

# Willy Afton Worrit's Chocolate Experience

by Lynnea Glasser



The local Spring festival has been taken over by the chocolate industrial complex, and what's worse, the children who were offered a factory tour have disappeared! None of the adults are taking this danger seriously, so it's up to the heroes to stop Willy Afton Worrit's extremely unsavory plan!

This adventure is designed to be a one-shot for first level characters, but can easily lead into follow-up adventures at more locations. There's no reason this location can't be a junction that leads into the Netherworld next!

As an immersive experience, this Feng Shui 2 adventure also suggests food pairings.

NPC stats, balance, and sequence charts are found at the back of this adventure.

*Note: This adventure has children in peril and emotionally abusive language.*

## TOWN FESTIVAL

**Pairings:** Local & seasonal craft food, such as from a farmer's market.

*Every year, the town of Old Dellish throws a huge Spring festival (the Spring Trap) with local street vendors, performers, bakers, and candy-makers celebrating their craft. This year, however, the massive chocolate factory on the edge of town has co-opted the festivities, offering samples that mirror local offerings, but in a flashier wrapper.*

*Each Worrit Chocolate wrapper promotes a celebration within the factory itself, along with a promise to 'become the heart and soul of the festival itself.'*

Ask the players to explain their connection to this festival as a way to start building their buy-in.

*What's everyone's favorite part of the festival, or how do you celebrate it? What are you doing today?*

Describe how the different characters end up in approximately the same location.

## TOWN FESTIVAL ENCOUNTER

**Parings:** Chocolate-covered nuts: Piedras de Luna, Ferrero Roche, or Reeses Pieces. (Nut-free small candies alts:: Skittles, Nerds, jelly beans, Whoppers, or plain M&M's.)

*Local rascalion Jackie Torr runs full-pelt down the festival street, being chased by several angry-looking men wearing the Worrit Chocolate overalls. The kid careens into the heroes, scattering chocolate candies everywhere!*

*"Shoot, shoot!" she says, then turns to the heroes, "Please, you gotta hide me!"*

Here, players have options on how to deal with this situation: they can attempt to hide Jackie with a DC of 11 (there are chocolates on the ground). Or they can intimidate or fight the Chocolate Salesmen (mook stats below). The Salesmen are above bribery.

### 4 "Chocolate Salesmen" (Brawlers)

Attack: 8 Defense: 13 Speed: 5  
Damage: 8 (security baton), 7 (punch)

Once Jackie is safe, players may want to lecture her against stealing. She'll scowl, and give the following information, bit-by-bit. (A Scrappy Kid with a fair **Info: Child**

**Culture** result knows all of this info except 4: *Secret Exchange*.):

1. Jackie's getting revenge against Worrit Chocolate for what she says Worrit did to her friend, Mike T.
2. Earlier today, Worrit Chocolate offered a random group of kids early access to his new Chocolate Experience, including Mike T.
3. Adults won't believe Jackie that those kids are not okay.
4. *Secret Exchange*: Mike T. was supposed to sneak Jackie pics of the inside. All the adults say that Mike T. probably just had his phone taken away, but...
5. ... nobody is better at hiding their phone than Mike T!

When Jackie realizes that the heroes do believe her, she offers to hire them as investigators with the rest of her stolen chocolate. Players can accept or refuse her offer of chocolate, but here they are expected to provide their Buy In for why they agree to investigate.

## FACTORY EXTERIOR

*As you approach, the smell of caramelized sugar, just-right cocoa, fruits, nuts, zings of other, harder-to-identify treats nearly overwhelms you. Inside, you can see a festival display with a surprising amount of writing, in addition to the expected factory buildings and fixtures.*

*There are occasional patrols in the distance, presumably people in the buildings themselves, but no people directly here right now. Of course, depending on what you do next, that might change.*

*The gate itself locked and alarmed.*

Let players know that they cannot fail to unlock the gate, but their **Intrusion** check can fail to disarm the alarm.

If the **Intrusion** check fails:

They are attacked by a small contingent of Doom-pa's, and they are taunted by Worrit over loudspeakers:

*Worrit: "Well, well. This sneak peak was intended to be children-only, but I'm always supportive of those who call themselves children-at-heart. Seeing as how that leaves me as the only real adult left, I'm going to have to insist that you leave. For your own good. You see, ill-behaved children don't seem to last very long here."*

**2 Doom-pa Security Forces**

**2 Doom-pa Brawlers**

**1 Doopety (Featured Foe)**

Players can investigate the area to learn the following details:

1. The Festival Display has directions to the factory gates. The directions read, *"Do not miss the new heart and soul of the Spring Trap festival: Worrit's Chocolate Experience! Everything is edible! The Entertainment will grab you like nothing ever has before!"*
2. Evidence of failed candy hybrid experiments in the trash (candy-coated body parts).
3. A secret way into the factory interior (that imposes a 6-shot penalty on the first keyframe fighting Mike Tangle the Factory Interior Doom-pa's).

## ENCOUNTER 1: MIKE TANGLE

Pairings: Gummy worms, chocolate bars, lollipops, candy canes, soda, yogurt-covered pretzels, ice cream.

*What you see before you is a real chocolatey, sugary wonderland. There are massive versions of familiar treats alongside clearly magical features: mounds of non-melting cream, bushes of cherries jubilee, a literal soda fountain with each layer a different flavor, a candy tree growing paper dots on edible paper, and of course, the massive waterfall churning the chocolate river that winds its way down the center of the room.*

*A boat is docked on this side of the river, highlighting a slight pull towards suction pipes at the river's center. Attached to the pipes, facing the entrance is a massive television screen. The opposite side of the river is dominated by a massive cliff face with few features.*

*Doom-pas are attending to the various candy structures, polishing gummies, watering the grass with simple syrup, harvesting flowers, or collecting soda from the fountain.*

If the players managed to sneak their way in, impose a 3-shot initiative penalty on all Doom-pas for the first sequence of Encounter 1.

As soon as players make themselves known, announce the following actions:

*Willy Afton Worrit appears on the television screen holding a bottle of dancing lights in one hand, and a wriggling gummy worm in the other. "Mike Tangle, the little*

*screen-glued worm, tried to sneak a phone into my factory. He wanted to spoil my big show. Now he's part of it: one of my creations."*

*Worrit drops the worm through the television screen itself, "Isn't it amazing what you can shape the remains into after the soul has been removed? Oh, I do hope this process also works on you children-at-heart. I dare say: we owe it a try! Everyone: Bring them to me. Whole if you can, though I'm not too particular." The screen goes dark.*

*Half the Doom-pas grab and smash lollipops into jagged edges on long sticks. The other half pull rainbow candy submachine guns out of their coats. The tiny gummy worm folds itself into knots, little magical sparks flying from its wormy ends.*

*Roll initiative!*

As soon as Mike Tangle is defeated, continue on with Encounter 2. Refer to the back of the adventure for foe combat information.

## ENCOUNTER 2: PEEPA, VIOLENT, AND FREDERAR

Pairings: Peeps, fudge squares, chocolate-covered blueberries. Hot cocoa with marshmallows and cream, fudge swirl ice cream, blueberry pancakes, peanut-butter-nutella-and-marshmallow-fluff sandwiches, cut into triangles with the crusts removed.

*Worrit appears again, broadcasting from a theatrical stage where you can see a figure moving behind him. He seems unbothered, "Let's be honest, nobody would say Tangle*

*was the brightest screen at the Best Buy. But he's far from the only child I've molded."*

*From over the waterfall, on the backs of white, long-necked mallowbirds flies in a young girl.*

*To the side, a service door on the side slides open, and a massive, purple, jiggling sphere is rolled in by Doom-pa handlers.*

*Worrit says, "Peepa Saltmallow, you're going to have to play nice for a change, and help Violent Bonnieguard to kill these intruders for me."*

*Peepa responds, "Okay, but I'm in charge!"*

*Violent gurgles out from her blueberry mouth, "That's not fair, why does she always get to be in charge?"*

*Worrit says, "Because, my dear girl, I do so love hearing you complain, there are fewer better auditory experiences than that of a child's whine, ask any adult. Life may not be fair, but it does have its little delights. Murder chief among them, so hop to it already, my eager little squirrels!"*

*Roll initiative!*

*(After 1 Sequence...)*

*One of the chocolate suction pipes starts rattling!*

*(After 2 Sequences...)*

*The chocolate suction pipe bursts, causing the chocolate river to overflow the banks, making everything damp and sticky. From out of the river crawls a massive mound of*

*fudge with candy eyes, alongside several quivering fudge squares.*

*Worrit chimes in, "Ah, finally, Frederar Schleimmelbär, with the more-than-healthy appetite. I hope you saved some room for protein. Or... whatever vainglorious self-important fools are made out of. I suppose we'll find out soon enough though, won't we?"*

*It moves towards you with gusto!*

As soon as Peepa, Violent, and Frederar are defeated, continue on with Encounter 3. Refer to the back of the adventure for foe combat information.

### ENCOUNTER 3: WILLY AFTON WORRIT & CO

Pairings: A single bar of chocolate, to be eaten over months. Extremely cheap pizza, such as from Chuck-E-Cheese, Little Caesars, Sbarro, or frozen.

*The screen with Worrit lights up one final time. "I had hoped it wouldn't come to this," he says. The cliffs at the far side part like curtains, revealing the stage he had been broadcasting from. Worrit's initials, W. A. W. are painted on the stage floor, and the names of each of the children are written on the backslash in lights. Worrit stands center stage, but he is far from the only figure. There is a small, silent, masked child, holding the glass jar of lights. Towering behind them both is a chocolate mechanical amalgamation with different animal features, all jammed together.*

*"How fitting that you get to witness both of my creations together like this," he says. "First, The Buckethead. What happens*

*when you remove the soul of a child with a pure heart? All that remains is silence, obedience. A mindless mirror. Perfection."*

If 5 or more players:

*He gestures at the animatronic, "But The Entertainment won't work without souls." He gestures at the bottle, and The Buckethead slots it into the animatronic. Candy-coated eyes open, chocolate limbs unfurl, and cotton candy fur bristles as the thing comes to life!*

If 4 or fewer players:

*He gestures at the animatronic, "But The Entertainment won't work without a pure heart." The Buckethead dutifully steps inside, holding the bottle of souls, as spun sugar envelops him. Candy-coated eyes open, chocolate limbs unfurl, and cotton candy fur bristles as the thing comes to life!*

*He turns back to you, "Let me show you why I am the master of chocolate entertainment for children!"*

*Roll initiative!*

When Worrit has 35 Wound Points, he will summon his Candy Glass Elevator, which will take 1 keyframe to arrive.

Players have to defeat The Entertainment (and possibly also The Buckethead) to retrieve the bottled souls and restore the children to their regular selves.

Before Worrit is defeated or escapes, he gives the following speech:

*"I am Willy Afton Worrit! I will not be ended by you lot of unimaginative, unsavory idiots! I am a franchise! I have sister locations. I am the heart and soul of the Spring Trap festival! I can make even grander creations, and when I do, it will never be safe for you to eat candy ever again."*

After the children are restored, give the following wrap-up:

*Mike Tangle pulls out his phone and starts recording, "Hey see all this colorful junk behind me? Yeah: candy, chocolate, sugar, all that, crazy magic! But it's not even the coolest thing in the room." He swings the phone around to catch all the heroes in one shot!*

*Peepa shouts, "Violent, fix the lighting!"*

*Violent moves her hands over the stage lighting controls and suddenly you're framed with perfect highlights as Mike catches each of you in a dramatic pose. Amazing, heroic, climatic! The heroes of the day, and you look it!*

*Just at the final shot, Frederar jumps into the front of the group, "Everyone: come down to the Worrit factory for free food! Nobody goes hungry!"*

*And credits roll!*

If players ask, post-credit scene, The Buckethead has quietly snuck off. His soul's restoration may not have been as complete as the others. An opportunity for a sequel? You decide!

## FACTORY INTERIOR - COMBAT

Below is a suggestion for how to stagger and balance the combat for a 4-party group, along with pre-rolled initiatives for each foe. As sequences progress, refer to the descriptive paragraphs to introduce each encounter. It is up to you whether to break up the encounters as different fights, or whether to keep a single fight going the whole time. It will likely be more fun to favor whichever one player abilities can best take advantage of.

### ENCOUNTER 1: MIKE TANGLE

Sequence Initiative	1	2	3	4	5
2 Doom-pa Security Forces	5	7	5	5	3
2 Doom-pa Brawler	4	5	3	2	4
Mike Tangle	9	10	6	7	5

### ENCOUNTER 2: PEEPA, VIOLENT, AND FREDERAR

Sequence Initiative	1	2	3	4	5	6
Peepa Saltmallow	4	8	7	8	12	6
2 Mallow Bird	5	7	8	2	6	4
Violent Bonnieguard	9	5	9	5	6	7
2 Doom-pa Brawler	4	1	5	6	5	4
Frederar Schleimmelbär	-	-	2	7	4	8
4 Fudge Square	-	-	7	6	4	2

### ENCOUNTER 3: WILLY AFTON WORRIT & CO

Sequence Initiative	1	2	3	4	5	6
Willy Afton Worrit	7	10	12	8	7	10
The Buckethead*	9	8	11	5	5	3
The Entertainment	8	4	7	3	9	8
"Pure Imagination" Monster	(3 shots after being summoned)					

*\*Only include as a separate entity from The Entertainment if the party size is 5 or larger.*

# NPC STATS

## Mooks

Attack: 8 Defense: 13 Speed: 5

- Doom-pa Security Forces: Dmg 11 (Candy Dots Submachine Gun) | 10 (Candy Hearts Launcher)
- Doom-pa Brawler: Dmg 8 (lollipop) | 7 (punch)
- Mallow Bird: Dmg 9 (Creature)
- Fudge Square: Dmg 9 (Creature)
- "Pure Imagination" Monster: Dmg 9 (Magic)

## Featured Foes

### Doopety (Security Honcho)

*Doom-pa guarding the factory exterior.*

Guns: 13 Def: 14 Tou: 5 Speed: 6

Weapons: Overclocked Gumball Launcher (10/3/1) | Jelly Bean Shooter (10/2/4)

- Notice: 10
- Driving: 12

### Mike Tangle (Sorcerous Vassal)

*A long, tiny, gummy worm tangled up like a headphone cord. Crackly voice.*

Sorc: 13 Def: 13 (14\*) Tou: 6 Speed: 7

**Weapon:** Techno-Magic Blast (10)

- *Pocket-sized*: +1 against Ranged attacks. Explain after the first attack.

### Peepa Saltmallow (Martial Artist)

*A giant red-and-white mallow bird with a bad attitude. Never stops squawking.*

Martial Arts: 13 Def: 13 Tou: 5 Speed: 7

**Weapon:** Unarmed Strike (10)

- *Make Them Work Nights*: As an interrupt when a mook hits a hero, the foe may spend 1 shot to add 4 Damage to the mook's hit.

### Violent Bonnieguard (Mutant)

*One huge round blueberry with blueberries arranged to make a face and limbs. Rolls with surprising speed.*

Creature: 13 Def: 13 Tou: 6 Speed: 7

**Weapon:** Crushing Body (11)

- *Juice Blender Explosion*: When this foe goes down, all nearby heroes take a Smackdown of 12.
- Constitution: 10

### Frederar Schleimmelbär (Monster)

*A giant, gurgling mass of fudge. Don't worry, it saved room for you.*

Creature: 14 Def: 13 Tou: 5 Speed: 7

**Weapon:** Sludge Arm (11)

- *Chocolate Flood*: While this foe is up, all heroes suffer Adverse Conditions.
- Constitution: 11

### The Buckethead (Sinister Scientist)

*A silent, mirror-faced shell of a former human being. Worrit's perfect child.*

Guns: 14 Def: 13 Tou: 5 Speed: 7

**Weapon:** Heckler & Koch P7 (10/2/4)

- *The Unknown*: Add +2 Toughness when more than half the mooks on the foe's side have been put down.

### The Entertainment (Monster)

*Child souls forced to animate candy-coated shells for Worrit's entertainment empire.*

Creature: 14 Def: 13 Tou: 5 Speed: 7

**Weapon:** Spring Trap Bite (11)

- *Reinforced Skeleton*: On a failed Martial Arts attack against the foe, the attacker takes Wound Point equal to the difference between result and defender's Defense.



## Boss

### Willy Afton Worrit (Sorcerer)

*The candyman himself. Eyes twinkling with hatred, and smile curled with cruelty, he all-too-literally steals the hearts of children.*

Sorcery: 16 Def: 13 Tou: 5 Speed: 7

- Weapon: Blast (\_\_\_) [highest PC's usual attack +1]
- Skills: Driving 13 (Candy Glass Elevator)
- *Pure Imagination*: Spend 3 shot points to create 2 monstrous mooks that last for one keyframe. Usable once per sequence. Only one instance of this can ever be active at a time.
- *Strike That, Reverse It*: Spend 6 shot points to swap the values of the 1's and 10's place on the foe's Wound Point total. Usable once per fight.
- *Flute Whistle Call*: If at least one mook is up, as an interrupt after the foe takes Wound Points, the foe takes 0 Wound Points, and 1 mook goes down.
- *Dreamers of the Dream*: If the Boss is attacked by more than one character in any sequence, the shot cost of a standard attack drops to 2 until end of sequence.

## CREDITS

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For use with the [Feng Shui 2](#) setting.