

The Golden Valley

A SCENARIO FOR A GRANDIOSE DISASTER

CREDITS

SCENARIO DESIGN: Mike Young

SPECIAL THANKS TO: Rebecca Corrado

PLAYTESTERS: Chuck Pugsky, Mica Corradin, Jim Gagliardi, Ginny Swann, Tony Mitton, Rita Flaherty, John Mina, John Swann, T.D.K. Alailima, Roman Mina, Brian De Smet, Mags S., Douglas Hoover, Kevin Girard, Sean, Laura Snider, Justin Stamen, Tom Traina, Emily Care Boss

LAYOUT DESIGN: Nathan D. Paoletta

ICONS: (via Noun Project - thenounproject.com) Louis Hesse (Final Crisis), NOPIXEL (The Disaster).

All other icons by Nathan D. Paoletta.

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NOTE FOR USE

This document is a Scenario for *A Grandiose Disaster*, and requires those rules to play. You will need to print it out to use. It is formatted to print easily on 8.5x11 paper. You will also need to print out the Character Templates, which are not included in this document. Find links and downloads at: NDPDESIGN.COM/AGD

WHAT THIS IS

The Golden Valley is a Scenario for *A Grandiose Disaster*, a Live Action Role Playing Game. It requires a copy of the game rules to play. This Scenario is for 9-12 players, and designed to take about 2-3 hours to play. One of the players is also an Organizer, the person who prepares the materials for play and keeps the game on track. The Organizer can play a character in the Scenario, or stay outside of the game and simply administer play, depending on preference and comfort level.

Before play, each player will create a character with a background tied to the other players' characters. You'll start with a general idea of who your character is based on a provided Template, then you add details until you are satisfied. Finally, you will create relationships with the other characters and add a backstory, often guided by Extra Information cards provided by the Scenario.

Then you will go through this Scenario, scene by scene. In each scene, you will react to what is going on around you, interact with the other players, and maybe have to choose who lives and who dies. Your character might die, but that's all part of the game! Nothing wrong with that. If and when you die, you join the Peanut Gallery and enjoy the show as you watch your fellow players make the final decisions and figure out who ends up surviving the Grandiose Disaster!



A GRANDIOSE DISASTER PRESENTS:
The Golden Valley

It is the distant future, twenty-five years after the Grand Catastrophe of 2000. Most of you have no memories of the before time, a time of plenty where no person wanted for anything. Some of you may be old enough to remember what it was like back then, but they are dim memories from childhood.

But that all changed, and now you are barely able to eke out your survival. You do not have global communication, so you do not know about the rest of the world, but everything local is terrible. The soil is arid and inhospitable; practically nothing grows in it. The world is dry and the frequent dust storms are destructive and deadly.

The basic necessities of life are scarce. Fresh water is worth more than its weight in gold. Canned foods from the before time were abundant, but you have nearly run out. You will starve, soon unless you find a food source. You can scavenge wild berries occasionally, but even those are rare here.

But you have heard a rumor that brings you hope. You have heard tales of The Golden Valley, a verdant unspoiled paradise where fresh fruits grow and clean water flows free. Unfortunately, it lies on the other side of the Purple Mountains. The mountains are home to hostile folk, strange mutated monsters, and worse. The weather is inhospitable to say the least.

But you have no choice. There is nothing for you here. You have gathered together in a caravan to try to forge through the Purple Mountains to the Golden Valley. Surely some of you will die, but maybe some will survive to reach the promised land.

Things to think about:

- ✦ What was the grand catastrophe? Global Warming? Nuclear War? The Y2K Bug? Did all the bees die? You do not need to define exactly what happened to destroy civilization; maybe it works better as a mystery.
- ✦ How old are you? Do you remember the before time? What memories do you have of the grand catastrophe?
- ✦ What is your day-to-day routine? How do you survive? What sort of community are you part of now?
- ✦ How do you feel about the other people, not just those with whom you have a history?

Scenario Notes

This Scenario uses additional rules, listed on the next page. Please read them before you begin character creation.

This Scenario is recommended for groups of nine or more players.

In the first scene you will need to choose a Caravan Leader. If the Caravan Leader dies, choose a new Caravan Leader.

THE FOLLOWING CHALLENGES ARE USED IN THIS SCENARIO:

- ✦ Agility
- ✦ Cleverness
- ✦ Knowledge
- ✦ Resources
- ✦ Toughness

How To Use This Document

Print out or copy all pages of the scenario, single sided. Each page is one scene, stack the pages with Scene 1 on top. Place this intro page on top of the stack, where it's easy for players to read and reference while they make characters. Print out the Extra Information pages and cut into cards before play. You will also need copies of the Character Templates from the main *A Grandiose Disaster* rulebook. You can download those, and purchase pre-printed Character Information cards, at NDPDESIGN.COM/AGD.

The Golden Valley Extra Info

Creating Characters

The Golden Valley uses the base Character Templates, but when creating your character, keep in mind that they are really from a dystopian future. Use the Character Template as an idea, but think about how your character might be changed in this situation. The Extra Information Cards for this Scenario give you some related questions to think about when creating your character.

The Scenario has additional suggestions for some of the Character Templates, like The Child. You'll find them in the Extra Information cards.

In general, it is better if you choose a human character, but it will not break the game if you choose to play a non-human or mutant. All characters should be accepted within the group. You are working with the others. Don't forget that you will have a history with at least 2 other characters.

Player Count Recommendation

This Scenario will work best with 9+ players. Because of this, there are no special scenes for 9+ players.

The Caravan Leader

Before the end of the first scene, the group must choose a Caravan Leader, by whatever means they come up with. This does not give that character any additional Abilities, but is important for the group dynamic as the Scenario progresses. If at any time the current Caravan Leader dies, the group must pick a new Caravan Leader before moving on to the next scene.

Splitting the Party

At least once during the Scenario, you will have the opportunity to split into two Teams. The two Teams will each have their own scenes, which are presented one after the other in the Scenario document as color-coded A and B scenes (**Scene 6A** and **Scene 6B**, for example).

When you split up, have Team A move to a different physical location, ideally far enough away that the two Teams cannot interact or even see each other. Team B can stay in the game space near the Scenario document.

When it is time for a new scene, have a representative from Team A come to get the next scene sheet and bring it back to their Team. The sheet for Team B will be the next in the document and should stay on top of the remaining Scene sheets until the scene is over.

The scenes for the two Teams are always the same in length. If you are in a 7 minute scene, then so is the other Team.

The two Team Sheets are color and letter coded, **blue for Team A** and **green for Team B**. When the text goes back to black, then it is time to join up.

Teams may not communicate or coordinate with each other. However, the organizer should have a way for each team to get in touch with them (cell phone number or other contact information) in case of an emergency.

Icons that appear when the group is split up might not appear in both scenes. If the team you are on does not get an icon that the other team does, then you do not get that icon. Thus it is possible that your Ability will only trigger if you happen to be on a certain Team.

We strongly suggest trying to split up so players end up in teams with characters with whom they have Relationships. This will make things more interesting for everyone.



EXTRA INFORMATION

For The Criminal

What does it mean to be a criminal in the lawless world after the Great Catastrophe? Maybe you are without morals. Maybe you believe only the strong should survive. Do the people you are traveling with trust you? Should they?

EXTRA INFORMATION

For The Cop

What does it mean to be a cop in the lawless world after the Great Catastrophe? Maybe you have a strong sense of justice. Maybe there is a wrong in your history you need to right. Maybe you're just a tough character.

EXTRA INFORMATION

For The Child

You were born years after the Great Catastrophe. How does that affect your life, your upbringing? You have no memories of the before time. Maybe there never was a before time. Maybe it's a fairy tale like the Golden Valley. Do you still believe in fairy tales?

EXTRA INFORMATION

For The Medical Worker

Were you a medical worker in the before time? There are no "modern medicines" here. You have to rely on herbs and what you can scrounge. Things that were once inconveniences are now deadly. More people have probably died due to the flu or infections since the Great Catastrophe than in the disaster itself.



EXTRA INFORMATION
For The Celebrity

What does it mean to be a celebrity in the world after the Great Catastrophe? There is no mass media here. Maybe you were famous in the before time? Maybe you have gained renown with your current group due to a great act of bravery or selflessness?

EXTRA INFORMATION
For The Religious Figure

What does it mean to be religious in the world after the Great Catastrophe? Is this the end times? How do you keep your faith in these tough times? Are you a member of a religion that existed in the before time, or are you faithful to something new and different?

EXTRA INFORMATION
For The Reporter

What does it mean to be a reporter in the world after the Great Catastrophe? There is no mass media here. Maybe you are recording history for the survivors? Maybe you are a bard of sorts, collecting tales to pass the time?

EXTRA INFORMATION
For The Investor

What does it mean to be an investor in the world after the Great Catastrophe? There is no stock market or big business here. Maybe you invest in canned goods, medicines, ammunition, or some other useful commodity? How did you build up your stock? How do you decide what to do with it?



EXTRA INFORMATION

For The Elected Official

What does it mean to be a leader in the world after the Great Catastrophe? There are no elections... or were you voted as a leader amongst the survivors? Should you be the Caravan Leader? If you are not chosen as the Caravan Leader, how does that make you feel?

EXTRA INFORMATION

For The Soldier

What does it mean to be a soldier in the world after the Great Catastrophe? Were you a soldier in the before time? There are no real armed forces here, are you a lone warrior? Or maybe you are part of a mercenary company? How does having a military mindset help or hinder you nowadays?



Welcome

SUGGESTED TIME LIMIT: 10 MINUTES

9+

PLAYERS

Scene 1

It is time to get the caravan organized. You have a long, difficult trip ahead of you. Nearly everyone should have some sort of job for the caravan, like guard, cook, scout, forager, animal tender, healer, or something else. Nobody gets a free pass except maybe children and the infirm.

You should chart your course. The best course will take you through some foothills, then up a steep and rocky incline, across a short pass, and then, well, whatever is on the other side of the pass. It will take days, maybe weeks, but if the weather holds up, you should have no trouble.

*Before this scene ends, you **must** choose a character to become Caravan Leader.*

If the Caravan Leader dies, you need to choose a new Caravan Leader.

Some of you might be armed with guns, but ammunition is limited. When you think you have yourself sorted out, you can begin the trip at daybreak.

This scene ends when you think you are sorted out.

Continue to the next scene in 10 minutes.



The First Day

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene 2

You leave as soon as the first light of the sun hits the caravan.

The first day is uneventful. You travel on a paved road left over from the before time. It is in disrepair and occasionally blocked with litter, but you press on.

You have made good time and should be at the foothills at the end of the next day.

You settle in to a nice dinner, appoint some people to act as guards for the night, and warily go to sleep that night, hoping that the rest of the journey is as peaceful as it has been so far.

This may also be a good time to get to know your traveling companions better, especially the ones to which you are trusting your lives.

This scene ends once you have settled in for the night.

Continue to the next scene in 7 minutes.





Raiders!

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene 3

It is the middle of the night when the raiders attack. One of your guards—might be one of you—saw them first and roused the rest of you.

The fight was quick, and you managed to kill them or turn them away, but they were able to get into your food stock. You are low on supplies, but hopefully you'll be able to forage for more in the foothills.

Some of you argue for turning back, but there is nothing for you back there. You need a place with clean water and soil that can raise plants. After some arguing and discussion, you decide to move on in the morning.

The scene ends after the fight is over and you finish arguing and discussing.

Make an Agility Challenge or choose a character to become Wounded.

***Also make a Toughness Challenge or
choose a character to become Wounded.***



The Second Day

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene 4

You make it to the foothills and decide to scavenge for some food. You keep a lookout for hostile animals and raiders.

What you didn't expect was to encounter hostile plants. The berries you bring back are poisonous and you find yourselves sick for the rest of the evening.

Some of you get hit worse than others, but there are ancient remedies that might deal with this, if you can remember them.

The scene ends after characters become ill and possibly receive remedies.

Make a Cleverness or Knowledge Challenge or choose a character to die.



The Foothills

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene 5

The night is over, and—while there are still some lingering effects from the berries—you decide to press on.

You make it to the foothills and start the gentle climb up. Your pack animals seem a bit wary and everyone seems to be on edge.

And for good reason. You are attacked by a swarm of mutants, people whose deformities have driven them mad. You try to fight them off, but to no avail.

They drag off three of your party before you can stop them. You use up the rest of your ammunition to keep it from being worse, but it is too late for three of you... Or is it?

*The scene ends after the mutant attack is resolved.
Players will have the opportunity to track the mutants in the next scene.*

**You need to split into two groups, *Group A (The Caravan)* and *Group B (Dragged Off By Mutants)*.
*Group B must contain exactly three people.***

***Each Group will have their own scenes and
the Groups may not communicate with each other.***



Continuing On

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene 6A (Team A)

Maybe you tried to track the Mutants. Unfortunately, the terrain became rocky and you lost the tracks. You return to the camp.

You decide to move on to the foothills.

The foothills are a fairly easy climb, but you are still shaken by the ferocity of the mutant attack. Worse, you are nearly out of food and ammunition.

You decide to press on, and come to a glade where there are some wild animals. They do not look too dangerous, but they do look tasty. After some discussion, you decide to hunt them.

But they are tougher than they look. They fight back. You are still able to take some down, but you are not without some injuries.

This scene ends after the hunt is over and you make dinner from what you catch.

Make an Agility Challenge or choose a character to become Wounded.



Dragged Away

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene 6B (Team B)

You are caught by the mutants. They wrap you in nets and drag you away to a series of caves at the very base of the mountains.

You cannot understand their guttural language, but they seem very pleased with your capture.

You shudder to think what they might do with you.

*This scene involves being dragged away by the mutants.
It ends when you arrive at their cave.*

Choose a character to become Wounded.





Dust Storm

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene 7A (Team A)

You continue over the foothills. You have to leave the path; it is too rough and blocked by rubble to continue on.

But your progress is halted when a sudden ferocious dust storm comes on without warning. You hunker down and hold on to the hope that you will survive the high winds and painful flying debris.

Maybe if someone has the resources stashed in the caravan somewhere, they could create an emergency shelter to hide in the storm.

This scene ends after you spend some time surviving the storm.

Make a Resources Challenge or choose a character to become Wounded.



Sinister Intent

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

scene 7B (Team B)

The mutants throw the nets roughly in a dark corner of the cave. It is dank and the air has a foul smell. They jeer and cackle at you, delighted by their prey.

Then you realize the smell and sound of boiling water. They are cannibal mutants and plan to cook and eat you! They come at you with sharp knives and you have one last desperate fight for your life.

This scene ends once you have finished the desperate fight for your life.

Any characters that survive the fight rejoin the rest of the group next scene.

***Make a Toughness Challenge or choose a character to die.
Also make an Agility Challenge or choose a character to die.
Wounded characters do not need someone to aid them this scene.***





Base Camp

SUGGESTED TIME LIMIT: 10 MINUTES

9+

PLAYERS

Scene 8

The storm passes and you make it to the base of the mountains. The way ahead looks dangerous, but possibly passable.

Perhaps it is best to rest for the evening. It is getting dark.

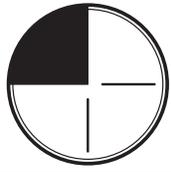
As some of you scout around the base of the mountains, you discover medicinal herbs that may be able to treat your wounded. As you gather them you are startled by noises from inside a nearby cave—but thankfully, it's the survivors of the group who was captured by cannibals! They've escaped.

Your caravan is re-united.

The scene ends once the players are ready and go to sleep for the night.

Make a Cleverness or Knowledge Challenge to heal one character from Wounded to Healthy (in addition to any other healing Abilities that may be used in this scene).





A Treacherous Slope

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene 9

Dust still fills the air from yesterday's dust storm, and you choose someone to scout out the way up the mountain. The scout starts bravely up the mountain, but after about 50 feet (15 meters), a handhold gives way and they start to slip.

The scout desperately tries to regain their footing, but with a low rumble the ledge gives way, triggering a small rock slide. The scout tumbles onto some jagged rocks at the base of the mountain.

Choose the scout during the scene. The scene ends when the scout dies.

Choose a character to die (as the scout).



Relics of the Before Time

SUGGESTED TIME LIMIT: 5 MINUTES

9+

PLAYERS

Scene 10

You wake refreshed and energized the next morning. The day is bright and clear. Perhaps the horrors of your pilgrimage have finally come to an end.

Even better, now that the sky is clear, you can see an easy path between two of the mountains. It should not be a difficult climb and then you can make your way down, hopefully into the Golden Valley.

But the path turns a corner and it is littered with devices from the before time, strange machines that were likely used for transport but may have been used for war.

The more curious among you explore the machines, and maybe you find something useful. But one of you isn't so lucky. They turn a key or press the wrong lever and the machine around them explodes, killing them instantly.

The scene ends when you are done investigating the machines.

Choose a character to die.



A Treacherous Drop

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene II

It takes several days to climb the path; it was longer and steeper than you thought. But you have managed to make it past the mountain peaks and can see the valley below.

It... it is beautiful, green and lush, indeed a paradise, hidden here in the mountain valley! Some of you are moved to tears of joy.

But that joy is short lived. When you come to the end of the path, it ends with a precipitous drop with no safe way down. But there must be a way!

One of the more resourceful of your group starts to create a block and tackle that will allow you to slowly lower people down the cliff.

And it isn't until there are two of you left that you realize: somebody has to stay behind to operate the rope drop.

The scene ends when the players are ready to leave someone behind to die.

Choose a character to die.





Nearly There

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

Scene 12

It is still a day's hike to get to the valley, but you are tired and malnourished, and injured.

Worse yet, wolves, hideous ragged wolves, come out of the underbrush to attack the party.

You have no choice. You need to fight them off. But you are exhausted. There is no way that everyone will survive.

Finally, someone yells for the others to run and they will create a distraction. And maybe some other brave people will join them.

But the wolves are smart; they do fall for the distraction, but just as you get to safety, the alpha wolf leaps from the bushes and savagely attacks the Caravan Leader. The Leader fights the wolf off, killing it, but succumbs to injuries just outside of the Golden Valley.

The scene ends when you are done with the aftermath of the wolf attacks. You do not need to choose a new Caravan Leader, unless you want to.

The Caravan Leader must die.



The Golden Valley

FINAL SCENE

9+

PLAYERS

Scene 13

You have finally made it. You drink from a crystal clear stream. You eat some of the healthy fruits and vegetables. And you mourn your losses.

But as you celebrate and mourn, the camera pans away from you and into the shadowy underbrush, where the audience can see a human form spying on your party...

Fade to black...

This scene ends when the players are ready.

Roll Credits!

