to get the rest of the money.

Luckily, you have a plan. You have four items, each worth \$100,000,000. You plan to sell them to collectors and then you'll have enough to pay the [O]_____ [P]_____. We will simulate this by giving you four mundane items, as specified on the bottom of your sheet. You need to trade them to other players for some other item. It must be a trade, item for item, and you cannot trade with the same character twice, nor may you trade with the [O]_____ [P]_____. After the trade, you may make yourself an item card for \$100,000,000 cash.

You can recognize the [O]_____ [P]_____ by the following phrase. He or she will mention that they are looking for someone who knows how to [R]_____ and you will respond that you have won awards doing [R]_____. Simplicity itself.

You start the game with the following additional items: \$100,000,000 in cash, a tube of toothpaste, a fully loaded revolver, a bust of Mozart, and a tub of butter. You need to trade the last four items on the list to get your money.

Side Plot 2: Mystery

Besides everything else you have going on, you also do a bit of international police work on the side. Recently, the famous gemstone, The Star of [Q]_____ has been stolen. You suspect the world-renown international jewel thief, the [O]_____ [P]_____.

And further, you believe that the [O]_____ [P]_____ has come here to [A]_____ to fence the stolen gemstone. You must stop them before that happens!

Luckily, you know that the Star of [Q]_____ is cursed. You know that if someone steals the Star of [Q]_____, they have to perform a specific activity repeatedly, but you don't know what that activity is.

But at least you have something to go on. And with any luck, you will catch the [O]_____ [P]_____ and recover The Star of [Q]_____!