

Kung-Fu Toons  
A TOON Scenario  
by Spencer E. Hart  
November 1999

Blurb: (Or, 7 Silly Secrets of Quack-Fu) The Evil Grandmaster of Quack-Fu wants to take over the world with his army of Ninja Ducks! It's time to get silly and stop his evil plan. Cartoon wackiness and bad puns prevail!

Number of Players: 4  
Experience Level of Players: Novice or Beginner  
Number of Rounds: 1  
Length: 1 slot (about 3 hrs, 30 minutes)

### The Adventure Synopsis

Scene 1: Quack! First encounter with Ninja Ducks at the grocery store.

Scene 2: QuackQuack! Fight with Ninja Ducks and the Evil Grandmaster of Quack-Fu in front of City Hall.

Scene 2a: Meow! If characters misread a note, they go to Kitty Falls before going to City Hall.

Scene 3: Thud! Characters travel to the Cow-Shin Temple and figure out how to get in.

Scene 4: Moo! Characters must pass several silly tests before being taught the secret technique of Moo-Jitsu.

Scene 5: MooQuack! Travel to the Temple of Quack-Fu for the final battle against the Evil Grandmaster and his Ninja Ducks.

Big Finish: An Encounter with Bambo! Bambo drops from a helicopter and machine-guns everything and everybody until the entire cartoon is buried in shell casings. Fade to black and roll credits.

### Major Non-Player Characters

Ninja Ducks (this is both name and species)

Natural Enemies: all martial artists who don't use Quack-Fu

Beliefs & Goals: Quack-Fu is superior to all other forms of fighting;  
obey the Evil Grandmaster; beat up rival martial artists

Description: 3 foot tall humanoid ducks, wearing black ninja costumes

Hit Points: 7

Attributes and Skills

Muscle: 4; all Muscle skills 4

Zip: 4; all Zip skills 4

Smarts: 2; hide/spot hidden 5, resist fast-talk 5, see/hear/smell 5,  
track/cover tracks 5, all other Smarts skills 2

Chutzpah: 2; sneak 5, all other Chutzpah skills 2

Shticks: Quack-Fu at Level 5 (this may be used in place of any of the following skills: climb, fight, throw, dodge, jump, run); must shout Quack! when using

Evil Grandmaster of Quack-Fu (species: EVIL duck)

Natural Enemies: anybody who opposes his evil plans

Beliefs & Goals: I am the best martial-artist who ever lived;  
take over the world; prove superiority of Quack-Fu

Description: 3-1/2 foot tall humanoid duck wearing a red and gold ninja costume

Hit Points: 11

Attributes and Skills

Muscle: 5; break down door 6, pick up heavy thing 6, all other Muscle skills 5

Zip: 5; swim 6, all other Zip skills 5

Smarts: 4; hide/spot hidden 6, identify dangerous thing 6, read 6, resist fast-talk 7, see/hear/smell 6, track/cover tracks 7, all other Smarts skills 5

Chutzpah: 4; fast-talk 6, sneak 6, all other Chutzpah skills 4

Shticks: Quack-Fu at Level 8 (this may be used in place of any of the following skills: climb, fight, throw, jump, run); must shout Quack! when using

Mayor Beauregard G. Hogwash  
(see TOON rulebook p.105)

The Adventure (scene by scene)

Scene 1: Quack!

The characters are in The City, doing some shopping at the corner grocery store. Suddenly, there is a chorus of "quackquackquack!" from the produce aisle. Four Ninja Ducks are trying to steal some ears of corn (they are hungry) and are scaring some other customers away. If challenged by the characters, the Ninja Ducks will stand in a line and assume martial-arts stances. One will say (with a bit of a "bad-dubbing" effect) "Ah so... You wish to test yourselves against our Quack-Fu!" With a battle cry of "Quack!" the Ninja Ducks will attack the characters. The battle probably becomes general chaos quickly (this is the PRODUCE AISLE; lots of tomatoes to throw, bananas to slip on, bunches of celery to wield as weapons, etc.).

When the last Ninja Duck Falls Down, a note falls out of his pocket. A Read roll is needed to understand it correctly. It reads, "Meet the Grandmaster at City Hall at 12 noon." (A failed read roll gives the result of "Meet the Grandmother at Kitty Falls as 12 brooms. Go to Scene 2a if the characters go to Kitty Falls.) The current time is about 11:30am.

Scene 2a: Meow!

(Use this scene ONLY IF the characters have misread the note in scene 1 and go to Kitty Falls.)

Kitty Falls is where all the cats from "raining cats and dogs" go. It is just outside The City. If the characters go there (possibly with or disguised as brooms?), they find an old woman at the falls. She invites them back to her cottage for lunch. "Now, if you could just wait in that big black cauldron while I get something ready," she sweetly says. She leaves the room and does not return for a while. The characters are free to get out of the cauldron and leave if they wish. If the characters search the room, they find a Portable Hole folded up in a cabinet drawer. Anyone passing through the hole falls from the sky over the downtown area of The City, and lands in the park across from City Hall. If the characters decide to walk back to The City, they spot two chubby children coming up the path to the cottage...

Scene 2: QuackQuack!

When the characters get downtown, they see a large band (20+) of Ninja Ducks trying to storm City Hall. Some climb the outside of the building, some leap at first-floor windows, others just rush the front door. In their midst is a larger duck in a red and gold nija costume urging the Ninja Ducks on. "Ninja Ducks, attack! Capture the Mayor! I, the Evil Grandmaster of Quack-Fu, command it!" (remember to use the "bad-dubbing" effect!). If the characters interfere in any way, the Grandmaster orders four Ninja Ducks to fight the characters while he watches. After all four Ninja Ducks have fallen down, the Grandmaster gives a little speech. "So, you think you fight better than the ways of Quack-Fu? Only the ways of the Cow-Shin Temple have ever defeated me! QUACK!" Then the Grandmaster pummels all the characters into submission (Falling Down) with his expert Quack-Fu (don't even bother giving the characters a chance to roll dice, just describe how the Grandmaster disposes of them in a few actions; they don't have a chance of victory at this point). Then the Grandmaster and his Ninja Ducks escape with the Mayor.

When the characters come to, they find that the Grandmaster has dropped a map. It shows the locations of The City, the Cow-Shin Temple (up in the mountains Outside The City), and the Quack-Fu Temple (in the desert on the other side of the mountains).

Scene 3: Thud!

The characters go up into the mountains to find the Cow-Shin Temple (if they go straight to the desert to find the Quack-Fu Temple, an endless number of Ninja Ducks appear from behind every rock and cactus to fight with

them, until the characters either Fall Down or give up). If they wander around in the mountains for too long, an angry bear chases them to the edge of a cliff. On the other side of the gap stands the Cow-Shin Temple!

The characters have to get across somehow. (Some possibilities: they try to run across the air by hoping to fail a Smarts roll; they pull out a bow and arrow and shoot a rope across; they use Instant Mail to send for a mattress or trampoline, throw it to the bottom, jump off the cliff and bounce up to the other side, etc.) If the characters all Fall Down in their attempts to cross, they awaken in the front of the Cow-Shin Temple in the presence of the Cow-Shin monks.

If the characters reach the other side under their own power, they see a large round gong and a big mallet (1D+1 damage if used as a weapon) outside the temple doors. If they bang the gong with the mallet, the temple doors swing open and two Cow-Shin monks (monkeys wearing martial-arts outfits with Hostein cow patterns on them!) come out to see what they want. Unfortunately, these monks have taken vows of silence, and can only communicate with signs ("We are the monks of Cow-Shin." "May we help you?" etc.). They only respond to words on signs, not spoken words, so characters will have to pull out signs of their own to ask the monks questions or give them answers. (If the characters try speaking, the monks pull out signs like "Speak up, we can't hear you." "We don't understand you." etc.) When the characters finally get across that they need to learn about the ways of the Cow-Shin Temple to defeat the Evil Grandmaster of Quack-Fu, the monks lead the characters inside.

#### Scene 4: Moo!

The characters are led inside the Cow-Shin Temple to meet the Ancient Mooster of Cow-Shin (who is, of course, an elderly humanoid cow). She tells the characters they must prove they are worthy to be taught the ancient technique of Moo-Jitsu needed to defeat the Evil Grandmaster of Quack-Fu.

"Listen carefully to my words. You may ask three questions when I have finished speaking the words of the test." she speaks in a wavering "old lady" voice.

"First, you must build a bridge across the chasm outside the Cow-Shin Temple using a Rubber Chicken. I have a Rubber Chicken you may use. This is the Ancient Test of Muscle.

"Second, you must cross the Lava Lake using a Marshmallow. I can tell you the way to Lava Lake, and I have a Marshmallow you may use. This is the Ancient Test of Zip.

"Third, you must drive off the Beast of Craggy Mountain using a Helmet-ful of Cottage Cheese. I can tell you the way to Craggy Mountain, and I have a Helmet-ful of Cottage Cheese you may use. This is the Ancient Test of Chutzpah.

"Last, you must return to the Cow-Shin Temple. If you are worthy, I will teach you Moo-Jitsu. You may ask your three questions now."

The Ancient Mooster is a font of knowledge and wisdom (at least SHE thinks so), and can answer any question. If she doesn't know the actual answer (which is most of the time), she will recite cryptic phrases of "ancient wisdom." ("In the fullness of time, all things shall be revealed."; "He who is wise knows when to keep silent."; "For sparkling clean silverware, use Cow-Gone."; etc.)

The "correct" question to ask is "Do we really have to do all those things?" (or any variant or similar question that means the same thing).

The Ancient Mooster will then exclaim, "Ah, you have passed the Ancient Test of Smarts! No, you do not have to do anything more. I may now teach you Moo-Jitsu."

If the characters go out and complete the tasks and return to the Cow-Shin Temple, the Ancient Mooster will also agree that they are worthy (if not quite so smart) and teach them Moo-Jitsu.

The Secret Technique of Moo-Jitsu is this: turn away from your foe and kick back at his leg while shouting "Moo!" (You were expecting something maybe more impressive? Go GM another game system, why don't you?)

#### Scene 5: MooQuack!

The characters are off at last to the Temple of Quack-Fu to rescue the Mayor and foil the plans of the Evil Grandmaster of Quack-Fu. They descend out of the mountains and are almost instantly in the desert: a place of sand, cacti, and tall mesas of rock (just right for falling off of).

After what seems like hours under the blazing sun (even if the characters left the Cow-Shin Temple before dawn, the sun rises when they get to the desert), the characters see a two lane highway perpendicular to their path. They must cross it to get to the Temple of Quack-Fu.

No matter how long they wait, they see absolutely no traffic for as far as they can see (which is pretty far, from horizon to horizon at this point). The instant any character puts a foot on the roadway, a cloud of dust blasts past at what must be hundreds of miles-per-hour, followed by a second cloud of dust a short distance behind. The character on the road is spun around and knocked off his feet by the tremendous rush of air. (If the characters

care to watch, they see the first cloud of dust streak along the highway and disappear over the horizon. The second cloud of dust goes for a long distance, then veers off the highway and crashes into a mesa in a huge fiery explosion.)

Shortly after crossing the highway, they come to a towering mesa. The Temple of Quack-Fu is located on top. If they look around they find a stairway carved into the side of one face of the mesa. If they look around even more, the characters find what looks like a rectangular doorway carved into the rock, with two circles carved into the rock adjacent. They can climb up the hundreds of stairs, or they can press one of the elevator buttons. Pressing the top ("up") button causes the mesa to suddenly collapse down into the earth until it is level with the ground; the door opens and the characters can walk right through onto the top of the mesa. Pressing the bottom ("down") button causes the mesa to suddenly rise several hundred feet taller; the elevator door opens several hundred feet above the characters' heads. They must now take the stairway up (which now has several hundred more steps), unless they can think of a way to hit the "up" button from such a distance, which will lower the mesa back to its original height.

Whichever way they get there, once the characters reach the top of the mesa they see the Temple of Quack-Fu a few hundred feet away (easily identifiable by the huge neon sign on top alternately flashing "Temple of" and "Quack-Fu"). The temple is surrounded by a wall about eight feet tall, partially wallpapered with pink wallpaper with yellow spots; however there are conveniently some ladders that the wallpaper-hangers left behind, as well as a large roll of wallpaper.

Inside the walled area is a courtyard, where dozens of Ninja Ducks are practicing Quack-Fu exercises in unison, chanting "Quack! Quack! Quack!" It is fairly easy to sneak past the Ninja Ducks here, as they are very intent upon their practice. (Although the characters should outline some minimal plan to make it seem that there is a risk of discovery.)

The main doors of the temple have been carelessly left open, and just down a short hallway is a large square room with a closed door at the back wall. If the characters pause to listen before barging in, they hear the Evil Grandmaster of Quack-Fu outlining his evil plan to the captive mayor.

"So, once you have declared me winner of the pie-eating contest and made me mayor for a day, I shall declare myself Mayor for Life! Once I have taken over the City, the rest of the world shall fall easily before my army of Ninja Ducks!

"If you do not cooperate, I shall be forced to use THIS on you!"

"GASP! No, not that!"

At some point, the characters will either barge in or use some type of trick to try to get the Evil Grandmaster to open the door. Inside they see the mayor tied to a chair, being menaced by a giant feather on the end of a mechanical arm: a tickling machine!

"Ah, you are back to challenge me again! Puny worms! You cannot defeat me, the Evil Grandmaster of Quack-Fu! QUACK!" The final battle against the Bad Guy begins. At some point, have the battle move out into the hallway and then into the courtyard, where dozens of Ninja Ducks will surround the combatants and prevent the characters from escaping.

Just when it seems that either the characters or the Bad Guys are about to win, go to The Big Finish.

### The Big Finish: An Encounter with Bambo!

Just as the characters are finishing off the Evil Grandmaster of Quack-Fu for good, a helicopter flies overhead and a muscular man wearing torn green pants, no shirt, and a red bandanna, and carrying a HUGE machine gun jumps out and lands on his feet nearby.

"Aaaaaaaaaaahhhh!!!" he yells as he begins firing at everything in sight; the characters, the Grandmaster, the Ninja Ducks, the Temple of Quack-Fu, rocks and cacti atop the mesa, etc. Any object hit instantly shatters. Any character hit instantly Falls Down (but remains semi-conscious to observe the finale).

Bambo never seems to run out of ammo. Hundreds, then thousands, of shell casings pile up around him. Anyone who moves to attack him slips on shell casings and becomes buried in the ever-growing pile. Everyone is immobilized as the thousands and thousands of shell casings fill up the entire set!

Finally, as all light is cut off as the huge heap reaches into the sky, the characters hear a loud "click-click-click." Bambo stops yelling and says in a monotone " Drat. Now where's that second ammo belt?"

(Fade to black and roll credits.)