

THE SEARCH FOR FRAGARACH

A PULP ALLEY ADVENTURE

THE YEAR IS 1895. LADY ELAINE DARROW, AS BEAUTIFUL AS SHE IS HOT-TEMPERED AND A RENOWNED ARCHAEOLOGIST IN HER OWN LIGHT, HAS BEEN PURSUING THE WHEREABOUTS OF FRAGARACH, THE FAMOUS CELTIC SWORD OF PRE-HISTORIC TIMES, EVER SINCE HER FATHER, LORD DONOVAN DARROW, MYSTERIOUSLY DISAPPEARED SEARCHING FOR THE SWORD. FRAGARACH IS RUMORED TO HAVE GREAT MYSTICAL POWER IN ADDITION TO ITS INCALCULABLE WORTH AS AN ARTIFACT OF GREAT ANTIQUITY. LADY ELAINE IS DRIVEN NOT JUST BY THE HISTORY AND POWER OF FRAGARACH, BUT BY HER GREAT CONCERN FOR THE WELL-BEING OF HER FATHER, AND HAS BECOME UNDERSTANDABLY SUSPICIOUS OF THE MOTIVES OF ALL AROUND HER.



MANY HAVE PURSUED THE SWORD FOR THEIR OWN PURPOSES, NEFARIOUS AND OTHERWISE. NOW WORD HAS REACHED CERTAIN INTERESTED PARTIES OF LADY ELAINE'S WHEREABOUTS: A FORGOTTEN VALLEY WHICH IS A FOCUS FOR ANCIENT MYSTIC FORCES. MANY CULTURES HAVE BUILT HERE, DRAWN BY THE PULSES OF A GREAT AND INEXPLICABLE POWER, BUT NONE REMAIN, FOR HERE THERE IS GREAT PERIL...ONLY THE RUINS ENDURE.

LADY ELAINE HAS MUSTERED HER STORIED KNOWLEDGE OF ARCANE LORE AND IS VERY CLOSE TO BRINGING FORTH THE GREAT SWORD CALLED FRAGARACH, ONLY WAITING FOR THE MORNING MISTS TO DISIPATE. INDEED, GREAT PORTALS OF UNKNOWN POWER HAVE COME INTO BEING NEAR HER GREAT ALTAR. BUT LURKING IN THE FOG ARE THOSE WHO WILL STEAL--OR DESTROY--THE GREAT SWORD, AND AS THE MISTS SWIRL AND FADE THE INEVITABLE STRUGGLE COMMENCES...

PLOT POINTS AND PERILS



THE LEAGUES

EACH LEAGUE RECEIVES A ONE-POINT GADGET CARD AT RANDOM, AND MAY AWARD IT TO THE PLAYER OF THEIR CHOICE!



CAPTAIN WOLF AND THE SKY PIRATES
L TO R: PHANTOM ACE (ALLY), MAK O'REILLY (ALLY), PULP GIRL (SIDEKICK), CAPT. WOLF (LEADER). PROFIT COMES BEFORE ETHICS FOR THIS ELITE COLLECTION OF MERCENARIES.



BLACK WIDOW AND HER THUGEES
L TO R: ASAD THE DESTROYER (ALLY), SPARROW HAWK (ALLY), BLACK SHADOW (SIDEKICK), BLACK WIDOW (LEADER). MYSTERIOUS ASSASSINS FROM THE EAST, THEIR AIMS ARE SHROUDED IN SHADOW.



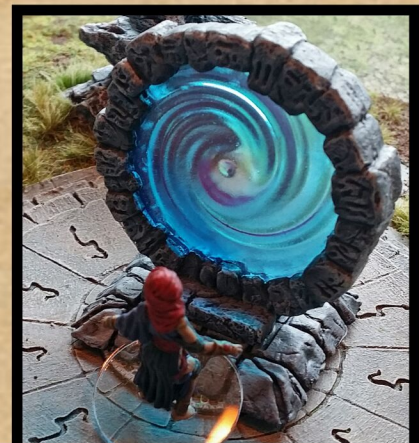
CULT OF MITHRAS
L TO R: CLAUDIUS (ALLY), CORNELIUS (ALLY), CASSIUS (SIDEKICK), CATO (LEADER). THIS CULT OF FANATICS SEEKS POWER AT WHATEVER COST FOR THEIR DEVIUS DESIGNS.



INTERNATIONAL RESEARCH AND EXPLORATION SOCIETY
L TO R: RAMJEET SINGH (ALLY), PROFESSOR EVA (ALLY), TOBIAS TURNBULL (SIDEKICK), DOC FLYNN (LEADER). THE GOOD GUYS: A COLLECTION OF BRILLIANT MINDS AND ADVENTUROUS SOULS KEEPING ARCAINE ITEMS OUT OF THE HANDS OF EVIL.



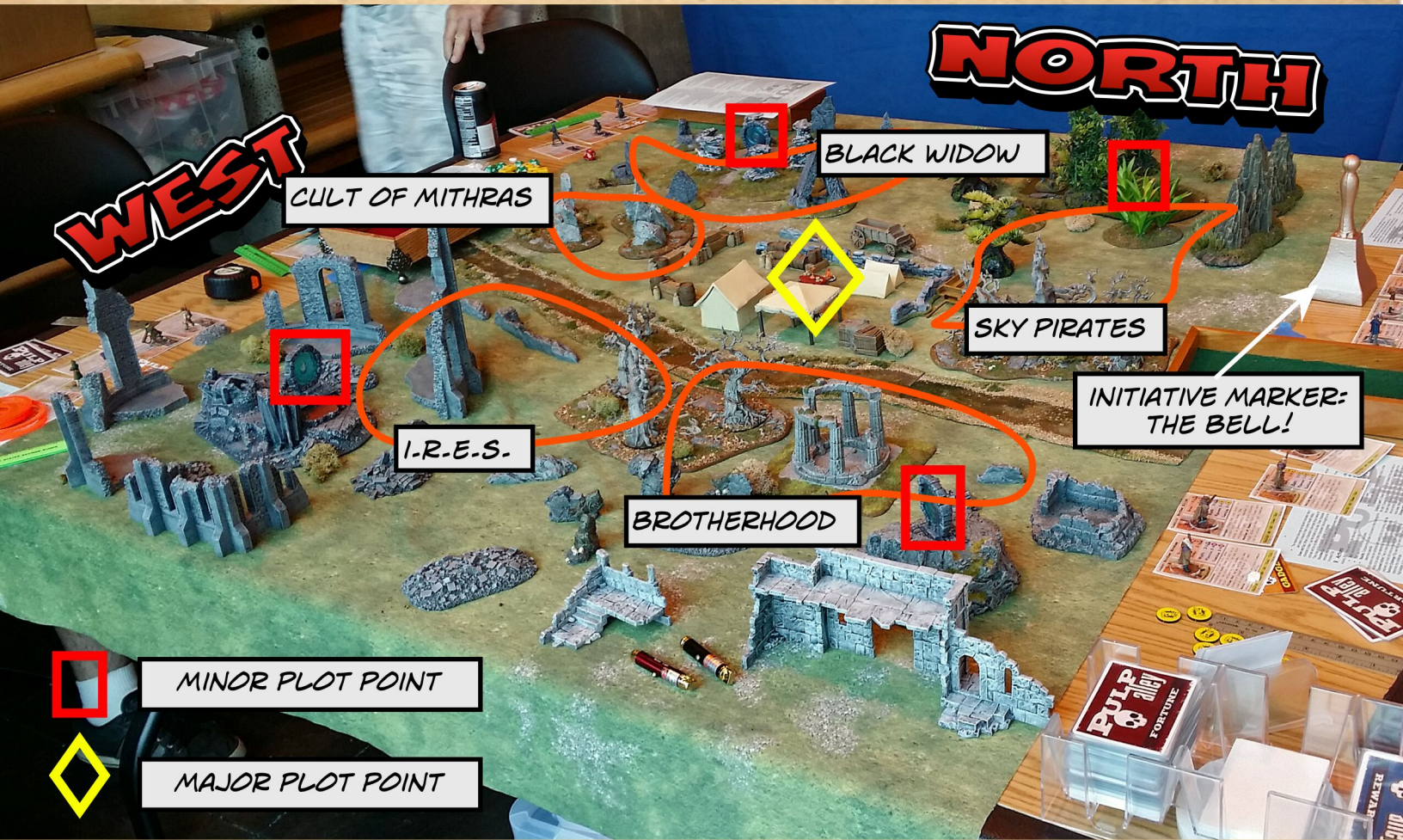
THE BROTHERHOOD
L TO R: BROTHER MALACHI (ALLY), BROTHER ENOCH (ALLY), BROTHER ELIJAH (SIDEKICK), BROTHER ABRAHAM (LEADER). THEY ARE ON A MISSION FROM GOD, PURGING THE WORLD OF THE UNCLEAN, AND WOE TO THOSE WHO STAND IN THEIR WAY.



**MINOR PLOT POINTS:
PORTAL OF MYSTIC POWER**

THE PLOT POINTS: THE MAJOR PLOT POINT IS LADY ELAINE, IN THE MIDDLE OF THE PLAYING AREA. THE MINOR PLOT POINTS ARE THE FOUR PORTALS OF MYSTIC POWER, FOUND IN THE FOUR CORNERS. SCENARIO IS HIDALGO FIRE, FROM PERILOUS ISLAND.

THE DEPLOYMENT



THE GAME

ALL MINOR PLOT POINTS ARE LOCATED IN EXTREMELY PERILOUS TERRAIN, AND LADY ELAINE, THE MAJOR PLOT POINT, IS ALSO CONSIDERED EXTREMELY PERILOUS. CLIMBING UP OR DOWN IS PERILOUS, AS IS THE STREAM WHICH BISECTS THE AREA FROM EAST TO WEST.



THE NORTHWEST QUADRANT SEES ACTION: THE MITHRAS CULTISTS MOVE QUICKLY TOWARDS THE ENCAMPMENT AND LADY ELAINE. SINGH AND FLYNN OF THE I-R-E-S. MOVE NORTH INTO THE ROCKS AND EXCHANGE SHOTS WITH THE CULTISTS TO NO EFFECT. THE THUGGEES OF BLACK WIDOW SEEM INTENT ON THE MINOR PLOT POINT.

TURN 1

BROTHERS ABRAHAM AND MALACHI MOVE TOWARDS THE SOUTHEAST MINOR PLOT POINT, WHILE BROTHERS ENOCH AND ELIJAH MOVE INTO THE BARREN WOODS BY THE STREAM. MALACHI HAS THE "DOC" ABILITY, AND WILL OFFER SUCCOR TO ABRAHAM IF HE IS IN NEED.



CAPTAIN WOLF SENDS PHANTOM ACE AFTER THE MINOR PLOT POINT IN THE SWAMP, WHILE HE AND THE OTHERS MOVE TOWARDS LADY ELAINE'S ENCAMPMENT. PHANTOM ACE, HOWEVER, QUICKLY DISCOVERS WHY IT'S A BAD IDEA FOR ALLIES TO ENTER EXTREMELY PERILOUS AREAS...ACE BECOMES THE FIRST CASUALTY OF THE DAY: DOWN, THEN OUT!

TURN TWO SEES THREE OF THE MITHRAS CULTISTS CHARGE THE ENCAMPMENT. CAPT. WOLF, PULP GIRL, AND MAK OF THE PIRATES MOVE TOWARDS LADY ELAINE FROM THE EAST.



TURN 2



LEFT: PULP GIRL TAKES A HIT IN AN EXCHANGE OF FIRE WITH CASSIUS, THEN ANOTHER FROM THE PERIL ATTEMPTING THE MAIN PLOT POINT. SHE IS DOWN AND WILL FAIL HER RECOVERY ATTEMPT! RIGHT: CORNELIUS OPENS UP WITH HIS SHOTGUN AND SINGH IS DOWN, BUT HE WILL RECOVER.



BROTHERS ABRAHAM AND MALACHI ADVANCE ON THE SOUTHEAST MINOR PLOT POINT, BUT THIS IS EXTREMELY PERILOUS TERRAIN, AND THE WEeping ANGEL STATUE TURNS INTO SOMETHING QUITE DIFFERENT! ABRAHAM IS UNHARMED, BUT MALACHI FAILS THE CHALLENGE AND IS DOWN, ALTHOUGH HE WILL RECOVER....THIS TIME! ABRAHAM TAKES CONTROL OF THE PLOT POINT!



TURN THREE SEES BLACK WIDOW ATTEMPT THE MINOR PLOT POINT IN THE NW CORNER, BUT IS ONE SUCCESS SHORT!

ABRAHAM IS UNHARMED BY THE PERIL, THEN USES HIS INFERNAL VELOCIGADGET TO FLY 12" TOWARDS THE SW PLOT POINT. MALACHI FAILS, HOWEVER, AND IS DOWN AND OUT!



IN THE ENCAMPMENT, BLACK SHADOW DISPATCHES MAK...FOR GOOD! LEADER CATO ATTEMPTS THE MAIN PLOT POINT...AND COMES UP SHORT. BUT SIDEKICK CASSIUS IS ABLE TO SEIZE THE FINAL SUCCESS! THE CULTISTS HAVE DONE IT...BUT CAN THEY HOLD ON?!? THREE TURNS TO GO!!!!

FIGHTING BREAKS OUT SOUTH OF THE STREAM, AS TOBIAS UNLEASHES A BLAST FROM HIS GATLING RIFLE AT BROTHERS ENOCH AND MALACHI! AMAZINGLY, ALL SURVIVE.



TURN 4: FIRE!



AT THE START OF TURN FOUR, MYSTERIOUS AGENTS DETONATE INCENDIARY EXPLOSIVES. PLAYERS TAKE TURNS PLACING FOUR 3" BURSTS, WHICH ARE CONSIDERED EXTREMELY PERILOUS AREAS AND REMAIN IN PLAY FOR THE REST OF THE GAME! SINCE WE HAVE 5 PLAYERS, EACH ROLLS A DIE AND LOWEST ROLL DOESN'T GET A BURST TO PLACE. PLACEMENT STARTS WITH THE MITHRAS CULTISTS, WHO BY SEIZING THE MAJOR PLOT POINT HAVE GAINED THE INITIATIVE. SINCE NO BURST MAY BE PLACED WITHIN 6" OF ANOTHER, HE WISELY PLACES A BURST IN THE MIDST OF HIS CULTISTS, KEEPING THEM SAFE FROM FURTHER BURSTS! THE PIRATES PLACE NEXT, AND PLACE A BURST TO BLOCK THE CULTISTS' PATH! CAPTAIN WOLF IS THE LONE SURVIVOR OF HIS LEAGUE, AND HAS BECOME OVERLY CAUTIONS, CONTENT TO SNIPE AT THE CULTISTS FROM COVER!



PLACEMENT OF BURSTS CONTINUES CLOCKWISE AROUND THE TABLE, WITH THE BROTHERHOOD PLACING A BURST SQUARELY UPON TOBIAS AND PROFESSOR EVA. AMAZINGLY, NEITHER SUFFERS ILL EFFECTS! IN THE DISTANCE, WE SEE THAT I.R.E.S. HAS SET A BURST SQUARELY UPON ASAD. A BIT OF REVENGE HERE, AS ASAD HAD TAKEN RAMJEET SINGH OUT OF PLAY!



PROFESSOR EVA EASILY AVOIDS THE FLAMING PERIL AND ADVANCES INTO THE STREAM--ANOTHER PERILOUS AREA! BUT NO PLAYER PLAYS A CHALLENGE ON HER, SO SHE WADES WITHIN RANGE AND LETS LOOSE WITH A BLAST FROM HER TESLA ARC PISTOL! CASSIUS TAKES A HIT FROM THE BURST AND IS DOWN: THE MAJOR PLOT POINT IS BACK IN PLAY!



BLACK WIDOW--FINALLY!-- SEIZES CONTROL OF THE NORTHEAST MINOR PLOT POINT, BUT AT WHAT COST? WILL SHE BE ABLE TO MAKE IT TO THE ENCAMPMENT AND THE MAJOR PLOT POINT IN TIME, OR WILL THE ONE-TURN DELAY COST HER ANY CHANCE OF VICTORY?!?

TURN FOUR RUMBLES TO AN END, AS CHARACTERS START TO CONVERGE ON LADY ELAINE'S ENCAMPMENT. HARDENED OPPONENTS FORGE TEMPORARY TRUCES, STRIVING TO KEEP ELAINE OUT OF THE NOT-SO-GENTLE CLUTCHES OF THE CULTISTS OF MITHRAS! CAPT. WOLF EDGES DEEPER INTO THE COMPOUND, WHILE DOC FLYNN, SEEING ASAD FALL TO THE INCENDIARY BOMB, ROUSTS HIMSELF FROM HIS SANCTUARY IN THE ROCKS TO HEAD FOR LADY ELAINE! IT'S ABOUT TIME! CASSIUS STRUGGLES TO HIS FEET, READY TO REJOIN THE FRAY. AND WHERE IS BROTHER ABRAHAM? WHAT DEVIOSU DESIGNS IS HE DARING TO DEPLOY?
ON TO TURN FIVE!



BURST FIRE FROM EVA AND BROTHER ELIJAH'S SHOTGUN TAKE THEIR TOLL, DOWNING CLAUDIUS (WHO WILL RECOVER). IN FRUSTRATION, CATO FIRES HIS VOLLEY GUN INTO THE TRIO--EVA, ELIJAH, AND ENOCH--WADING THE STREAM! TO THE NORTH BLACK SHADOW APPROACHES, WHILE CAPTAIN WOLF FIRES FROM THE EAST, BUT ALL REMAIN STANDING!

TURN 5

MEANWHILE...



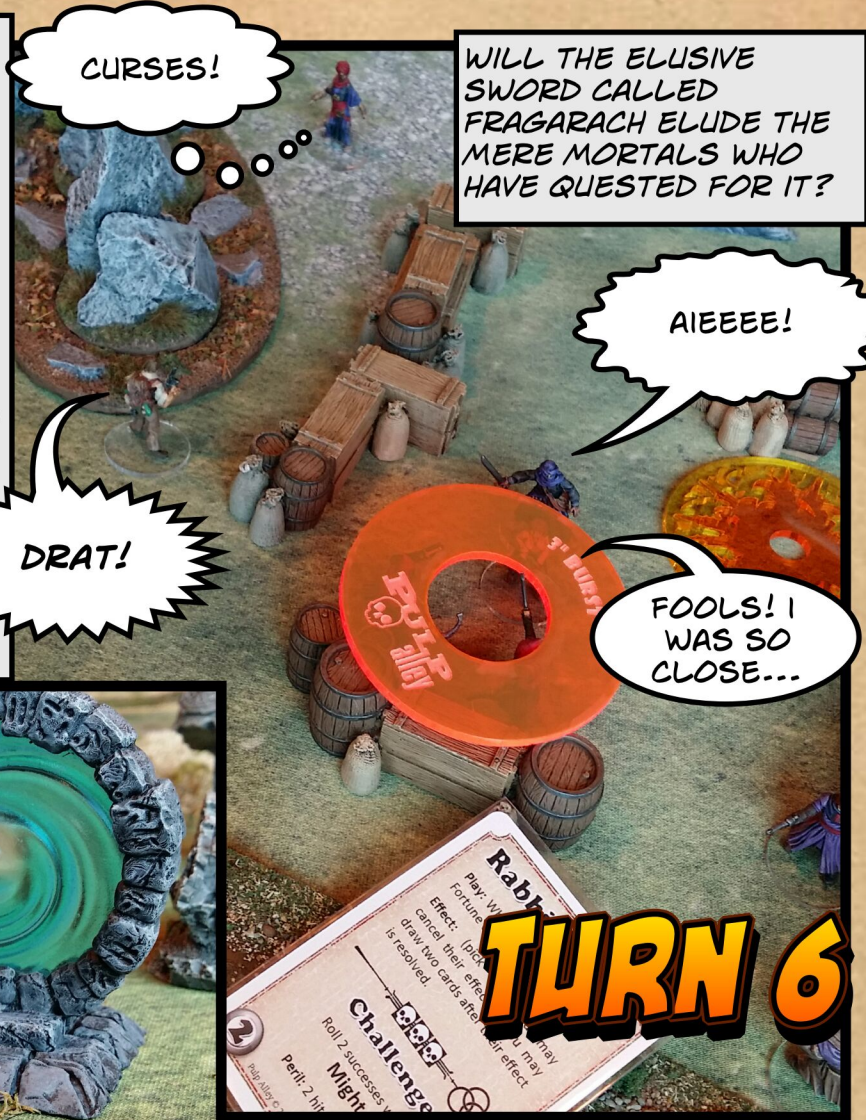
CURSED PORTAL OF THE DEVIL... I DO BANISH THEE!

BUT HEY...IF YOU HAVE A REWARD OR SOMETHING TO DISPENSE, THAT WOULD BE DANDY!

UNNOTICED BY OUR OTHER PARTICIPANTS AS THEY STRUGGLE FOR THE MAIN PLOT POINT, BROTHER ABRAHAM'S QUEST FOR THE SOUTHWEST MINOR PLOT POINT GOES UNREMARKED. IGNORED BY THE I.R.E.S., WHO DEPLOYED JUST NORTH OF IT, WHAT DIFFERENCE CAN A SNIVELING MINOR PLOT POINT MAKE? FOR WHATEVER IT'S WORTH, ABRAHAM IS UNDETERRED BY THE EXTREME PERIL OF THE DESTROYED GOTHIC MONUMENT AND SUCCEEDS IN GAINING CONTROL OF THE MYSTIC PORTAL. THE PLOT POINT IS HIS!

AS THE FINAL TURN BEGINS, THE CORNER OF THE COMPOUND BECOMES A VERY PERILOUS PLACE INDEED. DUE TO CONSTANT HARASSMENT AND TO SOME LOUSY DICE ROLLING, CATO AND CASSIUS FAIL TO RETAKE THE MAJOR PLOT POINT. BLACK SHADOW MAKES AN ATTEMPT ON LADY ELAINE (UNDER THE BURST JUST BELOW HIM) BUT FAILS THE PERIL! BLACK WIDOW AND DOC FLYNN LOOK ON HELPLESSLY, UNABLE TO REACH LADY ELAINE...BLACK WIDOW WOULD HAVE TO RUN TO REACH HER, MAKING HER INELIGIBLE TO ATTEMPT THE PLOT POINT. AND DOC FLYNN CANNOT REACH ELAINE WITHOUT COMING WITHIN ONE INCH OF AN ENEMY, WHICH IS FORBIDDEN UNLESS CLOSING TO BRAWL...CURSE THOSE PESKY RULES! SO IT LOOKS LIKE A DRAW!

BUT WAIT!!!! WHAT OF BROTHER ABRAHAM?



CURSES!

WILL THE ELUSIVE SWORD CALLED FRAGARACH ELUDE THE MERE MORTALS WHO HAVE QUESTED FOR IT?

AIEEEE!

DRAT!

FOOLS! I WAS SO CLOSE...



BY BROTHER ABRAHAM SEIZING TWO MINOR PLOT POINTS, THE BROTHERHOOD HAS EKKED OUT A SLIM BUT SATISFYING VICTORY WITH TWO VICTORY POINTS. BLACK WIDOW HAD ONE POINT, AND THE REST HAD NONE...THE PLOT POINT IN THE SWAMP WAS NEVER TAKEN! THE CROC IS STILL SMILING...



YOUR FEARLESS GEMMASTER, SHOWN HERE REFLECTING ON THE MORNING EVENTS (AND HOW HARD IT IS FOR AN OLD GUY TO TAKE A SELFIE), DISPLAYING THE SPECIAL PULP ALLEY T-SHIRT THAT HE HAD MADE.

DON'T WORRY, HE GOT FULL PRIOR APPROVAL FROM DAVE PHIPPS BEFORE HAVING IT DONE!

