

The Gumbo Rally

An adventure for Spirit of 77 by Justin Schmid

Introduction

One of the PCs is approached with an offer, there's a secret cross-country race, and they've been invited to enter.

The race is to New Orleans just in time for Mardi Gras and the winner will collect a \$1 million dollar prize. They leave tomorrow at 3pm and first one there before 6am collects the prize.

Rules are: "each team must carry a locked suitcase with them and have no catalytic converter and no 55-mile-per-hour speed limit in the shortest amount of time and only one rule: "There *are* no rules."

This time though, there's an added rule that no one else knows - only one survivor.

Secret Background

This race has been set up by a cabal of vampires. They enjoy the thrill of the chase and have set up the Gumbo Rally to fulfill their... hunger.

Each suitcase has an X-Tech tracking device that tells the vampires exactly where each team is.

The Competition

- The Hall Sisters - Hot and dangerous. Actually vampires.
- Family in the Winnabago - Happen to be on same route. Don't realize there's a race.
- Mikey Corleone - Italian mobster looking for some thrills.
- Sir Richard Laurence - British Millionaire with Assistant in Rolls Royce.
- White & Red in car - Serious about winning and bloodthirsty.
- Random other group
- Officer Bickle - Policeman who is intent on catching them and won't let the law stand in his way. He's a vampire.
- The Nightriders Motorcycle Gang and their leader - Ded of Night. Vampires.

Challenges

The Starting Line

Introductions to the other groups and interactions. Sabotage by one of the other groups - car won't start!

Traffic

They hit major traffic that is blocking them in. Are there alternate routes?

All's Fair....

First interaction with rivals, who try to destroy them and shoot them up.

Police Blockade

The cops have found out about their antics and have set up a roadblock throughout the state. Bickle has his first interaction with them.

Breakdown

Their car breaks down in the middle of nowhere. Winnebago comes along with the family.

Diner Checkpoint

There is one obligatory checkpoint in Nashville (8-9 hours into the trip) to ensure no funny business. Confrontations inside and further sabotage.

The Accident

Come across an accident covered in biker gang vampires. They attack.

The Finish Line

The last teams race into New Orleans just as Mardi Gras kicks off and parades block their routes as they try to get to finish line.

Sir Richard Laurence (Rolls Royce)

Agenda - Trying to prove he's not old.

Moves - Unlimited Resources: He can always call on his servants to bring him whatever he needs.

Gear: A cocktail.

Harm - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Lady Blackhawk

Agenda - "Protect the boss,"

Moves - Human Target - In the event of another person about to receive harm, the Bodyguard can opt to absorb the damage in their stead.

Gear- Deadly Hands (2-harm, hand)

Harm - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Rolls Royce (2-power, 2-looks, 1-armor, sluggish, valuable) **Harm** - 10 20 30 40

The Hall Sisters (Annie & Ally) -

Lamborghini

Agenda - Use whatever it takes

Moves - Force men to Keep their Cool to avoid falling for them or being distracted by them.

Gear- Melee weapon (2-harm, hand, clumsy) or Pistol (2-harm, close, loud)

Annie - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Ally - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Officer Bickle (Police Cruiser)

Agenda - Mentally unstable Vietnam Vet cop sees himself as only hope between chaos and life.

Moves - Backup - He can call up backup when needed.

Gear: Service Revolver (2 harm, close, loud)

Harm - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Lamborghini (3-power, 2-looks, 0-armor, quick, valuable, cramped) **Harm** - 10 20 30 40

Police Cruiser (3-power, 0-looks, 0 —armor) **Harm** - 10 20 30 40

Mikey Corleone (Chevy Bel Air)

Agenda - Looking for thrills, but wants to win.

Moves - Connected - Organized crime is everywhere, allowing him certain freedoms in all social environments through quiet intimidation.

Gear: .45 Pistol (2 harm, close, loud)

Harm - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Massimio - Coleone's Giant Brother

Agenda - Look after his brother.

Moves - Hard to Put Down - Fight until he's destroyed at 5-harm.

Gear: Does 2 harm unarmed, has 1 armour

Harm - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Chevy Bel Air (2-power, 0-looks, 1-armor) **Harm** - 10 20 30 40

Alex DeWhite (57 Bel Air)

Agenda - Pure Destruction

Moves - Charismatic, seems nice, but packs explosives that cause 5 harm and other tools of sabotage.

Gear: .45 Pistol (2 harm, close, loud)

Harm - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Red

Agenda - Cause a little havoc

Moves - Bloodthirsty (disadvantage to Get in her Face or Give her the 3rd Degree.

Gear- Switchblade (1-harm, hand, concealed), Pistol (2-harm, close, loud)

Harm - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Chevy Bel Air (3-power, 0-looks, 0-armor) **Harm** - 10 20 30 40

Ded

Agenda - Kill the rival gang

Moves - Reinforcements - Street thugs rarely travel alone, they can call up a few friends to help out when things get crazy.

Gear- Switchblade (1-harm, hand, concealed), Pistol (2-harm, close, loud)

Harm - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Nightriders

Agenda - Serve Dead.

Size: 2 (Medium)

Damage: 2

Armour: 1

Traits: Mobile, Obligation, Notorious, Savage

Harm - 1 Bruised O 2 Bloody O
 3 Down O 4 Dying O

Road Bikes (2-power, 1-looks, 0-armor, mobile, loud)

Harm - 1O 2O 3O

Vehicle Harm

- 1-harm:** Just a Scratch - 0-harm blows through to passengers.
- 2-harm:** Body Damage - 1-harm blows through to passengers.
- 3-harm:** Seriously Broken - 2-harm blows through to passengers.
- 4-harm:** Breaking Apart - 3-harm blows through to passengers.
- 5-harm and more:** Kablam! - Full harm blows through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.