

# Fearsome Critters



## CAKE WALK

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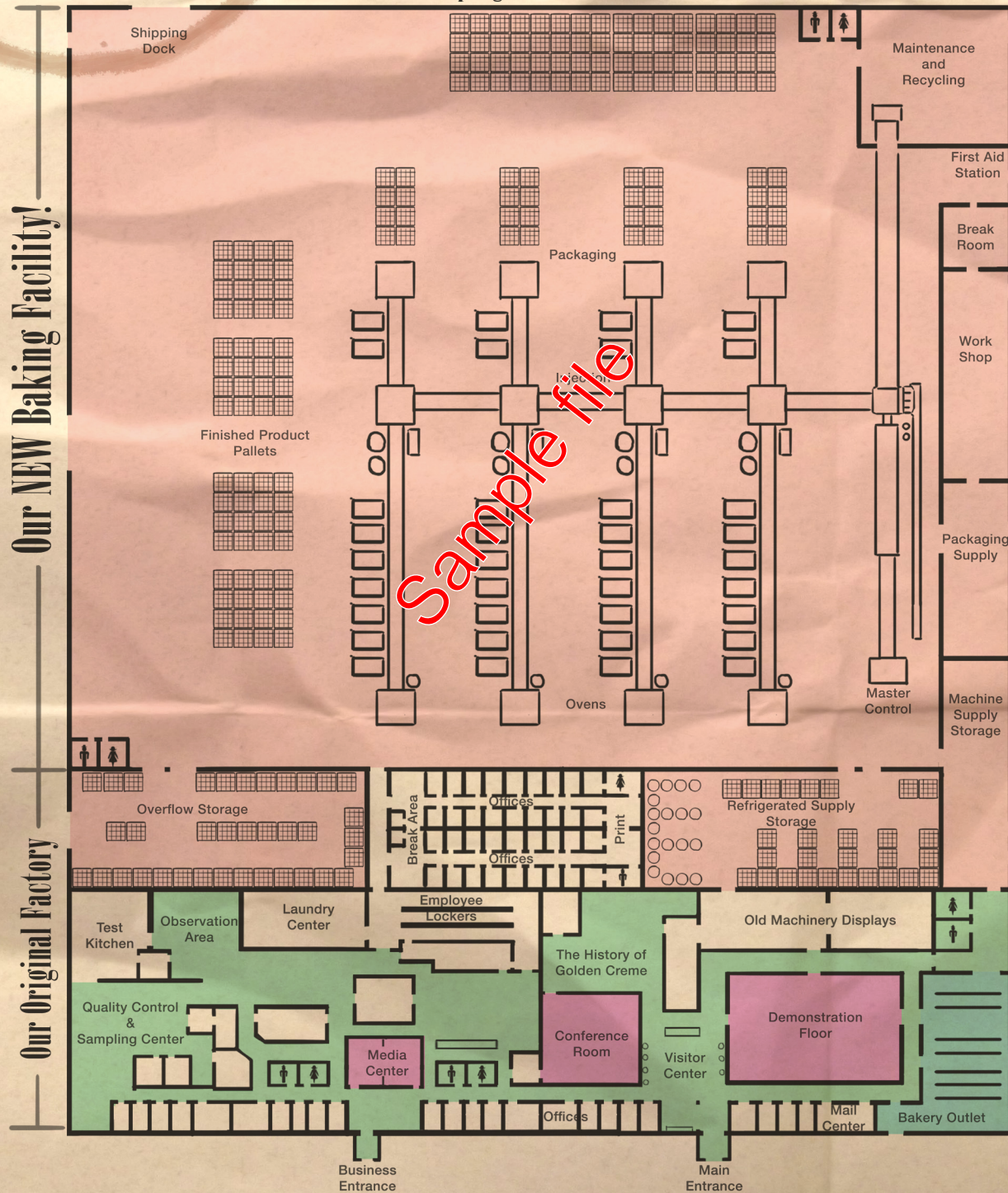


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# Introduction

## What is This?

*Cake Walk* is a stand-alone adventure for use with the *Savage Worlds* RPG core rules, designed to work as a “one-shot” game that takes themes of mystery and the supernatural in a different direction. We’ve also included a few seed ideas for how you might turn this into a longer-running campaign.

One thing this isn’t is a player handbook. If you’re a player, STOP READING! There’s the factory map on the facing page (page 2), and the player handout on pages 5–6, but other than that it’s up to the GM what ends up your hands.

## Why Fearsome Critters?

In the early days of the frontier, when men went into the tall woods to create farmland and bring back lumber for houses, and when civilization was a thing you left behind to seek your fortune, there were edges to the Lands We Know.

Out there in the woods (and also on the plains, in the desert, and in the tall mountains where the winds scream your name), there were always things that couldn’t be explained. Noises called out in the night. Things went missing—people, too.

The lumberjacks in their camps told stories between work. Some of these you know, of that great woodcutter’s giant ox (“forty-two ax handles across the eyes, and a plug of tobacco!”), turned blue by the snows of a sorcerous winter. But there were others: jokes halfway, but halfway legends too, of creatures no one had ever laid eyes on—of wonders no man could take home or leave behind. They called these *Fearsome Critters*.

In time, the stories faded. The critters didn’t. They’re out there still.

Waiting.

## Running This Adventure

*Cake Walk* introduces the players to a world where what we’d normally think of as *supernatural* is really just another, lesser-known facet of the *natural*. Hence, when monsters pop up and cause trouble, who do you call? In this case, you call the authorities, and they send out Animal Control.

There should be enough material here to last for a single 4-hour session. With a little extra “padding” (some more emphasis on NPC interaction, a few more creepy encounters before the “final showdown,” etc.) it might be stretched to about 8 hours total, but any more is likely pushing it for most groups.

We have supplemented the core adventure here with additional details on the factory complex, but don’t assume that this is going to be a dungeon crawl. A lot of the material is here to help cover “what-ifs” and to fill in gaps for things that *might* become important depending upon player actions and interests. In a typical game, you won’t be using most of it, but it’s still there *just in case*.

## Horror or Something Else?

First off, it’s important to know that while “animal control” is risky business—even riskier when the animal can paralyze you with its gaze, or burst into flames without warning—this is a scenario about the capture, not the kill. The mission should have its creepy moments, but this is not intended as a “horror” setting.

Nor is it meant to be slapstick (though goofy players may push things that way). This is more of a tongue-in-cheek adventure—just dangerous enough to keep the heroes on their toes, and spooky enough to keep things interesting. It should *not* be so deadly that players keep spare character sheets handy for replacements.