

The Suspicious Sea Monster of Sendaway Bay

Items the GM Will Need:

- Meddling Kids Book, four six-sided dice, paper, pencils or pens
- Your own special GM's notebook
- The Character Sheets for the Port Juliet Clique
- The Character Sheets for the Bad Guys

To Prepare:

This adventure is really quite easy; no special items need to be prepared.

The Background:

The background for this story is pretty much the same as the one you'll find on page 53 of the Meddling Kids book under the heading "Background."

The Setting:

All the action will be taking place at the campground and in the swamp at Sendaway Bay in Port Juliet, Rhode Island.

Cast of Characters:

Rupert Malachite, owner of Plant Sendaway, Port Juliet's only nuclear facility

Dr. Al Feinstein, ecologist

GreenGills the Sea Monster

The Event:

The biggest event of the summer in Port Juliet is the Halibut Festival, held at the Sendaway Bay campgrounds. This year's sponsor is Malachite Amalgamated, Inc., the big corporation owned by the richest guy in Rhode Island, Rupert Malachite.

The Story:

It looks like this summer's Halibut Fest is going to be huge, thanks to the new mega-sponsor. However, things are not as festive as they seem, and the guest of honor isn't Rupert Malachite (much to his surprise)—it's an old legend come to life! GreenGills, the Sea Monster of Sendaway Bay may be for real! Or, is he...?

To Start the Story:

Have the gang all meet at the entrance to the campgrounds. Easy, huh?

Note: *All the words in italic type (just like this) are to be read out loud to the players.*

Scene 1

Just as previously mentioned, everyone meets at the entrance to the campgrounds. Read this to introduce the scene:

The day is beautiful; perfect weather for the 365th annual Halibut Festival. Everyone in Port Juliet knows the history behind the festival—when Juliet, the founder of the town, saw that the land was too rocky to farm, she encouraged the new settlers to farm the sea. The town became known for its abundance of fish, especially halibut, and the people celebrated their good fortune every year with the Halibut Festival. The motto of the festival is: Why do you go? For the halibut! They'll be a lot of events at the festival, such as an all-day fishing contest, a fried halibut-eating contest, a tall fish-tale telling contest, the Miss Halibut beauty pageant, plus rides, games, and food and souvenir vendors. Bingo himself loves the fair, and always looks for the guy who sells frozen, chocolate-covered bananas.

As they come up to the gate one by one, they'll find that they have to go past a crowd of people protesting the festival. They're holding signs that say, "Nuclear Power Hurts Us All!" "Corporate Greed Is Bad Indeed!" "Save Our Beautiful Bay!" One guy is standing out from the crowd, shouting and encouraging the sign holders to chant, "Un-safe! Un-safe!" One person gives one of the kids a flyer that tells about the dangers of nuclear power, and how it harms the environment. If you want to, you can make this flyer yourself, and pretend that you're a protester and hand it to one of the players.

Have the kids all make a Smarts roll (Target Number 18, except for Andrea and Sid; theirs is 12). Those who make the roll will recognize the guy yelling as Dr. Albert Feinstein, a local scientist who is always concerned about the ecology of Port Juliet. He makes lots of appearances on TV, and he's almost always mentioned in the newspapers. Andrea knows him especially well because he used to work with her parents at the lab, and Sid knows him because of his interest in ecology.

The kids will now go stand by the stage next to the front gate and wait for the opening ceremony. The festival doesn't officially start until the mayor gives his speech about the history of the festival and the previous year's Miss Halibut cuts the big ribbon to the rest of the campgrounds. The kids will notice that all around the stage are banners that advertise a sponsor for the festival this year: Malachite Amalgamated, Incorporated. Have everyone make a Smarts roll (Target Number 19, except for Roshondra; hers is 12) to recognize the name of the company. Whomever succeeds remembers that the company is owned by Rupert Malachite, Rhode Island's richest businessman. Malachite Amalgamated Incorporated is his big corporation that has many different divisions, like news media, sports teams, transportation and energy. He just recently built a nuclear power plant near Sendaway Bay. He also likes to dabble in politics, hoping it will help his business. Roshondra knows this, because he talks to her mom about a lot of the political issues in Port Juliet.

The crowd around the stage is already thick, and the kids have to squeeze in to find a spot. Everybody sees the mayor, Roshondra's mom, Rupert Malachite and last year's Miss Halibut go up to the podium on the stage. Read the following to your players:

The mayor blows on the mike on the podium, like he does every year, and says, "Welcome, everyone, to the 365th annual Port Juliet Halibut Festival! And, people, why do we attend?" Everyone in the crowd answers in unison: "For the halibut!" Everyone laughs, and the mayor continues. "This year, we're doing something different, folks! We have a corporate sponsor, Malachite

Amalgamated Incorporated. Here today to give our opening speech is the owner, Rupert Malachite, the most generous man in Rhode Island! Let's give him a warm welcome!" Everyone politely claps, except for the protesters from the front gate. They heckle Rupert as he steps up to the podium. Dr. Feinstein starts a chant of "No Nukes! No Nukes!" causing Rupert's speech to be unheard by the crowd. Suddenly, from the directions of the docks, a local fisherman, Charlie Hannigan, runs toward the crowd and crashes blindly into the stage. He's obviously very frightened, and can barely speak. He manages to stumble up on stage, grab the mike out of Rupert's hand and yells to everyone, "GreenGills! It's true! I seen him! He's a-comin' this way! Run for your lives!!" He looks back nervously over his shoulder, and runs off the stage.

All the citizens know the legends of the sea monster, GreenGills, who is rumoured to live in the swamp in Sendaway Bay, but no one really believes it. It has grown to be no more than a colorful tale to tell kids and tourists to keep them from getting into the swamp and getting lost. However, there at the edge of the crowd, now stands the living legend himself, GreenGills, the sea monster of Sendaway Bay, in the flesh!!

The players now have to make a Health roll (Target Number 20) to keep from getting trampled by the crowd. Those who make it manage to get on the stage and not get hurt. Those who don't are actually rescued by Cap'n Bingo as he carries them up to the stage with everyone else. Also, the kids who make the roll will notice that the only people who aren't running are Rupert and Dr. Feinstein. The Doctor is trying to calm the crowd (unsuccessfully) and Rupert is just watching.

GreenGills stands his ground, roars, and runs back to the swamp. The crowd eventually stops stampeding out in the parking lot, and some of them come back inside the campgrounds out of curiosity, but leave quickly thereafter, scared that GreenGills will return.

Scene II

The Cliques has a few options as to what to do next. If the players are not sure of what to do, have Cap'n Bingo give suggestions. He's one smart ape!

1. They can ask some of the people around them for info. Here's what they'd have to say:

Rupert Malachite is shocked and very annoyed at what just happened—he's sunk a great deal of money into this festival, and he has no time whatsoever to talk to a bunch of meddling kids! Make Rupert sound like a big jerk!

Dr. Albert Feinstein is very angry! He thinks Rupert is the cause of all this trouble. First of all, there are no such things as monsters; obviously, the scientific explanation of GreenGills must be that the new nuclear plant has caused a horrible mutation of an alligator or a fish, and it must be protecting its territory. He thinks that maybe the ecosystem of the swamp should be investigated immediately.

Roshondra's mom, Lowanda Nygen, is very shaken, and can't really talk about GreenGills; she doesn't know anything about local legends. But she does know Rupert Malachite well, and will happily talk about him to get the unpleasant situation off her mind. Simply repeat any previous info given about him in this adventure, but make her sound like she's Rupert's #1 fan.

Charlie Hannigan is being looked at by paramedics for hurting himself in the melee, but he'll talk to the kids. He was looking for a prime spot for the fishing competition when he saw

GreenGills rise out of the water just outside of the swamp. He ran, and GreenGills followed him to the grandstand where the people were. Charlie just doesn't remember much after that. He does know the legend of GreenGills—since the beginning of Port Juliet, people have heard of a number of weird things that live in the swamp, and GreenGills is their leader and the protector of the swamp.

Anyone else the kids talk to doesn't know much of anything else—they're too shook up from seeing a weird monster!

2. The Clique can try to track the monster and look for clues. If they talk about doing this near Dr. Feinstein, he'll volunteer to help. Let the players decide on whether or not to let him go.

Whoever is trying to track GreenGills, have them make a Smarts roll (Target Number 9) to find his tracks. If your players are smart enough to wonder why the Target Number is low, have Cap'n Bingo make a comment that maybe it was too easy to find those tracks—maybe someone wanted them to find the tracks!

Anyway, the tracks lead into the very dark and creepy swamp. Have everyone make a Smarts roll (Target Number 22) to see if they're brave enough to go in the swamp. Those who are too creeped out to go in the swamp can look through the rest of the campground for clues, agreeing to meet back at a particular spot when they find something. As they search around the campgrounds, have these players make a Smarts roll (Target Number 19) to see someone sneaking around the festival. If they follow the guy, have them make a Health roll (Target Number 20) to be sneaky, and not have the guy notice them. He'll go to the Organic Snacks booth, go in the back door and then quickly leave. If they go to the booth, they'll find a box of glow sticks, a few metal barrels, and some paint and stencils of the Malachite Amalgamated Incorporated logo.

For the brave ones able to go in the swamp, have them hike several hundred yards into the swamp. Have the players make a Smarts roll (Target Number 9, again!) to find an overturned metal barrel leaking a green, glowing liquid into the swamp water. The barrel has a Malachite Amalgamated Incorporated logo painted on it. If the players fail the roll, and Dr. Feinstein went with them, let him find the barrel and show it to them. Dr. Feinstein will become very angry, and convince the kids to go back to the campgrounds and tell the police about their find.

However, when they do make it back and meet the other kids, the Doctor excuses himself to call the police.

3. The kids can try to capture GreenGills. Let the players come up with an idea on how to lure the monster into the trap and how the trap will work. Remember, if they use other character to lure the monster, it's best to use the ones who have the ability "Weirdness Magnet."

For the trap itself, the characters can use anything that could be found at any carnival, from a lump of cotton candy to a water-filled dunk tank. And, of course, there's plenty of halibut. The players must describe the trap, and it must make logical sense. Well, logical, at least for a cartoon! The Target Number for the trap is 14. The number of steps allowed for the trap equals the highest Smarts in the Clique plus one. However many steps the players come up with, though, will be the Trap Rating. Roll 2d6, add the Trap Rating, and if it beats the Target Number, they catch GreenGills!

Scene III

You have a monster! Now, many of the loose ends and strange clues can be explained.

The characters can either call the police themselves, or the police can arrive themselves, having been contacted by one of the groundskeepers noticing a bunch of kids snooping around.

You can read the following to the players:

Right as the police arrive, Rupert Malachite, his entourage, the Mayor, Mrs. Ngyen and Miss Halibut arrive on the scene. Rupert's hands fly about his head as he raves about his investment into the Festival, and what will the Mayor do about this travesty. The entourage makes notes, and Roshondra's mom makes excuses and apologies. Tired of the noise, the police chief demands they shut up, and directs their attention to the captured GreenGills. "People, I think whoever is under this mask will help us make better sense of all this monster malarkey!" The chief rips the head off the monster, and everyone gasps when they see the young man from the group of protesters who passed out the flyers. He is very frightened, and squeaks, "Please! Don't arrest me! I'll tell you what you want to know! Dr. Al said that we need to save the town, and he had me dress this way to scare everybody away! I swear!"

If the kids ask the police whether or not Dr. Feinstein called them, the police will say that they never heard from him.

If the kids take the police to the booth that has the glow sticks and the barrels, they find the Doctor at the booth painting a logo on a barrel. The police arrest him, and he is dragged off the campgrounds, he curses at Rupert Malachite, telling him that he'll never get away with his evil, greedy scheme, thanks to these wonderful, meddling kids!

For the final scene, read this to the players:

As you leave the scene, you notice Cap'n Bingo is looking off into the distance at something in the swamp. You look, and you see a tall, green beast with fins, standing on two legs like a human. Silently, he hold up his hand, and carefully makes a "thumbs-up" gesture to you and smiles the best he can. He then disappears into the dark of the swamp. Cap'n Bingo grunts, and says, "Arrgh! Now, there be the only beast stranger than me!"

The End!

Rupert Malachite

Type: Greedy Corporate CEO

Stats—

Strength- 4
Moves- 4
Smarts- 9
Health- 7

Abilities—

Rich
Really Rich
Leadership
Whiz-Business

The Fake GreenGills

Type: Ordinary Guy

Stats—

Strength- 6
Moves- 8
Smarts- 2
Health- 8

Abilities—

Connected
Sneak
Nimble
Dodge
Sprint
Intimidation

GreenGills

Type: Sea Monster

Stats—

Strength- 8
Moves- 7
Smarts- 4
Health- 5

Abilities—

Speak
Strong
Super Strong
Super Fast