



POSTCARD FROM THE DARK PEAK · #2

ALL GOOD THINGS COME TO MOSS

A SOLO RPG SCENARIO · THE DARK PEAK · HELLSBOROUGH, S6

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A NOTE FROM PIP

I want to be clear that taking work from strangers at the Mason's Arms is not something I recommend. Especially when the rate is too good and the instructions are too simple.

The job: pick up a sealed envelope from a contact at Ughill Hall, walk it down the Bradfield Dale road to the Loxley track, hand it off at the junction. Don't open it. Don't ask questions. The envelope, apparently, would find its own way to Outbridge from there.

I know how that sounds. I did the job anyway.

The thing about Bradfield Dale after murkfall is that the road has no lights, the walls keep the murk low and thick, and the organic network out there still runs the old way — unfiltered, unmanaged, and with opinions of its own. If something marks you in those fields, you don't know about it until it's already happened.

Keep your eyes open. Keep moving. And if a redfront lands in the road in front of you, it is not being friendly.

— Pip Rippon, *field notes, The Mason's Arms, Walkley Lane*

YOUR CHARACTER

You are a courier, newly arrived in Hellsborough and already taking work you don't fully understand. This is what passes for a career in S6.

Distribute the numbers **3, 2, 1** between your three stats. Choose according to who you are.

STAT	WHAT IT COVERS
GRIT	Strength, endurance, physical force. Running. Not being caught.
WIT	Perception, intelligence, quickness. Spotting things. Noticing when something is following you.
MURK	Sensitivity to dark matter. Luck. Resistance to things that use the organic network.

HP: 6. If you reach 0, the onetoe has you. The envelope is never delivered. Your contact at the Mason's Arms doesn't ask questions.

TESTS

When you attempt something uncertain and the outcome matters, roll **2d6 + the relevant stat**.

ROLL	RESULT
10+	Success. You do the thing.
7-9	Success with cost. You do the thing, but something goes wrong, you take 1 damage, or the situation worsens.
6-	Failure. The GM — your own bad luck — decides what happens instead.

When a creature attacks, roll **2d6 + Grit** to resist physical damage, or **2d6 + Murk** to resist mental damage. On a failure, take the creature's listed damage.

THE DALE ROAD

The Bradfield Dale road runs in three distinct zones. Move between them freely, but each time you enter a new zone, roll on the **Encounter Table**. Also roll when you make noise or fail a test.

UGHILL GATE

The top of the road. Dry stone walls, no light. The murk is already at shoulder height. You start here.



THE DALE ROAD

Half a mile of unlit lane. Fields on both sides. Something large is in the field to the west. The moss on the wall there has grown in the pattern of a hand, palm-out. A redfront on the wall to your left.



THE LOXLEY JUNCTION

Where the Dale road meets the valley track. The handoff point. One lamp post. Flickering.

To complete the scenario: Move to The Loxley Junction and make the handoff (Wit test), without the clown seeing you and without the onetoe following you out — all before making **6 total Encounter rolls**. On roll 6, if you are not at The Loxley Junction, the network has marked you.

ENCOUNTER TABLE

Roll 2d6 when you enter a new zone, make noise, or fail a test.

ROLL	ENCOUNTER
2	The onetoe is in the road. It is facing you. It has been waiting. Skip directly to The Onetoe encounter.
3-4	The clown sees you. They have stopped and turned. Roll Wit 7+ to press into a gateway and go still. On a failure, they have your face — roll again immediately and add 1.
5-6	The onetoe is close. You hear something large in the field. Roll Murk 7+ to keep your pace even. On a failure, you break into a run — move to the next zone, roll again, onetoe has your scent.
7-8	The murk thickens. Visibility drops to arm's length. Nothing happens. Something is near. Add 1 to your next Encounter roll.

ROLL	ENCOUNTER
9-10	Clear passage. The road is quiet. The redfront isn't where it was a moment ago. Note it.
11	The redfront lands in the road. It sits between you and whatever is ahead. This is a warning. Treat the next Encounter roll as 9-10, whatever you roll.
12	The clown is at the gateway ahead. They haven't seen you. Their bundle is on the ground. They are looking at the field. Treat as 3-4, but you see them first — roll Wit 7+ to slip past in silence.

THE CREATURES

REDFRONT



Small flit. Red breast. Sits on walls and in roads at murkneet.

Alone among the blinkers, the redfront does not feed — it transmits. It has been doing this since before the roads existed, logging movement on the old Dark Peak lanes as methodically as something with no other purpose and all the time in the world. A single redfront means you've been clocked. Two redfronts means something further up the network already knows you're here.

STAT BLOCK

HP 1 **Damage** 0 **Type** Blinker

Network tag: If a redfront has observed you for more than one zone, add +1 to all Encounter rolls for the rest of the scenario.

Untouchable: Attacking a redfront deals 1 point of damage to the network — roll Murk 7+ immediately or the onetoe enters the road.

CLOWN

Hatheran courier. Looks like a person. Watch the hands.

The dermglyph gives them away in good light — geometric patterning under the skin of the hands, old inheritance from the insect line. In poor light you won't see it until you're close enough to smell the cold on their coat. When they're carrying, they move at a precise pace that isn't quite walking and isn't quite running, and they do not stop for strangers on the road. If they see you, they do not shout. They mark you — dermglyph to network — and you won't know about it until later, when something starts following you home.



STAT BLOCK

HP 5 **Damage** 2 (mental — the marking, resist with Murk) **Type** Hunter

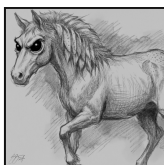
Prefer not to engage: The clown will not attack directly unless cornered. Each round you are in their zone, roll Wit 7+ or they have your face. Two failed rolls means they have marked you

– take 2 Murk damage.

Dermglyph: If you successfully hide from the clown (Wit 10+), they continue without you. On 7–9, they continue but the redfront noted you.

THE CREATURES

ONETOE



Large. Stands in fields. Watches.

Horse-shaped, in the way that something made from the same materials as a horse but assembled with different priorities is horse-shaped. The single hoof is the giveaway, if you're close enough to count. They don't make much noise until they're already moving, and by the time they're moving, the noise is not your problem — the closing distance is. They are not malicious. They are classifying. When an onetoe decides you are interesting, it follows you until it's finished deciding what to do about that. Van wrote three pages on what happens next and crossed most of them out.

STAT BLOCK

HP 7 **Damage** 3 (physical — trampling weight, resist with Grit) **Type** Lurker

Follows, doesn't chase: The onetoe doesn't sprint. Each round you spend in the same zone, roll Grit 7+ or take 1 damage from the weight of something that will not stop looking at you. At 0 HP, it has made its decision. Van's notes, on the page where the text ends, carry a single underlined word: classified.

Wall-jump: Once per scenario, the onetoe clears a dry stone wall as if it isn't there. This happens without warning. If you were using a wall as cover, it no longer is.

Drawn to the network: If the redfront has tagged you, the onetoe enters the road automatically — no Encounter roll required.

OBJECTIVE: RETRIEVE THE PACKAGE

Your contact is at The Loxley Junction, under the single flickering lamp. Give them the envelope, confirm the çhits, leave. Roll **Wit** 7+.

ROLL	RESULT
10+	Clean exchange. The envelope changes hands before your contact looks up. Something in the hedge moves off. You don't see what it was.

ROLL	RESULT
7-9	You hand it over, but your contact hesitates — looks past you, into the Dale. They take it anyway. Roll on the Encounter Table immediately.
6-	Your contact isn't there yet. You wait. Roll on the Encounter Table, adding your accumulated +1s. Try again next round.

IF YOU COMPLETE THE HANDOFF

Your contact pockets the envelope and gives you the agreed çhits without counting them out, which means either they trust you or they're in too much of a hurry to care. You take the Loxley track back at speed. The murk closes in behind you. The Dale road is empty and quiet, which is what it should be and what it wasn't twenty minutes ago.

You don't look back. You've learned that much.

IF YOU REACH 0 HP

You went down somewhere on the Dale road. When the murk lifts with murkrise, there is nothing on the road but a torn envelope, already wet with overnight damp, and the scattered çhits you were carrying. The onetoe is back in its field, apparently satisfied. Nothing about this constitutes an explanation.

IF YOU REACH 0 MURK

The clown marked you somewhere between the gate and the junction. You don't know it happened. You deliver the envelope, you take your çhits, you walk home. The marking follows you. What happens next is not covered in this scenario.

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