

A TOWN CALLED WELCOME

This is an Apocalypse World one-shot or con scenario by Luke Hawksbee (2017).

THE SETTING

Welcome draws people in by showing them what they most want. A couple seeking security and community will find that the woman appears to be pregnant; a traveller seeking riches will seem to find gold-dust in the water or unguarded stockpiles if only they could work out the way in...

Of course, it's all false—a mirage that allows Welcome to sink its hooks into travellers. Some never discover their mistake, and those who do will generally only do so after they've already settled in. Once you've put down roots in Welcome, it never seems to make sense to leave.

Almost the entire population of Welcome still lives under the maelstrom's spell. Those that don't are here because they want to be, which normally means they have found a way to take advantage of the majority.

CUSTOM MOVES

- **When you enter Welcome**, the MC asks you three things that you seek, value, aspire to, or are drawn to. Answer, then roll+weird.

On a 10+, you sense something alien here but don't know what—whether that draws you in or puts you off is up to you.

On a 7–9, the MC will tell you how you sense one of these things here.

On a miss, the MC will tell you how you sense more than one of these things here.

- **When you try to understand Welcome's allure** (e.g. by opening your brain or using augury), a successful answer imprints the word 'LONELY' on your mind.

THE CHARACTERS

Twice is Welcome's hardholder, and got his name by being the only person known to have left Welcome long-term and returned (i.e. he has lived in Welcome twice). Rumour has it that he isn't human.

Monk is dead—someone murdered him recently. He was secretly involved in some kind of illicit business with his cousin, Bishop.

Bishop, Monks' cousin, has been working with Monk and vying for control over the 'business'. He has suspicions—but no evidence, yet—about who killed Monk, and why.

Introduce more NPCs during play, as you normally would.

Distribute playbooks however you normally would, except that the Hardholder isn't an option. You might also want to steer clear of the Driver, since wandering tends to be their raison d'être.

QUESTIONS TO ASK THE PLAYERS BEFORE YOU BEGIN

One of you is just arriving in Welcome—who is it?

Have them make the custom move for entering Welcome. If you want, you can have everyone else make the custom move as well, to determine how they reacted when they first arrived.

One of you was owed something by Monk—who is it?

Ask what they were owed and why.

One of you has heard the rumours about Twice not being human—who is it?

Ask what exactly they heard, and from whom.

One of you works for Twice—who is it?

Ask what they do for him, and what he gives them in return.

Feel free to come up with some other ideas and questions of your own.

THE SITUATION

Kick off the game with Monk's funeral procession winding its way through the streets of Welcome as the new arrival enters the town. Bishop is emotional and makes some accusations.

After the funeral, unless other pressing matters arise, Monk's family (including Bishop) will be found in Monk's house, mourning and praying. They (especially Bishop) will not easily give up what Monk owed.

Nobody seems to know who murdered Monk. Play to find out who it was, and why they did it. Consider some possible murderers and motives, and introduce some clues, but be prepared to adjust your ideas and work with the players.

Theories about Twice abound, and they contradict each other. Maybe he really is an android or a bodysnatcher—who am I to tell you?

Theories about Welcome are rare—most people haven't even noticed its strange hold over them.

Take what the players give you and build on it. Follow up on the events, questions and characters that they show the most interest in.

If things get slow, introduce some nomads who have been drawn in by Welcome and start making trouble.



A Town Called Welcome by Luke Hawksbee

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