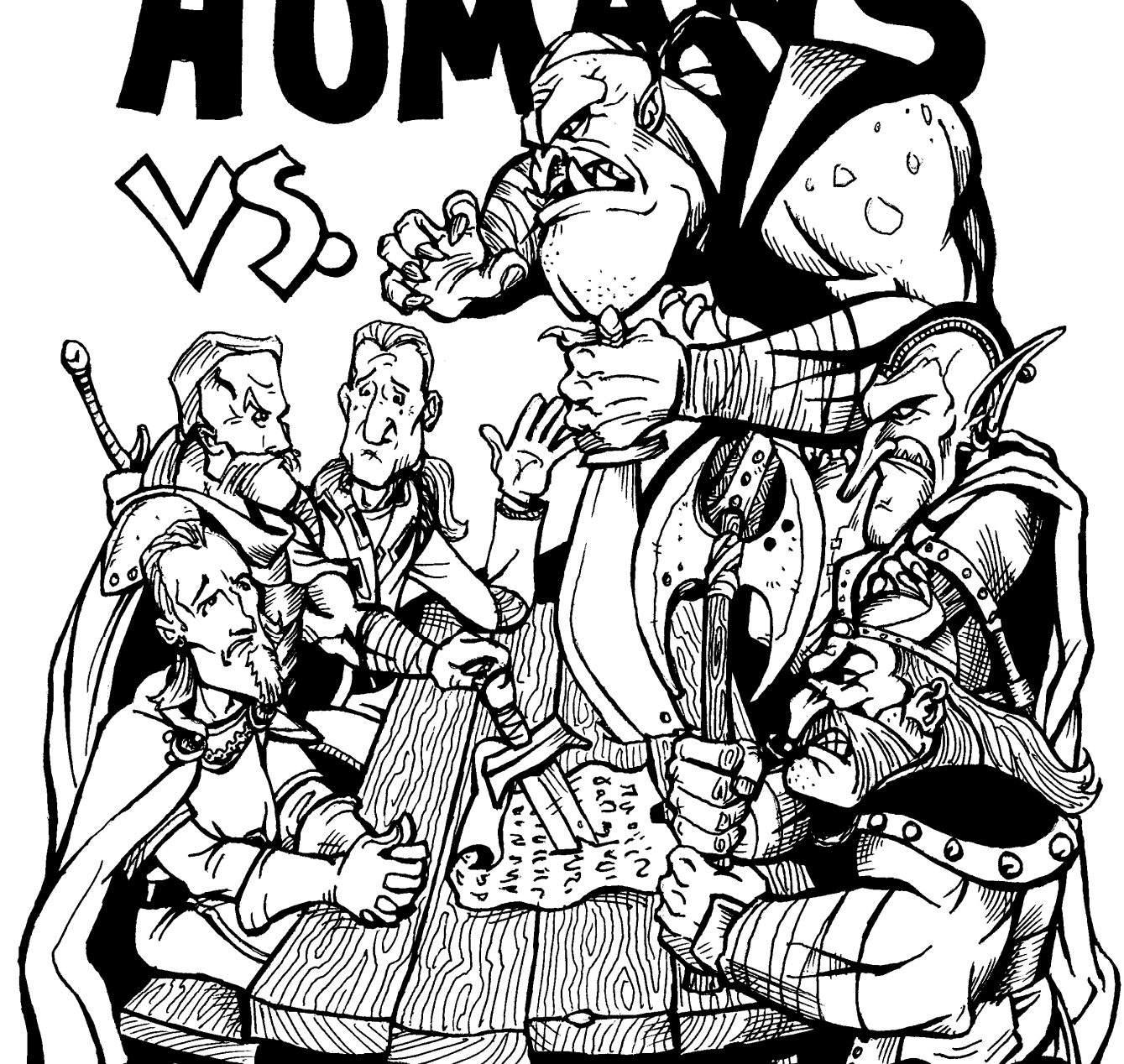


HUMANS

VS.



MONSTERS

Humans vs. Monsters: Diplomacy

By Mike Young



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Scenario

Humans & monsters have been fighting in the woods for too long. The leaders of the Dwarves, the Goblins, and the Trolls have sued for peace. The humans have sent one of their disposable diplomats and his assistant to negotiate.

- ❖ **Thrupp, the Troll Leader** – toughest, nastiest troll. Not too bright. Just wants to kill & eat the humans.
- ❖ **Keedle, the Dwarf Leader** – very smart, very clever. Stuck with morons as partners.
- ❖ **Scorm, the Goblin Leader** – smartest goblin around. This puts him at about a 7-year-old's intelligence and maturity. Since all the other Goblins have the brains of 3-year-olds, he thinks he's smarter than he really is. Like all Goblins, he is very greedy.
- ❖ **Moonstar Periwinkle, Moderator** – a member of a new age like group who believes monsters are our “brethren.” Wants all to get along
- ❖ **Terwilliger Hopnimple** – Human Diplomat. An intelligent, but ever so naïve, man. He has only survived this long because of his very competent assistant.
- ❖ **Jonathan Renswaller** – Diplomatic Attaché: Very competent. He does all the background work, and has pulled Hopnimple's fat out of the fire more than once.

Character Sheets

Each player gets the following sheets:

- ❑ **Character Sheet.** There is one for each character. It contains the character's history and STATS.
- ❑ **World Information Sheet.** One is included. *You will need to photocopy this six times, once for each player.*

Some Characters Start With Items:

- ❑ **Thrupp:** Starts with a battle axe. And any other weapons you'd like to give him.
- ❑ **Jonathan Renswaller:** Starts with a sword and a dagger.

GM Information

As a GM, you should have this document and your own copies of the character histories and STATS. Your only job is to answer questions and to adjudicate rules and combat. Other than that, try to stay in the background.

You should have the standard RTLB accoutrements, including damage stars and dice.

There is no timeline. Just start the game and let it run for about two hours. At regular intervals, say every half-hour, let the players know how much time is left.

Room Setup

You don't need much in the way of room setup. A table with six chairs is all that is required. However, you can decorate with:

- ❑ Assorted banners and tavern items to make the rooms seem medieval. Candles are always nice if the venue allows them.
- ❑ Name place tags for the table for each representative.
- ❑ Snacks and drinks. Water is especially useful. If you want, you could play a tavern server or a servant of the local lord.

The World

Welcome to the Kingdom of Paternia. Paternia is a medieval fantasy kindgom, where strange beings like Trolls and Goblins live in the forests outside the human villages. It is just like all of your typical trite, overused, medieval fantasy settings, only more so.

In this particular village, the Goblins and Trolls have been making raids on the villagers' farms. They especially like cows and sheep. Then the villagers, in retribution, go out into the woods to try to rid themselves of this scourge. Humans consider Goblins and Trolls pests or vermin. Goblins and Trolls just want food.

Then there are the Dwarves. The Dwarves live in caves, or mines, deep within the rocky mountains (on the other side of the village from the forests). The Dwarves are rumored to have a great treasure under the surface of the mountain, and many bold, daring, and just plain foolhardy adventurers have braved those mines. The lucky ones return empty-handed. The unlucky ones are never heard from again.

This has been the way of the world for years, but the Dwarves have had enough. They sent a representative to the Goblins and to the Trolls and have convinced the three species to work together to sue for peace. This is unprecedented.

Spurred on by a small but vocal group of humans calling themselves "The Monster Liberation Front," the King of Paternia has sent diplomat Terwilliger Hopnimple to negotiate with the so-called monsters. And here you all are.

You are meeting in a lavish room set up by the local lord of the village. The household staff are obviously unused to Trolls and Goblins and are a bit on edge.

Who's Who

Keedle, the Dwarf Leader. The Dwarves were the first to sue for peace. They do not raid human farms, but do not like the humans entering their caves in search of treasure. The Dwarves value their privacy and want to be left alone.

Scorm, the Goblin Leader – The Goblins are crafty and greedy, and have a taste for domesticated animals. They raid the villagers' farms, but do not seem to appreciate being hunted down in the woods.

Thrupp, the Troll Leader – Trolls are tough and nasty and Thrupp is no exception. He's an imposing figure. Trolls also raid the farms, and are much tougher to kill. However, Goblins have numbers on Trolls. The village could not defend itself if the Trolls were to gather together and attack en masse.

Terwilliger Hopnimple, Human Diplomat: The king has placed a great deal of trust in Terwilliger Hopnimple. He has just returned from negotiations with the small island of Trent.

Jonathan Renswaller, Diplomatic Attaché: Hopnimple's assistant. Not much is known about him, but his job is to keep Hopnimple informed, so he probably knows a good deal about everyone here.

Moonstar Periwinkle, Moderator – Moonstar is a member of the Monster Liberation Front (MLF). The MLF believes that Goblins, Trolls, Dwarves and other "fantasy" creatures are as intelligent as people and should be treated as such. Moonstar has agreed to be moderator to make sure that the monsters get their fair share.

Scorm the Goblin

You are Scorm, the smartest, cleverest, wilest Goblin of them all. You know all the tunnels and the warrens by heart and never get lost. And you can tell the good eatings from the rotten ones.

But the humans have always been trouble. Goblins just want to eat – and cow, well that’s good eating. Mmmm cow. Makes you salivate just by thinking of one.

Oops! No salivating here. You’re a diplomat now. The other Goblins are counting on you to get them as many cows as you can. Mmmmm cow.

Goblins are – as a rule – greedy, and you are no exception. Anything that the Humans offer is not good enough. Obviously they want to keep the best for themselves. That’s what diplomacy is all about after all.

Goblins are also cowards. You aren’t scared of the humans, but the Troll unnerves you. Trolls eat

Goblins, eat them like cows. And even if this one is supposed to be on your side, you don’t like the way it’s looking at you.

Roleplaying Hint: Imagine a seven-year-old surrounded by three-year-olds. That was your life. You were the smartest Goblin in the tribe, but that doesn’t mean much here. Not that you’d know that. You just naturally think you’re smarter than everyone else is.

What the Goblins Want: Food. All the different types of cows (to Goblins, any domesticated quadruped is a cow, even if humans call it a sheep or a dog or a horse). Humans must pay tribute of many cows to the Goblins to be allowed to hunt in Goblin woods. How many cows? More than the Humans offer. *Always* more than the Humans offer.

Stats:

STR: 4	Unarmed Combat: 6	Close Weapons: 4
DEX: 6	Dodge: 9	Thrown Weapons: 6
IQ: 4	Library Use 4	
WILL: 4	<i>The Skills above have already been added to your STATs.</i>	

Abilities:

CLAWS

Category: *Martial*

Effect: You may do red damage in unarmed combat.

Other Constraints: You may choose to do Yellow damage instead.

LUCK Level: 2

Category: *Miscellaneous*

Effect: You can add or subtract 2 from any challenge that affects you in any way.

Time to use: Instantaneous

of Uses: Your level of Luck uses per game

Other Constraints: You must announce you are using this ability before the dice roll.

Thrump the Troll

Thrump is the mightiest Troll. Thrump is Troll Leader. Thrump beat up all other Trolls until Thrump was named leader. That Troll Poly-ticks (many bloodsuckers).

Humans come to Troll lands. Kill Trolls. Trolls kill them back. Whoever left standing, wins. That's Troll Dip-lo-mancy. Dip-lo-mancy is sort of magic that makes people do what you want.

Now Thrump here for new type of Dip-lo-mancy. As the toughest, strongest Troll, Thrump called to ...talk... to Humans. Trolls not talk to Humans. Trolls eat Humans. Humans tasty, like cow.

Dwarf, Keedle, asked for Troll Leader to come and help with Dip-lo-mancy. Keedle has brains, and Humans kill Dwarves too so you work together. Also, Goblin here. You not like Goblins. They too stringy.

Troll army outside village, waiting. Soon, the Dip-lo-mancy makes humans do what Keedle wants. Then Troll army attack and eat Humans like cows.

Roleplaying Hint: Don't try to kill everyone right off the bat. Wait until they insult you once or twice first.

What the Trolls Want: They want the Humans land and farms and animals. They want to fight and kill the Humans and eat them too. That's what this is about, fighting and killing (and eating) Humans, right?

Note: To Trolls, any domesticated quadruped is a cow, even if humans call it a sheep or a dog or a horse.

Items

Your Trusty Battleaxe.

Stats:

STR: 9	Unarmed Combat: 9	Close Weapons: 11
DEX: 5	Dodge: 5	Thrown Weapons: 8
IQ: 2	Library Use 2	
WILL: 6	<i>The Skills above have already been added to your STATs.</i>	

Abilities:

TOUGH Level: 3

Category: *Martial*

Effect: You may ignore the first star of damage you take each combat round, for as many combat rounds as you have levels in this Aptitude.

of Uses: 1 round of combat/levels of aptitude

IMPERVIOUS TO PAIN Level: 3

Category: *Martial*

Effect: You can ignore your level of red and yellow stars' effects to your DEX, IQ, and WILL. The stars still affect your STR, and you still go unconscious when your STR or effective WILL hits zero.

of Uses: One Star per Level

POWER HITTER Level: 5

Category: *Martial*

Effect: You do one extra star of damage with close combat weapons or in unarmed combat.

of Uses: Your ability level of rounds in any given combat.

Other Constraints: The extra damage will be of the same type the weapon does normally. That is, if you punch, you do a yellow star, but if you use a knife you do an extra red star.

Keedle the Dwarf

Oh, you have a headache. The bright sunlight – **all** sunlight is bright – hurts your eyes. But your companions hurt your brain more than anything else. How did you get yourself into this situation?

Humans and Dwarves have been killing each other needlessly since the start of recorded history. The humans want the treasure they believe is in your mines and your people – well – your people just want to survive.

Dwarves are a hearty folk, but the humans outnumber you by about seven to one. And they are convinced that endless streams of jewels and precious metal flow forth from your mines.

The truth is that your mines dried up years ago. The Dwarves are a poor, poor people. You have carved, as it were, a nice homeland under the forest, and you just want to live in peace.

It doesn't help that humans label your people monsters like the Goblins and Trolls. They are barely civilized. *Ha!* They are barely intelligent. It's Goblins and Trolls who raid the human farms. Dwarves want peace.

So, you have teamed up with the Troll and Goblin leaders to negotiate for peace with the humans. You're not certain what you can do for them. They will demand tribute and the Dwarves have *nothing*. And they won't believe you. Why won't they believe you?

While you, personally, are not negotiating from a position of strength, the humans fear the Trolls and Goblins. So you have some hope there as long as you can work together.

Roleplaying Hint: You are intelligent and hardworking and your allies are incompetent fools. You didn't sign on to be a circus ringmaster, but you have to keep control on your allies or they'll ruin *everything*.

What the Dwarves Want: They just want to be left alone. They want the humans to stop breaking into their mines and randomly killing Dwarves for nonexistent treasure.

Stats:

STR: 6	Unarmed Combat: 7	Close Weapons: 8
DEX: 5	Dodge: 6	Thrown Weapons: 7
IQ: 6	Library Use 6	
WILL: 6	<i>The Skills above have already been added to your STATs.</i>	

Abilities:

LOGIC/DEDUCTION Level: 1

Category: *Information*

Effect: You can ask a yes/no question of the GM on any topic.

Time to use: Instantaneous

of Uses: 1 question/level

Other Constraints: If the GM answers "I don't know," to the yes/no question, that question does not count.

PERSUADE Level: 2

Category: *Influence*

Effect: You can convince another person that what you're suggesting is a good idea. Your target retains free will, but must act as if she thinks your suggestion is worthwhile. The suggestion cannot be ridiculous, suicidal, or contrary to the target's beliefs. The effect lasts until the end of the game.

Chance of Success

IQ + Ability Level	vs	Opponent's WILL
8	vs	WILL

of Uses: Once per character per game

Moonstar Periwinkle

Oh, it is so terrible, the human’s oppression of his monstrous brethren. These so called “monsters” are people too, with complex thoughts and emotions. All we need to do is put away our cultural differences and then all the sentient creatures on our world can be friends.

That is why you are overjoyed to be the moderator at the conference. It is your solemn duty to make certain your woodsy brethren’s words are heard and that they are listened to.

And as a member of the Monster Liberation Front, a group dedicated to the rights of our forest friends, you will make certain that the human ambassadors do not silence their opponents.

Oh, how your fellow humans embarrass you. You admire the quiet nobility of the Dwarf, or the forthrightness of the Troll. Or, well, there must be many things to admire about the Goblins. None

of them come to mind right now, but that can only be due to your inferior understanding of their great race.

Well, you are determined not to let this meeting become a debacle. Make sure these so-called monsters are given their due and that your fellow humans feel the shame they so rightly deserve for their bigotry.

Roleplaying Hint: You are on the side of the “monsters,” no matter what. Even if you are attacked, it’s just a misunderstanding of their cultures.

What the Monster Liberation Front Wants: Non-humans are our brethren. We must accept them with open arms and treat them as equals, or even accept them as our betters. Anything less is unacceptable.

Stats:

STR: 4	Unarmed Combat: 4	Close Weapons: 4
DEX: 4	Dodge: 4	Thrown Weapons: 4
IQ: 5	Library Use 7	
WILL: 7	<i>The Skills above have already been added to your STATS.</i>	

Abilities:

GULLIBILITY **Level: 2**

Category: *Miscellaneous*

Effect: You are easily influenced. For each level of Gullibility, subtract 1 from your WILL when defending against any kind of Influence check (Category: Influence).

Time to use: Instantaneous

of Uses: Unlimited

LUCK **Level: 2**

Category: *Miscellaneous*

Effect: You can add or subtract 2 from any challenge that affects you in any way.

Time to use: Instantaneous

of Uses: Your level of Luck uses per game

Other Constraints: You must announce you are using this ability before the dice roll.

Terwilliger Hopnimple, Human Diplomat

Ah, another difficult assignment. The King must be proud of your hard work at the Negotiations of Trent. You were able to stave off a war with that small kingdom by promising only three bags of treasure for tribute each month. A rousing success, indeed.

Now you have been sent to this small, out of the way village to truly display your diplomatic talent. Like most border villages, this one has a problem with Trolls, Goblins, and Dwarves, but unlike most villages, this one has decided to settle its problems through Diplomacy. Hence the king has sent you here to talk.

You are not certain what the village has to gain from dealing with these creatures. It seems to be the standard, “monsters kills farm animals, humans seek retribution; humans search for treasure, monsters protect treasure” situation.

Certainly, you’d like to find a solution where the monsters aren’t raiding the village’s farms, and the kingdom gets tribute from the creatures’ mines.

Stats:

STR:	4	Unarmed Combat:	4	Close Weapons:	4
DEX:	5	Dodge:	8	Thrown Weapons:	6
IQ:	7	Library Use	10		
WILL:	4	<i>The Skills above have already been added to your STATs.</i>			

Abilities:

GULLIBILITY **Level: 2**

Category: *Miscellaneous*

Effect: You are easily influenced. For each level of Gullibility, subtract 1 from your WILL when defending against any kind of Influence check (Category: Influence).

Time to use: Instantaneous

of Uses: Unlimited

The King was very specific on that: the Kingdom needs a steady supply of treasure for some reason.

Also, you have not been permitted to give anything, not even one sheep, to the monsters. You are allowed to agree that the villagers won’t slaughter them indiscriminately, but that’s about it. You have your job cut out for you.

Luckily, you have Jonathan Renswaller, your trusty advisor, here to help you. He has a knack for remembering details and can be very persuasive when need be.

Roleplaying Hint: You are the pluperfect diplomat, more interested in formalities than negotiations. While you aren’t dumb, you can be rather naive.

What the Humans Want: The King wants treasure. The villagers just want the monsters to stop attacking the farms. You just want to survive being in a room with a troll. You’ve never seen a troll this close before.

ADMINISTRATION **Level: 3**

Category: *Information*

Effect: You have knowledge about the workings of a bureaucracy. For each level of this Ability, you can ask one administration related yes/no question of the GM. Also adds to Library Use when performing research related to the workings of organizations, or GM required rolls to run or manipulate bureaucracies.

of Uses: Unlimited research & 1 question/level

Other Constraints: Your questions may only be about organizations you belong to, or can easily get information about. You cannot, for example, ask a question about the inner workings of an enemy spy organization without some sort of reference material. If the GM answers "I don’t know, " to the yes/no question, that question does not count.

Jonathan Renswaller, Diplomatic Attache'

You have had a long and illustrious career. In fact, you have made only *one* mistake in that career. Unfortunately, it was at the very beginning. You hitched your wagon to Junior Ambassador Terwilliger Hopnimple.

You thought Ambassador Hopnimple would be as rising star in the department. He is clever and intelligent. But, unfortunately, he doesn't pay attention to what is going on in the world and often gets suckered.

You were barely able to get through your last adventure with your life. The King, who has been trying to get rid of Hopnimple for years, sent the two of you to deal with the barbarians of Trent.

You were able to stop no less than five assassination attempts on the ambassador, but while you were busy, Hopnimple agreed to provide the Trents with three bags of treasure. Each month! He can bankrupt the kingdom in a year!

The King was furious. He wanted the negotiations to go badly so he'd have a reason to attack Trent. Your kingdom is three times the size of Trent and you have trained knights. The battle would have been decisively over in a week. But instead, we're giving them tribute. And the King cannot get out of the agreement without looking like a backstabber to his allies.

Now you are stuck with an even worse assignment. You have been sent here to this small village where the monsters of the forest have decided to try to negotiate for peace. You can tell you are walking directly into a deathtrap.

Last night, you sat down in the local tavern and plied the villagers with ale. It seems that the Goblins and Trolls have been raiding the farms and that the Dwarves kill all who enter "their" mines.

The people of the village just want the raids to stop and they want the treasure hidden in the Dwarves' mines. They only kill the Goblins and Trolls in retribution for the raids on the farms.

This morning you did a simple recognizance. There is a whole army of Trolls waiting just outside the view of the village watchtowers. Presumably, if diplomacy fails, the Trolls will fall on this village and destroy it. Perhaps you can't stop it, but maybe you can bluff your way out. It may be your only hope.

Hopnimple certainly wouldn't understand a bluff, but Trolls aren't the brightest stars in the sky. Maybe you can convince the troll that there is a human army waiting for them to attack. It just might work.

Roleplaying Hint: Calm, confident and suave. You are the behind-the-scenes genius that allows Hopnimple to succeed.

What the Humans Want: The King wants Hopnimple killed and out of the way. The villagers want the monsters to stop attacking the farms and to get some treasure from the Dwarves. You probably should find out what the Dwarves, Goblins, and Trolls *really* want.

Items:

A sword and a dagger.

Stats:

STR: 6	Unarmed Combat: 9	Close Weapons: 11
DEX: 6	Dodge: 10	Thrown Weapons: 8
IQ: 6	Library Use: 8	
WILL: 6	<i>The Skills above have already been added to your STATs.</i>	

Abilities:

LOGIC/DEDUCTION Level: 1

Category: *Information*

Effect: You can ask a yes/no question of the GM on any topic.

Time to use: Instantaneous

of Uses: 1 question/level

Other Constraints: If the GM answers "I don't know," to the yes/no question, that question does not count.

LUCK Level: 2

Category: *Miscellaneous*

Effect: You can add or subtract 2 from any challenge that affects you in any way.

Time to use: Instantaneous

of Uses: Your level of Luck uses per game

Other Constraints: You must announce you are using this before the dice roll.

FAST TALK Level: 1

Category: *Influence*

Effect: On a successful roll, you can make someone believe something that is not patently ridiculous or contrary to their beliefs. The effect only lasts for 1d6 minutes (rolled for secretly by the target). After the effect ends, the target is fully aware that he's been "bamboozled."

Chance of Success

IQ + Ability Level	vs	Opponent's WILL
8	vs	WILL

Time to use: 1 Minute

of Uses: Unlimited

Other Constraints: Target gets a +1 to defend against all future fast talk attempts by you for the rest of the game period (cumulative). This is if the Fast Talk succeeds or fails.

Item Cards

Copy these onto cardstock and give them to the correct characters, as defined on the cards. Alternatively, use this as a checklist for props for the game.

<h1>Sword</h1> <p>Does 2 Red Stars of damage in combat.</p> <p><i>Starts with Jonathan Renswaller</i></p>	<h1>Knife</h1> <p>Does 1 Red Stars of damage in combat.</p> <p><i>Starts with Jonathan Renswaller</i></p>
<h1>Battle Axe</h1> <p>Does 2 Red Stars of damage in combat.</p> <p><i>Starts with Thrump</i></p>	<h1>Cow</h1> <p>A bovine. Mooooo.</p> <p><i>Just in case.</i></p>