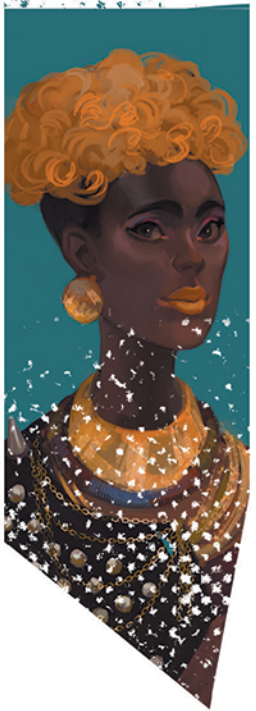


WELCOME TO THE ISLAND

OVER
THE
EDGE

ALEXANDER • BATE • KILLSTRING • TUOHY • TWEET



BEGIN YOUR JOURNEY

Welcome to the Island features four all-new scenarios that can launch brand new story arcs, add intriguing complications to your existing arcs, or explode across your gaming table as exciting one-shots. Each scenario includes custom hooks for agents, burgers, cloaks, gangs, and mystics, making it easy for you to bring the action to your players no matter what kind of trouble they like getting into.

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BATTLE OF THE BANDS takes you on the ultimate Al Amarjan road trip. There's only one way to beat this Mover conspiracy. It's time to get the band back together!

A CONCLAVE OF CHIKUTORPLS, or the Winds of Change Are Blowing (Up), or How I Learned to Stop Worrying and Love the Multidimensional Convergence. Place your bets now.

SEVERSEN'S MYSTERIOUS ESTATE is hosting the most important party on the entire Island, and you've got an invitation. Unfortunately, so do Dr. Morpheus, an astral vampire, a team of totem champions, and a Presidentials networks squad.

SYMPATHY OF THE D'AUBAINNES sees citizens all across the Edge receive a parcel containing a lifelike rubber mask of one of the D'Aubainnes. Once you put it on, you'll find you can't take it off. That's when the killings start.

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Produced with a grant from the Al Amarja Tourism Taskforce. Visit the Island today! Once you've come, you'll never leave!



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**EDGE
THE
OVER**

The logo features the words 'EDGE', 'THE', and 'OVER' stacked vertically in a bold, sans-serif font. The text is white with a black starburst or stippled pattern. A solid black diagonal bar runs from the top right to the bottom left, partially overlapping the text. A small 'TM' trademark symbol is located at the bottom right of the logo.

TM

WRITING AND DESIGN:

“Battle of the Bands” by Jeremy Tuohy

“A Conclave of Chikutorpls” by Jonathan Killstring

“Seversen’s Mysterious Estate” by Jonathan Tweet & Justin Alexander

“Sympathy of the D’Aubainnes” by Nick Bate

EDITING: Colleen Riley

DEVELOPMENT: Justin Alexander

LAYOUT AND GRAPHIC DESIGN: Thomas Deeny

ART DIRECTION: James Mosingo

COVER ART: Anna Dittman

INTERIOR ART: Carolyn Arcabascio, Jon Bass, Kat Hardy, Jack Hoyle, Ekaterina Kazartseva, Gareth Keenan, Bryan Lee, Daniel Martin, James Mosingo, Carlos Villalobos, Alan Washburn, Randolph Williams

ADDITIONAL PROOFREADING: Justin Alexander, Jenae Pedersen

EXECUTIVE PRODUCER: Jeff Tidball

PUBLISHERS: John Nephew and Michelle Nephew

PLAYTESTING: Joshua Mark Humphrey, Sarah Holmberg, Mark Redacted, Jon Cazares, Aaron Harris, Skot Riefer, Josh Krehbiel, Erik Malm, Brianna Carter, Paul Steffens, Blaine Cytryn, Debanjan Dasgupta, Ginny Dasgupta, Phil Murphy, Bill Tuohy

Denise Felder & Dr. Panil created by Bruce R. Turner.

Dr. Morpheus created by Richard Bark.

Al Amarjan roaches created by Greg Stolze.

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WARNING ! WARNING ! WARNING !

If you run the scenarios in this book, you may find that the Edge — and the entire island of Al Amarja — will be changed forever!

But, really, that should be true of almost every scenario you run for *Over the Edge*, right?

“Return to the status quo.” That’s a term from serialized storytelling like old television shows. No matter how zany or crazy or awesome a particular episode of the show got, at the end of the episode you needed to return everything to the status quo so that the next episode could launch its story from the same place. It’s also an attitude that often slips into published scenarios for roleplaying games: Don’t upset the applecart. Don’t kill the major GMCs. Don’t topple the government. Don’t blow up the volcano. Keep everything contained and the stakes low so that the GM can drop the scenario seamlessly into their campaign and then move on as if it never happened.

That’s not what you’ll find in *Welcome to the Island*.

In creating the third edition of *Over the Edge*, Jonathan Tweet and Chris Lites encouraged all of us to make the Island our own and set the tone by stocking the “GM’s Secret Bag of Tricks” with big, daring ideas that can completely transform the setting once you inject them into a story arc. We’ve all sought to embrace that spirit in writing these scenarios, triggering situations in which the stakes are high, the outcomes are uncertain, and the PCs’ decisions will shape the course of fate.

SCENARIO HOOKS

The island of Al Amarja is filled to the brim with a panoply of amazing, awe-inspiring, and absolutely insane lore for players and GMs to explore. As a result, every *Over the Edge* campaign is an almost completely unique experience.

This can make it tough to use published scenarios. Because your PCs can be literally *anything*, I knew that if we produced a typical scenario anthology, then even if you found a scenario that you loved, it might not be sympathetic with your current campaign.

So I reached out to existing *Over the Edge* GMs to talk about the campaigns they had run and the campaigns they were looking forward to running with the new edition, and what I slowly came to realize is that there are, in fact, several broad categories that most *Over the*

Edge campaigns fall into. The specifics are different enough to create a crazy kaleidoscope of endless possibility, but the categories were tight enough that a GM operating within a given category would generally be able to adapt scenario hooks aimed at that category.

What this means is that each scenario in *Welcome to the Island* features multiple scenario hooks, with at least one hook for each of these categories:

- **Agents:** Why would someone hire the PCs to get involved in this scenario? (Or, alternatively, why do the PCs need to do this on behalf of their patron without explicit orders?)
- **Burger:** How would someone who literally just got off the plane and caught a taxi from the Terminal get involved in this?
- **Cloaks:** Why would the various conspiracies on the Island care about this scenario (and send their trusty agents, the PCs, to deal with it)? Or, alternatively, what opportunity do the PCs become aware of and how do they become aware of it?
- **Gangs:** How do street-level operatives get tangled up in the scenario?
- **Mystics:** If the PCs are focused on mystic shit, how does that angle them into the scenario? Does someone/something seek them out due to their mystic powers? Do their mystic powers trigger or respond strongly to the situation? Does ancient arcane lore or a prophecy point them at the scenario?

Don’t feel like you need to identify the “type” of campaign you’re running and then be bound to the specific hook! In our playtesting, we’ve found that it’s not unusual for the specific circumstances of a particular campaign to make an “off-type” hook the best fit. We’ve also found that supporting multiple scenario hooks put an emphasis on creating cool, interactive situations filled to the brim with exciting stuff for the PCs to explore and for the GM to actively play. This, in turn, makes it easier for a GM who doesn’t find any of the specific hooks we’ve designed to nevertheless find a multitude of ways to draw PCs into the situation presented by each scenario.

WARNING ! WARNING ! WARNING

SCENARIO TOOLS

The sidebars in *Welcome to the Island* include a bunch of new tools that are designed to make these scenarios as useful to you as possible.

Groundwork

Groundwork sidebars are used in scenarios to give examples of how a GM can incorporate elements of the scenario into their campaign prior to running the scenario. The idea is that you can make the scenario feel like an organic part of your campaign by properly laying Groundwork for it.

Scenario Thread

Scenario threads are the mirror image of Groundwork sidebars, suggesting ways in which elements of the scenario could be revisited in later scenarios.

Playtest Tip

Every scenario in *Welcome to the Island* has been extensively playtested, but not everything we learned from that process was something that needed to be fixed or rewritten. Playtest Tips are the “best practices” and offer suggestions for how particular encounters can be handled, alert you to potential problem areas, and try to provide other insights gleaned from our playtesting.

Intersection

These sidebars reference other scenarios and suggest how the material in that scenario could be tied to the material in *this* scenario.

Revelation List

Several of the scenarios in *Welcome to the Island* feature **revelation lists**. Each revelation is, generally speaking, an essential conclusion that the PCs need to make in order to move the scenario forward. (For example, if they’re searching for an alien artifact that was hidden by a dead Exile, then the thing they need to figure out — the revelation — is the location of the artifact.) The list includes all of the clues that the PCs could hypothetically use to gain the necessary revelation.

The primary function of a revelation list is to serve as a diagnostic during play: As the PCs gain clues, you can check them off the list. If the PCs miss a clue, you can also mark that. Generally speaking, it’s not necessary for the PCs to get every clue listed (so if they shoot the Exile informant in the head before questioning him, don’t sweat it), but if you see that they’ve missed all the clues for an essential revelation, then you’ll know you have a problem and need to figure out how you can add new clues into the adventure.

Justin Alexander
November 2019

MORE TIPS AND TRICKS

Several of these scenarios include large casts of GMCs. Check out “Juggling the GMCs” on page 12 for some practical tips on how you can run them all effectively and memorably at the table.

“Seversen’s Mysterious Estate” is built around a party-planning scenario structure that’s designed for running big social events. “Running a Party” on page 72 breaks down how to use that scenario structure to best effect. Micro-versions of this same structure are also used in “Battle of the Bands” and “A Conclave of Chikutorpls,” so you may want to check it out before running those scenarios, too.

A SCENARIO BY JEREMY TUOHY

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Oblivion Function Johnny & The Rock Machine
RETWIXT!

BATTLE OF THE BANDS

The Glorious Lords of the Edge are hosting the biggest battle of the bands that Al Amarja has ever seen, and they've invited every musician on the island to play. The winners of the competition earn a cash payout and a massive victory concert — a tempting prize for the forces battling for attention and control on the island.

Currently, the electronica trio Oblivion Function is far and away the best group in the competition and are easy favorites to win it all. But Movers transformed Oblivion Function into their asset long ago. If Oblivion Function wins the competition, they'll use the victory concert to catastrophically expand their influence over the island.

There's only one other group on the island that could beat Oblivion Function: the legendary pop-punk group Betwixt. But Betwixt infamously broke up over four years ago.

Looks like it's time to get the band back together.

In this scenario, the PCs have to piece together the full story of Betwixt's breakup as they crisscross Al Amajra, visiting the former members scattered across the island to convince them to rejoin the band. But collecting the musicians from their various lives isn't easy, and is often dangerous — especially with Mover agents determined to stop the reunion.

BACKGROUND

Anyone even shallowly into the music scene on Al Amarja knows Betwixt. If not for their music, then at least for the story and rumors surrounding their breakup.

Betwixt

Betwixt was a rock group in the vein of the pop-punk bands of the mid-2000s. The band consisted of five members: vocalist Haley Row, keyboardist Allegra Yoke, bassist Luis Sveltman, drummer Nadeem Farro, and guitarist Vince Fullerman.

Betwixt wasn't always the biggest group on the island, but they were the most critically adored until their sudden breakup. The group infamously split apart after an online livestream by one of the band's own members, Luis. The livestream was a short clip of Nadeem playing a song for Vince and his new husband Salim Masri at their wedding. Because of the footage in the clip and the quick announcement of the band's breakup shortly after its recording, many suspect that something in the video itself is the reason the band broke up.

But in spite of the breakup, and even with just an incomplete recording of the piece, "The Wedding Song" was an instant hit within the fanbase. Dozens of fan-created covers sprung up across the internet, each one with its own take on the missing segments.

After the breakup, the various members of the group went their separate ways across the island. They do not keep in touch. For most of them, the band feels like it was a lifetime ago.

The Wedding Song

The original livestream footage looks like this:

The clip starts as Vince's husband, Salim, finishes introducing Nadeem onto the stage. The clip is from the point of view of Luis at a wedding table close to the stage. You can see Haley to his right, and when the camera occasionally wanders further right, you can see Allegra is next to her.

Nadeem walks on stage with a guitar and stool, and gets himself set up in front of the microphone. Luis shouts, "Those don't look like drums." There is laughter from the assembled guests. It sounds like a big crowd.

Nadeem says into the mic, "This is a song we've been working on. I thought it would be appropriate for these, uh, particular festivities." And then he starts playing and singing. The song is melodic and almost melancholy.

*They say love is powerful, uncertain
They say love is paradise in a person*

Luis says to Haley, "Did you work on this?"

"No."

Luis spins the camera to the audience. They are enraptured. Nadeem continues to sing, but the lyrics are muffled by the sounds of the phone being moved until the phone settles again.

*Heaven will just have to wait
Paradise will just have to wait*

Haley can be heard, behind the camera now, saying, "What do you mean?"

*It's here where I'll stand strong
And it's here where I belong*

Then there's a loud scraping noise close to Luis. The camera whips back around to Allegra's chair, which is empty. "Oh shit," Luis says under his breath.

Nadeem is oblivious to Allegra's exit. He finishes the song.

*They say love is love even when unspoken
And how could they be wrong?*

And then the clip ends.

"The Wedding Song" has taken over the Betwixt legacy. The combination of drama and mystery is irresistible for legions of fans, who continue to speculate online about the video and its relation to the group's breakup.

Something in the wedding video was the cause of Betwixt's sudden breakup, although it is unlikely that any fan has guessed the complete reason why. Popular fan theories include:

- Nadeem stole that song from Allegra and she quit the band over it.
- Vince was upset the footage revealed parts of his private wedding to the world.
- Allegra was in love with Vince and couldn't stand to see him with someone else. The song was the straw that broke the camel's back.
- Allegra didn't actually walk away at the end of the video — she was suddenly abducted by aliens and the version of the video you can find online now is a deepfake. The band isn't allowed to tell the truth because of an UDRAA cover-up, so they fed the rumors about the song being responsible.

GM: ANALYZING THE WEDDING VIDEO

The PCs may choose to pour over the wedding video clip for clues related to the band and their breakup. The following information can be found by analyzing the footage:

- ✦ The sound of footsteps suggests Allegra did in fact walk away from the table at the end of the clip.
- ✦ Through online research, the PCs can find the same missing lyrics that Luis is familiar with (see "Luis' Road Talk," page 15).
- ✦ Anyone versed in music theory can tell that Nadeem is only playing a very simple chord progression underneath the lyrics — this song wasn't finished yet.