



Chapter 1: The Call to Adventure

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Acknowledgements

I want to thank the Super Dungeon community for helping to keep the game alive, and providing feedback & support for this project.

Special thanks also to the likes of Richard Garriott, Ken & Roberta Williams, Tim Schafer and Gary Gygax for creating the games that inspired this adventure, and also to my wife Jenna for never being afraid to tell me which of my ideas are terrible.

This is a fan-made work shared non-commercially. Original trademarks belong to Super Dungeon Explore, Ninja Division, Soda Pop miniatures. AI image generation was used in creating art assets for use in this adventure, which we're happy to replace with 'real' artworks by real people, should anyone wish to volunteer their time to collaborate. We are not monetizing this project in any way, so while we recognise AI image generation is problematic, it was necessary to release this work for free. All written words are produced by Pdoink and Aella13.



Introduction

Corruption is a Super Dungeon Role Play adventure written by fans Phil 'Pdoink' and Jenna "Aella13" O'Connor. As a Super Dungeon game expansion, it assumes a prior collection of Super Dungeon products and knowledge of game mechanics. Model/map substitutions should be made when needed and rules should be sourced from the wiki at: https://superdungeonexplore.fandom.com/wiki/Super_Dungeon_Wiki or from the discord community linked at <http://htkb.online/SDWiki/SDE/Index.xhtml>. As a Role Play game, it assumes some familiarity with roleplay mechanics such as narrative gameplay and skill checks. Corruption is favoured more towards Role Play than competitive combat.

This game is intended for a group of four; three players will each control a Hero as they progress through the story, and one player will be the Game Master who is in charge of the monsters and the overall flow of the story. If the number of players is altered, the GM will need to make adjustments for difficulty, such as increasing/decreasing the number of monsters or their stats.

How to Play

The Role of the GM

The Corruption story consists of six chapters, starting with "The Call to Adventure" set in the Fae Woods. In each chapter, the Heroes can fight enemies, talk to NPCs, complete quests and level up. After creating your Hero, you will play through multiple encounters. Note that despite the consecutive labels (1A, 1B, etc), they are not necessarily played in order. Some of these encounters are optional, and there may be multiple paths to reach certain points.

Each encounter contains suggested solutions to problems, however, ultimately the GM will need to make judgement calls as players can come up with all sorts of ideas outside of the original scope. It should be up to the GM's discretion to respond to these ideas. So long as it does not derail the story, inventive solutions can result in entertaining outcomes.

Encounters may be story-based, where the Heroes can talk to non player characters (NPCs) to begin quests or learn about the world. They might also be combat-based, or a mix of the two. Combat scenarios will outline the maps, map assets, monsters and monster behaviors for the encounter. Story scenarios contain colour-coded text:

- BLACK text - instructions to the GM (NOT to be read aloud).
- *PURPLE italics - a description of a scene (GM to read aloud).*
- GREEN text - NPC dialog (GM to read aloud, in-character if possible).


NPC Dialogue

Story NPCs offer an opportunity for the GM to communicate in-character as per the NPC's dialog tree. Beginner GMs may find it easier to disclose the options for dialog to players, simulating a scripted video game. Some NPCs are background characters without dialog trees. If a player asks questions of a background NPC, they will only repeat basic phrases (such as greetings). The GM may use a background NPC to point the Heroes to a more appropriate Story NPC or encounter.

Skill Checks


Some actions will require a skill check. This involves rolling dice for a corresponding stat and comparing it to a target number. This is the minimum number of stars needed to succeed. Skill check suggestions are provided, however, creative players may require a GM to adapt on the fly. Try to gauge the difficulty of the check by comparing it to others in the chapter and don't be afraid to refuse the roll if the action is implausible, or could derail the story. Generally, use STR checks for anything involving muscles, WILL for anything involving the mind, magic and convincing NPCs, and DEX for checks involving nimbleness and reflexes. Attempting to dodge attacks using dexterity is not typically allowed, as this is covered by the defense roll.

Skill checks attempted during combat may require spending an action point. This represents the amount of time required to attempt the task. For example, "I'm going to try climbing over the wall" takes longer than "I call out to try and convince them not to attack." The GM should decide whether the attempted task will take longer than a short moment. If so, the Hero should spend an action point when making the skill roll.

When making a knowledge check, the player should justify to the GM how their character would have that knowledge. For example, a paladin-type character would probably know about heraldry but not forest monsters. Heroes without background knowledge can still make the roll, but a Hero with background knowledge gains  to their skill roll.

Potions, Hearts and Princess Coins

At the start of the game, all Heroes start with one potion token on their card and six Princess Coins in the party backpack. Potions and hearts can be rolled up as usual during combat encounters, but Princess Coins are a scarce resource. Heroes will not gain Princess Coins at the start of other chapters, but there will be some opportunities to acquire them throughout the campaign. At the GM's discretion, if the party is severely struggling with combat encounters, add a Princess Coin to their next encounter's loot. The defense bonus granted by spending a Princess Coin lasts for one chapter, not the entire campaign.


A new type of potion has been added, the limited potion: . Limited potions are yellow coloured and appear as rewards for some encounters. Limited potions function in the exact same manner as blue (support) potions, however, they are all one use only and do not require spending a potion token to use. Simply remove that limited potion from your inventory to use it.

Resting and Recovery

Heroes can gain hearts and potions from rolling when performing offensive actions, as normal. In addition, all Heroes begin the game with the potion action; "Field Rations". Note that Field rations does not count towards the minimum potion requirement for creating custom Heroes.



Field Rations: Heal 1, Remedy

After a combat encounter, there will usually be enough time for a short rest. This can be done while the party explores the room and loots the monsters. During a short rest, each player may roll  and Heal 1 for each star rolled. Rolling a potion restores a potion token (up to the Hero's maximum). This roll can only be performed once per Hero, directly after a combat encounter. Potions may be used outside of combat, however, they will still cost a potion token.

Heroes may fully heal (remove all wound tokens and status effect tokens) if they sleep in a bed overnight. Some NPCs in the story may offer a room for the Heroes to rest in (such as taverns or if the Heroes can persuade a friendly NPC) and the Heroes can also buy a tent from the starting town which also counts as a bed for the whole party.

Turn Order

The Heroes will not always go first. Instead, all Heroes and monsters will roll for initiative at the start of a combat encounter. All monsters with the same name roll once and activate together. To make an initiative roll, Heroes and monsters roll their DEX . Reduce the result by 1 if this model is surprised (Heroes and monsters may sneak up on one another). Take note of the initiative results and then activate the Heroes and monsters in order from highest initiative to lowest.

Using the Map

Combat encounters use a combination of Super Dungeon maps and map assets provided at the end of this document. Some parts of the maps will not be used. It's recommended that those parts of the map are obscured (such as with paper or black cardboard). The map assets are designed to be printed, cut out and placed on top of the maps.

Custom Monsters

Many monsters will use Explore mode cards, however, some monsters are custom made for this campaign. Custom monsters have no icon in the bottom right corner of their card, to help differentiate them.

Loot

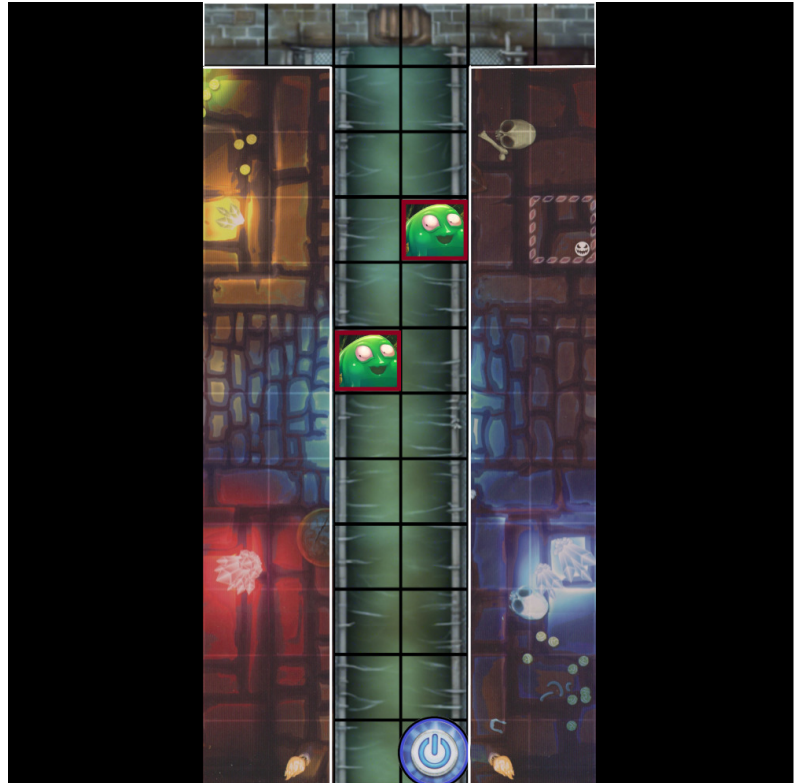
Unlike regular Super Dungeon, loot is not gained in the middle of combat.

Each encounter specifies loot that can be obtained. Cards for equipable loot are provided at the back of the chapter. Additionally, crystal currency (◇) can be acquired and spent at merchants. The merchants in Chapter 1 do not have a wide selection. In each chapter a merchant will sell additional copies of loot from that chapter. This enables an unbalanced party consisting of, for example, three STR Heroes to get enough equipment each. Record the number of crystals held by the party at the end of this chapter, as future chapters will contain different goods for sale.

The party can swap equipment at will during a short rest and sleeping overnight. Loot that has been removed from a Hero returns to the backpack and can be reequipped, sold, or equipped by a different Hero. Unlike regular Super Dungeon, Heroes cannot exchange loot cards for treasure cards. Treasures are a much scarcer reward during this campaign. Instead players are encouraged to sell equipment which they no longer need. Any equipment card can be sold to any vendor to gain 5◇. In later chapters, Heroes will be able to buy useful items, such as extra Princess Coins.

A Balanced Party

This campaign has been designed around a party using a mixture of different stats. It would be ideal if the party consisted of one Hero that favors STR, one that favors WILL and one that favors DEX. An unbalanced party consisting of two or three Heroes that favor the same stat can still complete the campaign, however, they will need to spend more crystals to buy copies of loot (which means they will have less Princess Coins) and they may not be able to complete some skill challenges.



Sample Encounter Map

Fleeing

The party may choose to flee from combat. They will need to move their Hero back to the starting point. Some tiles have multiple starting points as they can be joined from multiple directions. In this case, the party can flee to a different starting point than the one they used to enter the map. Be warned though, this may lead directly to another combat encounter. If it does, the monsters may follow the party through to the next map. The GM should use their discretion regarding this specific scenario. If the Heroes move to a non-combat encounter or a previously cleared map, they have successfully escaped and may immediately take a short rest. If the party returns to a combat encounter that they previously escaped from, all monsters gain +1 to their initiative rolls and cannot be surprised. Note that in some encounters, fleeing will be impossible.

Unusual Situations

There will be times where something unexpected happens, and the GM will need to make a judgement ruling. Sometimes strange things should be ignored for the sake of the game, for example, a mounted character might travel into a narrow cave. Normally a mount might get spooked by such a thing, but it's just a game so we turn a blind eye to logic for a moment. At the end of the day, the aim is to create a fun experience. Try to go with the flow and if something truly strange happens, just blame it on the bugs in the code!



Creating a Hero

You have two options for creating Heroes; first, you can select a Hero from your collection and use their character card with all of the stats and abilities that they come with. This option may result in some Heroes being much stronger or weaker than average, and the GM will have to make adjustments to the difficulty of combat encounters as needed. The second option involves creating a custom character following the steps below. Use the card creator labelled “SD Card Creator” at <http://htkb.online/SDWiki/SDE/Index.xhtml> to make a custom Hero card (alternatively, simply keep track of your character on paper).

Creating a Custom Hero

1. Heroes begin with:

- 6 movement points
- 3 action points
- 1 potion
- 5 hearts

2. Heroes begin with a shield icon for defense rolls on their ARM stat.

You will need to assign dice to the following stats:

- **Strength (STR):** Used for hitting with melee weapons and for skill checks involving lifting, pulling, pushing.
- **Armour (ARM):** Used for defending from combat attacks. ARM is not typically used for skill checks, but at the GM’s discretion could be used for avoiding damage.
- **Willpower (WILL):** Used for hitting with magic attacks and skill checks involving mental concentration, knowledge, persuading/deceiving others.
- **Dexterity (DEX):** Used for hitting with missile attacks and skill checks involving jumping, picking locks or traps.


3. Choose one the following dice pools to apply to each stat:


i) Balanced: 


ii) Specialised: 

iii) Custom: At the GM’s discretion.

4. Choose one basic attack:

i) Melee: 

ii) Magic: 

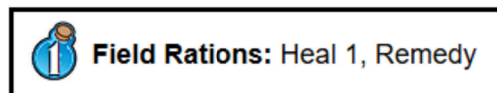
iii) Missile: 

5. **Choose a race:**

- i) Human: Choose one additional basic attack from the options presented above.
- ii) Elf: Add one movement speed.
- iii) Dwarf: Add one heart and lose one movement speed.
- iv) Freyjan: Add the "9 Lives" Ability.
- v) Custom: At the GM's discretion.

6. **Choose three options** from the [Novice Level Up Table](#). At least one of these three must be a potion action.

7. **Choose a name** for your character and add the **Field Rations** potion.



Sample Custom Hero



Crystal colour is not used in this campaign

Step 5: Freyjan race, add "9 Lives" ability

Step 6: Three enhancements (including one potion) from the Novice Level up table; "Potion Master", "Ray of Confusion" and "Phantasmal Wings"

Step 7: Name and "Field Rations"

Step 1: 6 movement points, 3 action points, 1 potion and 5 hearts

Step 2: Shield icon on ARM

Step 3: Balanced stats

Step 4: Basic magic attack

Add a cute picture

GM's Eyes Only - Plot Hooks

In order to flesh out the Hero's personalities and tie them to the story, there are three plot hooks which will resolve in later chapters. Before starting the game, ask each of your players the following questions about their backstories:

1. **Who is an important figure to you that you haven't seen in a while?**
2. **What is something you've lost?**
3. **Who is your greatest foe and why?**

As a GM you will need to choose one unique answer from each player to serve as a future plot hook. Keep these details secret for now (unless you need to nudge the players to adjust their answers). You should choose the most appropriate (and appealing) answer from each player so that everyone gets a turn.

Notes for choosing plot hooks:

1. **Who is an important figure to you that you haven't seen in a while?**
This character will be referred to as the “**mentor**”. They must still be living and ideally they should have a heroic personality.
2. **What is something you've lost?**
This item will be referred to as the “**macguffin**”. It must be something that can be carried. Be cautious if adding a powerful item into the game, the player will want to use it and these plot hooks should not end with disappointment.
3. **Who is your greatest foe and why?**
This enemy will be referred to as the “**nemesis**”. They should be either living or undead (not permanently defeated) and ideally they should have an evil predisposition.

You are now ready to begin.

We hope you enjoy our adventure, and may you never run out of Princess Coins!

Corruption

Chapter 1: The Call to Adventure

Encounter 1A: Starting out in Hubton

- *The console powers up. There is a click, then a whir, and the world of Crystalia springs to life.*
- *Confirming character selection. Chapter 1. It is a bright sunny morning in the town of Hubton, some miles from the royal palace and a stone's throw from the Fae Woods. The jaunty, friendly in-game music promises fun and adventure to the {number of players} heroes who have appeared in the town square. The townsfolk pay them no mind as they go about the preparations for today's festivities. A large banner reading "100 Years!" is strung up over a large temporary wooden stage being erected in front of the item shop. NPCs wearing overalls bustle about climbing ladders to string up cheerful lines of pennants, punctuating the backing track with the banging of 8-bit hammers.*
- *The town of Hubton is a compact knot of buildings. Aside from the temporary stage in the town square there is, of note, a sculpted fountain, an item shop, a weapon shop, a humble church and a tavern all within a short walk of one another. There are two exits to the town. On the outskirts of town to the west lie the Fae Woods. To the east of town, the King's Road leads to the Royal Palace; however the eastern bridge crossing the Brambleroot River is currently out and closed for repairs.*

The players are free to wander and talk to NPCs at this point. They might choose to:

[Talk to background NPCs](#)

[Investigate the Wooden Stage](#)

[Investigate the Fountain](#)

[Visit the Weapon Shop](#)

[Visit the Item Shop](#)

[Visit the Church](#)

[Visit the Bridge](#)

[Visit the Tavern](#)

[Leave town](#)

Talk to Hubton townsfolk background NPCs:

- Good morning! Fine day for a celebration!
- Can you believe it's only been a century since that old dragon bit the dust?
- It's a shame about that bridge, I have business in the capital today!
- Where did I put that nail...?
- Work, work...

Investigate the Wooden Stage

- *The King's Road widens into a bustling space in the centre of town. On one side of the square is a large temporary stage in the process of being assembled by a swarm of NPCs in overalls. It is still some way from being completed. A foreman with a hard hat on and a pencil sticking out from behind his ear seems to be directing the work while doing as little of it as possible.*
- *Talking to the Foreman:*
 - *Stand back please. Don't want anyone bopped on the head with a plank.*
 - **Ask the foreman to provide some lumber:** *Do you have any idea how much the Hubton public had to scrape together to afford all this for today's festival? Sorry bud, find your own tree. (Sarcastically) Here's a hot tip, I hear there's a forest on the outskirts of town. Plenty of wood in there, I'll wager...*
QUEST: ENJOY THE SHOW.

Investigate the Fountain

- *Opposite the temporary stage, the grey stone fountain depicts a scene of a Hero clad in shining armour standing on the breast of a fallen dragon, plunging a spear down into its chest. Water spews from the dragon's mouth, its head thrown back in defeat. Along the front of the fountain a bronze plaque reads, "Good Ser Stabby McDragonstab; Slayer of Brackenscale, Mightiest of Wurms". Below that is a quote from the great man himself, it reads: "LOL - Ser Stabby"*
There are a small handful of crystals (5◇) in the water if the party is undignified enough to go after them.

Visit the Weapon Shop

- *Next door to the church is a brick building with a sign over the door saying "**WEAPONS**" in large, legible writing. The windows are dark and the door shut, with a note pinned to it with a dagger. It reads: "Closed."*
- *A town notice board is fixed to the wall. There is a poster on it reading: "LOST DOG. Answers to Mr Puddles. Reward on delivery to Andy Two-Hammers."*
QUEST: FIND MR PUDDLES.

Visit the Item Shop

- *The large building on the northwest of town has a sign over the door that reads "**ITEMS**". Stepping inside with the chime of a bell, the music switches to a cheesy loop straight out of a 1960s infomercial. As you enter, the NPC behind the counter (a fellow with a round belly and a bushy grey beard) welcomes you and brings up the huge floating interface panel displaying his wares. The menu contains:*
 - *POTION - 5◇*
 - *TENT - 40◇*
 - *JACKHAMMER - 10◇*
 - *MAP - 1◇*
 - *INFINITY +1 SWORD - 9,999◇*
 - *PLANK - OUT OF STOCK*

- *Talking to the shopkeeper:*

- **Asking about the shopkeeper:** Welcome to Roy's Emporium of Wondrous Paraphernalia and Esoteric Provisions. (Pause) We had to make some compromises with the sign.
- **Asking about Potions:** Cures what ails ya! Don't ask me what's innem, my old lady brews 'em up. Make sure you grab a few before heading down any dungeons! (Gain 1 potion token)
- **Asking about the Tent:** Good for when you need to rest a while but don't want the hassle of random encounters! (Will completely heal the party if you rest in the tent overnight)
- **Asking about the Jackhammer:** I sure pity the rock that got on your bad side, friend. (Not suitable for combat. Gain a +1 bonus to STR skill checks involving clearing debris).
- **Asking about the Map:** Fae woods, kiddo. I'd recommend you stay well clear of there but you adventurers are always sticking your nose where it don't belong. Why, just last month there were... well... nasty business... (Gain map image shown below)



- **Asking for more details:** Let's just say I sold a bunch of adventuring supplies to a group just like yours who went off in search of loot and experience points out in the fae woods. You know what I told them when they came back? ... Nothin'! Because they ain't come back!
- **Asking about the Infinity +1 Sword:** Oh that? Bought that from a high-level adventurer who came through town a while back. Said she found an upgrade by pure random chance in the pockets of a dead billman. Sounds sketchy to me but what do I know? Unfortunately, I now can't get rid of the damn thing because the only adventurers we seem to get through anymore are flat broke D-rank drifters with barely 2 crystals to rub together and... uh, no offence... (1 Infinity +1: , +5 STR, one use only.)
- **Asking about the adventurer:** Blonde; pleasant enough, I suppose, if a little haughty. Paladin, probably. Haughty comes with the territory.
- **Asking about the billmen:** Tonnes of them out in the fae woods. Best be careful if you're heading that way. Territorial little critters. Also, what's with those duck bills...? He flaps his hand in front of his mouth and shudders. Creepy.
- **Asking about the Plank:** Sorry pal, fresh out. Sold my last one to the festival committee this morning for use in building the stage.

- **Asking about the festival:** Why that's just a local celebration they do every now and then to mark the slaying of the local terror by a player character a while back. You came by on a good day! There's going to be a show later on, I hear.
 - **Asking about the show:** Not really sure, come back later today!
 - **QUEST: ENJOY THE SHOW.**
 - **Asking about the local terror:** Can't really say friend. I sell potions; I'm no historian. Say, you planning on *buying* anything?
- **Asking for a quest:** You mean like dusting the shelves and sweeping the floors? Because no.

Visit the Church

- *The Church on the north side of town is more of a chapel, really, despite the word "**CHURCH**" spelled out in big, plain letters over the front door. There is a modest, abstract stained glass window on either side of the door and a gaudy star decorating the peak of the roof.*
- *As you enter, the music jarringly cuts to a choral track, wordlessly intoning some Hymn to the Goddess. The room is surprisingly spacious with only a few rows of pews and an elevated pulpit down the end of the room where a nun in blue & white robes stands reading a large illuminated tome. There is a heavy iron mace propped up against the pulpit. (She doesn't look up if the players approach) By the door is a donations box and a rack of devotional candles.*
- *Lockpicking the donations box*
 - [The donations box is locked. An attempt to pick it will require a **[DEX roll of 2 stars]**. On a successful roll the box opens with a loud click. The players will discover the box contains **[5◇]** and the nun will exclaim from the pulpit, "*Wonderful. What are the orphans going to eat now?*"]
 - **ACHIEVEMENT UNLOCKED: TITLE "... Slayer of Orphans"**
- *Making a donation*
 - Regardless of the donation size the nun does not react beyond looking up from her book and smiling.
 - **ACHIEVEMENT UNLOCKED: TITLE "... the Charitable"** (This Achievement will only be granted if your party has NOT already unlocked "...Slayer of Orphans")
- *Talking to the nun*
 - **Asking the nun's name:** You may call me Sister Temperance.
 - **Asking about the festival:** Today marks 100 years since the slaying of the terrible dragon Brackenscale by the travelling hero... (she takes a long-suffering breath) Ser Stabby McDragonstab. (muttering) ... ridiculous name.
 - **Asking about Ser Stabby:** The histories tell that the good knight ventured into the fae woods with a group of other adventurers in search of treasure. They braved many random encounters then came across the dragon in his hoard and a great battle took place. Only one of the heroes survived to slay Brackenscale: the good knight. (muttering) ... and now we're stuck with his name written all over town.
 - **Asking about Stabby's adventuring party:** As with all historical figures of legend there's a great deal of written lore on the deeds and adventures of Ser Stabby's travelling companions. If you're interested, I can dig some of it out of our library for you. Come back later.
 - **QUEST: LEARN MORE ABOUT SER STABBY.**

- **Asking for more details about the festival:** Every year we honour the good knight by recreating his feat; the townsfolk can enjoy the slaying of a paper dragon and free soda. This year's festivities, marking 100 years, promises (rolling her eyes) additional frivolity.
 - **Asking about additional frivolity:** I can't really tell you. That's not my kind of party. I heard something about a show.
 - **Free soda?! Really?!?:** Apparently. I'd check back later in the town square.
- **QUEST: ENJOY THE SHOW.**
- **Asking about the church:** May the Goddess bless you through your adventures, traveller. Return here should you need healing or succor.
 - **Asking about succor:** We can provide meals for the needy and a roof for the homeless. The fare is plain and the lodgings uncomfortable. (smirks and mutters) ... suckers.
 - **Asking about healing:** I am a practitioner of the healing arts, traveller. I can mend your wounds, for a small donation to the church.
- **Asking about the mace:** I was an adventurer, you know. I crawled my share of dungeons and bopped a mook or two. Then I found all the crawling and bopping failed to satisfy, so I hung up the backpack and retired to a life of seclusion and introspection. (Accusing) You could do worse, adventurer! (Fondly patting the mace) Though I can't bring myself to part with Judgement here. Also helps with the rats...
 - **Asking for more details:** Perhaps another time. I've just reached an exciting part in my book.
 - **What's so exciting about a religious book?:** Oh this? Crime drama. You'd be surprised how many initiates hide them in the hollowed-out spines of old religious texts. If you see a cleric hauling a book around the countryside, it's probably not what you think it is. We just like to read.
- **Asking for quests:** There were some rats in the basement, but the last group of adventurers through here straightened that out. Check back later, though.
- **Asking for a blessing:** May the Goddess burn the eyes of the Dark Consul with her radiance that he may not find you as you step between the shadows.

Visit the Bridge

- *The King's Road, leading east out of town, is a cobble stone affair wide enough for two wagons to pass side-by-side. Some way from the edge of town the road encounters the bubbling Brambleroot River and by a feat of 8-bit civil engineering, a span of timber and stone allows travellers to cross. Or, at least, it would allow travellers to cross, were the bridge a whole, complete, uninterrupted bridge, instead of the two skeletal, ragged ends of a bridge reaching towards each other from the riverbanks.*
- *A sturdy wooden blockade is set at the near side of the bridge across the road, upon which a sign plainly reads "**CLOSED**". Off to one side of the street stands a king's guard, intently watching over his post. He eyes you warily as you approach. On the other side of the street stands a fellow dressed in worker's gear with a pencil behind his ear, scratching his head as he contemplates the ruined bridge before him. There is a large, conspicuous exclamation point floating in the air above his head.*
- *On the far side of the bridge a wagon laden with barrels sits by the side of the road. The driver sits dejectedly on a nearby stump. The wagon doesn't seem to have any horses.*

- *Talking to the guard:*
 - YOU WILL NOT CROSS THE KING'S BRIDGE TODAY.
 - NONE SHALL PASS WHILE THE KING'S BRIDGE IS DOWN.
 - FOR YOUR SAFETY, STEP AWAY FROM THE KING'S BRIDGE.
- *Talking to the bridge repair guy:*
 - This NPC will ignore the first question asked and respond thusly: Yep. That's one messed up bridge.
 - **More details:** I got sent down here to fix this thing only they didn't give me anything to fix it *with*. Say, uh... (quietly) you don't happen to know the fixing of bridges, do you?
 - **No:** (Sighs) No, I suppose not. Look, it's ok; they gave me this book here on bridge building. (He produces a ludicrously small pamphlet from his back pocket) I'd better get started but in the meantime, think you can find me some- what do they make bridges out of? (He looks at the pamphlet) ... wood...? Huh. (He nods at the heroes.) Wood.
 - **Yes:** [Knowledge WILL check (civil engineering) requiring 3 stars or more]
 - **Success:** Whoa... Hey! Thing probably wouldn't have broke in the first place if you built it, huh? Only I... uh... don't have any building materials. Think you can find me some?
 - **Fail:** *You produce an incomprehensible stream of technobabble. Terribly confused, the worker eyes you cautiously, pulls out a pamphlet on bridge building and says:* Sounds reasonable, I guess, but where do you think I'll find a flanged whatsit at this hour? You gotta help me out here, pal.
 - **QUEST:** FIND SOMETHING TO FIX THE BRIDGE.
 - **Asking literally anything else:** You think I have time for that when I have to fix this bridge?!
- *Trying to find another way across the river:*
 - *Oddly, there doesn't seem to be another way around the insurmountable waist-high fence. The buildings, forest and wall along the river embankment seem to be arranged just so as to prevent another route across the river. It all seems very contrived.*

Visit the Tavern

- *The Tavern is a largish, friendly building with the word "INN" spelled out in large, plain lettering over the sturdy wooden door. From inside faint sounds of merrymaking can be heard.*
- *As the door shuts behind you the backing music switches to a raucous melody that would much better fit an establishment with twice as many patrons. This is made particularly jarring by the fact that a minstrel sits slumped on a raised platform in one corner, apparently having nodded off. The room is cozy with a few tables scattered around and a long bar with rows of kegs stacked against the far wall by a set of stairs leading up. Hearing the door close, the dwarven barman emerges from a back room, the top of his bald head bobbing along behind the bar until he climbs onto a box to await your order. A human wench flutters around the room, delivering fizzing fresh soda and fluffy, vacuous dialog to the assorted patronage. In a dark corner a man sits with his cups at a table, otherwise unremarkable but for the giant, floating exclamation point over his head. Nobody seems to pay him, or his conspicuous punctuation, any attention.*

- *Going upstairs*
 - *The staircase is of sturdy timber construction, it loops back on itself before you can get a good look at what lies at the top. As you set foot on the first step the barman yells, PAYING CUSTOMERS ONLY.*
 - *Talking to the barman*
 - **Ordering a drink:** *What's yer poison?*
 - *A big square interface panel appears in the air over the bar displaying the drinks list. It reads:*
 - *Soda - 1 ♡*
 - **There's only 1 drink...:** *Pity, isn't it? I would have preferred a stout dwarven stout m'self, but the producers needed to keep it rated PG. What's it gonna be, then? We got cola, cherry and cherry cola.*
 - **Asking about the barman:** *Oh, I'm not that interesting. Most folks just call me Barkeep.*
 - **Asking about the weapon shop:** *I'd be careful buying anything from ol' Andy Two-Hammers. Some of his customers come in complaining of a strange tint on the metal he forges and a weird smell. I mean, they seem fine enough to my eyes but I have *no idea* what he quenches them in.*
 - **Asking why the store is shut:** *No idea. Maybe you'll see him around town.*
 - **Asking about 'Two-Hammers':** *Ol' Andy weren't always a blacksmith, understand? Time was, if'n you needed a skull cracked, Andy had a different hammer for that. Yep, Andy cracked his share, I'd wager.*
 - **Asking about the festival:** *Aye, that's the annual celebration for Ser Stabby McDragonstab, hero of yesteryear, slayer of Brackenscale and legendary drinker.*
 - **Asking about Ser Stabby:** *Player character. Human. Let's see now, Dragonblade, if'n I recall. Course I'm the only one in town who was alive at the time, hundred years ago if it were a day. It were a different time, different class of hero then... well, actually it was exactly the same as it is now.*
 - **Asking about names:** *You know how player characters are. Always giving themselves fancy names. Never understood it myself. You wouldn't believe the number of "Sephiroths" I've met since I started working here...*
 - **Asking about Sephiroth:** *Who gets elves, anyway? There was a period a few years back when you couldn't shake a tree without an Elf adventurer named Legolas falling out of it! What's with that?!*
 - **Asking about Stabby's companions:** *Don't even remember their names. Bunch of losers. Whaddaya wanna know about them for? You gonna order a drink or not?*
 - **Asking about drinking:** *I don't think I've ever seen someone put away so much fizz in such a short span of time. Poor guy must have only had two functional teeth in his head. Outstanding reaction speed, though.*
 - **Asking about dragons:** *Well sure we got loads of 'em. Old Starfire's been sitting on that same pile o' gold since I were a wee lad. Brackenscale was a right ornery old lizard around these parts until Ser Stabby sorted him out. And if you keep your ear to the ground, sounds like there's something out there in the woods.*
 - **Asking about the woods:** *There's always something moving around out there in the tangled depths of the fae wood, wouldn't catch me there. (leans close) Recently, ol' Andy Two-Hammers's dog went missing. Party of adventurers went in to look for it and none of em came back. Now, look, I ain't saying it's a dragon but... (mouths the words) it's a dragon. (nods)*
- QUEST: FIND MR PUDDLES.**

- **Asking about the bridge:** Shame, ain't it? I'm waiting on a delivery of orange tang from the capital but it's been down for weeks. Storm blew through and wrecked it good, so it was. Say, if you ever make it to the other bank, could you check on my courier?
QUEST: DELIVER THE ORANGE TANG.
 - **Asking about the Obvious Quest NPC:** Who, him? Keeps to himself. Came in earlier today huffin' and a blowin'. Talking about strange stuff out in the woods. Far as I'm concerned there's always something strange going on in an ENCHANTED FOREST... Anyway, he ordered some drinks and has been minding his own business. *Speakin' o' which*, how about orderin' something yourself?
 - **Asking about the dozing minstrel:** Useless, ain't he? This is what happens when adventurers don't pay their tab. *The barman hurls a balled-up damp cloth at the minstrel and roars: HEY! EARN YER KEEP! He then directs a meaningful look at the party and says nothing.*
 - **Asking about a room:** Rooms are 10 crystals per night. Checking in?
(rest overnight to fully heal the party).
 - **Asking about the wench:** Ahh Hilde, what would I do without her? No matter how many times I tell her not to overfill the soda jugs she does it anyway. Keeps the patrons coming back, she says. Yes... (stares into space) Hilde's jugs are famous around these parts.
 - **Asking about patrons:** We get all sorts through here. Travellin' adventurers, workmen knocking off after a long day.
 - **Asking about Hilde's jugs:** (continues to stare into space and nods) Famous.
 - **Asking about the church:** I don't tend to see the good sister much these days. But there was a time! Talk about a tragic backstory...
 - **Asking about the nun:** It's probably not my story to tell, I'll leave that one up to the good sister.
- *Waking the minstrel*
 - *The minstrel dozes with his chin on his chest, faintly snoring into his shirt and drooling a little on his collar. The neck of a lute dangles from his limp fingertips as he somehow manages not to fall off the narrow stool he perches on. Nobody seems to notice the lack of his contribution or care.*
 - *The minstrel wakes with a start, his wide eyes darting around the room to work out where he is and his reason for being there. He yawns heroically, mutters something incomprehensible then hauls up his instrument and begins plucking pathetically at it.*
 - *Talking to the wench*
 - Can I take your order?
 - What'll it be?
 - Take a seat, I'll be right there.

- *Talking to the Obvious Quest NPC*
 - *In the corner sits a man wearing a frown, huddled in the shadow afforded by an upright beam. By his attire he appears to be a woodsman though he doesn't have any tools of the trade with him. If it weren't for the floating exclamation point you probably would never have noticed him. Deep in thought as he sips at his soda he doesn't notice your approach.*
 - This NPC will ignore whatever question is first asked and respond thusly:
 - *His concentration broken, he looks up and stares directly at you and says: You're not going out there, are you?*
 - **More details:** I was in the Fae Woods felling a tree when I *saw it*. (He shudders) They say there are spirits in the magic forest but this wasn't no kodama. I know a walking bush when I see one.
 - **Saw what?:** It was horrible... like nothing I've ever seen, nor hope to see again. I don't even know how to describe it. It was... **big**. You ever had a... dream that wasn't a dream? No, that's not right. It had... colours and it... *moved*. It was like a... cloud... that simultaneously was and wasn't... 2D? No... it... (his hands start to shake) Oh goddess... (takes a gulp of soda) I left my axe and ran. Do you think you could get it back for me?.
 - **QUEST: FIND THE WOODSMAN'S AXE.**
 - **QUEST: INVESTIGATE THE SCARY WEIRD THING.**
 - **Asking about logging:** Gotta be careful felling trees out in them woods. Seems like every second tree wants to cut **you** down! I had to go deep into the woods to find the right tree, past the Lordship Ruins.
 - **Asking about the axe:** Wish I'd thought to bring it, that axe is really good at cutting down trees. I mean, *really* good at cutting down trees.
 - **Asking about dragons:** I've heard stories about dragons and their special magic. And who knows what's lurking in them trees?
 - **Asking about kodama:** You've heard about the creatures in the fae woods, haven't you? They say the trees move and sometimes talk.
 - **Asking about the woods:** Oh no, I'm not going back in **there** any time soon!
 - **Asking about literally anything else:** I'm... what? Sorry... I don't know about that.

Chapter 1 Quest Recap:

- **ENJOY THE SHOW.**
- **FIND SOMETHING TO REPAIR THE BRIDGE.**
- **FIND MR PUDDLES.**
- **FIND THE WOODSMAN'S AXE.**
- **INVESTIGATE THE SCARY WEIRD THING.**
- **DELIVER THE ORANGE TANG.**
- **LEARN MORE ABOUT SER STABBY.**

Encounter 1B: Into the Woods

Note that players will not be returning to town for some time. Ensure that they are ready to leave before starting this encounter.

- *The town centre of Hubton gives way to a scattering of houses and farms, which in turn give way to pastures as you approach the looming enchanted forest. The moment you leave town the familiar jaunty background music switches to a foreboding, sinister loop signalling your departure from the safety of Hubton. As the village tileset gradually transitions to forest, the sky darkens and the King's Road is swallowed by the tangled growth of the Fae Woods.*
- *With no breeze able to penetrate the dense foliage, the air is heavy and thick. Off in the green chaos, things move unseen from shadow to shadow; melting through the undergrowth to observe you as you pass. The road continues for some way into the forest before being completely overtaken by nature. There is a narrow path beaten into the undergrowth leading away to the southwest, where the thorny vines have been hacked apart to allow passage in single file. A middle-aged fellow with burly arms and a scruffy chin stands at the slashed path, pensively wringing his hands.*

If the heroes have not picked up the Find Mr Puddles quest, this NPC will have a giant exclamation point floating over his head.

- *Investigating the undergrowth*
 - *The tangled mass of vines and branches obscuring the road forms a solid wall so deep you can't get a good feel for how thick it runs. It would take a team of men with axes the better part of a day to clear 10 feet of road. Surely no growth this wild and unchecked could be natural.*
 - **[Optional perception roll WILL: 2 stars or more]** *Peering into the green wall before you, for the briefest moment you think you see a pair of intense too-human eyes peering back at you over a yellow duck bill from beyond the tangle. In the time it takes for your brain to register what you're seeing they disappear back into the mass, leaving you staring into the silent, impenetrable undergrowth.*
 - **[Optional detect magic WILL roll: 2 stars or more]** *This is no simple bush. There is a definite pulse of magic within the woods, distinctly different to the ambient magic permeating the enchanted wood. You can feel a struggle between two kinds of magic, one that seems like it belongs- natural- and another, artificial energy that seems to pulsate within the slightly purplish brambles that infest this forest.*
 - Trying to use the jackhammer on the mess:
Birds scatter as the jackhammer roars to life and begins chipping away at the foliage. While you're certainly damaging the branches immediately in front of the pointy end it's clearly not the right tool for the job. You could spend days at this without making a dent in this mess.

- *Talking to the nervous man:*
 - Oh, adventurers! Brilliant! Are you going into the woods?
 - **Yes:** I'd be careful if I were you. Sent another party in to bring back my dog, sure did. Been 2 days now... if you're going in there, reckon you can keep an eye out for him?
 - **NEW QUEST: FIND MR PUDDLES.**
 - **Asking about the dog:** Answers to Mr Puddles. Had a hard time house-training the poor little guy. Finally trained him to go in a bucket...
 - **Asking about the adventurers:** That's the last time I hire *student* adventurers. Nevermind them, probably got themselves 'et by a dragon or somesuch! I'll pay you but good, sure will. You bring back my Puddles, I'll give you a big discount at my shop.
 - **Why don't you go get him?:** I'm getting too old... Maybe back in the day I could have strapped up and ventured out, but with my knees... He sighs. Just can't manage it.
 - **Who are you:** I'm Andy, run the forge in town.
 - **Asking about 2 hammers:** You've heard of me, then? Great. I'd love to tell you all about the glory days back at the inn. Maybe later.
- *Leaving the road*
 - *The path leading off into the undergrowth is a dark, claustrophobic tube with thorny brambles attempting to lacerate your clothes & packs. More than a few times you have to stoop to pass through and the many twists and turns mess with your sense of direction.*
 - **[Optional navigation WILL roll: 2 stars or more]** *Following the path is leading you generally to the west though on more than one occasion you could swear the path has swung back over where the road should be. Strangely, you haven't set foot on a single cobblestone since leaving the King's Road.*
 - *Time passes as you make slow progress deeper into the Fae Woods while unseen Things move about you and chitter to each other. After a while the path begins to widen to the point at which you can go a ways without having to stoop. A short distance later you're able to walk comfortably. And then you find yourself in a clearing.*
 - *There is a path to the north slashed into the undergrowth, the clearing continues a ways off to the west before disappearing behind more foliage. A second melody weaves itself into the background music, barely perceptible. A lilting tune that dances around the gloomy loop and brings a little colour to the scene. A voice seems to be humming along to it.*
 - Ignoring the voice: when heroes pass the path leading north **[all Heroes make a WILL roll 3 stars or more to resist compel]:**
 - **On fail:** describe scene below as if approaching & failing compel resist.
 - **On pass:** party is free to continue on. They will hear a disappointed sigh from the wisp as they pass by.
 - Investigating the voice: *The voice seems to be coming from off the beaten path to the north. Following the narrow trail north through the brambles a small clearing comes into view. In the center of the clearing is a stone bird bath, seemingly suspended in a sunbeam that has somehow managed to penetrate the canopy and slash down at an angle to illuminate this space.*
 - *Splashing about in the bird bath you discover the culprit of the humming is a diminutive blue creature; she has large, glassy black eyes and in place of hair her head is decorated with the petals of some purplish flower. Preoccupied with bathing she doesn't notice you entering the clearing, continuing to happily sing along to the background music.*
 - **[Optional knowledge (forest monsters) WILL roll of 2 stars or more to identify as a wisp]**

- *Catching a glimpse of a wisp is considered good fortune. Normally these shy and elusive kodama lead lost travellers to safety & shelter. Under the Dark Consul's influence their guidance becomes malicious, leading unsuspecting heroes into ambushes and fields of thorns.*
- **Attacking the sprite:** *Eyes wide, the sprite shrieks and flattens herself as best she can into the bird bath. Squat, brownish creatures, lying in wait, spring out of the ground surrounding the party.*
 - [GO TO COMBAT ENCOUNTER: AMBUSHED BY KODAMA](#)
- **Approaching the sprite or attempting to leave: [all heroes make a WILL roll 3 stars or more to resist compel]**
 - **On fail:** *Completely entranced, you find yourself lost in the enchanting beauty of the melody and cannot help but be drawn in by it. You plod towards the bird bath like a moth to a flame. The wisp smirks at you, whips her head around spraying droplets of water from her petals, and shouts into the woods, GETTEM!*
 - *There's a sting in the background music as it swirls into the driving combat theme.*
 - *Squat, brownish forms camouflaged with leaves leap from the foliage and climb out of the dirt all around you. Sinister eyes glare at you from behind shields of tree bark as they close in!*
 - [GO TO COMBAT ENCOUNTER: AMBUSHED BY KODAMA](#)
 - **On pass (if the whole group somehow aces their rolls):**
 - *The wisp abruptly stops singing and looks quizzically at the group.*
 - *Huh. That's never happened before... Must be losing my touch. (Clears throat, takes a deep breath and begins singing aggressively off-key) ... LALALALA-LA DOOBIEDOOBIE DOOOO... (pauses) ...ooo? ...nothing? Well, this is awkward. (Exaggerated sigh)*
 - *The little wisp stands up and, with a splash, hops delicately out of the bird bath.*
 - *Come on boys, we aren't getting the jump on these guys. Maybe next time.*
 - *Several of the leafy shrubs around the clearing suddenly uproot themselves and shuffle off, grumbling disappointedly, into the undergrowth.*
 - **"Hey wait a minute!"** - the party has the opportunity to ask 1 question before the creatures leave the clearing.
 - **Asking about the Scary Weird Thing:** *I don't have the foggiest. Maybe that jerk in the Lordship Ruins knows what's going on.*
 - She will ignore any question about the Lordship Ruins and leave.
 - **Asking about Mr Puddles:** *I heard some chimera talking about a little dog they found, they're planning on having a little fun with it.*
 - **Asking about dragons/adventurers/bridge fixins:** *This is an enchanted forest. What do **you** think?!*
 - *Crystals inexplicably rain from the sky to bounce off the ground and spin lazily in the air.*

COMBAT ENCOUNTER: AMBUSHED BY KODAMA

Maps:

- Fae Woods 1
- Fae Woods 3

Spawning Pool:

- 1x Wisp
- 6x Mook
- 2x Turniphead

Map Assets:

- 1x Bird Bath



Key:



Wall



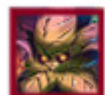
Open doorway



Starting point - compelled by Wisp.



Wisp



Mook



Turniphead

Starting Point:

All Heroes start on the starting point token, unless they were compelled by the Wisp. In which case, they will spawn adjacent to the bird bath.

Monsters:




Strategy:

Targeting: All monsters will target the closest Hero with lowest ARM for attacks.

Movement: All monsters will move towards their target until they are at their maximum attack range. All Monsters have Surefoot.

- The Wisp will attempt to use Pollen Dream to compel heroes to move towards a Mook.
 - If all Heroes are adjacent to a Mook, she will make two basic magic attacks.
- Mooks will make one basic melee attack.
 - When moving, Mooks will position themselves between Heroes and the Wisp while remaining in attack range, if they can.
- Turnipheads will use It's Medicinal to heal the Wisp if she is wounded.
 - If the Wisp is not wounded, the Turnipheads will make one basic missile attack.

Victory conditions:

- All monsters destroyed.
- If all Mooks are destroyed the remaining Kodama will flee into the woods & disappear.
- On victory:**
 - Searching the bird bath yields
 -  **Icky Bath Water:** Gain Immunity: Poison, and all attacks cause Poison until the end of the encounter. "Gross."
 - Searching the corpses yields [5♦] and a **STEEL SWORD**.
- The clearing is silent again, save for the gloomy background track and the occasional chittering of the unseen fae creatures watching you from all around.*

Encounter 1C: The Forgotten Fort

- *The trail meanders some way into the forest, sometimes closing in around you, sometimes opening up into broader spaces like the clearing you passed a while back, but you never shake off that feeling of being observed.*
- **[Party-wide perception WILL check: 1 star or more]**
 - **On pass:** *By a large rock near the western edge of the clearing you find a small puddle and what looks very much like an 8-bit dog poop.*
- *After a long stretch walking along a tall knot of tangled brambles off the north side of the path you find yourselves in one such clearing and the tangle of brambles is revealed to be wrapped around a grey stone wall. The wall cuts across the clearing and stretches off into the thicket on the far side. Immediately in front of the wall is a shallow, foul-smelling ditch that also disappears into the woods.*
- *Roughly halfway across the clearing there is a wooden door set into the stone wall. A couple of rickety, rotting planks bridge the ditch in front of the door. Some way to the west of the door a small aperture in the wall allows a trickle of effluent to run into the ditch.*
- *In the distance to the north a dog can be heard frantically barking. The rough trail through the woods continues on to the west.*
- *Investigating the (locked) door:*

The door appears to be a weathered wooden door with two large iron hinges. There is a closed slot at eye level with an iron grille. There is a large rusty lock by the wrought iron handle. An ancient coat of arms is emblazoned into the front of the door.

 - **Knocking on the door:** *After a long moment the slot in the door slams open and a pair of brown eyes peer out at you from behind a steel helmet. The eyes are unmistakably human but the face these eyes belong to appears to be that of a platypus. It is especially jarring when the billman begins to speak at you through the door by the sheer normalness of the voice.*
 - **Who goes there?**
 - **Introducing the party:** *Never heard of you. Which means you can't be very important! Which means you have no business with the Lord!*
 - **Asking about the lord:** *See below.*
 - **Asking about the ruins:** *The eyes narrow indignantly. I'M asking the questions here- who approaches the estate of Lord Amphibious the Excessively Sadistic? Speak!*
 - **Asking about the lord:** *Do you have an appointment?*
 - **No:** *Then stop wasting my time! Get lost! The slot slams shut.*
 - **Yes:** **[Deception WILL roll: 3 stars or more]**
 - **On fail:** *Nice try. The Lord isn't here today. The slot slams shut.*
 - **On pass:** *You... wait, what? The billman steps away from the door for a moment, you can hear it talking to another voice on the other side for a moment, then returns. Ah, you're here for the latrines?*
 - **No:** *He's not here. Come back later. The slot slams shut.*
 - **Uhhhh... yes?!:** *One moment. There is a ruckus of rattling and clicking, then the door swings open. This way please.*
 - **GO TO COMBAT ENCOUNTER: THE OTHER SIDE OF THE WALL**
 - **Demanding the door be opened: (Angrily)** *I most certainly will do no such thing! Now beat it before it gets beaten for you. The slot slams shut as suddenly as it opened.*

- **Asking literally anything else:** *Whatever you're selling, we aren't interested.*
Good day, sir! The slot slams shut as suddenly as it opened.
- **Investigating the coat of arms:** [Knowledge (heraldry) WILL roll of 2 stars or more to identify the coat of arms] *The coat of arms is the family crest of the House of Frog, associated with the wizard who would fail to win the hand of the King's daughter and bring a terrible curse upon his vassals. It is likely, then, that you have stumbled across some part of the Lordship Ruins where the Forgotten King holds court.*
- **Picking the lock:** [DEX roll of 3 stars or more] *The lock grinds and objects but eventually clicks satisfyingly as the rusty mechanism snaps open.*
- **Kicking in the door:** [STR roll of 3 stars or more] *The door explodes in from the wall as your mighty boot proves to be too much for the poor rusty iron hinges.*
 - **ACHIEVEMENT UNLOCKED: TITLE "... Slayer of Hinges"**
 - **On fail:** *Go to Knocking on the door.* (above)
- **Using the jackhammer on the wall:** *The jackhammer roars to life, scattering the birds and small animals in the immediate area, and begins tearing into the brittle stonework. After about half an hour of high-impact chiselling you've done enough damage to create a hole big enough to climb through. The way is clear but now every monster in a 5 mile radius knows where you are and wants to know what you're doing. Congratulations.*
 - **ACHIEVEMENT UNLOCKED: TITLE "... Slayer of Masonry"**
 - **GO TO COMBAT ENCOUNTER: THE OTHER SIDE OF THE WALL**
- **Scaling the wall:** *The wall, while brittle, is featureless stone so it's quite impossible to climb the masonry. It is, theoretically, possible to climb the brambles further away from the wall if you're not upset by thorns as long as your forearm tearing your clothes and body apart.*
 - **Climbing brambles:** [DEX roll of 2 stars or more to get up & over the wall safely]
 - **On fail:** Hero takes 1 wound and falls off the wall.
 - If a hero makes it over the wall they can leave a rope to help the others up. If not, the rest of the party will be locked out on the other side of the wall! The door can be easily unlocked from this side but the hero will have to either sneak by the chimera guards to let the party in or race to the door and open it before being murdered.
 - Make this [Sneak DEX roll of 2 stars or more] to get by unnoticed after describing the *Other Side of the Wall* scene below.
- **Investigating the sewer:** *The ditch, while foul, is shallow enough to jump into and climb out of without difficulty. The stream of effluent trickles through an aperture in the wall big enough to crawl through; about 2' into the tunnel there is an ancient, rusty iron grate hanging askew. It looks like it would be a simple matter to wrench it free.*
 - **Pulling out the grate:** [STR roll of 1 or more stars] *With a squeal of fatigued metal echoing through the sewer, the metal grate pulls free. The way is clear into whatever utterly gross destination awaits you.*
 - **ACHIEVEMENT UNLOCKED: TITLE "... the Smelly"**
 - **GO TO THE ABSURDLY SPACIOUS SEWER**
- **Investigating the western path:** *The path away from the clearing cuts into the woods between 2 large trees. There is a bizarre marking plainly visible on one of these trees.*
 - **Investigating the marking:** *What you're looking at is easy to see but difficult to describe. It is a blocky design of overlapping colours and patterns that seems to change configuration when you view it from different angles. Looking at it makes your head hurt. After a moment of consideration you realise that the marking isn't simply on the tree, it is part of the tree.*
 - **Any attempt to identify the glitch will fail.**
 - **Going west:** **GO TO WEST OF THE WALL**

COMBAT ENCOUNTER: OTHER SIDE OF THE WALL



Maps:

- Fae Woods 2
- Fae Woods 5

Spawning Pool:

- 1x Bramble Knight spawning point
- 6x Billmen
- 1x Frog Knight

Map Assets:








- 1x Ruined Wall with Entrance
- 3x Ruined Wall
- 1x Ruined Keep
- 1x Cooking Pot

Starting Point:

Heroes can enter this map from different routes; they may go through the door after knocking, they may exit the keep after passing through the sewer, they can climb the wall or jackhammer through it. All Heroes will start at the corresponding starting point token. Which route the heroes take will also determine which description to read.

- **Climbing/Jackhammer:** *You are standing in a knot of trees looking into a clearing some 50ft across towards a grey stone tower. A huddle of billmen sit around a bubbling cookpot, with another two chatting by the door you just bypassed. Two Squawks peck uninterestedly at the ground while their Frogmen riders fuss over their tack. Nobody has noticed your presence yet.*
 - Heroes approaching from this direction automatically win the initiative roll.
 - If the heroes make a **[Sneak DEX roll of 2 stars or more]** move the start button to the square marked *.
 - Any heroes left on the other side of the wall will spawn in the door once it is opened.
 - Those heroes may attempt to break/unlock the door in their activations as normal.

Key:

-  Open doorway
-  Bramble Knight spawning point
-  Billmen
-  Frog Knight
-  Starting point - knocking on the door
-  Starting point - climbing the wall / using the jackhammer.
-  Starting point - leaving the keep

- **Through the door:** *With the door open you see before you a clear space some 50ft across with a large stone tower to your left and 6 very startled billmen, standing by the door and squatting around a cookfire. Beyond them a couple of frogmen spring into the saddles of their avian mounts, crying out in alarm.*
 - Heroes approaching from this direction automatically win the initiative roll.
- **From the Keep:** *Bursting out of the guardhouse door you are met with startled looks and shouts of alarm as the billmen preparing to have lunch scramble to snatch up their polearms.*
 - Heroes approaching from this direction automatically win the initiative roll.

Monsters:




Strategy:

Targeting: All monsters will target the closest Hero with lowest ARM for attacks.

Movement: All monsters will move towards their target until they are at their maximum attack range.

- The Bramble Knight will not activate on the first turn.
 - From the second turn onwards roll 1 and 1 and spawn one Billmen for each star rolled, up to a maximum of 6 Billmen total.
- Billmen will make one basic melee attack.
 - When moving, Billmen will try to position themselves between Heroes and the Bramble Knight while remaining in attack range, if they can.
- The Frog Knight will use Supremely Skilled Shrieking Squawk Strike when it's in range of a Hero.
 - If the Frog Knight is not in range of a Hero, it will use Frogger followed by one basic melee attack.

Victory conditions:

- All monsters destroyed and spawning points destroyed.
- **On victory:**
 - *The last chimera falls and crystals spill inexplicably out of its pockets as quiet returns to the clearing. To the north a dog can be heard frantically barking.*
 - **If the keep has not yet been cleared:** *From above, a harsh voice bellows down* Interlopers! Defend the bastion of the rightful King!
 - Searching the cooking pot yields
 -  **Hearty Chimera Stew:** Gain +1 STR until the end of the encounter. *"Is that an eyeball?"*
 - Searching the corpses yields [10◇], a suit of **CHAINMAIL** and a **DEADLY DIRK**.
- **Travel North:** [GO TO NORTH OF THE OUTPOST](#)
- **Raiding the Keep:** [GO TO COMBAT ENCOUNTER: CHIMERA OUTPOST LEVEL 1](#)

Encounter 1D: In the Absurdly Spacious Sewer

- *Determined to validate the commonly-held perception that there are no depths to which an adventurer won't sink, here you stand knee-deep in goddess-knows-what. The sewer is absurdly spacious. The tunnel you are standing in is several feet across and tilts up and away. On the far end of the room a shaft of light streams down through a hole in the roof. The stream trickles down through a grate in the far end and twists off into the gloom. The paved floor is slick with effluent on either side of the foul stream.*
- **Proceeding into the tunnel**
 - *As you proceed deeper into the tunnel, gelatinous forms wobble up out of the filth to greet you. With a sting, the music pounds into the combat theme.*
 - [GO TO COMBAT ENCOUNTER: ABSURDLY SPACIOUS SEWER](#)
- **Investigating the hole in the roof**
 - *The hole in the roof is within easy reach if you jump from the raised walkway on the right side of the stream.*
 - **Leaving the sewer:** [GO TO COMBAT ENCOUNTER: CHIMERA OUTPOST LEVEL 1](#)

COMBAT ENCOUNTER: THE ABSURDLY SPACIOUS SEWER

Maps:

- Crystal Dungeon 10

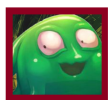
Spawning Pool:

- 2x Big Gross Slimes
- 6x Diminutive Gross Slime

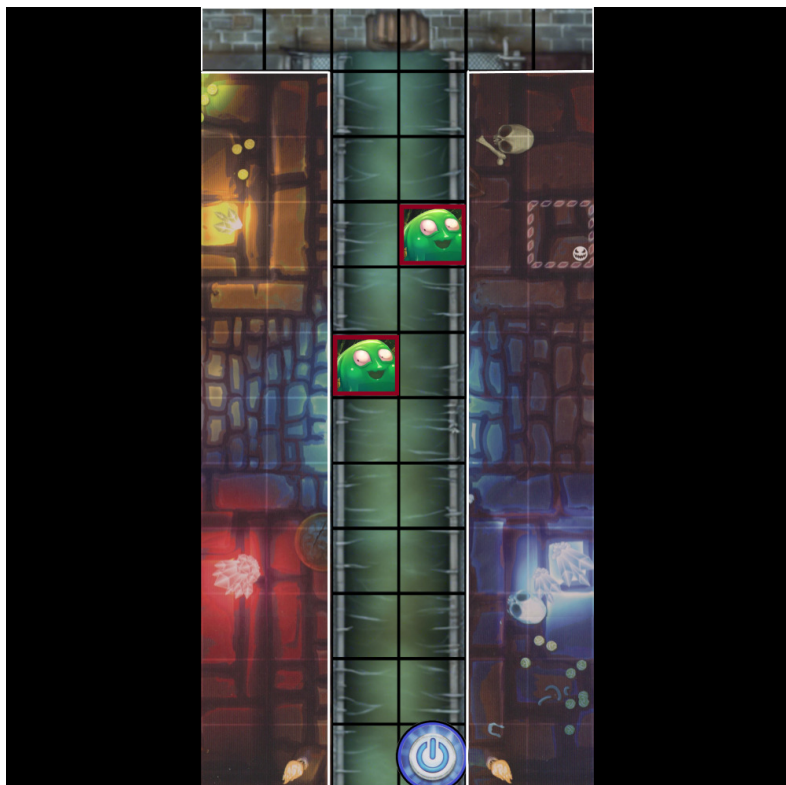
Map Assets:

- 1x Sewer

Key:



Big Gross Slime



Starting Point:

All Heroes start on the starting point token.

Monsters:





Strategy:

Targeting: All monsters will target the closest Hero with lowest ARM for attacks.

Movement: Big Gross Slimes will move towards their target until they are at their maximum attack range. Diminutive Gross Slimes will attempt to move adjacent to each other. The sewer water should be treated as difficult ground for Heroes.

- The Big Gross Slimes will use Hugs! when in range of a Hero.
 - If possible, the Big Gross Slimes will target a Hero not already affected by immobile.
- Diminutive Gross Slimes will attempt to move together and use Congeal to reform into a Gross Big Slime.
 - If the Diminutive Gross Slime cannot use Congeal, it will make one basic melee attack.
- Heroes may get bogged down in this encounter due to the slow, immobile and recursion mechanics. If the players are having difficulty, the GM should consider reducing the health of a newly congealed Big Gross Slime each time it reforms.

Victory conditions:

- All monsters destroyed .
- **On victory:**
 - *As the last icky, gross slime goes splat, crystals inexplicably fountain out of the puddle it leaves on the floor. They bounce off the tiles and spin lazily in the air.*
 - Searching the corpses yields:
 - **Glob of Globby Gloop:** , , Burst 1, models hit suffer Poison and Immobile. "I'm not going to ask where you got that."
 - A **LEMON PEEL** and [5♦]
- **Climb up through the hole:** [GO TO COMBAT ENCOUNTER: CHIMERA OUTPOST LEVEL 1](#)

Encounter 1E: Chimera Outpost

COMBAT ENCOUNTER: CHIMERA OUTPOST LEVEL 1

The Chimera Outpost consists of a series of combat encounters. If the party decides to leave and return later, the monsters in this encounter gain +1 to initiative rolls.

Maps:

- Overgrown Castle 5

Spawning Pool:

- 1x Grobbit Executioner
- 3x Billmen



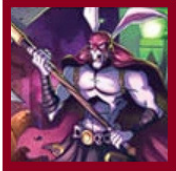



Map Assets:

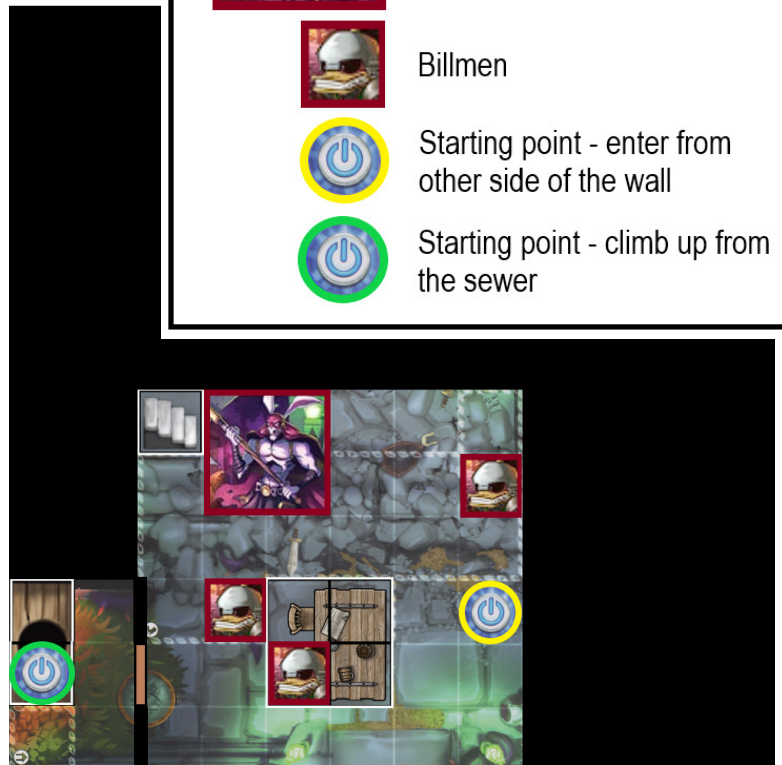
- 1x Sewer Entrance
- 1x Table
- 1x Stairs Up

Starting Point:

Heroes can enter this map from different routes; they may go through the door after fighting on the other side of the wall (Encounter 1C), or they can climb up from the sewer (Encounter 1D). All Heroes will start at the corresponding starting point token. Which route the heroes take will also determine which description to read.

Key:

	Wall
	Closed door
	Grobbit Executioner
	Billmen
	Starting point - enter from other side of the wall
	Starting point - climb up from the sewer



- **Via the door:** *The interior of the tower is a shabbily furnished room containing only some battered furniture and a pack of chimera guards who seem very surprised to see you. The backing track switches to the combat theme as the alarm is raised and polearms come to the ready.*
- **Via the sewer:** *Trying not to think too hard about what you're covered in, you drag yourselves up through the hole overhead and find yourself in a small washroom containing only a bucket and a closed door.*
 - **Open the door:** *The door swings open with an agonised slow creak, revealing a shabbily furnished room and several extremely surprised chimera. The backing track immediately switches to the combat theme as the alarm is raised and polearms come to the ready.*

Monsters:



Strategy:

Targeting: All monsters will target the closest Hero with lowest ARM for attacks.

Movement: Monsters will move towards their target until they are at their maximum attack range. If the Heroes attempt to flee up the stairs they will find their path blocked by a locked hatch (cannot be lock picked or broken).

- The Grobbit Executioner will make two basic melee attacks.
- Billmen will make one basic melee attack.

Victory conditions:

- All monsters destroyed.
- On victory:
 - *The victory fanfare blares as the last chimera falls, and there's a pronounced metallic 'clink' as something tumbles out of the Grobbit's pocket. Crystals fountain up from the center of the room to rotate lazily in the air, for some reason. Aside from the dingy furnishings in the room, there's only the door to the privy, the door leading outside, and a locked hatch at the top of the stairs.*
 - Searching the Grobbit Executioner yields:
 - A **DIAMOND HELM**, [5♦], and the key to the locked hatch.
- Go upstairs: [GO TO COMBAT ENCOUNTER CHIMERA OUTPOST LEVEL 2](#)

COMBAT ENCOUNTER: CHIMERA OUTPOST LEVEL 2

Maps:

- Overgrown Castle 1

Spawning Pool:

- 1x Bramble Knight spawning point
- 6x Billmen




Map Assets:

- 1x Stairs down
- 4x Bed
- 1x Crates
- 1x Stairs up

Starting Point:

All Heroes start on the starting point token.

Key:

	Wall
	Bramble Knight
	Billmen



- *You're standing in a narrow hallway with a door halfway to a corner. Inside are some billmen guards, inexplicably unaware of the chaotic melee that took place only moments ago... down the completely open stairway... directly in front of them....*



Monsters:



Strategy:

Targeting: All monsters will target the closest Hero with lowest ARM for attacks.

Movement: All monsters will move towards their target until they are at their maximum attack range.

- The Bramble Knight will not activate on the first turn.
 - From the second turn onwards roll  and  and spawn one Billmen for each star rolled, up to a maximum of 6 Billmen total.
- Billmen will make one basic melee attack.
 - When moving, Billmen will try to block the doorway and position themselves between Heroes and the Bramble Knight while remaining in attack range, if they can.

Victory conditions:

- All monsters destroyed.
- **On Victory:**
 - *The fanfare blares again, heralding your heroic slaying of the defenceless billmen.*
 - Searching the corpses yields:
 - **SILK GLOVES**
- **Go Upstairs:** [GO TO COMBAT ENCOUNTER CHIMERA OUTPOST LEVEL 3](#)

COMBAT ENCOUNTER: CHIMERA OUTPOST LEVEL 3

Maps:

- Overgrown Castle 3

Spawning Pool:

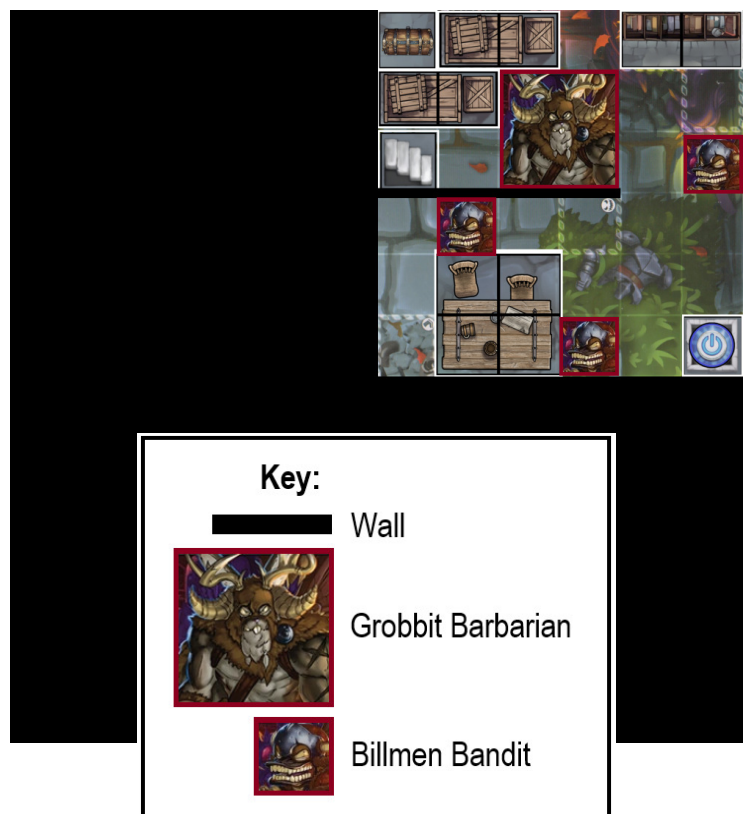
- 1x Grobbit Barbarian
- 3x Billmen Bandit

Map Assets:

- 1x Stairs down
- 1x Treasure Chest
- 2x Crates
- 1x Bookshelf
- 1x Table
- 1x Stairs up

Starting Point:

All Heroes start on the starting point token.



- *The stairs lead up into a small room containing a bookshelf, table, and some suspiciously piled crates. A couple billmen lounge about shooting dice, bafflingly unaware of the commotion that just took place downstairs. With a startled squawk they snatch up their weapons to face you.*

Monsters:



Strategy:

Targeting: The Grobbit Barbarian will target the closest Hero with lowest ARM for attacks. The Billmen Bandits will prioritise Heroes with equipped loot.

Movement: The Grobbit Barbarian will attempt to maximise the number of Heroes hit by its Wild Swing. The Billmen Bandits will move towards their target until they are at their maximum attack range. If the Heroes attempt to flee up the stairs they will find their path blocked by a locked hatch (cannot be lock picked or broken).

- The Grobbit Barbarian will use Wild Swing if it is within range of 2 or more Heroes.
 - If not, it will make two basic melee attacks.
- Billmen Bandits will make one basic melee attack.
 - The original "Steal" ability of the Billmen Bandits has been replaced by "Pilfer". When wounding the target, they will take and equip a random loot card from that Hero, and gain any associated bonuses. After the fight, the Heroes will recover all pilfered loot.

Victory Conditions:

- All monsters destroyed.
- **On Victory:**
 - *The victory fanfare blares again. Honestly it's a good thing the backing track isn't in-universe because otherwise the enemies next door would hear you murdering all their friends and aggro.*
 - Searching the room yields:
 - A locked chest hidden behind the crates. Players can pick the lock with a **[DEX roll of 2 stars]** or smash the chest with a **[STR roll of 2 stars]**. The chest contains **[5♦]** and a **WITCH WAND**.
 - Searching the Grobbit Barbarian yields:
 - The key to the locked hatch.
- **Go Upstairs:** [GO TO COMBAT ENCOUNTER CHIMERA OUTPOST ROOF](#)

COMBAT ENCOUNTER: CHIMERA OUTPOST ROOF

Maps:

- Overgrown Castle 6

Spawning Pool:

- 1x Gnarly Chimera Officer

Map Assets:

- 1x Stairs down

Starting Point:

All Heroes start on the starting point token.

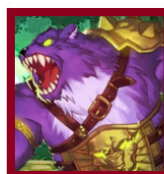
- *The trapdoor opens and searing daylight streams in. Stepping up onto the roof you are greeted by a towering form, stripped to the waist, with slabs of muscle and too-human eyes in a face that would better belong on a bear. As the electric guitars rip into the boss battle theme, the berserker hefts a mace as big as a grown man, roars a bestial challenge and hurls itself towards you.*



Key:

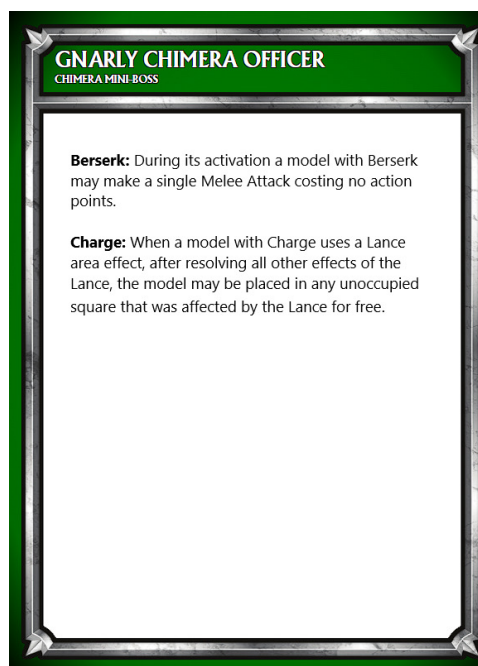


Breakable wall



Gnarly Chimera Officer

Monsters:



Strategy:

Targeting: The Gnarly Chimera Officer will target the closest Hero with lowest ARM for attacks.


Movement: The Gnarly Chimera Officer will attempt to maximise the number of Heroes hit by its Rrraaaaaarrrrghhhh!!! Lance. If possible it will also attempt to attack while adjacent to the Blessing Structure (statue). The breakable wall can be destroyed with a great use of force. A Hero may enter the same square as a Blessing Structure if they make a climb skill check **[STR roll of 2 stars]**.

- The Gnarly Chimera Officer will use Rrraaaaaarrrrghhhh!!! if it is within range of 2 or more Heroes, as well as one basic melee attack.
 - If not, it will make three basic attacks.
 - The Heroes may attempt to bait the Gnarly Chimera Officer towards the breakable wall. They will either need to either:
 - climb the Blessed Structure **[STR roll of 2 stars]** or
 - end their movement adjacent to the broken wall then pass a difficult dodge roll **[DEX roll of 5 stars]** to leap out of the way.

Failure to climb the structure means that the Hero remains adjacent to the statue and cannot attempt another climb this turn. Failure to dodge means that the Hero falls with the Gnarly Chimera Officer to their death. They must use a Princess Coin to revive.

- If the Heroes succeed at either of the two rolls above, the Gnarly Chimera Officer charges towards the broken wall which crumbles, sending the monster crashing to the ground below. The party will need to retrieve their loot from the fallen body.

Victory Conditions:

- All monsters destroyed.
- **On Victory:**
 - *The huge chimera officer crumples before you. Fading fast it spits out a glob of 8-bit blood and before expiring manages to say, you... got heart... but... you've got no idea... what's... coming.*
 - Searching the Gnarly Chimera Officer yields:
 -  **Hearty Chimera Stew:** Discard to gain +1 STR and suffer from poison status until the end of the encounter. *"Is that an eyeball?"*
 - **[10◇]** and the **BERSERKER'S HELM**.

Encounter 1F: North of the Outpost

- *The path winds away from the outpost a short way through the dense woods until it ends in a clearing ringed by dense brambles & thick trees. The space is dominated by an enormous carnivorous plant, which appears to be in the process of attempting to eat a small dog which nimbly evades the clumsy flailing of its brambly appendages. A few bored Billmen stand watching the spectacle, they don't seem to have noticed you.*

- On approach heroes may make a **[Sneak DEX check of 2 stars or more]** to creep up on the Billmen unnoticed.
 - **On pass:** *You creep up behind the distracted Billmen. As you approach a thorny vine arcs through the air towards you. Two of the guards manage to duck but the third is not so lucky. The vine wraps around its waist and hauls the unfortunate chimera screaming into the hungry jaws of the carnivorous plant. The other Billmen move to run and are startled to turn and find the party cutting off their escape. Just as the battle music begins to pound, several mooks lying in wait seize this opportunity to pounce from the thick woods and close in!*

The Billmen begin the round surprised.

 - **GO TO COMBAT ENCOUNTER: RESCUE MR PUDDLES**
 - **On fail:** *As you step into view, one of the guards shouts in alarm, but as he turns his back to the plant he is snatched around the waist by a thorny vine and dragged screaming into its gnashing maw. With the guards distracted by the sudden turn in events, a number of leafy forms spring from the woods and close in as the battle music begins to pound.*
 - **GO TO COMBAT ENCOUNTER: RESCUE MR PUDDLES**

COMBAT ENCOUNTER: RESCUE MR PUDDLES

Maps:

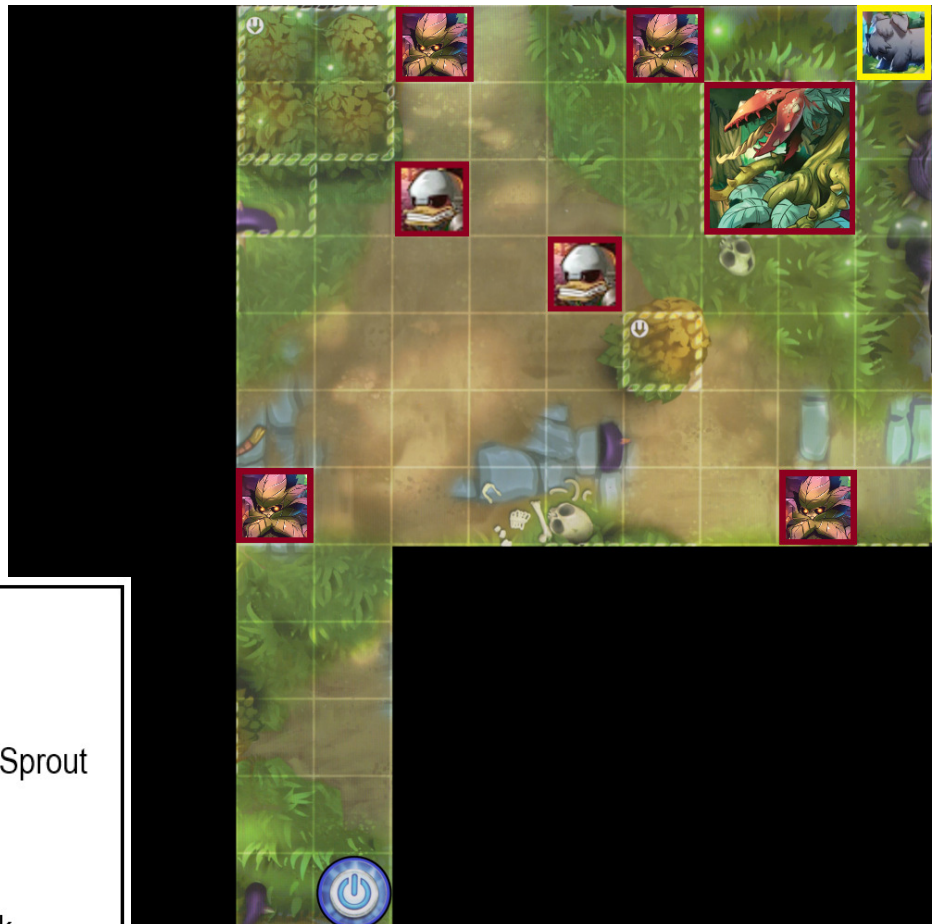
- Fae Woods 3

Spawning Pool:

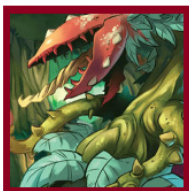
- 1x King Sprout
- 4x Mook
- 2x Billmen

Map Assets:

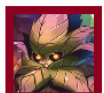
- N/A



Key:



King Sprout



Mook



Billmen



Mr Puddles

Starting Point:

All Heroes start on the starting point token.

Monsters:



Strategy:

Targeting: The King Sprout will target the closest Hero or Billmen with lowest ARM for attacks. The Mooks will target the Billmen, if none remain they will target the closest Hero with lowest ARM. The Billmen will only target a Hero if they are preventing them from moving. All monsters ignore Mr Puddles.

Movement: The King Sprout and Mooks will move towards their target until they are at their maximum attack range. The Billmen will attempt to flee past the Heroes. If the Billmen make it to the edge of the board (at the starting point), they will be removed from the board.

- The King Sprout will use Rootdown if its target is four squares away.
 - Otherwise it will use Grasping Vines
 - The King Sprout will only use "Feed Me" if it begins its activation with 2 or fewer hearts remaining. If King Sprout successfully kills a Billmen, it removes a wound token as if it were using "Feed Me". Both instances of "Feed Me" can be used in the same activation.
- Mooks will make one basic melee attack, prioritising Billmen before targeting Heroes.
- The Billmen will flee towards the starting point token. They will only use a basic attack if they are prevented from escaping.

Victory Conditions:

- All monsters destroyed or escaped.
- On Victory:**
 - The victory fanfare blares as the Giant Carnivorous Plant flails its last. In the hushed moment after the battle the small dog hurries over to greet you with licks and excited wagging. Mr Puddles is a good boy.*
 - QUEST: FIND MR PUDDLES**
 - Searching the King Sprout yields:
 - [10◇] and the **EXTRA PIXELS**.

Encounter 1G: West of the Wall

- The path leading away from the wall is flanked by the stumps of great trees harvested for lumber.*

Many of these are overgrown with fresh greenery as nature slowly reclaims them. There are strange pixelated markings here and there as you follow the path.

- Up ahead in a clearing is a stump in which is embedded a sturdy lumberjack's axe. The clearing is scattered with debris and the discarded work of a woodcutter. On the far side of the clearing is the mouth of a cave.
- If the party has rescued Mr Puddles: *Mr Puddles lets out a low growl whenever you pass one of the strange pixelated markings.*
 - Mr Puddles whines and will not approach the cave.
- There is a dragon sleeping in this cave. Either investigating the cave or pulling the axe free will wake it. The **INVESTIGATE THE SCARY WEIRD THING** quest will be completed by either action.

- **Searching the clearing:** *Among the littered remains of the once-mighty trees that occupied this space you find a strong hardwood plank propped against the bole of a tree. It sparkles invitingly.*

QUEST: FIND SOMETHING TO FIX THE BRIDGE.

- **Investigating the axe:** *Sunk halfway up its blade into the stump, the axe appears to be a well-made tool of the woodcutter's trade. The red paint on the haft is well-worn. The blade gleams invitingly as it catches the few rays of sunlight that make it down through the dense canopy.*

- Heroes may make a **[Wilderness DEX roll of 2 or more stars]** to try and identify what happened here:

- **On pass:** *Looking closely you discover evidence of a commotion, perhaps a day or two old. As far as you can tell someone was chopping wood here and had to flee away from the cave. The tracks lead back the way you came in a hurry.*

- **Investing the markings:** *Looking closely you can see that the markings appear to be spreading outwards very slowly across whatever surface they are found on.*

- **Retrieving the axe:** Heroes will need to put a little effort into pulling the axe free. On a **[STR roll of 1 or more stars]** the axe will wrench free.

- **QUEST: FIND THE WOODSMAN'S AXE**

- **Waking the dragon:**

- *With a grunt you wrench the axe free from the stump. Birds scatter, moments pass, then there is a loud snort from the cave on the far side of the clearing- as if something enormous letting out a held breath. The pixelated markings around you seem to pulse in unison and the background music abruptly cuts out, leaving the clearing oddly silent.*
- *With trampling step a titanic form bursts from the cave. It might have been a dragon once, it certainly has the bulk of one, though it twists the eye to look at. Its skin ripples with strange textures; one moment it has glittering green scales, the next the surface of a wooden table. Then it is a cloudy sky, or perhaps a vine-covered stone wall. Scintillating pixels drip from it as it spreads a vast pair of wings, staining whatever they land on. It lets out a terrible screeching roar somewhere between the grinding of metal and the laughter of children and with one huge beat, takes to the air and disappears. So great is the force of its takeoff that a rockslide tumbles down the mountain and blocks the mouth of the cave.*

- **Approaching the cave:** *The cave yawns open like the mouth of a great beast. On approach you can see the pixelated markings seem to be concentrated here, clustered into what could roughly be considered oversized handprints. The cave is a black pit stretching into the distance.*
 - **Waking the dragon:**
 - *As you approach the cave entrance there is a loud snort from within, as of something enormous letting out a held breath. A blast of warm air rolls over you smelling of cut grass and sizzling bacon. The pixelated markings around you seem to pulse in unison and the background music abruptly cuts out, leaving the clearing oddly silent.*
 - *Two points of light appear in the abyss, flashing through the entire spectrum as if they cannot decide on which colour to be. Then, with trampling step a titanic form bursts from the cave. It might have been a dragon once, it certainly has the bulk of one, though it twists the eye to look at. Its skin ripples with strange textures; one moment it has glittering green scales, the next the surface of a wooden table. Then it is a cloudy sky, or perhaps a vine-covered stone wall. Scintillating pixels drip from it as it spreads a vast pair of wings, staining whatever they land on. It lets out a terrible screeching roar somewhere between the grinding of metal and the laughter of children and with one huge beat, takes to the air and disappears. So great is the force of its takeoff that a rockslide tumbles down the mountain and blocks the mouth of the cave.*

QUEST COMPLETE: INVESTIGATE THE SCARY WEIRD THING - gain [10◇]

- **Entering the cave:** Heroes may use the jackhammer to clear the cave entrance or make a [STR roll of 3 or more stars].
 - *The cave seems to be pretty shallow, extending some 20m or so into the mountain before ending in a solid wall.*
 - *Unlike what could be expected from the lair of a dragon, there are no mounds of treasure or bones strewn around. There is only a pool of water some 20ft across with an eerie light from within.*
 - *The walls of the cave glitter with pixels of all colours that seem to change only when you move and view them from a different angle.*
 - **Investigating the pool:** *The pool appears to be relatively shallow with a slightly greenish glow eliminating from a gap between 2 rocks on the western wall of the pool.*
 - **Investigating the gap:** *The roughly oval-shaped aperture is just big enough to fit a hand through. Looking through, you can't make anything out on the other side. Just a featureless, solid green like looking up into a cloudless sky.*
 - **Sticking a hand through:** *When you put your hand through the gap you feel, paradoxically, nothing but open air. There seems to be nothing keeping the water on your side of the wall from rushing out.*
 - **Dropping a rock through the hole:** *pressing your ear to the wall, you let the rock go and listen for the clatter of it hitting the floor. You hear nothing at all.*
 - The jackhammer will not run underwater.
 - Using the jackhammer in the cave will dislodge rocks but not allow heroes outside of the map.

Encounter 1H: Returning to Town

Returning to Town with Mr Puddles

- *As you step back onto the King's Road, Andy Two-Hammers blinks in surprise and jumps up excitedly from the log he'd been sitting on. Mr Puddles rushes over and jumps all over him.*

- Mr Puddles leaves the party.
 - *Andy says* I'll be damned, you actually found him! I'm a man of my word; come back to my shop and I'll fix you up.
 - *The exclamation point over his head winks out as they hurry off into town without you.*
- QUEST COMPLETE: FIND MR PUDDLES** - gain [10◇]

Returning to the Weapon Shop

- *The door to the weapons shop is now open and the poster stuck to the wall is gone.*
- *Stepping inside to the clang of a bell, the background music switches to a cheesy 1960's infomercial tune. Andy Two-Hammers stands behind a counter to one side of the room, the walls adorned with racked weapons of all kinds. Spears, swords, shields, staves, daggers and other exotic pointy things. A large square interface panel appears in the air beside Andy. It reads:*
 - *AN UPGRADE - 30◇*
 - *A PRETTY GOOD UPGRADE - 50◇*
 - *CHAINMAIL BIKINI - 30◇*
 - *8-BIT WHETSTONE - 15◇*
 - *GLASS SWORD - 70◇*
- *Talking to Andy: Take a look, won't you?*
 - Andy provides an opportunity for Heroes to buy loot from encounters they missed before they begin the next chapter. Merchants do not retain the same stock between chapters.
 - **Asking about An Upgrade:** *For the adventurer on a budget. (STEEL SWORD, LEMON PEEL, DEADLY DIRK, EXTRA PIXELS)*
 - **Asking about A Pretty Good Upgrade:** *For the adventurer with a little more disposable cash. Look, it's a tough forest out there; not everybody gets to slay a dragon, you feel me? (DIAMOND HELM, SILK GLOVES, WITCH WAND)*
 - **Asking about the Chainmail Bikini:** (He rolls his eyes) *Commission piece. Adventurer came through town a few seasons ago, said she wanted protection without compromising her seduce skill. He laughs and shakes his head. Got herself crushed to death by an oversized sentient mushroom before she could collect it... Didn't see that one coming. (CHAINMAIL, somehow with the same stats but more revealing)*
 - **Asking about the 8-Bit Whetstone:** *Need to sharpen your hammer? This'll do the trick. No idea why it isn't reusable. (🔪 8-Bit Whetstone: +1 to offensive actions. One use only. Effects last until the end of the combat encounter.)*
 - **Asking about The Glass Sword:** *I didn't make that, incidentally. Found it in a dungeon years ago. It's weird, you know, 1-use items... He stares into space. You tend to hang on to them so you can use them later and before you know it, the adventure's over, you've retired and you still don't know what to do with the 83 healing potions you've been hauling around. (🔪 Glass Sword: +1 STR, When a model successfully rolls an attack with the Glass Sword, it shatters and is permanently destroyed.) This is another gag item, please discourage the players from buying it.*
 - **Asking about adventures:** *Later, later. Find me after the show, I'll need a few drinks in me before I start yacking about the glory days.*
 - **Asking about potions:** *Donated them to the church. How do you think Sister Temperance keeps reviving adventuring parties that wipe out in the woods?*

Returning to the Tavern with the Axe

- *The backing music switches to that raucous tune as you enter the Inn's taproom. The Barkeep wipes down the bar while the wench flutters around the floor. You seem to have entered halfway through one of the minstrel's songs; you didn't catch the first part but when he finishes the song with a punchline about the fisherman having only 1 bucket of sand, the patrons listening in roar with laughter.*
- *The lumberjack in the corner with the exclamation point over his head does not appear to have moved, staring out of the window at nothing in particular.*
 - **Returning the axe:** *The man does a double-take as you lay the axe on the table. He picks it up and looks at it in awe. He says, You saw it, didn't you?*
 - **Yes:** *He shudders. You have my thanks. Here.*
 - *The exclamation point over his head winks out as he stands up and leaves the tavern.*

QUEST COMPLETE: FIND THE WOODSMAN'S AXE - gain [10◇]

Returning to the Bridge

- *When you return to the bridge, neither of the NPCs appears to have moved. The bridge repair guy is still flipping through his bridge repair brochure and if you look closely, the 8-bit grass seems to be growing up and around the guard's shoes.*
 - **Handing over the plank:** *Hey, wow! Now THAT is something I can use. I'm sure that was mentioned in my book. Thanks!*
 - *The exclamation point winks out as he takes the plank, whips a hammer out and heads down to the bridge to begin repairing it. His hammering is enthusiastic, if a little reckless.*
- QUEST COMPLETE: FIND SOMETHING TO FIX THE BRIDGE** - gain [10◇]
- Attempting to talk to the Bridge Repair Guy while he works will trigger the guard to shout one of:
 - YOU WILL NOT CROSS THE KING'S BRIDGE TODAY.
 - NONE SHALL PASS WHILE THE KING'S BRIDGE IS DOWN.
 - FOR YOUR SAFETY, STEP AWAY FROM THE KING'S BRIDGE.

The Festival

- This scene will not be available until the following quests have been completed:
 - **FIND SOMETHING TO REPAIR THE BRIDGE.**
 - **FIND MR PUDDLES.**
 - **FIND THE WOODSMAN'S AXE.**
- *It is now evening. The sun has set over the town of Hubton and the star-bedecked skybox arches gloriously overhead. An 8-bit moon slowly creeps over the rooftops as the music slides into a variation of the jaunty town theme.*
- *The NPCs of town bustle around the many stalls that have been set up selling pastries and toys for the children. With the town decorations completed, the scene is quite festive. There are lanterns strung up in the trees around town and flaming braziers about the town square giving off a merry warmth.*
- *Up on the stage a small ensemble plays along to the background music while a group of performers struggle into their costumes behind a screen. It seems there are a few moments until the show.*
- *Among the stalls can be found typical festival diversions; bobbing for apples, a strong-man arm wrestles challengers and a travelling fortune teller gives readings in the back of an arched wagon parked by the square.*

- **Checking out the stalls:** *There are stalls selling all kinds of wonderful goodies. Frosted donuts, hard candy, pastry twists and every kind of soda you could possibly want, all for free.*
 - All heroes gain one potion token.
 - Force a **[Perception WILL roll of 1 or more stars]**; on pass, the heroes will notice the nun from the town church, Sister Temperance stuffing a frosted pastry into her mouth.
 - If the heroes try to approach her she will wink at the party and disappear into the crowd.
- **Arm Wrestling:** *A table sits in a space between two stalls where a crowd of onlookers stand around, cheering. As you walk up a young lad stumbles away from the table, rubbing his arm and sighing dejectedly while a solidly-build chap sits back in his chair and teases his impressive moustaches out.*
 - A hero may challenge the town strong man to an arm wrestle. Make a **[STR roll of 3 or more stars]**:
 - **On Pass:** *The strong man's arm slaps to the table, drawing a delighted gasp from the audience and a few cheers. Clearly this fellow has been on good form until you broke it just now. He congratulates you and politely asks you to move along.*
 - **ACHIEVEMENT UNLOCKED: TITLE "... The Burly"**
 - **On Fail:** *This guy has to be part-tree. You put up a good fight but your arm slaps to the table. The crowd murmurs and a few clap for the strongman who puffs out his chest proudly and resumes twirling his moustache. Your arm aches.*
- **Bobbing for apples:** *A large, wide barrel sits by the side of the square, filled with water not quite all the way to the top, wherein several shiny red apples float around. A couple of children hang over the edge of the barrel, legs flailing, as they attempt to grab an apple with their teeth, laughing at each other as they come up spluttering.*
 - Heroes may make a **[DEX roll of 1 or more stars]** to snag an apple.
- **Fortune teller:** *Over by the fountain of Ser Stabby there's parked a gaudy wagon. The door is open and an inviting light shines from within.*
 - *Inside, a woman with a mane of glossy black curls sits at a small round table, upon which a glass orb rests in a silver cradle. She smiles as you approach.*
 - An **[Identify Magic WILL roll of 2 or more stars]** will identify that there is some kind of magical process going on when she consults the crystal ball, but you can't quite work out what the mechanism is. It would take days of study to work out.
 - Heroes can get their fortunes read. Heroes will receive these fortunes **in order**. If you're adjusting this module for more than 3 players, you will need to come up with additional 'grand' fortunes for the other players in between but the last hero will always get screwed with the 'dud' fortune.
 - *Where there is loss, there is also opportunity. It is the lessons we learn from the pain of our experiences that define our destiny. You will leave a mark on the world, what will it be? Next!*
 - *Ah, there is so much power in you. Do not let the regrets of your past deter you from becoming who you are meant to be. There will be danger, yes, and soon! But the iron must pass through a bed of fire before it can become the spear that slays the mighty beast. Will you be the spear? Or the beast? Next!*
 - *Always wear shoes in the Fae Woods. Your lucky colour is blue. Next!*
 - *You are jostled out of the cramped wagon by the next group to come through.*
- **Finished exploring:** *A trumpet blares, signalling that the show is about to begin. NPCs begin to gather into the rows of seating arranged before the stage.*

The Big Show

- *The jaunty background music hushes as another blaring fanfare sounds and a guy in knightly*

cosplay walks to the front of the stage and proclaims: Welcome, goodfolk of Hubton. I, Ser Stabby McDragonstab, Plunderer of The Delve of Despair and Wielder of Wyrmspite, have travelled from distant lands to slay that mightiest of dragons... BRACKENSCALE!

- *At this, the crowd cheers. Some of the younger ladies sigh.*
 - If the heroes noticed Sister Temperance earlier: *Sister Temperance, leaning against a stall, groans loudly and buries her face in her palm.*
- *Across the stage a team of 4 puppeteers wrangle out a complex, articulated puppet of an emerald green dragon. The crowd is impressed as the dragon pulls back its head while one of the puppeteers lets out a decidedly non-threatening roar and tosses a fistful of red streamers through its open jaws.*
- *'Ser Stabby' shouts: Back, foul beast! He brandishes his painted wooden spear. I shall gather my companions; Livia Silvertress, Xx_Leeroy_xX, Ser Chauncey Von Ribbit! To me! We will ride to... to...*
- *He trails off as a screeching cry splits the night. The sound is a horrible wail that rips at your mind as you try to make sense of it. It's like... tearing paper, no, shattering glass. It's the sound of a rusty hinge. Silence falls over the town square. NPCs huddle in their seats with hands clapped over their ears. Shadows flicker as a gust of wind ripples through town, exciting the braziers around the square.*
- *Then, something enormous crashes down on top of the stage roof. Splintering wood. Screams. Something vast, silhouetted against the night sky spreads its terrible wings and looks down on the townsfolk with eyes like kaleidoscopes.*
 - Heroes may wish to interrupt you and roll initiative or some attacks. Let them. If anyone attacks (ranged or magic only- it's on top of the roof), there's no way to tell if they hit or not. There is no reaction from the creature.
- *Andy Two-Hammers appears at the base of the stage and shouts to the crowd: Everyone! Move! Get out of here! Sister! The church!*
- *Someone's voice calls back in confirmation. It could have been the nun, you don't get a chance to look because right at that moment the thing on the roof of the stage leans down and exhales. Andy is engulfed in a torrent of eye-twisting pixels. Colours you didn't know existed. It is so bright you have to screw your eyes shut for fear of going blind. When the blast is over, nothing remains of poor Andy Two-Hammers but a wide pool of ever changing textures.*
- *With a huge beat of its wings the creature takes to the air and wheels away to the north. The blowback from its wingbeats topple the braziers around the square, scattering their embers into the wreckage of the flimsy stalls. Fires catch and soon the entire square is ablaze. Sister Temperance, with a surprisingly commanding voice, herds the terrified townsfolk into the church while a few brave souls remain in the square to try and put the fires out.*
- *By morning, the forge, the inn and a number of houses are destroyed before the fire burns itself out. Later that day a rider will enter Crystallia Palace and tell of a dragon stirred from its slumber to bring terrible wrath on the world.*
- *A dragon that would come to be known by the name: **Glitch.***

QUEST COMPLETE: ENJOY THE SHOW - gain [10◇]

End of Chapter 1


We hope you enjoyed the story!

Preparing for the Next Chapter

Unresolved Quests

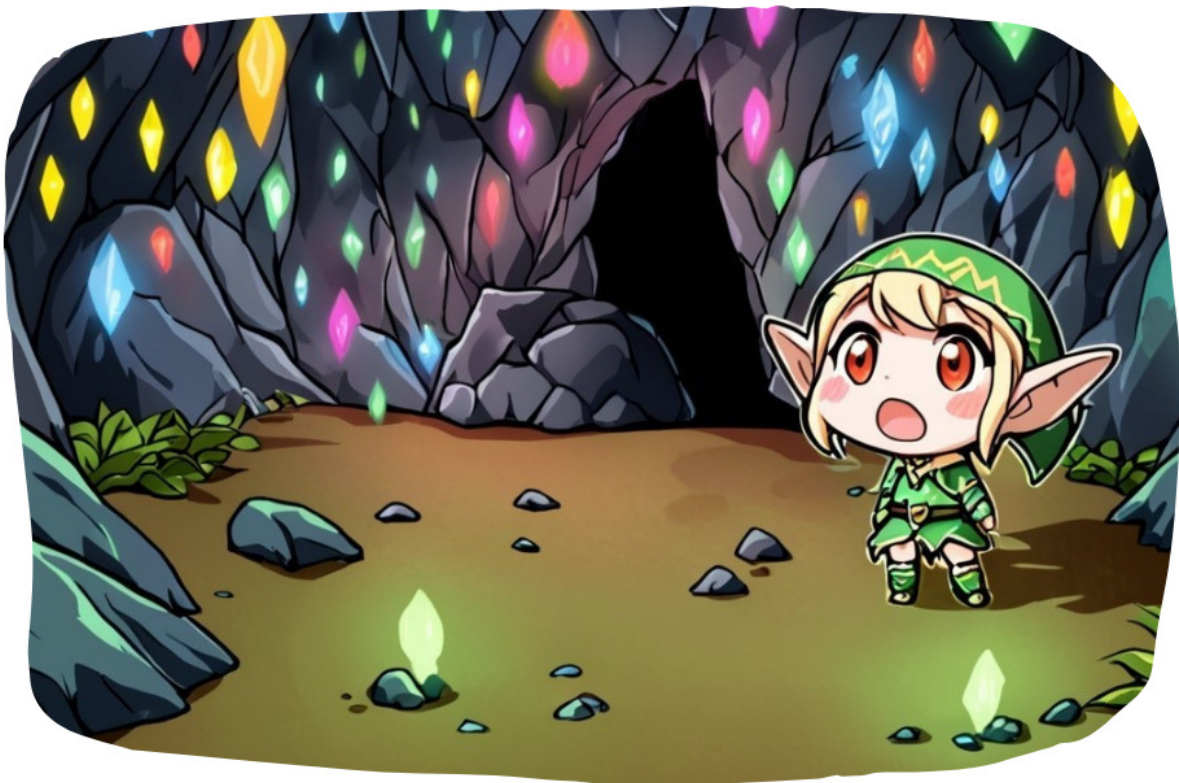
- **DELIVER THE ORANGE TANG.**
- **LEARN MORE ABOUT SER STABBY.**

Heroes Level Up

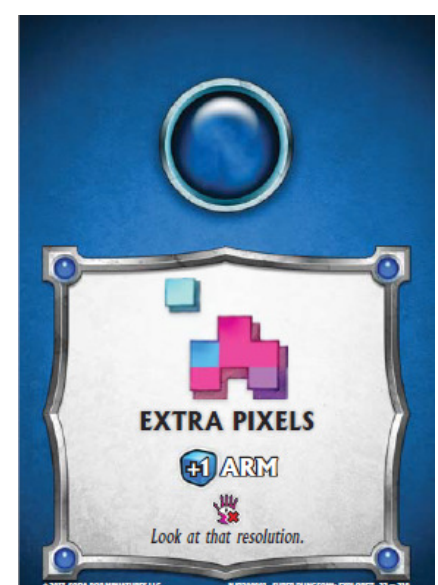
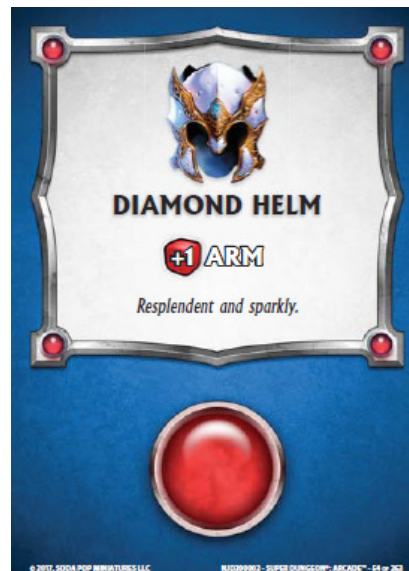
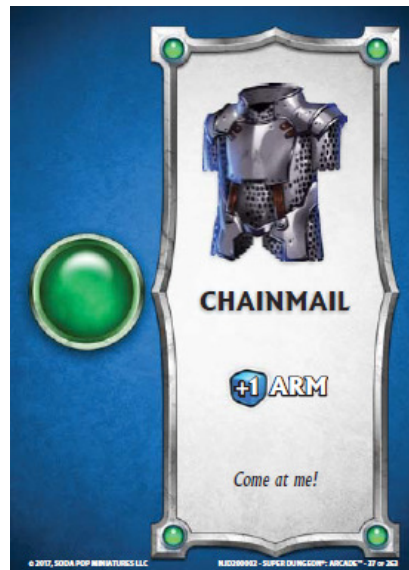
- Heroes add  to a stat of their choice.
- Heroes gain one enhancement from the [Novice Level Up Table](#).

Save Your Progress















Record the loot, Hero details and remaining crystals in preparation for Chapter 2: Spooky, Scary Skeletons.



















































































Loot



Novice Level Up Table

NAME	TYPE	DESCRIPTION
Alchemy	Ability	When a model with Alchemy rolls a heart they may choose to gain a potion instead.
Backstabber	Ability	When a model with Backstabber suffers a wound, it may place the wound token on an adjacent friendly model instead.
Defender	Ability	Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.
Discipline	Ability	A model with Discipline gains  to all rolls while it is adjacent to at least one other friendly model.
Fire 	Ability	Models with the Fire ability inflict the  status effect upon a successful attack.
Fly	Ability	A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly .
Fury	Ability	A model with Fury gains  to offense rolls for each wound it is currently suffering.
Healer	Ability	When a model with Healer rolls a potion they may choose to gain a heart instead.
Hex 	Ability	Models with the Hex ability inflict the  status effect upon a successful attack.
Holy	Ability	A model with Holy may reroll a single dice when making an attack roll versus undead or demons.
Immune: Fire	Ability	A model with Immune: Slow is immune to the  status effect.
Immune: Hex	Ability	A model with Immune: Slow is immune to the  status effect.
Immune: Poison	Ability	A model with Immune: Slow is immune to the  status effect.
Immune: Slow	Ability	A model with Immune: Slow is immune to the  status effect.
Oracle	Ability	When this model wins an offense roll, if it rolled no potions or hearts, it may choose to count as having rolled one potion or one heart.
Poison 	Ability	Models with the Poison ability inflict the  status effect upon a successful attack.
Potion Master	Ability	A model with Potion Master may use one additional potion during their activation.
Ravage	Ability	When a model with Ravage inflicts damage on a single target with an offensive action, it may choose to suffer one damage to inflict an additional damage to the target.
Slayer	Ability	A model with Slayer may reroll a single die when making offensive actions which target dragon, kobold, or drake models.
Slow 	Ability	Models with the Slow ability inflict the  status effect upon a successful

		attack.
Steady	Ability	A model with Steady may not be Pushed, Pulled, or Compelled by enemy models.
Surefoot	Ability	A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.
Tough	Ability	During its upkeep, a model with Tough removes a single wound token.
Cleave		 ,  , Sweep 1
Drain Life		 , Massive Damage. Any friendly Hero may Heal 1 for each wound inflicted.
Fire Arrow		 ,  DEX, 
Forceful Shot		 , Massive Damage, Brutal Strike
Leaping Attack		 , Pounce
Power Attack		 ,  STR, Massive Damage
Rain of Arrows		 , Burst 1
Ray of Confusion		 , Lance 6, 
Ricochet		 ,  DEX, Hookshot
Summon Vines		 , Cross 4, 
Warp		 , Retreat
Whirling Blades		 , Wave 1
At Your Back		 ,  , Switch places with target Hero.
Brew Potion		 , This model gains one potion token.
Defensive Ward		 , Aura 3,  ARM
Healing Invocation		 ,  , Heal 1
Horn of Victory		 , Aura 3,  to offensive actions.
Lulling Melody		Wave 2, WILL vs WILL, Compel 2
Mark Target		 , Mark
Bottled Vengeance		 , Deadly Defense
Elixir of Fury		 ,  STR, Ravage
Fire Bomb		 ,  , Wave 1, 
Icy Breath		 ,  , Lance 3, 

Ironskin		 , Sturdy
Phantasmal Wings		 ,  WILL, Fly
Potion of Warding		 , Aura 3, +1 ARM
Powered Venom		 ,  , Burst 1, 
Smoke Bomb		 ,  DEX, Stealth
Superspeed		 , +3 Movement
Increased Range	Upgrade	Increase the range of one basic offensive action by 2.
Magic Basic Attack	Upgrade	Gain one basic magic attack,  .
Melee Basic Attack	Upgrade	Gain one basic melee attack,  .
Missile Basic Attack	Upgrade	Gain one basic missile attack,  .
Mount	Upgrade	Your character rides a mount. Increase the Hero's base size to large and gain +2 Movement.
Potion	Upgrade	Increase the maximum number of potion tokens this Hero can carry by 1.
Shield	Upgrade	Add a shield icon for defense rolls on another stat. <i>NOTE: this stat should not be the same as the Hero's main attack stat as the character will be greatly unbalanced.</i>

Map Assets

