

SkyMAUL

A HIGH-FLYING ADVENTURE FOR MONSTERS & OTHER CHILDISH THINGS

Anybody who's traveled a lot can tell you, airplanes are vampires. They drain your energy and leave you a zombie with numbness for brains.

For the planes that fly at a certain altitude at a certain northern latitude, that's not just a metaphor. They become possessed by Tikatak, a monstrous inhuman spirit of the upper airs that sucks the psychic energies right out of flyers.

To Tikatak, the residual sense of identity that passengers invest in luggage is a light aperitif. Flight attendants, pilots, and frequent flyers are its servants. Its defenses are microwave ovens, coffee pots and vacuum toilets that empty out into the void. Airline food is how it feeds on its prey.

If your kids and their monsters can persuade Tikatak to find its lunch elsewhere, they might just keep their friends' and loved ones' hearts and souls intact.

Of course, if they cause the plane to crash in the process . . . well, let's just try to keep all their ribcages and skulls intact, too.

A Class Trip!

The kids and a bunch of their classmates are going on a trip across the country! The reason and destination can be anything that fits your campaign. By default, we'll assume that they're American kids flying to Washington, D.C. to see the Capitol, the Library of Congress, the Lincoln Memorial and all the other things made out of marble and covered with pigeons. If the kids are from someplace close to Washington already, then maybe they're flying out to California with the band to march in the Parade of Roses, or something. I don't know. Make something up.

The player characters (and their monsters, of course) are going along with two or three dozen other kids from their school, plus a dozen or so teachers and parents as chaperones. Each kid should have a Relationship with at least one grownup chaperone on the trip, whether it's a parent, a teacher, or Scruffy the Cranky Retired Janitor. Why is Scruffy coming on the school trip? I don't know. Make something up.

If a kid has no Relationships with any grownups, then make sure he or she has a Relationship with *somebody* on the plane. And get the poor kid into therapy, stat.

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Part 1: Seats and Tray Tables

Before you get into the action, you may want to ask each kid some introductory questions. These facts can set the stage for the adventure and give some context to how the other kids and the chaperones treat each player character. You can play out some of these things as preliminary scenes, if you have the time.

- What things did you bring to entertain you on the flight?
- What did the rude security lady make you throw away at the security screening?
- How exactly does your monster tag along without getting you in trouble or making everybody freak out?
- Do any of the other kids and chaperones know about your monster?
- Did you put your seat and tray table in their upright position for take-off when the pilot said so, or did you make the flight attendant come and tell again you so your chaperone was embarrassed and maybe started to regret that your permission slip said “Yes, Junior here can come along”?

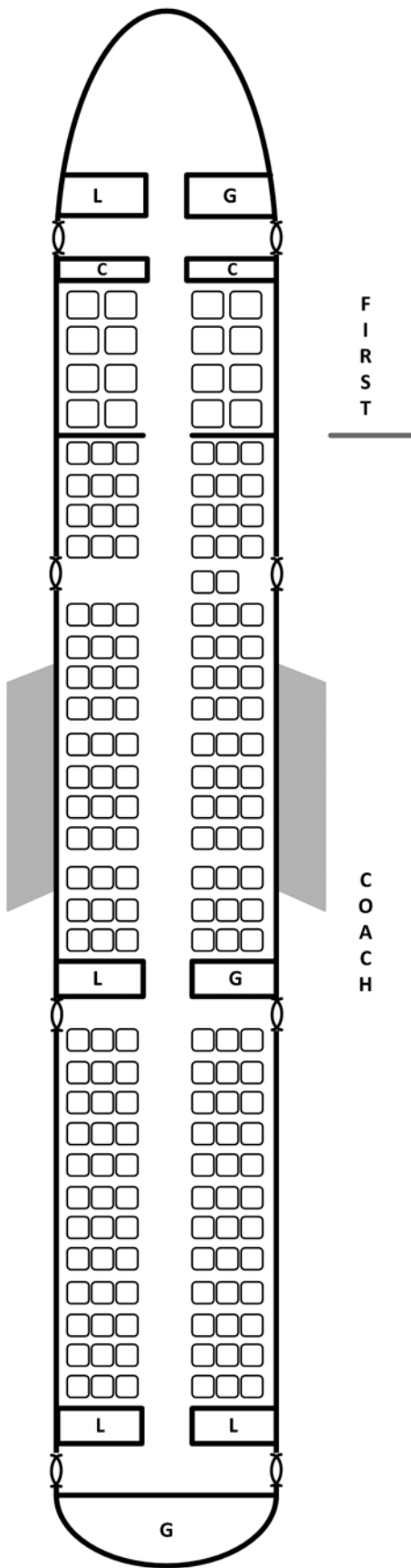
This is also the time to introduce the other (non-monster-having, or NMH) kids and the chaperones. You can find some suggested NMH kids and chaperones at the end of the adventure.

There should be at least one *hostile* NMH kid per player character. Why are they hostile? Depends on the player character, but the most common reasons for NMH hostility include weirdness, not fitting in, and being smarter, funnier, or more creative than the NMH jerk. The NMH antagonist ought to be there, locked and loaded (with scorn and sarcasm, that is), every time the player character has to face the consequences of his or her monster acting up.

See the map of the plane for some suggested seating assignments. You know what’s fun? Putting each player character right next to a hostile NMH kid *and* close enough to a chaperone that they can’t just have their monsters go crazy.

Here you should introduce the flight crew, too, in a more general way. There are four flight attendants who all have two-tone polyester uniforms to go with their one-tone polyester smiles, and the pilot and copilot who watched from the cockpit while everyone shambled aboard. You can find names and stats for them at the end of the adventure.





LEGEND	
C	CLOSET
G	GALLEY
L	LAVATORY
⊏	EMERGENCY EXIT