



ONE-SHOT GUIDANCE AND  
TOWN SAMPLER

*Brie Sheldon*

Contents

Instructions for One-Shot Play.....3

Cauldron Springs .....4

Salmon Cove .....5

Litchfield Landing.....6

Patton’s Glen .....7

Rattlesnake Rock.....8

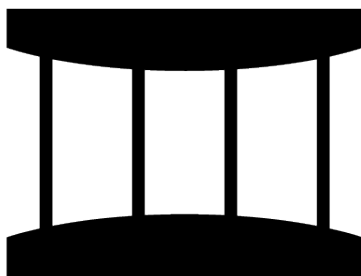
Layout by John W. Sheldon and Brie Sheldon

Logo by John W. Sheldon Copyright ©2018

Turn by Brie Sheldon Copyright ©2018

Find Turn at [briecs.com/p/turn.html](http://briecs.com/p/turn.html)

Find Brie at [briecs.com](http://briecs.com)



**DAEDALUM**  
ANALOG PRODUCTIONS

# ONE-SHOT GUIDANCE AND TOWN SAMPLER

This pamphlet is intended for use with Turn, the roleplaying game about shapeshifters in small towns by Brie Sheldon. Included are instructions on how to adjust Turn for one-shot play at convention and a collection of town maps that have been almost fully completed – the rest is up to you.

## INSTRUCTIONS FOR ONE-SHOT PLAY

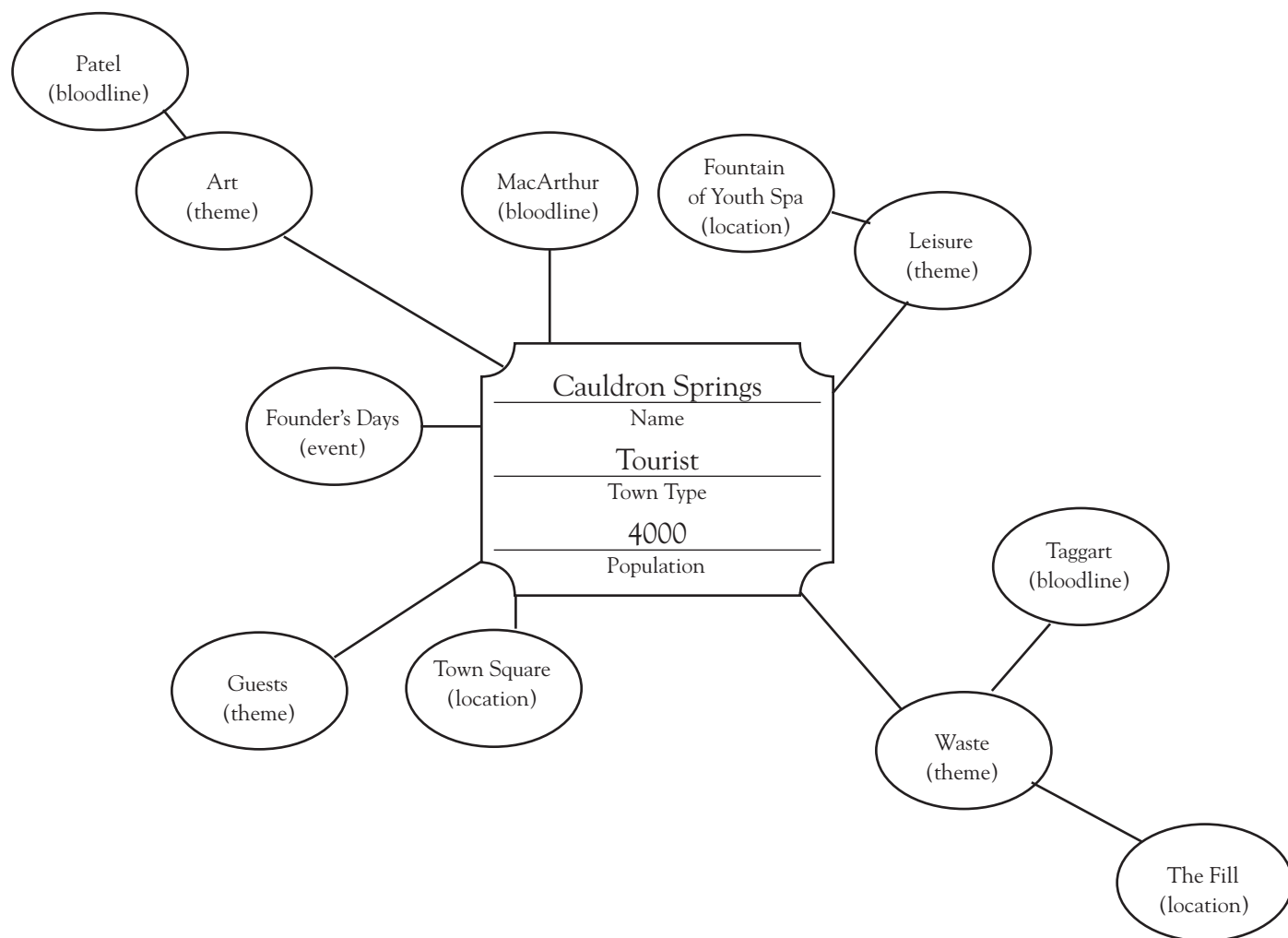
To set up a game for one-shot play, choose one of the town maps from this collection and use it and the Discovering Turn questions that are included to kick off play. Along with that:

- Fill in any missing town elements by letting each player (including the Town Manager) add a new element until you have all required elements. Add 1 theme, 1 bloodline, 1 location, and 1 event. Themes must connect directly to the town, but other elements can connect to any one element, including the town. If you want to play with a larger group than indicated, just add elements until you match the core rules.
- Answer the remaining Discovering Turn questions as indicated in the core rules, but ensure the players are aware of the responses included with the Town.
- Have each player mark two stress in each of their forms (beast and human).
- Have each player mark one positive stress (+) and one negative stress (-) in each of their exposure tracks, including all NPCs, the Town, and any animal group.
- Set the opening scene at a contentious event - an election, a wedding, a reunion, anything that would cause stress. That all players would be involved in it and have to attend for some important reason, social or otherwise.

Otherwise, play the game as intended. And explore! Each town has many secrets to uncover as the snow melts into showers of spring, spring flowers send golden pollen to sparkle in blue skies of summer, the sun burns the leaves into red and gold of fall, and the leaves gather holes and turn into the snowflakes of winter. The seasons turn. As do you!

Special thanks: Kimbereley Lam, Kit La Touche

Add 1 of each:  
Theme  
Bloodline  
Location  
Event



For 3 players + 1 Town Manager

## CAULDRON SPRINGS

Cauldron Springs is a small town in Colorado, where there are changing seasons and a hint of need in the eyes of the townsfolk. They rely heavily on the tourist season, at risk should any year not bring skiiers, hunters, and winter-loving guests to their doors.

The annual Founder's Days event is very important to the town, but it's not close to guests or art. That implies that it's maybe a stodgy event, and doesn't bring in many tourists.

It's clear that the Fill is result of Waste, potentially tied to actions by the Taggart

bloodline, who are tied closely to the theme of waste. Maybe the Fill is an eyesore, not near the center of town, but still connected.

Leisure is vital to the town, and the spa is directly connected to it. The close proximity of the MacArthur family implies they likely run the spa. Their distance from Guests might suggest some trouble bringing in guests to their spa. They still may be financially successful.

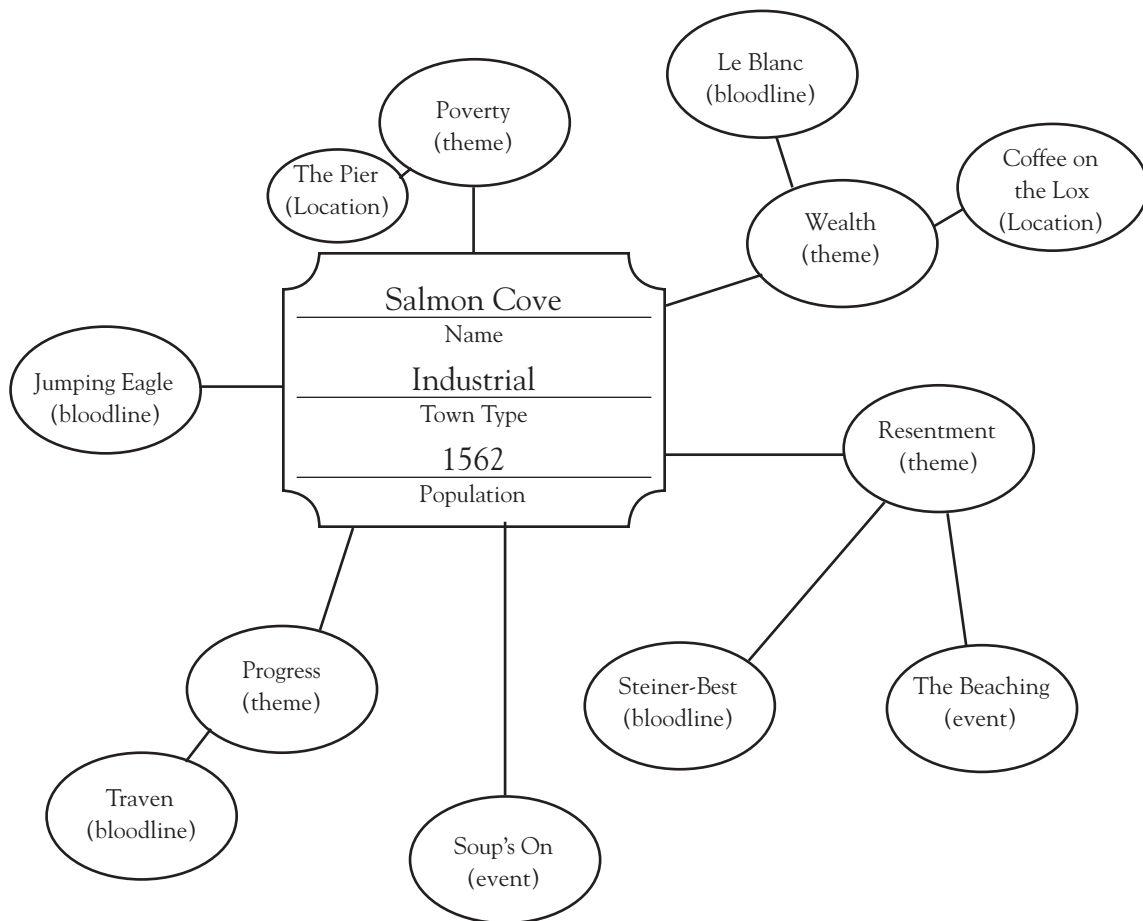
The Patel bloodline is distant from the town, and connected to Art, implying they're artists or sell art. Maybe they're a newer family to the town or just never got deeply connected.

## Discovering Turn

- Can shifters tell each other apart from mundanes? No.
- Is there any formal culture with shifters beyond the heir's family line? No.
- Do shifters have a formal or unspoken agreement to not expose themselves to the town? Yes, everyone just knows.
- Do shifters have any moral code in regards to harming mundanes? No.

Add 1 of each:  
 Theme  
 Bloodline  
 Location  
 Event

Special thanks: Alex McConnaughey, Jeremy Kostiew, Vivian Paul, Karen Twelves



For 4 players + 1 Town Manager

## SALMON COVE

Salmon Cove is an island town in the Pacific Northwest, characterized by a common fog front that moves into the town regularly, called "Soup's On" by the locals. The theme of Poverty is close to the town, and connected to The Pier, which is even closer to the town. Maybe The Pier is evidence of the poverty in the town, or even a cause.

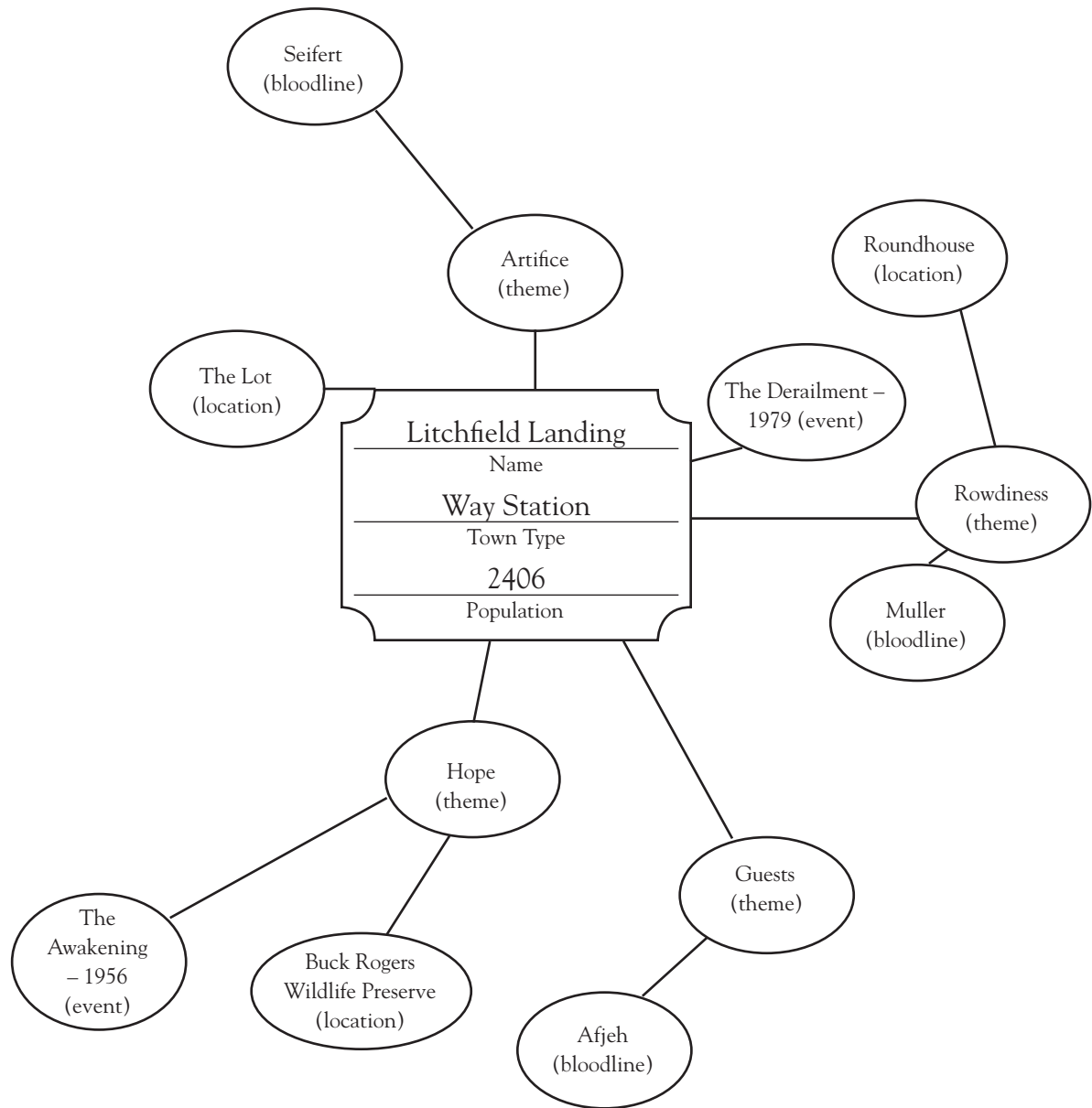
The Wealth theme connects to Coffee on the Lox and the LeBlancs, meaning that those are probably successful and financially stable in a town threatened by poverty.

Resentment is connected to a bloodline, Steiner-Best, and The Beaching. The Beaching likely represents the event of a whale coming onto the beach. Resentment tied to this could represent some sort of history with The Beaching – maybe it was a predictor of something bad that happened, or related to some negative event. The Steiner-Bests are either resentful, or resented.

Progress is not far from the town, and connects to the Traven bloodline. Maybe they are bringing some sort of new work or source of new resources to the town.

## Discovering Turn

- Can shifters tell each other apart from mundanes? Yes, through pheromones.
- Is there any formal culture with shifters beyond the heir's family line? Yes.
- Do shifters have a formal or unspoken agreement to not expose themselves to the town? Unspoken.
- Do shifters have any moral code in regards to harming mundanes? Similar to that of mundane humans towards each other.



For 4 players + 1 Town Manager

## LITCHFIELD LANDING

Litchfield Landing is a way station town in the Midwest, near the meeting of a railway and the Missouri River. Way stations are towns where guests are often a common theme, because people travel in and out of them and through them more than they ever stay there.

The population represents the residents who do, for whatever reason, stay put, like the Afjehs. An Iranian name, connected to Guests, implies that they either were guests when they came or now work to support guests in the town. Maybe a hotel or even a mechanic!

Rowdiness indicates some excitement in the town, connected to the Mullers – perhaps troublemakers, perhaps troubled – and the Roundhouse, where trains historically or currently change tracks. The Derailment, 1987, was very important. Dates can create a timeline.

Artifice is superficiality – commercialism or capitalism at the fore. The Seifert bloodline might contribute to it. The Lot is close to this, but connected to the town. Maybe it is less cold!

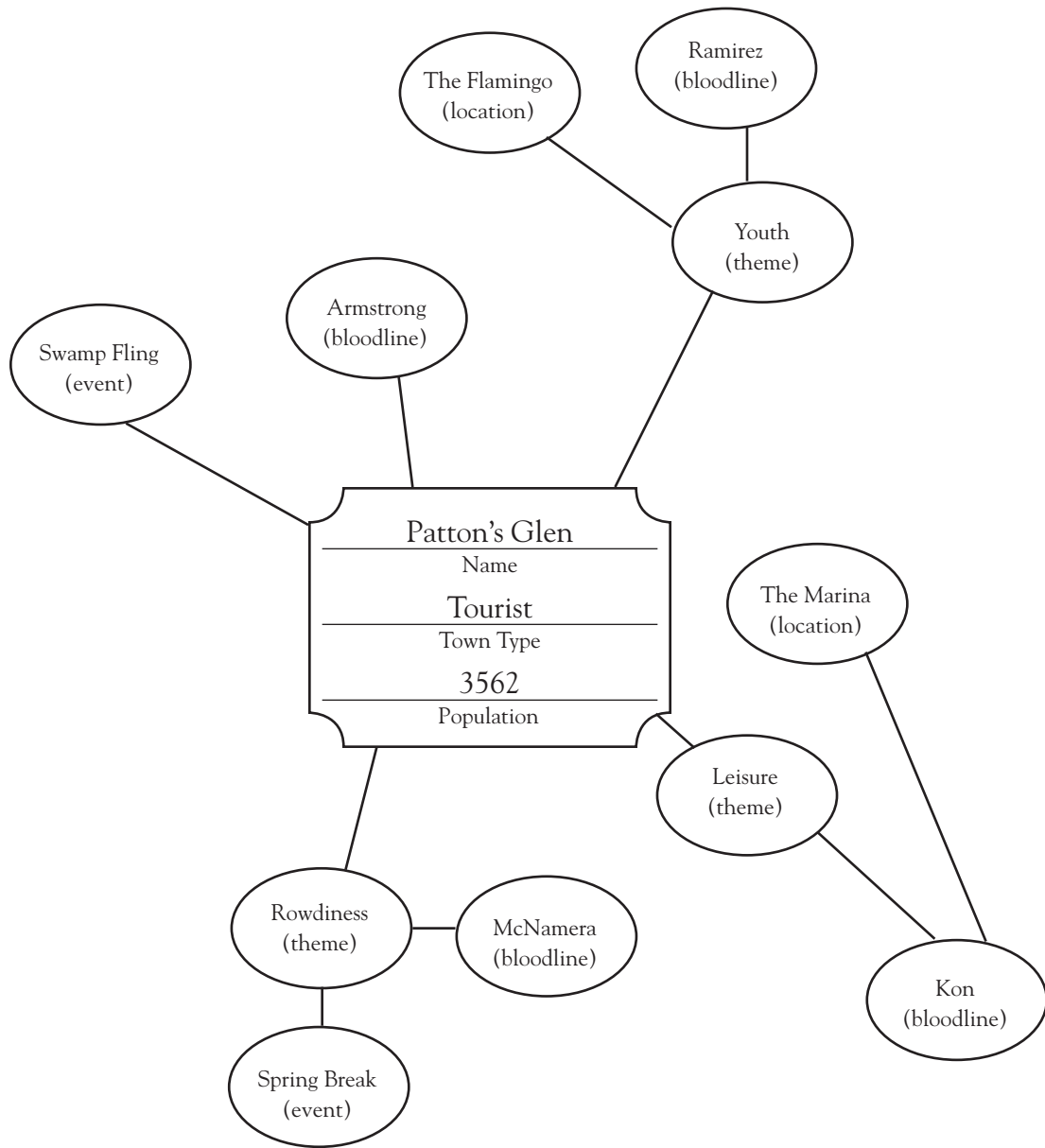
Hope as a theme is meaningful, and connects to The Awakening (1956) and the Wildlife Preserve. These could relate to shifters!

## Discovering Turn

- Can shifters tell each other apart from mundanes? Yes.
- Is there any formal culture with shifters beyond the heir's family line? Yes, begun with The Awakening.
- Do shifters have a formal or unspoken agreement to not expose themselves to the town? A formal agreement.
- Do shifters have any moral code in regards to harming mundanes? Yes, they don't harm humans if they can at all avoid it.

Add 1 of each:  
 Theme  
 Bloodline  
 Location  
 Event

Special thanks:



For 3 players + 1 Town Manager

## PATTON'S GLEN

Patton's Glen is located in the swampy Everglades in the Panhandle of Florida. As a Tourist town, it's reliant on events like Spring Break, and potentially the named Swamp Fling – sounds like monsters might be involved! The Armstrong bloodline is connected directly to the town and could be the founders, or just someone who helps the town succeed.

Youth is distant from the town but connected to the Ramirez bloodline and The Flamingo. Maybe the Ramirez family work for The Flamingo, which is likely a bar or club.

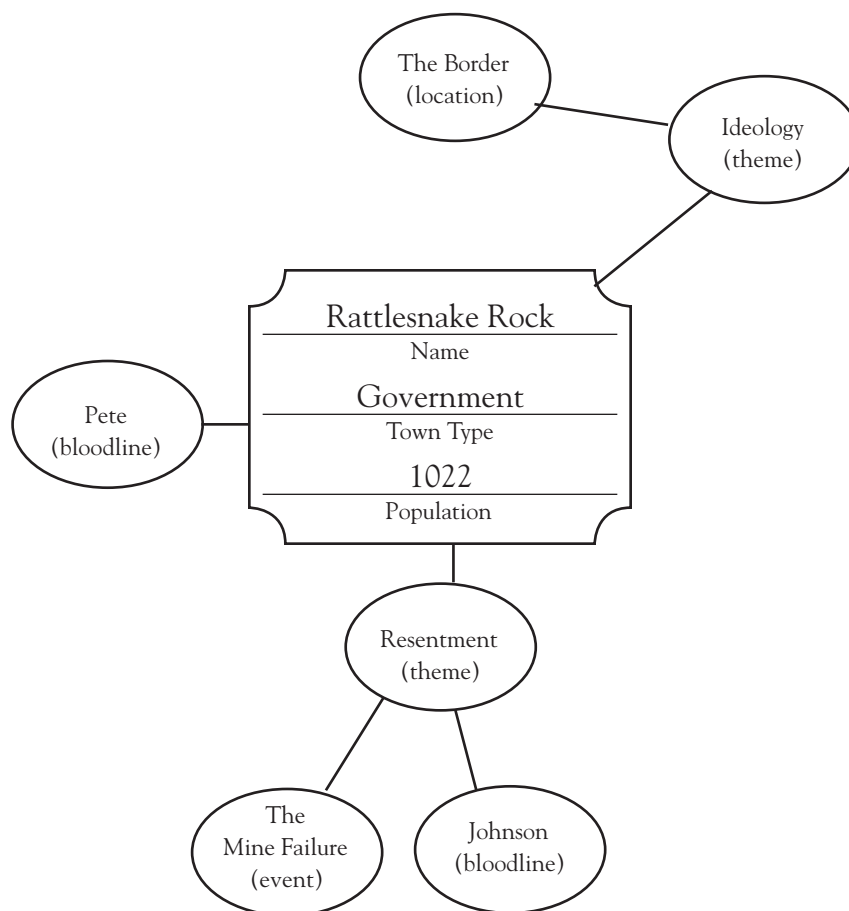
The Marina is close to the town but not connected to it, and instead connected to a bloodline, which means the Kon family likely owns and operates it. They are connected to Leisure, which is close and important to the town, potentially an income or relevance source.

Spring Break is connected to Rowdiness, which makes good sense! That connection to the McNamera bloodline implies they're in the mix with the rowdiness that goes down in Patton's Glen. Whether they're the cause or victims of it – or maybe both! – is what has yet to be revealed.

## Discovering Turn

- Can shifters tell each other apart from mundanes? Yes.
- Is there any formal culture with shifters beyond the heir's family line? Shifters respect each others' territories as tradition.
- Do shifters have a formal or unspoken agreement to not expose themselves to the town? Shifters are formally instructed to keep their identities secret.
- Do shifters have any moral code in regards to harming mundanes? Killing mundanes is forbidden.

Add 1 of each:  
 Theme  
 Bloodline  
 Location  
 Event



For 2 players + 1 Town Manager

## RATTLESNAKE ROCK

Rattlesnake Rock is located in the desert, off the beaten path. It's a government town because it's a border town, on dispute pretty permanently between California and Nevada. It's a simple town, with simple troubles.

Ideology is near the town, connected directly to The Border. This implies that for some reason, the contentiousness of the Border might be tied to people's beliefs and ideals. That is often the worst kind of contentiousness.

Far and away on the bottom of the map, Resentment connects to the Johnson bloodline,

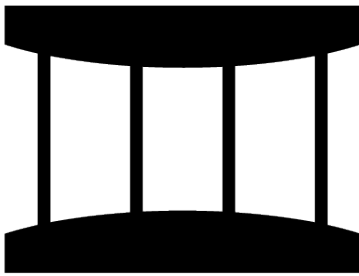
which might imply that the family had something to do with the Mine Failure event that's noted here. The mine could have failed to produce, or it could have failed structurally, which implies any number of real or imagined bad acts the Johnsons could have done.

The Pete bloodline is situated at a distance from all of the current elements, but very close to the town. Maybe they were original residents before the town became an official place, or their work is what keeps the town from failing altogether. Maybe they were the original shifters. Anything is possible!

## Discovering Turn

- Can shifters tell each other apart from mundanes? Yes, with an aura.
- Is there any formal culture with shifters beyond the heir's family line? No, it's disorganized.
- Do shifters have a formal or unspoken agreement to not expose themselves to the town? An unspoken one, promising secrecy.
- Do shifters have any moral code in regards to harming mundanes? Yes, they avoid all violence against mundane humans except in self-defense.





DAEDALUM  
ANALOG PRODUCTIONS