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Your adventures are already exciting. Characters explore dungeons, crush monsters, and score loot. But maybe you want your adventures to be more. Maybe you want adventures that are over-the-top, in-your-face, BADASS THRILL RIDES! Maybe you want adventures that are things of LEGEND! Maybe you want adventures that are WICKED SICK! That's what Wicked Fantasy Factory gives you: axes hacking, spells exploding, and blood spewing. Don't just crawl through dungeons — make them sorry they ever met you!

A Fistful of Zinjas is a 4th-edition Wicked Fantasy Factory adventure for five heroes of 4th level. (In fact, it is the first Wicked Fantasy Factory adventure that uses the 4th-edition rules.) Slightly smaller or larger groups, or groups of a slightly higher or lower level, will also experience a good challenge. All characters will have a good time in this adventure; the party should include a good mix of character roles, with the controller being especially important. Parties with five characters would do best to double-up on the defender or leader role, but a party of any composition works fine. Characters trained in Acrobatics and/or Athletics will find their skills valuable, as will characters trained in social skills like Diplomacy and Bluff.

Though this adventure is designed for characters of around 4th level, you can easily adjust it to challenge heroes of higher or lower level. See the “Adjusting the Challenges” sidebar for ideas.

Adventure Summary: A castle composed of darkness and shadow stuff has materialized at the edge of the duchy of Arnatha. Humanoid forms, cloaked in gray and darkness and wielding slender swords, emerge from the castle to conquer the surrounding farmsteads. The PCs strike out toward the shadow castle and fight their way through it, along the way crossing blades with skilled varnai warriors, contending with mystic traps, and flinging scores of zinjas out of their path. At the end, the PCs confront the castle's ruler and match their spells and wits against those of a scheming oni; the outcome determines whether the castle's shadowy inhabitants will be friends or foes in the time to come.

ADVENTURE BACKGROUND

Somewhere in some plane of shadows, or perhaps in the shadows between planes, dwell the Rathayans: dark humanoids with a complex society and empire on their minds. They maintain small fortresses throughout their domain, and especially on the frontier — and for the Rathayans, the frontier is where their world meets the real world. Sometimes these fortresses cross over into this world, and it is such an occurrence that sparks *A Fistful of Zinjas*.

The duchy of Arnatha is not as large or powerful as the empires of old, but it provides a degree of stability and protection to an area including several towns, many small village and farmsteads, and the central city of Arnatha. The Runjump River marks the realm's western boundary. Two weeks ago, on the banks of the river, at the edge of Arnatha's territory, a dark castle materialized.

The small castle is under the rule of Hoi-ya, a Rathayan with the ruling title of shogoon. Hoi-ya seeks conquest, but not foolishly, and not unconditionally. The Rathayans are not evil, yet they *are* power-hungry. Arriving in this new land, Hoi-ya seeks to test the native inhabitants. If they prove weak and easily cowed, he plans to conquer this realm (summoning reinforcements if necessary) and establish a Rathayan foothold in this world. If the locals seem too powerful, Hoi-ya will take his fight elsewhere — but he is also open to the idea of alliance or trade with otherworldly cultures. If the Rathayans plan to establish a territory in the PCs' world, they'll need help and supplies.

However, a dark taint mars Hoi-ya's honorable (if overly aggressive) intentions. An oni called Roniko has inveigled himself into Hoi-ya's confidence. Angered at the duchy of Arnatha for an old slight, the creature intends to incite the shogoon to battle, no matter what Hoi-ya would otherwise decide.

The PCs attack Hoi-ya's castle, fighting their way through droves of zinja warriors, skilled varnai swordsmen, vicious drakes, and other creatures. They display their physical prowess by overcoming challenges and

JUICE UP YOUR GAME!

Wicked Fantasy Factory adventures are like other adventures, but with *XTREME!!* added in big, red, underlined letters. Send your game blasting to the next level with the following (optional) components!

Finish Him!

You chop the monster. It dies. Cool, but how much cooler would it be if you planted a foot on its chest, ripped out its arms, and golf-clubbed it out of the dungeon?

In WFF adventures, each hero has at least one *finishing move*, which is an encounter power he can use in addition to his other powers. Each hero gets to make up his finishing moves.

Inventing Your Finishing Move

It's a good idea to begin a WFF adventure with one particular finishing move in mind; that way you know how to describe it when the time comes. You can invent additional finishing moves as you play, but you probably want a solid, standby finishing move you can use against just about anything.

When inventing your finishing move, keep these points in mind:

- ◇ The most important thing about finishing moves is that they are flashy and over the top. Think about video games in which you dismember, decapitate, and explode your opponent — and seven rib cages clatter from the sky. You want your finishing moves to strike terror into your enemies: to make even the staunchest dragon piddle its scales when it sees you tear out its ally's intestines, or incinerate his head with a blast of fire, or plug arrows into — BAM! BAM! BAM! — both eyes and his crotch.
- ◇ A finishing move is independent of your weaponry and other powers. You can create a finishing move that uses your weapons or powers if you like, of course, but you can also create finishing moves in which you do interesting things without them. (See below for some examples.) Note that even if you incorporate your weapon or powers into your finish-

ing move, you do not gain bonuses based on proficiencies, implements, magic items, or anything else. Your attack roll when using a finishing move is always $d20 + 1/2$ your level + your relevant ability — and that's it. (Exception: An effect that simply provides a bonus to your next attack roll, such as the warlord power furious smash, does apply to your finishing move attempt.)

- ◇ When deciding what your finishing move looks like, remember: flashy, gruesome, and over the top! You might have to use it on creatures with various anatomies, so make sure it's versatile, or invent a different one for different creature types. Also remember that your finishing moves don't have to involve the weapon you normally wield or the powers you normally use — or, in fact, any weapon or power at all.

Performing Your Finishing Move

Finishing move is an encounter power. Every PC in a WFF adventure possesses this power, in addition to all his other powers.

FINISH MOVE	ATTACK 1
<i>You destroy your enemy in an impressive and triumphant manner. Holy crap, look at the blood!</i>	
Encounter	
Standard Action	Melee or Ranged 10
Target: One bloodied creature	
Attack: Appropriate ability score vs. appropriate defense	
Hit: The creature dies in some especially gruesome, spectacular, and/or awe-inspiring fashion. Describe it in gory detail!	
In addition, the party gains bonus experience points for this glorious maneuver. Increase the monster's XP value by 10%. (Note that the entire party shares in this bonus XP — doing so prevents cries of "Kill stealer!" and makes all the players root for all the characters to use their finishing moves.)	
Miss: Something goes wrong. The bad guy dodges out of the way, or pulls out of your grip, or you slip on a kidney and make a fool of yourself. Nothing horrible happens, but you pretty much wasted your standard action this round.	