D. D'Guerra

Telling Visions: Wall-E Wonka's Wacky Weird-World Wares

Time of Module: Sat PM
Duration of Module: 30
Number and Type of NPCs: 1 Face NPC: Wall-E Wonka, 1 Silent Assistant (The Voiceless Trope)
Site Location: Delve Down Camp

Other Modules Linked To:
Design Docs Being Used:
Custom Mechanics Kits Being Used: Items that only work at Grave Vents
Intended Focus of Module: Telling Visionist and anyone interested in things that only work on Vents.
Intended Theme of Module: There is magic in Bravado... tap into it.
Intended Engagement Scope of Module: Personal Plot Requests

Module Details: Wall-E Wonka is an Avontuure and a Telling Visionist. He has come to Bravado to, only encourage people to take up the Role of Avontuur with this wonderful Delve Site they have, but to also show that the Grave Vents really do have a power that can be used, just not exported. He explains that he visits delve sites not-unlike the one nearby and that it has treasures they too can find!

Module Mechanics: Randall Flagg is a TV with Master Faith skills. Prof. Education. Avonturr 20 Body. Wall-E Wonka comes to town to show off and sell Wares from the Weird-World of the Old'Cestors.

Each item in Wall-E's wares should have an item card and can be bought in-game by characters as just non-mechanical items. Wall-E should make a story and description of each based on the name.

The Pearl of the show is "the Shrine of Oracles". Explains how they are found in almost every delve sight you can imagine. Sometimes more than one. Wall-E turns on the Box and… it explodes.
Lore: Wasteland Science knows (as read on the screen) that a motorized regulator of some type needs to be fabricated and installed to draw and distribute power.

Props:
Cardboard Box with DVD player and DVD. (Provided) DVD has a ZOM in the DVD track.
Wagon (maybe the ones at the parking lot)
Broken LCD monitor (Provided)
Items with Cards attached to show off or sell.

Flier announcing: Wall-E Wonka's Wacky Weird-World Wares is coming Saturday at 3pm

AFTER ACTION REPORT: