

Burlesque House Siege!

A medieval fantasy adventure for 2nd level characters.
Designed for Tabletop Gaymers and GenCon 2016

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This is a 'Buystarter' product, released in its working form before a final edit, layout pass, and art assets are completed. Current layout and art assets are not representative of the final product.

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What's this adventure about?

In your fantasy TRPG there is a town somewhere. It's too big of a town to be really be a town, but still too small to be a proper city. On the outskirts of that town, over a mile away, is a stone building that has stood there for over 200 years.

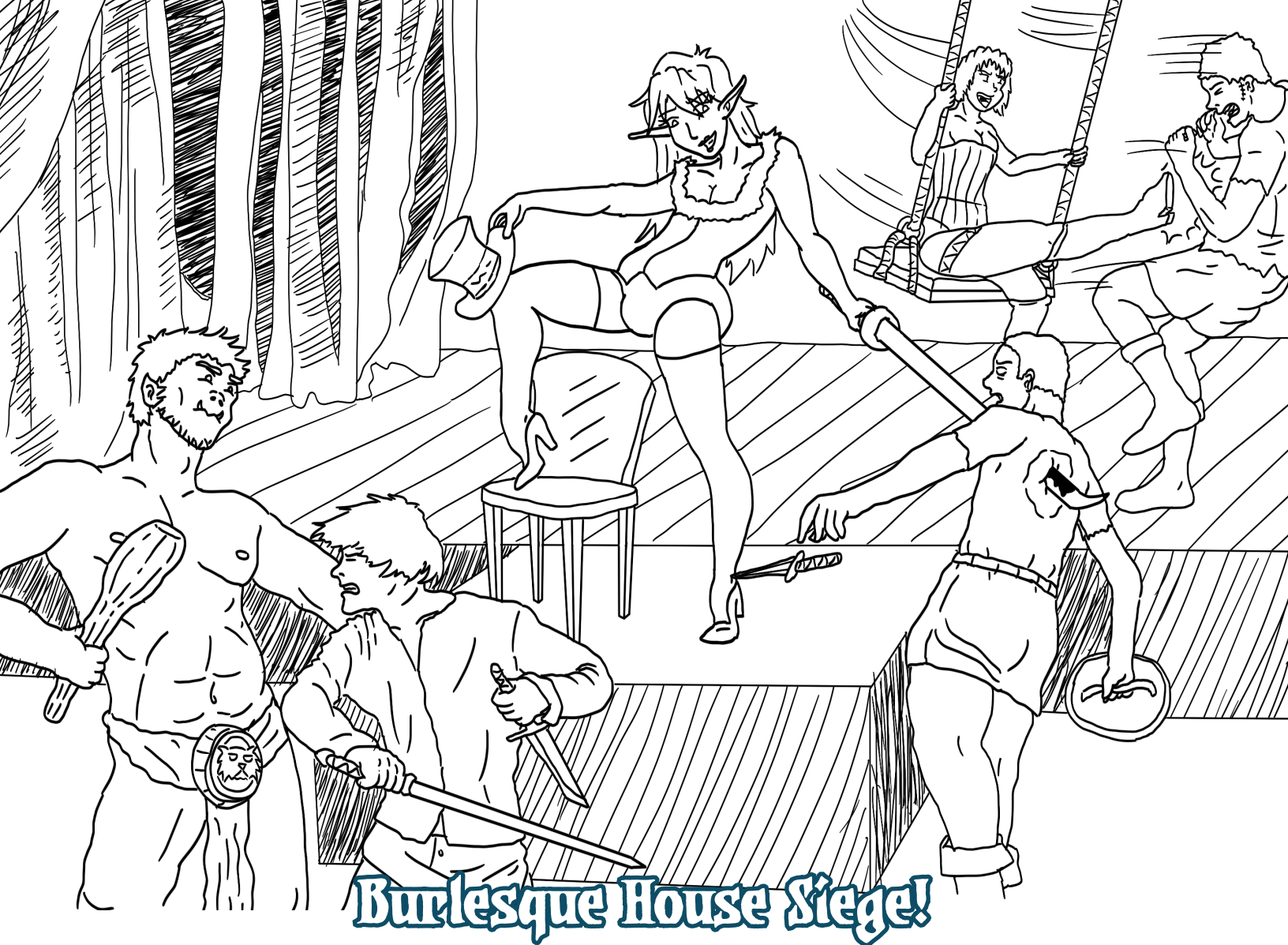
That building is called, for better or worse, the "Maison Derriere". It is a burlesque house.

This adventure is about your player characters (PCs) visiting the Maison Derriere, spending the night, and waking up extremely hungover to find there is a bandit army heading straight for it! Unless the PC's step up to defend the place, the bandits will burn it to the ground.

Burlesque House Siege! is a one-shot adventure of LGBT fantasy characters handling their shit, dealing with a giant obstacle that ultimately isn't focussed or caused by their orientation or gender. It also includes plenty of NPC stats, villains, and random tables to make the Maison Derriere a perfect addition to any ongoing TRPG campaign.

How to Use this Book

- **As a 2-hour convention game.** Print out pages 03 through 18 and use those as is to run a quick 2-hour convention game. There should be enough negative space on the NPC and Enemies sections to write in your own statistics based on whatever game system you're using.
- **As a 3-4 hour convention game.** Same as above, but also include the 'Expanding the action' section on page 20. These should extend the duration of the game by about an hour. For a longer convention game, you might also want to spend time having the players name and introduce their characters. If they're willing, have them roll on the 'How do we know each other?' and 'What's my orientation/preference?' tables.
- **As a home game adventure/location.** The Maison Derriere can be placed on the outskirts of any major settlement that isn't a tiny village or a bustling metropolis. A major conceit of the adventure is outside help being available, but too far away to get there in time. If there is an LGBT character in the group, they will have heard of the Maison Derriere but not yet visited it. Everything they've heard of it has been favourable and make it sound like a good place to visit in between dungeon delves or adventures. Having the players visit the Maison Derriere prior to the visit where it's attacked by bandits will help create investment in the burlesque house and its dancers. Should the proprietor of the burlesque house die or give the business up, there are also rules for running the burlesque house in the back of the book.
- **As a resource.** *Burlesque House Siege!* Is full of LGBT non-player characters, and the Maison Derriere maps can be repurposed as any bar/inn that your players might come across. Use any parts of the book that you feel are useful.



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Introduction

This is a convention module made for Tabletop Gaymers events at GenCon 2016. Players are put between a rock and a hard place, as they wake up hungover in a LGBT-run burlesque house only to learn that an army of bandits are on their way to burn it to the ground. The adventure is made up of three to four distinct scenes:

- **Scene 1: Waking Up.** The players are given background information and are saddled with the dilemma of an oncoming bandit attack. This is where they can ask questions and figure out their surroundings.
- **Scene 2: Preparing for Battle.** This is where each player has time to perform one to two tasks to prepare the building, the dancers, and themselves for a siege. Players are encouraged to brainstorm solutions and defenses, and can work together or individually to prepare. This is also a great opportunity to introduce the many NPC's, who will fight alongside the players.
- **Scene 3: Siege!** This is a combat encounter where the players and their defenses are pitted against waves of bandits. The player's preparations are put to the test as they hole up inside of the building, or they can wade into battle to meet the bandits head on. When the bandit leader Tallest Joe is killed or abandoned by the bandits, the players are victorious.
- **Scene 4: Aftermath (optional).** If there is enough time left over after Scene 3, this is where the players can celebrate their victory, mourn those who were lost, and/or take stock of the damage to the house.

Background

Paraphrase the following text to your players:

On the outskirts of a town in the heartland is a two-story building made of stone that has stood for almost two hundred years. That building is called, for better or worse, the “Maison Derriere”: A bawdy burlesque house that has provided people with years of entertainment, thrills, and amusement, but has also provided safety and home to others. This house caters to a variety of tastes and ideals of beauty. Within it is a lavish stage, a bar, and an inn of sorts on the upper level.

Its house mama, Mama Candy, is an elf who has done his best to ensure the Maison doubles as a safe space for those of differing and transitioning orientation and gender. He provides shelter, guidance, and protection to the abused, the needy, and the wayward. In exchange, he expects them to help maintain his establishment. Most as cooks, maids, and house hands, but some as dancers and performers: wherever they feel their skills are put best.

Few in the nearby town object to the Maison Derriere. Even the most puritanical of folks cannot deny the good it provides to wayward souls. Many townsfolk visit the tawdry establishment to get their kicks in secret.

On this occasion, you (the player characters) have found yourselves staying the night at the Maison Derriere. Whatever your reason for visiting, you have found yourself here and had a tremendously good time.

Perhaps too good a time...

At this point, you can have your players introduce themselves and their characters to one another. They can invent their own reason for visiting the burlesque house, or they can roll on the table to the right for some quick introductions (recommended for convention play):

My Night at the Maison Derriere

2d6 Roll

Result

- | | |
|-----|---|
| 1-4 | Drank Too Much. Feeling comfortable among such welcoming people, you decided to get a little rowdy. You outdrank an enormous drag queen, sampled numerous cocktails, and even invented a new drink (named after you). A hot mess, your drunk butt was dragged upstairs to fall into bed. |
| 5-7 | Here On Business. You came to the Maison Derriere for work, not pleasure. Mama Candy paid for an ad on the city’s mercenary board, seeking qualified protection help. You spent much of the evening drinking and discussing hidden threats to the livelihood of the burlesque house, specifically a slighted bandit leader, Tallest Joe, who was forcibly removed from the house (and who swore he’d be back). |
| 8 | Private Dance. You came to the Maison feeling pretty stressed. Seeing this, Mama Candy offered you a private dance with him and another random dancer. Together, the dancers warmed your heart and eased your tension, making you feel like a new person. The other dancer could definitely tell, and catches your eye every time you walk past them. |
| 9 | Fell In Love. You entered the Maison Derriere and saw an angel: a person so perfect and wonderful that you were instantly smitten (A randomly generated dancer NPC with the voice of Harvey Fierstein). You spent the entire evening in their company, listening to their stories, sharing your own, and laughing together. You’re not sure what comes next, but you know you need to see this person again. |
| 10 | Saved The Day. It’s not every day you get to be the hero, but tonight was the night. A lecherous and handsy patron was harassing one of the dancers (roll to randomly determine who), and security must have been away. Thankfully, you stepped in and showed them the door, tossing them out on their ass. This earned you the dancer’s respect and free drinks that night. |
| 11 | Danced On Stage. Maybe it was the drinks, maybe it was the music, but something in you wanted to dance. When a chorus of dancers came out with their legs kicking, inviting the audience to join in, you couldn’t help but climb on stage. Thankfully, it went over pretty well. Applause, cheers, and only a few laughs. People definitely remember you, for better or worse. |
| 12 | Came Out. The Maison Derriere is a safe space, one where you felt comfortable and amongst people you felt kinship with. Deep down, something about the liberated atmosphere clicked with you, and you felt you could be who you were truly meant to be. You bought a round for the bar, tipped the dancers, and announced it to a peal of applause, cheers, and whistles. |

SCENE 1

Waking Up!

Roleplaying Encounter [20 mins]

The player characters are jostled awake by a bloodied dancer, who warns them that Tallest Joe's bandit cabal is on the horizon and heading straight for the burlesque house!

The GM's goals for this scene are...

- Make Tallest Joe and his bandits seem despicable but dangerous. The players should want to mess him up if they can.
- Establish the location and its boundaries: which NPCs are present, what objects and resources are around, and why running away isn't a great option.

Paraphrase the following aloud:

You are jostled awake. The room spins around you as you groan, hungover from a night of joyous excess. A dancer you think you recognize shakes you violently. "Wake up! Ye gods, please wake up! We're in trouble!" He says, panicked. His nose is broken and bleeding. His eyes are wide and scared. He tells you to get dressed and head downstairs.

Waiting below is Mama Candy, along with Grimbo the orc bouncer, Little Sexy the halfling dancer, Nightshade the dancer, and a couple of the other performers. Their faces are grim and serious, some of them are crying. Laying on the table is a dead human man. His face adorned with scars and black paint. He's dressed in combat leathers. A dead bandit.

Mama Candy looks to you all and sighs: "There's an army of bandits heading our way. They're lead by Tallest Joe" many of the dancers spit on the ground at his name, "We're not sure, but we think they're coming to burn down the burlesque house. I've already sent most of our guests and performers away to the city for help, but it won't arrive before they do. It's a lot to ask, but will you help us against them?"

At this point the players can talk with the NPC's and ask questions about the situation. Answer them as best as you can:

- **What happened?** Mama Candy explains that "two of our cooks were out hunting this morning for ingredients, and came across a bandit scout. The scout shot one of them and killed their horse with a bow. Miraculously, the two of them were able to subdue and kill the bandit before he got away. That's when they noticed a whole party of them in the distance. They're heading this way"
- **Who is Tallest Joe?** He's a slimy, despicable bandit chief. He visited the Maison Derriere with a few of his men, expecting it to be a brothel. He wanted to be catered to, and we refused. He threatened all of us, but we kicked him and his men out with bruises and a couple broken bones. He stormed off, swearing revenge. Now he's back with over a dozen men.
- **How long do we have?** From the looks of things, about **30-40 minutes**.
- **Why don't we all just run?** The town is almost two hours away on foot. Most patrons and guests arrive by horse or carriage. Unfortunately, Mama Candy sent the other guests and dancers away on the remaining horses. On top of this, one of the staff (Dimzy) is not in any physical condition to make the journey safely. Mama Candy will also point out that "The Maison Derriere is our home! I certainly will not leave it to be ransacked and burned by villains".
- **Why isn't help coming?** "Help has been sent for, but even if the city watch or militia come to our aid, they won't arrive before the bandits do".
- **What can we do?** Anything and everything. Grimbo suggests boarding up the windows and doors. Little Sexy suggests arming everyone and making makeshift weapons and bombs. Mama Candy is open to suggestions. Any way the PC's can help will be welcomed.
- **What's in it for us?** If the players ask this, Mama Candy approaches them and quietly makes the offer of **50 gold pieces** to each of them, paid after they survive. If the players strong arm her for more money she doubles her offer.
- **Why should we do this?** If doing something altruistic and the offer of payment isn't enough to satisfy the players, remind them that this is a convention game and time is short. If they walk away, the burlesque house will be burned to the ground and its dancers either killed or sold into slavery, and this adventure ends.

SCENE 2

Preparing For Battle!

Roleplaying Encounter [20-30 mins]

The player characters must use their wits, their imaginations, and their determination to prepare for a fight with bandits. Allow them to try any plan they come up with collectively.

The GM's goals for this scene are...

- Show the players the location maps, and encourage them to think creatively about how to solve this problem.
- Offer the suggestions below for players who are stumped.
- Allow the players to interact with the NPC's while they are under pressure. This scene is all about establishing what's at stake.

Burlesque House Resources

For convention play, tell the players to imagine an inn, a bar, and a theatre house. Tell them that the Maison Derriere has all of the kinds of supplies and amenities that those places could reasonably be expected to have. That's what they have to work with.

For home game use, where time is less of a factor, here is a collection of items, tools, weapons, and supplies available in the burlesque house. Mama Candy, Grimbo, and Nightshade all have their own weapons:

- Two short bows, with five arrows each.
- One barrel of cooking oil, non-flammable.
- Two sacks of flour.
- Numerous kitchen knives, pots, pans, and utensils.
- Dozens of assorted linens and cloth.
- 2d6+3 bottles of high proof liquor (or 1d6 if the 'Drank too much' result was rolled).
- 12 large cakes of lye soap.
- 100 feet of rope.

The burlesque house is stocked with a number of other medieval household items. If the players suggest something, chances are it's available in short

supply. The only things that aren't expressly available are ammunition, forged weapons, and any kind of military or magical gear.

Each player is allowed **two specific actions** (one if there are more than six players at the table). Each of those actions should be accompanied by an ability check or roll.

- For ascending roll games most of these checks have a Difficulty Class (DC) of 13. If the action seems relatively mundane, or one or more characters are aiding a player with the test, the DC is 11. If the action seems ridiculous, risky, or very time consuming, the DC is 15.
- For descending roll games players need only to roll equal to or under their ability scores. Mundane or helped with actions can be 2 above the ability score. Risky or complicated actions must be 2 below the ability score.

A successful check yields the results intended and/or a mechanical bonus for others. A failed check produces nothing but wasted time; traps built either don't work or are easily avoided.

Charisma**DC 11**

Rally people together and lift their spirits, enabling them to work harder (+2 bonus to the next two rolls).

Charisma**DC 11**

Convince one or more NPC's to work together on something (Lowers the DC of the next roll by 3).

Strength or Dexterity**DC 13**

Fashioning makeshift defenses, weapons, or bombs (creates useful items/weapons, or gives enemies a cumulative -1 modifier to attack rolls against the building's doors/windows).

Intelligence**DC 13**

Boarding up windows and/or reinforcing doors (gives enemies a cumulative -1 modifier to attack rolls against the building).

Wisdom**DC 13**

Noticing any NPC's who are panicking or having trouble with tasks, and being able to aid them specifically (grants that NPC a +2 AC bonus in combat).

Wisdom**DC 13**

Finding additional supplies or resources in the building (grants a +2 bonus to the next ability test that would require supplies).

Charisma**DC 15**

Keeping everyone's confidence up in the face of oncoming battle (grants a +2 bonus to each person's first attack roll).

Abandoning the Burlesque House

Your players might decide the best course of action is to meet the bandits head on in combat, or to convince Mama Candy that retreating is the best course of action, or to leave the location for some other reason. If your players are set on these actions, don't fight them on it. Let them make any preparations they need to, and call for Ability Checks (DC 13) when appropriate. Then, move on to **Scene 3** and the combat encounter. Adjust it however you need to in order to fit the situation at hand. The players should get to get in at least a little bit of combat.

SCENE 3

The Siege!

Combat Encounter [60-90 mins]

The preparations are complete, and the bandits are surging over the field, rushing towards the burlesque house.

Paraphrase the following text aloud to your players:

You see them march over the grass, their torches leaving heat waves in the light, their swords gleaming in the sun. Bandits. Many of them. Getting closer and closer. One creature stands several yards taller than the others: an oni! A blue-skinned, one-eyed, horned ogre carrying a club in one hand and a stubby little man on his shoulder.

The bandits are now a dozen meters from the Maison Derriere. The little man on the oni's shoulder shouts something down to the bandits, who all snigger and laugh. He calls out to the house: "You dumb bints ought to surrender! I promise my men will go easy on you if you're...compliant" he sneers. The other bandits laugh.

The little man must be Tallest Joe. He motions to his bandits, and the first wave charges towards the Maison.

Combat Details

- There are **three bandits** for every one player character (Or a minimum of **ten bandits** if there are three players or less).
- If the players wish to communicate, parlay with, or threaten Tallest Joe, let them. He is willing to hear them out, but will ultimately accept nothing less than the destruction of the burlesque house and capture of its dancers.
- The bandits attack in two waves. The first wave consists of a number of bandits equal to the number of player characters, who start by tossing molotov cocktails through the windows, then assaulting the doors if that isn't successful. They

tend to bunch together in groups. Once the first wave of bandits have been killed/incapacitated the remainder of them attack, including the oni and Tallest Joe.

- If you are running out of time, have the bandits die with one hit. This frees up time for players to focus on the oni and Tallest Joe.
- The Oni isn't especially bright. While not innately evil, the Oni is honourbound to serve the "strongest warrior", which it believes Tallest Joe to be. If the player characters start to prove that wrong, it will hesitate in its actions. If a player wishes to speak to the Oni and try to convince it to abandon Tallest Joe, it is willing to listen.
- Once Tallest Joe and the oni are dead/incapacitated, the rest of the bandits retreat.
- If the combat lasts for more than 10 rounds, have the city watch finally arrive with reinforcements, which swiftly overtake the remaining bandits, signalling the end of combat.

Once all the enemies are dead/gone, or when the city watch comes to the PC's aid, the adventure is over. Congratulate your players, thank them, and hand out achievement stickers (if available). If you have enough time left, move on to **Scene 4**.

SCENE 4

Aftermath (optional)

Roleplaying Encounter [5-10 mins]

If Tallest Joe has been defeated and none of the NPC's or PC's have died, paraphrase the following text aloud:

The bandits lay upon the ground, defeated. Tallest Joe and his repugnant forces have been defeated. The city watch rides hard towards you from the south, coming to your aid. Mama Candy breathes a sigh of relief, his weave askew and his back bent. He gives you all a smile and says "You've done it! You saved our home!". All of the dancers cheer and clap, singing your praises. Today marks a solid victory.

If Tallest Joe has been defeated but some of the NPC's or PC's have died, paraphrase the following text aloud:

The bandits lay upon the ground, defeated. Tallest Joe and his repugnant forces have been defeated, but certainly at a cost. The city watch rides hard towards you from the south, coming to your aid. Mama Candy breathes a sigh of relief, his weave askew and his back bent. He says "You've done it! You saved our home! If it wasn't for you, I fear things could have gone much worse...". The dancers dry their eyes as they see to their fallen friends and lovers. Today marks a victory, but not one without a cost.

Feel free to alter or adjust these paragraphs as the outcome of your game dictates.

Villain & NPC Stats

BANDIT:

Armour 14, Move 30 feet, 2 Hit Dice, 12hp, +2 to all rolls, attack with longsword for 1d8 damage or short bow for 1d6 damage, Morale 8.

Special: A Bandit deals double damage when they are within 5 feet of another Bandit.

Bandits

A mean-spirited and cowardly collection of humans and half-breeds, mostly half-orcs and half-dwarves. These opportunistic men (they are all men) attack with ranged attacks first. They are more interested in causing chaos and dealing damage to the burlesque house than they are in a straight up fight.

Each bandit carries one of the following three items that they use to attack the burlesque house with:

- 10 foot wooden ladder.
- Lit torch and canister of lamp oil.

In combat they won't attack a PC unless they have a distinct advantage. If they see Tallest Joe fall down or die, they immediately turn tail and run away.

Tallest Joe



TALLEST JOE:

Armour 16, Thief/Rogue Level 4, Move 25 feet, 6 Hit Dice, 35hp, +3 to all rolls except Charisma, attack with longsword for 1d8 damage or short bow for 1d6 damage, Morale 10.

Special: Tallest Joe deals double damage when he is within 5 feet of another Bandit.

Sneak Attack: When Tallest Joe hits a creature while hiding, he deals an additional 3d6 damage.

Treasure: Bag of gems worth 60gp, skull mask (cracked), map to a nearby dungeon.

Tallest Joe

A short, corpulent bandit leader. He is a one-dimensional villain through and through: a pompous ass of a man who abuses women and men in equal measure. After being kicked out of Maison Derriere previously, he has sworn revenge against the burlesque house and its performers.

In combat he leads from the back. Whenever possible, he stays perched on the Oni's shoulder to stay out of fray of meleecombat. He strikes from a distance with his bow, and orders the Oni to fight for him.

Voice and Mannerism Inspiration:

- **Immortan Joe** from *Mad Max: Fury Road*.
- **Mack** from *Indiana Jones and the Kingdom of the Crystal Skull*.

ONI:

Armour 14 (Thick Skin), Move 40 feet, 10 Hit Dice, 59hp, +2 to all rolls except Intelligence and Wisdom, attack with club for 1d8+6 damage or fists for 2d6 damage, Morale 12.

Special: The Oni is so large that it can punch through and knock over walls with a successful Strength check (DC 15).

Honourbound: The Oni will fight what it perceives to be the strongest warrior first, IE the PC with the highest Strength score.

Oni

A horned, one eyed, blue-skinned ogre who obeys and follows Tallest Joe and his men.

Unlike his master and the other bandits, the Oni can be reasoned with. If the players make a successful Intelligence check (DC 14), they know that Oni typically follow a **Hokage**, a 'fire shadow' represented by the strongest warlord present. At the moment, the Oni believes that to be Tallest Joe. If the players can convince the Oni that they are stronger and more worthy of a warrior's respect, it will follow their commands instead.

In combat the Oni attacks one target at a time, but will switch to the target that damaged it last.

Voice and Mannerism Inspiration:

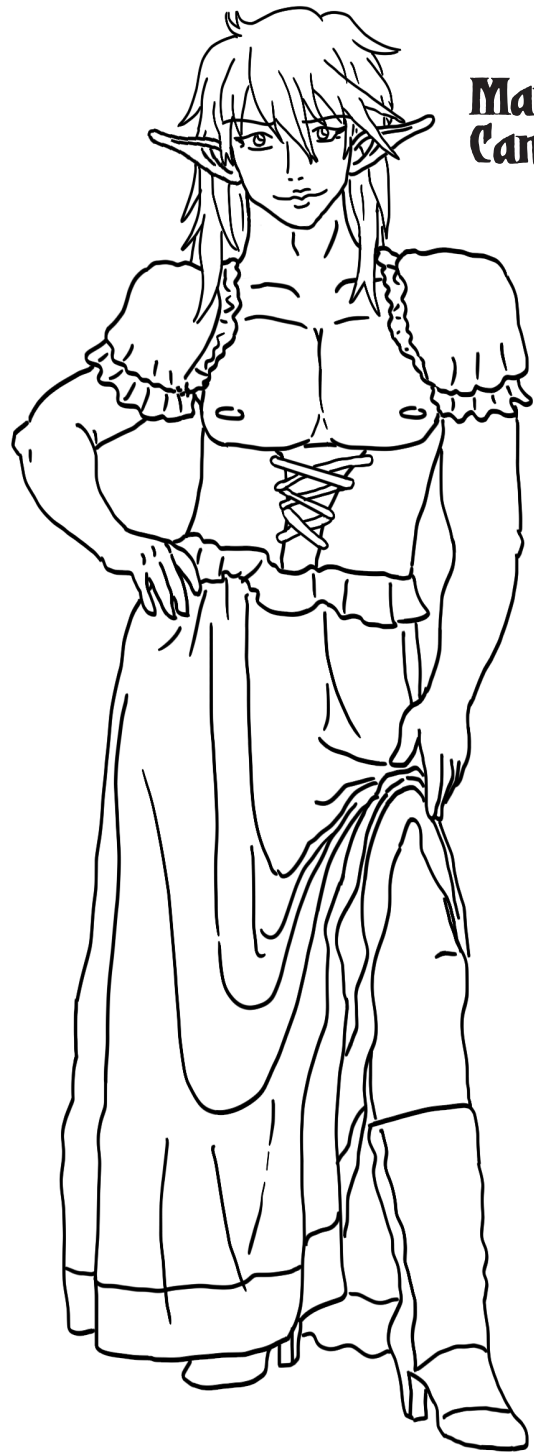
- **Cookie Monster** from *Sesame Street*.
- **Grimlock** from *Transformers*.



MAMA CANDY:

Armour 14, Move 35 feet, 3 Hit Dice, 18hp, +3 to all rolls, attack with scimitar for 1d8 damage, Morale 10.

Special: As an elf, Mama Candy is immune to magical sleep and resistant to charm spells.

**Mama
Candy****Mama Candy**

A gay male elf who revels in the art of drag performance. Mama Candy was born Altheron In'diterius, the son of an high elven noble house. When he was a young man of 150, he was disowned by his family for his choice in partners. Elves have no issue with alternative sexuality, but elven culture values beauty above all else. Altheron's preference for strapping human men went directly against this, and so he was cast out.

Altheron spent the next few hundred years travelling across the continent, visiting as many different cultures as he could. He loved exotic dance and performance, and as he matured he decided to settle down and open his own establishment. This is how the Maison Derriere came to be: a burlesque house that caters to all forms of sexuality.

Taking on the drag name of Mama Candy, Altheron swore he would be the open-minded parent to his performers that his own parents never were.

Mama Candy's only memento from his elven noble life is an ornamental elven sword, **Summer's Kiss**, which he keeps in a chest in his office. Only in times of great need does he pull it out and bring it into battle.

Voice and Mannerism Inspiration:

- **Lola** from *Kinky Boots* (2005 film).
- **Thranduil** from *The Hobbit: The Desolation of Smaug* (2013 film).



Grimbo



Nightshade

GRIMBO:

Armour 16, Move 30 feet, 3 Hit Dice, 21hp, +3 to all rolls, attack with bastard sword for 1d12 damage, Morale 12.

Special: As a half orc, Grimbo scores a critical hit on an attack roll of 19 or 20.

NIGHTSHADE:

Armour 14, Move 30 feet, 3 Hit Dice, 19hp, +4 to all rolls, attack with daggers for 2d4 damage, Morale 9.

Sneak Attack: When Nightshade hits a creature while hiding, he deals an additional 2d6 damage.

Grimbo

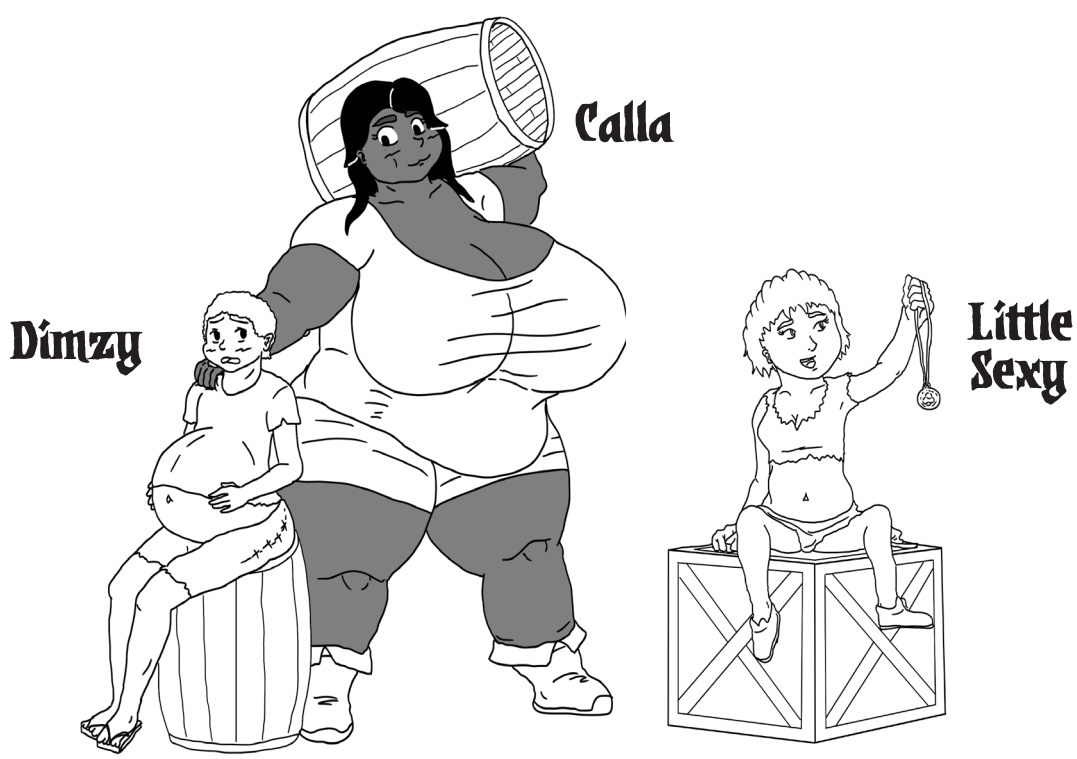
A butch female orc lesbian, Grimbo is the muscle at Maison Derriere. She has known Mama Candy the longest. The two of them worked together previously as adventurers for a brief time. Grimbo acts as the door woman and bouncer to Maison Derriere, looking out for the safety of its performers and guests.

Grimbo has a strong distrust of humans, as she has seen how close minded and bigoted they can be when it comes to people's sexuality, space, and privacy. That said, she harbours a deep crush on Calla, one of the human dancers. She is especially protective of her, and is irritated when other people are sweet on her.

Nightshade

A transexual male human rogue, Nightshade is a dancer and bartender at the Maison Derriere. More so than any of the others, Nightshade (His stage name. No one knows his real name) is the most experienced dancer in the burlesque house. He is the one who teaches new people how to exotically dance in a variety of styles.

No one knows much about Nightshade's past. Two things everyone seems to agree on are that Nightshade must have been a teacher at a royal dance academy in the country's capital, and that he was also a rogue at one point.



***DANCERS:**
 Armour 12, Move 20-30 feet, 2 Hit Dice, 9hp,
 attack with dagger for 1d4 damage, Morale 6.

Special: When a dancer is hit by a melee attack,
 they can choose to have that attack miss
 instead. They can do this once per session.

Almost nine months later, Dimzy is magically pregnant. The witch has yet to return. For the time being, Dimzy goes about his cleaning duties as best he can, with the whole burlesque house waiting and wondering just what will happen to him.

Calla
 A plus-sized bisexual female human, Calla is a force to be reckoned with. This enormous woman dances with incredible grace and style despite her size. Her dances bring in a very large crowd, and out of all of the other dancers, she has the biggest following. Calla is a native of the nearby city, and advocates on the Maison's behalf whenever she's back in town.

Little Sexy
 A transexual female halfling, Little Sexy is the stage name of Fiona Tankard. She is a happy-go-lucky and sexually adventurous woman who fawns over new guests and patrons. Little Sexy is the heart of Maison Derriere: always quick with a smile or a joke, and the first to try to cheer someone up when they're sad or despondent.

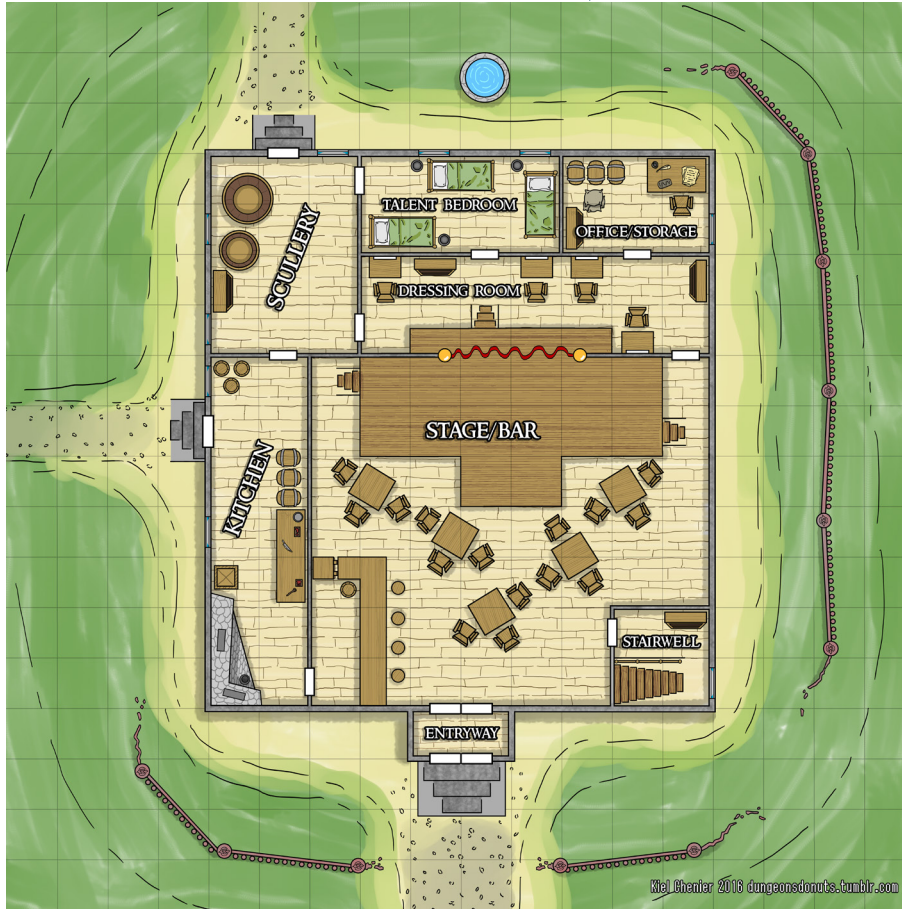
She also has a web of deep scars along her back that she keeps covered up as best as she can. She doesn't like to talk about it.

***All of these NPC's use the same stat block.**

Dimzy
 A young, skinny bisexual male human, Dimzy came to the Maison Derriere looking for shelter. He had been chased off of his puritanical family's farm after being caught kissing one of the hired stable boys. He had heard stories of how welcoming the burlesque house was, and now he works as a maid there in exchange for a roof over his head.

Currently, Dimzy is in a bit of an odd predicament. Several months ago, a witch spent the night at the Maison. She took a liking to Dimzy, who was fascinated by her stories of magic. At his request, she brewed him a minor potion of health to keep him strong and virile. Unfortunately, the potion did much more than that.

Burlesque House Maps



Main Floor

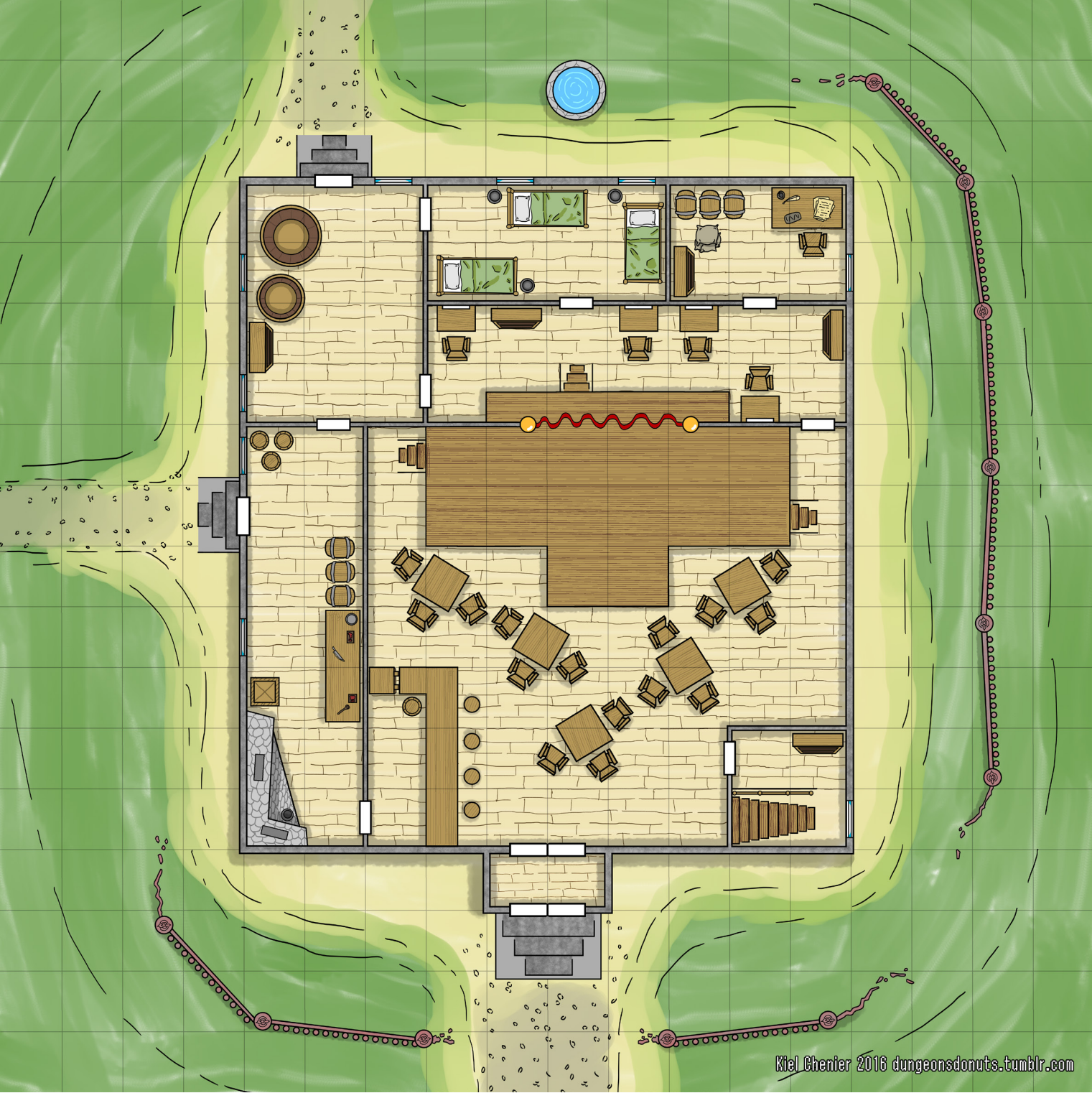
- North = Up
- 1 square = 5 feet
- The fence surrounding the house is heavy iron, but is old, rusted, and has major holes.
- Exterior doors can be barred. Requires a DC 13 Strength check to break.
- Interior doors are all unlocked.
- All windows open from the inside. The glass is flimsy and easily broken. No roll required.

Upper Floor

- North = Up
- 1 square = 5 feet
- The upper floor is 15 feet off the ground.
- Interior doors are all unlocked.
- All windows open from the inside. The glass is flimsy and easily broken. No rolls required.



Map Handout (Main Floor)



Kiel Chenier 2016 dungeonsdonuts.tumblr.com

Map Handout (Upper Floor)



Kiel Chenier 2016 dungeonsdonuts.tumblr.com

Advice on Running a Convention Game

Convention games are tough. They're their own unique beast with all kinds of different variables and obstacles. Having run this adventure almost a dozen times for a variety of groups both at conventions and online, I've got the following pieces of advice for you:

- 1. Player Choice is #1.** Don't let the adventure become a total railroad if you can help it. If the players are set on abandoning the burlesque house and running to town with the NPC's, LET THEM. If they want to rush ahead and meet the Bandits head on, LET THEM. If the players have an elaborate trap in mind for the burlesque house, or they ALL really want to talk their way out of a big fight, LET THEM. Just remember that at a convention game, the majority rules. Don't let one player decide everything on behalf of the group unless everyone is cool with it.
- 2. Time Constraints and Player Limits.** Ideally you should have 2.5 hours to run this module, but you'll only really need 2 maximum if you're an experienced GM and you paraphrase and/or act out the 'read aloud' text. This is an adventure that runs equally well with just two players as it does nine. The thing that's more important than the rules is the flow of the game. Try not to get bogged down in looking up rules and/or going back and forth about how things in the game should work. Keep track of the time, and remember that you're on the clock.
- 3. Teaching the Rules.** The important thing Convention games are often players' first experience with the rules, so you want them to leave with a basic understanding of how to play, and an overall positive experience. Start off the session by showing players the main mechanic of the game (rolling the d20, ability scores, etc) before you start playing. Introduce new mechanics of the game as they come up in play: talk about attack rolls right when players enter combat. Teach players about Armour Class when one of them gets hit by an attack, same with hit points. Just remember, the accuracy of the rules isn't as important in a convention game as the overall pace of the game is. If a spell or rule is taking too long to look up, just make something up and use that.
- 4. Preparing the Maison.** Every Ability Check the players make in Scene 2 should provide some kind of mechanical bonus to the building, the NPC's, or the rest of the party. Don't discount even the smallest of contributions, and try not to leave anyone out.
- 5. On NPC's in Combat.** Have the NPC's hang back once the fighting starts. If you have the benefit of rolling behind a screen or otherwise keeping your rolls hidden, have the NPC's miss a bunch. The focus of the combat should be on the player characters. The NPC's should only step in if/when the PCs are getting their asses handed to them.
- 6. LGBT Focus.** This adventure was written by an LGBT identifying player for other LGBT identifying players. The adventure also assumes that all types of genders and sexual orientations are more or less accepted in this world. The heroes are gay, bi, and trans, just as much as some of the villains are gay, bi, and trans. Non-heteronormativity is not/should not be a point of contention or source of hate/conflict in this fantasy world.

Why? Because I wanted to write an adventure that provided a cast of sexually diverse and sexually positive characters that are fighting and being challenged by forces that have almost nothing to do with their sex or gender. That kind of story (and game) seems really uncommon. Too often stories featuring LGBT characters are entirely focussed on those character's orientation: their sole defining trait becomes "I'm gay" or "I'm trans".

I almost wrote that into this adventure, and decided better of it. The villains were almost a mob of religious fanatics, lead by a zealous 'tent-revival style' priest, coming to burn down the burlesque house for being a 'sinful abomination'. I ended up deciding that that was boring, and cliché, and not something I'd want to play. However, if you're playing this at home, and you and your group would be cool with such a setup, by all means add that back in. It's your game. Have fun with it.

Wishing you all the luck in the world,

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Expanding the Adventure

If you want to increase the length of the adventure for convention or at-home use, these are the easiest methods of doing so without having to add on whole new scenes or locations to the adventure.

Roleplaying their Arrival and Stay

Walk your players through their arrival at the Maison Derriere. Describe what they see both outside and inside. Have them move about the place like they would a tavern or inn in any other adventure.

If you use the 'My night at the Maison Derriere (2d6)' table, play out the situations of each player instead of just describing them. Roll with the punches and let the players' actions guide the game.

Keep the following details in mind:

- The entry fee is **8sp**, or whatever the equivalent of an expensive meal is in your game.
- Rooms for the night are **2gp**, or whatever the equivalent of an lavish room is in your game.
- Drinks vary in price, with **6cp** being the cheapest and **5sp** being the most expensive.
- Near the stage is a large ceramic pot that patrons are encouraged to toss coins into as 'tips' after a particularly good dance number or performance. The average tip is a copper piece, though silvers aren't uncommon among wealthier patrons.
- The Maison Derriere typically has **4d6+3 patrons** on most nights. These patrons make up all kinds, but are mostly women and men labourers and clerks who work in the nearby town.

Dimzy Gives Birth

If you have enough time left, the battle is over, and the NPC Dimzy is still alive, you can have him go into labour. The players will then have to help deliver a baby. The dancers inside will call out for help.

If the players don't immediately step in to try and help, the other performers scratch their heads and look panicked. None of them really know what to do,

and they don't seem prepared for this (Dimzy isn't supposed to be due for another month).

Delivering the baby requires someone to coach Dimzy, as well as others to help. It requires three successful Wisdom checks (DC 13) before three failures. Succeeding means the baby is delivered safely. Failure results in a 50% chance of either the baby dying or Dimzy dying (01-50 = baby, 51-100 = Dimzy). Players who want to assist by fetching/preparing medical supplies or providing any other kind of support grant the person making the Wisdom checks advantage on those rolls. Clerics and Druids get an automatic +2 bonus to delivering babies.

If the players do nothing, the remaining dancers will step in to help as much as they can. If Mama Candy is alive he will act as the coach. Doing so starts the rolling off with 1 failure already.

When successful, paraphrase the following text aloud:

Dimzy cries out, gripping your hand with all his strength. His breathing is labored but steady. The rest of the dancers crowd around him. As you aid him, he soon collapses onto his back, panting. A hush falls over the room...

...tiny cries and wails break the silence, as Dimzy gives birth to a baby girl. You cradle her in your arms before passing her to her new father. Dimzy whimpers and smiles, mouthing the words 'thank you' to you, tears in his eyes and a smile on his face.

You feel the clap of hands on your shoulders as many of the dancers look to you all in thanks. This might not have been possible without you.

Extending the Siege

In the convention version of the game, Tallest Joe and his bandits are often played as bloodthirsty idiots who wade unthinkingly into combat and fall victim to simple traps. Tactical fighters they are not. If you want to draw out the siege, you can do so by drawing out their actions, and their motivations.

- Tallest Joe's primary intent isn't bloodthirsty revenge, but more calculated conquest. He's really after the burlesque house and wants the building intact for his own purposes (opening a brothel of his own, needs a new bandit hideout, there's buried treasure in the secret basement, pick one).
- Have the bandits arrive with a wagon of supplies and provisions, enough to last a dozen men for two weeks. Have the bandits circle around the burlesque house and stand guard outside of it, killing anyone who leaves.
- If two or more bandits are killed by traps or defenses in their initial assault on the burlesque house, have the remaining army stay put and back off a little, waiting for orders.
- Tallest Joe will ask to parlay with dancers inside. He says that if Mama Candy and two other dancers are given to him, he promises he'll order his men to leave. Tallest Joe won't honour this promise of course, and attempts to kill Mama Candy as soon as he's given to him. The bandit leader then orders his troops to resume their attack.
- If his first offer is rejected, or if more of his bandits are killed by the PC's, Tallest Joe will ask to speak directly to the visiting adventurers. He promises them 100gp each if they give up the Maison Derriere and walk away. He motions to his wagon and says the gold is in there, and that it's a score from a village to the north. He is lying on both accounts, and has no actual gold to give them. He orders his bandits to shoot the PC's as soon as they are all out and in range.
- If neither offers work, the bandits will start a series of fires around the building and shoot out the windows. They'll have the Oni fan the smoke into the burlesque house, attempting to smoke the adventurers out.
- The bandits camp out and sleep at night, with only two guards standing watch. One at the front of the building, one at the back.
- If the bandits' first offer is made, and the siege lasts until nightfall, the NPC dancer Little Sexy will attempt to poison Mama Candy with a homemade knock-out concoction provided to her by Nightshade (she'd asked for it to help her sleep. She has bad nightmares). Once very unconscious, Little Sexy will try to drag Mama Candy out to give her to the bandits. The halfling dancer is a wreck: she's scared, she's tired, she's losing it, and just wants to do whatever will end this siege fastest. If confronted she'll defend herself but she won't fight to the death. She surrenders pretty quick. If the party successfully drives off the bandits, Mama Candy forgives a very tearful and sorry Little Sexy. However, their relationship is never the same.
- After a failed day of the bandits trying to break in, the next day Tallest Joe will sigh and just order the Oni to smash the building to pieces. His patience has run out and his desire to see Mama Candy and her dancers dead outweighs him wanting to keep the building intact.

Attaching the Maison Derriere to an Ongoing Campaign

The Maison Derriere is the perfect addition to any LGBT friendly elf games campaign. Like an inn or tavern, it can be used as a temporary (or permanent) base of operations for player characters as they grow in level. The adventure *'Burlesque House Siege!'* can be the players' introduction to the place, or it can be an event that happens once they've developed a rapport with the dancers and house mama.

Here are some possible adventure hooks and ideas that would be made possible by having the Maison Derriere be a recurring campaign location:

- There's a secret cellar beneath the burlesque house that only Mama Candy and Grimbo are aware of. There's a sealed up entrance to a snake person megadungeon below: home to an ancient sect of long dead pleasure cultists.
- A dancer that comes from a farming family reports that her parents are having trouble keeping the farm going because of monsters eating their livestock/crops. They want her to come home, but she hasn't told them she became a dancer after moving out. She'll pay the PC's to clear up the problem.
- A wizard kidnaps a particularly feminine male dancer and intends on using him in a bizarre series of demon summoning rituals. Mama Candy will pay to have the PC's find him, and it means a trip to a wizard's tower.
- A league of prudish concerned clerics from town begin to petition the Maison Derriere to close. It starts out with marches in the street, then protests outside of the building, then finally barging into the place and disrupting shows. It's all secretly because the clerics' leader loved one of the dancers, but her romantic intentions were rejected, and the cleric can't take it.
- A wave of illness strikes the burlesque house, making a handful of the dancers violently ill. While they recover, Mama Candy recruits the adventurers to be dancers and performers, teaching them the skill of burlesque dancing. They get paid dancer rates, but while performing an assassin tries to kill one of the PC's, thinking she/he's supposed to be one of the ill dancers.
- Once the second level of the snake people dungeon below has been opened, or a snake person idol has been removed from said dungeon, the performers and helpers in the Maison Derriere begin acting strange. The latent magic of the dungeon starts to turn them into zombies, forced to continue the pleasure cultists' dark work below.

Running the Burlesque House as a Business

Every game has different rules for handling business, finances, and how PC's interact with them in between adventures. In the event that Mama Candy falls ill, passes away, or is called by his people to join the elves in the Grey Heavens or whatever, the role of House Mama and/or Owner may fall to the player characters.

- If the players take over the burlesque house, they will need to convince each dancer to stay. Most of them are fiercely loyal to Mama Candy, and won't work for anyone else they don't trust. This task is easier if the PC's have visited and defended the Maison Derriere multiple times in the past.
- If Nightshade is still alive and around, he will volunteer to act as the characters' accountant and manage the burlesque house on their behalf. He offers to do this for a share of the total monthly profit (10% total) and only if one of the player characters visits once a month (at least) to keep the dancers' spirits up and check in on the place. The players' share of the profits will be waiting for them when they visit.
- The monthly costs (30 days) for the burlesque house are as follows (See table).
- The dancers earn $2d4 \times 10sp$ a night in tips, which they divide amongst the entire staff. This total isn't included in the monthly profits under Mama Candy's leadership.
- For each full month of business, the player whose character is in charge should roll **6d6 + 30. Multiply the total by 30.**

The result is the total number of gold pieces earned that month. Subtract 10% of the total profit to cover Nightshade's wage. Next, subtract 962gp for monthly costs. What remains is the player characters' share. As management, the players are

Maison Derriere Monthly Costs

| Items/Wages | Costs (30 days) |
|-------------------------------|--|
| Accountant wage | 10% of total profit |
| 8 Dancers' wages | 192gp (8sp a day each, 24gp a month each) |
| 5 workers and maids' wages | 75gp (5sp a day) |
| Food | 295gp (includes staff meals and cost of ingredients for bar food). |
| Drink | 300gp (includes expensive liquor for aristocrats and nobility). |
| Costuming | 50gp (outfits need stitching and fixing often). |
| Maintenance | 25gp (the house is getting old). |
| Advertising | 25gp (signs and criers don't buy themselves). |
| Total: 962gp per month | |

welcome to do the math themselves and adjust the prices and/or budget as they see fit to maximize profit.

- When in the red, it will fall on the PC's to pay the remaining balance of the burlesque house's monthly costs.

Random Tables

Random Burlesque Dancer (1d20):

If you're finding the race and gender options to be too limited, please feel free to write in your own.

| Roll | Stage Name | Race | Gender | Quirk |
|------|-------------------|--------------|---------------|--|
| 1. | Tempest Storm | Human | Female | Fast talker, giggly, secretly very sad. |
| 2. | Big Momma | | | Very fat, surprisingly graceful, alcoholic. |
| 3. | Foxy Leigh | | | Green skin, avoids the subject when possible, cursed. |
| 4. | The Red Lady/Sire | | | Toothy grin, addicted to mushrooms and powders. |
| 5. | Legsy LaRue | | | Blonde, nervous laugh, used to be an adventurer. |
| 6. | Busty St. Claire | | Male | Redhead, amputee, has a noble admirer. |
| 7. | Big Knee Zee | | | Bald, wears a wig, former poet. |
| 8. | Kristie Kreme | | | Big nose, illiterate, sought by a cult. |
| 9. | Dahlia | | | Rail thin, awkward, eats gold to survive. |
| 10. | Baby's Breath | Elf | | Long hair, has a lisp, secretly royalty on the run. |
| 11. | Max Von Peepers | | | Plain, muscular, grows a mossy beard. |
| 12. | Nightshade | Dwarf | Trans Male | Fancy, gold tooth, animals hate them. |
| 13. | Ciri Von Tail | | | Slow talker, deep voice, speaks to ghosts. |
| 14. | Matty Patty | Halfling | | Albino pale, red eyes, has pet mice who obey them. |
| 15. | Buttercup | | Trans Female | 7 feet tall, singsong voice, has giant's blood. |
| 16. | Shadow | Half-Orc | | Non-descript, secretly a spy for a thieves' guild. |
| 17. | Calamity Cat | Tiefling | | Stunningly beautiful, actually a succubus/incubus in disguise. |
| 18. | BiBi la Femme | Half-Elf | Indeterminate | Freckled, goofy, actually a dragon in disguise. |
| 19. | Twisted Tal | Half-Angel | | Dark eyes, distant, definitely a murderer. |
| 20. | Edelweiss | Doppelganger | | Small in size, quiet, escaped from a zealous church. |

Random Burlesque Performance (1d8 + 1d12):

For every performance rolled, roll 1d6 as well to determine the visual 'gender theme' of the main dancer. 1-2 Male. 3-4. Female. 5. Male as female. 6. Female as male. 7-8. Indeterminate/mixed.

| Roll | Performance |
|------|---|
| 1. | Blooming Rose. Two dancers in fairy wings strip and circle around a paper mache rose, peeling away petals to reveal a rose petal covered dancer within, whose costume falls away as she dances. |
| 2. | The Sparkling Fan. A slower, sensual fan dance that builds up in energy. The dance climaxes with their fan letting out a shower of sparkler like sparks (smoke powder props. 10% chance of fiery mishap). |
| 3. | Strength of a Nation. A large dance with multiple dancers. Elves on one side, Orcs on another. The dancers pantomime a centuries old battle, gauging the audience to see who they think should win. The winner hoists a final survivor from the other side over their shoulder to be carried back to camp offstage as the 'spoils of war'. 15% chance there's an elf or orc in the audience who finds this mockery of history disgusting and wants to fight after. |
| 4. | In the Mood for Milk. Country and farm theming, one dancer as a dairy hand between two cow dancers, there's a lot of jiggling involved. |
| 5. | Queen in Chains. A dancer dressed as the country's previous queen arrives on stage. Other dancers, dressed as high guardsmen, slowly tie the queen up with prop chains and ropes in a display of bondage. This 'ties' into a semi-recent historical event in world. |
| 6. | The Whipping of the Medusa. Actors walk about the stage, freezing in place as the 'medusa' enters. She writhes and dances amid her new statues, until a whip-wielding warrior appears from offstage to 'subdue' her. |
| 7. | Priestess Please. Two altar 'boys' shake and dance to please a priest/priestess in drag, who mimes spanking them with a holy book. Uneducated clerics find this disrespectful. Educated clerics can pick up on subtle movements and motions that mirror actual religious mass and teachings. |
| 8. | Monster Mash. The dancers dressed as monsters romp around the stage. They chase a much smaller dancer dressed as an adventurer around, tossing her about and stripping her. This dance is a hit with adventurers, who tip big at the end. |
| 9. | Dwarven Gold. Dancers dressed in false beards parade around a glittery stage with fake gem-covered fans. A gold painted dancer is revealed from off stage, who the bearded dancers worship. |
| 10. | The Hottest Flame. A dancer whose body is painted to look like a dragon slowly strips away costume scales. The dancer finishes the dance by breathing fire in front of the crowd (alcohol and flame props. 10% chance of fiery mishap). |
| 11. | Paladin Undone. A dancer dressed in false plate armour slowly strips it away and performs a slow, provocative dance. 15% chance there's a paladin order drinking at the burlesque house who take issue with this and get uppity. |
| 12. | The Grand Transition. A big crew of dancers performs the story of a peasant man who masquerades as a princess to win the heart of a visiting prince. Lots of not so subtle gender play in this. |

Random Burlesque Show Interruptions (1d12):

Roll on this table for every third show the PC's watch. When you roll an entry without an asterisk, use it, then cross it off and write your own entry.

| Roll | Performance |
|------|--|
| 1. | *Drunk patrons start to fight with each other over the perceived affections of a dancer. They pull the PC's into the brawl. |
| 2. | Drunk patrons start to fight with each other. Actually a ruse so a lovestruck fan can sneak into the dancer's dressing room unnoticed. Observant PC's see this happen. |
| 3. | A visiting wizard has offered to use cantrips to do stage effects. Accidentally summons a manticores that they can't quickly unsummon/dispel. |
| 4. | *A chandelier falls onto the stage and injures the dancer(s). If a cleric/healer is present and steps up to heal people, they are given free drinks for the rest of the night. |
| 5. | A tainted barrel of ale or bottle of booze causes 1d6+1 patrons (including at least 1 PC who drank) to be affected by a random spell effect. If you don't have a random spell effect handy, the drinkers all inflate until they are almost spherical and 10' around, beginning to float towards the ceiling. This ruins armour and impedes combat. |
| 6. | The act falls apart as a dancer dives off stage to attack a patron, who scrambles to the nearest PC for help. The patron is an ex of the dancer, who they despise. |
| 7. | An invisible, otherworldly creature lewdly watches the performance. One random patron or PC catches a glimpse of the creature and screams. If revealed, the creature is a 6 HD monster with telekinetic/telepathic powers. It just wants to watch the show in peace. |
| 8. | *A dancer slips and falls directly into the nearest PC's arms. They must make a check/saving throw to catch them. |
| 9. | A trio of prudish clerics reveal themselves and try to disrupt and block the show. Security is nowhere to be found. The prudes seek aid from any clerics or paladins among the PC's. They belong to the same religion/order as said PC's. |
| 10. | The bouncer tries to toss a random PC out, convinced that they're a thief. The bouncer has been magically charmed by an underage wizard who wanted to cause a distraction so she could sneak in. |
| 11. | A wardrobe malfunction leaves a dancer entirely nude. 1d4+1 buff looking patrons hoot and holler, crying out for more. The dancer, embarrassed, blindly points at the nearest PC and blames the malfunction on them. Tensions rise and people get ready to fight. |
| 12. | A devil suddenly appears on stage in a gout of magical flame. He's here to collect the soul of one of the dancers on stage: they sold it to this devil years ago in exchange for swapping their gender/sex and making them beautiful. Unless the PC's intervene, the dancer is dragged to hell. |