



The following title contains the notes written by Conrad Audette for the play session of *Kids on Bikes* seen on *Dege and Dragons* brought to you by Dege Time. Dege Time does not own the rights to *Kids on Bikes* and the following product is for entertainment and educational use only.

## - Winnatucket, Minnesota –

The year is 1990, far to the North of Minnesota, set off within the Vermillion Mountain range, hides the small town of Winnatucket. It's a place where everybody knows everybody. The same families have resided here for generations with new arrivals trickling in from Ontario, Canada to the North or Lynxfield to the South. While Lynxfield is ten miles to the South, fortunately Winnatucket is mostly self-perpetuating. The town is surrounded by trees in every direction providing plenty of firewood for the chilly temperatures. A Great Lake lies within walking distance to the Northeast, where water is filtered for easily accessible drink. Crops of corn, barley, wheat, and peas flourish providing plenty to fill their bellies and make passable beer for their troubles. What other crops do grow last for years due to the leading Nationwide experts of pickling. Most adults know their way around a firearm and how to dress game after a hunt for both food and clothing. When it comes to trading, the number one resource desired throughout Minnesota and other surrounding states is refined Iron from the mining company – Big Iron.

To answer the world building questions to let everyone know about where they live

1. The adventure takes place in Winnatucket, Minnesota
2. The industry it is best known for is Iron ore and refinement
3. The town is famous for Pickle Palace, home of national pickling champions
4. The town is infamous for high rate of bear attacks
5. Economically the town is prosperous
6. A notable local organization is Loon Goons, an all senior citizen town watch
7. A notable local landmark is Crabapple Hollow, a dense thicket of crabapple trees where you can't see more than 10 feet in front of you
8. Our school's sports team is called Bears, which is especially scary because of all the vicious bears around

The GM should request one additional rumor per player minimum to better cater the narrative to your group.

## GM Eyes Only After This Point

While nothing of note has happened in decades, strange rumors have begun popping up amongst the children. One such rumor claims zombie-like deer started living off in the forest. Another is about large black vans creeping into the city from Lynxfield and vanishing beyond the residential area set in the Southwest of town. Another says strange yellow liquid is appearing in large quantities randomly through the North of town. Many children have felt a presence watching them from the shadows. One thing known for sure is Penny Pinwhistle has been absent from school for three days.

(Do NOT read this to the players) These of course are all explainable thanks to a nefarious plot. A major corporation known as Elijah Electric has discovered deep within the rich Iron Mine of Winnatucket there is plenty of lucrative Sulfide mining that the

town is not aware of. In a nutshell, there are deposits of copper, nickel, and palladium running underneath the town. Scientifically, this type of mining is far more dangerous for the environment than Iron. Sulfide mining can produce acid waste – the previously described yellow liquid is hazardous runoff that’s seeping into the land. This acid is quite deadly and in addition to this liquid, dangerous heavy metals such as lead and mercury also result from this mining. The company is somewhat aware of the dangers, which is why they’re navigating a legal loophole about the town not owning the land underneath them. Already Penny Pinwhistle is extremely ill with mercury poisoning. The “zombie” deer are dying and corroding from acid waste. The mysterious black vans are Elijah Electric secretly entering the mines from a different location than Big Iron’s entrance, which is in the center of Crabapple Hollow (see Appendix A). Finally, the presence watching them is Elijah’s son, who is mentally ill from accidental lead exposure. He is also the powered character (see Appendix B).

## Starting The Game

Players will begin Friday morning on their bikes riding to school/high school or driving their child to school if a player is an adult. This is where players will introduce themselves and establish their relationships. Driving in the opposite direction players will pass by Deputy Troy, who is in a brand new expensive looking car with a big smile on his face. This is an odd moment, as Troy is usually fairly grouchy, especially in the morning. Players then see Ol’ Crankenbutz, the head of Loon Goons, the all senior citizen town watch. If anybody thinks of ditching school at this moment, he will chase them down on his motorcycle and force them to attend.

The players arrive at St. Barbara School, which encompasses K-12, and includes a massive wing for trade schooling. If players are late because they had to be chased by Ol’ Crankenbutz, they are given detention by Vice Principal Geraldine, who is waiting at the front gate. Anyone who talks back is slapped across the face with a ruler. If they are on time, they have first period Science with Dr. Audette. At this point make checks to see who is paying attention to the lecture, which is about Metal Sulfide Oxidation using Pyrite as an example - Pyrite ( $\text{FeS}_2$ ) is exposed to air ( $\text{O}_2$ ) and water ( $\text{H}_2\text{O}$ ) A sequence of reactions occur creating sulfate, ferric hydroxide and hydrogen ions. Additional chemical reactions occur involving pyrite, iron sulfate and water, resulting in the release of sulfuric acid. Interesting, right? Dr. Audette then leaves class abruptly to attend his clinic. This is commonplace because he is also the only medical practitioner in town.

At this point Cornelia Cobbers shares the first rumor that Penny Pinwhistle has been absent for three days in a row. She’s surprised Vice Principal Geraldine hasn’t dragged her into school, but the Pinwhistles are the wealthiest family in town. They live far to the Northeast close to the Great Lake, which is far from the residential section everyone else lives in. While players are unsupervised, if they wish to sneak out of school, this is an opportunity to make some checks. Monsieur Measurement, the math teacher, is on hall duty, but he is distracted muttering to himself about hating Mr. Bouchard and how he’s most qualified to teach French. This makes stealth here easier than normal.

If players decide to wait for the next class, it will be history with Mrs. Knight. There is a pop quiz, so players must make checks to pass or be given detention. Mrs. Knight is generally kind, but she's in a bad mood from feeling ill. She goes on to briefly lecture about the history of Winnatucket. "Founded 150 years ago by Geonathan with a G. He had been bravely exploring and charting the land when he was attacked by a bear. He killed it with only a hunting knife, but moved by some spirit, he buried the beast, and the town land became extremely fertile. The Bear spirit now protects this town, but when we deviate from encompassing the compassion of Geonathan, bears will attack to let us know." Class is dismissed for lunch where Principal Zookas and Vice Principal Geraldine supervise.

Arnie Dinkle, son of lumberjacks, says that his parents saw strange yellow liquid in the forest up North when they were chopping wood. It looked unnatural to them, so they stayed away, but when they went back to check it later it was spreading even further. They think the Bear spirit might be warning them to not cut so many trees. Tim Taxel, a tiny 8<sup>th</sup> grader with a chip on his shoulder, calls the Dinkles morons and suggests they have a drinking problem. Players have opportunity to take sides here and engage, either way, Vice Principle Geraldine swats those out of line with her ruler.

The last class of the day is gym. Jimbo Jameson gathers the students to go outside to the west in the massive and immaculately curated grounds for capture the flag. Jimbo is notoriously sexist against boys and calls the slightest infractions in girls' favor. Players can make checks while playing capture the flag, but one PC will notice rustling in the bushes on the outskirts of the grounds. Investigation yields no results yet, but the first PC to do so is favored by the "powered" character which will soon be introduced.

School ends with either detention or the ability to leave. Those in detention hear another rumor from Buddy Jr., who is in detention for spit balling the music teacher Mr. Bass. He says that he was helping at the auto shop late a few nights ago when he saw all black vans driving through the center of town and disappear. When he tried to show his dad, they were already out of sight, and he was told it was his imagination. Monsieur Measermont is overseeing detention and in his miserable state cares little about what the students do.

The powered character will now be revealed either staring in the window at detention or following players leaving the school. This is Egon, but players will not learn his name or where he came from due to his ability to only speak in grunts and gestures. Hand out the aspect to players now (Appendix B)

The game will likely branch out in multiple directions from here, so knowing what's ultimately going on here as the GM, pepper in both the scientific and the supernatural depending on what type of game you and your players want. If you prefer the supernatural route, utilize the bear spirits as guides to ousting the malevolent corporation. If you prefer the scientific route, use only Egon as supernatural and figure out what's wrong by consulting teachers or town records. Here are places of note and possible encounters

**City Hall Circle** – town hall, post office, library, police station, fire station all together in the center of town

**Crabapple Hollow** – A mysteriously dense maze of crabapple trees with several urban legends surrounding it. Supposedly the town has tried to remove the trees before, but they grew back the next day. Those of evil heart who enter can never leave. If players want to enter during the day, deputy Troy should arrive to chase them away claiming it's unsafe with poison oak and rats running about. Egon will turn invisible if around for this until Troy leaves. *What's really going on? There's a tunnel at the center where Elijah's henchmen enter for sulfide mining.*

**Day Mart** – The catch all grocery store where the goods from *Farm Circle* are sold as well as imported goods such as jerky and soda. The store is not particularly large and is currently run by Michael Marx who recently switched jobs from the Iron Mines. "Something different about the air down there" told him it was time for a career shift and Nat Neeps recently retired. Day Mart is still owned by Nat Neeps.

**Farm Circle** – All of the crops and animals are in one large expanse of fertile land. The crops consist of Corn, Wheat, Barley, and Peas while the animals raised are pigs and sheep.

**Holtin Community Center** – different people around town use the space to teach other classes that might not be found in school such as dance, crochet, or tax filing

**Iron Mine** – major source of income for the town as well as employment for many of the adults.

**Loon Goons** – The senior center that formally hosted bingo nights and dances to swing music of old is now home to the only gang in town...which is made up of all senior citizens. They boast themselves as the town watch and roam the streets on motorcycles with side cars. Only the bravest kids sneak into The Loon on a dare.

**Pickle Palace** – Home to nationally ranked pickling masters Peter & Peta Peck, they can and have pickled anything you can think of. While they are best known for their variety of pickled pickles, they also have pickled watermelon rinds, pears, lemons, grapes, mango, tomatoes, pineapple, pumpkins, green beans, peppers, beets, cauliflower, and local masterpiece pickled corn - seriously they'll attempt to pickle anything. Their teenage son Repete delivers pickled goods around town as well makes longer distance drives down to Lynxfield and beyond, so he will disappear for days at a time. The place is bordered by Day Mart, Farm Circle, and woods.

**Skeet's Diner** – the main location of all teenage employment as well as every meal not cooked at home. Skeet's is open 24/7

**Shady Tree Motel** – Set just into the woods East of town, it rarely has anyone staying there and is frequently used for fear challenges by high schoolers.

**St Barbara School** – Home of the Bears woot woot! Massive facility that houses K-12 with a trade wing for plumbing, electrical, carpentry, etc. There is also a massive outdoor field kept in excellent condition as well as indoor hockey rink, basketball court, and swimming pool. The town is largely self sufficient and adults play some role in school maintenance.

**Steel Mill** – refinement plant owned by the Pinwhistles. It's an extremely dangerous place for children with large vehicles and machines with crushing power

## Appendix A – Map

The town is broken up into convenient areas. Assuming you're at the far South of the town entering it, roads will lead West to the residential district where nearly everybody in town lives. To the far Southwest lining the surrounding woods is the massive K-12 St. Barbara School. The school fields are directly before the woods. If you head straight North from the entrance, you will encounter the town square. Here you will find Town Hall, the police station, the fire station, the radio tower, the medical clinic, the post office, or really anything else you need to have.

Even further North from there is the Iron Mine at the edge of town. From the entrance if you go East, you will come across the Pickle Palace, Day Mart, Skeet's Diner, and all the recreational/food building. North of this section you'll find all the farms – corn, pig, barley, sheep, etc. plus Crabapple Hollow (which contains a secret underground entrance to the sulfite mines.) To the Northeast is anything mechanical. The refinement mill, the auto repair shop, and things of that nature. The Pinwhistles live in a massive mansion next to the refinement building. Finally, the Inn is located to the far East outskirts of the city. If you require any other buildings, the layout makes it easy to add them to blocked out section.

## Appendix B – Powered Character

This character is Egon Murwitz, 10 year old boy dressed in an exquisite tuxedo with curly black hair, pink eyes, and is about 4' tall. He has supernatural lead poisoning that has led to the following traits

- Only Communicates Through Grunts & Gestures
- Quick (D20 Flight)
- Never Wants To Be Alone
- Obsessed With Cleanliness
- Tough (D20 Grit)
- Completely Trusting of a Member of the Group
- Able to Become Invisible (Psychic Power)
- Always Hungry
- Able to Change His Body's Density
- Scared of Being Inside

## Appendix C – Notable NPCs

**Arnie Dinkle** – a gentle giant for his age, he’s about 6’ despite being only 12 years old. He has serious peach fuzz, a mushroom haircut, and a deeper voice. His parents are lumberjacks and the entire family is very spiritual and believes strongly in the bear spirit guiding them.

**Bailey Berkins** – younger sister of Baxter, she is extremely independent with her crazy parents going missing, she’s often up for adventure, but is quite realistic

**Baxter Berkins** – the youngest miner in town at age 18, both his parents were eccentric zoologists that went on safari, but fell out of communication 2 years ago. He’s wiry and agile like a monkey, has bleach white hair, dark eyes, and lives off candy

**Buddy** – Youngest of the Guy brothers who run the auto repair shop in town. He cleans up extremely well despite often being covered in grease in his job and dresses fabulously during his free time.

**Buddy Jr.** – son of Buddy, his mother passed when he was a baby from illness. He’s quite macho and can handle himself around the auto shop

**Buck Barley** – grouchy middle aged man who farms barley and makes terrible beer with it

**Chuck “Chuckles” Chemsworth** – a 30-year-old athlete with a superman hair curl. He wears glasses, has a strong jawline with groomed stubble. He earned the nickname Chuckles pursuing a comedic career whenever he’s not in the mine. His laugh is very distinctive, especially when echoing underground. He’s the most eligible bachelor in town.

**Corno Cobbers** – a middle aged corn farmer who teaches dance classes at the community center

**Cornelia Cobbers** – extremely short dancer like her father, she is quite popular amongst the girls, and has a cute face with freckles and thick brunette hair

**Deputy Troy** – an average 25 old man with a baby face, short dark hair, and general grumpiness. He just recently began taking bribes to fudge paperwork and give easy access to Elijah Electrical, so they can proceed with sulfide mining. It is noticeable that he’s happier than normal. Higher difficulty checks will lead to players noticing a new expensive watch. In his desk at work he now has a safe. The combination is inside his nightstand at home.

**Diane Pinwhistle** – Wealthy average sized woman with short light brown hair, green eyes, and frequently adorned with jewels most commonly earrings. Her grandfather built the mill and brought ore refinement to the town. She spends much of the day on the phone stock trading or expanding the business.

**Diggory Doucette** – a tan French Canadian of stout nature with a horseshoe haircut and thick moustache. Dora’s father. He loves doughnuts and pork/eating. He works at the iron mine, but is frequently a patron of Skeet’s Diner.

**Dora Doucette** – daughter of Diggory, she is tall for her age with long straight hair. She loves horses

**Dr. Audette** – a specimen of a man with parted dirty blonde hair and a pointed beard. He is the sole medical physician in town for both humans and animals. He also teaches science class and in his free time swims in the school pool.

**Elijah** – Corrupt businessman who has bribed the Mayor and Deputy into covering his tracks while his people sulfite mine.

**Fireman DeShawn** – one man fire fighting machine. He was the star of the wrestling team and now uses those carry moves for a profession. He's high energy and beloved in town for winning a state medal while in high school

**Friend** – middle brother of Guy family, he is an angry alcoholic with prematurely greying hair

**Gordon Garbel** – average height and more on the slender side, Gordon works out only his arms, which are huge compared to the rest of him. He constantly chews huge wads of gum and challenges people to arm wrestling competitions. He gets extremely angry when he can't find his gum or loses an arm-wrestling match, which he bets large amounts of money on himself.

**Haley Hallowell** – nurse practitioner who oversees the medical clinic in Dr. Audette's absence. She's an attractive red head rumored to be having an affair with Mayor Jonby.

**Horatio Hallowell** – he is extremely lazy and spends his free time lounging around the house with his father watching TV

**Hubert Hallowell** – a work from home telemarketer, he often doesn't shower or make any effort to maintain himself and drones on the phone all day.

**Janice Josephine** – extremely muscular younger sister of the Josephine sisters, she could easily enter competitions for her strength and can dead lift pigs when need be.

**Jenna Garbel** – short girl who dresses like an American pilgrim. She is soft spoken and easily embarrassed, especially by her father. Has a huge crush on one of the players.

**Jimbo Jameson** – the gym teacher, Jimbo a short barrel-chested man with a beer gut despite his constant lifting and being only 23 years old. He has romantic feelings for Buddy.

**Jolene Josephine** – muscular and stout dirty blonde-haired woman who came from the south with her sister to start pig farming.

**Lance Ladoo** – tall and skinny like father except even skinnier proportions. He is the kicker for football team as well as a striker on the soccer team. He isn't particularly athletic except for his super kicking ability.

**Larry Ladoo** – a tall and skinny miner, he has unkempt auburn hair and a perpetual dirt splotch on his face. He's Lance's father and frequently embarrasses him with dad jokes, but the other dads love him. He never misses a Bear's football game.

**Lily Knight** – daughter of the history teacher, she's the top of the class, has short straight hair, loves to show up the boys with her intellect

**Mary Shepherd** – calm spiritual woman, like her kind husband, she too only wants what's best for the town and thinks nothing of excess wealth. She has freckles and dark auburn hair.

**Mayor Jonby** – a behemoth of a man, he wears skintight power suits that he looks like he could flex out of. He promised to put the town on his back during his campaign slogan and then dragged his truck through the street which was covered in election advertisements. He doesn't actually do much politically, but everybody in town loves him. His voice is also extremely deep.

**Michael Marx** – an average sized man except for his beer gut. He has a receding hairline and mullet. He wears sunglasses constantly regardless of need and will drunkenly spill any gossip said to him almost immediately. People have grown accustomed to this and rarely mention anything of significance to him.

**Monsieur Measurement** – the math teacher, he's extremely tall and slender with long black hair and a beauty mark on his chin. He LOATHES Mr. Bouchard and has coveted the French position as he's natively a French speaker from Quebec.

**Mr. Bass** – Ironically named as he has a squeaky singing voice and plays the Piccolo. He's balding in the back of his head with light brown and grey streaks for hair. He has a small moustache, below average height.

**Mr. Bouchard** – friendly French teacher and basketball coach, many students have a crush on him. He's short, thin, wears his hair in a front spike with kind smile

**Mrs. Knight** – rather monotone history teacher, wears glasses, basically the female version of Bill Stein

**Ms. Maple** – Canadian immigrant with curly short brown hair. She's rather tall and above average size – she teaches English and ooh she loves her doughnuts, eh. She's nicknamed Mounty Maple by the students.

**Ol' Crankenbutz** – leader of the senior gang "Loon Goons", he's the only one to ride his motorcycle sans side car. He is actually the grandfather of Ace & Troy, so they basically allow him to do whatever he wants. None of the adults in town have an issue with him because he does a better job of keeping the peace than the deputy, which is actually a joke around town.

**Pal** – oldest of the Guy brothers, he loves mechanical work and often tinkers with little side projects and inventions

**Paul Peabody** – a grain farmer who is stern and doesn't care for children, has a rather pompous attitude and typically corrects people

**Peta Peck** – dark skinned wife and co-owner of the Pickle Palace, she's the face of the company. She's quite charming and well-spoken able to convince people to try pickled anything

**Peter Peck** – an odd bleach blonde man who is the insane mind behind all the pickling processes. He loves pickled fruits like bananas.

**Post Officer Cynthia** – average woman with shorter dark blonde hair. She is an anxious person and battles her social phobia whenever somebody is home to collect the mail. She is fostering Sandra after both her parents were arrested about a year ago.

**Puanani "Penny" Pinwhistle** – daughter and heiress to the family fortune, Penny is aloof always looking for fun bold ways to entertain herself. She is of medium build with curly black hair, tan skin, and goth clothing.

**Pika Pinwhistle** – of Hawaiian descent, he fell in love with Diane while she was on vacation and married her then flew back to Winnatucket. He has a thick moustache with salt and pepper hair and keeps in good shape. He's very kind to everyone and helps whenever asked.

**Principal Zookas** – a larger woman in her 60s with a perm and narrow glasses. She is a fair principal when approached with reason and ultimately wants what's best for the students. She actually disciplines the teachers more than the students.

**Repete Peck** – lighter skinned with a flat top haircut, he is 19 and the main deliverer of Pickle Palace goods. He's quick with lots of stamina able to deliver the goods quickly all day long also earning the Pickle Palace a great reputation.

**Sandra Satchel** – goth teen who typically skips out on classes, she's the foster child of Post Officer Cynthia

**Sheriff Ace** – older and all-around better brother of Deputy Troy. Ace is a master hunter and has a good relationship with the spirit of Winnatucket often thought to truly exemplify the bear. He is a moral man with nothing to do with Elijah Electrical.

**Skeeter "Skeet" Skeetson** – owns, lives at, and runs Skeet's Diner. He is very short with a long brown beard and long straight hair. He constantly wears sunglasses and employees basically all the teenagers in town. Skeeter came to Winnatucket in the past few years and is believed to have won the diner in a game of chance. Skeet is chill about everything except his signature golden tankard that he keeps pristine and on display

**Steve Shepherd** – deaf calm sheep herder, he's well-liked by the town for his kindness, donating much of the wool he collects for free to keep everyone warm. Many town members have learned sign language to communicate with him, but even those who don't understand him with his soft smile

**Tim Taxel** – a small 8<sup>th</sup> grader notorious for bullying everyone. He's under 5' tall, dark blonde hair, brown eyes, and large freckles. His actual opinions are unknown since he will pick a fight over anything he can. Frequently uses his allowance at the Pickle Palace and leaves pickled food in lockers, desks, or throws it at people

**Vice Principal Geraldine** – a small nun with short curly hair in her 50s, she's known for carrying around an oak wood ruler for slapping around misbehaving students. Even the boldest delinquents fear the ruler's slap. She is like a watchdog constantly on alert for breaking school rules.

**Vincent VanDrac** – nicknamed "The Creeper" and rumored to be a vampire by high schoolers. He is a tall gaunt man who appears to never sleep and never seen about town during the day.

**Whit Wheaton** – wheat farmer, he's quite intelligent, and will travel out of town during the off-season to learn about the law

## Appendix D – Rumors

Zombie-like deer started living off in the forest.

Dr. Audette is replacing human organs with animal organs, that's why he runs human and vet in same building.

Large black vans creeping into the city from Lynxfield and vanishing beyond the residential area set in the Southwest of town.

Shady Tree Motel is run by a Vampire nicknamed The Creeper

Strange yellow liquid is appearing in large quantities randomly through the North of town.

Mayor Jonby is having an affair with Nurse

Many children have felt a presence watching them from the shadows.

Penny Pinwhistle has been absent from school for three days.

### **Added By Players Before Game**

Pickle Palace attracts the bears

Pickle Palace has pickled flesh

Government discovered undiscovered element within the mines

Federal government is funding the Pickle Factory because there's a secret ingredient that causes people to get sick from crazy experiments

## Appendix E

How the game changed based on the players' actions – the PCs added several rumors linked to the Pickle Palace while all being quite perturbed by its existence from the start of the game. While it wasn't planned from the start, based on the rallying cry of conspiracy, it was easy to link the shady deal with Pickle Palace. This not only rewarded the players by giving life to their rumors, but it also empowered them by having meaningful impact on the narrative.

When using this document, many NPCs with short descriptions have been provided. Different players will be attached to different characters, so feel free to focus more heavily on any given character and utilize the rumors provided by your players.

This game makes for an excellent tool to build coping strategies. Violence is always dangerous, and players must seek out better ways to solve problems. The way checks are handled also supports this as one can use any of the six skills in a creative way.