

Saint Clones RPG Adventure Six

Introduction:

Today's adventure is a special sort of adventure. It's something you haven't done before. You've solved mysteries, and defeated monsters. But, today you're dealing with ... politics.

It turns out that the jail cell [character from last adventure] was sent to is in a country that won't release them back to Canada. Dr Aqua sent them there because the doctor owed a debt to the country, but the deal was that [character] would be sent home after experiments were run on them. But the deal has been broken and [character] is still imprisoned.

[Character] is trapped in a prison cell in the small country of Chalcia. It is a Religious Oligarchy led by Archcardinal Naomi De Burgh.

Setting the scene:

You have been given special permission from the Prime Minister and cabinet ministers to represent Canada in a special meeting with the Archcardinal. The Canadian government thinks you will have success where they have not because you are Saints. Your job is to get the Archcardinal to release [character] and 27 other political prisoners.

You have each been assigned a "way to bargain." Canada has given you resources you can use, but it is preferable to use your words and wits without giving anything tangible to Chalcia. It is of the utmost importance that you get those prisoners released! When the meeting begins, you will each have the opportunity to give a speech, maximum of 3 minutes long.

You have half an hour to come up with bargaining ideas and to write/practice your speech. (GM, assign a topic to each PC, teaming them up if there aren't enough topics. For example, Jules - Leader, G - Science & Technology, Val and Pat - Religion etc. The Leader is the only role that doesn't require giving a speech, and the GM could always fill that role if needed. Give each player a Chalcia Information handout.) At the end of this preparatory half hour, it's time to...

Begin:

GM, when we played this adventure, we delivered the speeches from the church pulpit, using the microphones. Decide where the speeches will take place based on your location, and be sure to remind players not to interrupt each other. Try to evoke solemn, professional interactions. Encourage players to give their speeches in character.

The Saint Clones move into the Nave of the All Saints Kingsway Church. After a few minutes, Archcardinal Naomi de Burgh enters the building accompanied by a heavily armed guard. There is absolutely no way the Saint Clones could win in combat with them. The Archcardinal is an older woman dressed in clerical fineries, and carrying an ornate shepherd's crook. [Jailed Character] walks behind the Archcardinal, handcuffed. The Archcardinal stands up and delivers this speech: "It is to your great honour that I am here today. Our magnificent nation is not unreasonable. We are willing to return your prisoners if you can convince us it is worth it. We are such a noble and

righteous nation; I am unconvinced Canada has much they can offer us. Perhaps you can change my mind, though I doubt it. Your colleague has asked to say a few words, and then you can begin your offers."

[Jailed Character] speaks first, and then the rest of the PCs deliver their speeches. After every speech, the Leader will roll a d20 and tell you the result. Think of it as a DC16 Charisma check, where they're trying to get the Archcardinal to like and trust them. Add or subtract points as you feel the speech deserves. If the speech wasn't that good, but the roll was 19, maybe their plea was convincing anyways. If the roll was only 3, but the speech-giver hit it out of the park, maybe the speech is successful anyways. It's all up to the GMs discretion, and they shouldn't share the numbers with the PCs. After each speech and die roll, the Archcardinal takes a moment to respond. She is boastful and proud. She responds well to gifts, respect, and compliments. She doesn't respond well to threats, crudeness, or taunts. She's pretty good at being able to tell when someone is trying to trick her. Keep track of whether the speeches were 'successful' or not, based on the die roll and the performance.

Endgame:

When the speeches are complete, there are two options.

- If at least three of the speeches were 'successful' in convincing the Archcardinal, the Saint Clones have successfully negotiated for the release of all the prisoners. The Archcardinal gives this speech: "You have convinced me that Canada respects Chalicia as the noble nation it is. We will release this prisoner to you immediately, and the rest of the prisoners will be released as soon as we receive all that we have been promised. We are pleased for Canada that they are beginning a new relationship with us. May you learn all that we have to teach you." One of the guards unlocks [player] and the Archcardinal leaves with the armed guard.
- If less than three of the speeches were 'successful', the Archcardinal gives this speech: "You have failed to convince me to return the prisoners. As a sign of goodwill, I will leave behind this prisoner, but the other 27 will remain in Chalicia. Your Prime Minister leader should be ashamed of the representatives of Canada that were here today. We leave our diplomatic channels open for further negotiations, but with more worthy representatives." One of the guards unlocks [player] and the Archcardinal leaves with the armed guard.

You have completed this adventure. In the next adventure, it's time to leave the church and explore the surrounding town of Ravenhaven!

This game was created by Lindsay B-e.

You can find more information and downloads about the Saint Clones RPG at biseenscene.com