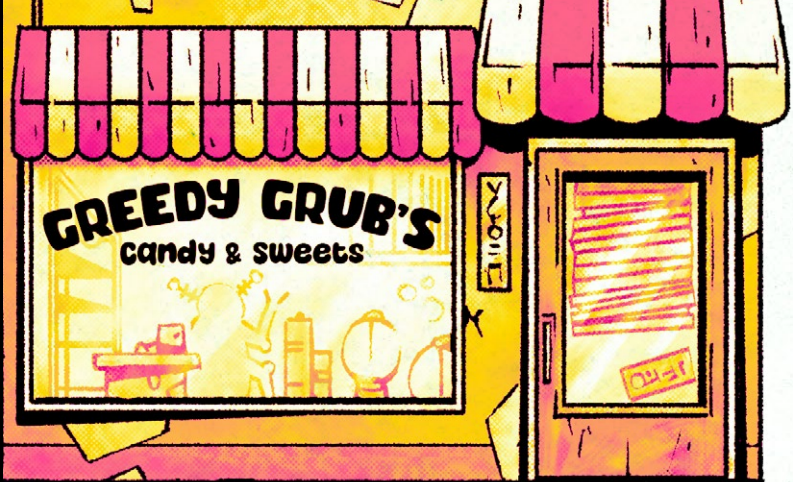


# A sugar-rushed, bug-packed location for **GUSTERS CRITTERS**

Use this location to facilitate a mini-episode, a side quest in between grittier scenes, or an inspiration for a longer story. Just get the Critters here and let Greedy Grubs do the rest. Speaking of...



## Hooks to get the Critters here

1. Gumballs crash through the glass front door, nearly taking off the head of one of the Critters. They can hear shouting and commotion inside, cheering on the near-decapitation.
2. **Welksman**—a posh frog who has recently been injured and is using a lollipop as a crutch—approaches the Pack. The Brutal Beetle Brawlers (a rough-and-tumble group of crawlies operating out of Greedy Grub's) roughed him up and took his prized yo-yo. He offers access to a secret stash of batteries he keeps nearby in exchange for safe return of his yo-yo.
3. Food supplies in the Burrow are low, and reports have come in that the sweet shop still holds quite a stock somewhere in the back office. Even if the haul consists mostly of candies and gummies, it'll prove invaluable to your hungry friends.
4. While scouting the town, Burrow-darling **Sharona Bardona** was taken hostage. The beloved chicken's Pack watched as a pinstriped crawly Critter carried her inside Greedy Grub's.
5. A rowdy bug Burrow (and one rabbit) has moved into Greedy Grub's. While your Burrow used to scavenge in the local candy store whenever healthier food stocks ran low, the new neighbors are depleting the stock of candies at a wild pace. Hopped up on sugar, they are a force to be reckoned with—and they're not keen to slow down their sucrose-bender.
6. A **sugar-high rabbit** teases the group from a far, hurling jelly beans from 100 feet away. She refuses to leave the party alone, luring them closer and closer and finally waving them into the sweet shop.

## Welcome to Grub's!

Grub's is a quaint, bug-themed candy shop, full of butterfly lollipops, maggot jelly beans, and dung beetle gumballs galore. Even twenty years after serving its final (human) customers, the sticky scent of stepped-in chocolate fills the brightly colored rooms. Candy dispensers line the front windows, all near-empty now. In fact, much of the shop has been picked over. Where's all the candy gone? Well...

## The Counter

The front of the store's lobby is dominated by a large checkout counter. Wearing a sprinkle-covered gum drop as a hat, a beetle standing on the counter—**Jem**—smiles an absurd, almost scary grin down at the Pack as they enter. Sounds of violence and clattering objects on shelves emanate from the background. Jem isn't bothered by these.



Overly pleasant and exuding a threatening aura, Jem hasn't slept in weeks. She ducks as a jellybean whistles by her head from behind. Whatever it is the Pack has come in for, Jem is quick to accommodate... if offering candy can be considered accommodating. This is her function as the counter beetle: to provide candy to all those who enter and ideally keep them from leaving by repeatedly offering more candy.

## The lobby

Cluttered with toppled shelves and candy wrappers, the lobby is a place of crawly chaos. Bugs scuttle about with reckless abandon, literally bouncing off of the walls. Hopped up on copious amounts of sugar, the invertebrates haven't slept a wink in quite some time. But who cares? There's so much mischief to get up to!

## Wanna play a game?

Under the lollipop display, a dodgeball competition is underway. The bugs here, who are using jawbreakers as dodgeballs, have grown bored of dueling each other and want another team to play.

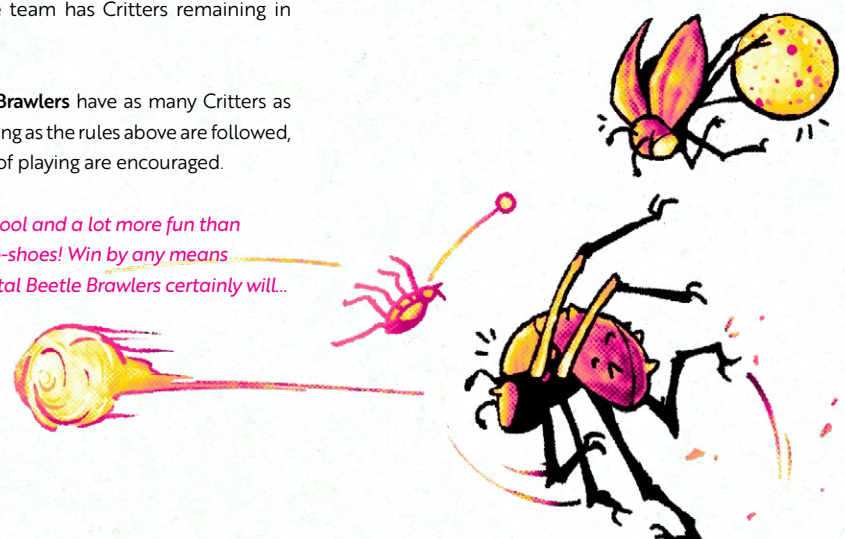
The white rabbit who lives with the bugs shouts into a toy megaphone, "Step on up! Who here is tough enough to take on the Brutal Beetle Ballers? What? A prize—uh sure! Yeah, there's a prize! This super rad yo-yo! Ooooooh, aaaaaah! Look at it and salivate, whydon'tcha?"

## The rules of dodgeball are simple

- Roll **Scrap/throw** to launch a jawbreaker-ball at a target. The target rolls **Scurry/dodge** to get out of the way. The higher result is successful, and attackers win any ties.
- When a Critter is hit with a jawbreaker-ball, they are out of the round.
- When a player rolls a maximum result on a **Scurry/dodge** check, their Critter catches the incoming ball, and the thrower is out! The most recently ousted player on the catcher's team returns to play in the round.
- When only one team has Critters remaining in play, they win!

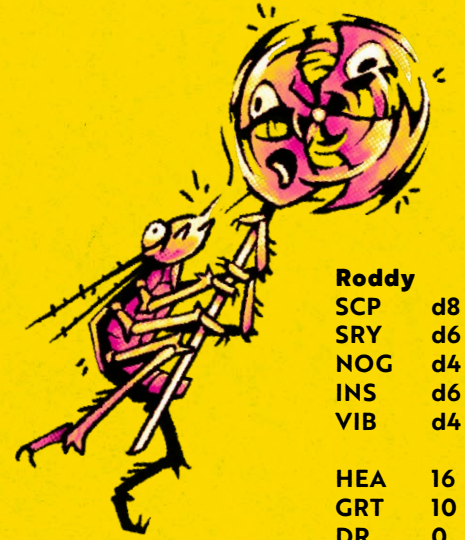
The **Brutal Beetle Brawlers** have as many Critters as the Pack does. So long as the rules above are followed, all creative means of playing are encouraged.

*Cheating is super cool and a lot more fun than being a goody-two-shoes! Win by any means necessary! The Brutal Beetle Brawlers certainly will...*



## Pinwheel Bliff

Held in the hands of a large roach, a **pinwheel Bliff** cries out for help: "Stop spin! Stop spin!" Critters can make a difficult (7+) **Noggin/Stuff** check (since Bliffs are Blistered Stuff) to figure out what's going on. If they succeed, they're acutely aware that while pinwheels are indeed made to spin, they eventually stop before spinning again. This poor Bliff has been spinning for days on end and is still going! **Roddy**, the roach behind its misery, is blowing with all his might, fixated on never letting it stop spinning. Roddy's eyes bulge and his chest crinkles hard with each breath aimed at the Bliff.



<b>Roddy</b>	
SCP	d8
SRY	d6
NOG	d4
INS	d6
VIB	d4
HEA	16
GRT	10
DR	0

## Mother Moth

Behind the lobby is the office. Just outside of the office is a large, decrepit beetle-mascot suit hanging on a mannequin. A group of d3+1 **Mocking Moths** rest atop the mascot and throw sugar candies called Merds down at the Pack, hurling sour insults.

### Mocking Moths

SCP d6  
SRY d8  
NOG d4  
INS d6  
VIB d6

If attacked, the moths flutter down, Merds Rope-weapons in hand. The moths encourage the Pack to keep it moving, since they “really don’t wanna mess with us!” In combat, these sugar-deranged moths will fight to the end. They each have Scrap d8 and d6s for all other scores.

As the final moth is about to be vanquished, they whistle out—and **Mother Moth** bursts out from within the beetle mascot! This massive Beast of a moth descends on the Pack with frighteningly speed and fury.

HEA 14  
GRT 6  
DR 0

After a terrifying entrance, Mother Moth must land to orient herself. An overabundance of eyes that have bubbled up on her head leave her extremely sensitive to light and prone to being easily distracted by it. The dark of the mascot suit has kept her sane thus far, but the sudden burst of daylight causes her a moment of distress... A Critter who wants to learn more about the moths as a free action can make a standard (6+) **Instinct/perceive** check to notice that Mother Moth is super-sensitive to light.

### Mother Moth

SCP d12  
SRY d10  
NOG d4  
INS d8  
VIB d6

HEA 35  
GRT 10  
DR 1

**Rows of teeth (passive):** When Mother Moth uses her maw to bite a target, the attack inflicts +2 damage and, if the damage result is odd, adds *bleed* 2 for d4 rounds.

**Flail nose (free):** A slick tendril has formed on Mother Moth’s head. It ends in a spiked flail that inflicts an additional d8 damage on one target in close range, once per round. This can be the target of Mother Moth’s bite or someone else.

*Mother Moth is a formidable foe, but one who can be creatively dealt with by reorienting candy-framed mirrors, directing flashlights, setting fires, and so on. Shine some light on the bug-eyed Beast!*



## The office

Ask the players to name the hobby that the shop’s human manager once enjoyed. (Tennis, origami, cooking, knitting... Anything works!) The desk in the office is cluttered with Stuff related to this hobby that the Critters can investigate and take with them (if they have the SP).

Sitting in a candy-cane throne atop the desk, however, is the Greedy Grub’s current manager, **Grub!** Grub has a goofy mobster accent and sports a pinstriped suit crafted from candy wrappers.

Grub cares not about the violence outside or whom the Pack has roughed up on their way to the office. The fact that they made it past Mother Moth means they’re worthy of his time.

Grub’s primary goal is to maintain the high level of chaotic energy outside his door. His first, obviously fake reason for this is that the sugar-addicted Critters out there have worked him into a corner where he must provide the candy for them, or they’ll rip him apart. A difficult (7+) **Vibe** check reveals a simpler, softer truth: Grub has a *secret passion* that requires the peace and calm of the office. Ask the players to describe what this secret passion is.

Whatever Grub’s passion turns out to be, a lone chicken—your lost Burrow-mate, **Sharona**—delights in sharing it with him. If the Critters get Grub to open up, then she crawls out from a trash can in the corner mid-conversation.

Grub  
SCP d6  
SRY d8  
NOG d6  
INS d6  
VIB d8  
  
HEA 15  
GRT 8  
DR 0



## What can Grub do for ya?

Either in exchange for helping, as an incentive to work for him, or as a plea to stop beating him up, Grub offers one or more of the following services:

- A weekly ration of candy for the Pack.
- Get the help of either the Mocking Moths or the Brutal Beetle Brawlers for one episode.
- Facilitate a major Critter competition at Greedy Grub’s. Grub will help rig the outcome for an extra cost.
- Make it look like something shady has gone down to cover the Critters’ tracks—à la Sharona’s having been “kidnapped,” when she actually came here of her own free will to live with Grub.

Stuff	SP	BONK	DR	Notes
1 Lollipop	2	d2	-	Lick-lick-lick to recover 1 GRT. Can be licked 3 times before it’s gone.
2 Merds Rope	3	d4	-	Instead of being used to attack, this can be used like a sticky hand, grabbing SP 1 objects from near range and pulling them to you.
3 Rock candy club	2	d8-d2	-	Each time the rock candy club is used, its BONK decreases a die type, to a minimum of d2.
4 Imitation chocolate	1	-	-	Eat to recover 1 GRT. The eater can also perfectly mimic any one score of a Critter within near range for one scene.
5 Floating Flips	2	-	-	Eat to recover 2 GRT. The eater can also float in the air for d4 rounds.
6 Golden Ticket	3	-	1	Used to dazzle and distract! Wave the ticket in front of a target’s face: they must pass an epic (8+) <b>Vibe/chill out</b> check or be stunned in awe for 2 rounds.

**Blister Critters**

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