

WELCOME!

MYSTERY IN THE MINDSHATTER

IS A SUPPLEMENT CREATED FOR ALL AGES PLAY
USING THE POPULAR SAVAGE WORLDS SYSTEM!

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A SAVAGE ADVENTURE

THIS ADVENTURE REQUIRES A COPY OF THE SAVAGE WORLDS RPG TO PLAY. THIS ADVENTURE ALSO DRAWS FROM THE SAVAGE WORLDS FANTASY COMPANION. IT IS SUGGESTED TO USE BOTH OF THESE RESOURCES TO PLAY.

ADVENTURE OVERVIEW

WHEN KING CHUCKLES, THE FAERIE KING OF THE REALM KNOWN AS THE MINDSHATTER, GOES MISSING, HIS DAUGHTER SENDS A SERVANT TO THE HUMANOID LANDS TO FIND HEROES WHO MAY HELP LOCATE THE MISSING MONARCH. THE CHARACTERS MUST TRAVEL TO THE MINDSHATTER TO MEET WITH THE PRINCESS OF HMMPH TO LEARN THE SPECIFICS OF THE ASSIGNMENT, AND TO BEGIN THEIR QUEST.

ADVENTURE INTRO

TODAY'S ADVENTURE BEGINS AS THE CHARACTERS ARE PLAYING IN THE WOODS AT THE EDGE OF THEIR VILLAGE. AS THE CHARACTERS LAUGH, RUN, JOKE, AND PLAY, THEY ARE INTERRUPTED BY THE APPROACH OF A STRANGE AND UNUSUAL CREATURE, WHO BREATHES FIRE AND HOWLS WITH RAGE! AND THE CREATURE IS HEADED STRAIGHT FOR THE VILLAGE! THE CHARACTERS MUST ACT QUICKLY TO PROTECT THE TOWN.

ENCOUNTER 1: THE CHIMERA

IN THE CLEARING NEXT TO THE WOODS, THE CHARACTERS MUST FIGHT THE CHIMERA (SEE APPENDIX: MONSTERS FOR THE CHIMERA'S STATISTICS AND ABILITIES.)

ENCOUNTER FEATURES

THIS ENCOUNTER TAKES PLACE IN AN OPEN, GRASSY CLEARING NEXT TO THE WOODS. THE AREA DOES NOT OFFER MUCH FOR COVER, BUT IT ALSO DENIES THE CHIMERA MUCH OF ANYWHERE TO HIDE.

"YOU ARE ALL PLAYING IN A CLEARING NEXT TO THE WOODS, WHEN A MONSTROUS ROAR BOOMS OUT OF THE TREES, INTERRUPTING YOUR GAME. AS YOU LOOK IN THE DIRECTION OF THE SOUND, YOU SEE FLAMES SHOOT OUT FROM BETWEEN TWO TREES, FOLLOWED BY A STRANGE CAT-LIKE CREATURE WITH THREE HEADS AND A PAIR OF WINGS! YOU NOTICE THAT WHILE THE HEAD IN THE CENTER LOOKS LIKE A LION, THE HEAD TO THE LEFT IS THAT OF A GOAT, AND THE HEAD TO THE RIGHT IS LIKE A DRAGON'S!

THIS STRANGE AND UNUSUAL CREATURE BEGINS STOMPING PAST YOU, TOWARDS THE VILLAGE! YOU REALIZE THAT IF THE CREATURE IS NOT STOPPED, IT COULD ENDANGER THE WHOLE TOWN!"

TRAIT TESTS

THE PLAYERS MIGHT HAVE THEIR HEROES PERFORM A KNOWLEDGE (MONSTERS) OR KNOWLEDGE (ADVENTURING) TEST TO SEE IF THEY KNOW ANYTHING ABOUT THE CHIMERA. IF THIS TEST IS SUCCESSFUL, THE CHARACTER WILL KNOW THAT THE CHIMERA IS GENERALLY THOUGHT TO BE A GOOD-NATURED CREATURE WHO WORKS IN SERVICE OF THE FAERIE KING.

MONSTERS

THE ONLY MONSTER IN THIS ENCOUNTER IS THE CHIMERA.

TACTICS

THE CHIMERA FIGHTS UNTIL IT SUFFERS A WOUND, AT WHICH POINT IT SURRENDERS. THE CHIMERA WILL ONLY TRY TO INCAPACITATE THE CHARACTERS IF IT CANNOT ESCAPE THEM, AS IT WANTS TO HEAD INTO THE VILLAGE.

CONCLUSION

ONCE THE CHIMERA SURRENDERS, IT EXPLAINS THAT IT WAS SENT FROM THE FAERIE LAND OF THE MINDSHATTER BY THE PRINCESS OF HMMPH TO FIND GREAT HEROES WHO COULD HELP IN A PERILOUS QUEST OF GREAT IMPORT. SINCE THE CHARACTERS DEFEATED THE CHIMERA, THEY MUST BE MIGHTY, THEREFORE THE CHIMERA EXTENDS AN INVITATION TO THE CHARACTERS TO VENTURE TO THE MINDSHATTER AND HEAR THE PRINCESS'S OFFER.

THE CHIMERA ALLOWS THE CHARACTERS TO REST, HEAL, OR DISCUSS THEIR OPTIONS BEFORE LEAVING, BUT HE DOES GENTLY REMIND THEM THAT HE IS IN QUITE THE HURRY.

ENCOUNTER 2: THE MINDSHATTER.

THE CHIMERA LEADS THE CHILDREN INTO THE WOODS, WHERE HE THEN TAKES THEM THROUGH A SECRET PORTAL TO THE REALM OF THE MINDSHATTER. ONCE THERE THEY DISCOVER A FANTASTIC REALM FILLED WITH WONDER, ODD CREATURES, AND STRANGE SIGHTS.

ENCOUNTER INTRO

WHEN THE HEROES ENTER THE MINDSHATTER, READ THIS:

"THE MINDSHATTER IS A STRANGE AND BEAUTIFUL LAND. THE BUILDINGS ARE ALL BUILT AT STRANGE ANGLES, AND THE CLOUDS SWIRL WITH A DOZEN COLORS. THE WHOLE LAND SEEMS A LITTLE GRAY AND SAD, THOUGH. THE BIRDS FLYING OVERHEAD MUMBLE INSTEAD OF SING. THE COLORS ARE ALL MUTED AND BLAND. THE PEOPLE YOU SEE MILLING ABOUT APPEAR JOYLESS. EVEN THE CLOWN YOU SEE WALKING DOWN THE ROAD DOESN'T SMILE. IN THE DISTANCE, AT THE END OF THE ROAD, IN THE CENTER OF TOWN, YOU SEE A LARGE, MAJESTIC CASTLE."

ENCOUNTER FEATURES

IF THE CHARACTERS INTERACT WITH ANYONE (OR ANYTHING) BESIDES THE CHIMERA, THE NPCs (USE THE *CITIZEN* STAT BLOCK FROM THE *SAVAGE WORLDS FANTASY COMPANION*) JUST REPEATEDLY COMPLAIN OF BEING SAD AND LONELY AND NOT BEING SURE AS TO WHY. THE CHIMERA ALLOWS THESE INTERACTIONS, BUT WILL HURRY THE CHARACTERS ALONG IF THEY DAWDLE TOO MUCH. THE CHIMERA EVENTUALLY LEADS THE CHARACTERS TO THE PRINCESS OF HMMPH, WHO IS SEATED ON HER THRONE WITHIN THE CASTLE.

ONCE THE CHARACTERS REACH THE PRINCESS AND THE CHIMERA INTRODUCES HER, SHE EXPLAINS THAT HER FATHER, KING CHUCKLES IV, WENT TO WALK ABOUT ON THE RIVER OF HALF-REMEMBRANCES AND HAS

NOT RETURNED. AS THE RIVER CAN BE SOMEWHAT DISTRACTING (AND KING CHUCKLES IS MORE THAN A LITTLE FLAKY UNDER THE BEST OF CIRCUMSTANCES) THE PRINCESS FEARS THAT HER FATHER MAY HAVE BECOME LOST. THE PRINCESS ASKED THE CHIMERA TO BRING HER THE BRAVEST HEROES THAT IT COULD FIND BEFORE SUNDOWN TO ENLIST THEIR AID IN THE QUEST. IF ASKED WHY BEFORE SUNDOWN, SHE SIMPLY SAYS, "BECAUSE I WAS IN A HURRY."

TRAIT TESTS

THIS ENCOUNTER IS MUCH MORE DRIVEN BY ROLEPLAYING THAN TRAIT TESTS, HOWEVER, SOME CHARACTERS MAY WISH TO MAKE CHARISMA TESTS WHEN DEALING WITH THE COMMONERS AND THE PRINCESS TO HELP GAIN CONFIDENCE IN THEIR ABILITIES, LEARN MORE INFORMATION, OR SIMPLY HELP SPEED THINGS ALONG.

MONSTERS

THIS ENCOUNTER IS SOCIAL, THOUGH IF FOR WHATEVER REASON STATS WOULD BE NEEDED FOR THE PEOPLE OF THE MINDSHATTER, YOU MAY USE THE *CITIZEN* STAT BLOCK FROM THE *SAVAGE WORLDS FANTASY COMPANION* TO REPRESENT THEM.

TACTICS

THIS SCENE IS VERY MUCH ABOUT ESTABLISHING THE UNIQUE NATURE OF THE MINDSHATTER. GO WILD WITH YOUR DESCRIPTIONS. CONVEY THE BOISTEROUS AND CHAOTIC NATURE OF THE PLACE, BUT ALSO HOW EVERYTHING SEEMS GLOOMY AND SAD. THROUGH THE CITIZENS, THE CHIMERA AND THE PRINCESS, THE CHARACTERS SHOULD BE ABLE

TO EASILY FIGURE OUT THAT THINGS ARE NOT NORMALLY LIKE THIS IN THE MINDSHATTER.

CONCLUSION

ONCE THE PRINCESS HAS RELAYED THE NATURE OF THE QUEST, SHE OFFERS THE CHILDREN GOLD, MAGIC BAUBLES, AND SMILES IF THEY RETURN HER FATHER UNHARMED. IF THE CHILDREN REFUSE TO HELP, SHE LETS THEM LEAVE, PLEDGING TO SEND THE CHIMERA TO FIND SOMEONE WHO IS ABLE TO HELP. IF THE CHILDREN AGREE, HOWEVER, THEY WILL HAVE AN ADVENTURE IN THE MINDSHATTER. THE PRINCESS TASKS THE CHIMERA WITH ACTING AS A GUIDE FOR THE CHARACTERS AS THEY TRAVEL TOWARD THE RIVER OF HALF-REMEMBRANCES.

ENCOUNTER 3: THE TREK TO THE RIVER.

THE CHARACTERS ARE ESCORTED BY THE CHIMERA FROM THE CITY INTO THE WILDERNESS. ON THEIR JOURNEY, THE CHARACTERS COME ACROSS CITIZENS WHO HAVE FALLEN PREY TO A CURSE OF DEPRESSION, BECOMING CREATURES KNOWN AS SADNESSES.

ENCOUNTER FEATURES

THIS ENCOUNTER TAKES PLACE ON A STRETCH OF ROAD WITH MASSIVE TREES ON EITHER SIDE. THIS GIVES THE CHARACTERS LOTS OF OPPORTUNITY TO HIDE AND PERFORM ACROBATIC FEATS.

TRAIT TESTS

THE CHARACTERS CAN ONLY CURE THE SADNESSES BY AMUSING THEM. WHILE COMBAT CAN TEMPORARILY SLOW THEM DOWN,