



ONE HONK TWO FURIOUS

A GOOSE-BASED TTRPG

Rules and Adventures for the H.O.N.K. RPG
by Jack Dixon

FOREWORD

One HONK Two Furious is the second RPG book in the *One HONK* series and we are so proud of everything that's gone into it. Thank you so much for your interest and support for the series—it's wonderful to know that so many people have enjoyed this silly little goose game that we have made.

I owe a huge debt of gratitude to my long-term collaborators **Andrew Collins** (who does a great job turning my scribblings into sensible words and lovely layouts) and my lovely husband **Alex Dixon** who helps with making it into, erm, an actual game.

I'd also like to take a moment to thank the incredible artists that I have worked with on this project: **Tristan Kenneth Arlos**, who produced the fantastic full-page title art including the front cover of the book; and **Miranda Wacker**, who is responsible for almost everything else, including the gorgeous character artworks and maps. Also, a massive shout-out to the awesome artist **Cadmyrum** who designed the Danger Tracker that the illustration in this book is based on!

Finally, thank you to the Kickstarter backers who have once again helped turn my dreams of being an RPG creator into a reality. Long may it continue (or at least until we run out of goose puns!) ♥

—Jack xx

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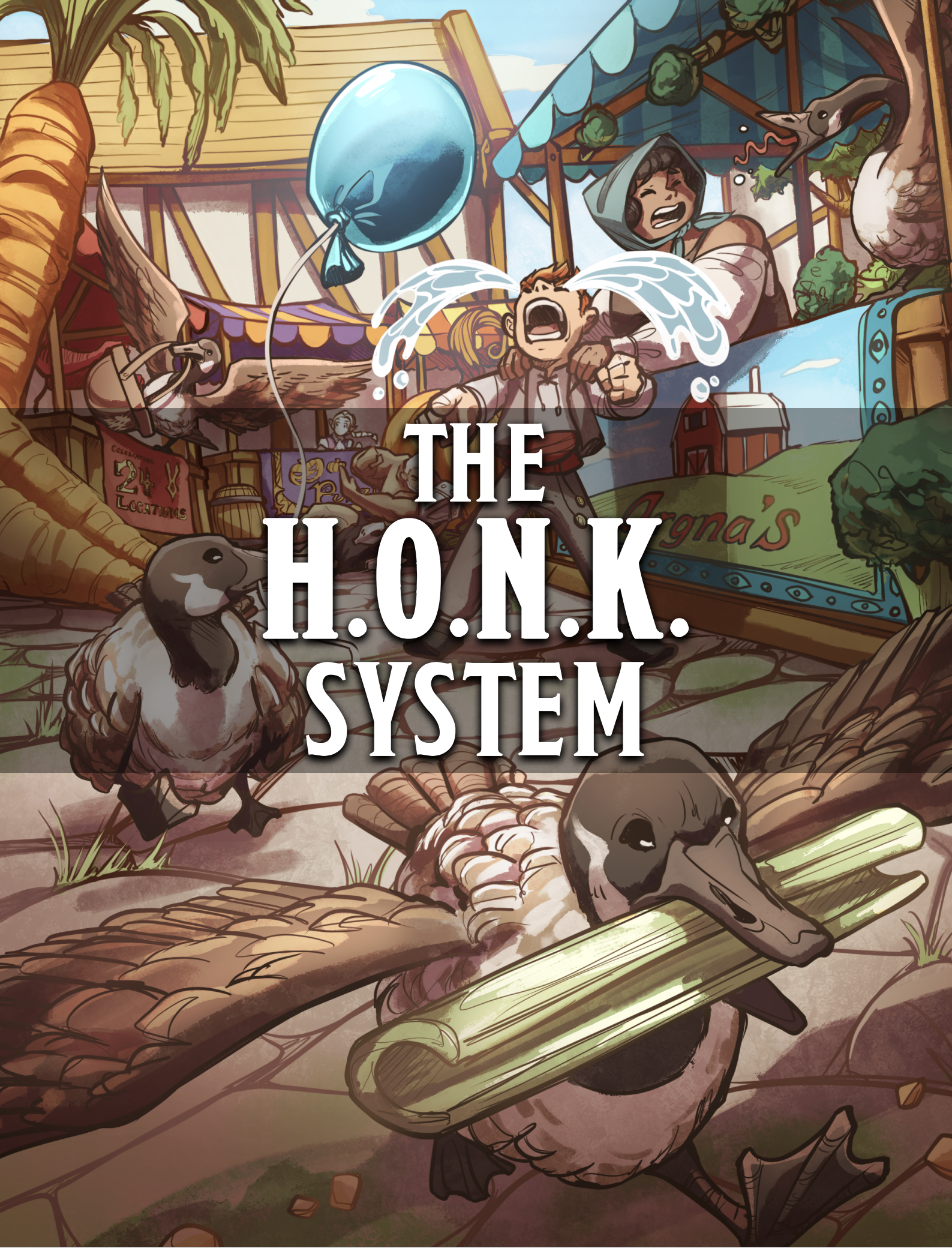
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Note: All writing in this book is human-made, not produced by AI. All artwork is made by the talented artists listed above. Every terrible pun is artisinally hand-crafted. And yes, we really do use that many em-dashes in real life.



THE H.O.N.K. SYSTEM

INTRODUCTION

IN THE H.O.N.K. SYSTEM, YOU and your friends play the roles of the foulest and most devious creatures in all of creation: Geese. Your party, known as The Gaggle, must work together to bring about pure Khaos and thwart Humanity at every turn. To do that, you'll need a mixture of teamwork, creative problem-solving, and superior role-play—with a few carefully-chosen Goose Abilities along the way.

THE STATE OF PLAY

H.O.N.K. is a **rules-light** system. That means you don't need to know a bunch of rules in order to play—you can dive in head-first and learn as you play.

The game is "GM-led" in the style of classic tabletop RPGs like *Dungeons & Dragons* or *Apocalypse World*. The "Goose Master" is in charge of the game world and lays down the calls to adventure; but it's up to the players to choose their destiny.

The core game loop is as follows:

1. The GM lays out the situation.

"There is a big dog standing on the bridge."

2. The Geese will (individually or together) decide what they want to do.

"Let's try to sneak past it!"

3. The GM chooses an appropriate roll; invites the player(s) to make the roll; and decides on the outcome based on the result.

"OK everyone, make a group **Nimbleness** roll!"

[The result is a **Partial Success**.]

"You barely make it across the bridge, but the dog wakes up just as you're getting away.
What do you do now?"

SKILL ISSUE

There are four main attributes to determine how effective a Goose is in different ways:

Heroism, **Observation**, **Nimbleness** and **Khaos**.

Heroic Geese are foolhardy and protective.

Observant Geese are smart and perceptive.

Nimble Geese are agile and stealthy.

Khaotic Geese are free-spirited and unhinged.

For more about these attributes and how to use them, see the end of the **Actions** section.

QUICK TIPS

Here are some principles to think about when playing, or when teaching others to play.

- ▶ The game is not designed for heavy number crunching or "optimising" your characters—think fast, not smart!
- ▶ Strongly favour the "fun factor" in your play choices, whether you're playing as the GM or as a Goose.
- ▶ If given the choice between something being interesting or effective, make the interesting choice.
- ▶ Geese are naturally Khaotic, and there's a good chance that any well-laid plans will go off the rails! Be prepared to improvise and come up with new scenarios on the fly if needed. Check the **Story Time** section of these rules, or the Encounters section of the first adventure, for some jumping-in points.
- ▶ The most important thing is to have fun! If everyone is involved, laughing, or even facepalming at the wild and wacky outcomes from a game of *H.O.N.K.*, it's a game well played.

ACTIONS

HERE WE LAY OUT THE ACTIONS you can take in the game, most of which revolve around the standard **d6**, the cube-shaped six-sided die. It's possible to play using only one **d6**, but we recommend having a bunch of them—most rolls will require rolling multiple dice.

GM's NOTE

The H.O.N.K. system is designed for flexibility, and the GM's judgement plays a big role in keeping the game fun and exciting for everyone. If there's something in the rules that you don't like, feel free to change it; if you want to expand on the system, house rules are warmly encouraged!

BASIC ROLLS

A **basic roll** is made whenever a Goose attempts an action that might fail. It is the most common roll that the players will make.

To make a basic roll, first the GM chooses which **H.O.N.K.** attribute best relates to the action being taken; then the player rolls a number of dice equal to their Goose's score for that attribute.

The result of the roll is equal to the **highest number rolled** on any of the dice. The outcome depends on the result, with higher numbers meaning better outcomes.

OUTCOMES

A result of **1-3** is a **Failure**. The action did not happen as intended; or information was not learned. There will be consequences.

A result of **4-5** is a **Partial Success**. Information gathered is incomplete; or a task is completed, albeit with drawbacks.

A result of **6** is a **Full Success**. Something that was being sought is found; a job is done as well as possible, under the circumstances.

MISSION: INCOMPETENT

In rare cases, a Goose might have scores below **1** in a particular attribute. If a Goose is meant to roll zero dice, instead they should roll two dice and take the **lowest** result. For **-1**, roll three dice and take the lowest. And so on.

LUCKY OUTCOMES

It is possible for a Goose to do especially well, or badly, on some roll.

If a player rolls two or more sixes on a roll, they get **Good Luck**. They resolve the outcome as usual, plus something else goes right for them—an additional payoff, or maybe some small ongoing benefit.

If a player rolls two or more ones on a roll, they get **Bad Luck**; something goes *really, really* wrong for them, at the worst possible time. Maybe that's straight away, or maybe it's always... around the next corner.

FEAST AND FAMINE

If you have a lot of dice, it is possible to earn both good luck and bad luck on the same roll!

INSPIRATION

If a player shows some impressive Goosey antics or solid problem-solving, the GM can award **Inspiration** on a roll, meaning they can roll an additional die to determine the result.

Conversely, if the GM thinks an action is unlikely to be effective (or if their plan is too stupid even for the silliest of Geese) then they may require the player to roll one fewer die.

GOOSE MASTER'S TIP

Be careful with taking dice away. Only do this in exceptional circumstances (say, if a Goose tries to swim across lava).

GROUP ROLLS

From time to time, the Gaggle will have to work together to achieve something, or to avoid peril. When more than one Goose is involved in an action, the Goose Master may call for a group roll.

There are two options for resolving an action taken together. We recommend that you use the **Collective** Group Roll rules when your Geese are working together on a pre-planned action, or for a big set piece moment. The **Critical** Group Roll rules are useful for when the Gaggle needs to be reactive. It's great for building tension when they are in danger, or when things can go seriously wrong.

COLLECTIVE GROUP ROLL

In a **Collective** roll, all Geese succeed or fail together. Instead of rolling individually, everyone builds one big pool of dice that are rolled as one.

To build the pool, the GM decides what attribute the Geese are using. Then, each Goose involved in the action adds dice equal to their score in that attribute, plus any bonus dice they would get for that action.

As with a basic roll, if the total number of dice would be 0, roll two dice and take the lowest value; three for -1, and so on.

The Result is equal to the number of Sixes rolled on all dice:

- ▶ **0 Sixes** is a Failure.
- ▶ **1 Six** is a Partial Success.
- ▶ **2 or more Sixes** is a Success.

EVEN THE ODDS

For small Gaggles (2-3 Geese) you may wish to add a bonus die or two to the pool.

CRITICAL GROUP ROLL

To make a **Critical** group roll, first the GM determines the attribute to use. Then, each Goose involved in the group action makes a roll against that attribute and computes the result as they normally would. However, the outcomes for the roll are simpler: a 1-3 is a Failure, and a 4-6 is a Pass. If at least half of the group (rounded up) passes, then the whole group succeeds.

How well or badly the roll goes should be determined by the GM based on the nature and spread of results. Maybe one very successful Goose can save another from danger, or the consequences of failure are especially bad for those who rolled the worst. Use the outcomes as a jumping-off point for your roleplaying!



EXAMPLE ROLLS

HEROISM

This attribute is used when a Goose is exerting their physical strength or using their stamina. It is also used when they're acting in a noble manner. Examples include: moving a heavy object; breaking open a container with their beak; putting themselves in the way of danger to protect others.

Anna has stolen a cart load of bread and wants to take it home. She needs to pull the cart up a steep hill. The GM decides that this requires a **Heroism** roll because the cart is quite heavy.

Benny can smell a tasty bread roll but doesn't know where it is. He makes an **Observation** roll to find it. Benny has a **3** in **Observation**, and he has the **Inspector Gooseau** perk, so he rolls four dice. He rolls a **1**, **1**, **4** and **6** so the result is a **6**—a **Full Success**. This allows him to find the bread, but it's just his **Bad Luck** that it is secured in a metal bread bin, guarded by a cat.

OBSERVATION

A thoughtful Goose uses Observation. Whether they are trying to spot something, figure out a puzzle, or learn something new. Examples include: trying to find a hidden key; examining a creature to learn more about them; investigating a room for clues; trying to glean a hint for a puzzle.

NIMBLENESS

This attribute is used when a Goose needs to move with speed, or care. It is also necessary for intricate tasks that need great accuracy. Examples include: outrunning a pursuer; dodging a falling rock; throwing a small object; strutting their stuff; sneaking past a guard dog.

Clara: *"I want to steal the key out of his back pocket."*

GM: *"How do you try to get the key?"*

Clara: *"How about I sneak up on him and carefully lift it out?"*

GM: *"Great! That would be a **Nimbleness** roll."*

Clara: *"Hmm, I'm not that nimble. I think I'll just honk in his face and scare him. Hopefully the key falls out as he runs away."*

GM: *"That's definitely **Khaotic**."*

Danny wants to cause a distraction by scaring a child so the rest of the Gaggles can sneak into the school. The GM asks them to make a **Collective Roll**, with Danny using **Khaos** and the others using **Nimbleness**. They roll **1**, **3**, **3**, **4**, **5**, **5** and **6**. The Partial Success allows the others to sneak by unnoticed as Danny is very distracting. However, he is spotted and has to deal with the angry parents.

KHAOS


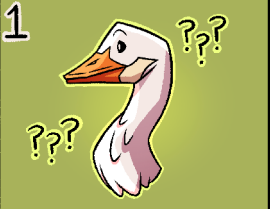
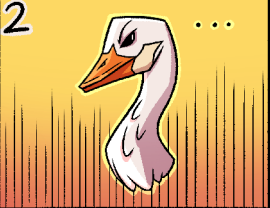



When all else fails, there's always Khaos. Whenever the inner Goose is let loose, Khaos reigns. A scholar once said "I can't define Khaos, but I know it when I see it". Examples include: honking at small dogs; knocking over priceless vases; ignoring the "Don't touch the grass" or "No running by the pool" signs; putting pineapple on pizzas.

Bonus example—Critical Group Rolls: The Gaggles has gotten into a turf war with some ducks. There's only one solution, a game of chicken! It will take a **Critical Heroism Roll** to come out on top. Amazingly, each Goose rolls at least one **4** meaning they all pass. The Gaggles not only defeat the ducks, but the ducks are so impressed they offer to gang up with them against the true enemy... the Swans.

DANGER!

THE DANGER LEVEL IS A measure of your Gaggle's impact on the world. The more you interfere, the faster the Danger Level will increase. The people around you become more suspicious as it goes up, until they turn on you completely.

The Danger Level will change how other NPCs in the world interact with you:

	Neutral: You're just regular Geese. Nothing nefarious going on here... Yet!
	Curious: The villagers have noticed you. Not in a bad way, necessarily, but they have noticed.
	Nuisance: Villagers view you with caution. You may approach them, but most will keep their distance.
	Pest: You've now achieved certified pest status. Locals will steer clear of you and be wary when you're nearby them, or their prized possessions.
	Infamous: Warning signs are posted around town featuring crudely-drawn sketches of your face. Brave villagers will try to shoo you away.
	Public Enemy #1: The villagers have had enough! They band together, rolling pins and gardening tools in hand, to chase you out for good.

RAMPING UP

Each time a Goose **fails** a roll in a way that is likely to be noticed, increase the Danger Level by **1**. Other actions (successful or unsuccessful) may also increase or decrease the Danger Level, at the GM's discretion.

Don't be afraid to send the Danger Level high; it's a plot point, not a punishment! Chasing out Geese will keep things fresh.

THE SCAPE-GOOSE

Whichever Goose causes the Danger Level to reach **5** becomes the focus of the villagers' frustrations. That Goose is chased out of the village (and out of the game!). It doesn't matter if they weren't the main troublemaker—the villagers can't really tell you apart, after all.

Chasing out a Goose will pacify the locals; the Danger Level will go back down to zero.

If the villagers still have a good reason to be angry, you may choose to reduce it by only a few points instead of all the way to zero.

AN ANGEL GETS ITS WINGS

All is not lost when a Goose is chased away; there are plenty more out there!

Have that player create a new Goose to join the Gaggle. If replacing an ousted Goose, we encourage players to **randomly** determine a new breed, perk and ability, rather than picking specific ones—but as always, it's up to you.

◀ DANGER TRACKER

GETTING PHYSICAL

The stoic Goose, while appearing formidable and fearsome, is quite ineffective in combat. *Especially* when facing humans, who have weapons, and opposable thumbs. Villagers often carry farming tools, but even a heavy basket can foil the most **Heroic** of Geese. When encountering villagers, **combat is best avoided**. It's usually more wise to rely on stealth, intimidation, or cunning.

If your players have their hearts set on combat, it's important to underscore the Gaggle's limitations. Despite their capability to be intimidating, they are, at the end of the day, still just Geese. Against villagers, the situation can turn nasty pretty fast. This reminder should add a layer of strategy and problem-solving to players' decisions in any combat scenarios.

QUACK ATTACK

Attacking people or animals is more dangerous than a typical action and it should be treated differently. Note that there is **no prescribed order** for combat and actions can be taken in any reasonable order (at the GM's discretion).

First, the player describes how they intend to attack, so that the GM can decide which attribute to use for the roll. For example:

- ▶ A full frontal peck is **Heroic**.
- ▶ Attempting to duck between a villager's legs for a back strike is **Nimble**.
- ▶ Flinging another Goose at a villager at frightening speeds is **Khaotic**.
- ▶ We can't think of an **Observant** attack, but never say never.

The player makes a **basic roll** in the normal way, but check the **Combat Outcomes** table at the top of the next column for what happens.

DISCLAIMER

No Geese were harmed in the making of this TTRPG. Also, they were all paid a living wage.

Result

Combat Outcome

1

Utter Failure: Your attempt is embarrassing. The villager shoos the Goose away, unruffled.

2-3

Gerroff! The villager stands firm and gains the upper hand. They might even call over others to help.

⚠ **The Danger Level increases by 1.**

4-5

Peck for Peck: Your attack intimidates the locals, and you get the upper hand; or the villager gets away, pride and possibly fingertips a little damaged.

⚠ **The Danger Level increases by 1.**

6

Feathered Menace: You came out on top. The villager ran away in fear, too embarrassed to tell anyone they lost to a Goose; or a lucky break knocked them out for a short time and your attack goes somehow unnoticed.

Some outcomes will immediately increase the Danger Level. If this would increase it to **5**, the instigating Goose is chased out of the village immediately.

Good Luck and Bad Luck apply in the same way as to basic rolls: at least two sixes grants Good Luck, and at least two ones grants Bad Luck. Likewise, you can still award Inspiration for good ideas or impose a penalty for the most foolhardy of ploys.

GOOSE MASTER'S TIP

We're all here to have fun. If a Goose decides to attack a human, neither of them should get *seriously* hurt. Try to figure out what your player is trying to achieve by attacking the villager, and let the dice decide how successful they are.

And if you are playing with people who simply cannot be stopped... well, be prepared to create a lot of backup Geese!

GAGGLE ADVANCEMENT

IF THE SAME GAGGLE IS USED FOR multiple adventures, they will become stronger and more capable as a unit—even if the individual Geese come and go. **Gaggle Advancements** are an optional rule that you can use to unlock perks and build up your team until it becomes a true force to be reckoned with.

If the Gaggle achieve certain important things during a session, they will earn points towards new abilities. After each session, the GM should ask the Gaggle these questions, which should be answered as a group:

1. Did you achieve your **main goal**?
2. Did you make a new **friend**, and/or cause some massive **Khaos**?
3. Did you obtain some **delicious bread**?

For each "Yes", gain **1 advancement point**.

Points can be spent between sessions to unlock benefits. You can save them up to buy more expensive advancements later.

When the Gaggle buys one of the following advancements, check it off in the book, or make a note elsewhere. Once unlocked, a perk will be available for the whole Gaggle immediately, as well as for any Geese that join the Gaggle later, and any future adventures.

Advancements apply to the whole Gaggle. An ability that can be used "once per session" really does mean *once*, not *once per Goose*, and "you" means everyone collectively.



GOSSIP GOOSE

1 PT

You have learned that if you just stop and listen, villagers *love* to talk. Once per session, you may learn a useful piece of information from a local. That might be a bit of overheard gossip about an important character, or it may be some idle chit-chat about goings-on.

THREE GEESE IN A TRENCH COAT

2 PTS

Your Gaggle have mastered an age-old art, used by many a Goose on the hunt for bread. Once per session, you can pretend to convincingly be a human for a short time. You can communicate simple ideas with gestures, but anything more exciting will give the game away.

THUNDERBIRDS ARE GO

3 PTS

You've learned to pick your battles, and wait until the right time (and day) to strike. At the start of each session, the Gaggle can choose what the weather will be like for the session.

KHAOS REIGNS

2 PTS

Sometimes, the Ancient Ones smile down upon the most Khaotic of Geese... other times, they point and laugh. Once per session, when your Gaggle makes a Collective or Critical Group roll where at least one participant uses **Khaos**, a random **Hidden Ability** is triggered from the full table of hidden abilities. The consequences are at the GM's discretion.

SPECIALIST SUBJECT

2 PTS

Your Gaggle have started to learn what makes each Goose tick. Once, at the end of a session, a Goose may choose to reduce any one of their attribute scores by **1** in order to increase any other by **1**. (A score can go negative as a result). This can be done immediately on taking this advancement, but it can only be done once in the life of each Goose.

INSULT MINUS INJURY

1PT

You are now able to fail so spectacularly that the locals are less threatened by you. The Danger Level will never increase on a roll where a Goose receives **Bad Luck** by rolling at least two ones.

HEROIC SACRIFICE

3PTS

Emboldened by success, the Gaggle are less shy in their hidden abilities... but only a little. Each Goose starts with a second Hidden Ability, and every current Goose gets a second one now. But as soon as a Goose uses their second ability, they fly off into the sunset, never to be seen again.

GET THE FLOCK OUT

2PTS

A Gaggle is more than just a small adventuring party—it's your family and friends too. When the going gets tough, they'll be there to save you. Once per session, a huge flock of Geese can swarm the area, causing a big enough distraction for you to escape any situation.

PUSH YOUR LUCK

2PTS

Sometimes, when things are tough, a Goose can dig deep within themselves to achieve great things. Once per session, each Goose may add **+1** die to a roll of their choice.

QUEEN GOOSE

1PT

Your Gaggle found a crown in the local pond. One of you is always the Monarch. When a Goose earns **Good Luck** by rolling at least two sixes, they take the crown. The crown has no effect, probably.

10% LUCK, 20% SKILL

3PTS

Your Gaggle harnesses your interpersonal bonds to work better together. As a group, choose one attribute now. When you make a **Collective** Group Roll using that attribute, you may add **+1** die to the pool. When you make a **Critical** Group Roll, any Goose using that attribute gets **+1** die on their roll.

SUPERLATIVE PACIFISM

2PTS

You have embraced Zen and your collective place in the universe, and it shows. When the Danger Level would be reduced to zero, instead reduce it to negative one.

FEATHERED FRIEND

2PTS

The Gaggle have adopted a Duck. It might be a close friend, a treasured mascot, or simply a hanger-on you've not been able to shake. Either way, it is more than willing to help where it can. The Duck can take actions and help in Group Rolls, and it has a score of **1** in each attribute (except for **Khaos**, in which they have a score of zero).

FEATHERED FIEND

4PTS

After one too many close scrapes, your Gaggle decided to hire in some muscle. You have a Swan bodyguard. Unfortunately, Swans don't like being bossed around by Geese. The Swan can take actions and help in Group Rolls, and they have a score of **3** in each attribute. However, if they are not bribed with bread, they may choose to loaf around and do nothing.

IF ONLY WE HAD MORE GYM BADGES

Mighty swans are not easily controlled and tend to have a mind of their own. Whilst it won't act antagonistically towards the Gaggle, it usually won't obey direct orders unless given a good incentive (like bread).



CREATING YOUR GOOSE

BEFORE GETTING STARTED ON A game in the *H.O.N.K.* system, each player must create a Goose, which serves as their Khaotic avatar in the game world.

To create a Goose, you must determine its core characteristics, which determine how it behaves in the game:

1. The **breed** of Goose (base statistics);
2. A **perk** unique to that Goose; and
3. A secret, **hidden Goose ability**.

Follow the instructions given in each part of this section to build your Goose.

GUIDANCE: ATTRIBUTES

Each of the four attributes—**Heroism**, **Observation**, **Nimbleness**, and **Khaos**—usually has a score from zero to 3. In rare cases, Geese may have scores higher than 3, or lower than zero. The attributes map onto actions undertaken by Geese in a natural way:

Heroism - A **Heroic** Goose will step in to protect their flock when the time is right. Geese with low **Heroism** will take flight at the first sign of trouble.

Observation - An **Observant** Goose can spot danger from a mile away, or concoct a cunning plan to ruffle some feathers. Geese with low **Observation** will often get themselves into a flap.

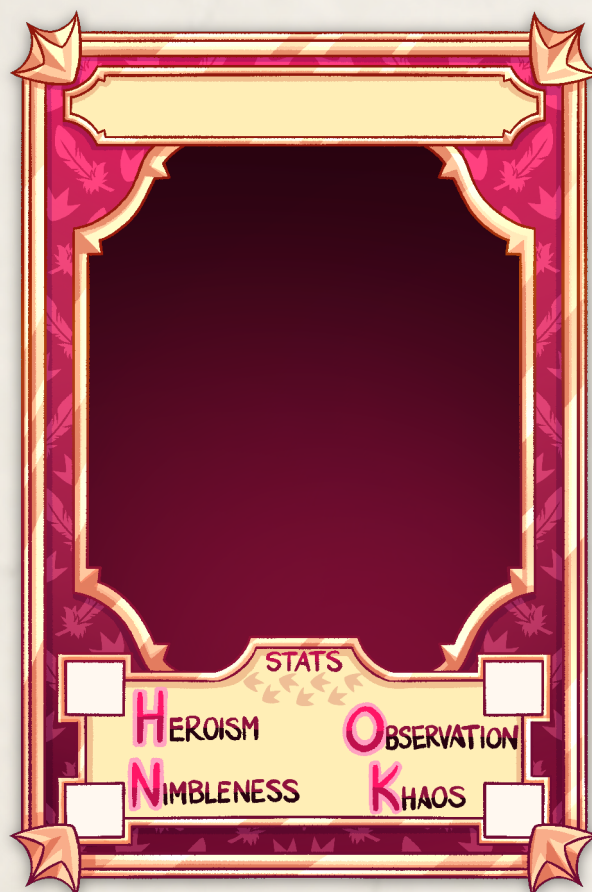
Nimbleness - A **Nimble** Goose can duck and dive around dangers, move unseen, and always land the first peck. Geese with low **Nimbleness** will bluster their way through anything and trip over their own feet.

Khaos - A **Khaotic** Goose is a powerhouse in its own right. The most **Khaotic** of Geese can do anything at all, if they put their minds to it...! On the other hand, Geese with low **Khaos** are basically just ducks.

1. CHOOSE A GOOSE BREED

Each Breed comes with its own standard array of attributes. Roll **1d6** to choose a breed from the Goose Breeds table. Alternatively, if you have a build in mind, you might create your own unique breed—distribute **6** attribute points among **Heroism**, **Observation**, **Nimbleness**, and **Khaos**, up to a maximum of 3 in any skill.

	Breed	H	O	N	K
1	Greylag	0	2	1	3
2	Fighting	3	0	2	1
3	Emperor	1	0	3	2
4	Canada	3	1	0	2
5	Golden	2	3	0	1
6	Silly	0	0	0	4



BLANK GOOSE CARD ▲

2. CHOOSE A PERK

Each Goose has one unique perk that can be used to get a leg up in the world. Each Perk is a bonus that is active in certain circumstances, and may require taking specific actions to gain its benefit. Choose a perk at random from the **Perks** table below, or select one that matches your Goose's intended play style.

	Perk	Effect
1	Inspector Gooseau	Add +1 die to any Observation rolls to look for clues or investigate a mystery.
2	Watch and Learn	Get a bonus die when attempting something someone else has already failed.
3	Hidden in Plain Sight	Add +1 die to Nimbleness rolls to sneak through a crowded area.
4	Goosey See, Goosey Do	Get a bonus die on rolls to copy something you saw a Human do.
5	Go Long!	Add +1 die to Nimbleness rolls to throw or catch something.
6	A Shaggy Dog Story	When the Danger Level would increase, you can make a Khaos roll to try and prevent it by blaming a nearby creature or pet.
7	Double or Nothing	You can increase the Danger Level by 1 in order to attempt a failed roll a second time.
8	Sisyphus Incarnate	Add +1 die to Heroism rolls when you try to move something heavy.
9	Birds of a Feather	Get a bonus die on group rolls when you use your weakest attribute.
10	Divine Inspiration	Once per session, you may ask the Goose Master for advice. (Quality of advice may vary!)

	Perk	Effect
11	Lead by Example	Getting Good Luck on a Heroism roll will give +1 die on the next roll for all Geese who see it.
12	Pecking Order	You always get the first move in any fight, duel, or battle of wits.
13	People Watcher	Add +1 die to Observation rolls to interpret body language.
14	Game Mechanics	Reduce the Danger Level by 1 if you fix something for a human.
15	Universal Donor	You can take -1 die on your next roll to give an ally +1 die on their next roll.
16	Mad Goose Rushes In	Get +2 dice on a roll if you put yourself in harm's way to save someone else.
17	Goose Cannon	Add +1 die to Khaos rolls when you run or fly directly into something.
18	Lucky Duck	If you roll a 1, you may roll an additional die as part of this roll. (Reminder: two 1s cause Bad Luck!)
19	Bean Counter	Get a bonus die on any rolls relating to accounting or financial transactions.
20	Quack of All Trades	If you roll H / O / N / K , get a bonus die on your next roll so long as it is O / N / K / H (respectively).

3. CHOOSE A HIDDEN ABILITY

Smiled upon by the Ancient Ones, each Goose comes with a special hidden ability. These abilities are **one-time use**, but don't be shy using them! Select an ability from the **Hidden Abilities** table at random, or pick one that speaks to your inner Goose.

	Hidden Ability	Effect
1	Peckromancer	You briefly summon the ghost of a long-departed Goose, creature, or human.
2	Deafening Silence	You release a high-pitched Shriek that immediately silences everyone who hears it.
3	Goose, Goose, Duck!	You reveal you've been a duck the whole time! Your failures will no longer increase the Danger Level but your Khaos score is reduced to 0 permanently.
4	It's a Knockout	There's only one thing stronger than fear... powerful sedatives. A single nearby Human spontaneously falls unconscious.
5	Necronomi-Honk	You very briefly summon an ancient Goose God. The consequences of this are difficult to predict.
6	Honky-Tonk	You start dancing; Everybody joins in.
7	Words of Power	You command an animal to obey you.
8	I Cast Fireball!	A tiny meteorite (1 inch across) lands nearby.
9	Foot the Bill	You pull out a nearly maxed out credit card.
10	Get Cancelled	The Danger Level becomes 5 instantly.

	Hidden Ability	Effect
11	Eggsplosives	You produce half a dozen eggs, primed to explode.
12	Beakonomics	You scatter a large quantity of loose change on the ground.
13	All HONK, No Bite	You terrify any Villager that can see you, but any attacks against them are rolled with 0 dice.
14	Crescendo	Your moment is now. Add +10 dice to a roll.
15	Flight Club	You gain a boost of speed, flying at Mach 1 ... for one second.
16	Phwoar Gras	You successfully eat an object that is no bigger than you.
17	Upskill	You immediately learn one human skill such as knitting, taekwondo, or parallel parking.
18	On the Wings of Evil	You turn evil. What that means is up to you.
19	Flapjacks	You produce a variety of baked goods (not including bread).
20	Honk Tuah	You start a surprisingly successful podcast.

BY THE POWER OF GREYLAG!

Hidden Abilities can be used at any time, and they don't require a roll. They can get the Gaggle out of a tight situation, but use them when it counts—you only get one use.

STORY TIME

SO YOU HAVE YOUR GEESE; BUT what is a Goose without a quest? In this chapter we lay out how the world is put together, and how you can build your own adventures in the system!

ADVENTURE PROMPTS

You can use these adventure prompts as a jumping-off point for one-shot adventures or a longer campaign series in your own world.

Egg Hunt—The Humans are preparing for their bizarre "Easter hunt" tradition, and there are colourful eggs hidden all over the village. Supposedly a great treasure, the Golden Egg, awaits whoever finds the most.

Goosebusters—There's something strange in the neighbourhood. Rumours of a ghostly Goose are spreading, and a mysterious honking echoes throughout the village every midnight. But who - or what - is responsible?

Park Life—Overnight, the humans have put up "Do not Feed The Geese" signs throughout the park; rangers are patrolling, keeping an eye out for any illicit feeding. It's time to take back what's yours (lots of bread).

Farmers' Market—Once a week, an untold bounty of food prime for the taking is displayed in the centre of the village. The stall keepers are well aware of the Gaggle's reputation though, and there are sheepdogs posted all around.

Robin Crusoe—Maureen, a kind old lady who feeds the Geese every day, has stranded herself on the ornamental island in the village pond. It's up to the Gaggle to save her!

THE VILLAGE

Every H.O.N.K. world has a "village", which is where the adventure is set; that might be a quaint countryside village, or a towering monolith!

Circus Quacksimus—A travelling circus has set up just a few hundred yards from the Gaggle. What seemed like an unwelcome intrusion has turned out to be a grand opportunity to pilfer from careless tourists.

Goosezilla—This perfectly-scaled model village, complete with working animatronics, is the Gaggle's chance to live out their kaiju-based dreams.

Over-Straying Their Welcome—The Gaggle find themselves at the local petting zoo, where they are no longer the centre of attention. That simply will not do.

For a Few Breadcrumbs More—This Wild West inspired village has all the trappings you would expect; outlaws, lawmen, a friendly saloon, and the 3:15 train carrying the motherlode of bread.

Paradise Found—The Gaggle flew South for the winter - a little further than usual. The tropical islands are a wonderful getaway, but opportunities for Khaos are slim pickings... that is, until they find the *hotels*.

Cold Feet—There's a chill in the air: our intrepid heroes have stopped over at a remote Siberian research base. With any ponds frozen over, survival won't be easy, let alone crafting a life of luxury.

THE PRE-MADE GAGGLE

Sometimes you just want to dive right in and play. To help with that, we've put together a "quack team" of specialists whose abilities all complement each other.

THE GREAT HONK-DINI

The great and powerful **Honk-Dini** is a skilled magician and escape artist. Legend has it he once escaped from a locked breadbox using only a corn kernel and sheer concentrated power of will.

Heroism:	1	Observation:	0
Nimbleness:	2	Khaos:	3

Perk - Divine Inspiration:

Once per session, you may ask the GM for advice. (Quality of advice may vary!)

Hidden Ability - I Cast Fireball!:

A tiny meteorite (1 inch across) lands nearby.



SIR HONKSALOT

The fabled **Sir Honksalot**, defender of bread, conqueror of crumbs, and noble protector of the Gaggle. Feathered, fearless, and perhaps just a *tiny bit* melodramatic.

Heroism:	3	Observation:	2
Nimbleness:	0	Khaos:	1

Perk - Mad Goose Rushes In:

Get +2 dice on a roll if you put yourself in harm's way to save someone else.

Hidden Ability - It's a Knockout:

There's only one thing stronger than fear... powerful sedatives. A single nearby Human spontaneously falls unconscious.

LUDWIG VAN BEAKHOVEN

Internationally renowned artist **Ludwig van Beethoven** is beloved by all for his melodic honking and carefully orchestrated piano concertos. This is made even more impressive by the fact that he is completely deaf, and also has no hands to play the piano with.

Heroism:	0	Observation:	3
Nimbleness:	2	Khaos:	1

Perk - Goosey See, Goosey Do:

Get a bonus die when copying the action of a human.

Hidden Ability - Honky-Tonk:

You start dancing. **Everybody** joins in.



GOOSANOVA

Famed adventurer and lovable rogue Giacomina Goosanova has seen it all; he's travelled far and wide, and flocked with the best of them.

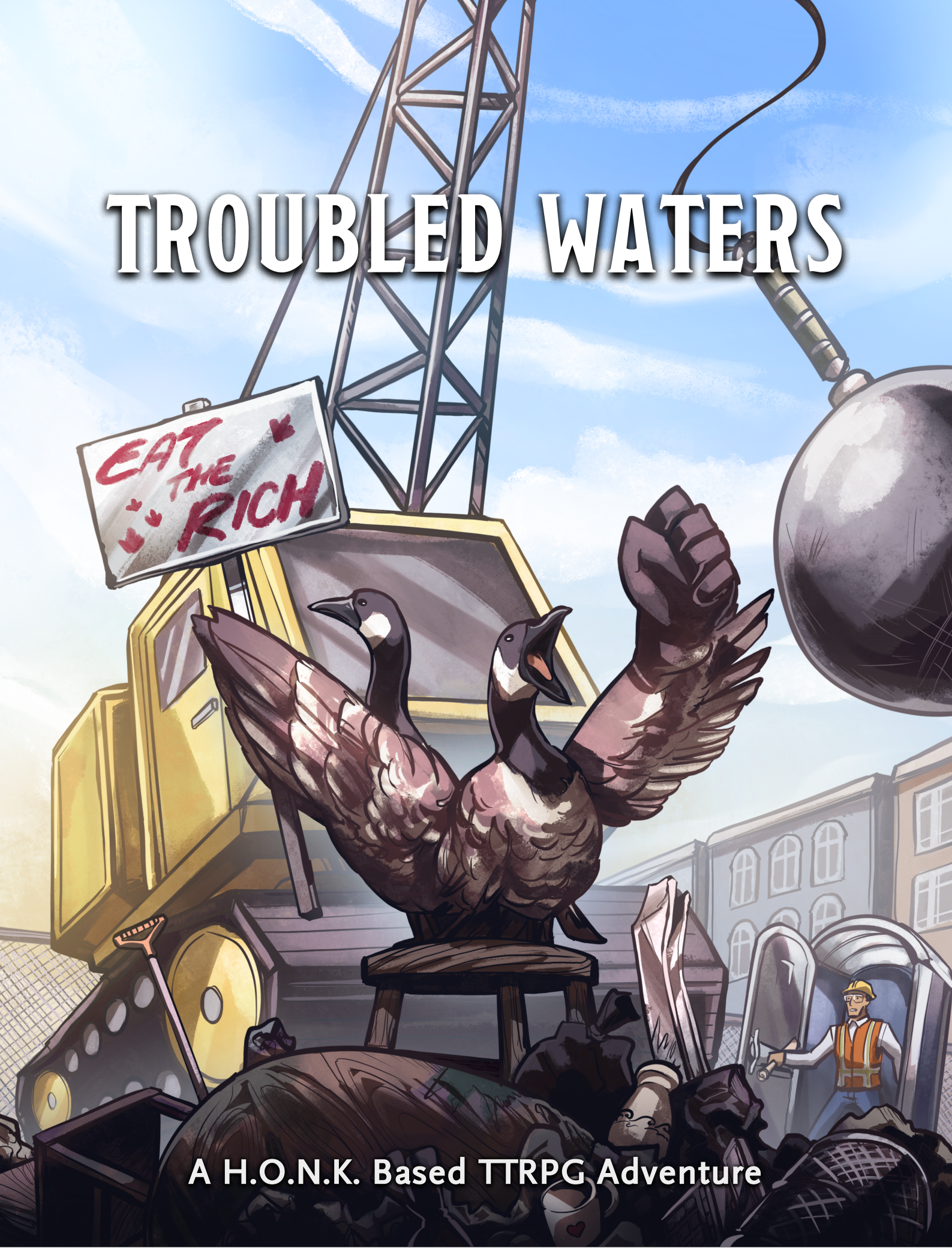
A relentless charmer, Goosanova can flirt or lie his way out of any situation. Failing that, of course, a quick escape out the nearest window is always an option...

Heroism:	2	Observation:	0
Nimbleness:	3	Khaos:	1

Perk - Pecking Order: You always get the first move in any fight, duel, or battle of wits.

Hidden Ability - Crescendo: Your moment is now. Add **+10** dice to a roll.

TROUBLED WATERS



A H.O.N.K. Based TTRPG Adventure

INTRODUCTION

GOOSE-KIND AND HUMANS HAVE an uneasy relationship. An unspoken agreement has been in place for generations. As long as the humans stay in their village, **Wingsdown**, and leave the local pond where the Gaggle lives alone, the Geese will leave them alone... Well, apart from the odd bread-seeking raiding party.

However, the humans have been slowly encroaching on the Gaggle's territory. Construction has begun on the new site of a coffee shop on the edge of the pond, and it's time for the Gaggle to take their home back. With some carefully applied democratic pressure, and some stunning vehicle proficiency, there's every chance that the coffee mogul **Joe Mocha** can be sent packing.

ABOUT THE ADVENTURE

Troubled Waters is a one-shot H.O.N.K. adventure, so there is a natural focus on role-play and storytelling rather than mechanics. The adventure is intended for **3-6 players**, but can easily accommodate other group sizes.

See the **One-Shot Outline** below for a rough guide on the adventure and approximate timings, but the running time will depend on the size of the group and how deeply they get into the role-playing aspects of the adventure.

We encourage the GM to read through the adventure before setting out, as well as to get a handle on how to run games in the *H.O.N.K.* system.

ONE-SHOT OUTLINE

Urban Development	In which the scene is laid	20 Min
Wingsdown Encounters	In which Humans are interacted with, whether they like it or not	45 Min
A Site for Sore Eyes	In which some large machinery is operated	30 Min
Making a Mocha-ry	In which a bad man is harranged by Humans and Geese alike	50 Min
Aaron Bird, Sir	In which The Birdman is set free, and the day is saved	45 Min

DEAD AS A DODO

None of the Geese or villagers should be expected to die, or even come to serious harm. Any violence should be seen as more slapstick than life threatening. Try to lean into the theme of being a silly Goose and have a bit of khaotic fun!

The **Danger Level** will probably cause Geese to leave the Gaggle at some point. This should be used as an encouragement to make sure Geese use their **Hidden Abilities** liberally! Let the players roll a new Goose right away if their previous Goose is chased away.

*Text in white boxes should be **read aloud** to the players. You may summarise the text or make changes as you wish, but make sure the main point gets across.*

*Text in blue boxes is guidance for the **Game Master's eyes only** and should not be shared with the players.*

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I. URBAN DEVELOPMENT

MISSION BRIEFING

The aim of this chapter is to set up the story for the adventure. Read as much of this to the players as you like, and once they have got the idea, you can move on to the action.

Before starting, we recommend that players have created their Geese (or chosen members of the **Pre-Made Gaggle** to play as), and that they introduce their Geese to each other. (Remember: they don't have to reveal their hidden abilities until they use them!)

ON THE BANKS OF THE Wingsdown Pond, battle lines are being drawn. The Humans are constructing a new coffee shop, "The Daily Grind", right by the Pond, with wonderful views over the area.

This is, of course, an unforgivable intrusion into Goose territory—and what's worse, the construction site is pouring foul, toxic sludge into the beautiful, crystal-clear water. Something must be done, and fast.

IMPORTANT NOTE

All the goings-on in this adventure, and every *One HONK* adventure, are of course the interpretation of the Geese in the world. How much of that is *actually happening*... well, we wouldn't want to ruin their fun.

MISSION CONTROL

The Geese of the Pond have put together a War Room in a small copse of trees, a short distance from the shoreside. On the ground, an expertly-drawn map of the pond is laid out, with miniatures of the Humans, the coffee shop construction site, and themselves on top.

Wearing a faded army beret and waddling back and forth in long lines, **General Wingston Churchill** lays out the plan of attack.

THE PLAN OF ATTACK

The plan is simple: Make building The Daily Grind so difficult that the project must be abandoned. The General identifies three main lines of attack that the Gaggle should employ to cause maximum havoc.

THE VILLAGERS ARE REVOLTING

The buzz surrounding the new coffee shop has attracted a throng of out-of-towners to the area, and some of the locals are worried about the village losing its identity.

A few protesters have already made themselves known. They are picketing outside of the **Gimme a Rest B&B**, which is where **Joe Mocha** is staying. Joe is the CEO of the **Daily Grind** and villain of the hour, and he has come to Wingsdown to oversee the new construction.

THE MACHIAVELLIAN MOCHA

Construction has begun on the newest **Daily Grind** coffee house on the east side of the pond. Bulldozers are flattening the area, and cement foundations are being poured at this very moment. But the builders aren't the most dedicated of workers, and there's plenty of opportunity to slow them down.

BIRDMAN OF WINGSDOWN

In an effort to save the Pond from pollution from the construction site, some local Humans have hired a wildlife specialist, Dr. Aaron Bird, to survey the area for rare and endangered species. If he finds any, it could transform the Pond into a protected natural habitat.

Unfortunately, Joe Mocha has gotten wind of this plan and is trying to track down and intimidate the specialist. Perhaps the Gaggle can help him out?

Each of **Chapters III-V** is dedicated to one of these lines of attack. They can be approached in any order.



II. WINGSDOWN ENCOUNTERS

WINGSDOWN IS THE VERY DEFINITION OF A PICTURESQUE SEASIDE VILLAGE, surrounded by natural beauty that the locals cherish. However, due to its proximity to the Big City, and its convenient train station, Wingsdown is becoming beset by "city folk", who are bound to cause all sorts of problems. It's only fair to cause some problems back.

POND LIFE

Between new construction projects and ongoing protests, Wingsdown offers plenty of opportunities to stir up some extra mischief. Any time the Gaggle would move to a new location, roll on the **Encounter** table, or choose one from the list.

d6	Encounter	Description
1	Stony Faced	A new statue has been erected on a park bench.
2	Photo Opportunity	Make a name for yourselves.
3	A Decent Proposal	Can you resist the urge?
4	Spoiled Rotten	A bully gets their comeuppance.
5	Pondside Hipsters	Scare off these invaders.
6	An Artist's Muse	Strike a pose!

RUNNING AN ENCOUNTER

These encounters are designed to be deliberately quite simple and short, so they act as fun interstitial events rather than longer form adventure prompts. We recommend that you use the first paragraph to set up the scenario, and then encourage your players to come up with a solution of their own.

We have also included some suggested ways to resolve the encounter in each case, depending on how they choose to go at it.

STONY FACED

A bright silver statue has been placed on a bench, taking up precious sitting room from the ladies who like to throw bread for the Geese. Wait, did that statue just blink? And why is there a hat full of money on the floor?

It sure would be good to get rid of this "statue" so that the lovely old ladies can sit and throw bread again. Any skilled Goose should have no trouble getting rid.

On the other hand, that money could potentially be very useful..

PHOTO OPPORTUNITY

A journalist is covering the Joe Mocha situation, focusing on the pollution in the pond. This could be a great opportunity to help clean up some rubbish and get in a good photo.

If the journalist spots the Geese **Nimbley** cleaning some discarded rubbish from the pond, this would give the Gaggle some slight fame: decrease the Danger Level by **1**.

However, more mischievous Geese might see this as the journalist trying to profit from their story. **Heroically** chasing the journalist off will still get their photo in the paper, but the image of them mid-attack will strike fear into the hearts of the people of Wingsdown: increase the Danger Level by **2**.

A DECENT PROPOSAL

Using the pond as an ideal location for a romantic proposal, a nervous young man fusses with his picnic arrangement, waiting for his love to arrive. In a corny attempt to be cute, he has carefully placed the engagement ring in a fresh loaf of bread.

Any romantics in the Gaggle will need to fight their **Khaotic** urges in order to resist stealing the bread and ruining the engagement. Have the Gaggle make a **Critical Group Roll** with **Khaos** as the attribute. If they succeed, they control their **Khaos** streak for just long enough for the proposal to go off without a hitch. Otherwise... well, see the **front cover of the book** to find out what happens!

If the proposal goes well, the Gaggle will find themselves included in a few celebratory pictures. Otherwise, they will be chased away from the lake, their ill-gotten glutenous gains secured.

SPOILED ROTTEN

The Gaggle witnesses an older kid bullying a smaller one, pushing him down and stealing his lunch. Some swift justice is called for.

One **Khaotic** option might be to startle him backwards and make him fall over; or a **Heroic** approach might be to charge in and snatch the lunch right out of his hands.

Once they have the lunch, the choice is up to the Gaggle. Dishing out justice is hungry work, and they did win this lunch fair and square... Or they could return the smaller child's lunch, minus a few nibbles, of course.

PONDSIDE HIPSTERS

A group of hipsters are doing an outdoor yoga class by the pond. The sight is scaring away some of the other birds—and that's the Geese's job!

It is of the utmost importance that these hipsters are chased away. When their balance is at the most precarious, one loud **HONK!** should be enough to knock them over like dominoes; an **Observant** Goose will be able to find the perfect moment to strike. A more **Khaotic** approach would be to join them, mimicking their moves. They are hipsters, after all—if the activity becomes too popular, they're sure to move onto something else.

AN ARTIST'S MUSE

An artist is using the pond's natural beauty as inspiration for her next masterpiece. This is the perfect opportunity to become immortalised in art. But, can the Gaggle hold their stoic pose long enough for the artist to capture them on canvas?

Have the Gaggle make a **Critical Nimbleness Roll** in order to maintain a pose. The greater the success, the more majestic the painting will be. All is not lost if they fail however. An **Observant** Goose can spot where she keeps her painting supplies, allowing the Gaggle to make their own... "alterations" to the artwork.

PICTURE PERFECT

Any picture (or painting) of the Gaggle can be used as evidence of the **Rare Purple Spotted Goose** at the end of the adventure. It will need to be carefully doctored of course, but it can be used to strengthen their case.



III. A SITE FOR SORE EYES

THE CONSTRUCTION FOR THE **Daily Grind** coffee shop is well on its way. Foundations are down and wooden beams outline the shell of the future building. A few builders are dotted around the building site.

MISSION BRIEF KEY POINTS:

- ▶ Progress on the building needs to be halted by any means necessary.
- ▶ **Foreman Steve**, leader of the site, is probably hidden somewhere on site.

STUCK IN THE MUD

The Construction Site is an obstacle course of freshly laid, wet concrete. Any heavy-footed Geese will easily find themselves stuck in the concrete, but any worker chasing down a Goose could be led into the wet concrete and meet a similar fate.

If a Goose gets stuck in the cement, it will take the entire Gaggle to free them; for example, a nearby rope might be used to lasso the trapped Goose and with a good, hard pull (and some **Critical Heroism**), the Gaggle should be able to rescue their stuck comrade.

SURVEYING THE SITUATION

Ask your Gaggle to make a **Collective Observation Roll** to assess the construction site.

Reveal all the information up to the number of **Sixes** rolled:

▶ [0+ Sixes] Upset Tummy:

A selection of port-a-loos are strategically placed around the construction site. Construction Workers can be overheard talking about **Foreman Steve**:

"Best stay away from that port-a-loo on the end. Steve has caught something, and he's barely been able to leave there all day..."

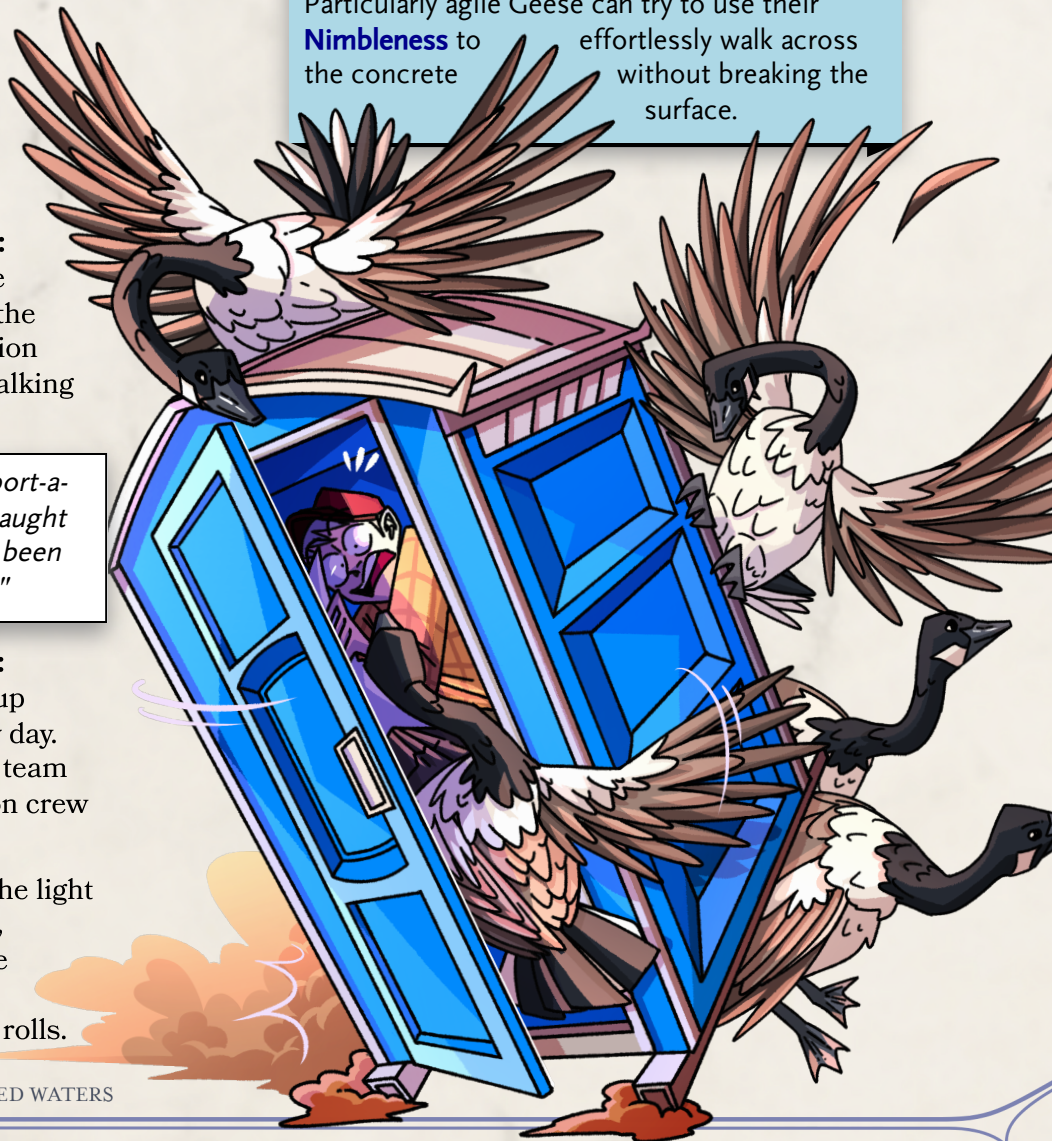
▶ [1+ Sixes] Union Breaks:

The Workers Union allows up to six one-hour breaks every day. Because of this, most of the team are off-site, leaving a skeleton crew here to do the actual work.

- ##### ▶ [2+ Sixes] Reflections:
- The light reflects off the wet concrete, showing you which parts are safe to walk on. Take +1 die on any relevant **Nimbleness** rolls.

FLAT FOOTED

Particularly agile Geese can try to use their **Nimbleness** to effortlessly walk across the concrete without breaking the surface.



LIKE A WRECKING BALL

A bulldozer sits unattended in the corner of the construction site. There's no way that a single Goose could operate a machine built for Humans, but a Gaggle working together—one on the accelerator, one on the brakes, and one at the wheel—could easily reduce the whole site to ruins! All that's needed is to find the key.

KEYS, KEYS, KEYS

An **Observant** Goose will be able to figure out that **Foreman Steve** always keeps the key to the bulldozer on him. Of course, he's currently locked inside a portable toilet cubicle. If the Gaggle manages to get him out, perhaps Steve will drop the key as he flees in panic.

DIRTY DUCKS

Foreman Steve has had an unfortunate run-in with a dodgy curry and has securely locked himself within the port-a-loo on site. Due to a lack of foresight by the construction team, the toilet is precariously placed on the edge of one of the wet concrete pits.

There are many ways to go about dealing with Foreman Steve. For example:

- ▶ An **Observant** Goose could spot an air vent, and covering it up would cause Foreman Steve to come out for fresh air in a bit of a hurry.
- ▶ A **Khaotic** Goose might cause a large enough commotion that he needs to come and find out what the noise is all about.
- ▶ A **Heroic** Goose could use brawn over brains and run head first into it, knocking the port-a-loo over.

After being knocked out of the port-a-loo by whatever means, Steve will usually fall right into the concrete, dropping the **Bulldozer Key** in the pit in the process. He'll be shaken and mostly unharmed. But with a new fear of Geese, he declares, "This job isn't worth the pay!" and quits on the spot to go get a job as a quantitative financial analyst instead.

GO FISH

A **Nimble** Goose could carefully pluck the Bulldozer Key from the wet cement without getting stuck; while a **Khaotic** Goose might skip the key altogether, choosing instead to hotwire the bulldozer with nothing but their beak and a lot of misplaced confidence.

BULLDOZER IN A CHINA SHOP

Now it's time for the Gaggle to do what they do best: Destroy Everything! Every Goose can choose how they want to contribute to operating the bulldozer and the relevant attribute, then make a **Critical Group Roll**. Check the table below for how well, or how badly, it goes. (If *anyone* fails the roll, increase the Danger Level by 1.)

Outcome	Fate
All Fails	Run for it! —The Geese, not known for their gentle approach to situations, repeatedly peck at the bulldozer until it starts to smoke and catch fire.
Mostly Fails	Unsurprising —Despite all their training, the Gaggle failed to get it moving even a little bit.
Equal Passes/Fails	Eureka! —The Gaggle managed to get the bulldozer working, but they toppled it after colliding with a pillar, causing one of the Geese to be launched headfirst into the wet cement.
Mostly Passes	Bumpy Ride —The bulldozer actually moves, destroying lots of the upright pillars. However, the rough movements force the Geese to be Nimble to stay on or risk being thrown off.
All Passes	Flawless: Operating a bulldozer comes naturally to the Gaggle. They effortlessly destroy the site while pulling off some sick moves, and get away before anyone notices.

IV. MAKING A MOCHA-RY

AT THE FAR END OF THE POND IS a lovely B&B called the "Gimme a Rest". It is currently occupied by one **Joe Mocha**, the business mogul who owns the **Daily Grind** chain of coffee shops, among many other things.

INN LOCKDOWN

Before the land was bought out by Joe Mocha, the area by the construction site was earmarked for a community centre. A small group of locals have been up in arms about the new construction and the pollution being put into the pond, and protestors are gathered outside the B&B with picket signs, shouting slogans like "Down with this sort of thing!" and "I never liked coffee anyway!".

Joe Mocha has gone into lockdown in his room at the B&B, and hasn't been seen in person for some time.

On arrival at **Gimme a Rest**, have the players make a **Collective Observation Roll**. Add one to the number of Sixes that are rolled, then reveal that many pieces of information from below (of your choice) to help kick off the scene.

- ▶ **Back Entrance:** A food delivery boy can be seen being ushered through an open door at the back of the B&B.
- ▶ **What Do We Want?:** A few leftover picket signs are piled up in a corner by some tables.
- ▶ **Out of Place:** There are two humans that are dressed a bit more formally than everyone else, looking around for something.
- ▶ **Lunchy Munchy:** The protestors have brought a pile of pre-packaged sandwiches.

IN ON THE ACTION

Once the Geese have exhausted everything they've found so far, have them make relevant **Observation** or other rolls to learn the other information by other means. They should be able to finish the scene, even with bad rolls.

PICKET AND FLICK IT

Protests are a great place to cause a ruckus. With picket signs in beaks, the Gaggle can rile up the crowd with displays of **Heroism** and **Khaos**. (Those spare picket signs might help!)

Emboldened by the rebellion, one confident protester with a megaphone stands on a box and shouts towards the B&B:

*"See **Mocha**? Even the birds hate you! You're ruining their home, just like you're ruining ours, and you're polluting their pond. Let's see what **they** think of you!"*

The protester holds out the megaphone in front of one of the Geese. (The players should decide which one.) All attention is now on one of you. A **Khaotic** Goose might HONK so hard that everyone is temporarily deafened—that's bound to make the local papers. Alternatively, this might be a perfect distraction for the rest of the Gaggle to **Nimble** sneak into the B&B...

OUT OF PLACE

Dotted within the protest are a couple of humans who seem **out of place**. An **Observant** Goose might even recognise some faces from elsewhere around the pond, now dressed in smart plain clothes, muttering to each other.

- ▶ A **Nimble** Goose could sneak off with a walkie-talkie for unlimited access to the back and forth between Joe Mocha's goons. Alternatively a **Heroic** Goose could steal it out of their hands (but not without increasing the **Danger Level**).
- ▶ An **Observant** Goose could overhear their conversation and learn about their plans for **The Birdman**—see **Chapter V** for more info.
- ▶ A **Khaotic** approach might force them to run away or get backup, which could draw support away from Mocha in the Inn, or the Construction Site or the Car Park where the Birdman is being dealt with (depending on which chapters the party has done so far).

PARDON THE INN-TRUSION

Joe Mocha is inside the B&B, and the easiest way to get rid of the coffee shop is to absolutely *ruin* his day. There are a few different ways inside: an open second-floor window would do the trick, or even a **Nimble** dash down a chimney on the roof. But the easiest way in is round the back.

TAKEOUT

The back door leads into a kitchen. In the kitchen is a dumbwaiter (a food elevator) leading directly to Joe Mocha's private suite. A little further inside, a flight of stairs leads up to the rooms.

A Goose might **Observe** a delivery boy placing the food in the dumbwaiter and ringing a small bell. This is the signal for Joe to pull up the lift. The lift can easily carry one Goose, or two with some clever maneuvering. The Gaggle will either have to take it in turns riding the basket up, or find an alternative.

The Gaggle won't have long in the kitchens before the chef arrives. Some quick thinking and/or fast moves will be needed to prevent her seeing the Gaggle and chasing them out.

◀ IRATE GOOSE



MOCHA BLOCK

It's safe to say, Joe Mocha is *not* expecting an ambush, and the Gaggle will have a few moments before he figures out what's going on. Now's the time to strike! Here are some of the things that are in his quarters, that might be found after some **Observant** investigation, or alternatively that might be used as part of a **Khaotic** or **Heroic** conflict:

GM NOTE

There are special rules for fighting against Humans in the H.O.N.K. system! They are almost always able to physically overpower one Goose, so directly fighting **Joe Mocha** is not likely to go well. On the other hand, a full Gaggle might stand a reasonable chance. As always, prefer to resolve conflicts in ways that are fun and dramatic, rather than hurtful to either the Human or Geese. And remember to increase the **Danger Level**, depending on how belligerent the Geese are!

- ▶ Joe Mocha's diary containing his secret plan: buy out the entire village of **Wingsdown** and convert it into a coffee-themed amusement park called **Joetown**!
- ▶ A giant vat of **Daily Grind** branded cold brew coffee (enough for 50 people easily).
- ▶ A note that says "Padlock code: 231".
- ▶ The window opens dangerously wide, and has a full commercial-sized rubbish bin directly underneath it.
- ▶ A very expensive pair of vintage brogues, that seem to be the only shoes he has.

OCEAN'S... NOT VERY MANY

If the party would prefer it, a full stealth-based mission is an option here. **Joe Mocha** doesn't sleep well at night (on account of all the coffee) so he's having a nap. The noise of the protesters might offer some extra cover.

V. AARON BIRD, SIR

THE CAR PARK FOR THE POND and local area is located right by the new construction site for the **Daily Grind** coffee shop. It's fairly quiet, as usual, since most people walk down to the Pond or take the train to Wingsdown. But there are one or two cars, including one that's not been there before.

An **Observant** Goose will notice that one car is rocking slightly and some muffled noises can be heard coming from inside.

"Hello? Is anyone out there? I'm in a spot of bother. Can someone help me please?"

In the boot of the car is one **Aaron Bird**. He thinks he has fallen accidentally into the boot of his own car and got stuck. (The Gaggles won't know who he is, or that he's in there at all, until they free him—if they choose to, obviously.)

In the car park are two ominous-looking people in smart clothes. In reality, those two—henchpeople of Joe Mocha—pushed him into the car and locked it with a padlock to prevent him interfering with the construction site.

THE MAN, THE MYTH

Dr. Aaron Bird, a Professor of Ornithology at Big City University, has been brought in to survey the area, to see if there are any rare species of birds at the Pond. Such a finding would make the Pond a protected habitat, halting all construction immediately, and restoring the Pond to its original state, maybe even with a hefty fine attached.

Of course, Joe Mocha and his goons don't want Aaron Bird anywhere nearby. Fortunately for them, today is the last day that protected status could be made, so they only need to keep him away from the site for a few more hours, and then they're home and dry.

A LITTLE BIRD TOLD ME

How the Geese know or learn about Aaron Bird will depend on how your Gaggles have approached the adventure so far. They might overhear it from one of the locals, or see a note about consultation near the car park entrance.

There are two steps to any good plan here: first, get rid of the two people guarding Aaron Bird; and second, break him out by any means necessary. Here are some possible approaches:

SECOND TIME'S THE CHARM?

The Construction Site (from **Chapter III**) is just next door. If the Gaggles have already been there, they might have mastered the art of the Bulldozer; and driving that thing around would be enough to get the henchmen to run away. The Danger Level might go up as a result, especially if the bulldozer hits anything...

Use the same rules as in **Chapter III** for operating the bulldozer.



THE OL' SWITCHEROO

These hired goons may be kidnappers, but they're not heartless. If a Goose were to dramatically trip and fall, clutching its leg, they'd likely come over to help—or at least take a gander. While they're distracted, a **Nimble** Goose might sneak behind them and tie their shoelaces together.

JOYRIDE

The keys of Aaron Bird's car are still in the ignition (he has air conditioning at least). A particularly **Khaotic** team might see this as the perfect chance for a little drive. It'll take a truly **Heroic** feat of strength (or is that a strength of feet?) to slam the pedal to the floor.

JUST PASSED

We'd suggest a *Crash Pandas* style run of careful checks (of all attributes) to determine how well the Geese can collectively drive the car. More likely than not, it'll end up in a ditch; but unless they're *really* atrocious, the guards won't be able to catch them.

QUACKING THE CODE

The boot has been padlocked shut by Mocha's hired goons. The code for the padlock is **231**, which the Geese might have found in Mocha's room. (Alternatively, the number is plastered all over the building site, as Wingsdown will be the 231st branch of the Daily Grind).

If the Gaggle collectively fail to notice this, or otherwise can't get the padlock open, there are plenty of other ways to free Dr. Bird: say, by attacking the boot with some well-placed pecks until the lock pops open; or by finding a Human to come and sort it out. A sufficiently **Nimble** Goose might even be able to pick the lock with nothing more than a couple of loose twigs.

FREEBIRD

With **Dr. Bird** freed, it only remains to convince him that there are some rare birds around! The only problem is, this is a perfectly normal pond, with nothing more exciting than a few lethargic ducks.

But with careful **Observation**, **Dr. Bird** might be overheard mumbling something about the "Rare Purple-Spotted Goose" that he's been searching for for years...

COULD IT BE... THE RARE
PURPLE-SPOTTED GOOSE? ►

◀ DR. AARON BIRD



RARE PURPLE-SPOTTED GOOSE

Once freed, **Aaron Bird** will make his way down to the Pond and survey the area, taking snaps of anything that looks rare or unusual. But he's not going to find anything without a bit of help.

The Geese can make themselves "purple-spotted" in plenty of ways, depending on what they've seen up until this point:

- ▶ The construction site has plenty of pots of paint around, and the big "Coming Soon!" sign is painted in a lovely shade of lilac.
- ▶ Some of the placards being made by the protesters are done in purple.
- ▶ There are a few painters gathered around the side of the Pond, doing a landscape painting class.

How convincingly they can give themselves "purple spots" will depend on how **Nimble** they can be with a paintbrush. (Alternatively, a **Khaotic** Jackson Pollock variety might work just as well!) Once they're painted up, it only remains to get in Aaron Bird's eyeline and put on a show!

Have the Gaggle (or, if only some of the Geese have been painted, then that group) make a **Critical Khaos Roll** to convince Aaron Bird that they are legitimate Purple-Spotted Geese. If successful, the Doctor will be overjoyed, and snap some pictures as incontrovertible evidence that the Pond is to be protected. If they fail, they'll have to try something else. Maybe there's such a thing as a Purple-Spotted Duck? Or maybe a Goose that can do a handstand would impress him?

SPILLING THE TEA

Luckily, protection orders can be filed online these days, and **Dr. Aaron Bird** completes the paperwork in a matter of minutes. A stop work order is put up on the construction site, and all the workers are sent home for the day—not that they were doing much anyway...

Between the halting of construction at the site, the protected status designation, and the *terrible* day he had at the Inn, **Joe Mocha** is ready to give up on Wingsdown for good. Not long after he orders the construction work to end, local reporters find out about his plans for a coffee theme park, and the backlash is so strong that Mocha is forced into retirement, where he lives out a happy life—albeit always looking over his shoulder for one more Goose.

And what of Wingsdown itself? With the site abandoned, but the foundations already in place, the locals gathered together to build the pond-side community centre they always wanted.

The newly-christened **Hasty Retreat** holds painting classes for the elderly on Wednesdays and baking classes on the weekends. There's even a lovely little cafe offering sandwiches, scones, and freshly brewed tea. No coffee, though; we don't like the stuff 'round here.

THE END



JAIL BIRDS

A H.O.N.K. Based TTRPG Adventure

INTRODUCTION

WORLD-RENOWNED GOOSEY gangster, Fowl Capone, has been captured by the local authority an evil organisation intent on curtailing the freedoms of Goosekind. It's up to our rag-tag group of feathered heroes to set him free of his fairly comfortable living arrangements hostile captives, before they get bored it's too late to save him!

ABOUT THE ADVENTURE

Jail Birds is a one-shot adventure designed for the *H.O.N.K.* system. As with the first adventure, the focus is on role-playing and exploration rather than heavy mechanics. The game will easily work for **3-6 players**, but can accommodate other group sizes. See the **One-Shot Outline** below for a rough guide on the adventure and approximate timings.

Depending on the level of role-playing, this adventure could be split into two sessions (capture and escape) or even three (capture, jail time, and escape).

As always, familiarity with the *H.O.N.K.* system is recommended for the Goose Master, as well as having read through the adventure at least once. Other characters should be able to pick up the game and follow the GM's lead.

CREDITS

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DANGER, DANGER!

This adventure treats the "Danger" system in a slightly different way. Usually, when the Gaggle reaches five on the **Danger Level**, a Goose is run out of town. Here, in the first part of the adventure, the entire Gaggle will be caught by the Goose Catcher and sent to the animal prison instead; and in the second part, the Goose will be briefly put into "solitary confinement".

FRESH OF FACE

If you are using the same Gaggle as for the first adventure, then some of the Geese may have already used their hidden abilities. We recommend that you give each player a choice: continue on with the same Goose they were using before; roll up a new one; or keep the same one but pick up a new Hidden Ability.

SERIOUS NOTE (REALLY)

This adventure includes themes of imprisonment, which may not be comfortable for everyone. We warmly encourage you to consider whether the adventure will be a good fit for your group before running it.

As a reminder: in the fiction of the game, the Geese are at a pleasant sanctuary, not really imprisoned. No Geese were harmed in this story. But if your players would benefit, it is possible to run this game by removing the melodramatic "Goose Vision" and playing it as-is: an escape from a bird sanctuary.

ONE-SHOT OUTLINE

The Plan	In which three easy steps are laid out	15 Min
Pedalo Pirates	In which a race is run	45 Min
Orange is the New Quack	In which our jail birds explore their new surroundings	60 Min
Bad Reputation	In which our feathered friends make a name for themselves	60 Min
Fowl's Flock	In which a leader makes themselves known	20 Min
The Great (...) Escape	In which the heroes make a final flight	40 Min

I. THE PLAN

SINCE JOE MOCHA WAS ROUTED out of Wingsdown, relations between the Geese and the Humans have been fairly amicable. The little old ladies have even started bringing fresh loaves to feed the birds instead of leftover crusts. However, lately one of your number has taken things a little too far...

Noted Goose gangster **Fowl Capone** has been running a bread-smuggling ring, and within a matter of days he became Public Enemy No. 1. The villagers brought in a Goose Catcher to deal with him, and he's now been Goose-napped! It's up to the Gaggle to stage an epic prison break and free him from his adorably tiny wing-cuffs.

THREE EASY STEPS

General Wingston Churchbill, fresh from his successful Pond-side campaign, has a plan that's just **Khaotic** enough to work. He's been preparing it for hours, and everything has been plotted out. Nothing will be left to chance, apart from all the dice rolls and lucky breaks.

THE ALMOST FOOL-PROOF ESCAPE PLAN

Step One: Cause Khaos and get noticed.

Step Two: Get caught by the Goose Catcher.

Step Three: Break out as a team. Easy... right?

The villagers have planned a fete that will be taking place by the pond. This will provide the perfect backdrop to stir up some trouble and build your notoriety.

The first part of this adventure is based around your players causing enough **Khaos** in town to get the attention of the Goose Catcher. In the second part, they will need to increase the **Danger Level** enough to gain a reputation in jail, but not too high to annoy the guards. And finally, they will need to hatch a cunning plan to get everyone out, including Fowl Capone.

MISCHIEF MAKERS

The fete will provide its own unique opportunities to frustrate the villagers, and your Gaggle will need to cause quite the ruckus to get on the Goose Catcher's radar. If they're having trouble coming up with ways to annoy the villagers, use some of the encounters from CHAPTER II. of the previous adventure as possible prompts.

A PRISON FOR GEESE?

As always, we are viewing the story from the perspective of our anserine friends, who may or may not have a perfect grip on reality. What might look like an "animal prison" to them is almost certainly a small but comfortable enclosure at a local petting zoo, and the "guards" are more like underpaid attendants.

That matters not one bit to our Gaggle. One of their own is being oppressed, and it's their moral imperative to get them out!



II. PEDALO PIRATES

FOLLOWING AN EXTENSIVE cleaning operation after the Daily Grind construction site was removed, the Pond has been restored to certified "Moderately Acceptable" status. In celebration, the inhabitants of Wingsdown are hosting their first ever Family Day Boat Race. A small fleet of Swan-shaped pedalos have been hired, and families have been invited to race across the pond.

Unfortunately for the villagers, the course runs straight through the Gaggles territory, and right now they're out to cause serious **Khaos**.

MAKING A SCENE

As a reminder of the stakes: at this very moment, Fowl Capone is being held captive. There's only one way to get to him: cause enough of a stink that the Gaggles end up inside the facility with him.

To that end, the plan is simple: increase the **Danger Level** to **5**. At that point, rather than chasing the Scape-Goose out of town, the Goose Catcher will be sent after the Gaggles.

GET INTO JAIL FREE CARD

One of the hidden abilities, **Get Cancelled**, will increase the Danger Level to **5** immediately. That will cause that Goose to get Cancelled, and the Goose Catcher will snatch them *specifically* and put them in jail. Roll up another Goose for now—we'll rejoin that Goose in **Ch. V**!

There are plenty of opportunities to create havoc at the fete around the pond. In addition to the Boat Race (which should be plenty all on its own!), feel free to dive into any of the locations from **TROUBLED WATERS**, which is also set around the pond. In particular, the **Wingsdown Encounters** chapter may come in handy for extra things to do.

PREPARE FOR BOARDING!

A dozen families are lined up in swan-shaped pedal boats, ready for the race to start in a couple of minutes. They have unknowingly made themselves perfect targets. A line of trees provides shade for the boaters, but it also makes the perfect platform for an aerial attack! Some careful **Observation** will highlight the strongest branches to perch on, but relying on **Nimble** footwork might be enough.

To really kick things off, the Gaggles will want a Pedalo all of their own. But how to get one?

A FOWL BOMBARDMENT

One option to start the **Khaos** would be to... do what comes naturally. With the Gaggles placed directly over the heads of the unsuspecting families, causing a stink is as easy as riding a bike. Significantly easier, if you're a Goose.

TILT SHIFT

An **Observant** Goose might know enough about hydrodynamics to try something very clever. Landing on the head of the Swan might be enough to tilt it forward. With enough Geese on the end, it would be tricky for the Humans to stay on board at all!

PRECISION STRIKE

Of course, a foolhardy **Heroic** Goose can always run head-on into the problem—literally. A well placed peck, or even the **Nimble** theft of someone's sunglasses, would be enough to empty out a pedalo in a hurry.

VEHICLE PROFICIENCY

With a pedalo secured all to themselves, our heroes once again find themselves in charge of a vehicle. It will take wits, strength, and a healthy dose of overconfidence to get this thing moving, but it's the perfect opportunity to make yourselves known and get the **Danger Level** through the roof.

THE AMAZING RACE

Before you know it, a quick blast of an air horn signals the start of the race.

Reminder: Geese can both fly and swim. While they can use the pedalo to cause some serious mischief, there are plenty of other ways that the Gaggle can upset the race!

Every time that the Gaggle disrupt the race, add **1** to the **Danger Level**. The **Goose Catcher** won't be after them until the level hits **5**, and they have reached dry land again. Here are some suggested lines of attack:

- ▶ The route is marked by a series of colourful buoys bobbing in the Pond. With enough **Heroic** strength, a Goose could rearrange the buoys, twisting the course into loops, overlaps, and confusing dead ends.
- ▶ A **Khaotic** approach would be to startle the families as they peddle by. Honking, splashing them with water, or even jumping in the pedalo with them would be enough to distract them from steering and hopefully cause a crash or two.
- ▶ A pair of rubber water wings might make for a great makeshift cannon, to fire projectiles at any passing families. (See the cover art for this adventure for inspiration!)

BLACKBEAK'S REVENGE

If the Geese are trying to move the pedalo together, they'll need to prove their mettle. Have the Gaggle make a **Critical Group Roll**, where every Goose explains how they help with the effort (choosing an appropriate attribute).

Outcome	Fate
All Fails	Abandon Ship! The pedalo capsized almost immediately. <i>Quelle surprise.</i>
Mostly Fails	Circling the Drain: With a superb effort, they start getting the pedalo to move... in circles.
Equal Passes/Fails	Calm Waters: The pedalo starts moving off <i>very</i> slowly. They might catch up with the slowest of families, if they're lucky.
Mostly Passes	Like a Goose to Water: The pedalo is a force to be reckoned with, outpacing some families and giving good opportunities for broadside attacks.
All Passes	Avast Landlubbers! The boat moves at terrifying speeds, sending other families flying in their wake. Not only can they wreak havoc with those they pass, but they might even win the race, if not too distracted.

WILD GOOSE CHASE

With the race behind them, give the players any more opportunities they need to get the **Danger Level** up to **5**. Once it's there, it's time to send the **Goose Catcher** after them.

The Goose Catcher is evil-looking, dressed in shabby clothes, with a giant Goose-shaped net and a wide grin. (Or it's a public official in a green polo shirt. Who's to say.)

We don't want to make this too easy for the Goose Catcher—they might see the Gaggle as a soft target, and not bother putting them in the Goose Prison at all. So the chase is on!

Have everyone start out by making a **Collective Nimbleness Roll** to find out how well they can evade capture.

- ▶ If they roll at least one **Six**, they put up enough of a fight that the Goose Catcher feels justified in putting them in Goose Prison.
- ▶ If they don't roll any **Sixes**, then they will need to find some other way of causing a ruckus: a well placed **Heroic** nibble, or **Khaotic** honking session.

In either case, they're only headed one way: The dreaded Goose Prison!

III. ORANGE IS THE NEW QUACK

CAPTURED BY THE LOCAL GOOSE Catcher, the Gaggle now find themselves packed together, waddling in through the prison gates. With high walls, barred windows, and guards patrolling around the clock, the facility is an impenetrable fortress for the foully behaved fowls who find themselves imprisoned here.

The Gaggle are given "The Tour". They are walked past the yard, the cafeteria, and finally into their "cell". The guard informs them that their days will follow the same routine: yard time; dinner; manual labour; lights out. If they want to check out the yard, they better settle in quick.

We recommend to let your players run through a "typical" day in prison before embarking on building a **Bad Reputation**.

FIVE STAR ACCOMMODATION

The Gaggle shares a single cell, with one threadbare nest to sleep in. The bars look solid, but there seems to be a patch of crumbling brickwork in the wall. They won't want to start picking at it yet; unless they find a way to hide their handiwork, the guards will quickly catch on. Perhaps a strategically placed poster could do the trick?

WORKING HARD...

The prison yard is split into two sections, divided by a tall metal fence. On one side, the so-called "leisure" yard provides prisoners with limited entertainment. On the other side is the "work" yard, a place where prisoners are expected to toil away with little to no compensation.

In the work yard, the inmates chip away at stale loaves with nothing but their beaks—turning bread into **breadcrumbs**. Smuggled crumbs have become the currency in here.

A **Nimble** Goose could sneak out a few crumbs, slipping them past the vigilant guards. Even the most vigilant of guards will briefly glance away however, providing a brief opportunity for an **Observant** Goose to smuggle some crumbs.

There's a locked **tool shed** nearby, full of proper chipping gear, but the guards insist the inmates use only their beaks. Should the Gaggle ever get the opportunity, a **Heroic** effort could break the lock, allowing them to gear up.

...OR HARDLY WORKING?

The meagre leisure facilities include a small pool to splash around in; a patch of sunlight to do a bit of sunbathing (if the weather's good); and some gym equipment in the form of a few sticks to throw around and some loose tennis balls. It's enough to keep the more "domesticated" inmates out of trouble.

FLIGHT RISK

Your players may be wondering why the Geese can't simply fly away while out in the yard. Simple: the yard has a roof made of chicken-wire and wood. There is a door in the side of the yard, but it's firmly locked, and nobody has opened it in the time the Gaggle have been here. They won't be able to get much further than a few feet up, unless they can break through the roof or find another way out.

THE KEY TO VICTORY?

Each of the guards around the prison has a set of keys dangling from their belts. With some careful effort, someone might be able to nab one, hoping it'll be the key to the main door.

Unfortunately, it won't (directly) free the Geese; the keys they have are for the **Tool Shed** in the work yard. They all have a key to it, since they sometimes use it to sneak off for a nap.

If your players are far too good at games for their own good, put a guard asleep in the toolshed if/when they go to break in.

CASING THE JOINT

Before our heroes start out on their plan to break themselves (and Fowl Capone) free, it's worth them figuring out how the prison ticks. Give them a chance to explore before they rendezvous with the gang leader.

Let them explore any areas of the Prison that they have access to throughout the day. What follows are a few prompts that will help set up some of the escapades in the next chapters.

TURF WAR

A nervous-looking Goose waddles up, welcoming the newcomers and gives them a dire warning. The prison is ruled by two rival gangs, and they have each claimed one end of the yard:

- The **Quackolytes** are a team of bread-hoarding Ducks, who will defend their crumbs with ruthless devotion.
- **Fowl's Fowls**, a gang of aggressive Geese, solve their problems beak-first, in service of their boss **Fowl Capone**.

Small scuffles break out between the two gangs every now and then. The guards mostly don't care about small brawls, but an all out war between them would leave the guards no option but to use force.

The messenger Goose suggests they stay in the middle "unclaimed" part of the yard, near the leaky **Water Tower**.

OH CRUMBS

In a shady corner of the yard, the Gaggles spot an unusual looking Goose in a trench coat. As they approach him, they notice that he is actually a Duck in disguise. He introduces himself as **Sam**.

Shady Sam, as the rest of the inmates call him, is a duck with connections and a weakness for breadcrumbs. He broke away from the Quackolytes when he realised he could use breadcrumbs as money, and started smuggling in goods.

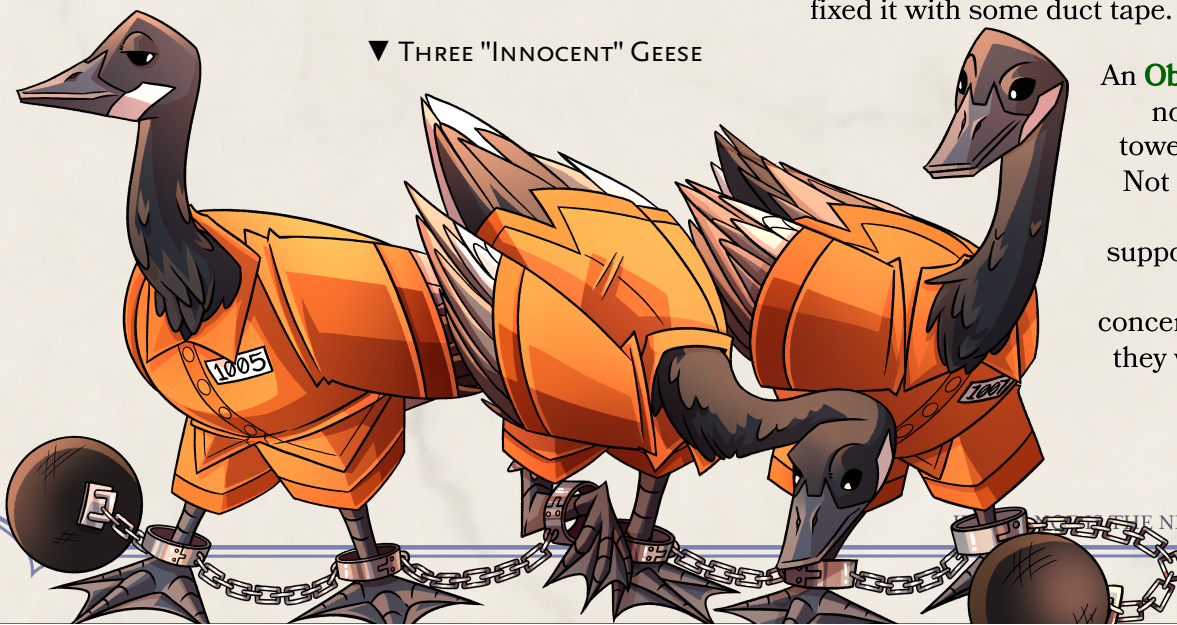
Among his usual wares are: a **nail file**; **sets of fake noses and glasses**; and a **poster of a delectable loaf of bread**. The poster in particular is quite popular, it just so happens to be the perfect size to cover a suspicious hole in a cell wall. He'll sell you any of the above, so long as you've got the dough.

WHAT A HAZARD

An old and rotten Water Tower stands by the side of the yard, slowly dripping on the inmates. As the Gaggles look closely, a grizzled chicken advises them to not get too close.

Apparently, a few years back, a foolhardy group of inmates tried to escape by flooding the yard with water and swimming their way to freedom. Needless to say, it wasn't a well thought out plan. They did manage to peck a hole in the tower though—the guards promptly fixed it with some duct tape.

▼ THREE "INNOCENT" GEES



An **Observant** Goose will notice that the whole tower is severely rotted. Not only could the tank be punctured, the supporting legs could be destroyed with a concerted effort. Not that they would ever do such a thing, of course...

IV. BAD REPUTATION

THE LIFE OF A FEATHERED felon isn't easy, but with guards around every corner and warring gangs strolling the yard, there are plenty of chances to start trouble.

BRIEFING

There's no way your rag-tag bunch will be allowed near **Fowl Capone** until you stir up some serious mischief.

Annoying the guards will increase the Gaggle's **Danger Level**, but will also gain respect from the other inmates. Either roll on the **Incident Table** below while moving around the prison, or incorporate any appropriate encounters into scenes.

d6	Incident	Description
1	Honk-Off	Who's the loudest?
2	Food Fight	Anyone for seconds?
3	Wing Wrestling	Flex those feathers.
4	Laundry Day	Completely spotless.
5	Man's Best Friend	Be the top dog!
6	War Stories	Once upon a time...

HONK-OFF

Cooped up in the cell at night, the inmates restlessly begin a "honk off". Each Goose takes turns to honk, and the next Goose has to honk louder than the previous, but without alerting the guard. The loudest HONK wins. It's the perfect way to assert some dominance over those damned guards!

In turn, have each Goose make a **Nimbleness** check to carefully control their HONK. A failed roll will alert the guards. Alternatively, succeeding on a **Khaos** roll will instantly win the game, but the perpetrator will be forced by the guards to spend the next day pecking bread as punishment.

FOOD FIGHT

Dinner time is usually a quiet affair; the guards don't tolerate any monkey business. This makes it the perfect opportunity for the Gaggle to make their mark. Not only would it show the other inmates who's boss, the commotion caused would create a rare opportunity to sneak out and wander the prison unobserved.

Have the Gaggle make a **Critical Group Roll**. Each Goose can choose which attribute they are using to help out; whether it's **Heroically** fighting on the front lines, making shrewd **Observations** to keep away from the guards, **Nimblely** dodging attacks and sneaking away, or adding a **Khaotic** spin with the dinnertime equivalent of intercontinental ballistic missiles.

OUT FOR A STROLL

A Goose loose around the hoose will have the chance to go anywhere they want, since the rest of the prison is unattended during dinner time.

WING WRESTLING

There's not much to do out in the yard. The exercise equipment has been claimed by **Fowl's Fouls**, and the patch of sunlight is permanently occupied by the **Quackolytes**. The remaining inmates have turned to the only two forms of entertainment left: wing wrestling, and gambling on wing wrestling.

Any Goose can enter the wing wrestling tournament. The only prizes are respect, and maybe a couple of crumbs. The competition is tough, but a **Heroic** Goose can handle it.

Those not competing place **breadcrumb** bets on who they think will win. An **Observant** Goose stands a better chance at picking the victor, if they're watching two strangers at it.

Have fun saying "wing wrestle" a lot.

LAUNDRY DAY

As the Gaggle are led down a corridor from one location to another, they spot a door left ajar. Inside is the **laundry room**, with a pile of guard's uniforms that are due for cleaning. No one is inside—the Gaggle have a brief window to sneak in and make the most of it.

A **Nimble** Goose could easily sneak inside and rifle through the pockets. They'll be able to find a few loose **breadcrumbs** and a key to the **tool shed** in the workyard. A Goose who happens to be having **Good Luck** might even find a key to unlock the yard exit. (Best keep that one securely hidden somewhere for now.)

Some careful **Observation** will highlight an opportunity to get some revenge on the guards. Right next to the washing powder is a large bottle of bleach. One gentle nudge and the guards will be getting some new, bright white uniforms.

With a very careful and **Heroic** maneuver, it might even be possible to nab an entire uniform. What three (or so) Geese could do with one of those, well... who's to say?

MAN'S BEST FRIEND

One of the guards in the prison takes a leashed dog with him wherever he goes. This dog is an ill-tempered fiend that barks and growls at every inmate it passes. Some of the other guards find it funny, but they haven't noticed the dog looks at *them* in the same way.

The Gaggle can give the guards a taste of their own medicine. Helping the dog slip its lead will unleash **Khaos** as it chases the other guards. The inmates will cheer the dog on and create a lot of noise; it will take quite some time to restore the peace.

Alternatively, they could teach the dog a lesson. A Goose could **Heroically** approach the dog and HONK in its face. They will quickly learn that the dog's bark is much worse than its bite as it grows quite timid. The dog will stop growling and whimper instead, and the guard will eventually leave it in his office.

WHO LET THE DOG OUT?

This might be one way to cause a distraction, as needed later in the adventure. With a dog loose and attacking guards around the prison, the Gaggle can go about their business unnoticed.

WAR STORIES

A favourite pastime of the inmates is sharing stories of what led to them being locked up, or what mischief they caused while they were "on the outside". This is a way to while away the hours, but some inmates see it as a way to increase their reputation with rather outlandish tales.

It's quite rare to see a whole Gaggle captured together, so everyone's keen to hear how it happened and what other misdeeds they got up to. While the Gaggle have the stage, they can spin a yarn and try to impress their fellow incarcerated fowl.

Have the Gaggle make a **Critical Group Roll**. Each Goose can explain how they're helping to tell the story, and use an appropriate attribute. Perhaps they are **Nimbly** acting out the scene, using their keen **Observations** of the situation to recall it in exacting detail, or maybe they're just **Khaotically** making stuff up.

A gripping story will not only entertain, but earn the respect of those who hear it. Seeing the enraptured inmates will cause the guards to keep a closer eye on the Gaggle though. They're a suspicious lot, and they don't like it when the inmates seem coordinated.

TALES OF MOTHER GOOSE

This is a great chance for your players to relive any highlights from previous games, or to share anecdotes from other games they may have played in.

Consider offering **Inspiration** to any players who make up a suitably outlandish or hilarious story, or regale past triumphs in grand detail.

V. FOWL'S FLOCK

Move on to this chapter once the Gaggle have caused enough mischief in the Prison.

However, if any of the Geese are getting a little too rowdy—for example, if they send the **Danger Level** all the way to **5**—they might be thrown in solitary confinement for a little while to cool off. (That's the outcome from maxing out the Danger Level here, rather than being chased away.)

If the Goose in question had used their Hidden Ability before being put into solitary, they will have developed one while they were bored in there; roll a new Hidden Ability.

WHILE INSIDE, FOWL CAPONE has gained himself a loyal following. His crew call themselves "**Fowl's Fouls**". They're very protective of their boss, and won't be happy with chancers wasting his valuable time. They only allow certified baddies to see the Boss. Now that your team have proven yourselves, it's time to get in touch with him, and put your escape plan into action.

THE GANG HIDEOUT

Fowl Capone's "office" is much like any other cell in the compound, except that the nest is plush with feathers and the most luxurious of sticks. Clearly his followers have contributed to his living standards. He sits behind the equivalent of a desk—in truth, an upturned crate—from behind which he looks imperiously over the assembled Gaggle in front of him.

GM's NOTE

We heartily recommend using your most horrendous gangster impression for Capone.

"I was wondering when they'd send someone to bust me out. Gotta say, takes guts, waddling in here like that. But tell me... have you got the brains as well to figure a way out of this little heck-hole?"

"I've been casing this joint for months. The guards? Locked in tight, but easily flustered. Cause a big enough commotion, they'll be runnin' around like... headless chickens. If you'll pardon the pun."

"Now, I've got a few ideas for stirrin' up a proper distraction. But causing Khaos is Gosling's play. Breaking out? That's the trick. So... what've you got in mind?"



Fowl Capone tells the Gaggle that they'll only have a short window of opportunity once the distraction begins. There's no going back when the escape starts. If the players haven't already, they might want to explore the prison and work out a somewhat plausible escape plan before everything kicks off.

If they're stuck for ideas, Fowl Capone—or some of the other inmates, like Shady Sam—can make suggestions. The Gaggle will need to do all of the leg work though.

◀ FOWL CAPONE

VI. THE GREAT (BUT LEGALLY DISTINCT) ESCAPE

THE PLAN COMES IN TWO PARTS: the distraction, and the escape route. Your Gaggle will need to come up with a strategy for **both** before they attempt the escape, otherwise Fowl Capone won't leave with them. Give them plenty of time to explore the prison to come up with the plan and prepare their exit.

THE DISTRACTION

Any great prison break needs an even greater distraction. While the guards are scrambling to restore order, your Gaggle and Fowl Capone can make their daring escape. Of course, we're sure your players will come up with their own brilliantly **Heroic** and **Khaotic** plans; but just in case, Fowl Capone has a few suggestions.

FIGHTING FOWL

Tensions between the **Quackolytes** and **Fowl's Fowls** are at a boiling point, and one misjudged HONK could start an all-out feathery prison yard brawl. A **Khaotic** Goose wearing the wrong colours in the wrong part of the yard could be all it takes to light the powder keg.

On the other hand, the Quackolytes guard their stash of breadcrumbs ruthlessly. A **Nimble** Goose could sneak behind enemy lines and snatch the crumbs. Once the ducks realize their precious hoard is missing, they'll immediately blame Fowl's gang.

WATER, WATER EVERYWHERE

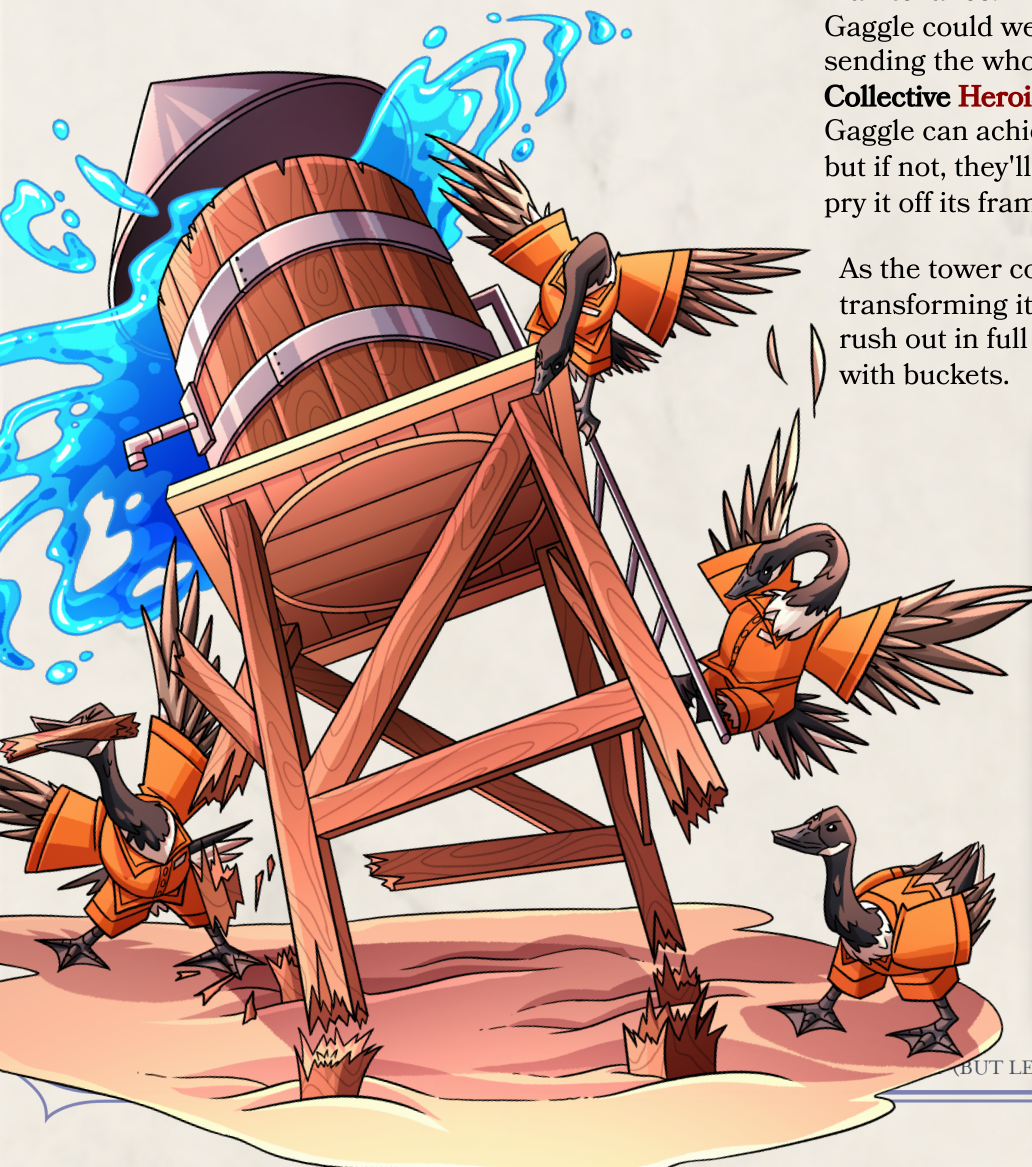
The prison's water tower is long overdue some maintenance. With some teamwork, the Gaggle could weaken its wooden supports, sending the whole thing crashing down. A **Collective Heroism Roll** will indicate if the Gaggle can achieve this by pure strength alone, but if not, they'll need to find some **tools** to help pry it off its frame.

As the tower collapses, the prison yard floods, transforming it into a lovely pond. The guards rush out in full force, frantically bailing water with buckets.

YOUR MILEAGE MAY VARY

Your Gaggle might have spent their time inside doing anything and everything. There's no need for the distraction to be one of these things—it could be related to one of their reputation-building activities, or something entirely new.

The only requirement is that it's loud enough to keep the guards busy for a few minutes. Beyond that, anything goes!



THE ESCAPE ROUTE

THIS IS THE BIG MOMENT! WITH Fowl Capone in tow, and the guards in disarray, now's their chance to break out of this joint. The Gaggle should have discovered a few escape opportunities by now. If they need nudging in the right direction, Shady Sam will happily make suggestions... for the right price.

The more traditional escape routes are outlined below, but if your players come up with their own wild plan, use this section as a guide to riff off their choices.

HOLE IN THE WALL

If the Gaggle purchased the poster from Shady Sam, or found another way to hide their work, they'll have been able to work on digging a hole in their cell wall. It might take some time, but with **Nimble** work, there's no reason to think they'll get caught in the act.

The Gaggle lead Fowl Capone into the maintenance tunnels behind their cell. The tunnels are a maze of metal pipes and echoey walkways (read: a normal back alley). The Gaggle will have to succeed on a **Collective Observation Roll** to navigate them without getting lost.

At the far end, the tunnels open into the employee car park. From here it's just a simple stroll (or drive for the more adventurous) back to the pond.

AN OLD FAVOURITE

Sometimes the best escapes are the simplest escapes. With the guards distracted, the Gaggle can enter the laundry room and collect some uniforms. A few Geese should make a convincing enough "human", or they can get away with a bit more if they are very cosy.

Assuming they don't make a *total* mess of things, they should be able to sneak by without raising much suspicion. These guards should *really* be paid more.

FLYING FREE

If the Gaggle have gained access to some specialist **tools**, they can use them to get out through the Yard by snipping a hole in the chicken wire. The stage is set for a glorious flight to freedom—the only remaining issue is the watchtower guards and their surprisingly accurate Goose-net launchers.

The Gaggle will have to succeed on a **Critical Nimbleness Roll** to dodge the nets and get away scot-free. They can improve their chances by giving the guards a few more targets to worry about: if they choose to free the other Geese as well, they can each get a bonus die when making the roll. If they are benevolent enough to let the Ducks go too, they can add a second bonus die.

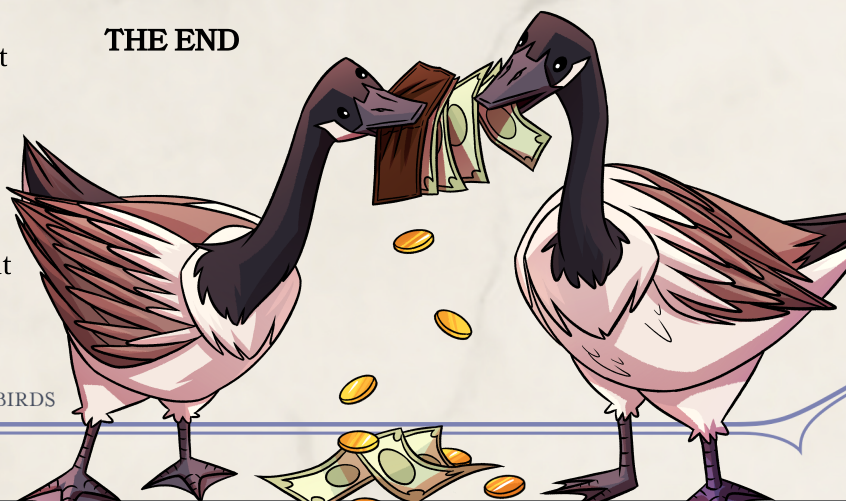
HAPPILY EVER AFTER, AGAIN...

Freed from his captivity, **Fowl Capone** and the Gaggle return to their pond, legends in their own time. The humans will never forget the day they were outsmarted by Geese.

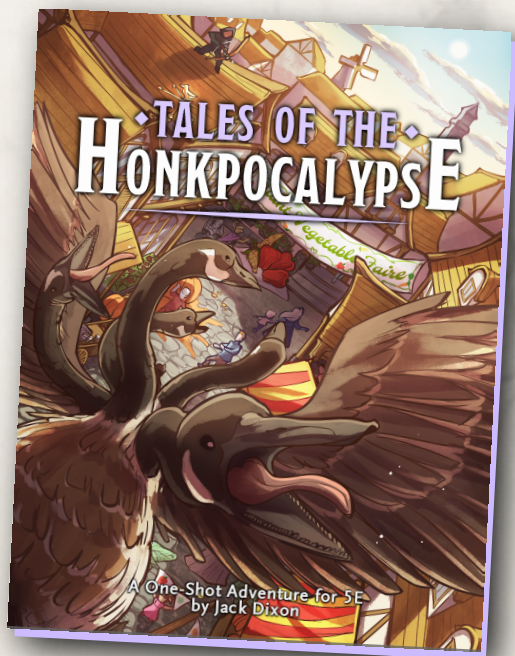
As a reward for busting him out, Fowl Capone offers the Gaggle all of his treasure earned from the smuggling ring inside the prison. Eagerly expecting some serious bread, the Gaggle happily accept, only to be cruelly disappointed when he foists over some paper and metal circles instead. What's the point of that?

Oh well, there's always the next caper...

THE END



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