

THE GRAND ADVENTURE



A “1-Shot” adventure compatible with Cypher System.
Revised April 21, 2023

The Premise

The player characters are all grandparents, or at least old enough to fill the stereotypical archetypes of grandparents. Their mission is dire. They need to carpool from the assisted living community (where at least some of them reside) to the east side of town, where their favorite lunch buffet will be opening.

It’s already 9:00 AM, and the buffet starts at 11:00. There’s no time to waste!

The Intention

This adventure is meant for 2-4 players who are new to the Cypher System by Monte Cook Games. To that end it’s highly recommended that you purchase the Cypher System Rulebook, but everything you need to know about the rules is available in their SRD.

- Core Rulebook (or support your local game store): <https://www.montecookgames.com/>
- CSRD (link’s under the open license text): <https://csol.montecookgames.com/license/>
- A More Organized, Online CSRD: <https://callmepartario.github.io/og-csrd/>

Other Systems

As luck would have it, most of of this document is plot, setting, and descriptions of bad things to throw at the players. Other than the included pre-gen characters and a few minor details, this adventure could easily be used for any other system. You’ll need stats for a flock of Canadian geese and some local ne'er-do-wells, but any large predatory bird or, in a pinch, a giant rat from whatever system you choose could be “reskinned” to be North America’s most terrifying feathered fiends.

The Setting

The characters reside in New Canaan, a small but unfortunately growing community (“Things were better back in the old days! Far less traffic! There used to be a barber shop next door, now it’s a highway and I’m bald! Additional rants that none of the youths will hear as they’ve already walked away!”) in eastern Pennsylvania. This adventure could take place in any small town by revising a few of the landmarks. If you yourself are familiar with such a place, feel free to substitute that location for the one shared here.

Do not feel the need to have the players visit every landmark in the adventure, but rather call them into service as the need for such a location arises. Ideally each character should have two GM Intrusions that target them specifically, though they'll certainly deal with more than that as they help each other out.

But where's the map? You shouldn't have one at the start and likely won't need one. You can make one while you're playing to keep the continuity together, but having one when you begin the game would prevent you from moving locations around to better serve the plot.

Each landmark has an included suggested GM Intrusion meant to match the theme of that location, but these too can be altered (or ignored) as needed.

It's suggested that the GM keep track of the in-game time. As 11:00am approaches, have the party reach the diner and its final GM Intrusion.

Notable Landmarks

Beginnings and Endings

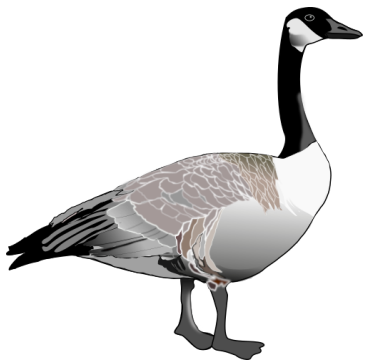
The only two required locations, assuming the goal is reached.

- **New Canaan Assisted Living Community**

The apartments in this fourteen story building are small, the furnace in the basement breaks down once a month, and the nicest thing one can say about the staff is that they're negligent. But hey, it's quieter than moving in with the kids! They even filled in the pond out front to make a nice little park with walking paths and everything. The Canadian geese haven't left since the pond went away, but they'll probably fly off any day now. (Note: Like many buildings, the floor numbers skip "thirteen" out of superstition.)



- **GM Intrusion: The Birds**



The Canadian Geese have smelled fear. OK, it might just be the cologne or perfume of one of the party members, but to them it smells like fear. The entire flock is between the party and their vehicle, and they're getting closer!

It is suggested that the flock be considered a "swarm" style opponent that's level 3, or a collection of level 1 geese with one goose per character. If combat gets too severe or too tedious, have one of the Assisted Living Community employees drive through the flock honking their horn, dispersing them long enough for the party to escape in their own vehicle.

- **New Canaan Diner**

Your typical greasy spoon diner, where the menu hasn't changed in 40 years, and neither has most of the staff. They have a lunch buffet special every alternating Thursday to get rid of any produce that's about to go bad. The regulars, a mix of New Canaan residents and visitors from the Jonah City suburbs, don't seem to notice.



- **GM Intrusion: Event Parking**

The diner shares a parking lot with the church next door. No, not that church, the other church. Er, the *other*, other church. Why does a town this small have so many churches? Usually a diner that's open on Sundays can do a lot of business this close to a church, but from the look of it there's a funeral service taking place. Or a wedding. Likely not both. OK, maybe some of the party need to stop relying on reading glasses for distance. Problem is, the diner's parking lot, the only one in comfortable walking distance, is at capacity.

Stops Along The Way

(Everything here is optional, though if none of these are used it may be a very short adventure.)

- **The Circle**

Home to the only roundabout in town, The Circle is surrounded by three churches and the post office. It connects Main Street and Broad Street, has no available parking spots, and has a (nonfunctional?) 200 year old cannon pointing down Broad Street.



- **GM Intrusion: Eternal Loop**

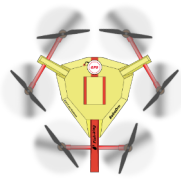
The roundabout traffic is bumper to bumper, leaving no room for the party to enter. Vehicles are entering and leaving the circle, but none are leaving at the intersection where the party are now first in line. Other cars are now waiting behind the party's vehicle, waiting patiently (or not so patiently) for their turn.

- **New Canaannton Speedway**

There was a time when this racetrack was a profitable location drawing people from all over the country to effectively - and ironically - shut down this area of town with the influx of race fans and tailgaters. Those days have long since passed. There have been multiple attempts to sell it and its several grass covered parking lots in the past decade, but all fell through for various reasons. Occasionally the land is rented for short-term events, but its glory days are over and the structures are beginning to fall into disrepair.



- **GM Intrusion: Drone Strike!**



A relatively large drone operator enthusiast club has rented the old speedway parking lot for a day so they could use the open space to run their own events. Unfortunately, one of the event categories was automated aerial combat. The Level 1 drones attacking the local nearby traffic will certainly be disqualified, but it looks like it's still happening.

- **Home Renovations**

Most houses in town are between a century to a century and a half in age, which isn't nearly as old as the town itself but still old enough that sometimes "out with the old, in with the new" is more of a necessity than an aesthetic choice.

- **GM Intrusion: Live Wires**



Somehow, some power lines have been knocked off the nearby poles. Could it be from the tree trimmers being a bit overzealous? Did the people fixing the roof move a ladder in the wrong direction? Did the electrician cut the wrong cable? While all of these people are in the front yard bickering and arguing about who's to blame, sparking high voltage power cables are dancing around on the street.

- **Degemup Inc. Limestone Quarry**

It's a big hole in the ground. Fortunately they pushed all the topsoil into a pile around the edges so you really only notice the strip mine from areal photographs. Or when they're blasting. You notice then, too.



- **GM Intrusion: Evasive Maneuvers!**

From time to time Degemup Inc. has been known to overestimate how much explosive is actually needed to loosen things up. This is one of those times, and we're not talking cracked foundations! Chunks of limestone are raining from on high!

- **Jonah City**

The closest thing this area has to a major metropolis, everyone knows Jonah City is huge because it has not one, but *two* high schools, and only city residents attend.



- **GM Intrusion: Way Out Of Town**

Albuquerque isn't anywhere nearby, but the party still seems to have made a wrong turn there. The roads all feel too narrow and traffic laws all seem optional if the driver's angry enough. The street planning doesn't make any sense, with avenues, streets, and alleys all mashed together like crosshatching drawn by a comic artist who should really switch to decaff.

- **New Canaan High School**

Serving New Canaan and several surrounding townships and boroughs, NCHS is a sprawling complex with an archway connecting two separate buildings.

- **GM Intrusion: Annual Bake Sale**



It's a once-a-year fundraiser opportunity! The home economics classes and the school's PTA have joined forces to create a variety of baked goods, from healthy to diabetes-inducing. All for really cheap, and all to help support the school with ... book purchases? Chalkboard erasers? Whatever the kids use these days. This sounds wonderful, but time spent here is time spent not heading towards the time-sensitive buffet goal.

- **Otto's Repairs**

This greasy, two bay garage has a parking lot full of vehicles packed bumper to bumper and in varying states of repair and/or decay. Additional vehicles are similarly placed across the street in an empty lot covered in gravel. The eponymous mechanic runs the repair business by sitting in a lawn chair in the center of one of the two garage bays and reading a paper. There seems to always be a vehicle in the other bay being worked on by Otto's assistant, Kevin. This is only known because Kevin's legs and the sounds of metal striking metal are both emerging from underneath.



- **GM Intrusion: Car Troubles**



The characters' vehicle starts to sputter and emit black smoke, eventually coming to a halt with a wheeze about 20 feet from the garage. What the characters don't know is that Otto has the **Command Machine** ability and will occasionally use it to drum up more business. The vehicle doesn't actually need repairs, but if left alone for 30 minutes it will run as good as n- ... er, it'll run again.

[It is suggested that Otto be Level 3 but defend at Level 2. He will use

power tools or other machines to his advantage if he can, but will try to not give away his secret ability. Kevin will hide if combat starts. Moving the vehicle he hides under will reveal he's no longer there. His whereabouts will not be detectable.]

- **The Tower**

An old structure that overlooks one of the local cemeteries. It resembles a two-story gazebo with the first floor made of stone and the second floor "restored" using concrete. An iron spiral staircase links the two levels, both of which are covered in graffiti. Local folklore says it was built in the colonial era as a lookout post to keep watch for attacks from Native Americans. This story becomes less believable when one notices it was built in 1867, but modern myths don't tend to care about facts that disagree with them.



- **GM Intrusion: Hooligans**



Some local youths have gathered here to drink recreational beverages and possibly redecorate the tower. They're a friendly bunch, and happy to share biting comments and possibly an airborne can (likely empty, beverages cost money) in the party's general direction.

[It is suggested that there be 5 hooligans, all level 1, though their ranged attacks of taunts, jeers, and empty cans might be level 2 (Intellect damage preferred) so long as no opponents are close to them.]

Pre-Built Characters

Cypher System character creation is far less involved than some systems, but if the goal is to get into the action ASAP, having a few characters already on hand can still speed things up.

As with all things in a TTRPG, they're optional. Some or all of them may be replaced, and should be if you want players to have creating their own characters be part of their first Cypher System experience.

Each character is presented on its own page to make printing/sharing easier.

1. **Virgil The Magnificent (he/him) is a Charming Speaker who Crafts Illusions!**

1. Might: 8 Speed: 9 Intellect: 19 Intellect Edge: 1 Tier: 1 Effort 1
2. Virgil is a retired stage magician who got so far into the role he never fully got out of it again. Virgil's former agent now does PR for the mayor's office. Well, his former, former agent is long since retired. His former agent is his previous agent's offspring.

3. Abilities:

1. Anecdote (2 Int)
2. Demeanor of Command (2 Int)
3. Encouragement (1 Int)
4. Enthrall (1 Int)
5. Minor Illusion (1 Int)



4. Skills:

1. Trained:
 1. Using special abilities that influence the minds of others.
 2. All tasks involving positive or pleasant social interaction.
2. Practiced:
 1. Light Weapons
3. Inability:
 1. Medium & Heavy Weapons
 2. Your willpower is not one of your strong points. Defense actions to resist mental attacks are hindered.
 3. You were never good at studying or retaining facts. Any task involving lore, knowledge, or understanding is hindered.

5. Equipment:

1. Sword Cane
 1. Light Weapon, Dmg: 2, Eased 1.
OK, it's not really a sword, the cane is thin enough that the blade could only be as long as a decent knife. Far better at chopping vegetables than an actual sword, though.
2. First Aid Kit
3. Flip Phone (needs frequent recharging)
4. Magician's Suitcase
It turns into a table! It's also full of the standard fare one expects to see a stage magician accumulate ... except for the live animals. They've retired.
5. Multi-Tool
47 different tools in one! 10 of them might even be useful!
6. Tuxedo (Lightly Used)

2. **Rosemary The Librarian (she/her) is a Learned Warrior who Rages!**

1. Might: 13 Speed: 13 Speed Edge: 1 Intellect: 10 Tier: 1 Effort 1
2. Rosemary spent decades working in the local library before eventually retiring, but she still finds time to go and help tidy things up and remind patrons to be respectful. Her input is of course *always* valued by the more experienced staff. This statement is not sarcastic in any way.

3. Abilities:

1. Bash (1 Might)
2. Control the Field (1 Might)
3. Frenzy (1 Int)
4. Quick Throw (2 Speed)
5. Trained Without Armor



4. Skills:

1. Trained:
 1. Computers
 2. History
 3. Knowledge of how to sort, search, catalog, and repair books.
2. Practiced:
 1. Heavy, Medium, & Light Weapons
3. Inability:
 1. You have few social graces. Any task involving charm, persuasion, or etiquette is hindered.

5. Equipment:

1. Book Satchel
Medium Weapon, Dmg: 4, A large, leather bag, filled to near-bursting with books recently decommissioned by the local library.
2. Paperback Book
Short Range Light Weapon, Dmg: 2, Eased 1, One of many books found in the Book Satchel. Not the most aerodynamic, but it doesn't need to be if thrown with enough force.
3. Books: The Art of War by Sun Tzu & The Call of Cthulhu by H.P. Lovecraft
Print, digital, or audio; once perused for at least ten minutes, grants an asset to relaxation tasks.
4. Crochet Hooks & Yarn
5. Duct Tape Roll
6. Flashlight
7. Flip Phone (needs frequent recharging)
8. Large Purse
9. Nice (But Not Too Nice) Clothing
10. Overly Strong Prescription Bifocals
Provides an asset for perception tasks at range.

3. Marion (they/them) is a Hardy Warrior who Needs No Weapon!

1. Might: 20 Might Edge: 1 Speed: 10 Intellect: 8 Tier: 1 Effort 1
2. Marion spent most of their life as a PE teacher and boxing coach at the local high school, but felt forced into retirement when school policy shifted to football being the only sport where head injuries were tolerated. Since then they've done volunteer work at the local YMCA and YWCA, helping the youths properly appreciate a good left hook.

3. Abilities:

1. Almost Unstoppable
While you are impaired on the damage track, you function as if you were hale. While you are debilitated, you function as if you were impaired. In other words, you don't suffer the effects of being impaired until you become debilitated, and you never suffer the effects of being debilitated. You still die if all your stat Pools are 0.
2. Bash (1 Might)
3. Fast Healer
4. Fists of Fury
5. Flesh of Stone
6. No Need for Weapons
7. Physical Skills (Running & Jumping)
8. Ponderous
When you apply Effort when making a Speed roll, you must spend 1 extra point from your Speed Pool.
9. Trained Without Armor



4. Skills:

1. Trained:
 1. Running & Jumping
 2. Might Defense
2. Practiced:
 1. Heavy, Medium, and Light Weapons
3. Inability:
 1. Your big, strong body is slow to react. Any task involving initiative is hindered.

5. Equipment:

1. 1986 Chevy Celebrity (blue)
It still runs! No AC and it burns oil, but it runs.
2. Boxing Gloves
Old and abused, these are still kept as mementos of years gone by.
3. First Aid Kit
4. Flip Phone
5. Gym Bag
6. Padlock With Keys
7. Protein Bars & Drinks (1 day)
8. Sweat Pants / Sweat Shirt

4. **Billie (she/they) is a Perceptive Adept who Works Miracles!**

1. Might: 7 Speed: 9 Intellect: 20 Intellect Edge: 1 Tier: 1 Effort 1
2. Billie's best years were in the 1960s and '70s. Since then many people seem to have lost their way, but Billie is all too happy to help people chill – by force, if their negativity is affecting them too much. Funny thing – crystals, incense, and such don't work for most people, but Billie took to it naturally, even though they can't always find her calm center.

3. Abilities:

1. Expert Cypher Use
2. Healing Touch (1 Int)
3. Hedge Magic (1 Int)
4. Onslaught (1 Int)
5. Scan (2 Int)
6. Ward



4. Skills:

1. Trained:
 1. You have an eye for detail. You are trained in any task that involves finding or noticing small details.
 2. Your skill at making deductions can be imposing. You are trained in any task that involves intimidating another creature.
 3. You know a little about everything. You are trained in any task that involves identifying objects or calling to mind a minor detail or bit of trivia.
2. Practiced:
 1. Light Weapons
3. Inability:
 1. Medium & Heavy Weapons
 2. Your confidence comes off as arrogance to people who don't know you. Any task involving positive social interactions is hindered.

5. Equipment:

1. Backpack
2. Bag of Light Tools
3. Cell Phone
4. Duct Tape Roll
5. Sleeping Bag
6. Tent
7. Meditation Tools
An assortment of crystals, incense sticks, tarot cards, magnets, and for extreme cases, temporary tattoos. Any insinuation that the kit contains more than these items is flatly denied. Can be used as an asset for Billie's magical talents.

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