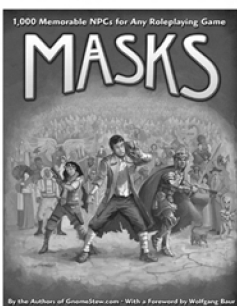
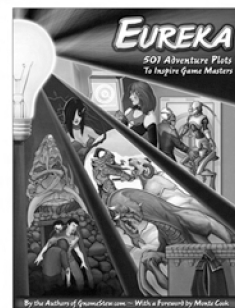


FATHERS AND SUNS: MINI-CAMPAIGN

Powered by *Eureka* and *Masks*

What is *Eureka*?

Eureka: 501 Adventure Plots to Inspire Game Masters features 501 complete, system-neutral plots for any RPG, whether it's fantasy, sci-fi, horror, or something in between. Each plot features a theme, a list of genres it can be easily adapted to, and multiple tags identifying prominent plot elements. *Eureka*'s four indexes make it easy to find the right plot without wasting time so that you can get right to what's important—playing the game!

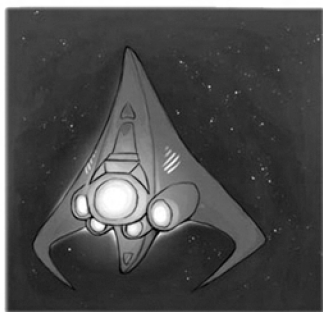


What is *Masks*?

Masks: 1,000 Memorable NPCs for Any Roleplaying Game features 1,000 fun-to-play and ready-to-use non-player characters that your players will never forget. *Masks* provides the core elements of its 1,000 characters using a simple and innovative template that covers Appearance, Roleplaying, Personality, Motivation, Background, and Traits, along with a detailed description. *Masks* NPCs require no prep to use, and as with *Eureka* there are fleshed-out NPCs for every genre. With *Eureka* and *Masks*, prep becomes a lot less work!

FATHERS AND SUNS

This campaign arc takes plots from *Eureka* and combines them with NPCs from *Masks* to create a complete campaign arc. In this scenario, the son of a dying ruler has come under the influence of a dangerous nihilistic cult with nefarious plans for the people in the sector. The numbers next to the plots and NPCs are their listed numbers within the respective books. Read the plots and NPCs, and then make the modifications recommended for a ready-to-use campaign.



A Second Sun (#194, p. 129)

Cast: None

Notes: When the PCs find the captain that dropped off the container (weapon), he only knows that he was hired by a retainer from the royal house of Voltaire (see below). He can provide navigation data to get the PCs to the planet, where they can learn more.

The Prodigal Pawn (#205, p. 135)

Cast:

- Ruler: Ser Mallis Voltaire (#501, p. 173)—Knowing his death is imminent, Mallis is angling to get his son into power to keep the family line in power.
- Son: Anselm Quom (#564, p. 190)—Play Anselm as cautious and brainwashed by the cult. He would be a great leader if he could shake the influence of the cult.

Notes: Replace the alien force in this plot with the Church of Nova (below). Arriving on the planet, the PCs' investigations lead to the royal house, which initially complies with the investigation. When the retainer is found, he turns out to be Anselm's servant. After questioning, he reveals that the Church of Nova ordered Anselm to deliver the container (weapon) without knowing what it was. The retainer identifies the ship that Anselm took. Privy to the exchange, Ser Mallies hires/asks the PCs to find his son.

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on
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Too Close to the Sun (#241, p. 154)

Cast:

- Scientist: Joe Hooke (#549, p. 186)—Play Joe as though his background occurred years ago. He has made a new life for himself.

Notes: While tracking the ship, the trail goes cold, but a nearby station looks to be the next place to investigate. As the PCs look around and talk to Joe, they will find a former member of the Church of Nova who has been captured and imprisoned in the station. He saw Anselm depart for the star that is about to go nova (below).



The Church of Nova (#173, p. 118)

Cast:

- Cult Leader: Lo Valain (#407, p. 144)—Lo requires no changes.

Notes: Lo Valain has taken Anselm to the star that's about to go nova. The PCs will need to rescue him from one of the orbiting ships. Lo has convinced Anselm to grant the Church special rights on the planet that will take effect if Ser Mallis dies, and are expanded if Anselm dies—which will happen if the star goes nova. Lo plans to flee the explosion and rule Anselm's world.

What Next

After Anselm has been saved, it is possible that Lo Valain will return to Anselm's world, seeking revenge for her thwarted plans. The surviving, militarized Church of Nova may need to become a recurring enemy as they spread out under a new leader, seeking to engulf the entire universe in the holy destructive light of the supernova.

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Eureka and Masks are available at GenCon from Studio 2 Publishing, booth #605.

You can also visit enginepublishing.com/online-store to purchase print + PDF bundles of Eureka (\$34.95), Masks (\$34.95), or both (\$55.95). Standalone PDFs of Masks or Eureka are also available (\$16.95 each, \$26.95 together).

Eureka and Masks are written by the ENnie Award-winning authors of Gnome Stew (gnomestew.com) and published by Engine Publishing (enginepublishing.com). We hope you enjoyed this mini-campaign!

