

## 1.0: The Word of the Bird

In the Year of Our Lord 1666, on the 22nd day of November, Jedediah and Mary Goodfellow, together with her young brother James Bridgewater, went into the woods near their New England village to hunt a turkey and gather herbs for the community's Thanksgiving feast. There, after James read a strange word carved on a tree, they were found themselves fighting for their lives against a demonic turkey. They would have lost their lives that day, if not for the intervention of an oddly garbed stranger.

In Los Angeles, November 22nd, 1951, filmmaker Edward D. Wood, Jr. was browsing in a used bookstore. He found a slim, very old book that had been misshelved—it was the account of a battle against a demonic turkey!

"What a fabulous movie that would make," he exclaimed, "A killer turkey! The greatest horror movie ever! And it all starts because of one word! And what a fantastic title that word would make too—"

Eddie said the word out loud, and he was transported nearly 300 years into the past... the time the world was last spoken! And he found himself in the battle he had just been reading about.

### 1.1: Background

A witch dwelling in forest was in the middle of a ritual to summon a demonic turkey to serve at a Thanksgiving get-together when Pilgrims and witch hunters came upon her and dragged her away. With the ritual unfinished, the magic word to summon the demon turkey remained carved in the tree, waiting for someone to speak it. The second part of the ritual, however, the one that was to have brought the beast through to this realm fully cooked and with all the trimmings, was not even started. So, when the word was spoken, the beast materialized alive, uncontrolled, and full of desire to spread death.

When Edward D. Wood Jr. read that same word centuries later, the eldritch energies crossed the ages and drew the creator of turkeys to a place where he would be the destroyer of turkeys... or end up dead himself.

### 1.2: About the Scenario

"Day of the Turkey" is designed for up to four gamers. Each plays one of the named NPCs, with a fourth gamer controlling the Demon Turkey.

If fewer than four are playing, a character can be brought into play to replace one who falls to keep the gamer playing.

The battle continues until the Demon Turkey or the characters are dead.

## 2.0: New Combat Maneuver

Here are Combat Maneuvers not included in the basic ROLF! rules.

**Infectious Good Cheer:** When this skill is used successfully, every other character in a combat must roll a Brains check. Those who fail the check immediately stop fighting and decide that everyone should be a friend and give peace a chance. They only rejoin the fight if attacked. ATT: Body.

**Signature Move:** The character has a unique and particularly deadly attack that only he or she knows (because the guru who taught him or her died mysteriously shortly thereafter). Once per combat, adds +10 to the damage caused by a Basic Attack. If the target's Brawn is less than half of the original full score, the character adds half his or her current Brawn ATT to the damage. ATT: Brawn.

## 3.0: New Traits

Here are Traits not in the basic ROLF! rules.

**Demonic:** May select two Spellings instead of one for each Brains attribute spent on acquiring spellings. However, all damage inflicted on the character by those possessing the Holier Than Thou Trait, or the Blessed Combat Maneuver, is increased by +3 points.

**Dour:** The character is immune to the effects of Infectious Good Cheer and Strike Pose.

**Holier Than Thou:** When the character with this trait is targeted with the Seduce or Strike Pose Combat Maneuvers, or any other game effect yet to be invented that inspires carnality and lust, he or she rolls 2d4 and if the total is under his or her Body ATT, his pure spirit overcomes the temptation of the flesh. If the 2d4 roll is higher than the character's Body, he still gets a Brain ATT check to resist.

Characters with this Trait may never take the Coldhearted, Dour, Cowardly, Egomaniac, or Short-tempered Traits.

**Irrepressible Optimist:** The character believes everything will always work out. He or she receives a -2 adjustment to all damage suffered. However, he must always roll 3d6 to ATT checks to resist the Infectious Good Cheer and Seduction. He cannot have the Dour Trait.

## 4.0: New Spelling

Magic for Demon Turkeys and their cultists.

**Gobble of Doom:** The character lets out a weird stuttering cry ("gobble-gobble," like a turkey), dealing 5 points of damage to everyone in the battle, including himself.

## 5.0: Pre-Generated Characters

### DEMON TURKEY (Hell-beast)

Brawn: 33; Body: 8; Brains: 5

*Traits:* Coldhearted, Demonic

*Combat Maneuvers:* Basic Attack, Signature Move, Spellings (Bad Touch, Gobble of Doom, Good Touch, You'll Only Hurt Yourself)



*The Demon Turkey*

### EDWARD D. WOOD, JR. (Male)

Brawn: 25; Body: 14; Brains: 4

*Traits:* Egomaniac, Irrepressible Optimist, Nimble

*Combat Maneuvers:* Basic Attack, Dodge, Infectious Good Cheer, Strike Pose.

*Important Stuff Worn/ Wielded:* Clothes (Sport coat and neck scarf). Pistol Magic (Ranged. Six shots. Deals 3 points of damage, ignores Armor.)

*Special Note:* If Edward is killed, he vanishes in a puff of acrid smoke, returning to the future where he will live his life making many cinematic turkeys. He never does get around to making the film about pilgrims vs. demon turkeys, however.



*Edward D. Wood Jr., Maker of Turkeys*

### JEDEDIAH GOODFELLOW (Male)

Brawn: 25; Body: 14; Brains: 5

*Traits:* Dour, Sense of Honor

*Combat Maneuvers:* Basic Attack, Debate Philosophy, Disembowel, Dodge, Run Away!.

*Important Stuff Worn/ Wielded:* Black clothes and Pilgrims Hat (+1 to Brawn ATT).

Blunderbuss (Ranged. Deals 2 points of damage. One Shot.). Sword (Melee. Deals 2 points of damage.)

*Special Note:* Jedediah can use Run Away! to either flee the Combat entirely, or he can use it to merely remain at Ranged distance from the Demon Turkey. In order to keep his distance, he must successfully use Run Away! each time he has an action and the gamer controlling the Demon Turkey wishes to close to Melee range.



*Jedediah Goodfellow, Pilgrim*

### MARY GOODFELLOW (Female)

Brawn: 22; Body: 15; Brains: 5

*Traits:* Holier Than Thou, Irrepressible Optimist

*Combat Maneuvers:* Basic Attack, Castrate, Debate Philosophy, Dodge, Strategic Bleeding

*Important Stuff Worn/ Wielded:* Black Pilgrim Clothes. Blunderbuss (Ranged. Deals 2 points of damage. One Shot.). Knife (Melee. Deals 1 points of damage.)

*Special Note:* Mary is in the company of her little brother, James. The boy cannot be harmed by the Demon Turkey, but he can attack it with a sling-shot once each round (dealing 1 point of damage), or he can spend a round reloading Jedediah's or Mary's musket. The player controlling Mary chooses what James does. He only gets one action per round, and he attacks or delivers the loaded musket before any other actions take place.



*Mary Goodfellow, Pilgrim's Wife*