



*Original
Real
Coke*

by Lynnea Glasser

After sampling the latest shipment early, a group of delivery drivers to the Hangry Hammer bark turn into terrifying monsters! It's up to the heroes to discover the source of this nefarious new formula, save their local haunt, and more importantly, the world!

This adventure is designed to be a one-shot for first level characters, but can easily spin-off into a campaign against the parent company. Contemporary era junction, but with a futuristic, cyberpunk vibe.

This adventure has drug references, which can be modified to reference "Cola" instead.

THE HANGRY HAMMER SCENE

The city is a dangerous, crowded, confusing mess of gray concrete on a gray smoggy sky. On a good day, you can see the lowest tier of skyscraper penthouse windows, but tonight is a bad night. All you can see with enough layers of corporate logos in neon to give your eyes a permanent retina burn and your ears a permanent tinnitus buzz.

In a world where robots can do almost anything, it's humans who get the dangerous, disgusting, or plain old degrading work. In this world where life is fleeting, visceral delights rule.

The Hangry Hammer is a cocaine-only (or cola!) bar, where the patrons dance the horrors of existence away late into the night and the early morning. A trendy song with a fast steady tempo picks up. While ordering and paying is all done via screens, the proprietor, Clara Kutow, oversees every transaction.

There are advertisements for different brands of cocaine, a strange facade, given

how they're all owned by the same mega-conglomerate. You can see "coming soon" advertisements for a new YaVroom product, "Soul Explosion: A Burst of Astral Flavor!"

Ask the players to explain what they're doing in this bar. (If one of the players is a Scrappy Kid, explain that minors are permitted entry, but may only purchase food and water.) If the players have vehicles, mention that they are parked out front.

Clara Kutow

She's genial to her regulars and more guarded around new characters. She's likely to have some information useful to the players on a mission.

Dancers & Bouncers

Several dancers are absorbed in their night. It's unlikely, but possible, players might find interesting leads among them. The bouncers are robots, emblazoned with the YaVroom corporate logo.

If players are interacting with Clara, she excuses herself to go to the back of the bar and oversee a new delivery. If not, they notice her roll her eyes, mutter "shipment's early," and go out into the back.

All of the delivery drivers are human, and they start moving boxes from the back alley into the back room. If players choose to spy, they can hear Clara having an argument with the delivery driver about how he and his crew can't keep sampling the wares when he drops off his deliveries. Toni argues that they just need the extra pep for late nights like these.

Before the delivery is completed, Toni, and his crew, will clutch their hearts in pain,

collapse, then glow with a sickly purple energy, and rise... as soulless zombies who lock in on Clara, and give chase!

THE HANGRY HAMMER COMBAT

Clara screams, runs back into the main room, and calls for the bouncers. "Those delivery drivers, they ain't human no more and they ain't gonna get me! Bouncers, c'mon!"

- Clara will cower behind the bar.
- Any dancers in the club will run.
- The bouncers will act as friendly mooks for 1 sequence before turning against the players, "Corporate Interests: Activated".
- The zombies and Toni will pursue Clara, attacking anyone who attacks them.
- One zombie Mook stays behind in the driver's seat of the Panel Van. He attempts to Cheese It when all other Mooks and Featured Foes are defeated. Players hear this if they do not witness it directly.
- Toni will not innately attempt to Cheese It.

Give the players an opportunity to describe how they react to this oncoming onslaught, as well as to establish their buy in, and then roll initiative.

Mooks

Attack: 8 Defense: 13 Speed: 5

- 2N* Zombies: Damage 9 (Martial Arts)
- 4 Bouncers: Damage 10 (Glock)

*Where N is the number of players, so for 3 players, there will be 9 zombies.

Toni: Bad Businessman (no shticks)

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

- +2 defense against 1st attack, +1 defense against 2nd attack
- AMT Automag V (12/3/5), Beretta M12 (10/5/6), Benelli 90 M3 (13/5/4)
- Skills: Driving 13

HIGHWAY CHASE SCENE

If the zombie Mook manages to Cheese It, players may pursue with a car chase, using their cars out front. Or, you can short-cut the car chase and let the players use their skills, contacts, or player instincts to deduce that the panel van is returning to the YaVroom warehouse, and skip ahead to the warehouse.

The Panel Van speeds off towards the outskirts of town. It's driving loud, pushing its engine to the limit, but it's still heavy with boxes of supplies. Worse, it's driving reckless. Cars honk, swerve, and slow to avoid the van, and as you pass more than one wrecked car.

As you catch up to the panel van, an entourage of featureless vehicles pull up alongside the van.

Have Dan the Highway man jump from either a compact car or the back of the motorcycle to take over driving from the zombie mook.

Optional: add rival gang members on bikes who pull up after the first sequence.

HIGHWAY CHASE COMBAT

Featured Foe: Wheelman

(Dan the Highway Man, Madam Minivan Karen)

Attack: 13 Def: 13 Tou: 5 Speed: 7

- **Weapon:** Tire iron (10)
- **Vehicle:** Muscle Car (3/6/6)
- **Skills:** Driving 15
- *[Driving] Rehearsed Getaway:* -3 to Chase Points dealt to foe's vehicle when a hero narrows the gap with it.
- *[Driving] Shibuya Slide:* When Driving as the evader in a chase, gain +2 Driving if one or more PC drivers has fewer Chase Points.

Panel Van (Dan the Highway Man)

- Acceleration: 6
- Handling: 6 / Squeal 8
- Frame: 8 / Crunch 9

Compact Car (Madam Minivan Karen)

- Acceleration: 6
- Handling: 7 / Squeal 9
- Frame: 6 / Crunch 8

YAVROOM WAREHOUSE SCENE

Whether keeping pace with the panel van or tracking the delivery van back to its warehouse, the players will manage to find their way to this warehouse.

Faceless zombies load boxes of YaVroom shipments out onto delivery vans identical to the one at the back of the bar. Overseeing the operation are several blank corporate faces, more smile than face and massive nametags to match.

At your approach, the Floor Manager drops his clipboard, "Looks like production's about to hit a snag." In an almost identical voice,

Human Resources laughs lightly, "Oh, I think we can spare the personnel!" and stepping out of an office and locking it, the Director of Operations pulls out an Automag, squares his glasses, and smirks, "Sounds like we'll need to crunch, my favorite!"

When the area is clear, lead the players to enter the locked office with the Director of Operations' key.

Inside, behind the empty desk with its unplugged computer, you find a swirling green vortex: a portal to the Netherworld!

YAVROOM WAREHOUSE COMBAT

- Human Resources will jump right into the fray, hoping to draw fire and trigger Ablative Lackey.
- None of the Mooks or Featured Foes will innately attempt to Cheese It.
- Give the last Featured Foe a "you'll never defeat us," speech as it goes down.

Mooks

Attack: 8 Defense: 13 Speed: 5

- 3N* Zombies: Damage 9 (Martial Arts)

*Where N is the number of players.

Featured Foe: Bad Businessman

(Floor Manager, Human Resources, Director of Operations)

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

- AMT Automag V (12/3/5), Beretta M12 (10/5/6), Benelli 90 M3 (13/5/4)
- Skills: Driving 13

- Floor Manager: Shouted Orders: As an interrupt, when a mook hits a hero, the foe may spend 1 shot to add 4 Damage to the mook's hit.
- Human Resources: Ablative Lackey: 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.
- Director of Operations: Taskmaster: Add +3 to this Featured Foe's initiative.

NETHERWORLD SCENE

You move from one corporate hellscape to another. Muttering yes-men shuffle about on a small island of fiberglass tiles surrounded by an astral sea swarming with corporate sharks. The air tastes of stale coffee, sweaty starch, and Monday morning dust.

Two Sprites guard the entrance, bubbling in alarm as you enter, but you wonder why the CEO, a massive, towering demon sitting at a meeting table on the far side of the island . It moves slowly and deliberately, the culmination of years of cutthroat c-suite maneuvering, then speaks with a guttural voice and clacking teeth.

"Little creatures. You seem to have stepped off on the wrong floor and rudely interrupted my meeting. I will buy you out and offer you a generous severance package: your heads from your bodies!"

A more important Yes-Man, the Head of Marketing, stands up from the meeting table, "A perfect chance for me to market test this new idea!"

NETHERWORLD COMBAT

- Only one *Oxygen Sink* debuff from the Sprites can be active at a time.

- Corporate Sharks cannot leave the water.
- Any hero or foe who enters the water is attacked by Corporate Sharks.
- Feel free to add a video meeting with a more powerful corporation for an easy follow-up adventure.

Mooks

Attack: 8 Defense: 13 Speed: 5

- 6 Astral Sharks: Dmg. 9 (Creature)
- 2N* Faceless Yes-Men: Dmg. 9 (Martial Arts)

*Where N is the number of players, so for 3 players, there will be 9 zombies.

Featured Foes

Monster (Sprite)

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

Weapon: Blast (10)

Resistance: Constitution 11

- *Oxygen Sink*: While the foe is up, heroes take -1 penalty to Up Checks.

Sorcerous Vassal (Head of Marketing)

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

Weapon: Blast (10)

- *Tactical Genius*: Spend 1 shot; until the foe goes down mooks gain +2 attack

Boss

CEO (Sorcerer)

Sorcery: 16 Def: 12 Tou: 7 Speed: 8

Weapon: Blast (10)

- (50/50 check at 50 Wounds and every Smackdown thereafter.)
- *Back to the Wall*: 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.

- *Energy Drain*: Add +2 attack if any hero spent a Fortune point (including subtypes) since foe's previous attack.

FINALE

The leader of the evil corporate empire crumbles, and so does the foundations of the empire itself. After what was labeled an "over-hasty rollout" of supposedly nothing more than "under-tested additives", the remaining corporate stooges got fined and several awes got added to the books, a few of them with some teeth to them, even.

The label YaVroom got absorbed by another conglomeration that promised a return to quality products, loudly touting the return of the "real, original Coke."

Your group, however, knows the truth. One corporation is just as bad as another, and given half the chance, they'd all do it again.

If this world is going to defend itself against the mayhem of those willing to manipulate the magical world, it will need selfless, strong, and stalwart heroes, free from corporate influence, and ready to do the right thing.

CREDITS

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