



Chapter 2: Spooky, Scary Skeletons

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Introduction

Corruption is a Super Dungeon Role Play adventure written by fans Phil 'Pdoink' and Jenna "Aella13" O'Connor. Chapter 2 continues where Chapter 1 ended and Hero characters continue from where they left off, including their loot, remaining Princess Coins and crystals. If a player truly wishes to swap out their Hero, they may inherit the items of their previous Hero. Level up this new Hero to level 2 by following the instructions at the end of Chapter 1. Swapping Heroes will become more complicated once the background plot hooks are introduced, so swapping is not encouraged. Note that you may need to refer back to Chapter 1 for campaign rules and previous map assets.

GM's Eyes Only - Plot Hooks

In this chapter, one of your heroes will complete a backstory quest. Refer back to the questions you asked your players before beginning Chapter 1.

This chapter will involve the **macguffin**. The **macguffin** has been acquired by a team of rocktop raiders as they tunnel underground. It is up to the GM to determine how the **macguffin** fell into their possession and how it affects them while they have it.

For example: Did they pick it up after it fell down a ravine? Did they attack the previous owner and abscond with it? Do they use the item or do they just carry it with them because it looks important? Choose the most appropriate answer that fits your player's background. This will help involve the players in the story and make the experience more personal.

Additionally, the **nemesis** will be mentioned by name at the end of this chapter. The GM should take note of what the player named their **nemesis** ahead of time so that they can insert it into the dialogue seamlessly.

You are now ready to begin.

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

Corruption

Chapter 2: Spooky, Scary Skeletons

Encounter 2A: In the Dragon's Wake

- *The console growls a little as it powers up. There is a clunk and a stutter, then the world of Crystalia springs to life. Early morning sunlight streams in through the smashed stained-glass windows of the Hubton church, scattering bright, cheerful colours across the dejected and ash-streaked faces of the refugees crammed into the space. The tone is hushed; some NPCs are trying to sleep, others weep softly. Others still simply stare into space as they process the events of the previous night. Even the choral backing track is solemn, having switched to a minor key to reflect the mood.*
- *The door is closed and barred in an attempt to keep out the smoke and ash but also to provide some small comfort and security to the terrified townspeople. A stern-faced town guard stands before it, scowling into the church. On one side of the room Shopkeeper Roy sits with the one meagre crate he managed to salvage from the Item shop before it succumbed to the flames. On the other side the Barkeep and Hilde are distributing water and what little food they have among the refugees.*
- *Sister Temperance moves about, crouching to speak a few words of encouragement here, offer a hug there. In the frenzied hours after the attack she was truly a figure of strength for the townsfolk to rally to. There is an enormous floating exclamation point over hers and the Barkeep's heads, which nobody in the room seems to pay any attention to.*

Leaving the church/talking to the guard:

- NONE SHALL LEAVE THE SAFETY OF THE REFUGE UNTIL THE KING'S GUARD ARRIVE.
- IN THE NAME OF THE KING, REMAIN IN THE REFUGE, CITIZEN.
- BY DECREE OF THE KING, CITIZENS WILL REMAIN IN REFUGE DURING PERIODS OF CATASTROPHE, EXTREME DANGER OR OTHERWISE DRAGON-RELATED PHENOMENA.

Talk to refugee background NPCs:

- (sniff)... whatever will we do?
- When will the king's guard get here?
- You're not going out there, are you?
- We're safe, and we have each other. That's all that matters.
- I lost everything... all gone.
- It was horrible.

Talking to Sister Temperance

- *The good sister stoops by an old woman, murmuring words of encouragement as you approach. She looks up and smiles.*
- *It's good to see you unharmed, the Goddess smiles on you, certainly. Have you a moment to speak, travellers? I have a boon to ask.*

- **Asking about the quest:** I could use capable adventurers such as yourselves. You see these refugees here? *She leans in close and lowers her voice.* They aren't as safe as I'd like. We had a problem with undead down in the catacombs a couple of weeks ago and I sent some adventurers down there to clean it up but last night I heard some familiar shuffling and groaning. Would you care to accompany me down to the catacombs for a little ghoulish clobbering before this gets out of hand?

QUEST: MAKE THE UNDEAD DEAD AGAIN

- Meet me in the back of the church when you're ready to go. I need to grab a couple of things before we head down.
- **Asking about the catacombs:** Under this church is a system of chambers in which the people of Hubton have laid their dead to rest since time immemorial. Every now and then we get the occasional grumbler who needs a good whack on the head but otherwise it's perfectly safe. The catacombs also houses the town Archive, which you may find of interest. It contains many historical texts, including the chronicle of Ser Stabby, our patron hero.

QUEST: LEARN ABOUT SER STABBY

- **Asking about the attack:** I saw you were in the crowd last night. I am not sure how you managed to survive, being as close as you were, but I am glad of it. I've got my hands full with these poor people here.
- **Asking about Glitch:** I do not know what manner of creature it was, though its wrath was terrible. It hasn't been back, to my knowledge. Poor Andy... (sighing) He just got his dog back, too.
- **Asking about Andy:** We were adventuring companions once, Andy and I. It was a different time; he was a travelling mercenary before he retired into blacksmithing, you know. That's why he called himself Two Hammers; one for fixing the party's gear, one for caving in skulls. He was a good man.
 - **Asking about adventuring:** *The nun sits back against the back of a nearby pew and looks wistfully into space.* There were four of us. I was a young initiate, eager to see the world and do good works before cloistering myself for a life of quiet contemplation. There was Andy, blunt object for hire. The Barkeep over there, *she says, nodding towards the dwarf across the church and smiling fondly,* he was on the road with us for two winters. And our fourth was... well... times have changed.
 - **Asking about her Job/class:** Cleric, I'd have thought that was obvious.
 - **Asking about her rank:** *She blushes.* Hasn't anyone told you it's rude to ask a lady that?
 - **Asking about the fourth party member:** I'd prefer not to talk about it, sorry. That was a long time ago. Perhaps another time?
 - **Asking about the Barkeep:** Tank, exceptionally good one, too. That crotchety old bastard took so many hits to the face it's a wonder he still has the power of speech. Well, that's dwarven plate for you. Probably gathering dust in the inn cellar.
 - **Asking for adventuring stories:** This isn't the time to reminisce, I'm afraid. I could use your help, right now.
- **Asking about Mr Puddles:** I haven't seen him since you came back from the woods. Hope he's alright out there.
- **Asking about Roy:** Poor Roy lost almost everything. We thought he was mad to run into his burning shop but all he emerged with was a small crate of potions. I don't know if he was being heroically noble or recklessly mercenary, but we are grateful for the supplies.
- **Asking about the refugees:** Seven dead, several minor injuries. I brought everyone I could in here as quickly as I was able, we have enough food and water to last a couple of days while we wait to see if that thing will come back. Until then, we could use your help.

Talking to the Barkeep

- *The stout dwarf stands on a pew, handing out cookies. His long moustaches droop as he forces a reassuring smile to the dejected NPCs around him. Standing nearby, Hilde, the pretty (if slightly vapid) wench frowns sadly as she fills the mugs and bowls presented to her with water from a big clay jug. As you approach he finishes up with his last 'customer' and he sinks into the pew with exhaustion*
- Well hello there, adventurers. It's good tae see you alive.
 - **Asking about supplies:** We got plenty of cookies, it's what we were handing out at the festival when it all went to hell, you see? But all we got is water. Plain ol', boring ol' water. I mean, sure it'll keep you alive but is that any way to *live*? Not in any world *I* want to live in. These people need a pick-me-up, yessum they do! Now, my tavern may be cinders, but I tell you there's a whole cart of orange tang just over the bridge out of town.
 - **QUEST: DELIVER THE ORANGE TANG**
 - **Asking about the tavern:** Burned right to the ground, near enough. Might be some salvageable sundries in the cellar but I suspect not. Thankfully, nobody was inside due to the festival.
 - **QUEST: INVESTIGATE THE CELLAR**
 - **Asking about the Hilde:** She's been a great help. *He smiles towards the tavern girl.* Dependable, reliable Hilde. **Sturdy.** They don't make em like that anymore... Well, actually, they make em like that *all the time* back home...
 - **Asking about Andy:** *He scowls.* Damned fool! Of course he would go and get himself blown up trying to save the town. The man survives trolls, giants and scores of undead only to get incinerated before he can even roll initiative! How *totally* like him!
 - *There's an awkward hush in the church as the barkeep realises everyone in the church is looking at him.* Well... hum... he should have been more careful. People cared about him, you know.
 - **Asking about Sister Temperance:** That woman's done more to keep this town together over the years than she gets credit for. Some unsolicited advice: if she has something to tell you, listen. The Sister doesn't waste words.
 - **Asking about the adventuring:** Ha! The good old days, huh? Lemme tell you, kiddo, we was saving Crystalia from evil wizards and cosmic horrors before you was a pixel at character creation, an' no mistake!
 - **Asking about his Job/class:** Fighter. I promise I've forgotten more about being punched in the face than you've ever known. Though, from the look of you, I'd wager you're studying pretty hard. Ha! *He claps you on the shoulder.* That's the spirit.
 - **Asking about his rank:** Higher'n you! So respect yer elders!
 - **Asking about the 4th party member:** (Angrily) I ain't thought about them in years, I ain't wasting my time on it now. (Muttering) Some people don't know when they got a good thing...
 - **Asking about Glitch:** Sure weren't no dragon. Run across a few in my time adventurin' and I been here long enough to know one when I see one. But that... that's somethin' **new.**
 - **Asking about the catacombs:** So that old harridan wants to go adventuring again, huh? *He rolls his eyes.* *Young people...* Keep your eyes peeled down there. All sorts of things shuffling around in the dark. Hungry things.
 - **Recruiting the Barkeep:** No. I'm busy.
 - **No you're not:** Yes I am. Sod off.
 - **Asking for a cookie:** *He stares at you flatly as he hands you a cookie.*

Talking to Roy

- *The portly shopkeeper sits dejectedly on a pew under one of the smashed stained-glass windows, leaning against a box across which is branded the word "ITEMS" in large, legible letters. Roy perks up as you approach; the choral backing track jarringly switching to a kitschy infomercial jingle. He greets you warmly and pulls up a huge square interface panel in the air next to him. It reads:*
 - POTION - 5 ✧
- Howdy folks. Come on over'n take a look at my range o' wares!
 - **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 'range of wares':** Sure, I've had a setback an' no mistake, but disaster profiteering runs in my family. So long as people are gettin' hurt, folks need healin'. Yes sir!
 - **Doesn't the nun heal everyone for free?:** (Totally deadpan) Business is bad.
 - **Asking about Glitch:** Now, I consider myself a man o' commerce, so I don't say this lightly. If you player characters run across that critter again in the wild, you kill it good, y'hear? *He strokes his bushy grey beard indignantly.* Burned my shop down. Ain't no continues for me, understand? I have to start over!
 - **Asking about Sister Temperance:** Nice lady, opening up her place like this. Surprisingly shouty, for a nun... I thought they was supposed to be all... uh... introspective.
 - **Asking about the Barkeep:** Who doesn't like the man that pours your drinks?
 - **Asking about Hilde:** Well, I like Hilde just fine. M'wife, though, she ain't a fan.
 - **Asking about the Catacombs:** The whatacombs?
 - **Zombies and ghouls and stuff:** They... uh... (gulp)... they have those here?

Chapter 2 Quest Recap:

- DELIVER THE ORANGE TANG
- LEARN MORE ABOUT SER STABBY
- MAKE THE UNDEAD DEAD AGAIN
- INVESTIGATE THE CELLAR

Encounter 2B: Into the Catacombs

- *At the back of the church is a small chancel behind the pulpit, it seems the good sister has been stockpiling blankets and pillows in this area. A few disheartened refugees watch you gather by the door at the back of the room.*
- *Sister Temperance comes over wearing a heavy travelling robe, frayed at the hem, with a deep hood pulled up over her mane of blonde hair. Over her shoulder is a hefty flanged mace. At her waist, a steel-encased book hangs from a chain, resting against her leg. She greets you with a stern expression. Well, shall we?*
 - Sister Temperance joins the party.
- *Once unlocked, the door yawns open with a long, loud creak. Inside is a long, narrow chamber with crates piled up at the far end of the room and statues standing watch over stone sarcophagi. As the door creaks shut behind you the background music switches to an apprehensive, gloomy loop that promises surprises in the dark. There's a click as Sister Temperance locks the door behind you.*
 - **GO TO COMBAT ENCOUNTER: CATACOMBS LEVEL B1**

Sister Temperance



Strategy:

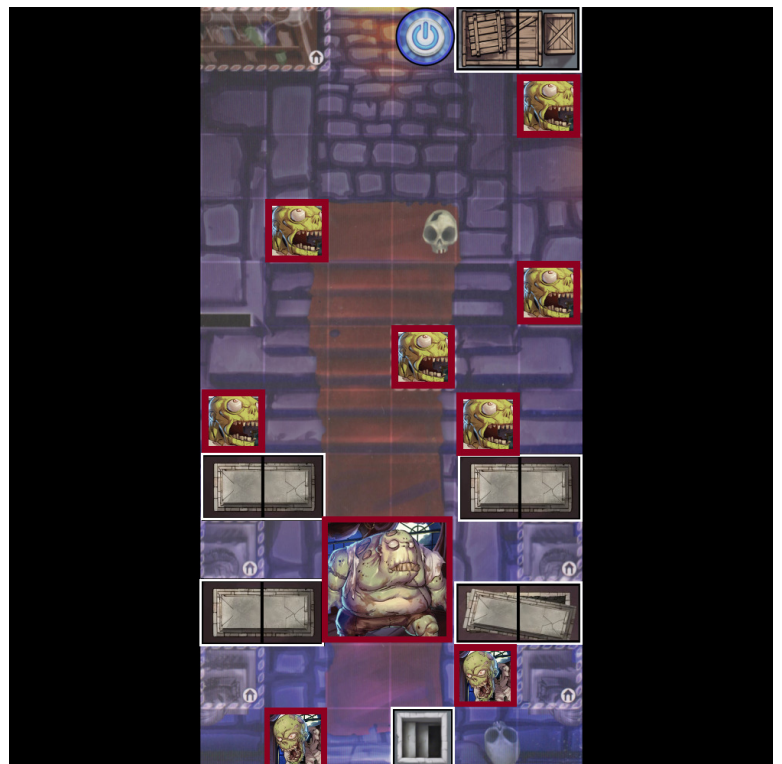
Sister Temperance functions as an additional Hero. It is up to the GM and players to decide who controls the actions of Sister Temperance in combat encounters. As a retired Hero, Sister Temperance is a little weaker than the rest of the party, as she is not equipped with any loot.

- If there is at least one undead monster, Sister Temperance will use Blessing of the Goddess.
- If a Hero has two or more wound tokens, she will use Litany of Light.
- If it could prevent an undead monster from reaching a Hero, she will immobilise it with Hold Undead.
- Sister Temperance may also perform basic melee attacks and use potions.

COMBAT ENCOUNTER: CATACOMBS LEVEL B1

Maps:

- Von Drakk Manor 7



Monsters:



Spawning Pool:

- 1x Pudge
- 6x Swampie
- 2x Super-fast, super-angry zombie

Map Assets:

- 1x Crates
- 3x Closed Sarcophagus
- 1x Crooked Sarcophagus
- 1x Stairs Down

Starting Point:

All Heroes start on the starting point token.





Strategy:

Targeting: All monsters will target the closest Hero with lowest ARM for attacks. The super-fast, super-angry zombies will prioritise poisoned Heroes.

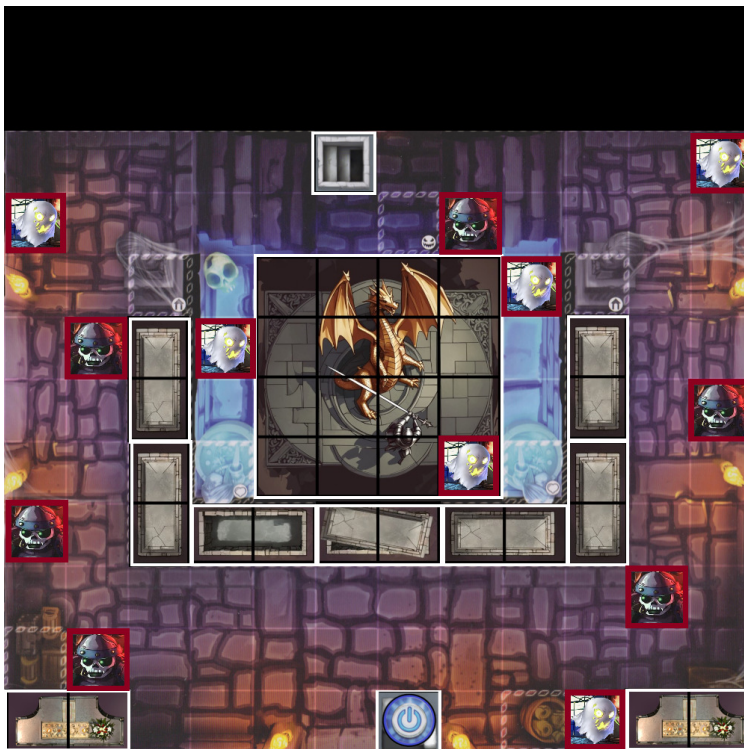
Movement: Monsters will move towards their target until they are at their maximum attack range. If the Heroes attempt to flee up the stairs they will find their path blocked by a locked hatch (cannot be lock picked or broken).

- The Pudge will use Disgusting if it is within range of 2 or more Heroes.
 - If not, it will make one basic melee attack.
- Swampies will make one basic melee attack.
- Super-fast, super-angry zombies will use Plague Bite when in range of a Hero.

Victory conditions:

- All monsters destroyed.
- On victory:
 - *Green, foul smelling slime drips from the ceiling as the victory fanfare blares. Crystals fountain out of the puddle of zombie juice to spin lazily in the air.*
- Talking to Sister Temperance: *Whew! That takes me back! Let's press on.*
 - Searching the corpses yields:
 - **Jar of Putrescence:** , , Burst 1, models hit suffer Poison and Hex. *"Open in a well ventilated area."*
 - Some **RUSTY GAUNTLETS**, [5♦] and a key to the locked hatch.
- Going downstairs: [GO TO COMBAT ENCOUNTER: CATACOMBS LEVEL B2](#)

COMBAT ENCOUNTER: CATACOMBS LEVEL B2



- *At the bottom of the stairs you find yourself in a dimly lit chamber scattered with more grey stone sarcophagi. In the centre of the room stands a stone statue of a dragon battling a defiant warrior. In the corners of the room, altars are decorated with rusted ornamental blades and the wax of a century's worth of candles. The gloomy backing track swirls into the combat theme as spectral forms coalesce into being around the statue and dart through the air towards your group.*

Maps:

- Drakk Manor 11

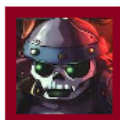
Spawning Pool:

- 6x Bone Head
- 6x Poltergeist

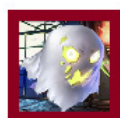
Map Assets:

- 1x Dragon Statue
- 5x Closed Sarcophagus
- 1x Crooked Sarcophagus
- 1x Open Sarcophagus
- 1x Stairs Up
- 1x Stairs Down
- 2x Altar

Key:



Bone Head

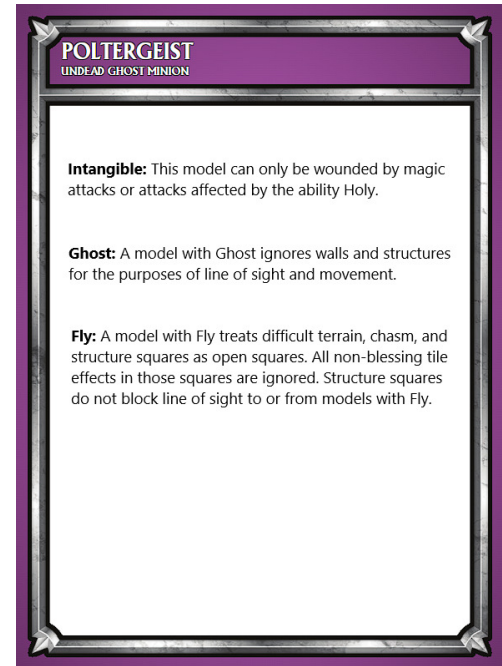


Poltergeist

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: Monsters will move towards their target until they are at their maximum attack range. The Poltergeists can use their Fly and Ghost abilities to hover over the statue and attack Heroes from afar. Treat the wall around the sarcophagi as a low enough wall that Flying creatures can be seen above it.

- Bone Heads will make one basic melee attack.
- Poltergeists will use Possession if they are in range of a Bone Pile Token. The newly spawned Bone Head will immediately activate.
 - Otherwise, the Poltergeist will make one basic magic attack.
- If the Poltergeists are not removed, they will keep bringing back Bone Heads. There should be at least two party members who can wound the Poltergeists (Sister Temperance and her Blessing of the Goddess target).

Victory conditions:

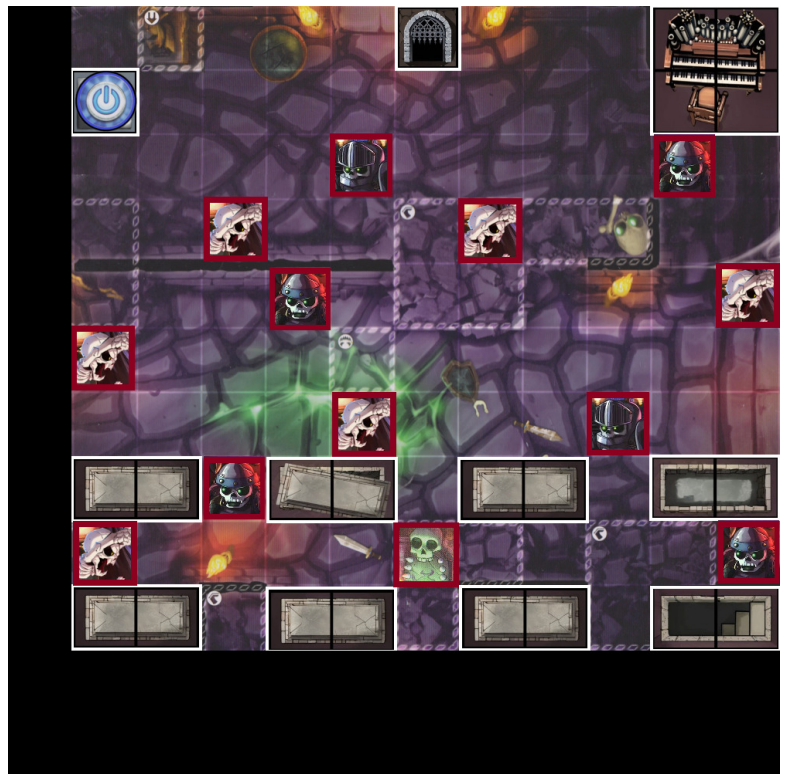
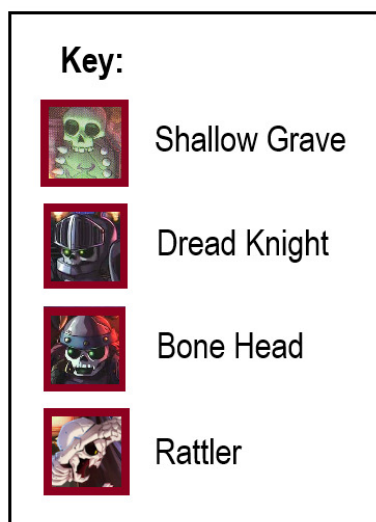
- All monsters destroyed .

- **On victory:**
 - *The last undead creature returns to death silently. Crystals spring from the mouth of the dragon statue, they bounce off the floor and spin lazily in the air.*
 - Searching the corpses yields:
 - A **BURNT TWIG** and [5♦].
- **Going downstairs:** [GO TO COMBAT ENCOUNTER: CATACOMBS LEVEL B3](#)
- **Talking to Sister Temperance:** *Breathing hard, the nun glances at you and thumbs a strand of blonde hair out of her eyes. Something's wrong. There shouldn't be this many undead roaming the catacombs. It was only a couple of weeks ago that we had this place cleared out.*
 - **Asking for theories:** Something is stirring them up; perhaps we'll find out below in the archive.
 - **Asking about the mage:** Somehow I have the feeling we'll encounter more downstairs. There's one more chamber below us, where the archive lies.
- **Investigating the statue:** *The statue depicts a fearsome dragon rearing up over a standing warrior, dwarfed by its size. The plinth bears a plaque upon which is inscribed, "The great worm Cinderbelch is slain by the legendary warrior AAA."*
 - **Asking about AAA:** The hero AAA; player character from a time long before the likes of Ser Stabby. We know precious little about AAA, but if memory serves there's a book about him down in the Archive.

COMBAT ENCOUNTER: CATACOMBS LEVEL B3

Maps:

- Von Drakk Manor 12



Spawning Pool:

- 1x Shallow Grave
- 4x Bone Head
- 2x Dread Knight
- 6x Rattler

Map Assets:

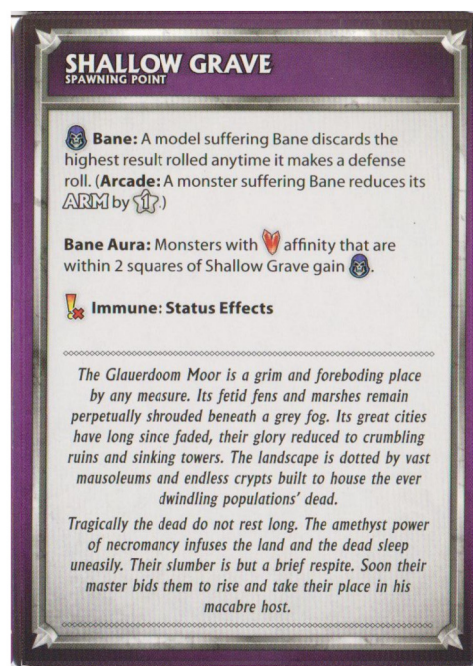
- 1x Stairs Up
- 1x Portcullis
- 1x Pipe Organ
- 5x Closed Sarcophagus
- 1x Crooked Sarcophagus
- 1x Open Sarcophagus
- 1 x Stairs Sarcophagus

Sister Temperance produces a lantern from her travelling robe and, once lit, holds it aloft as the trapdoor clatters open. At the bottom of the stairs you find yourself in what appears to be the bottom floor of this grim cellar. In the far corner, beyond rows of stone caskets and shuffling forms is an ancient organ, slowly being reclaimed by time and cobwebs. Between you and the organ is a tall door with a decorative wrought iron fence before it.

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. Rattlers will prioritise Heroes in their range adjacent to other Rattlers.

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

- The Shallow Grave will not activate on the first turn.
 - From the second turn onwards roll  and  and spawn one Dread Knight for every two stars rolled, or one Bone Head for every one star rolled, up to a maximum of 2 Dread Knights and 4 Bone Heads total.
- Bone Heads will make one basic melee attack.
- The Dread Knight will use Cursed Blade.
- Rattlers will make one basic melee attack.

Victory conditions:

- All monsters destroyed.
- **On victory:**
 - *As the victory fanfare blares, crystals rain from the ceiling and twinkle in the light of the nun's lantern. Sister Temperance wipes sweat from her brow and shakes the bone dust from her mace.* (breathing hard) I'd forgotten how heavy old Judgement here is. Well, this is it, that door leads to the archive. There's something in there you might find of interest.
 - Searching the corpses yields:
 -  **Hymnal Sheet Music:** Gain +2 ARM vs Undead monsters until the end of the encounter. *"The chords are nice but the lyrics are dodgy."*
 - Some **BRASS KNUCKLES**, one **Potion** Token and [5♦].
 - *One of the caskets in this room is conspicuously open, its grey stone lid leaning against the cobweb-coated wall. The casket contains not remains, but a staircase descending down into the gloom.*
 - **Going back up without revealing the caskets:** *As you are around halfway up the stairs Sister Temperance calls out in alarm, Wait, heroes! Unless my eyes deceive me, I do believe there's a set of stairs hidden in the casket over there. That's crazy; I've been here nearly 20 years and always thought this was the deepest part of these catacombs. I wonder what's down there?*
 - **Asking about the archive:** The written history of Hubton is inside that room, not to mention an excellent selection of crime dramas. If you're at all interested in learning more about the great player characters of old, their stories are recorded within.
 - **Asking about the organ:** You know, I never worked out how they got that thing all the way down here. I can't fathom the last time it was played. We've got an 8-bit wurlitzer up in the chapel; much easier to move around.

- **Playing the organ:** Players may make an optional **[DEX roll of 2 or more stars]** to produce anything other than hideous noise pollution. The organ is ancient, out of tune and its mechanism is almost totally seized up.
 - There is also a family of bats living in the pipes. When the first notes are played there's an explosion of bats from the organ that swirl around the room, shrieking before settling down into the crevasses in the walls. The notes resonate through the catacombs and echo off the bare stone walls.

On Pass: ACHIEVEMENT UNLOCKED - TITLE: "..., Tickler of Ivory"

- **Leaving the area:**

- **Passing under the portcullis to the north:** The portcullis is stuck in the halfway position.
 - A **[Lockpicking DEX roll of 3 or more stars]** will unstick the mechanism.
 - A **[STR roll of 3 or more stars]** will knock the portcullis loose, as well as draw an exasperated sigh from the Sister.

ACHIEVEMENT UNLOCKED: TITLE - "..., Slayer of Ancient Gates"

 - Failing both options results in all party members suffering from the slow status effect at the beginning of the next encounter.
- [GO TO COMBAT ENCOUNTER: CATACOMBS - THE ARCHIVE](#)
- **Taking the secret stairs down:** [GO TO COMBAT ENCOUNTER: CATACOMBS LEVEL B4](#)

COMBAT ENCOUNTER: CATACOMBS - THE ARCHIVE

- *The air in the room you find yourself in, lit only by Sister Temperance's lantern, is thick and musty. Rows of shelves line the walls. You hear her knuckles tighten around the haft of Judgement as the rattle of dry bones closes in around you.*

Maps:

- Crystal Dungeon 2

Spawning Pool:

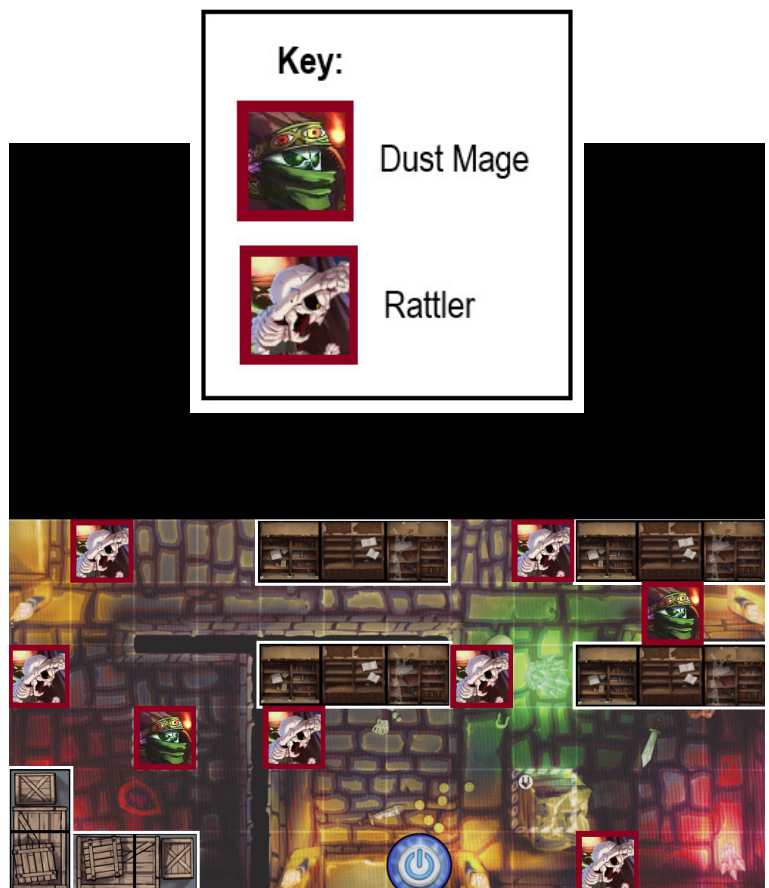
- 2x Dust Mage
- 6x Rattler

Map Assets:

- 4x Ruined Bookshelves
- 2x Crates

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. Rattlers will prioritise Heroes in their range adjacent to other Rattlers.

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

- Dust Mages will use Mend Bones if they are in range of a Bone Pile token, followed by a basic magic attack. The newly spawned Dust Mage will immediately activate.
 - Otherwise they will use Bone Cold.
- Rattlers will make one basic melee attack.

Victory conditions:

- All monsters destroyed.
- On victory:
 - *Crystals tumble from the bookshelves and rattle as they bounce off the floor. Sister Temperance props Judgement against a bookshelf as she begins scanning the shelves, before finally selecting a book and nodding to herself in satisfaction.*
 - **Asking about the book:** A Killer Comes to Clockwork Cove. I just adore murder mysteries.
 - Searching the corpses yields:
 - A **DUNGEON MAP** and [5♦].

- Searching the archive yields:

- **The Account of Ser Chauncey Von Ribbit**

- Well now, that's interesting. In this spot is supposed to be an account of the slaying of Brackenscale by Ser Stabby McDragonstab as recorded by Sister Patience. Someone seems to have taken the Chronicle of Ser Stabby and replaced it with this book by one of his travelling companions... I wonder what they were looking for?

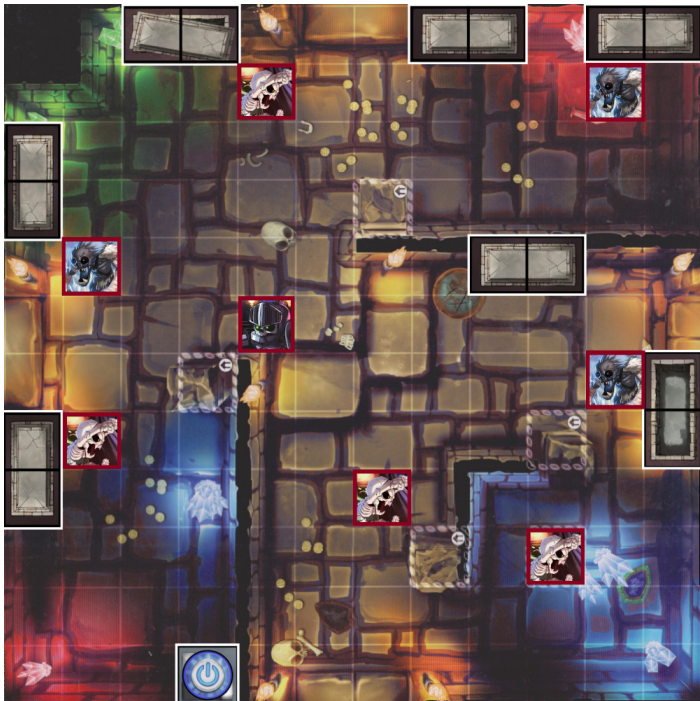
QUEST COMPLETE: LEARN ABOUT SER STABBY - gain [10◇]

- An ancient book on the history of AAA:

- *The book is a thick, leather bound tome with a brass buckle holding it shut. The pages creak and object as you lift the cover; it smells of time. The contents don't seem to make much sense, every page contains a single column of 3-letter codes with a number next to it. Some numbers are upwards of six digits, others could be counted on one hand. The book is completely filled with these and contains no other text. On one page, near the back, you find an entry reading "AAA-999999".*
- *Sister Temperance comes over, You found it! I was sure it was down here somewhere. I tell you, though, that lore is very old; the world was different then. I'm told it was a simpler time, though you can tell from the well-kept graves and crypts around us that these figures of history were truly loved by their contemporaries. Their deeds were no less heroic, nor the perils they faced any less dire than what we see today. Please, take care of it.*

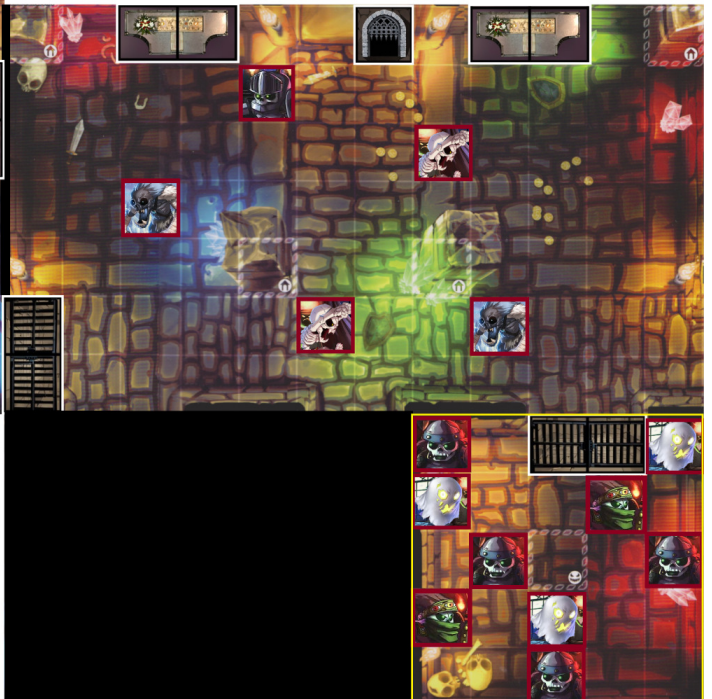
ACHIEVEMENT UNLOCKED: TITLE - "..., Keeper of Hi-Scores"

COMBAT ENCOUNTER: CATACOMBS LEVEL B4



Maps:

- Crystal Dungeon 3
- Crystal Dungeon 12



Spawning Pool:

- 2x Dread Knight
- 5x Draugr
- 6x Rattler
- Fill the space marked in yellow with as many undead models as you can

Key:



Dread Knight



Draugr



Rattler



Additional Undead

Map Assets:

- 1x Stairs Up
- 1x Portcullis
- 5x Closed Sarcophagus
- 1x Crooked Sarcophagus
- 1x Open Sarcophagus
- 2x Metal Gate
- 2x Altar

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. Rattlers will prioritise Heroes in their range adjacent to other Rattlers.

Movement: Monsters will move towards their target until they are at their maximum attack range. There are two locked gates in the room. Monsters and Heroes cannot attack each other through the gate. The first gate (between the map tiles) can either be opened by **[Lockpicking DEX roll of 2 or more stars]** or by looting a key from the Dread Knight. The Heroes can leave the area before opening this gate, but they will not get a short rest as they have not finished the encounter. The second gate cannot be opened by any means.

- Draugr will make one basic melee attack.

- The Dread Knight will use Cursed Blade.
- Rattlers will make one basic melee attack.
- *The narrow staircase hidden in the stone casket takes you down a claustrophobic series of twists and turns. The masonry of the walls frequently give way to undressed stone before depositing you at the terminus of an ancient tunnel that snakes off into the darkness. The air is cold, dry and still, and the rustle and rattle of bone and musty cloth greets you as forms shuffle out of the darkness, eager to have you join them in death.*
 - **When the first gate door is opened:** *Sister Temperance wipes sweat out of her eyes with the sleeve of her travelling robe and blows the grave dust off of Judgement. As the rusty gate squeals open she turns to you and says, I think we might be getting close to the source of this foul magic. That room up ahead seems to suck in the light. Do you hear that?*
 - **[Party-wide Perception WILL roll of 2 or more stars]:** *From the room up ahead you hear flat, monotone chanting. The words can't be made out as they echo through the tunnel but from the way they scratch the inside of your skull you get the impression they aren't in the common tongue.*
- **On victory:**
 - *As the last undead creature falls apart, crystals tinkle out of its ribcage to the stonework below.*
 - Searching the corpses yields:
 - The Dread Knight before the first gate will drop its key.
 - A **SQUARE SHOVEL** and [5◇].
- **Heading through the portcullis to the north leads you to THE NECROMANCER**

COMBAT ENCOUNTER: SLAYING THE NECROMANCER

Maps:

- Crystal Dungeon 1

Spawning Pool:

- 1x Dust Coven Necromancer
- 1x Towering Flesh Golem
- 2x Shallow Grave
- 2x Dust Mage
- 6x Bone Head

Map Assets:







- 1x Necromancer Altar
- 1x Right Angel Statue
- 1x Left Angel Statue

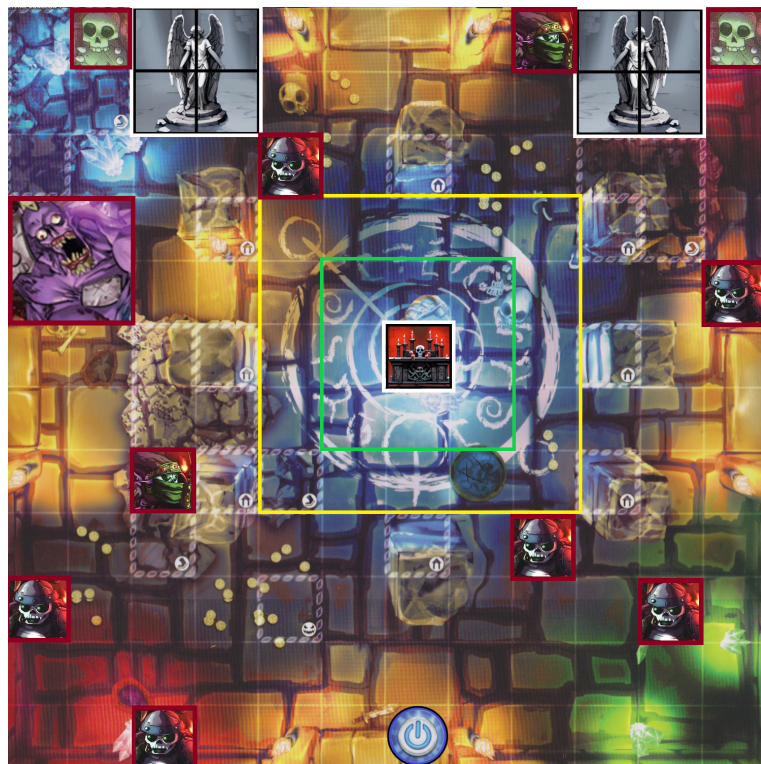
The door leads to a cavernous chamber with a high, vaulted ceiling. It is nearly pitch-black; the pathetic sputtering of a few candles scattered around the room does little to illuminate the space. Instead, what light there is comes from the enormous arcane circle in the centre of the room, lending the chamber an eerie blue glow. Shambling figures wander around the outside of the circle while a lone figure stands at an altar in the centre, chanting in some dark, profane tongue. As the electric guitars rip into the boss battle theme, you can hear the creak of dusty skulls turning to regard you with hollow, eyeless stares.

Starting Point:

All Heroes start on the starting point token.

Key:

-  Towering Flesh Golem
-  Shallow Grave
-  Dust Mage
-  Bone Head
-  Magic Circle Outer Ring
-  Magic Circle Inner Ring



Monsters:

DUST COVEN NECROMANCER
WITCH ELITE

6 3

STR 1
ARM 0
WILL 2
DEX 2

3 2

1 **Tide of Bones:** Wave 2, Raise
1 **Renewed Vigor:** Wave 2, Compel 2
1 **Ghastly Vigor:** Aura 3, All Undead gain +1 STR

16 BIT

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TOWERING FLESH GOLEM
UNDEAD ZOMBIE MINI-BOSS

6 3

STR 2
ARM 3
WILL 1
DEX 1

5 4

TOUGH, BACKLASH

2 **Toppling Sweep:** Wave 2, +1 STR

TOWERING FLESH GOLEM
UNDEAD ZOMBIE MINI-BOSS

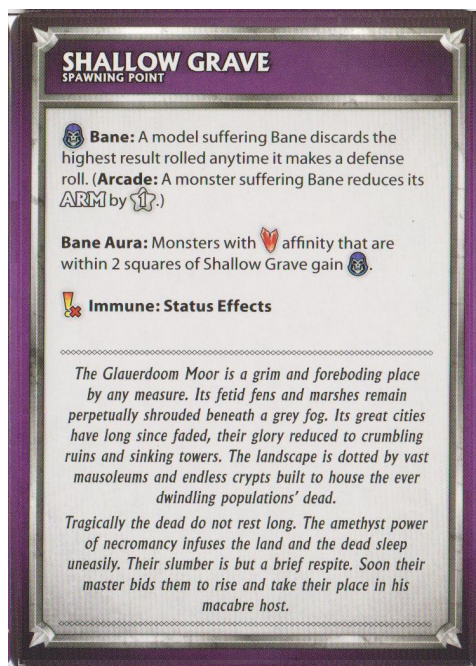
Backlash: When a model with Backlash is targeted by an offensive action and wins the defense roll, the model making the Offense roll suffers one wound.

Tough: During its upkeep, a model with Tough removes a single wound token.

Strategy:

Targeting: All monsters will target the closest Hero with lowest ARM for attacks. The Necromancer cannot be targeted or affected by AoEs until both magic circles have been removed.



Movement: Monsters will move towards their target until they are at their maximum attack range. Heroes cannot enter the area inside a magic circle until it has been removed.



- In the centre of the rooms there are two concentric magic circles. Heroes cannot enter these squares (they will be pushed 1 square away with a loud zap.) The circles are powered by the spawning points at the back of the room. Destroying one spawning point will cause the outer circle to vanish. Destroying the 2nd spawning point will cause the inner circle to vanish and enable the necromancer to be targeted.
- Spawn and activate the Dust Coven Necromancer on top of the altar immediately after the second spawning point is destroyed.
 - They will use Ghastly Vigor, attempting to augment as many undead in range as possible.
 - They will use Tide of Bones if they are in range of two or more Bone Pile tokens, followed by a basic magic attack. The newly spawned undead will immediately activate.
 - Otherwise they will perform basic magic attacks.

- The Towering Flesh Golem will use Toppling Sweep, attempting to target as many Heroes as possible, followed by a basic melee attack.
 - If it cannot target at least two Heroes, it will perform basic melee attacks instead.
- The Shallow Grave will roll and and spawn one Dust Mage for every two stars rolled, or one Bone Head for every one star rolled, up to a maximum of 2 Dust Mages and 6 Bone Heads total.
- Dust Mages will use Mend Bones if they are in range of a Bone Pile token, followed by a basic magic attack. The newly spawned undead will immediately activate.
 - Otherwise they will use Bone Cold.
- Bone Heads will make one basic melee attack.

Victory conditions:

- The Dust Coven Necromancer and the Towering Flesh Golem are destroyed.
- **On victory:**
 - *As the Necromancer dies an awful wail splits the air; like the bottled-up anguish of a thousand grieving spirits released at once. The undead creatures around the room turn to watch as a tremendous blast of stale, crypt air explodes outwards from the dying necromancer. The magic holding their forms is blown away as the shockwave hits them; scattering bones, ragged clothing and rusted armour across the floor. The dismal moan dies away to nothing, leaving the chamber silent save for your own heavy breathing before the victory fanfare blares. Crystals spray out of the centre of the magic circle and dance in the candlelight.*
QUEST COMPLETE: MAKE THE UNDEAD DEAD AGAIN - gain [10◇]
 - Searching the Towering Flesh Golem yields:
 - A **RIFTLING ORB** and [5◇].
 - Searching the Dust Coven Necromancer yields:
 - A **WIZARDLING ROBE**
 -  **Profane Tome:**  Summon 2 Rattlers and 1 Dread Knight to fight for you as allies. These models are destroyed at the end of the encounter. This model suffers the Bane status effect until the end of the encounter. *"Don't look so worried, I know what I'm doing."*
- **Leaving the area:**
 - *Sister Temperance approaches you, Judgement resting across one shoulder. We did it! The dead of Hubton may rest in peace again. Now all we have to do is mop up the-*
 - **BOOOOOOM!** *She cuts off as a huge, hollow thump from the next room rips through the open door. A couple of urns tumble from their sconces in the walls to smash and scatter their contents on the stone floor.*
- **Returning south through the portcullis leads you to THE CAVE-IN**

Encounter 2C: The Cave-in

- *The tall wrought iron gate which moments ago barred the way to the tunnel beyond is now a twisted wreck sticking out of a massive pile of rubble. Where once was a crowd of undead, there is now only a random assortment of bones amidst shattered masonry and stones where the ancient tunnel has come crashing down. The blast apparently came from the side, as is evidenced by the gaping hole in the wall revealing a rough stone cavern beyond.*
- *Standing in the middle of the wreckage of twisted metal, stone and bones is a towering creature like an overgrown tortoise, complete with scaly skin and a shell on its back, only the shell appears to be as impenetrable as the rocks the creature just busted through. A few smaller creatures, like the big one but scaled down and standing on their hind legs only, huddle around behind the big guy, peeking around it into the gloomy catacombs.*
- *A smaller critter, this one wearing a hard-hat and carrying a clipboard and satchel, climbs up over the shell of the big one and bonks it on the head with a scaly fist:*
 - *Lunk, you idiot! I said turn left at the Fungal Glade! We should be raiding that wretched king's treasury by now. Turn around!*
- *The huge creature lets out a disappointed rumble and shuffles around to trudge back through the hole in the wall.*

- **Incorporate the macguffin:**
 - You will need to let the players see that the large rocktop, Lunk, is in possession of the **macguffin**. Is he holding it in his hands? Does he drop it and quickly shove it back into a crevice in his shell? The players need to see that he is taking the **macguffin** with him as he leaves.
- **Leaving the area:** Heroes can follow the rocktops out through the cave-in to the east.

[GO TO COMBAT ENCOUNTER: AUTO-SCROLLER - ROCKS FALL, EVERYONE DIES!](#)

 - If they attempt to return to the chapel, they will find that the exit is still blocked by the guard. In this case Sister Temperance will insist upon following the rocktops with the party.

COMBAT ENCOUNTER: AUTO-SCROLLER - ROCKS FALL, EVERYONE DIES!

- This encounter calls back to the old auto-scrolling levels of vintage video games. Heroes will begin on the starting point token on the left side of the map and must escape to the right side. As soon as the first player reaches the yellow map marker, rocks will begin to fall from the ceiling causing a cave-in behind them. Any Heroes or monsters caught under this cave-in will be **instantly destroyed**. To win this encounter, Heroes must escape to the green map marker. Once a Hero enters the green marked square, they are removed from the board, having successfully escaped.

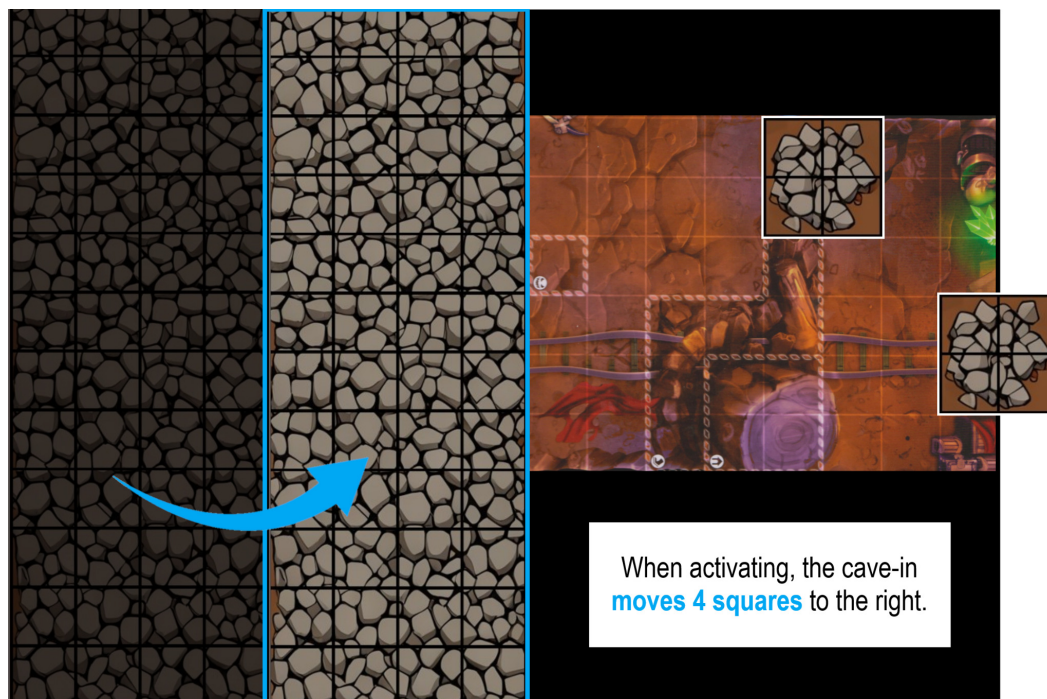
Map Overview:



- **Revealing the Map:** The caves underground are difficult to navigate. Unlike previous encounters, the entire map is not shown from the start. The GM must place the next map tile down only when a Hero exits an open doorway and enters the new tile. Any new enemies revealed by the map will join the combat rounds in initiative order.



- **The cave-in:** Take note of the first time a Hero moves over the yellow map marker. The cave-in will take its turn in initiative order after this Hero until the end of the encounter. Each time the cave-in activates, move the cave-in map asset 4 squares to the right. Any Hero or monster under these 4 squares is crushed and instantly reduced to zero hearts. Remove monsters from play, and return Heroes to play in their turn by spending a Princess Coin. To demonstrate this effect to the players, the first time the cave-in activates, spawn a rocktop underneath it (if there isn't one already) to show it being instantly squished by the rocks.



- **Rocks fall from the ceiling:** Additionally, there are rocks falling from the collapsing ceiling. These falling rocks are represented by falling rock map assets. These squares do not count as difficult terrain, however, when Heroes and monsters move through a falling rock square they will need to avoid the falling rocks. The model must make a skill roll **[Dodge DEX roll of 2 or more stars] OR [Leap STR roll of 2 or more stars]** for every square of falling rock that they move through. Heroes suffer a -1 penalty to this skill roll if they ran or dashed during this activation. If they fail the roll, models suffer 1 wound.

Key:	
	Crusher
	Roller
	Slowpoke
	Cave-in Trigger
	Escape Zone

Stepping through the hole in the wall you stare into a natural stone cavern stretching away into the darkness. The huge rocktop plows away from you at a remarkable rate of speed with the smaller creatures struggling to keep up. In its haste, it crashes through a makeshift timber support keeping the roof up which shatters into kindling. A terrible cracking sound comes from the bare earth and stone overhead as the ground begins to shake. Suddenly rocks fall from the ceiling behind you. The cavern is collapsing! Run for your lives!

Maps:

- Dragonback Peaks 9
- Dragonback Peaks 10
- Dragonback Peaks 12
- Dragonback Peaks 13
- Dragonback Peaks 14

Spawning Pool:

- 1x Crusher
- 2x Roller
- 6x Slowpoke
- 6x Turtle Shell

Map Assets:

- 1x Cave-in
- 9x Falling Rocks
- 1x Treasure Chest

Starting Point:

All Heroes start on the starting point token.

Map 2C Part 1:



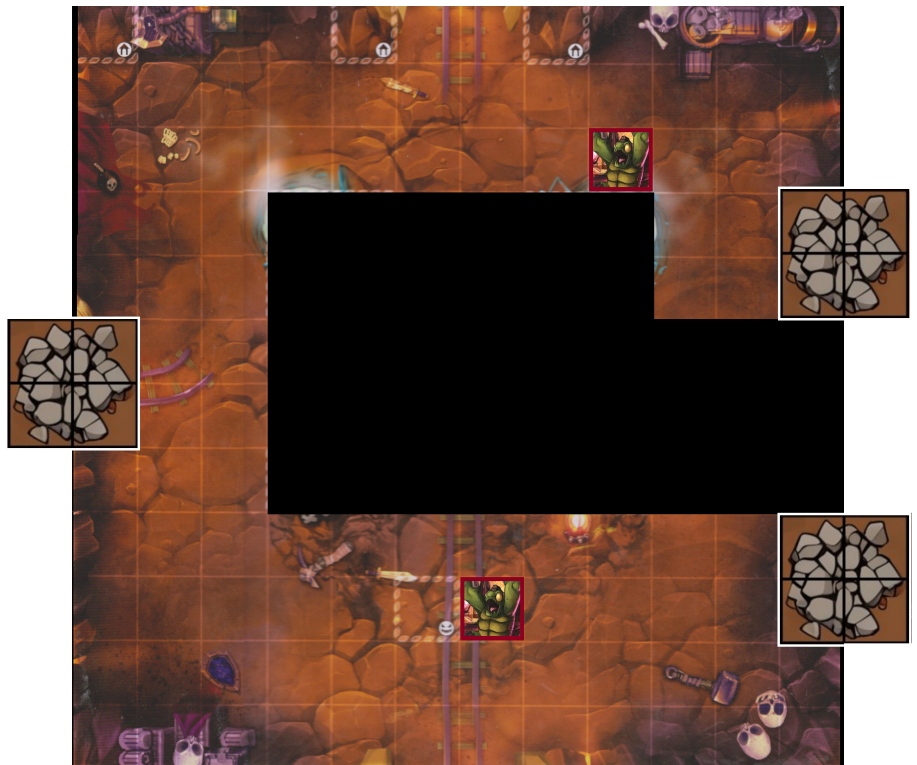
Map 2C Part 2:



Monsters:



Map 2C Part 3:



- Once heroes reach the third tile: Ahead the path branches in 2 directions. Heaving trudging steps can be heard from the north.

Map 2C Part 4:



A large chest is perched precariously on the edge of the precipice. It sparkles invitingly in the gloom. The chest is not locked, the digital file making up the chest is corrupted. It cannot be opened no matter what they try. The party may stay here scratching their heads about the conundrum about to unfold until the auto-scroller kills them or they abandon it.

- A **[Perception DEX roll of 1 or more stars]** reveals that the chest is sparkling with scintillating pixels.
- A **[Lockpicking DEX roll of 1 or more stars]** reveals: *With a satisfying click the lock snaps open. However, when you open the lid, something truly bizarre happens; the lid of the chest swings up with the creaky squeal the rusty hinges promised, however you notice that there's another lid keeping the chest shut that the first lid seemed to pass through.*
 - **Examining the lid/hinges (even if a Perception or Magic check is rolled):** *There doesn't seem to be any trickery or magic at play here, the first lid passes through the second lid as if it weren't there.*
 - **Opening the 2nd lid:** *The lid opens exactly like the first did, the squeaky hinges even sound exactly the same. The lid disappears into the space occupied by the first open lid. Strangely, another lid seems to hold the chest shut.* This process will loop infinitely, there's always another lid holding the chest shut. Oddly, if they ever close the lid again, there's only one.
 - **Leaving the chest after attempting to open it:** *Suddenly there is a tinkling sound as the bugged chest somehow opens the moment you gave up on it.*

Searching the chest yields:

 - **A GLEAMING BREASTPLATE.**
- **Jumping the chasm:** Instead of returning the way they came, a Hero may attempt to jump across the chasm between the northern and southern routes. Attempting the jump requires spending one action point. If the Hero can pass an athletics roll they can land safely on the other side. The difficulty of the roll will depend on how far the Hero needs to jump; 3 squares: **[Athletics STR check of 2 or more stars]**, 4 squares: **[Athletics STR check of 3 or more stars]**, 5 squares: **[Athletics STR check of 4 or more stars]**.
On fail: The hero faceplants into the ledge and forfeits their action point. They can attempt the jump multiple times by spending further action points.

Map 2C Part 5:

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. The Rocktops are not very intelligent, so only the Crusher will try to avoid the falling rocks. The Crusher will also try to stay between the pools of fire to block the Heroes' path to the exit.

- The Crusher will use Turtle Tremor, attempting to target as many Heroes as possible.
 - If it cannot target at least two Heroes, it will perform basic melee attacks instead.



- The Rollers will use Thwack if they are able to throw an ally, otherwise they will perform basic melee attacks.
- The Slowpokes will perform one basic melee attack.

Victory Conditions:

- All Heroes escape.
- **On Victory:**
 - *You rush through the mouth of the cave as the rocks tumble behind you. The cavern stops shaking, and as the dust settles, a number of crystals fall rewardingly from the roof of the cavern. They bounce off the floor and come to rest, rotating slowly in the air.*
 - Gain [5◇] and one **Potion** token.
 - **Talking to Sister Temperance:** *The nun drops the heavy head of her mace to the floor and leans on it, breathing heavily. She glances around at the small hole in the foundation to the east then back at the cave-in to the north.* Looks like that huge creature escaped through that tunnel and collapsed it behind them. I have grave fears for the safety of Hubton if a rocktop raiding party is on its way there.
QUEST: RESIST THE ROCKTOPS
 - **Asking about rocktops:** Elusive subterranean creatures that burrow through Crystalia in search of treasure. Every so often the things they turn up will find their way onto the black market. Most people have never seen one, some even believe them to be a myth; a bedtime story told to get restless children to hush for the night. We should hurry.
 - **Asking about Dozer and the Foreman:** I've heard rocktops come in all different sizes but I'd never have believed they could reach such proportions. I understand now how they can so effortlessly tunnel through the land.
 - **Asking about the mine:** These tracks look to be quite freshly laid, if clumsily. If I had to guess I'd say the rocktops have been planning to abscond with quite a lot of the free people of Crystalia's wealth. I've heard stories of prospectors falling down sinkholes and getting lost in a vast labyrinth of twisting tunnels and mines, those that survived managed to find their way back into the daylight by the Goddess' favour or perhaps dumb luck.
- **Leaving the area:** The cave-in cannot be cleared by normal means. If the party bought the Jackhammer back in chapter 1 they can attempt to use it to clear the debris, but ultimately the party can only escape through the narrow hole in the stone.
 - **Using the Jackhammer:** *The jackhammer roars to life and begins smashing into the rubble. You're able to clear some rocks away but the cave begins shaking violently. It's clear you risk another collapse should you continue.*
 - **Through the narrow hole:** *The tracks lead through a narrow opening in the ancient stonework. You follow a twisting tunnel for some time, losing sense of time until abruptly you find yourself standing in bright sunlight. Shielding her eyes against the sudden glare, the nun looks around.* I know where we are... this is the Wispy Wood. We've come some way east of town, there's a road around here somewhere that'll take us back to the Brambleroot River and the bridge into town. With haste, heroes!
 - **Asking about the Wispy Wood:** There are perils of all kinds out here in these woods. Beasts, bandits... worse... We would do well not to tarry on our return to the town.
 - **GO TO THE OUTSKIRTS OF HUBTON**

Encounter 2D: The Outskirts of Hubton

- *Sister Temperance heaves Judgement up onto one shoulder, hikes her travelling robe up to her knees and takes off into the thicket. After some thrashing of bushes and some very definitely unpious swearing the good sister bursts through the undergrowth and out onto a cobbled road. She takes a moment to get her bearings then indicates the western path with a casual wave of her mace. Now, this way will take us back to town; the other way will take you all the way to the capital. Are you with me?*
 - **Nope:** *The eastern path stretches off into the woods before you. It meanders some way into the forest before a fallen tree conveniently blocks the path. Try as you might, you can't seem to get around or over it. It all seems very contrived.*
 - **Following the sister:** *Your trip back into town is uneventful, with Sister Temperance urging haste now and then. Before long the road begins to follow the Brambleroot River south and a short time later the King's Bridge, freshly refurbished, comes into view. Remarkably, it looks brand new. An NPC dressed as a carpenter, complete with hardhat and overalls stands nearby admiring his work. The road forking off to the south is blocked by a wagon stacked with barrels parked carelessly across the way. An NPC in travelling clothes sits dejectedly on a stump near the wagon, head in his hands.*
- **Talking to Bridgeguy:** *What I tellya? Good as new. It's amazing what a couple of planks and a lick-o-paint can do.*
 - **Where'd you get the paint:** *The what...?*
 - **That needed way more than 1 lousy plank:** *Not sure I follow you, it fits perfectly!*
- **Talking to the sad wagon driver:** *Here, now. What's this? Am I rescued?*
 - **Where's your horse?:** *The NPC points over to a clump of grass by the side of the road. The grass gives way to a... puddle? The texture is strange, though, depending on the angle you look at it from it looks like the surface of a blacksmith's anvil, or an icy ravine, or maybe it's more like a desert dune. It hurts your head to look at it too long. Was there where it happened, no mistake. Poor Belinda were taking a meal o' grass while we waited then **BAM! WHOOSH!** Gone.*
 - **What happened?:** *See, I was bringing this here load of orange tang to Hubton; brought it all the way from the capital, I did. Make it to the river, though, and the stinking bridge is out. So I'm sitting here, waiting for a passing player character to resolve the bridge repair quest when allavassudden this great big **thing** whooshes over and snatches up Belinda! How am I supposed to get all this tang into town now?*
 - **Asking about orange tang:** *My family's been brewin' up tang since the family control regulations came in. Used to be moonshiners afore that... different time. *He glances around then leans in conspiratorially, lowering his voice.* I hates the stuff, me, but pappy said that we had to keep the PG rating so whattareyagunnado?*
 - **Taking a barrel of tang to the Barkeep:** *You'd do that for me? I'd be much obliged! The NPC hops up off his stump, ducks around the back of the wagon to prop a plank up against it and rolls down a barrel. There y'are, good health to ye and the fair folk o' Hubton. Now all I's gotta do is find me a new horse!*
- **Leaving the area:** Taking the road back to town leads to the [**ROCKTOP INVASION**](#).

Encounter 2E: Rocktop Invasion

- *The town square is a deserted junkyard ringed with the burned-out husks of buildings, once bustling with the day's commerce, now skeletal shells of scorched masonry. In the street is strewn the wreckage of the festival, splintered stalls and tattered canopies. The proud statue of Ser Stabby in the south of the square is haphazardly draped with the singed banner reading "100 Years!", seemingly blown across the street.*
- *In the east, the raised stage platform is largely intact, though it is covered in the wreckage of rigging, curtains, drapery and flats. Seeing the town so destroyed is a bit of a shock to be sure, however nothing could have quite prepared you to believe your eyes when you look at the scorch mark in the street where poor Andy Two Hammers met his end under Glitch's dragon breath. Sister Temperance inhales sharply and whispers a prayer to the goddess.*
- *Seemingly melted into glass, the cobbled stonework has undergone some kind of change. Where once was regular stone, worn smooth by ages of traffic, there was now an overlapping patchwork of incongruous textures. A shifting, changing mismatch of surfaces that most definitely do not belong in a road. A loaded bookshelf. A wall of vines. Rushing whitewater. Some kind of panel covered with blinking lights. Solid, flat primary colours. Flickering, changing, twisting the eye. It hurts your brain, trying to make sense of it.*
- *Beyond the stage is a conspicuously large hole in the ground. A quick glance down reveals a tunnel stretching into the depths of the earth. You don't get much of a chance to explore further as the towering creature from earlier lumbers out of what used to be the weapons store. The smaller creature riding up on its shell batters at the back of the behemoth's head in irritation. You idiot, I told you we took a wrong turn back there. We should be in the capital by now and you've landed us in this dump! Why, I ought to... well, look who it is. Guess we get to take a little pit stop here and you can refuel on some low-rank adventurers.*
 - Incorporate the **macguffin**:
 - *You imbeciles had better watch out, Lunk here's going to... Describe what he is doing with the **macguffin**. Is he showing it off to the party? Is he wielding it as a weapon? "All of you... hurry up and **KILL THEM!**" The backing track switches to the driving, boss fight OST as the creature lunges at you.*
- **GO TO COMBAT ENCOUNTER: SHOWDOWN WITH THE FOREMAN**

COMBAT ENCOUNTER: SHOWDOWN WITH THE FOREMAN

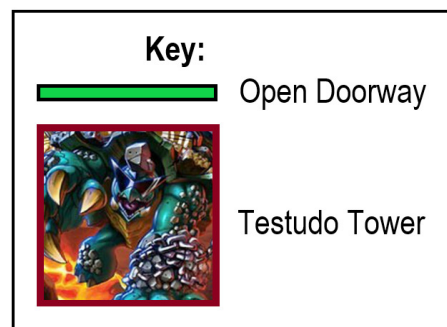
The Heroes may still be very wounded from the previous encounter. If the party does not seem well enough to take on their first Dungeon Boss, the GM should have Sister Temperance cast a special spell; Divine Intervention. She will heal the party to full health and remove all status effects, but then Sister Temperance will not participate in this combat encounter further, as she will be too tired from exertion.

Maps:

- Fae Woods 2
- Fae Woods 3

Spawning Pool:

- 1x Testudo Tower
- 6x Slowpoke
- 6x Turtle Shell

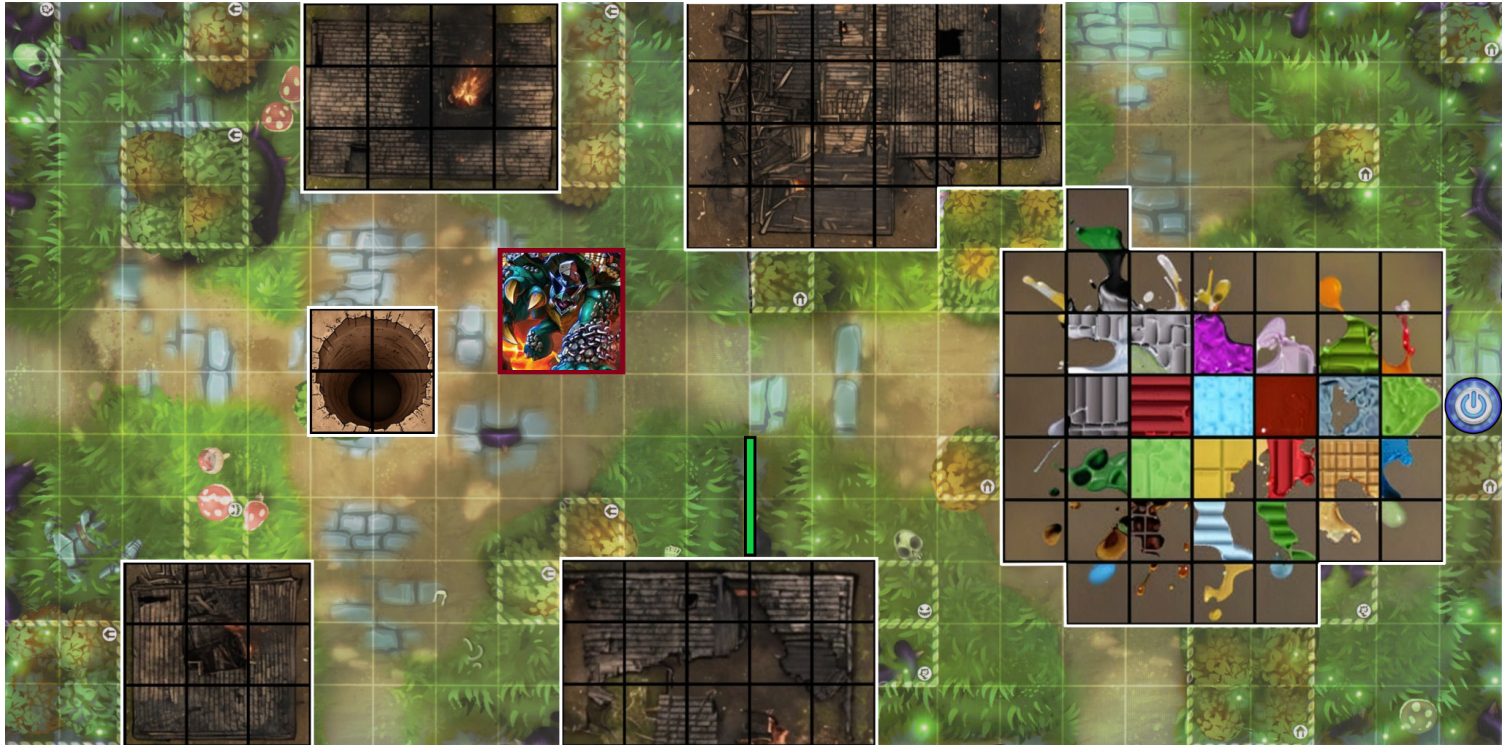


Map Assets:

- 1x Glitched Floor
- 1x Ruined Building 1
- 1x Ruined Building 2
- 1x Ruined Building 3
- 1x Ruined Building 4
- 1x Hole

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: Monsters will move towards their target until they are at their maximum attack range. The glitched floor should have all manner of strange tile effects, should the Heroes attempt to pass through the middle. Here are a few suggestions:

- Lava - Suffer the Fire status effect
- Ice - Suffer the Frozen status effect
- Poisonous Sludge - Suffer the Poison status effect
- Sticky Waffle??? - Suffer the Slow status effect
- Cursed Wasteland - Suffer the Bane status effect
- Overwhelming Pollen Shower - Suffer the Hex status effect
- Unfathomable Goo - Suffer the Immobile status effect
- Falling Pixels - Suffer the Knockdown status effect

Alternatively they players could randomise the effects for each glitched square that they walk through: Roll , if the player rolls a heart there is no tile effect, on a roll of 0 stars that square counts as difficult terrain, and if any stars are rolled that Hero will suffer a random status effect.

- Testudo Tower will use Booming Bombards and/or Shell Shock, attempting to target as many Heroes as possible.
 - If it cannot target at least two Heroes, it will perform basic melee attacks instead.
 - It will use Turtle Tosser if it is able to throw an ally.
 - At the start of Testudo Tower's activation, spawn 1 Slowpoke adjacent to the Hole, up to a maximum of 6 Slowpokes in play. This Slowpoke can immediately activate.
- The Slowpokes will perform one basic melee attack.

Victory Conditions:

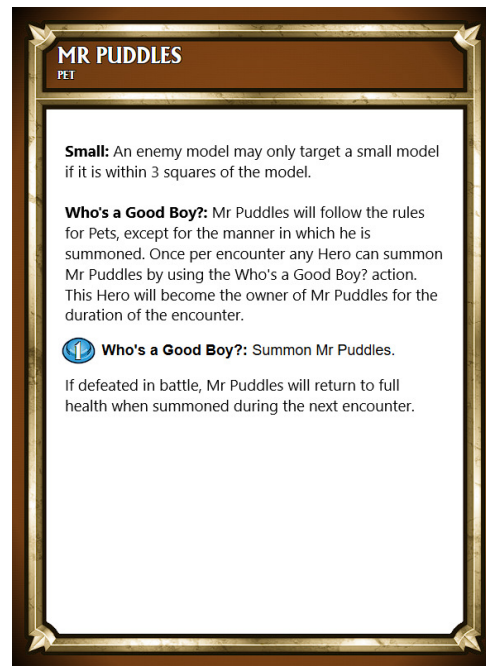
- Testudo Tower is destroyed.
- **On victory:**
 - *As your final strike hits home, the massive creature rears back and topples. A pathetic yelp can be heard from the Foreman as he tumbles to the ground, only to cut off abruptly as Lunk's tremendous bulk crashes down on him. Crystals spray out from under the fallen creature's shell. They skitter across the flagstones and when they come to rest they begin to turn lazily in the air, glinting in the sunlight. As the huge creature falls the remaining Rocktops scatter and dive into the ground, tunnelling out of sight.*
 - **QUEST COMPLETE: RESIST THE ROCKTOPS** - gain [10◇]
 - Searching the corpses yields:
 - A **SENTINEL STATUETTE**, [15◇], one **Princess Coin** and the **macguffin**.
 - Describe the moment the macguffin's player recovers the item. If the GM gave the item some bonuses, apply them to the Hero now. A reminder; try not to make it too powerful. A potion ability might be a good compromise as the player will still be limited by the need to acquire potion tokens.
 - *Sister Temperance turns to you. Well. That was certainly a touch more adventure than I was banking on. She swipes a spot of rubble off her tunic. It's going to take weeks to get all of the corpse dust out of my vestments... Still, you performed admirably. I will fetch your reward when we return to the church.*
 - The party is now free to [explore the ruined town](#).

Encounter 2F: There and Back Again

- Sister Temperance leaves the party. At this point the party can [explore the town](#) or [return to the church](#) in either order. Once the party is prepared to move on, go to [Crossing the Threshold](#).

Exploring the Ruined Town

- The party may want to explore the ruins of the town at this point.
 - The Item shop, Weapon Shop and Inn are burned out, however:
 - In the cellar of the Inn the party will find Mr Puddles, curled up under some broken support beams. He seems pretty glum, but will perk up and run out to greet the party as soon as he sees them. He will follow them around.
 - Mr Puddles joins the party. He can be summoned once per encounter by spending an action point. He cannot be resummoned if he is defeated (until the next encounter).



QUEST COMPLETE: INVESTIGATE THE CELLAR - gain [10◇]

Returning to the Church

- You bang on the door to the church. After a short pause the door opens a crack and a guard pops his head out, looks you up and down, seems to consider for a moment, then barks, NONE SHALL LEAVE THE SAFETY OF THE REFUGE UNTIL THE KING'S GUARD ARRIVE.*
- Sister Temperance shakes her head and pushes past him. Inside, the backing track switches to a relaxing choral tune and the citizens of Hubton look up as you enter. A universal look of relief is painted on their tear-streaked faces. The Barkeep plants his fists on his hips and blows out his moustaches, nodding to the nun as they make eye contact. Hilde, still frowning rapidly, rushes over to pour you all some water.*
- A couple of NPCs dressed as workmen follow you into the church, lugging a heavy crate of miscellaneous adventuring gear, only slightly singed, apparently retrieved from the wreckage of Andy Two-Hammers' shop. It has the word WEAPONS written on the side of it in large, legible letters. They set the crate on the pew next to the box that says ITEMS.*

- **Talking to Sister Temperance:** *You find the nun once more in the back of the church, standing by the pulpit, her mace Judgement resting against it.* Thanks again, heroes. I believe we can rest a little easier now, at least until the next existential threat comes our way.
 - **What will you do now?:** There's plenty of work to get on with rebuilding the town. These people need a roof over their heads and food in their bellies, but if I can find a moment, *she glances around and lowers her voice conspiratorially*, I might sneak in a chapter of my book; I've just reached the part where the reincarnated villainess is poised to extract her revenge.
 - **You could come with us?:** No, thank you. I think I've had quite enough of reliving the glory days. There really is a lot to do here.
- **Returning the Orange Tang to the Barkeep:** *The Barkeep takes the barrel from you and sets it down on a pew, stroking his chin. He takes a mug, runs it briefly under the spigot and tastes it, grimacing.* Yep. Hilde, dae the thing.
 - *Hilde comes over with a jug, fills it up with fizzing orange tang and moves to distribute it to the refugees, her vapid frown instantly replaced with a dazzling smile. From around the church you can hear a chorus of, BLEAH! and ...GROSS! and ...GODDESS, HAVEN'T WE SUFFERED ENOUGH?*
 - *The Barkeep smiles and nods.* Happy customers.
 - **QUEST COMPLETE: DELIVER THE ORANGE TANG** - gain [10◇]
- **Talking to Roy:** *The portly merchant is elbowing through the crate of gear when you walk up.* Oh! Welcome back. Terrible shame about Andy, isn't it? Terrible shame. Still, the man had quite an eye for adventuring gear, an' no mistake. *The huge shop interface panel blinks into the air above his head and the choral backing track switches to the cheesy mercantile theme with an electronic squelch.* Roy adds solemnly, All proceeds will go to Andy's surviving relatives. Once I find out who they are. And if they exist.
 - **POTION** - 6◇
 - **TENT** - 40◇
 - **AN UPGRADE** - 30◇
 - **A PRETTY GOOD UPGRADE** - 40◇
 - **PRINCESS COIN** - 100◇
- Roy provides an opportunity for Heroes to buy loot from encounters they missed before they begin the next chapter. They can also sell extra equipment for (5◇ each) and restock their potions and Princess Coins. Merchants do not retain the same stock between chapters.
- **Asking about Selling Items:** Sure, I can take some o' that junk off yer hands. No complaining about the resale value, now. Adverse economic conditions you know, what with the emergence of a world-threatening monster of terrible destructive power n' all. Also, most o' that crap you're hauling around looks ancient, like you pulled it out of a crypt or somethin'! I'm doing you a favour, takin' it off your hands, really. (Permanently discard one piece of equipment, gain 5◇)
- **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)
 - **Hey, weren't these only 5◇ a few hours ago?** *Roy grumbles something about inflation and doesn't elaborate further.*
- **Asking about the Tent:** I never was much for the outdoors, no. Pappy once took me out to the moonshiner's cabin when I was a young'n, turns out I have a terrible allergy to almost all common woodland plants and creatures. (Will completely heal the party if you rest in the tent overnight)

- **Asking about An Upgrade:** I guess it'll do the job, certainly good for a couple o' whacks. (RUSTY GAUNTLETS, BURNT TWIG, BRASS KNUCKLES, SQUARE SHOVEL)
- **Asking about A Pretty Good Upgrade:** Hey, now that looks like it could pack a whallop! (DUNGEON MAP, RIFTLING ORB, WIZARDLING ROBE, GLEAMING BREASTPLATE)
- **Asking about Princess Coins:** Well, now that is something. To think ol' Andy was hanging on to the physical manifestation of the Goddess' power n' just dropped it in a box o' crap! Odd fellow, Andy Two-Hammers. Have t' wonder why he'd have something like that. (Gain 1 Princess Coin)

Crossing the Threshold

- *The world inexplicably fades to black, and after a moment you find yourselves standing in the town square of a mostly rebuilt Hubton, freshly rested and bursting with unspent experience points. The words "2 MONTHS LATER" appear in the air, though nobody seems to notice.*
 - *The town is mostly repaired, Andy Two Hammers' shop is rebuilt, but a sign reading 'CLOSED' hangs from the door. The stage has been dismantled and the road cleared, though the eerie, glassy patch of overlapping, mismatched textures remains scorched into the cobblestones, a solemn reminder of the looming threat, somewhere out in the world. If anything, it seems to be ever so slightly bigger than it was before.*
 - *Abruptly, there's a commotion from the west of town when a troll astride a huge quadrupedal lizard rides into the square. The villagers shrink away from him as he gallops past them in sleek reptilian strides, blue dreadlocks flailing, but he pays them no mind; he is fixated on you. The group may want to ready actions, roll initiative, etc... Let them. He is not threatening. He rides straight towards you, pulling back on the reins and before the lizard comes to a complete stop he slips off its back in one fluid motion and walks towards you. His face, studded with piercings, is adorned with white paint; the design looks like a skull painted over his turquoise skin.*
 - This troll will address the character who picked the **Nemesis** personal quest by name. He speaks in a thick accent (inspired by the World of Warcraft Jamaican-esque trolls):
 - *Who is {Hero that chose the Nemesis}? Is it you? He walks among your group pausing to peer into each of your faces, squinting. When he finds you he stops, recognition setting in and a huge grin splits his face. He stabs an accusatory finger towards you, rattling the carved bone beads around his wrist. Yes, it is you. I have seen you in my dreams. I, he slaps his open palm against his chest, am Kogo'Zun. A dark power has descended on the Mistmourn Coast, the home of my people. A sickness spreads among the trees, and at its centre is one you know. {Nemesis} has come to the marsh and must be stopped; the spirits sent me to you, brudda. If you seek revenge, you will come with me. Now.*
- QUEST: IT'S PERSONAL**

End of Chapter 2

Preparing for the Next Chapter

Unresolved Quests

- **IT'S PERSONAL**

Heroes Level Up

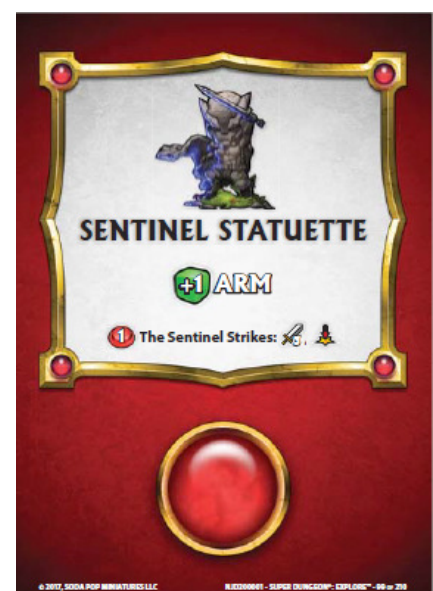
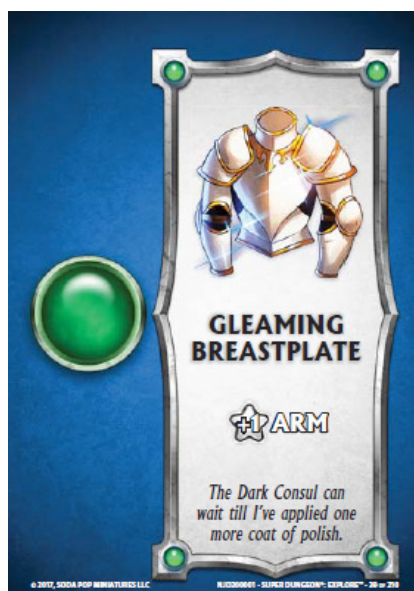
- Heroes add **+1** to a stat of their choice.
- Heroes gain one enhancement from the Novice Level Up Table (from Chapter 1).

Save Your Progress

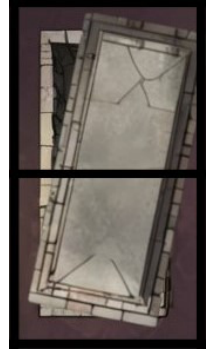
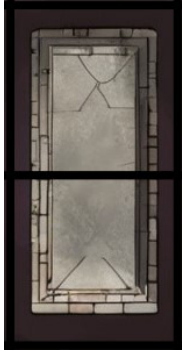
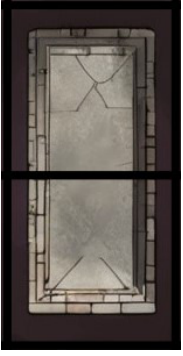
Record the loot, Hero details and remaining crystals in preparation for Chapter 3: Don't Feed the Trolls.

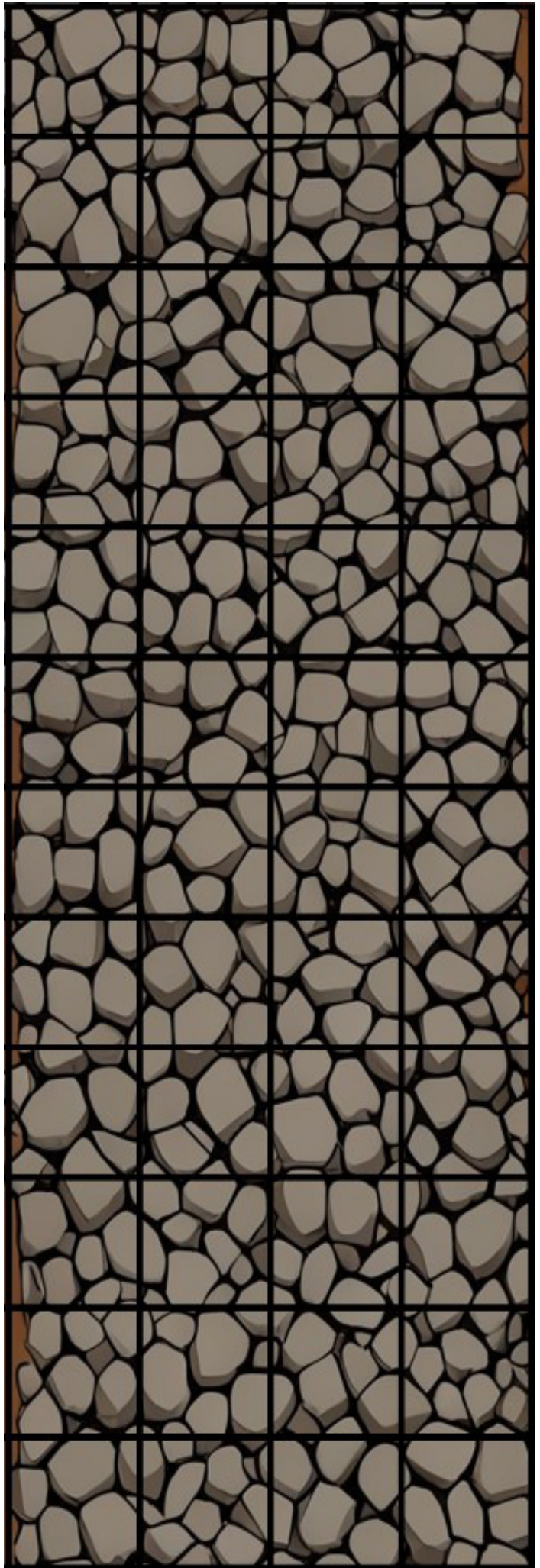


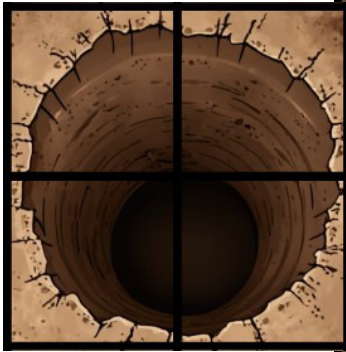
Loot



Map Assets









There are many **black chasms** on the maps for the **auto-scroller**. To save printer ink, it is recommended to use coloured craft paper instead of printing these assets, or to print them in pale grey.





The Account of Ser Chauncey Von Ribbit

Being the account of one Ser Chauncey von Ribbit, travelling companion to the hero Ser Stabby McDragonstab, vanquisher of the great worm Brackenscale, known to terrorise the good people of Hubton, but one small town in the fair lands of Crystalia, subjects of the King, for whom the Goddess provides in her infinite generosity...

The text goes on and on like this for several pages of verbose verbiage before eventually getting down to something that seems of interest.

It was then that we began our preparations to slay the beast. We had been travelling for some time, raiding dungeons, punching goblins and gaining ranks; Ser Stabby felt it was time to challenge our capabilities against hardier foes. When the party heard tell of a monster inhabiting the Fae Woods I was unmoved, I had, after all, only recently been emancipated from bondage of the mind; enthralled to none other than the Forgotten King himself. I knew quite well those woods were packed with all manners of critters and gribbilies.

Livia was apprehensive, of course, but Xx_Leeroy_xX, well, he could never say no to a fight, so by my ambivalence it was decided to go along with Ser Stabby's plan. It proved to be a disaster.

The dragon made short work of our company. Livia tried her best but in short order we'd burned through all of our Princess Coins (Leeroy just couldn't stop standing in the dragon's fire) and we were forced to retreat. I, myself, was wounded severely but my trusty steed, B'Gurk, dragged my lifeless body out of those woods and back to the chapel. Before waking up to the sound of the kind Sisters' chatting as they changed the dressings on my wounds, the last thing I could remember was that terrible roar.

Never one to admit defeat lightly, Ser Stabby determined our equipment was not up to the task. Builds were drafted, skills and rotations were optimised and a plan for farming was determined. We set to work.

It took months but eventually we were ready for another attempt. By this point we had amassed a truly astonishing amount of wealth; we must have terrorised the poor goblins of the Deep Hill Clan at least fifty times. The guards at their stronghold came to know us by name, and I could have sworn on one of our later raids that I heard one of them greet me as we bypassed his patrol.

Bristling with new weapons and in enchanted armour bedecked we set out again into the woods. Our defeat was sudden and shocking. Perhaps we'd misjudged our strategy or the dragon's armour was too thick, but for all our fury and persistence, it remained

unharmmed.

Ser Stabby fell into a deep, moody depression. I tried to convince him to abandon the dragon as surely there was no shortage of foes against which to pit ourselves, but he was adamant. Weeks went by, until finally having had enough of his listlessness, Livia discovered in her research that an ancient sage residing in-

Here a large portion of text is rendered illegible due to water damage. Several pages are completely ruined.

...was changed forever. Wyrmspite dripped with a terrible magic. Where once he beamed with the joy of kicking in doors and slaying monsters, Ser Stabby was now possessed of a singular, horrifying focus. He would not rest until he slew the beast that had humiliated him so badly, those years ago. The others would never admit it, but I could tell they were weary of the road and eager to pursue other adventures.

He swore this would be the final stroke against his mortal enemy, that the great beast would finally meet its grisly end at the point of his spear. Leeroy had confided to me that once we were done with this quest that he and Livia would leave the party. Me, I had no choice but to saddle B'Gurk one last time, ready Redemption, and ride with my companions into those damnable woods.

A large number of pages from this point on have been torn out. The legible text after which is largely the irrelevant musings of an old frog reliving the glory days before finally settling down into retirement.