



Chapter 3: Don't Feed the Trolls

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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. Chapter 3 continues where Chapter 2 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 3 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 previous chapters for campaign rules and 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 **Nemesis**. The **Nemesis** is in the Mistmourn Coast, attempting to summon and control the corrupted dragon, Glitch, with powerful magic stolen from a captured wizard. It is up to the GM to determine the events that lead the **Nemesis** to this point, should the players ask.

For example: Are they just a power-hungry villain? Do they want to use the powers of Glitch for some good-intentioned but ultimately misguided purpose? Have they been used or tricked into this role? 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 **Mentor** will speak at the end of this chapter. The GM should take note of how the player described their **Mentor** 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 3: Don't Feed the Trolls

Encounter 3A: Zo-Konda Village

- *The console chugs as it powers up. There is an alarming rattling noise, then the world of Crystallia flickers to life. The bugs are thick as you travel along a winding track flanked on all sides by dense undergrowth. It is steamy and dark under the canopy, and the gloomy backing track, punctuated occasionally with the dissonant calls of unfamiliar birds and the croaking of 8-bit toads, is rather unsettling.*
- *The words "Mistmourn Coast" appear in the air for a brief moment, without explanation. Kogo'Zun walks beside his salamander, which you have since learned is named Zhek'nakar, leading her by the bridle. Pushing through low-hanging branches and ducking under vines he continues to explain the situation to you.*
 - *We know the tower is occupied, but our trackers cannot locate it. It is protected by some kind of juju, the beads in his dreadlocks clatter softly as he shakes his head, they say the tower is moving. Hiding from them like a snake evades the hunter. The village is up ahead, you will be welcomed. I hope you are hungry, bruddas. He tosses back his head and laughs.*
- **Asking about the tower:** *A spire of white stone that stabs upwards through the trees and disappears into the fog. He raises a bony finger skyward before slipping under a branch. It is a place strong with spirits, though it wasn't always so. Maybe they drawn to the juju. Maybe whoever moved in brought them along. His amulets clack as he shrugs. Maybe they always been here. We do not go there, bad magic...*
 - **Asking about the tower moving:** *The trackers, they say it is not where it should be. He furrows his brow, scrunching up the white face paint. Other times, when the veil of fog is thin enough, the top can be seen above the canopy, somewhere in the marsh; only you find nothing but the trees at the bottom.*
 - **Asking about a way inside:** *Oh, there be a door... He makes a noise that could be mistaken for a macabre chuckle. Yes, there be a door.*
 - **Who owns the tower:** *Nobody. The swamp. The spirits. Why does it matter? For a long time, nobody go there but the spirits.*
- **Asking about the Nemesis:** *Some time ago, outlander come to the village. Mad with fever and snakebite. He pauses to lift a thick ropy vine for you to pass under. We brought the medicine and kept away the spirits. In his ravings, I heard your name, {Nemesis' Hero}. Said he was meeting someone at the tower. I asked of you in the spirit realm, mon'. Seem you got unfinished business. His bare shoulders bounce as he laughs to himself.*
 - **Incorporate the Nemesis:** *This is an opportunity to connect the dots between your character's personal quest and the story. The trolls nursed them back to health and let them go on their way. Shortly after is when the business with the weird tower began.*
- **Asking about the bad magic:** *Kogo'Zun's expression darkens, the piercings in his eyebrows droop as he frowns. There be a sickness in the swamp. The trees, the creatures, the water... It all changing. And through it, we be changing too.*
- **Asking about Kogo'Zun:** *I am not so interesting, I think. You want to talk to the spirits, if you need the medicine, you come talk to old Kogo'Zun.*
- **Asking about the village:** *Zo-Konda, it be my home. Suddenly Zhek'nakar's massive head snaps to the side, her long sticky tongue shooting out to pluck some ghastly insect out of the air with a sound like a plucked elastic band. Kogo'Zun pats it affectionately on the neck. It be not far.*

Arriving in Zo-Konda:

- *The village of Zo-Konda seems to materialise out of the marsh before you. One moment you're picking your way through dense foliage, the next you're standing in a clearing. The gloomy background track switches to a polyrhythmic pulsing beat.*
- *The marsh doesn't merely surround the village, it's a part of it. Huts are scattered around the*

clearing with bushcraft walls of sticks lashed together with strands of living creeper and roofs fashioned out of bark. Other structures are more like tents, with walls of embroidered fabric draped over living vines that droop from the canopy, stretched taut and staked into the ground with wooden pegs. Locals come out to greet you; the children meet you with eager smiles while the elder's craggy faces size you up warily as you enter the clearing.

- In the center of the clearing is a firepit, ringed with stones and a pile of smouldering embers underneath a large cauldron. The fumes that bubble out of it are sinister. A huge, powerfully built troll steps out of a hut and approaches you carrying an ornate spear in one hand and a large bowl in the other. He's wearing finely crafted tribal armour that leaves a lot of flesh exposed, showing off his impressively muscular physique. Atop his head rests a headdress of brightly-coloured feathers and his skin is covered in intricate body paint. Both his spear and the tusks that jut wickedly out of his lower jaw are carved in intricate patterns.
- Kogo'Zun leans close and says quietly, Chief Taka'ka; him the bossman. Him wanna welcome you to the village.
- Without saying a word, the chief dips the bowl into the cauldron, walks up to (random player) and hands you the bowl. Inside is a murky, foul-smelling liquid. You can tell that there are things in there and as you're trying to discern what exactly, an eyeball floats to the surface and swivels to stare up at you.
 - **Yum yum:** You raise the bowl to your lips and slurp down a mouthful of troll soup. It's not so much that it tastes bad, rather it has something of an unsettlingly wiggly texture.
 - Players who eat the trollish concoction suffer **Gribbly Guts** (Hero suffer -1 to basic offensive actions in the next encounter).
 - **Refuse to eat:** Chief Teka'ka smirks and snatches the bowl out of your hand. Kogo'Zun facepalms in embarrassment. **ACHIEVEMENT UNLOCKED - TITLE: "..., The Big Chicken"**
 - The chief will "welcome" each party member in turn until every player has eaten or refused.
- The chief tosses the remainder of the bowl's contents back into the cauldron over the firepit. He casts his eye back over each of you in turn, before nodding once and striding back across the village to disappear into the hut. Kogo'Zun lets out a breath you didn't realise he was holding and speaks, We got some jobs to do before we can go storm the tower. Do as you must and come find me when you be ready to leave. He takes Zhek'Nakar's bridle and leads her off through the village.












Exploring the Village:





- Zo-Konda village is a compact community of trolls eking out a tribal existence in the Mistmourn Coast. In the center of town there is the communal space where the cauldron can be removed and bonfires lit. There are also several huts, including:
 - The Chief's hut
 - The medicine hut (where Kogo'Zun plies his trade)
 - A craftsman's hut, (where players may buy equipment)
 - A Mysterious Hut (spooky!)
 - Other, miscellaneous NPC huts scattered around.

Background NPC dialogue:

- You the outsiders they said come to save us?
- Shouldn't talk to you, no...
- This what passes for adventurers these days? Ha!
- Be careful out there, mon.
- Spirits are watching you.



Visiting the Medicine Hut:

- *You find Kogo'Zun in the medicine hut on the far side of the village from where you arrived. His dwelling is cramped; a multitude of amulets, flasks, shrunken heads, taxidermied lizards, things in jars and weirder objects dangle from the roof, suspended on thin leather straps. Off to one side is the pallet where he apparently sleeps opposite a shrine, complete with an altar adorned with skulls, bowls, candles spilling wax over the stone and a large, wickedly curved knife. There appear to be bloodstains on the surface.*
- *He sits cross-legged in the center of the room, hands on his knees, eyes rolled back in his head as you enter. The air is thick with incense. Among the random objects dangling from the ceiling, you notice a large yellow exclamation point floating in the air above his head.*
- **Um, hey:** *His eyes snap forwards as he addresses you. I see you bruddas. You come for the medicine or want to get straight to business?*
- **Asking about 'the medicine':** *The backing music switches from the pulsing tribal beat to a more welcoming variation of the theme as a large interface window appears in the air next to Kogo'Zun. Suddenly there's a strange electronic squelching sound and the backing track abruptly switches to the familiar, cheesy 8-bit infomercial tune you heard in Hubton. Kogo'Zun appears to be completely unaware that anything's out of place. The window reads:*
 - JUJU IN A JAR - 5◇
 - JUJU ON A STICK - 10◇
 - WEIRD CAT JUJU - 20◇ (only 1 in stock)
 - DEAD LIZARD JUJU - 5◇
 - DEAD FROG JUJU - 5◇
 - PROTECTION AMULET - 15◇
 - PEPTO - 5◇
 - POTION - 5◇
- **Asking about Jujus:** *Me got medicines of all kinds, brudda. You want to cure the evil eye, got a juju for that. You wanna **point** the evil eye, got a juju for that too.*
 -  **Juju in a Jar:**  , Burst 1, Hex.
 -  **Juju on a Stick:**  , Target monster's next attack will automatically miss this Hero.
 -  **Weird Cat Juju:**  , All Heroes in Wave 3 roll  . On a roll of 0 stars, gain +1 ARM for the remainder of the encounter. On a roll of 1 star, gain +1 to offensive rolls for the remainder of the encounter. On a roll of 2 stars, gain +1 to all stats until the end of the Hero's next activation. On rolling a heart, gain +3 on the next offensive action, then suffer Hex for the remainder of the encounter.
 -  **Dead Lizard Juju:**  , This Hero and target monster suffer Hex.
 -  **Dead Frog Juju:**  , This Hero gains Immune Poison and Immune Hex until the end of the encounter. This Hero also suffers from **Gribbly Guts** (Hero suffers -1 to basic offensive actions until the end of the encounter).

- **Asking about Amulets:** Bad magic out there in the marsh, brudda. You feelin' the evil eye on you?
 -  **Protection Amulet:**  , For one round, this Hero gains +2 ARM against attacks made by Elemental and Demon type monsters.
- **Asking about Pepto:** *(Drop the accent; completely deadpan)* I have a delicate stomach.
 -  **PEPTO:**  , This Hero is healed of the "Gribbly Guts" condition.
- **Asking about Potions:** Heard you outlanders say laughter is the best medicine; I say medicine is the best medicine, ya? (Gain 1 potion token)
- **Down to business:** *The shaman unfolds as he gets to his feet and turns to rummage through a pile of junk by his cot.* Got us a job to do out there, bruddas. You want to get up that tower? Well, we gotta get in there first. *He turns around holding a thin, gnarled staff, adorned with fetishes, feathers and other cliché tribal stuff. With it he scrawls a circle into the dirt floor and stabs the staff down into the center of it.* Zo-Konda. Three things we need.
 - Tower got a door, but the door need a key. Only, the proper key lost to us, so we gotta... make a new one. *His painted face splits into a ghastly grin as he slashes a line out of the circle, off to one side.* There be a village off in the marsh, got them a lotta strong magic. We gonna go take a bit of that.
 - **QUEST: FIND THE KEY**
 - Now. Tower known to move, ya? No point having no key if don't got no door for to open. *The staff point returns to the circle and slashes off in a different direction with a rattle of the beads in his dreadlocks.* Deep in the marsh be a powerful juju; long time ago a shaman used this magic to lock up a nasty spirit. Had him plenty mischief with the local clanfolk. *He grins again.* This shadowman had a mean streak. Rather than banish the spirit, him imprison it. We gonna use that to... *His painted face scrunches up as he searches for the right word...* catch... the tower.
 - **QUEST: FIND THE DIMENSIONAL ANCHOR**
 - *The ivory bracelets on his wrists clatter softly as the staff goes back into the circle a third time.* Gotta find the tower to catch it, bruddas. Need us someone got one foot in the spirit world who can guide us to where the tower gonna be. *Kogo'Zun draws a third line streaking away from the village.* Know me a medicine woman, she got the juju we need but she doesn't like visitors. Lotta bad bush we gotta go through to get there, but surely that be no trouble to a bunch of big, strong adventurers like you, ya? *He lets out a sinister laugh.*
 - **QUEST: FIND THE SPIRIT GUIDE**
 - *He grounds the staff into the dirt by his feet.* Rest is simple, brudda. She takes us to the tower, we lock it down, we open the door and then you... (point at the **Nemesis** player) *his bony finger stabs towards you...* get your revenge. When you ready to go, come find old Kogo'Zun.
- **Asking about the 'key':** Them wizards think they so clever. Magical locks. Secret doors. *His bony shoulders bounce as he chuckles.* What we gonna do not so much open the door as make us a new one. We got other ways into the tower, brudda, only I don't think it'll be pleasant for everyone involved, ya?
- **Asking about the dimensional anchor:** There be a stone deep in the marsh used to trap a spirit. We gonna take it and... *He makes a strange snaking gesture, his hands turning in on themselves. ...invert* the stone to trap something **outside** of it.
 - **What happens to the spirit?:** *He grins.* Oh... him gonna make life interesting for the village nearby, I think.
 - **And what happens to the village?:** *His grin vanishes.* Nothing they didn't have coming, mon.
- **Asking about the spirit guide:** She called Van'Shar. Keep to herself, she does. Got them powerful jujus. Old magic. *He pauses, closing his eyes and taking a long, deep breath.* Walks among the spirits... Old like the trees... good cook, too.

- **Asking about Glitch:** I heard of the great spirit been seen in the marsh. We hear it screeching through the fog sometimes. Leaves a sickness where it passes; them as touch it are changed, brudda. Others just cough until them die. Them as go in the tower, ol' Kogo'Zun would wager aims to control that spirit. *His beaded dreadlocks clack altogether as he shakes his head.* Bad magic, mon.
- **Asking about the chief:** Bigman Taka'ka not so bad once you get to know him. Sure, on the outside it's all scowling and frowns, but I seen him talk to small animals when him think nobody around. Said him was talking to the ancestor spirits, but I been watching... him only do it when the cute critters around.
- **Asking about the mysterious hut:** *He frowns.* I were you I be staying away from there, bruddas. Him as inside caught the evil eye, bad medicine messing up his business.
 - **What happened to him?:** Went into the marsh, came back days later raving and talking to the spirits. Bad magic.

Visiting the Craftsman's Hut:

- *Across the clearing from the Chief's hut is a much smaller hut decorated with tribal designs and the word STORE rather incongruously written above the door. The polyrhythmic village backing track switches to a slightly more mercantile version of the theme as you step inside.*
- *Inside, the place is cluttered with all manner of pots, pans, articles of clothing, spears, bucklers, bones to fit any nose and more, all jumbled together. A wiry troll brushes through a curtain of hanging beads from a back room, peering at you down his long nose with beady eyes. He mutters to himself:*
- **The craftsman does not speak with a typical troll accent.** Yes, yes, give me a moment... *He pulls out a pair of spectacles from a leather case, and as he snaps it shut a huge interface panel blinks into the air, floating in the middle of the room. As it does, a huge exclamation point flickers into the air above his head, it seems to fizz somehow.* We don't get very many adventurers all the way out here. There it is, help yourself.
- *The window reads:*
 - AN UPGRADE - 30◇
 - A PRETTY GOOD UPGRADE - 40◇
 - NOSE BONE - 5◇
 - STEWPOT - 15◇
- **Talking to the craftsman**
 - *The craftsman blinks uncertainly, apparently surprised that someone wants to talk to him.* Um, nobody's ever asked me about anything, before.
 - **QUEST: Th_e WorLd Out\$iD.e**
 - **Asking about his stock/item descriptions:** Um. *He looks directly at the big floating panel.* It says what it is right there, doesn't it?
The merchant's stock will change depending on how far through this chapter the party has progressed. Once they have completed an encounter that rewards an item, that item also becomes available from the merchant.
 - **An Upgrade - (HEART-SHAPED LOCKET, ELVISH BOOTS, CELESTIAN ARMBANDS, WINGED CROSSBOW).**
 - **A Pretty Good Upgrade - (OGRE SKULL, ELVEN LONGBOW, CHAINMAIL COIF, ORNATE BATTLEAXE).**
 - **Nose Bone - Cosmetic Item (does not occupy an equipment slot).** "You'll have to pierce it yourself."
If a Hero equips this and their race is not a troll:
ACHIEVEMENT UNLOCKED: TITLE: "... Cultural Appropriator"
 -  **Stewpot:** , +1 ARM, -2 DEX, lasts for 1 encounter. "Used for brewin' stuff! Can also be worn as a helmet... just empty it first."

- **Asking about the village:** If you aren't bothered by bugs, fog or a lack of running water, Zo-Konda is... um... fine? I guess.
- **Asking about the craftsman:** Me? You want to know about me?!? I'm not sure I'm supposed to answer any questions. I wasn't even given an accent!
- **Asking about Kogo'Zun:** Ugh, all the tattoos and piercings. I don't know how they do it, shamans, that is. *He cocks his head to the side for a moment, thoughtfully.* What's the plural form of Shaman, anyway? Shamans? Sha-men? *He shakes his head and goes on.* Won't catch me shoving any bones through my nose. No way.
- **Asking about Chief Taka'ka:** He's the chief, I think...? Yep. I think we have one of those.
- **Asking about Glitch:** Can't really say, though I can tell you it's never come into my shop!
- **Asking about the marsh, or literally anything outside the shop:** Oh, I've never really thought about it. Um, I think it's supposed to be dangerous out there. You know, I don't think I've ever actually left this shop.
 - **Wait, seriously?:** Yeah, the way it goes is I go into the back room, then somebody comes in, I come back out, say the line, pull up the shop, they leave and I go back into the back room... it's all a bit strange, now that I think about it...
 - **Don't you want to go outside?:** *He gets a faraway look, seeming to stare through the wall.* Would I like...? Outside...? *He swallows a lump in his throat.* Yes... yes I think I might.
 - *Leaving the shop window hanging in the air, the troll craftsman walks over to the door and peers out of it. He takes a deep breath and steps out of the hut. As he crosses the threshold there's a strange electronic squelching sound that cuts the backing music track to an eerie silence. The figure of the Craftsman seems to flicker then disappear completely. One moment he's stepping through the doorway, the next he is simply not there. The shop interface window looms in the middle of the room and the quest marker hangs over the door frame where the craftsman disappeared.*
If this happens, the craftsman NPC has broken his programming and is gone. The shop window remains open, and purchases can still be made. The shop backing music will not play. Nobody in town knows where the craftsman went.
QUEST: Th_e WorLd Out\$ID.e

Visiting the Mysterious Hut:

- *Off to one side of the village is a small, unassuming circular hut, much like the others. A gnarled, old trollish woman squats outside the hut, tending a small fire and brewing a pot of some bubbling liquid that gives off a medicinal aroma.*
 - *Her eyes narrow as you approach, she taps the wooden spoon she stirs her concoction with against the iron pot and sets it aside before settling back onto a fallen log by the hut with a groan.* Nothin' for you here, outsiders. Bakki not spoken to anyone since him come out of the swamp.
 - **Asking about Bakki:** This guy are sick. Him my nephew; went into the marsh with him bruddas, hunting. They said him got bit by a snake, but I never seen no snake bite do this.
 - **About his symptoms:** Him got him a fever, and a nasty rash on him leg. Raves in him sleep sometimes; strange things making no sense.
 - **Asking about Kogo'Zun:** I spoke with the shaman, say that Bakki lost in the spirit world and gotta find him way back to the material plane. Said there nothing we can do for him but wait and pray to the spirits.
- QUEST: WAKE BAKKI UP**
- **What's the medicine for, then?:** (totally deadpan) Rheumatism.
 - **Asking to enter:** Please yourself, mon. *She leans forward to drop a handful of herbs into the pot, then sits back and draws open the flap hanging across the hut's doorway.*

- **Inside the hut:** *The interior of the hut is dark, and scarcely big enough to contain anything other than the cot and a few animal skins strewn across the floor. A clay pitcher of water sits on the dirt floor by the cot. Atop the cot lies a young male troll wearing only a loincloth, his face slick with sweat, body contorted into a twisted position that looks terribly uncomfortable. His eyes are vacant and a thin trail of drool hangs from his lips.*
 - **Examining his leg:** *Bakki's leg is discoloured around what certainly looks like a snake bite; two dark puncture wounds surrounded by a large purplish welt. Upon closer inspection, the welt seems to glisten with scintillating pixels that twist the eye to stare too long at. They seem to throb, shifting colours through impossible spectrums with every heartbeat.*
 - **Talking to Bakki:** Any attempt to engage Bakki in dialog will result in him groaning something like Uuuuuuuuaarghhhhh... Oooogh. Ulp... gkk. He will not say anything intelligible until Van'Shar, the spirit guide, is brought to him.
 - **Bringing the spirit guide:** Once the party has resolved the **FIND THE SPIRIT GUIDE** radial quest, this scene becomes available.
 - *Van'Shar brushes rudely past the old woman by the door of the hut, ignoring her scratchy voice protesting the intrusion. She goes straight to the twisted form sprawled on the cot and places her bony fingers on his temples. Her eyes roll back in her head as she begins chanting unintelligibly, swaying slightly as she communes with the spirit world.*
 - *This goes on for a short period of time before her eyes snap open and she breaks into a wheezing laugh that skirts close to becoming a cackle. Between bouts of laughter that shake her whole body, she speaks. Him back now. Came back wrong him did, too long in the spirit world, mon. She's wracked with another barely contained cackle. Oh, yes, maybe better him stayed behind. Smirking to herself, the spirit guide slips out of the hut. You can hear her croaking with laughter as she passes through the village.*
 - *Bakki, meanwhile, has stretched out on the cot, all the tension seeming to have drained from his body. Though his face is still beaded with sweat, his breathing seems to have settled into a normal rhythm. His eyes swing around, taking in his surroundings.*
 - **Speaking to Bakki:** *His dark eyes regard you curiously for a moment, considering what to say. He then takes a breath and says, (without a troll accent) NONE SHALL CROSS THE KING'S BRIDGE TODAY, CITIZEN. FOR YOUR SAFETY, PLEASE STEP AWAY FROM THE KING'S BRIDGE.*
 - **QUEST COMPLETE: WAKE BAKKI UP** - gain [10◇]

Visiting the Chief:

- *The chief's hut dominates the clearing, an imposing structure adorned with many skulls, fetishes and other miscellaneous tribal affects. A brawny troll slouches against a long spear by the doorway, watching you approach with a bored expression. He does not react as you enter.*
- *The interior is furnished liberally with animal skins and furs of various stripes. A pair of braziers flank a heavy, ornate chair in which Chief Taka'ka sprawls. They radiate warmth and cast an amber glow into the dark abode. He speaks in a low, resonant voice, used to commanding obedience. Oh? Ya got business with me bruddas? Speak quickly. Very busy, very important.*
 - **You aren't doing anything...?:** *He quirks an eyebrow. I ain't tellin' you how to loot dungeons, now, am I?*
- **Asking about Zo-Konda:** *Little bit of paradise in the marshes, mon. Got all the creature comforts, mon. Leeches, snakes, rising damp. He croaks a wheezing laugh. You lookin' to settle down?*
- **Asking about Kogo'Zun:** *You got a problem with the spirits, you talk to him; got him the good medicine. Got a problem in the here and now, you talk to me.*
 - **Can he be trusted?:** *Chief Taka'Ka only grunts.*

- **Asking about the Spirit Guide:** I remember Van'Shar. Woman got her a forked tongue, and plenty venom besides. *He smirks.* Good thing she live out in the marsh with the other snakes, I say.
- **Asking about the Key/Dimensional Anchor:** What's old Kogo'Zun roped you into this time? Got no idea what you talking about bruddas, don't concern myself with the spirits.
 - **We've got to find some village and...:** *He shrugs.* There be plenty tribes in the marsh. We mostly leave each other alone.
 - **What do you mean 'mostly'?:** *His eyes narrow.* Sometimes we don't leave each other alone, mon.
- **Asking about Glitch:** The hunters always tellin' stories about something they saw in the marsh. *He leans forward in his ornately carved chair.* The fog, it plays tricks on your mind out there.
- **Asking about the Tower:** I heard the stories about a tower that hides in the mist. Be a powerful thing to have, ya? Say a foreigner taken up residence inside.
- **Asking about woodland creatures:** Aren't they cute?! *The chief suddenly remembers himself and scowls extra hard.* Stop wasting my time.

Ready to leave:

Zo-Konda Village is a hub that the players may return to at any point until the time they enter the tower. The party must complete the three quests before they may confront the Nemesis in the wizard's tower.

- [FIND THE KEY](#)
- [FIND THE DIMENSIONAL ANCHOR](#)
- [FIND THE SPIRIT GUIDE](#)

The party may decide to complete these quests in any order, but after the first quest is completed the party will experience [INTERLUDE 1](#), and after the second quest is completed, the party will experience [INTERLUDE 2](#).

Quest 1 → Interlude 1 → Quest 2 → Interlude 2 → Quest 3 → Storming the Tower

There will be changes in Zo-Konda after some of the quests.

- After convincing the craftsman to leave his hut during the quest, **Th_e WorLd Out\$iD.e**, the NPC will disappear. The Heroes can still access the shop via the shop window interface.
- After finding Van'Shar during the quest, **FIND THE SPIRIT GUIDE**, she can be brought back to the mysterious hut. This will complete the quest **WAKE BAKKI UP**.
- The items/people found during the quests can be seen around the village, this is a cosmetic change only.

Chapter 3 Quest Recap:


- **IT'S PERSONAL**
- **FIND THE KEY**
- **FIND THE DIMENSIONAL ANCHOR**
- **FIND THE SPIRIT GUIDE**
- **Th_e WorLd Out\$iD.e**
- **WAKE BAKKI UP**

Encounter 3B: RADIAL QUEST - FIND THE KEY

- *The tribal backing track fades away behind you as you strike out into the marsh. The air is thick and humid and the clouds of 8-bit bugs barely part as you make your way along the muddy track. Shortly after leaving the village a light misty drizzle comes in and it doesn't take long before you're completely soaked head to toe. It's slow going, and your spirits aren't helped by having to stop and pick leeches off your ankles every time you have to wade through a knee-deep rivulet.*
- *Somewhere out in the gloom an animal cries out as whatever was stalking it strikes, then the near-silence resumes, save for the quiet marshland OST and the omnipresent hum of insects. At one point a glint of something shiny and white catches your eye through a gap in the canopy, but it's almost immediately swallowed by the marsh and isn't seen again.*
- *Your guide appears lost in thought as he weaves his way along the path, dipping under vines and brushing past protruding branches, heedless of them snapping back into whoever walks behind him. Occasionally you see his shoulders bounce as he chuckles to himself.*
 - **What's so funny:** *Hmm...? Oh, just thinking about the last time we come along here.*
 - **What happened?:** *Nothing so worrisome, bruddas. He flashes his cracked-tooth smile. Just a little disagreement. Let's call it a... misunderstanding. Quiet now, we nearly there.*
- *After an indistinguishable stretch of time trudging miserably through the mud, Kogo'Zun stops, seemingly at random. Murmuring something to Zhek'Nakar, he flips the reins up over the reptile's neck and watches as she vanishes off into the marshland.*
- *He looks at you, raising one finger to his lips, then with a quiet rattle of beads, turns and continues walking down the track, beckoning you to follow.*
 - If players attempt to talk, Kogo'Zun will harshly shush them. If this happens more than twice, the sentries in the nearby village will hear them and attack.
GO TO COMBAT ENCOUNTER: ROLLED A FOUR ON STEALTH
- *After a short time, Kogo'Zun veers off the path and crouches behind some bushes, urging you to follow.*
 - **Standing in the road like a chump:** *Kogo'Zun looks at you perplexed as a couple of heavily armed troll sentries come through the dense foliage. You've been spotted. You hear a loud PLAP! as Kogo'Zun slaps his palm over his face and the guards charge at you-spears levelled.*
GO TO COMBAT ENCOUNTER: ROLLED A FOUR ON STEALTH
 - **Hiding:** *You drop to the damp marsh floor next to Kogo'Zun. He points with a long, bony finger to a clearing up ahead. Through the dense foliage you can make out a cook pot bubbling over a fire surrounded by some huts which, perplexingly, look exactly like those in Zo-Konda, even the layout.*
GO TO THE SUSPICIOUSLY SIMILAR TROLL VILLAGE.

The Suspiciously Similar Troll Village

- *The village isn't exactly bustling, but there are several guards patrolling and several villagers hard at work doing the kinds of things you'd expect villagers to be doing in a troll infested swamp. Kogo'Zun points off to the side of the village, toward an isolated hut with a fenced off enclosure next to it, the contented bokking of 8-bit chickens can be heard from within. He speaks to you in a harsh whisper, What we came for is over there, bruddas. Best if they never knew we were here, ya? Need you to get me inside.*
 - **Can we sneak in?:** *Would be my suggestion. Avoids a whole mess of trouble, bruddas.*
 - **How about a distraction?:** *Risky, but I could get me inside while you do whatever it is ya be thinking of doing, mon. Just be prepared for a quick exit, ya?*
 - **Can we talk to them?:** *Oh ya? And say what? 'Pardon me, bruddas. Just passing through, ya? Say, that cookpot over there smells lovely; might we find out what's in it?'*
 - **Why don't we just fight them?:** *Might just come to that, mon. He grunts in disgust.*
Adventurers...

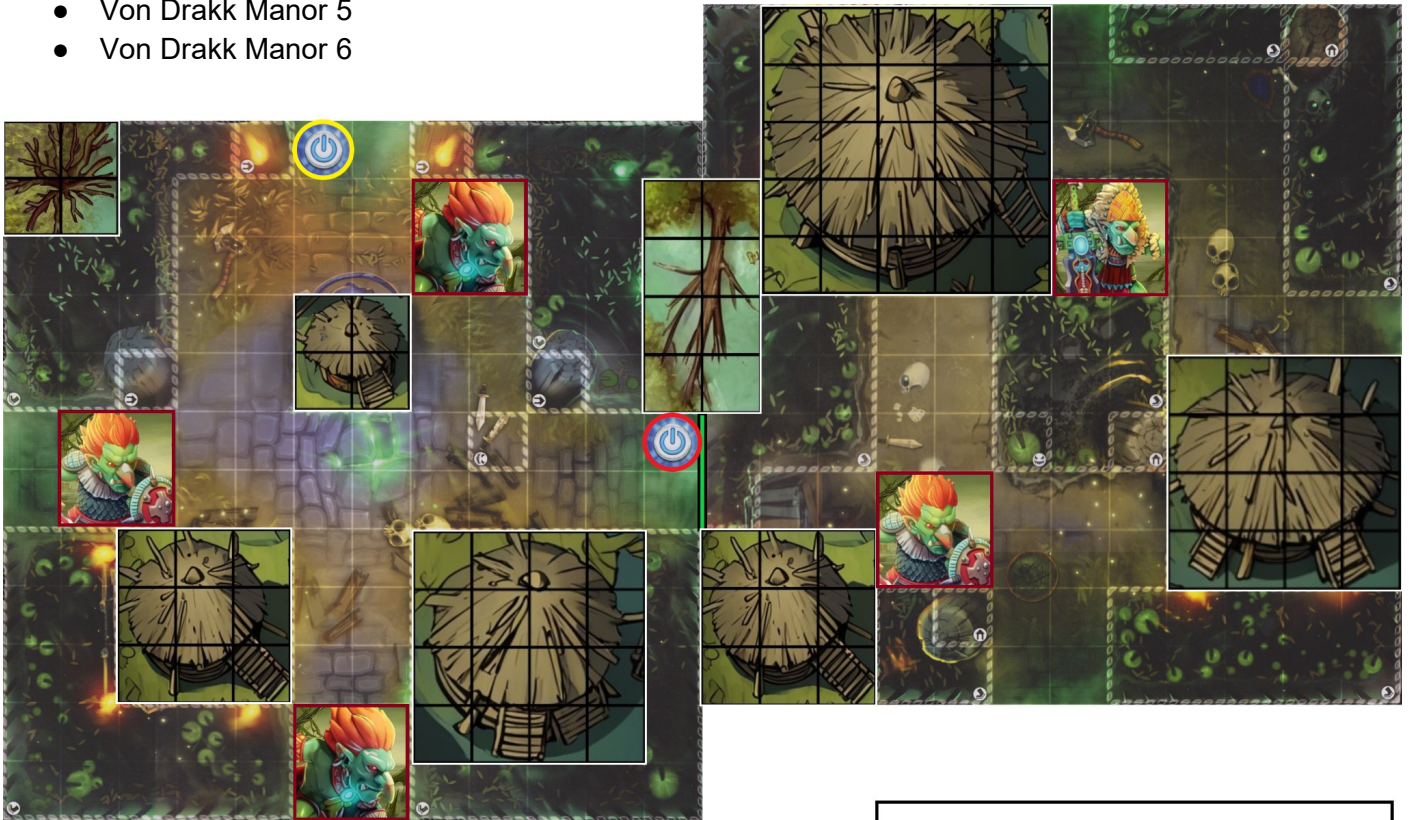
- This encounter can be resolved several ways: sneaking, distracting the guards, diplomacy or combat. Kogo'Zun must get inside the chicken enclosure to retrieve the Key and how this happens is up to the players.
 - **OPTION 1 - Sneaking sneakily:** Everyone sneaking must make a **[Stealth DEX roll of 3 or more stars]**, including Kogo'Zun (his DEX is ). Players can elect to hide instead while others sneak; these players will not participate in this skill check (this will change the starting positions for those heroes if a fight ensues).
 - **On fail:** *You hear a shout go up from somewhere off in the marsh, Kogo'Zun curses and dashes towards the fenced-off hut. He calls out to you, Deal with them, bruddas, I'll snatch what we need!*
GO TO COMBAT ENCOUNTER: ROLLED A FOUR ON STEALTH
 - **On pass:** *You make your way out from safety and creep towards the fenced-off hut, carefully navigating the muddy puddles that dot the path. You find yourself crouched by the wicker fence keeping the chickens in, you have only moments before the sentries come back around.*
GO TO RETRIEVING THE KEY
 - **OPTION 2 - Distracting the guards:** The players may come up with a way to draw the guards away from the hut. Heroes must make a **STR, WILL or DEX skill roll (choose the most appropriate stat for the plan) of 3 or more stars** to create a convincing enough diversion to draw the guards out of position. If the Hero drawing the guards away remains in a position where they may be discovered they will also need to roll a **DEX stealth roll of 3 or more stars** to avoid being spotted by the guards coming to investigate.
 - **On fail:** *You hear a shout go up from somewhere off in the marsh, Kogo'Zun curses and dashes towards the fenced-off hut. He calls out to you, Deal with them, bruddas, I'll snatch what we need!*
GO TO COMBAT ENCOUNTER: ROLLED A FOUR ON STEALTH
 - **On pass:** *You watch with supreme satisfaction as the guard by the hut levels his spear and moves to investigate, gesturing for his companion to follow. In just a moment you'll have a clear path to the hut, but you won't have long.*
GO TO RETRIEVING THE KEY
 - **OPTION 3 - Attempting diplomacy:** Players may attempt to engage the trolls in conversation. The trolls are naturally suspicious and not particularly friendly. Heroes must make a **[Persuasion WILL roll of 5 or more stars]** to convince/bamboozle the guards to let them into the village. **NOTE:** some things that come up in conversation will automatically fail the roll, these include any mention of Zo-Konda, Kogo'Zun, Chief Taka'Ka, Van'Shar, the tower, Glitch or the Nemesis.
 - **On fail:** *Plainly unconvinced, the troll guard NPC levels his spear at you and his companion shouts the alarm back towards the village. Kogo'Zun bursts from the bushes behind you and shouts to you as he dashes towards the fenced-off hut. Deal with them, bruddas, I'll snatch what we need!*
GO TO COMBAT ENCOUNTER: ROLLED A FOUR ON STEALTH
 - **On pass:** *The troll guard NPC seems unconvinced but not hostile. He looks to his companion, who shrugs and mutters something about not being paid enough for this. The guards relax a little, but don't take their eyes off you.*
GO TO RETRIEVING THE KEY
 - **OPTION 4 - Choosing violence:** The party can ambush the guards.
GO TO COMBAT ENCOUNTER: ROLLED A FOUR ON STEALTH

COMBAT ENCOUNTER: ROLLED A FOUR ON STEALTH

- Several troll warriors emerge from the huts, holding spears and stone axes. The backing track switches to the battle theme as they rush towards you, calling for others still to join them.

Maps:

- Von Drakk Manor 5
- Von Drakk Manor 6



Spawning Pool:

- 1x Zulkaz Shaman
- 2x Zulkaz Warrior
- 2x Zulkaz Scout

Map Assets:

- 1x Very Large Troll Hut
- 1x Large Troll Hut
- 1x Large Troll Hut 2
- 2x Medium Troll Hut
- 1x Small Troll Hut
- 1x Fallen Tree
- 1x Small Tree

Starting Point:

Heroes can start this map on different starting point tokens depending on how they attempted to get the Key. If the Heroes chose violence (option 4), or chose to remain hidden while the others succeeded at sneaking (option 1), they start on the yellow token. If they failed at distracting (option 2), diplomacy (option 3), sneaking (option 1), or got caught before they reached the village, they start on the red token.

Key:



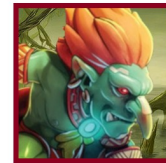
Open doorway



Zulkaz Shaman



Zulkaz Warrior



Zulkaz Scout



Starting point - trolls surprised



Starting point - Heroes surprised

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.

- Heroes starting on the red token are surprised when determining initiative order. If all Heroes begin on the yellow token (option 4), the Trolls are surprised instead.
- The Zulkaz Shaman will use Spirit Wind if it can target at least two Heroes.
 - If it can augment at least one other troll it will use Mistborn.
 - Otherwise it will use Ancestral Wrath and a basic melee attack.
- The Zulkaz Warrior will use Ghostfire if it can target at least two Heroes.
 - Otherwise it will use basic melee attacks.
- The Zulkaz Scout will use Ambush if this would cause a Zulkaz troll to reach a Hero when it would be unable to do so otherwise.
 - If a Zulkaz troll in range is affected by a status effect, it will use Herbalist.
 - Otherwise it will use basic melee attacks.

Victory conditions:

- All monsters destroyed.
 - On victory:**
 - The party gains [5♦] and an **OGRE SKULL**.
 - The last troll collapses and crystals tumble out of his pouches. More shouts can be heard coming from the village. Kogo'Zun vaults over the fence, holding a very startled looking chicken by the neck in his bony fist. Run, bruddas! We cannot fight the whole village!*
 - If the party does not flee with Kogo'Zun into the marsh, reset the fight with the Heroes in whatever position they ended the previous fight. They will need to defeat the five trolls again before they get another chance to flee (no further rewards will be given after the first fight).
- GO TO ESCAPING WITH THE KEY**

Retrieving the Key

- The hut is a truly decrepit dwelling, the only residents of which are, apparently, chickens. The*


structure is a run-down single room affair, with half the thatch fallen in and a single simple opening without a door. The wicker enclosure outside contains a number of strutting, pecking 8-bit chickens and Kogo'Zun vaults over the fence with surprising agility.

- The chickens seem completely unfazed by your presence. Some of them pause their pecking and strutting to peer curiously at you with what seems to be something approaching the very beginning of a spark of the inception of a thought, only to bok and resume their previous pecking, strutting and other chicken-type activities.
- Kogo'Zun wastes no time and immediately begins rummaging around in the dirt, ignoring the hut.
 - **What are we looking for?:** (not looking around) Ah... We'll know when we see it, mon.
 - **Asking about the key:** Did I say a key, now? He chuckles grimly to himself. Guess that's a good enough word for it.
 - **Investigating the hut:** There is scarcely anything of consequence in the hut, only the fallen-in thatch from the roof, a scattering of 8-bit feathers and a bunch of chicken poop. With a thorough search you find 3 chicken eggs.



Eat Chicken Egg: Heal 1.



Yeet! Chicken Egg: , DEX vs ARM, target enemy model suffers -1 on offensive rolls for one round. "A nice egg for you, in this trying time."

- After a few short moments, Kogo'Zun apparently finds what he's looking for. In one swift motion, his arm shoots out and seizes a startled chicken around the neck. Triumphant he raises it aloft and exclaims, Behold, a mon! Without further explanation he leaps clear over the wicker fence and slithers off into the marsh, hauling the flailing chicken, trying vainly to squawk in his bony fist.
- The Heroes could be caught at any moment, they need to escape, or the entire village will come down on them.
 - If the party flees quickly:
GO TO ESCAPING WITH THE KEY
 - If the party takes too long (GM's discretion) they may be spotted and will need to fight.
GO TO COMBAT ENCOUNTER: ROLLED A FOUR ON STEALTH

Escaping with the Key

- Kogo'Zun leans back against a tree and takes a long, slow breath. He raises a hand to his face and makes a trilling bird call and moments later Zhek'Nakar materialises out of the marsh, alarmingly quietly.
 - **What's with the chicken?:** Kogo'Zun's weathered face crinkles and he smiles, patting the squirming, clucking bag tied to his waist. Say hello to Chief Ku'Plaadi. Him the bossman in Zo-Konda for a long time, until him sell out him bruddas for a woman. He pauses while the bag squawks. Bossman Ku'Plaadi never was much for conversation.
 - **What did he do?:** Bossman Ku'Plaadi thought himself a peacemaker. Zo-Konda been at war with this village in the past, Bossman thought it be better for the tribe if him marry the other bossman's daughter. Some of the bruddas disagreed and delivered an early wedding gift to the happy couple. Her father's head. Kogo'Zun drags a thumb across his neck, grinning. Bossman didn't see the humour in that so he dragged him bruddas over to the village, bound and helpless. Peace offering, him thought. He frowns. Funny thing is, their new chief saw this gesture as the bossman betraying him own blood. Disgusted, him set our bruddas free and had him own spirit talker give the Bossman a new shape. Kogo'Zun's shoulders bounce as he laughs. A more fitting shape, ya?

- **And what happened to the daughter?:** Written out of the plot, mon. (GM's note: We're going meta; you might consider dropping the troll accent completely for this next part as it's an out-of-character moment.) You see a lot of folk tales from that era tended to use women as plot devices purely to drive conflict for the male characters, and writing women is difficult for a lot of male authors for some reason... (back in character) bruddas.
 - **How does this help open a door?:** Gotta stop thinkin in the material plane, bruddas. Tower you seek between worlds, ya? Tower got a door can't open, ya? Gotta find some way inside. Our friend here gonna do a little job for us. *His face splits with a disconcerting grin.* Oh ya. Him not gonna be a chicken no more. All him prayers gonna be answered, mon! *He throws back his head and laughs, beaded dreadlocks clattering.*
 - **Ready to leave:** *Kogo'Zun ties the struggling bag to Zhek'Nakar's saddle and, with a jerk of his head, leads you away.*
 - The party will return to Zo-Konda and experience an interlude along the way. When they eventually return to the village, Bigman Ku'Plaadi will be freely strutting around, pecking and bokking contentedly.
- QUEST COMPLETE: FIND THE KEY** - gain [10◇]
- If this is the first radial quest completed: [GO TO INTERLUDE 1](#)
 - If this is the second radial quest completed: [GO TO INTERLUDE 2](#)
 - If this is the third radial quest completed: [GO TO STORMING THE TOWER](#)

ENCOUNTER 3C: RADIAL QUEST - FIND THE DIMENSIONAL ANCHOR

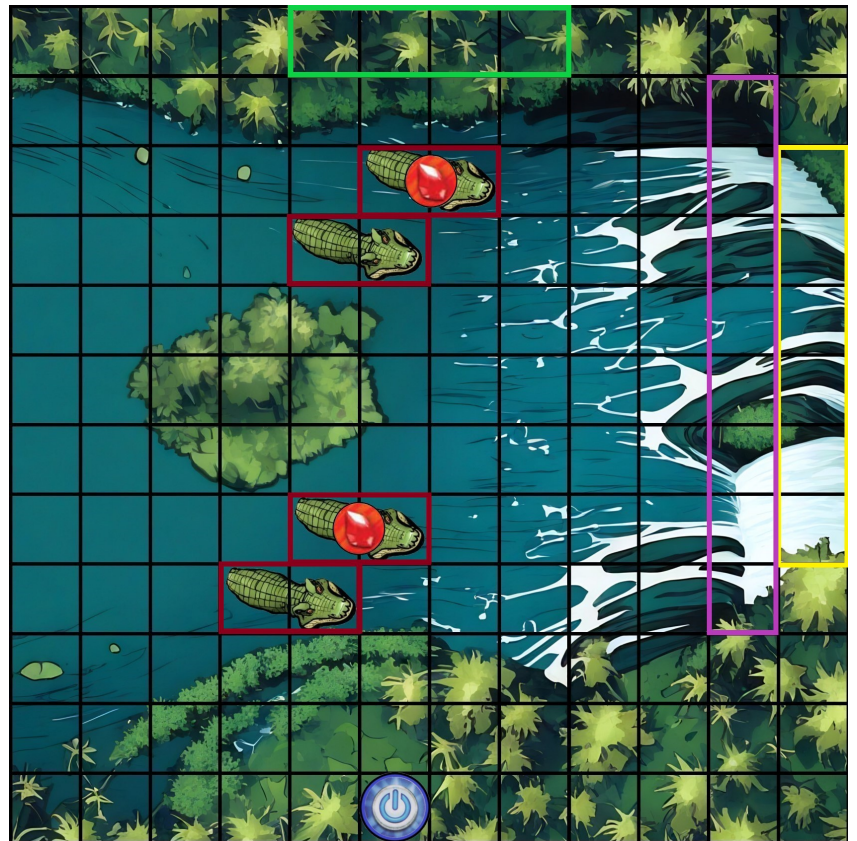
- *Kogo'Zun leads you from the village down a particularly overgrown track. Within moments, Zo-Konda is swallowed by the tangled undergrowth. The track winds and weaves, never widening. It snakes around rocks oozing green moss from every pore, crosses creeks narrow enough to be stepped over and dips under hanging vines.*
- *Time loses all frame of reference in the marsh. There is only the gloomy backing track, the croaking of 8-bit frogs and the constant hum of 8-bit mosquitoes. Abruptly and without a word, Kogo'Zun stops ahead of you.*

[GO TO COMBAT ENCOUNTER: PERILOUS RIVER CROSSING](#)

COMBAT ENCOUNTER: PERILOUS RIVER CROSSING

- *The track terminates at the ford of a river, a fair distance across to the beaten track leading up into the marsh on the other side. The water swirls and bubbles downstream, while large, dark and log-like shapes bob and wait. Hungrily.*
- *Kogo'Zun swings up into Zhek'Nakar's saddle and the salamander wades into the water. Over his shoulder he calls to you, See you on the other side, bruddas, then tosses back his head and laughs, beaded dreadlocks rattling.*
- **Looking at the water:** *The river appears to be shallow enough to wade across, but the current looks strong. There are some rocks sticking up out of the water here and there, but they look slick and shiny. To one side the water spills over a pile of rocks from above, to the other, it rushes over more jagged rocks to depths unknown. It looks like this is the most suitable place to attempt a crossing.*
- **Looking at the crocs:** *There are several large, log-like shapes bobbing in and out of the water. Glassy black eyes regard you patiently. Mr Puddles whines, looking nervously at them.*
 - **Why don't they get washed away?:** *The crocodiles appear to be unaffected by the current for some unknown reason. It all seems very contrived.*
 - **Could we jump across them?:** *The crocodiles do seem to be lined up conveniently for a particularly daring hero to attempt crossing on their backs.*

- The party must find a way to cross the river. To win this encounter, Heroes must move onto the green map marker. Once a Hero enters the green marked square, they are removed from the board, having successfully crossed the river.



Maps:

- N/A

Spawning Pool:

- N/A

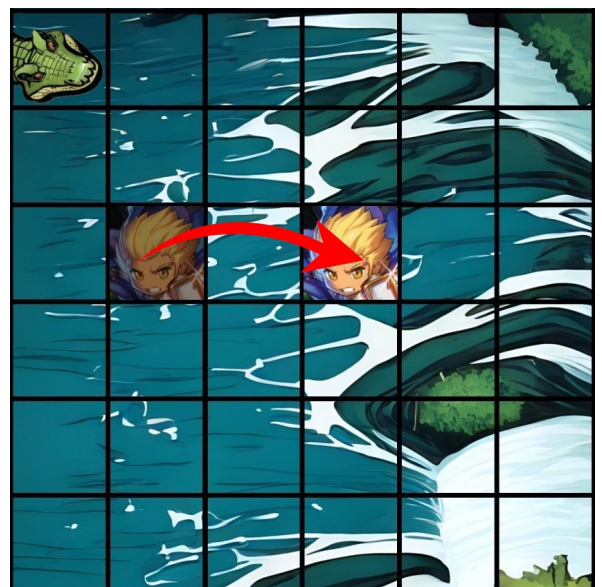
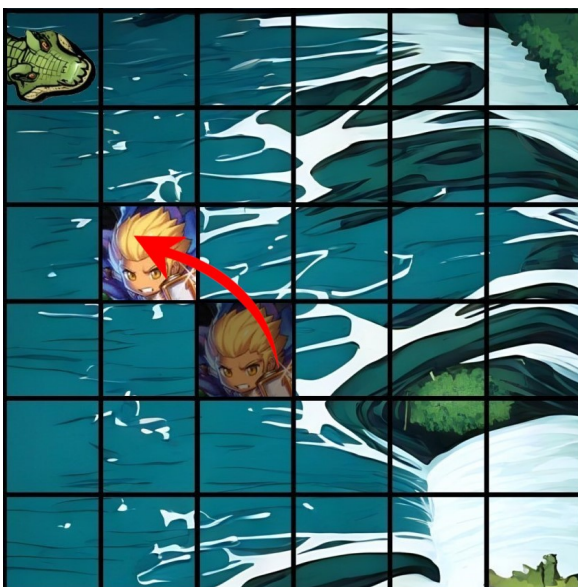
Map Assets:

- 1x River 1
- 1x River 2



Starting Point:

All Heroes start on the starting point token.

- Deadly Rapids:** The current is strong; the water counts as difficult terrain. Additionally, for every 1 square the Hero moves through the water, they will be pushed 2 squares towards the rapids. This push effect is not negated by Surefoot. If a Hero enters the rapids (marked with yellow on the map) they will instantly die.



This Hero attempts to move one square through the water, and is pushed two squares towards the rapids.

- **Sinking Crocodiles:** There are crocodiles in the water. These crocodiles do not move, but every time a Hero enters a square adjacent to a crocodile, it will immediately make a Nom! attack (Crocodile STR =  ). These attacks occur outside of initiative order.



Like in any good 8-bit game, Heroes can jump on the crocodiles' backs to cross the river. Spend one action point and make a **[Jump DEX roll of 2 or more stars]** to jump onto an adjacent crocodile. Heroes cannot jump onto a crocodile from the water; they can only jump from the riverbank, the island, or another crocodile. A Hero on top of a crocodile can not be targeted by a Nom! attack. The first time that a Hero succeeds or fails a jump, read the following text:

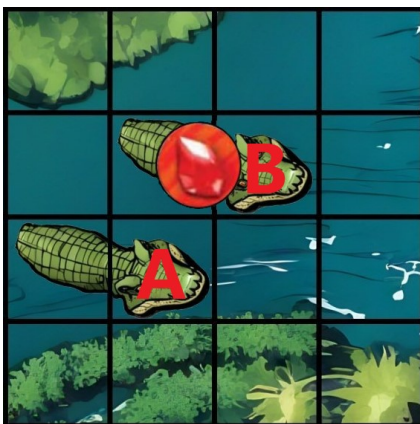
- **On pass:** *The crocodile bobs as you land on it, beady eyes blink at you in confusion from above the water.*
- **On fail:** *You leap onto the crocodile's back, but your feet can't find purchase on its slick, scaly hide. You slide off into the water, and the crocodile takes a chomp out of you for good measure.*

If they fail the jump roll, the Hero is placed in a random square that is both in the water and adjacent to the crocodile they attempted to jump on. The crocodile makes a Nom! attack against the Hero and then the Hero is pushed 1 square towards the rapids.

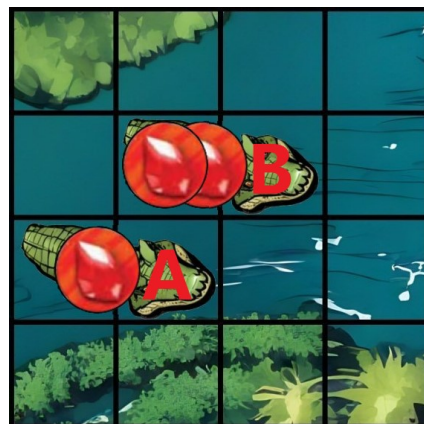
The crocodiles will sink and rise in the water. At the end of each round, place a crystal token on each crocodile. A crocodile with two crystal tokens on it will sink below the water. Any Heroes currently on a sinking crocodile immediately fall off as though they failed a jump roll. The crocodile will return to the surface at the end of the following round (remove all crystal tokens from that crocodile). The intention is that the Heroes will not all be able to jump across at once, and it is potentially dangerous to remain standing on a crocodile. The Heroes are encouraged to make use of the island in the centre of the river to ensure their safety. Note that two of the crocodiles start with a crystal token already on them.

Sample Gameplay:

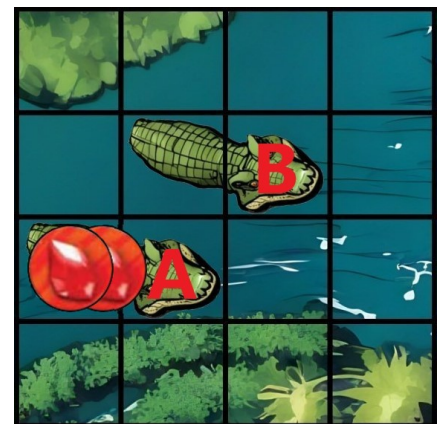
The round begins with no tokens on Crocodile A and one token on Crocodile B. At the end of Round 1 a token is placed on each crocodile. Now that Crocodile B has two tokens, it immediately sinks. Any Hero standing on Crocodile B falls off. At the end of Round 2, Crocodile B returns to the surface and all crystal tokens are removed from it. At the same time, a token is placed on Crocodile A, causing it to sink.



Round 1



Round 2



Round 3

- If a Hero successfully crosses by jumping on all crocodiles:
ACHIEVEMENT UNLOCKED - TITLE: "... the Platformer"
- **Slippery Rocks:** There are slippery rocks adjacent to the rapids. These rocks provide an alternative option for Heroes who would prefer to avoid the crocodiles, as well as once last chance to save themselves from the rapids.

Spend one action point and make a **[Jump DEX roll of 1 or more stars]** to jump onto an adjacent rock. Heroes cannot jump onto a rock from the water; they can only jump from the riverbank or another rock. The skill roll is slightly easier than the crocodiles and there is no chance of getting attacked, but if a Hero fails the roll just once, they slide off the rocks into the rapids and instantly die.

The rocks can stop a Hero from being swept over the rapids. If a Hero is pushed onto the rocks from the water, they can immediately make a **[Flailing Desperately STR roll of 1 or more stars]** to grab hold of the rock and stand up on it. That Hero can then attempt to jump across the rocks to safety.

- **A Note on Difficulty:** Due to the instant death mechanic, it's possible for this encounter to go very bad very quickly. If the GM feels like this is too much of a hurdle, allow the first player across the river to discover some vines to make a rope. The rest of the party can use this to skip the rest of the encounter.

Victory conditions:

- All Heroes cross the river.
- **On victory:**
 - *Safely on the other side, crystals inexplicably fall from the canopy.*
 - The party gains [5◇], one **Potion** token and an **ELVEN LONGBOW**.
- **Catch up to Kogo'Zun:** [**GO TO THE ANCIENT ALTAR**](#).

The Ancient Altar

- *The sound of the river gurgles away behind you, soon again swallowed by the humming of 8-bit insects and the gloomy bounce of the backing track. Kogo'Zun keeps a stern vigil as he picks his way through the dense marsh, broken occasionally by pausing to swat at mosquitoes the size of his fist.*
- *After a stretch of time impossible to gauge, eventually the marsh gives way to a wide clearing and Kogo'Zun stops to point. Perfectly round, the space is dominated by a large, flat slab of granite in its centre, bathed in a shaft of light filtering down through a gap in the canopy. There are 4 upright stone steles around the outside of the clearing. The music track modulates to a quieter, even gloomier tune. The omnipresent frogs and buzzing insects are silent here. It feels like the marsh is holding its breath. Standing at the end of the track, Kogo'Zun hands you a cloth bag. Gonna need this, bruddas.*
- This encounter is a riddle the players will need to solve to retrieve the dimensional anchor stone. The stone itself is a prison containing an ancient evil demon along with the spirit of the shaman who summoned it, sealed away and hidden. The party must learn the correct incantation and speak it aloud to reveal the stone and retrieve it.
 - The inscription is written on the 4 steles. In order, the correct solution is: Stele 4 → Stele 2 → Stele 1 → Stele 3: *"Great Chepetl'huli, custodian of doorways, guard long this prison and draw in these vile shades, in the name of Zo'Rinandi the Cruel."*
- **Talking to Kogo'Zun:** *Kogo'Zun still hasn't moved from the edge of the clearing, he glances around the space nervously. This is hallowed ground, bruddas. Spirits aren't happy me coming here, ya? Seem to be fine with you, though.*
 - **What are we supposed to do?:** *Supposedly this be the resting place of the stone we need. Not actually sure what must be done here, suggest you look around.*
- **Inspecting the clearing:** *The marsh floor gives way to damp grass, glistening with dew. The trees seem to be growing away from the middle of the clearing, almost as if the marsh is recoiling from whatever rests here. There are four towering grey stone tablets spread about the clearing.*
- **Inspecting the steles:** *The tablets are a grey stone speckled with green moss and lichen. Each stele has a different message carved into it in trollish.*
 - **Reading the steles:** the players will need someone who can read trollish, or has an otherwise academic background to discern the meaning of the text with a **[Trollish WILL roll**

of 2 or more stars]. If one of the Heroes happens to be a troll, they will automatically pass the skill roll. Kogo'Zun will translate for the party if asked, but he will not move from his spot at the entrance to the clearing.

- **Stele 1:** *draw in these vile shades, in*
- **Stele 2:** *guard long for me this prison and*
- **Stele 3:** *the name of Zo'Rinandi the Cruel.*
- **Stele 4:** *Great Chepetl'huli, custodian of doorways,*
- **Approaching the altar:** *As you approach the altar in the centre of the clearing you get a closer look at the intricate and elaborate design carved along its sides. It's a wide slab of grey rock just tall enough that you can climb up, though from the lack of scuffs it looks like nobody has in generations.*
 - **Examining the artwork:** *Jagged forms with the heads of serpents wind around elaborate bipedal forms adorned with feathers and animal skins. A ruler receiving tributes. Warriors trampling demonic forms, one held in chains. Off to the side, one figure carves a tablet.*
 - **Asking Kogo'Zun about the carving:** *The old troll's face scrunches up as he scans the stone edifice.* Politics, bruddas. One time a great king fought him a battle here. Old stories. What we seek is above.
 - **Asking about the king:** *Oh? What's this, got an interest in history, now? His multitude of beads rattle as he laughs to himself.* Names lost to time. Blood. Death. What you be expecting, mon?
- **Ascending the altar:** *With a little effort, you vault up onto the slab. The top is smooth and featureless, save for a shallow, dish-shaped depression in the centre, bathed in a rare, steady shaft of sunlight.*
- **Speaking the incantation:** *As the words leave your lips you feel an arcane tingle ripple through the clearing. Looking to the altar in its center, you see a glassy black volcanic stone, suspended motionless in the sunbeam, slightly larger than your hand. It is not worked with designs or text, and is so black that light seems to fall into it. It does not bob or rotate, it sits fixed in the air as if it rests on a shelf and it radiates malice like warmth, pulsing steadily. Laying on the altar next to the stone is a carved tablet you could've sworn was not there a moment ago.*
- **Inspecting the stone:** *The stone is an irregular chunk of black volcanic glass, slightly larger than your two fists together, hovering perfectly still a couple feet off the stone slab. Its many surfaces reflect the scene around you as you approach it, though it does not glint in the sunlight. Suspended in the sunbeam it seems to soak up the light that touches it. Every so often you think you see some phantasm slide across one of the perfectly smooth surfaces, but you can't be sure your mind isn't playing tricks on you.*
- **Inspecting the tablet:** *The tablet is a rectangular slab of grey stone carved all over on one side with text. Oddly, it is not written in ancient trollish. Must be important.*
 - Party receives **The Testimony of Du'Bei**.
- **Taking the stone:** *The hairs on your arm stand up as you reach for the stone. It's a bit of a surprise when the stone, so transfixed in place, offers no resistance when touched. It seems weightless and you get the feeling with the tiniest push it could float all the way across the clearing.*

Regardless of what course of action the party takes here, the Testimony of Du'Bei will appear in the backpack as it contains a vital clue for later in the chapter. A Hero does not need to pick it up, it just mysteriously appears among their loot.

 - **Bagging the stone:** *With the stone in hand, you wrap it in the cloth bag. As the bag closes over it, the sunbeam winks out as if flicking a switch. The drawstrings go taught as the stone suddenly pulls at the bottom of the bag as if it were made of lead.*
 - **Yeet!:** *With a grin, you yeet the stone as hard as you can. It sails weightlessly as far as the edge of the sunbeam, which winks out the moment the stone crosses into the gloom, and it crashes to the altar as if it were made of lead. On the way down it takes a chunk out of the grey slab before thumping into the marsh floor. Kogo'Zun shakes his head and scoops it up in another bag.*
 - **ACHIEVEMENT UNLOCKED - TITLE:** **"..., Slave to Intrusive Thoughts"**
- **With the stone secured:** *Kogo'Zun takes the bag and tucks it into the pouches lashed to Zhek'Nakar. Without a word he turns to leave, heading back towards the village. When he leads you to the suspended rope bridge not 20ft from where you braved the rushing waters he laughs until he*

goes hoarse.

- The party will return to Zo-Konda and experience an interlude along the way. When they return to the village, the dimensional anchor can be found floating in the air next to Kogo'Zun's hut.

QUEST COMPLETE: FIND THE DIMENSIONAL ANCHOR - gain [10◇]

- If this is the first radial quest completed: [GO TO INTERLUDE 1](#)
- If this is the second radial quest completed: [GO TO INTERLUDE 2](#)
- If this is the third radial quest completed: [GO TO STORMING THE TOWER](#)

ENCOUNTER 3D: RADIAL QUEST - FIND A SPIRIT GUIDE

- *The village melts into the marsh behind you as Kogo'Zun leads you down a narrow track, dense with vegetation. The marsh teems with life. Amid the gloomy wetlands backing track the damp air hisses with the buzzing of 8-bit bugs, and moss-slick rocks crawl with things that slither.*
- *Kogo'Zun leads the salamander by the bridle, himself slithering around twisted trees and under drooping vines. Conversation is infrequent, hours seem to pass by in the blur of seemingly endless marshland. The going is slow and the terrain treacherous, so it is difficult to guess how far you've travelled from the village, and under this dense canopy and oppressive fog you can't even rely on the skybox to betray the passage of time.*
- *Abruptly, Kogo'Zun speaks without looking back. Van'Shar be a powerful shaman, bruddas, with some powerful allies in the spirit world. Stay alert, ya?*
 - **Asking about Van'Shar:** *Kogo'Zun replies over his shoulder. She a spirit talker of the marsh. Every now and then she come to the village to meet da bossman and offer guidance from da other side. He pauses to let you by an overhanging branch he holds aside for you. Don't see her too much these days; doesn't like to leave the deep marsh for too long.*
 - **Why does she stay out here?:** *He laughs. For the climate, maybe? Weather plenty good out here, mon!*
 - **How will you get her to help us?:** *Kogo'Zun grins at you, the white face paint turns his visage into a grotesquely leering skull. Oh, I can be charming, brudda.*
- *Apparently done with conversation, Kogo'Zun returns his attention to the marsh, leading you along the overgrown track. Soon thereafter the foliage melts away and reveals a tiny shack on the edge of a swamp, nestled under a huge, gnarled tree, adorned with a multitude of odd trinkets. Kogo'zun releases Zhek'Nakar's bridle and she wanders off to curl up in the crook of one of the tree's roots.*
 - **Inspecting the shack:** *The shack is a run-down hovel, with crumbling wattle & daub walls, a doorway with a drape pulled across it and a window without a shutter. Despite the rotten thatch falling through in places, a thin stream of smoke winds out of a narrow chimney slanting away from the tree.*
 - **Looking in the window:** *The interior is so dark it's hard to make much of anything out save a cookpot bubbling noxiously over a dying fire in the stone hearth.*
 - **Inspecting the tree:** *The tree is a huge, twisted, barren thing that coils up out of the ground like a many headed snake. Devoid of foliage, its craggy limbs spider out around the clearing, from which are hung an esoteric collection of handmade dolls and talismans.*

- **Examining the talismans:** *Hanging from the branches of the tree are a number of small objects, no two alike. Here a fetish in the vague shape of a man made of straw bound with cord, there a metal disc with inscrutable arcane scrawl upon it. A bottle containing an oily black gunk with a label so decrepit whatever was written on it is lost to the marsh. A dead animal nailed to a wicker ring with a laurel wreath on its head, glassy eyes staring. Other things that defy description. A more disconcerting collection of minutiae you've not seen.*
- **Taking a souvenir:** *Kogo'Zun watches you curiously as you retrieve your prize from the tree. The talisman fits snugly into your hand. Horrid as it may be, you can see a level of care has gone into its construction.*

ACHIEVEMENT UNLOCKED - TITLE: “*Heedless Kleptomaniac, ...*”

- **Probably Not Cursed Talisman:** Item (does not occupy an equipment slot). This Hero gains +1 on defense rolls vs Transformation Magic and suffers a -1 penalty to all charisma-based skill rolls. *“I mean, what's the worst that could happen?”*
 - The player can attempt to return the item to the tree if they get spooked, but the talisman will find its way back into the player's possession for the remainder of the campaign. It cannot be discarded, but the curse may be lifted by bringing it to a priest/nun/paladin. If such a character exists in the party, they can attempt to dispel the curse themselves with a **[Holy Magic WILL roll of 3 or more stars]**. If they fail this roll they will need to find someone else to do it.
 - The obviously cursed talisman will impart some permanent, superficial impairment. Perhaps the hero's hair falls out in clumps, or changes colour, or they emit some unpleasant odour. Or every time they speak their speech is accompanied by a sad trombone. Perhaps they attract vermin that follow the hero around; flies, rats, etc.
- **Returning the souvenir:** *You return the talisman (which is probably not cursed, maybe) to where you found it. Kogo'Zun only watches, smirking.*
- **Going inside:** *The drape across the doorway is a tattered, woven thing. It may have had a pattern on it once, but it is now gone after years of dark and damp. Pulling it open, you duck inside. The shack is cramped, with a hearth at the far end, upon which a cookpot bubbles over some dying coals. A table against one wall is scattered with a herbalist's equipment; mortar and pestle, vials, pouches, a cutting board, with a rack overhead stocked with dried herbs of all kinds. A wretched cot is on the other side. The shack is otherwise empty.*
 - **Inspecting the table:** *The table top is strewn with the tools of a herbalist's trade.*
 - **Inspecting the pot:** *Over the hearth is a cookpot, containing some unidentified liquid simmering unpleasantly. Every so often a mystery object which might be food rolls up to the surface on convection before being swallowed again by the noxious brew.*
 - **Yum yum:** *Grabbing a spoon you help yourself to the stew. Around a gristly mouthful of what you hope is lizard, there's a disarmingly rich flavour of marshweeds and dirt. Two stars.*
 - Players who eat the trollish concoction suffer **Gribbly Guts** (Hero suffer -1 to basic offensive actions in the next encounter).
 - **There's nobody here:** *Kogo'Zun stands peering into the marsh. Nobody home, bruddas. Van'Shar probably gone to commune with the spirits. Maybe she went that way. He points a bony finger to a narrow, ramshackle boardwalk leading away from behind the house into the swamp.*
 - **GO TO FINDING VAN'SHAR**

Finding Van'Shar:

- *The boardwalk is a winding, haphazard affair of semi-rotten boards, slick with mold and moss, that creak and sag as you pass. Having left Zhek'Nakar behind at the shack, Kogo'Zun brings up the rear this time. The boardwalk snakes into the wetlands, and before long you've completely lost sight of the shack, and for an unsettling period of time, you can't see the other side either. You hear it*

before you see it, though, a kind of rustling and rattling coming out of the swamp ahead. Then, two ghostly pinpricks of blue light which resolve themselves into twin braziers of ghostflame, burning away the fog around a mound of earth rising above the brackish swamp.

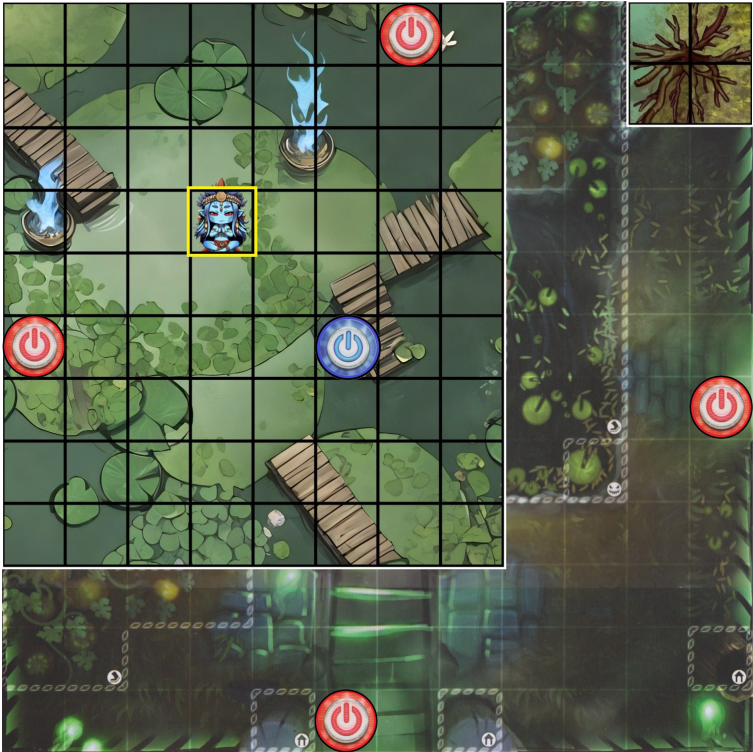
- In the middle of the clearing crouches a troll woman, dressed in feathers and beads, eyes rolled back in her head, swaying to the rhythm of some music none but her can hear. She's quite old, though not quite as bony as Kogo'Zun and her leathery blue-green skin is covered with mystic tattoos. Her loose dreadlocks are almost totally grey, and woven through with beads and polished stones. There is a huge flickering orange exclamation point hanging in the air over her head which Kogo'Zun does not remark upon.
- **Talking to Van'Shar:** *Red eyes like spear points snap forward as you approach, and with a voice like a dry snakeskin she addresses you.* (GM's note: Van'Shar's accent is even thicker than Kogo'Zun's, à la "Tia Dalma" from "Pirates of the Caribbean".) *What's that? Visitors, outlanders too. You pick a fine place to holiday. Her eyes swing to your guide as he steps out of the fog behind you. And what manner 'o mischief has this old python got you into? Kogo'zun opens his mouth to speak but she cuts him off.* Turn away, Kogo'Zun. Got no time to talk to you, unless you got the medicine to cure this here cursemark. *He scratches his chin but says nothing.* Thought so.
 - **Asking about the cursemark/Asking about the quest:** *Van'Shar settles on her knees, and tilts her head back, arms open wide.* See it hangin' above me, it follow me day and night. I feel it.... resonating with the other side... I cannot hear the spirits, mon. Only this buzzing in me head.
 - **QUEST: CURE THE {!!!_QUEST}**
 - **How long have you had that?:** It appeared 2 week ago, hangin' in the air like you see now.
 - **Can we help?:** Seeing as you came all this way, gwan make yourself useful. *She plucks a small rattling pouch from her waist.* Watch over me as I call to the spirits. Something wrong, ya? No telling what could happen.
 - **Asking about anything else:** *Van'Shar scowls, shaking her head.* So impatient! Much good it do you, mon; me not hearing nothing from the spirit world.
 - **Make ourselves useful:** GO TO COMBAT ENCOUNTER: FRIENDS ON THE OTHER SIDE

COMBAT ENCOUNTER: FRIENDS ON THE OTHER SIDE

- *The old shaman settles back on her heels and begins shaking the rattling pouch of beads. The gloomy marshland backing track switches to a pulsing polyrhythmic beat, perhaps what Van'Shar was jamming out to when you first encountered her. As she sways and bends to the music, the exclamation point begins to pulse in unison with the backing track.*
- *Suddenly, balls of blue ghostflame materialise out of the air and menacing wails can be heard from far away, like the screams of the dead echoing back through the long hallways of time. Van'Shar calls to you, They coming, mon. Hold them off!*

Monsters will spawn from all directions in three waves. They will all target Van'Shar. The Heroes will lose if Van'Shar dies. All Heroes standing adjacent to Van'Shar gain the ability, Defender. The players should be made aware of this so that they can properly protect her.

Defender: Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.



Key:

Van'Shar

Enemy Starting Point

Maps:

- Von Drakk Manor 4

Spawning Pool:

- 6x Flickering Ghostflame
- 2x Frenzied Ghostflame
- 1x Solidified Ghostflame

Map Assets:

- 1x Van'Shar's Ritual
- 1x Small Tree

Starting Point:

All Heroes start on the starting point token. Monsters do not begin the game in play.

Monsters:

FLICKERING GHOSTFLAME

FAERIE ELITE

6

1

STR

ARM

WILL

DEX

2

2

2

3

FLY

1

1

Weep:

2

If Weep inflicts a wound, spawn a Flickering Ghostflame from the spawning pool adjacent to the wounded model.

FRENZIED GHOSTFLAME

FAERIE WOLF ELITE

8

2

STR

ARM

WILL

DEX

2

2

1

3

PREDATOR, SIDESTEP, SUREFOOT

2

1

Lost: Wave 2, Pull 1

SOLIDIFIED GHOSTFLAME

FAERIE MINI-BOSS

6

3

STR

ARM

WILL

DEX

2

2

3

2

FLY

6

1

Summer:

2

Wave 2,

1

Winter:

2

Wave 2,

2

Circle of Salt:

2

STR vs WILL

Strategy:

Targeting: All monsters will target Van'Shar for attacks. If multiple Heroes are using the Defender ability to

protect Van'Shar, the monsters will target the closest Defender with the lowest ARM.

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

- Van'Shar has 5 hearts and 3 ARM. She cannot be moved in any way and is immune to status effects. Van'Shar counts as 3 ally and can be healed with actions as well as rolling hearts. If Van'Shar dies, the party can spend a Princess Coin to revive her in order to continue the story.
- Heroes have one round to get themselves into position to defend Van'Shar.
 - At the end of the first round, 4x Flickering Ghostflames will spawn from a random red starting token. Once all these monsters are destroyed, read the following:
 - **After the first phase:** *The last ghostflame winks out and the exclamation point flickers and falters. Van'Shar does not cease her communion, however, and as the floating exclamation point seems to solidify, the clearing is filled again with the sputtering blue spectral light.*
 - At the end of the round during which the monsters are destroyed, 4x Flickering Ghostflames and 2x Frenzied Ghostflames will spawn from a random red starting token. Once all these monsters are destroyed, read the following:
 - **After the second phase:** *Van'Shar pauses in her meditation as the exclamation point flickers again. It seems to be in multiple places at once, dancing around the clearing. It appears over Kogo'Zun's head, over your head, over the braziers, and as it passes you feel an electric buzzing inside your skull. Van'Shar shouts, YES! I HEAR THEM, MON. TALK TO ME. Right at that instant the exclamation point's superposition collapses back onto her and a single, sinister bonfire of ghostflame wells up from the earth before her. It blazes away the fog and solidifies into a jagged crystalline form, with cold malevolent eyes.*
 - At the end of the round during which the monsters are destroyed, 1x Solidified Ghostflame will spawn from a random red starting token.
- The Flickering Ghostflames will use Weep.
- The Frenzied Ghostflames will use Lost if it can pull a Defender away from Van'Shar.
 - Then it will use a basic melee attack.
- The Solidified Ghostflame will use Summer twice followed by Winter. It will try to get Van'Shar with the wave while still targeting the Defenders.

Victory conditions:

- All monsters destroyed, Van'Shar survives.
- **On victory:**
 - The party gains [5◇], one **Princess Coin** and a **HEART-SHAPED LOCKET**.
 - *There is a low rumbling and the world seems to flex around you. Quivering in the air, the exclamation point shines like the sun for a brief moment before exploding into a shower of scintillating pixels. The crystalline monster cracks and shatters into glassy shrapnel that tinkles around the clearing. Some of the crystals come to rest floating in the air, rotating invitingly as they wait to be scooped up.*
- **QUEST COMPLETE: CURE THE {!/_QUEST}** - gain [10◇]
- **GO TO RECRUITING VAN'SHAR**

Recruiting Van'Shar:

- *You find Van'Shar collapsed in the middle of the rise, and between ragged breaths begins to laugh a dry, croaking cackle. There, you see? Nothing to it, ya? She gathers herself and sits up to talk to you.*
- **Are you ok?:** *Take a lot to take me out. Don't fret now, I'm just going to rest a while. She closes her*

eyes and draws a long breath. Yes, I feel them now.

- **Asking/explaining about the spirit guide quest:** The tower you speak of; I've been there. It stuck between worlds, mon. Someone brought a powerful juju to separate a place from its physical location in this world and take it halfway to the other side.
 - **Will you take us there?:** You helped me, so ya, I will take you where you want to go, but gettin' back is your problem, mon.
- **Asking about Kogo'Zun:** This one? *Kogo'Zun raises an eyebrow as she fixes him with a flat stare.* Have a care with him, ya? Got to have a heart to help someone out of the goodness of it, mon. *Kogo'Zun snorts.*
- **Asking about Glitch:** I have heard the cries of a great spirit recently come to the marsh. It changes things. *Her nose wrinkles as she scowls.* Take care, now. This creature is beyond you, mon.
- **Asking her thoughts on the plan:** It'll work. I can take you to where the tower gonna be, fixing it in place be a simple ritual. His solution to getting inside is... *unorthodox*, but will work.
- **Asking about the talismans at her home:** Just some simple decorations, mon. Why, you like me decor? *She laughs until she wheezes in a rattle of beads and feathers.*
 - **If a character is a Heedless Kleptomaniac:** Looks like a little bit o' the other side rubbed off on you, mon. *She laughs again, not the least bit upset you've obviously stolen from her.* Seems the spirits taken a liking to you, mon.
 - **Here, take this back:** Thanks, traveller. *Van'Shar takes the talisman from you and immediately tosses it over her shoulder into the swamp. It disappears into the murky wetlands with a plop.* This does not remove the curse.
 - **Can you remove the curse:** *Her eyes narrow.* No.
- **Ready to go:** *Van'Shar stands up and you can hear her joints cracking.* Go back to your village Kogo'Zun, I will meet you there. *She leads you back to her hovel. Zhek'Nakar yawns and stretches as she uncoils and awaits the command to leave.*
- The party will return to Zo-Konda, experiencing an interlude along the way. When they eventually return to the village, Van'Shar can be found meditating off to one side of the center of town; nobody will remark on how she got there before the party. The quest **WAKE BAKKI UP** can now be completed in [Zo-Konda](#).

QUEST COMPLETE: FIND THE SPIRIT GUIDE - gain [10◇]

- If this is the first radial quest completed: [GO TO INTERLUDE 1](#)
- If this is the second radial quest completed: [GO TO INTERLUDE 2](#)
- If this is the third radial quest completed: [GO TO STORMING THE TOWER](#)

ENCOUNTER 3E: INTERLUDE 1

- **Returning to the village:** *Kogo'Zun nudges Zhek'Nakar, taking the bridle and wheeling the huge reptile around to head back to the village. The afternoon sun struggles to illuminate the marsh below the heavy blanket of fog and the thick canopy, shrouding the undergrowth in an eerie gloom. The similarly gloomy marsh backing track does little to lift your spirits.*

- *After perhaps an hour of trudging towards the village a strange reverberation pulses through the air, rustling the ferns in waves like ripples on the surface of a pond.*
 - Players may wish to make an **[Arcane Magic WILL roll of 3 or more stars]** to identify the source.
 - **On success:** *Though you can't discern where it came from, there's no doubt the reverberation you just felt was magical in origin. You can feel the arcane residue it leaves in the air, like a stain on a piece of cloth. It feels... oily, for lack of a better word.*
 - *Kogo'Zun stops in his tracks and listens. A moment passes, then the backing track cuts out, taking the sounds of chattering birds, hissing insects and the croaking of toads with it. The marsh is eerily silent.* Pause for a moment here to give the players a chance to speak, but immediately interrupt them: *An ear-splitting shriek comes from overhead. An impossible screech like the hissing of steam engines mixed with the twittering of bluebirds, penetrates your skull rattling your teeth. It increases in intensity, pressing down on you as a vast dark shape shoots overhead, then fades away into the distance. As you take your hands from your ears, you notice a fine mist of scintillating pixels raining down from the marsh canopy.*
 - *The troll shaman struggles to calm Zhek'Nakar, murmuring soothing words as the great reptile's eyes roll about in terror. By the time his white-knuckle grip loosens on the creature's bridle, the gloomy backing track has resumed, once more filling the marsh with the sounds of 8-bit birds and bugs; frogs happily croaking as if nothing had happened. He says to you urgently I think we better be movin', bruddas.*
 - **Inspecting the pixel mist:** *The fine mist of pixels sparkles in the foggy illumination of the marsh floor. The pixels stain whatever they touch; already the tops of rocks and leaves are beginning to glisten with a scintillating sheen that twists the eye.*
 - This mist is harmless, but players who don't move quickly out of the mist will develop a **permanent** sheen of scintillating pixels that sparkles on the character's skin, clothing & hair.
 - **Leaving the area:** *Kogo'Zun hurries to lead Zhek-Nakar out of the mist, down the trail towards the village, muttering under his breath about bad magic and spirits.*
- The party returns to Zo-Konda and must complete two more radial quests to progress.


ENCOUNTER 3F: INTERLUDE 2

- **Returning to the village:** *Kogo'Zun leads you back the way you came, into the deep marsh. Again you find yourselves navigating the densely overgrown, boggy wetland, a blurry featureless mess of vines, moss and leeches. Without warning, the backing track switches to the combat music and oddly, nothing happens.*
 - Players may want to make rolls for perception/detect magic/etc, let them. There's nothing to indicate to the players that a combat encounter is about to begin; the game is breaking down and is about to load a glitched version of an encounter from Chapter 1 by mistake.
- *For several minutes you continue down the track towards the village, combat theme blaring, when the words FAE WOODS appear in the air, flickering uncertainly. One moment the marshland track is empty, the next it's crowded with sentient plants. They don't spring up out of the earth, they simply appear; glistening with shifting colours and textures that twist the eye. A billman dressed as a tower guard runs screaming towards you and is snatched from above by a flickering, towering carnivorous plant. Somewhere, you hear the sound of a dog barking; Mr Puddles cocks his head in confusion. Kogo'Zun can be heard shouting to Zhek'Nakar somewhere in the marsh as the kodama close in around you.*

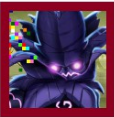
GO TO COMBAT ENCOUNTER: ATTACKED BY TWEES

COMBAT ENCOUNTER - ATTACKED BY TWEES:


Key:



Kafkaesque King Sprout



Muddled Mook



Bewildered Billmen

Spawning Pool:

- 1x Kafkaesque King Sprout
- 4x Muddled Mook
- 2x Bewildered Billmen

Map Assets:

- 1x Glitched Floor (Chapter 2)

Monsters:

Starting Point:

All Heroes start on the starting point token.

KAFKAESQUE KING SPROUT

SHAPESHIFT

STR 5

ARM 2

WILL 3

DEX 1

BLOOD DRINKER, FIXED FORM, TOUGH

4

1 Grasping Vines: 4, Pull 3

2 Feast: 4, +1 STR If Feast inflicts a wound, remove one wound token from Kafkaesque King Sprout.

KAFKAESQUE KING SPROUT

SHAPESHIFT

Blood Drinker: When a Model with Blood Drinker inflicts a wound, they may remove one wound or one status effect token from it's card for every heart rolled.

Fixed Form: A Shapeshift with Fixed Form may not shapeshift into its original form during its upkeep.

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

Uncorrupted, a Sprout grows to become a mighty plant or tree within the Loe Wood, providing food and shelter to the denizens of the forest. Under the Dark Consul's influence they instead become ravenous creatures of flailing vines, snapping jaws, and insatiable hunger.

MUDDLED MOOK

UNDEAD KODAMA MINION

STR 3

ARM 2

WILL 3

DEX 2

MOB

1

BEWILDERED BILLMEN

CHIMERA MINION

STR 3

ARM 2

WILL 2

DEX 1

MOB


1


Strategy:

Targeting: The Kafkaesque King Sprout will target the closest Hero or Bewildered Billmen with lowest ARM for attacks. The Muddled Mooks will target the Billmen, if none remain they will target the closest Hero with lowest ARM. The Bewildered Billmen will only target a Hero if they are preventing them from moving.


Movement: The Kafkaesque King Sprout and Muddled Mooks will move towards their target until they are at their maximum attack range. The Bewildered Billmen will attempt to flee past the Heroes. If the Bewildered Billmen make it to the edge of the board (at the starting point), they will be removed from the board. The glitched floor has the same effects as the one from Chapter 2, such as random status effects.

- 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  1, 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.

- These enemies are corrupted. Before moving a monster, roll  1. If no stars are rolled, the monster will use its whole activation to run in a random direction.
- The Kafkaesque King Sprout will use Feast if it begins its activation with 3 or fewer hearts remaining.
 - It will use Grasping Vines if its target is out of range of Feast.
- Muddled Mooks will make one basic melee attack, prioritising Bewildered Billmen before targeting Heroes.
- The Bewildered 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:**
 - Searching the Kafkaesque King Sprout yields:
 -  **Glitched Concoction:** Gain Feint until the end of the encounter. Also, suffer from the Bane status effect until the end of the encounter. “Uh, you sure you want to drink that?”
 - [5◇] and a pair of **ELVEN BOOTS**.
- *There is no victory fanfare as the giant plant spasms its last and flickers out of existence leaving behind crystals where it fell. Instead, the backing track switches back to the familiar gloomy wetlands theme and the words “Mistmourn Coast” appear in the air.*
- *Kogo'Zun comes thrashing his way out of the undergrowth, dragging a clearly panicked Zhek'Nakar by the bridle. Shushing the huge reptile he turns to you, better hurry, bruddas. Sickness be coming alive in the marsh and we running out of time.*

The party returns to Zo-Konda and must complete one more radial quest to progress.

ENCOUNTER 3G: STORMING THE TOWER

- **Returning to the village:** *The trek back to Zo-Konda is mercifully uneventful. All the pieces are ready to put the plan in order; Van'Shar stands at the ready, silently observing while Bigman Ku'Plaadi scratches at a patch of dirt. The glassy black stone hangs unnaturally, suspended in a*

sunbeam, radiating a persistent aura of menace. Kogo'Zun takes Zhek'Nakar's bridle off and murmurs something that sets her off into the marsh. As he heads towards his hut he pauses at the door, time to go, bruddas. Find me when you are ready, ya?

This is an opportunity for the players to prepare themselves for the next sequence of encounters which will carry them through until the end of the chapter. The party will not return to Zo-Konda.

- **Ready to go:** You find Kogo'Zun seated cross-legged on the dirt floor of his hut, touching up the paint of the leering skull design on his face. The polyrhythmic tribal bead becomes a driving, pulsing theme as Kogo'Zun unfolds; taking up his staff and stepping outside. Van'Shar greets you, holding a suspiciously chicken-shaped bag. Plucking the black stone out of the air, Kogo'Zun nods to the spirit guide and without a word she leads you out of the village.
- The trail she takes you through the marsh is winding, several times cutting back over your path. Seemingly at random, she pauses to commune with the spirits, eyes rolled back in her head, before heading deeper into the wetlands.
- Eventually you come to a clearing and she halts, saying It's comin', mon. Quickly now. At her direction, Kogo'Zun takes a pouch from his belt and begins pouring a circle of salt around the clearing. As he works she turns to you and speaks quietly. The stone gonna trap what's in the circle with it, ya? Stone got to stay inside or the tower travels on its way to the spirit world, may be a long time before we find it again.
- Kogo'Zun completes the circle and urges you outside the completed line. He reaches over and drops the stone on the ground, it thumps heavily into the earth. Be ready, bruddas. Something nasty gonna come out when we do this. He stands gripping his staff, poised.

The players have a few short moments to discuss tactics and ready themselves.

- **The tower arrives:** A bright flash splits the air and the world seems to fold as the clearing is suddenly filled with white stone. The huge, cylindrical spire stabs up through the canopy and disappears into the fog. Kogo'Zun shouts something in trollish and a flash of black light comes from the stone.
- A sinister black fume seems to leak from the stone, coalescing into two forms, one massive, the other small and cringing. The larger seems to swell, spreading wings of shadow, and with a disembodied cry of "FREEEEEEEE" shoots into the air and disappears into the marsh. The smaller form, a cackling, gibbering phantasm, lunges at Kogo'Zun and Van'Shar cries out for your help.

GO TO COMBAT ENCOUNTER: SEALED EVIL IN A CAN

COMBAT ENCOUNTER: SEALED EVIL IN A CAN

Maps:

- Von Drakk Manor 5

Spawning Pool:

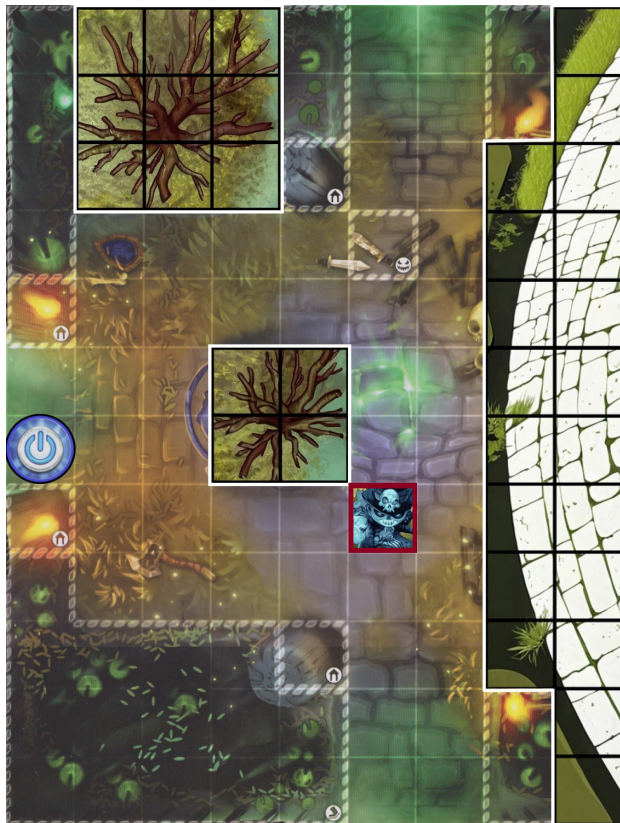
- 1x Spectral Shadowman

Map Assets:

- 1x Small Tree
- 1x Large Tree
- 1x Base of the Tower

Starting Point:

All Heroes start on the starting point token.

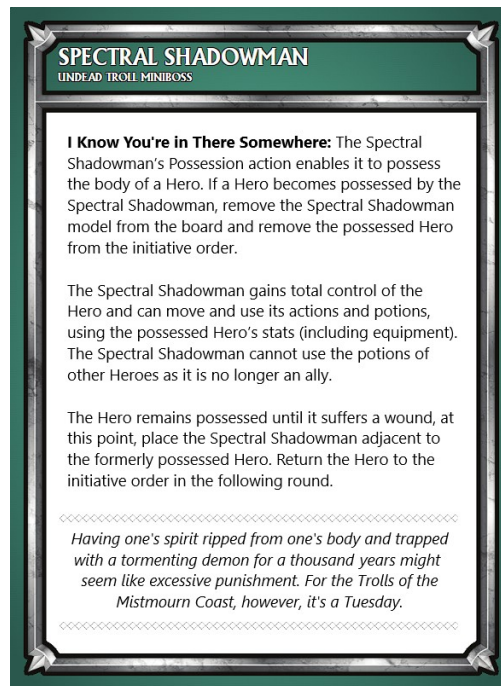


Key:



Spectral Shadowman

Monsters:



I Know You're in There Somewhere: The Spectral Shadowman's Possession action enables it to possess the body of a Hero. If a Hero becomes possessed by the Spectral Shadowman, remove the Spectral Shadowman model from the board and remove the possessed Hero from the initiative order.

The Spectral Shadowman gains total control of the Hero and can move and use its actions and potions, using the possessed Hero's stats (including equipment). The Spectral Shadowman cannot use the potions of other Heroes as it is no longer an ally.

The Hero remains possessed until it suffers a wound, at this point, place the Spectral Shadowman adjacent to the formerly possessed Hero. Return the Hero to the initiative order in the following round.

Strategy:

Targeting: The Spectral Shadowman will target the closest Hero with the lowest WILL. Once it has successfully possessed a Hero, it will then target the closest Hero with lowest ARM. The Spectral Shadowman will attempt to target a different Hero for subsequent possessions.

Movement: The Spectral Shadowman will move towards its target until it is at its maximum attack range.

- The Spectral Shadowman will always activate first, before Heroes in initiative order.
 - It will use Possession until it succeeds at possessing a Hero. It will then use the Hero's abilities to cause as much destruction as it can with the action points it has remaining.
 - If the possessed Hero has a potion token, the Spectral Shadowman will use that potion if able (even just to waste it).

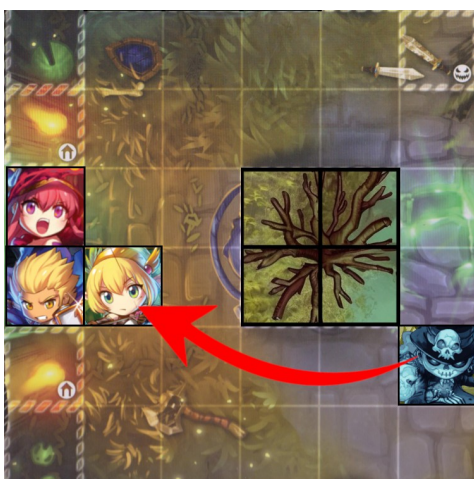
Example gameplay:

This party consists of a Ranger, a Mage and a Paladin. The Spectral Shadowman will always go first, and the Heroes determine their initiative order to be the Ranger, then the Mage, then the Paladin.

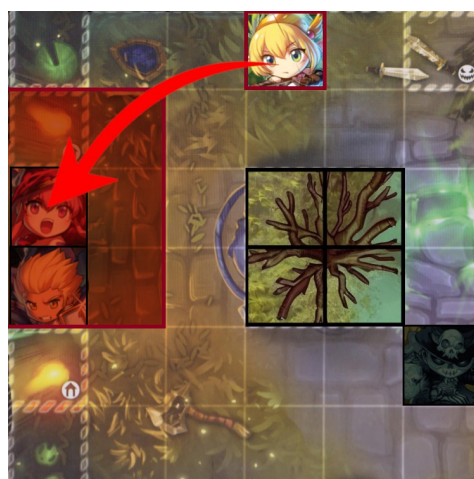
At the beginning of round 1, the Spectral Shadowman targets the Ranger with Possession. It succeeds the WILL vs WILL roll and the Ranger is now possessed. She is removed from the initiative order and the Spectral Shadowman model is removed from the board.

The Spectral Shadowman has 3 action points remaining, so it drinks the Ranger's Pixie Dust potion, moves and then uses her Sparkle Burst action to attack the other Heroes (using the Ranger's stats to attack). With its last action point it uses a basic offensive action against the Hero with the lowest ARM.

The Ranger was next in initiative order but she is possessed, so the Mage will go next. The Mage uses a basic magic attack on the possessed Ranger, causing one wound to the Ranger. The Spectral Shadowman model is placed next to the Ranger and the Ranger is returned to the initiative order for round 2. The Mage has two actions left, and can now attack the Spectral Shadowman directly. Note that the Ranger was wounded previously, not the Spectral Shadowman. After the Mage and the Paladin finish their actions, round 2 begins. The Shadowman now attempts to possess the Paladin (second lowest WILL). After the Spectral Shadowman's turn, the Ranger will be able to take her turn.



The Ranger is possessed.





She attacks the Heroes.



The Mage undoes the Possession.

Victory Conditions:

- All monsters destroyed.

- **On victory:** *With a digitising ethereal wail the spirit loses cohesion and dissipates. Crystals fountain up out of the ground where it was standing and hang suspended in the air, rotating slowly in the heavy fog.*
 - Searching the Spectral Shadowman yields:
 -  **Bottled Screams:** , Burst 1, Push 4. “Proper hearing protection is advised before use.”
 - [5◇] and a pair of **CELESTIAN ARMBANDS**.
- **GO TO BREACHING THE TOWER**

Breaching the Tower

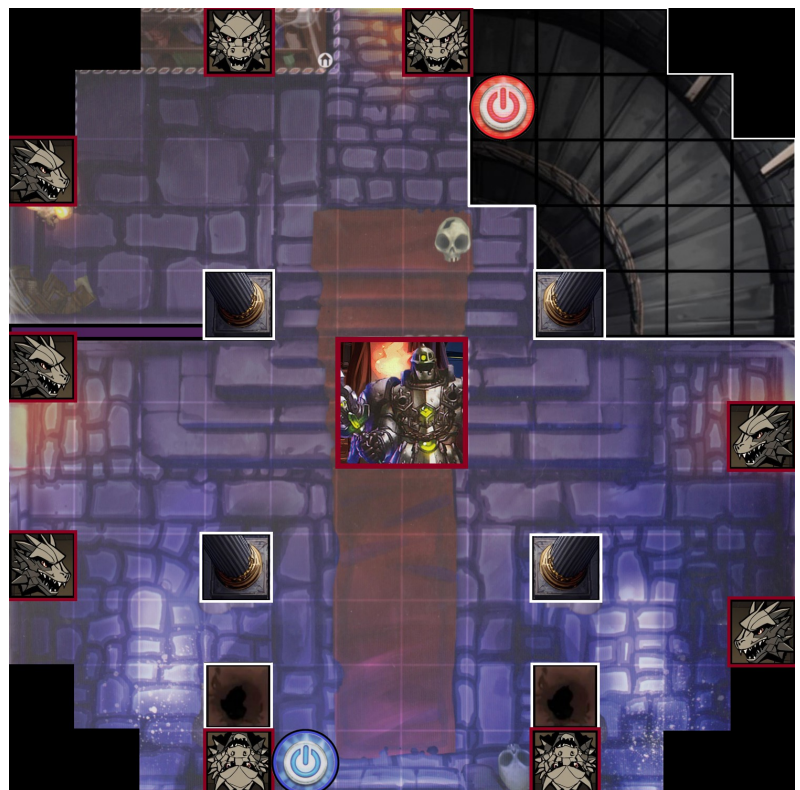
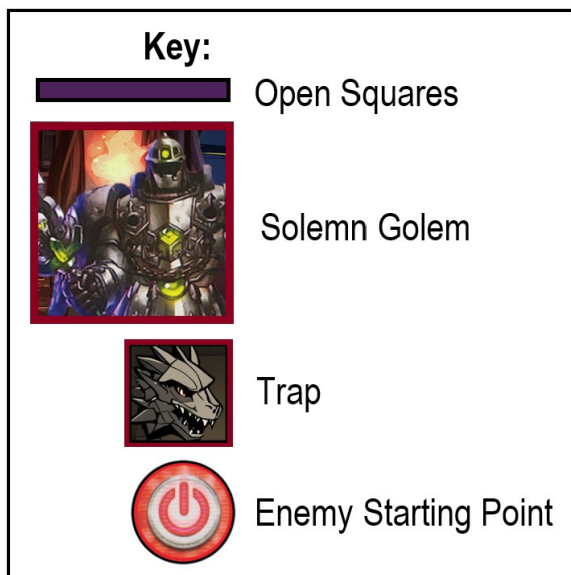
- *Kogo'Zun approaches the tower and scratches his chin. He's standing before an enormous masonry door, a thing of carved twisting vines and mythical creatures from the sculptor's imagination. It's unmistakably a door; only there don't appear to be any hinges, or a handle.*
- **Talking to Kogo'Zun:** Almost part done, bruddas. You ready to go inside? Say da word, mon.
 - **Asking about the door:** Looks nice, no? Sure the craftsman made this real proud of his work.
 - **How do we open it?:** Wizards think they know everything. Books. *His nose wrinkles as he spits the word out.* No creative flair.
 - **Asking about the key:** *He only smiles, the skull painted on his face distorting unsettlingly.*
 - **Asking about the inside:** No idea bruddas. Only said I'd get you here. *He looks up at the tower, white stone blurring into the fog.* What happens next be up to you, ya?
 - **Will the stone be safe out here?:** Van'Shar gonna keep watch. She's not at home in man-buildings. *He gives her a meaningful look, which she returns flatly.*
- **Talking to Van'Shar:** Best not to waste time, mon. Them as up the tower will have noticed.
 - **Will you come with us?:** No, mon. Stone buildings scare away the spirits.
 - **Did the spirits tell you anything about the tower?:** It driven by a strange magic. A darkness swirls around it on the other side. *She shudders.* Seems to be calling out to something, mon.
- **Inspecting the door:** *The tower is composed of featureless white stone, except for the huge carved doorway. If not for the pronounced vertical line down the center, it could be easily mistaken for a relief carving as there appears to be neither handle, nor hinges, nor lock. The design is an aesthetically pleasing work of twisting vines and bizarre creatures that you've never seen before, cavorting in a verdant dreamscape.*
 - Players may wish to inspect the door for access points. A [**Lock Mechanisms DEX roll of 2 or more stars**] will yield that the door appears to be a solid piece of the wall, the vertical slit apparently decorative. A [**Arcane Enchantments WILL roll of 2 or more stars**] will reveal that the door is composed of a different kind of magic to the rest of the wall, but is so intricately entangled that it would take weeks of study to know how to begin to unlock it.
- **Let's open the door:** *Van'Shar crosses the line of salt and hands the cloth bag to Kogo'Zun. Grinning malevolently, he reaches into the bag and with a startled squawk produces the chicken. He takes a few steps to the side of the door and turns to the featureless white wall. Here should be good enough. Bigman Ku'Plaadi squawks again as Kogo'Zun jerks a feather out of his tail, and chanting in arcane trollish, uses the feather to draw the outline of a rectangle onto the white stone. Letting the feather fall to the ground, he presses the chicken up against the wall and finishes his incantation with a shout.*

- *There's a bright green flash, and where once was featureless white stone is now a perfectly ordinary wooden door, complete with hinges, a handle, and a pair of cartoonish eyes that blink at you in confusion. Kogo'Zun turns the handle and gives the door a push. It swings inward, hinges squealing with a pronounced B'GRRRRRRRRK.*
 - **Looking inside:** *The door opens into an expansive receiving hall. Just enough light comes through the door to make out several columns and a narrow spiral staircase winding down around the wall from the gloom above. An elaborate mosaic pattern is tiled into the floor centered around a large statue of an armoured soldier.*
 - **Talking to Kogo'Zun:** *Right behind you, bruddas.*
- **Stepping in:** *As you enter the room, the backing track drops away to silence and violet arcane lights illuminate the entry hall, casting eerie shadows across the face of the huge statue in the middle of the room. The walls are richly decorated with sculpted gargoyles, tapestries and hangings from several regions of the world. The spiral staircase coils down the interior of the tower where it meets the floor on the far side of the chamber. As you look up into the gloom, you can see pinpricks of purple spiraling up a dizzyingly long way.*
- **Approaching the statue/crossing the room:** *Your footsteps on the cold tiled floor echo into the silence. As you approach the center of the room the combat theme springs to life. There's a thump that shakes the floor and a hiss like steam escaping a cracked pipe, then the statue steps down from the chest-high plinth it was resting upon, planting itself between you and the stairs. With a squeal of grinding metal it raises a sword as long as an oxcart.*
- **GO TO COMBAT ENCOUNTER: THE SOLEMN GOLEM**

COMBAT ENCOUNTER: THE SOLEMN GOLEM

Maps:

- Von Drakk Manor 7



This room is full of traps, and trap-repairing monsters will spawn each turn. The party must destroy the traps and defeat the monsters to win.

Spawning Pool:

- 1x Solemn Golem
- 4x Enchanted Custodian

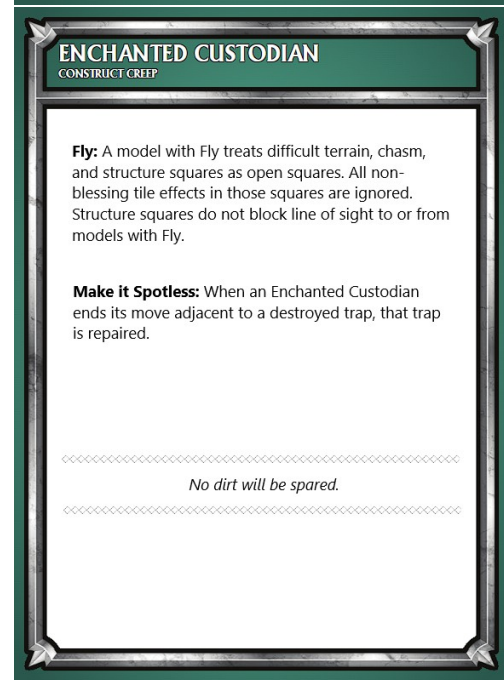
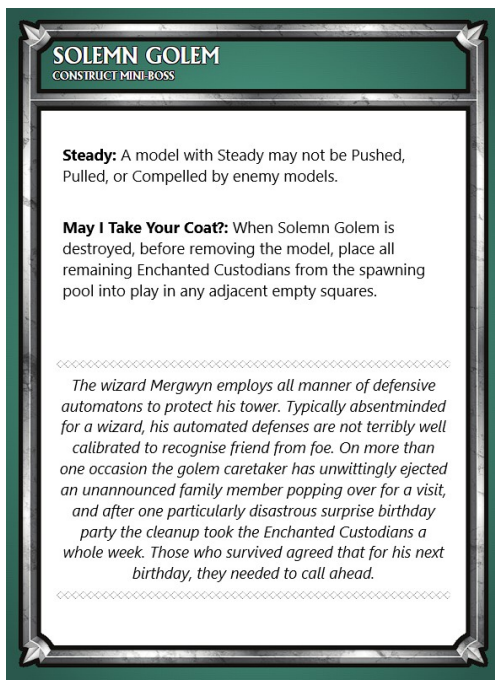
Map Assets:

- 1x Spiral Stairs
- 2x Left Column
- 2x Right Column
- 3x Left Trap
- 2x Right Trap
- 4x Forward Trap
- 2x Scorch Marks

Starting Point:

All Heroes start on the starting point token.

Monsters:






Strategy:












Targeting: The Solemn Golem will target the closest Hero with lowest ARM for attacks. The Enchanted Custodians will target the traps.

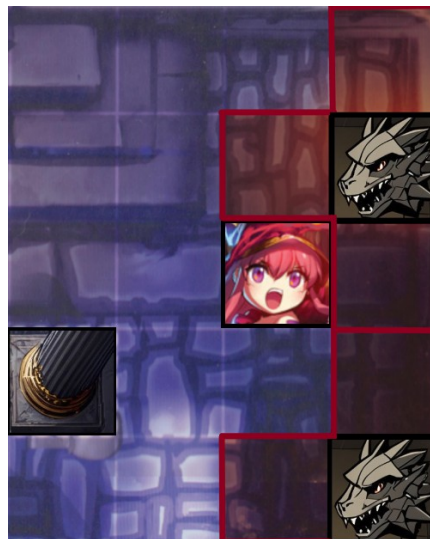
Movement: The Solemn Golem will move towards its target until it is at its maximum attack range. The Enchanted Custodians will move towards the closest destroyed trap. Heroes cannot enter the spiral stairs until the Golem is destroyed; they will find it protected by an invisible forcefield. Pillars provide some cover even from the large Golem, blocking Line of Sight.

- All monsters will activate with the same initiative. The Solemn Golem will go first, followed by the Enchanted Custodians, followed by the traps.

- The Solemn Golem will use Bell-Pull if there are less than 3 Enchanted Custodians in play.
 - It will use Rapid Spin if there are two or more Heroes in range.
 - It will use Seeker Missile if Heroes are out of range of its melee attacks.
- At the beginning of the Enchanted Custodian's activation, spawn one Enchanted Custodian on the red starting token.
 - Enchanted Custodians will fly across the room, each attempting to end their move adjacent to a different destroyed trap.
- Traps have 1 heart, 0 ARM and   WILL. Place a crystal token on a trap to mark it as destroyed. The Enchanting Custodians can remove this token, repairing the trap with their Make it Spotless ability. Traps cannot move, but can change their direction to maximise the Heroes affected by AoEs.
 - Any traps which have not been destroyed will perform a random offensive action using Automated Defenses. All traps perform the same type of offensive action.

Automated Defenses: Roll  and perform the corresponding offensive action.

-  or  :  **Defensive Protocol - Proximity:** , Sweep 2
-  :  **Defensive Protocol - Cruciform:** , Cross 1
-  or  :  **Defensive Protocol - Heat Seeking:** 



This Mage is hit by two Heat Seeking shots. The next round she avoids the Cruciform crosses, but the following round the southern trap turns to face her and she is hit by two Proximity sweeps.

Victory Conditions:

- All monsters and traps destroyed.
- **On victory:** *The victory fanfare blares and a bell chime rings through the tower. A deep robotic voice resonates from somewhere inside the golem which says, System reboot complete; welcome, guests. The golem drops the sword with a tremendous clang that echoes up the tower and with some more grinding of metal, drops to a knee before you and delicately opens a pair of ornate cabinet doors you didn't notice constructed into its chest. The cabinet contains a selection of potions and chilled beverages. Please enjoy complimentary refreshments and a personal invitation from the illustrious Wizard Mergwyn.*
- The party gains [5♦] and a **WINGED CROSSBOW**. All Heroes are fully healed of all damage.
- **GO TO CLIMBING THE TOWER**

Climbing the Tower

- *The backing track resumes the driving, pulsing beat. The spiral staircase is barely wide enough for two people to pass each other turning sideways. It coils up and up, seemingly without any landings or other floors. At some point the floor is so far below you can no longer make it out but for the pinpricks of arcane light shimmering in the darkness, and above, the staircase yet winds into the blackness glittering with purple lights illuminating the curious collection of art.*
 - **Inspecting the artworks:** *No two of the richly decorated tapestries and paintings you pass are alike, and barely a square inch of bare stone is visible between it all. Portraits from Crystallia, elvish woodcuts from the Fae Woods, mounted carved animal tusks of the Clawtribe Barbarians; every conceivable artistic endeavour has its place on the wall.*
 - **How tall is this tower anyway?:** A magically-inclined hero may make a **[Arcane Enchantments WILL roll of 3 or more stars]** to discern the nature of the tower.
 - **On pass:** *You detect a powerful arcane membrane stretching across the walls. This tower is unmistakably magical in origin, perhaps unsurprisingly, and it seems to be bigger on the inside than it is on the outside. You feel there is absolutely no way to know how tall the structure is until you're outside it again.*
 - **On fail:** *Try as you might, the nature of the structure eludes you. It's hard to wrap your head around, however. You could swear the width of the tower at the base would be terribly unstable for a structure as tall and narrow as this.*
- *As you climb you begin to hear another track weaving its way into the now-familiar pulsing beat. A powerful theme; a theme that promises danger and a thrilling conclusion. At last you're standing on a landing. It's just you, a red timber door and the staircase spiralling down into untold fathoms of inky blackness.*
- **Opening the door:** *The electric guitars rip seamlessly into the now-completed boss theme as the door swings inward. You're looking out onto the roof of the tower, exposed to a roiling cloudy sky. The area is scattered with all manner of arcane apparatus, dominated by a series of twisting metal prongs that arch towards each other like a dome but stopping short of meeting. Underneath in the center are two figures. One, a man in wizard's garb is slumped, strapped at the wrists between two pillars that pulse with arcane energy, seemingly flowing out of him in torrents. The other paces in front of him, facing away from you, ranting at the restrained mage. Apparently, over the roaring wind and the sound of the arcane extractor, they haven't heard the door.*

This ranting character is the **Nemesis**. You will need to reveal their identity to the players; describe their appearance and mannerisms. Feel free to edit their speech to better match their bespoke personality. The important points are that: the **Nemesis** has kidnapped the wizard and usurped his magical tower in order to bind Glitch, the corrupted dragon. The **Nemesis** may actually have good intentions in this, but they've gone about it the wrong way and are endangering the world.

- *All this struggling, it won't help, you know. You're going to help me whether you like it or not. It's close already; you can feel it can't you? As if on cue, an ear-splitting screech can be heard in the distance, sounding somewhere between a referee's whistle and a goose honking. The sound makes no sense and bores into your brain like a railway spike. Yes, very close... Once I can command it I'm going to bring about a new era. All your suffering is ultimately pointless and - what are you looking at?*
- *The wizard has lifted his head to look at you pleadingly. {Nemesis} turns to follow their line of sight and fixes you with a sharp stare. You. Well. It's said that nothing worth doing is easy.*
- *{Nemesis} cranks a lever by one of the pillars and crackling purple lightning arcs up along the metal prongs, converging in the space between their pointed tips. The backing track drops away to silence for a split second before a tremendous pillar of energy shoots into the skybox, vaporising away the clouds in an expanding ring revealing a brilliant blue beyond. Ha! Skybeam! I love a good skybeam!*
- **GO TO COMBAT ENCOUNTER: YOU GOTTA HAVE A SKYBEAM**

COMBAT ENCOUNTER: YOU GOTTA HAVE A SKYBEAM

Maps:

- Crystal Dungeon 1

Spawning Pool:

- 1x Nemesis

Map Assets:

- 1x Spiral Stairs
- 1x Mana Drain Device
- 1x Wizard's Desk
- 1x Wizard's Experiments
- 1x Wizard's Shelves
- 1x Wizard's Orb

Starting Point:

All Heroes start on the starting point token.

There are four different Nemesis options to choose from. Choose the Nemesis dungeon boss card that best suits the description of your player's Nemesis.

- **The Mystical Nemesis:** A status inflicting magic caster.
- **The Agile Nemesis:** A nimble quick-shooter.
- **The Brutal Nemesis:** A hard-hitting melee fighter.
- **The Resilient Nemesis:** A defensive tactician.

If none of these seem to fit, you can choose the Resilient Nemesis and imply that they are wearing a magical suit of armor which is granting their abilities. If anyone asks, Kogo'Zun is no longer with the party. Somehow between the golem fight and this point he's disappeared.

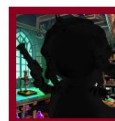
Monsters and Strategy:

Targeting: The Nemesis will target the closest Hero with lowest ARM for attacks.

Movement: The Nemesis will move towards their target until they are at their maximum attack range. The Arcane Extraction Zone (marked in red) will attack any Hero who enters the area with a Zzzap! attack (Arcane Extraction WILL = 2). These attacks occur outside of initiative order.



Key:



Nemesis



Arcane Extraction
Zone



Wizard Mergwyn



- When the Nemesis reaches half health, there will be a shift into a second battle phase. Glitch roars, causing all Heroes to become momentarily stunned and each suffer a different random status effect. The initiative order immediately skips ahead to the start of the next Nemesis activation. When this happens, read the following:
 - At the beginning of phase 2:** *From overhead again comes that impossible screech, like lawnmowers kicked into an orchestra pit, only much, **much** closer. Silhouetted against the blue sky you see a vast shape, at once bulky and sinuous, circling the blazing beam of energy. Descending. The shape scorches the air it travels through and with every tremendous beat of its wings it leaves a trail of eye-twisting pixels which fall towards the rooftop like rain. {Nemesis} says to you You're out of time.*
- The **Mystical Nemesis** will try to move towards Heroes that are grouped together. Ideally ending their move adjacent to their target, to benefit from Spiteful Whispers.
 - They will use Danse Macabre to move the Heroes into range of their Darkspiral AoE, and also ideally into the Arcane Extraction Zone.
 - They will use Darkspiral if there are two or more Heroes in range.
 - Otherwise they will use basic magic attacks, preferentially targeting Heroes suffering status effects.



- The **Agile Nemesis** will use Hit and Run twice if there are at least three available targets.
 - They will use Basilisk's Fang if there are two or fewer Heroes in range.



- The **Brutal Nemesis** will use Threatening Rush if it will enable them to reach a previously out of range target or, if they can hit 2 or more Heroes with the AoE.
 - Otherwise they will use Viscous Offensive as often as they can.
 - They use one basic melee attack with Berserk.



- The **Resilient Nemesis** will use Bastion of Defense and Tactician's Invitation.
 - Then they will use Inevitable Tide, ideally targeting two or more Heroes (but even if they can't they will preferentially use this attack instead of basic offensive actions to increase the chance of triggering Backlash).



Victory Conditions:

- The Nemesis destroyed.
- **On victory:** {Nemesis} *collapses to the floor, staring up into the open sky and barks a bitter laugh. None... of this... is real, you know... I could have... fixed... Their eyes glaze over, but the victory fanfare doesn't blare. The wizard calls to you Help me, please! Get me out of this thing!*
- **Helping the wizard:** *You rush to the wizard's aid, but before you can disentangle him from the crackling pillars you hear a familiar voice from behind you say, Can't let you do that, bruddas. You have barely a moment to recognise the leering skull face paint and flailing blue dreadlocks as Kogo'Zun barrels towards you, staff whirling.*
- The party gains:
 - [15◇] and a **SPELLMASTER RING**.
 - **Supervisibility Potion:** This potion can be drunk outside of this Hero's activation. Drink immediately after failing a defense roll to turn it into a success instead. Suffer -1 ARM until the end of the encounter, cannot be affected by Stealth, automatically fail hide/sneak rolls. "The best defense is no defense."

QUEST COMPLETE: IT'S PERSONAL - gain [10◇]

- There is no time for a short rest as the next encounter begins immediately: [GO TO COMBAT ENCOUNTER: KOGO'ZUN'S SUDDEN BUT INEVITABLE BETRAYAL](#)

COMBAT ENCOUNTER: KOGO'ZUN'S SUDDEN BUT INEVITABLE BETRAYAL

Maps:

- Crystal Dungeon 1

Spawning Pool:

- 1x Kogo'zun
- 1x Indignant Chicken

Map Assets:

- 1x Spiral Stairs
- 1x Mana Drain Device
- 1x Wizard's Desk
- 1x Wizard's Experiments
- 1x Wizard's Shelves
- 1x Wizard's Orb
- 1x Small Glitched Floor (placed on top of Mana Drain Device)

Starting Point:

All Heroes start where they ended the last encounter. Make allowances for players who said they moved (e.g. to free the wizard, to inspect the room, etc).

Kogo'Zun is attempting to sabotage the rescue effort before the Heroes have recovered from their fight with the Nemesis. The party will have a limited number of turns to free the wizard and shut off the skybeam before Glitch lands and instantly wipes out the party (and probably Kogo'Zun also, let's be realistic; this plan would have never worked). Make it very clear that this countdown is a big, scary thing. Kogo'zun cannot be killed here; if he is reduced to zero hearts, he will run away. This is a scripted event and the Heroes cannot prevent this by immobile/other control effects.

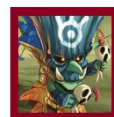
To free Wizard Mergwyn, a Hero must first stand adjacent to his square. This means that they must first pass the defense roll against the Arcane Extraction Zone's Zzzap! attack to avoid being pushed. Once they are adjacent they can choose one of the following skill checks to perform. Any Hero can attempt these rolls regardless of their background (but not while they're an Indignant Chicken).

- **[Arcane Devices WILL roll of 5 or more stars]**
- **[Locking Mechanisms DEX roll of 5 or more stars]**
- **[Just Kick the Thing STR roll of 5 or more stars]**

Succeeding two of these skill checks frees the wizard, breaking the connection to the device and shutting off the beam. Glitch will scream in rage and depart. The countdown timer stops and Kogo'Zun flees.



Key:



Kogo'Zun

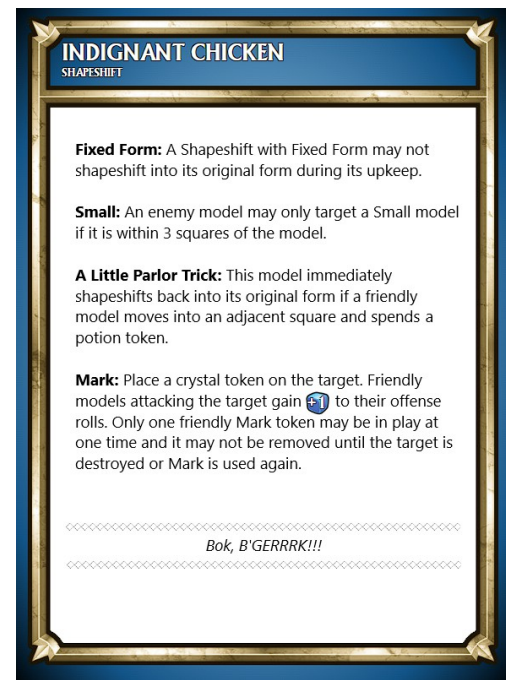


Arcane Extraction Zone



Wizard Mergwyn

Monsters:



Strategy:

Targeting: Kogo'zun will target the Hero with the lowest WILL for Transformation Central. He will then target a different Hero with the second lowest WILL for Don't You Disrespect Me. He will target any Heroes attempting to free Wizard Mergwyn with I Got Voodoo (or lowest ARM if no Heroes are attempting to free him yet).

Movement: Kogo'zun will move towards his target until it is at its maximum attack range. If Kogo'zun is reduced to zero hearts he will immediately flee. The Small Glitched Floor inflicts random status effects.

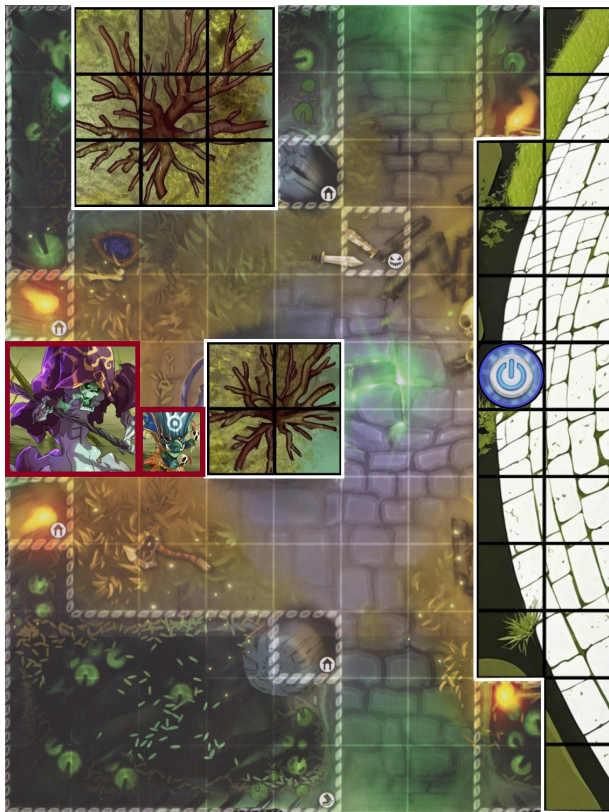
- Kogo'zun will always activate first, before Heroes in initiative order.
 - He will use Transformation Central if there is currently not an Indignant Chicken in play. If his original target is immune due to the "Heedless Kleptomaniac" title, Kogo'zun will learn his lesson and not target that Hero with this action in the future. Transformation Central lasts until a Hero restores the target with a potion token using the A Little Parlor Trick ability, or until Kogo'zun is destroyed (which cannot happen during this encounter). This means it's possible for a Hero to remain a chicken between this encounter and the next one.
 - Kogo'zun will use Don't You Disrespect Me if there is currently no Hero with a Disrespect token already on them. Don't You Disrespect Me lasts until the target Hero dies, or until Kogo'zun is destroyed (which cannot happen during this encounter). This means it's possible for a Hero to keep their Disrespect token on them between this encounter and the next one.
 - If there is one Indignant Chicken and one Disrespect token in play, Kogo'zun will use I Got Voodoo, attempting to target multiple Heroes if possible.
- Read the following at the beginning of each round. Once Wizard Mergwyn is freed, skip to **Successfully freeing Wizard Mergwyn**.
 - **Turn 1:** *A huge red "5" appears in the air, which goes unremarked upon by those present. Glitch roars again, a sound like shattering feathers. The wizard cries out to you Hurry and free me, it will kill us all!*
 - **Turn 2:** *The number hanging in the air changes to a "4". Kogo'Zun spits out a glob of blood and lunges at you with his staff. The spirits are with me, bruddas. I got the closed body, powerful magic, ya? Overhead, Glitch spirals ever downward.*
 - **Turn 3:** *With a click the number changes to a 3. Frantically the wizard cries out again. What's taking so long!? The wing beats are so close now you can feel the wind threatening to knock you off your feet. Mr Puddles barks urgently.*

- **Turn 4:** *The number in the air clicks to a “2”, and you feel the entire tower shake as Glitch drops onto the chest-high wall surrounding the perimeter. Kogo'Zun, turns to stare in horror at the mass of shifting incongruous textures and eyes that burn like kaleidoscopes, then flees towards the door and disappears down the stairs. You hear the wizard shout, Forget him, GET ME OUT OF THIS MACHINE. NOW!*
- **Turn 5:** *The number snaps to a horrifying red “1”. Glitch inhales and the sudden rush of air sends anything that isn't nailed down tumbling off laboratory tables. Rushing wind and shattering glass. The wizard says quietly, You can do it. Please.*
- **Turn 6:** *The world disintegrates as a blast of corrupted pixels scours you to ash, searing the top of the tower to a glassy slag of shifting textures. **GAME O_VE//R-..#[--***
If the party has any Princess Coins, they may spend 1 to restant the encounter from turn 1.
- **Successfully freeing Wizard Mergwyn:** Read one of the following descriptions, depending on how many turns it took to free the wizard.
 - **Turns 1-3:** *The wizard wrenches himself free of the crackling pillars and collapses to the stone floor. The crackling arcane lightning fizzles out as the beam shuts off leaving a smell of ozone. Your skin crawls as Glitch roars in rage, wheeling away towards the horizon. Kogo'Zun curses and rushes to the door, disappearing down the stairway. From the floor the wizard weakly says, Get after him, I'll hold the tower in place.*
 - **Turns 4-5:** *The wizard wrenches himself free of the crackling pillars and collapses to the stone floor. The crackling arcane lightning fizzles out as the beam shuts off leaving a smell of ozone. Glitch roars in rage, it's like a nuclear explosion falling down a flight of stairs, right in your ears. With a beat of its wings that knocks you off your feet Glitch takes to the air, and with a final screech wheels away towards the horizon. From the floor the wizard weakly says, Get after him, I'll hold the tower in place.*
- There is no time for a short rest as the next encounter begins immediately: [GO TO DESCENDING THE TOWER](#)

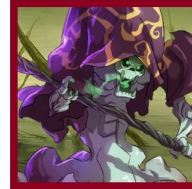
Descending the Tower

- *You race down the spiral staircase. Somehow it seems dramatically shorter going down than it did going up. What felt like hours of arduous climbing is this time traversed in moments. The receiving hall is as you left it, with the newly created door thrown wide. You can hear Kogo'Zun speaking outside, but you can't make out the words.*
 - The party has a few seconds to restock on tokens from the golem.
 - **PRINCESS COIN** - 100◇
 - **POTION** - 5◇
- **Going outside:** *The door blinks at you as you rush past. Outside in the clearing you see Kogo'Zun with his back to you, holding the glassy black volcanic stone on the outside of the circle of salt. He's frantically talking to the floating black mass of malevolence you released from the stone, ...three juicy souls for you, brudda. Got a bit of time before they find their way back from wherever that tower gone to. Resourceful, these ones, sustain you long time. After that, you and I-*
- *He cuts off as Van'Shar speaks up from across the clearing, arms folded. Gwan look behind you, Kogo'Zun. That tower gone nowhere now. Beads and feathers rustle softly as she shakes her head. Dangerous game you playing.*
- *Kogo'Zun's jaw falls open as he looks to see the tower has not disappeared and drops the stone; it drops to the earth with a heavy thump. No... Not possible. The boss theme pounds as the black mass rushes towards you hungrily.*
- [GO TO COMBAT ENCOUNTER: BAD JUJU](#)

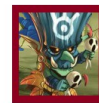
COMBAT ENCOUNTER: BAD JUJU



Key:



Zo'Rinandi's Bane



Kogo'Zun

Maps:

- Von Drakk Manor 5

Spawning Pool:

- 1x Zo'Rinandi's Bane
- 1x Kogo'Zun

Map Assets:

- 1x Small Tree
- 1x Large Tree
- 1x Base of the Tower

Starting Point:

All Heroes start on the starting point token.

There are two ways to beat this encounter; speak the magic words or combat. After turn 1, Van'Shar will give a hint that there is an incantation the players could use to seal Kogo'zun and the demon in the stone (like the Spectral Shadowman). The GM should not give any additional hints, if the players cannot figure it out on their own, they can simply fight the enemies. Sharp-eyed players may already have noticed that the [stone tablet](#) which appeared in their inventory earlier had some highlighted words. Additionally, the name of the demon, "Zo'Rinandi's Bane", is a clue that points back to the stone tablet. Speaking the highlighted text seals Kogo'Zun and the demon away, instantly ending the encounter. (Be forgiving of mispronunciations regarding the troll names). The incantation is: " *'O cruel guardian Chepetl'huli, speak evil unto evil and cage these wretched fiends forever.*"

Monsters:

KOGO'ZUN

TROLL MINI-BOSS

6

3

STR 2

ARM 3

WILL 2

DEX 1

6

4

Don't You Disrespect Me: **WILL** vs **WILL**. Place a Disrespect token on the target. When a model with a Disrespect token inflicts a wound it also suffers a wound. The token is removed when Kogo'Zun or the model is destroyed.

I Got Voodoo: Burst 1, .

Transformation Central: **WILL** vs **WILL**. Shapeshift target Hero into Indignant Chicken. Heroes with the "Headless Kleptomaniac" title are immune.

INDIGNANT CHICKEN

SHAPESHIFT

6

3

STR 3

ARM 2

WILL 1

DEX 1

5

1

FIXED FORM, SMALL, A LITTLE PARLOR TRICK

Frantic Clucking: Mark

INDIGNANT CHICKEN

SHAPESHIFT

Fixed Form: A Shapeshift with Fixed Form may not shapeshift into its original form during its upkeep.

Small: An enemy model may only target a Small model if it is within 3 squares of the model.

A Little Parlor Trick: This model immediately shapeshifts back into its original form if a friendly model moves into an adjacent square and spends a potion token.

Mark: Place a crystal token on the target. Friendly models attacking the target gain to their offense rolls. Only one friendly Mark token may be in play at one time and it may not be removed until the target is destroyed or Mark is used again.

~~~~~  
Bok, B'GERRRK!!!  
~~~~~

ZO'RINANDI'S BANE

DEMON MINI-BOSS

8

3

STR 1

ARM 2

WILL 2

DEX 3

5

4

FLY, DARK RADIANCE

Scourge of the Mire: Wave 1, this offensive action gains Massive Damage against models suffering .

Soul Devourer: Heal 1 for each model suffering within three squares and LoS. This action may only be taken once per activation.

ZO'RINANDI'S BANE

DEMON MINI-BOSS

Fly: 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.

Dark Radiance: All offense rolls and defense rolls made against a model with Dark Radiance reduce the result by .

Massive Damage: When an attack with Massive Damage inflicts a wound it instead inflicts two wounds.

~~~~~  
Zo'Rinandi's Bane was starting to feel a little bored after several centuries with only one miserable soul to torment. Variety is the spice of life, after all. Fortunately, there's no better pick-me-up for a down-in-the-dumps demon than the promise of fresh souls, and suffering makes for very good seasoning.  
~~~~~

Strategy:

Targeting: Kogo'zun uses mostly the same tactics as in the last encounter, however this time he will not automatically go first and will not run away. He will target the Hero with the lowest WILL for Transformation Central. He will then target a different Hero with the second lowest WILL for Don't You Disrespect Me. He will target the Hero with the lowest ARM with I Got Voodoo. Zo'Rinandi's Bane's will preferentially target Heroes suffering from Hex, followed by Heroes with the lowest ARM.

Movement: Kogo'zun will move towards his target until it is at its maximum attack range. Zo'Rinandi's Bane will try to position itself to maximise the number of nearby Heroes suffering from Hex.

- Kogo'zun will use Transformation Central if there is currently not an Indignant Chicken in play. If his original target is immune due to the "Heedless Kleptomaniac" title, Kogo'zun will learn his lesson and not target that Hero with this action in the future. The Indignant Chicken will be restored to their Hero form once Kogo'zun is defeated/sealed in the stone.
 - He will use Don't You Disrespect Me if there is currently no Hero with a Disrespect token already on them.
 - If there is one Indignant Chicken and one Disrespect token in play, Kogo'zun will use I Got Voodoo, attempting to target multiple Heroes if possible.
- Zo'Rinandi's Bane will use Scourge of the Mire twice, attempting to target as many Heroes as possible.
 - It will then use Soul Devourer.
- Read the following at the beginning round 2: *Amid the chaos, Van'Shar scoops up the stone and curses colourfully to herself in trollish, No use without the incantation...*

Victory Conditions:

- All monsters destroyed or sealed in the stone.
- **On victory:** Depending on how the party won the fight, read the appropriate description.
 - **Used the incantation:** *As the words leave your lips there is a black flash from the stone and the frenetic boss theme cuts to silence. All the light in the area seems to be pulled towards the stone, now hovering at eye level above the dirt. A wordless digital howl can be heard from the malevolent shadow as it is helplessly dragged into the stone. Kogo'Zun frantically claws at the marsh floor, bony fingers scrabbling to find something to hold onto. No! Bruddas, no! NOOOOOOOOOO! His cries boil away as the black light flares out and smothers all you can see. When your vision returns, the clearing is empty save for you and the stone, suspended motionless once more in a lone sunbeam somehow penetrating the dense fog. The victory fanfare **finally** plays as crystals rain down from above and come to rest twinkling as they rotate rewardingly in the air.*
 - **GO TO A LONG AWAITED CONCLUSION**
 - **Did it the old fashioned way:** *With a wordless digital howl, the shadowy mass loses cohesion and dissipates. The victory fanfare **finally** plays as crystals rain down from above and come to rest twinkling as they rotate rewardingly in the air. Regarding the form of Kogo'Zun laying in a crumpled heap, Van'Shar says to you, Him had it comin', mon. Bad idea to make pacts with spirits you can't afford. She scoops up the stone and tucks it into a cloth bag, cradling it in her hands.*
 - **GO TO A LONG AWAITED CONCLUSION**
 - The party gains [10◇], one **Princess Coin**, a **CHAINMAIL COIF** and an **ORNATE BATTLEAXE**.

A Long Awaited Conclusion

- *The backing track switches to the familiar polyrhythmic tribal beat. You hear an arcane tinkling and a loud, drawn out creak as the huge, elaborately decorated doorway swings open. The wizard, leaning heavily on his staff, hobbles wearily out into the clearing, pausing to double-take at the newly created door, which blinks back at him in confusion.*
- *Van'Shar approaches holding the stone and she and the wizard exchange looks. After sizing each other up, they appear to relax.*

- **Talking to Van'Shar:** Spirits said something unexpected coming, mon. *She croaks a laugh.* Have to say you proved them right.
 - **Asking about Glitch:** The great spirit is gone, for now. *She closes her eyes and takes a long, deep breath.* Marsh has a lot of healing to do, mon. Long time... *She nods to herself.* Long time.
 - **Asking about the stone:**
 - **If the stone is empty:** *She hefts the bag.* Me gwan take care of it, plenty mischief this could cause if another like him get a hold of it. *Her face crinkles as she smiles.* Oh, don't worry now, got me a moral compass, mon.
 - **If the stone contains Kogo'Zun:** *Van'Shar steps over to the stone and slips a cloth bag over it. The sunbeam winks out and the stone plummets into the bag.* Old Kogo'Zun gwan keep me company, mon. *She hefts the bag and it radiates malice like heat.* Got a nice spot already picked out on me tree. *She laughs so hard she nearly falls over.*
 - **Asking about Zhek'Nakar:** She gwan be just fine. The marsh be her home and nature be returning to the marsh. If she needs help, she'll find me.
 - **Asking about Zo'Konda:** *Van'Shar grunts.* They more than capable of making trouble without this one.
 - **Asking about the wizard:** So long as he keep to himself, he have no quarrel with me. *She directs a sharp look at the wizard.*
 - **Will you come with us?:** *The feathers and beads decorating her dreadlocks rustle as she shakes her head.* No, mon. My home is here.
- **Talking to the wizard:** *The man straightens up as you approach and greets you warmly.* I wanted to thank you properly for coming to my aid, travellers. *He clears his throat theatrically.* Thank you.
 - **Asking about the tower:** Instrumental in my research. I'm charting the ley lines, you know. They criss-cross all over Crystallia. Something very strange is happening with them, I must say.
 - **How tall is it, anyway?:** *He perks up.* Oh! It's quite simple, really. You see, it's actually a cylindrical membrane anchored and stretched between two parallel planes of physical space, traversing a kind of nether realm which, I confess, I don't fully understand. By increasing or decreasing the arcane power I feed into the membrane I can force the planes apart or bring them closer together which, of course, in practical terms means I can effectively manipulate the height of the tower to serve my purposes, which, of course, comes in handy when you're charting ley lines over a foggy swamp with dense cloud cover. *He smiles, evidently very pleased with himself.*
 - **What happens if you turn it off?:** *He thinks for a minute.* Well, I suppose the membrane would collapse on itself and bring the parallel physical planes into contact with one another, causing a spatial paradox that would destroy the universe. *He pauses.* Cool huh? *You hear a loud PLAP! as Van'Shar slaps her face with her palm.*
 - **Asking about the ley lines:** Something very strange indeed is happening with them. For the last couple of months they seem to be degrading. Some have even broken, which I might add, is **not** a thing that is supposed to happen.
 - **Asking about the Nemesis:** *The smile slides off his face.* Yes. Frightful business. I received a letter expressing great interest in my research. Specifically, regarding a commission to construct an experimental device which would functionally converge two ley lines artificially. I had the idea of using my tower as a kind of arcane antennae. Dazzled by the promise of prominence and academic recognition I took the contract and invited my benefactor to meet me in the marsh. They were late, of course, something about contracting the local lurgy or some such... but when they arrived I'd no sooner unveiled the device than I was clobbered over the head and awoke strapped into my arcane extractor!

- **Asking about Glitch:** No idea what it was, but it clearly has an appetite for ley lines. You should see the mess it made of my laboratory!
 - **Any idea what it was?:** Sorry, I was too busy trying not to die. Awfully distracting, that.
- **So about that door...:** *He looks again at Bigman Ku'Plaadi, blinking back at him.* Oh. Yes. Inventive solution to the problem of ingress, I must say. Just a moment; I'll restore him to his original state. *The wizard says a few words of arcane power and with a wave of his hand and a zap there's a bright purple flash. Where once was a door, there is again featureless white stone, and on the ground in front of it is a chicken, contentedly strutting, pecking and bokking. The wizard quirks up an eyebrow and shrugs.* Huh. Looks like he was originally a chicken. Didn't see that coming.
- **Will you come with us?:** *His eyebrows shoot up.* Good grief, no! Did I mention I nearly died today? Because I nearly died today!
- **Ready to leave:** *The wizard fumbles in his pocket for something and fishes out a device, a small crystal ball, intricately bound by fine gold wire.* I suppose you'll want to be heading back home, right? Give me a moment and I'll contact someone in Hub- KZZZT! *He cuts off as a loud, digital static sounds from the crystal ball, a voice can be heard from the other side.*
 This voice belongs to the **Mentor**. Feel free to edit their speech to better match their bespoke personality.
 - **FINALLY.** Do you have **ANY IDEA** how long I've been waiting for someone to open a channel? (Address this line directly to the Hero that chose the Mentor) *It's a familiar voice, one you haven't heard in a long time.*
 - Yes, {**Mentor's** Hero} it's me, we can catch up later. Oh don't look so surprised. I've been watching this wizard get leached for days. *Mergwyn looks mortified and opens his mouth to object but the voice rolls on.*
 - Listen. You have to come to the Dragonback Peaks, urgently. I've been looking into a way to kill that weird monster but I'm trapped and need your help. Please hurry.
 - **QUEST: HELP ME, YOU'RE MY ONLY HOPE**


End of Chapter 3

Preparing for the Next Chapter

Unresolved Quests

- [Th_e WorLd Out\\$ID.e](#)
- [HELP ME, YOU'RE MY ONLY HOPE](#)

Heroes Level Up

- Heroes add  to a stat of their choice **AND** add one to their maximum number of hearts.
- Heroes gain one enhancement from the [Adept Level Up Table](#) **OR** the Novice Level Up Table (from Chapter 1).

A note on difficulty: players who exclusively pick offensive enhancements may find future chapters to be challenging. Such “glass-cannon” builds are fine if there is a support-type party member who is shielding or healing them. Otherwise, they are sincerely encouraged to have put at least one upgrade towards their defenses by this point.

Save Your Progress











Record the loot, Hero details and remaining crystals in preparation for Chapter 4: The Wham Episode.
















































































Loot













Adept Level Up Table

NAME	TYPE	DESCRIPTION
Artillery	Ability	An action with Artillery may target any square within range, even if no model occupies the square.
Berserk	Ability	During its activation a model with Berserk may make a single Melee Attack costing no action points.
Black Ice	Ability	Enemy models that end an activation within 2 squares of this model are moved two squares directly away from the model with Black Ice .
Brutal Strike	Ability	When this model wins an offense roll, add +3 stars to its total.
Corpse Stench	Ability	When a model with Corpse Stench suffers damage, all adjacent enemy models suffer  .
Eternal Flame	Ability	Enemy models within 2 squares and Line of Sight of a model with Eternal Flame do not remove the  status effect at the end of their activation.
Feint	Ability	When a model with Feint makes an offensive action, they may choose one dice from their target defense roll and force them to reroll the result.
Formless	Ability	At the beginning of this model's activation it may increase one attribute by  . This bonus lasts until it is activated again.
Fortify	Ability	A model with Fortify gains  ARM for each enemy adjacent to them, to a maximum of  ARM.
Frenzy	Ability	A Model with Frenzy gains  on offensive rolls against any model that is suffering one or more wounds.
Ghost	Ability	A model with Ghost ignores walls for the purposes of Line of Sight and Movement.
Grabby	Ability	An enemy model that is adjacent to a model with Grabby may not move.
Have a Heart	Ability	A model with Have a Heart benefits from hearts it rolls on failed actions, as well as successful actions.
Heart Attack	Ability	When making an offense roll, a model with Heart Attack counts any hearts rolled as two hearts.
Heroic Mob	Ability	Friendly models within two squares and Line of Sight gain Mob . When making a melee offensive action, a model with Mob adds  to their offense roll for every additional model with Mob that is in range of their target, up to  .
Illumination	Ability	Models that target an enemy model within 3 squares of a friendly model with Illumination may reroll a single dice.
Immobile 	Ability	Models with the Immobile ability inflict the  status effect upon a successful attack.
Immune: Immobile	Ability	A model with Immune: Immobile is immune to the  status effect.
Immune: Knockdown	Ability	A model with Immune: Knockdown is immune to the  status effect.

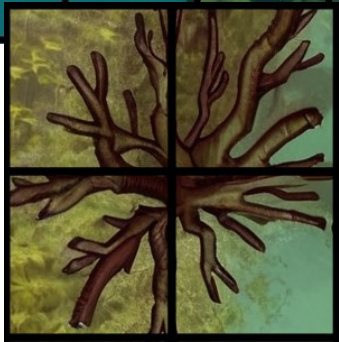
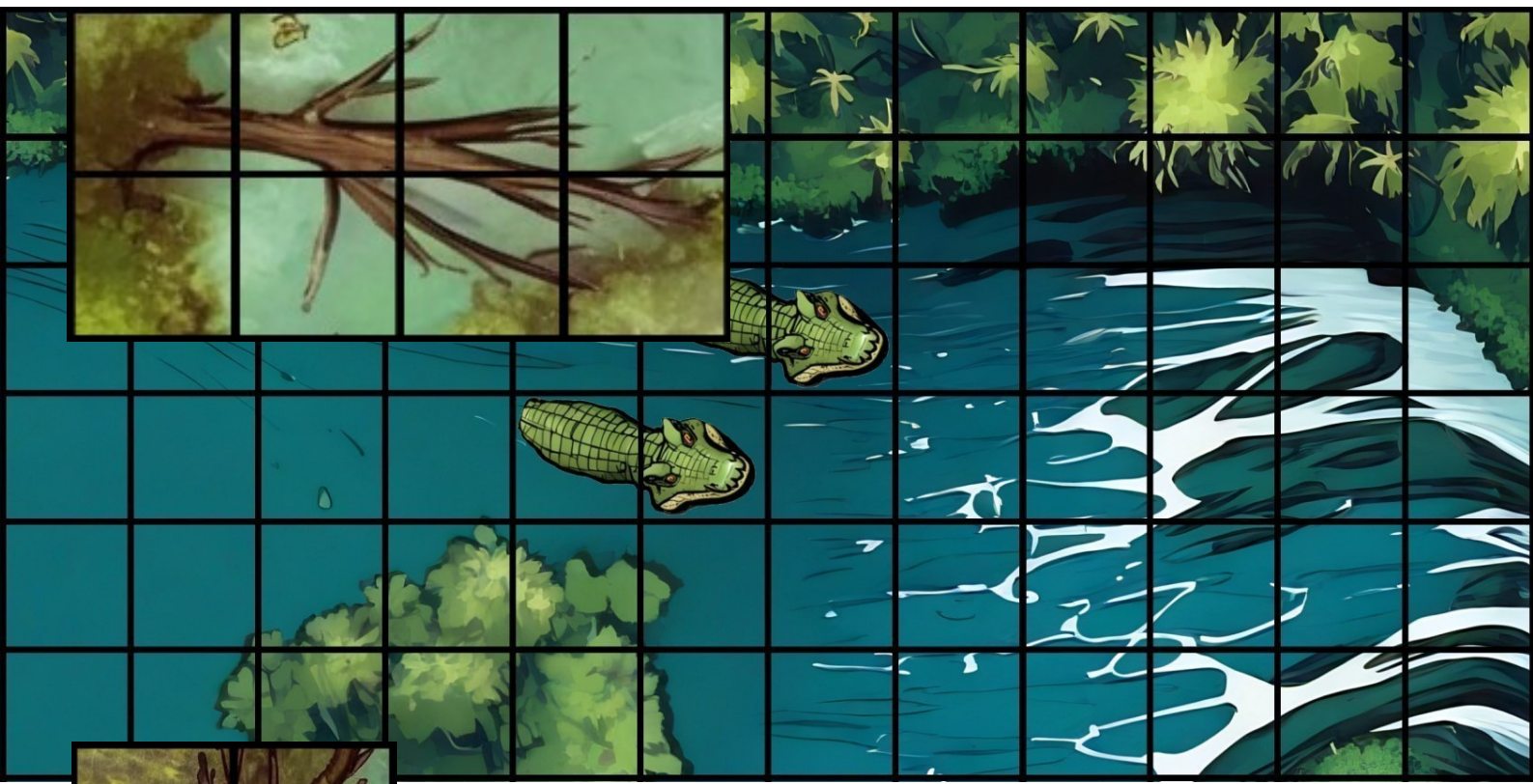
Insight	Ability	When a model with Insight is targeted by an offensive action, it may force the attacker to reroll one die of its choice from the offense roll, before making a defense roll.
Knockdown 	Ability	Models with the Knockdown ability inflict the  status effect upon a successful attack.
Mastery	Ability	Once per activation, this model may use a unique action listed on the card of an adjacent friendly model.
Parry	Ability	After a model with Parry suffers damage due to a critical success, it may immediately make a basic melee attack against the model that caused the critical, if able.
Pile-On	Ability	A model with Pile-On gains  STR if its target is suffering  .
Protector	Ability	Enemy Monsters that have Line of Sight to this Hero may not target other Heroes which are adjacent to this Hero with offensive actions.
Rabid	Ability	When this model activates roll  and consult the following: No stars: this model moves as close as it can to, and attacks, the closest friendly model. In the case two models are equally close, this model's controller chooses. One star: this model may activate normally. Two or more stars: this model may activate normally and gains  STR and  during this activation.
Resolve	Ability	Models with Resolve are immune to Control Effects (Compel, Pull and Push).
Selfless	Ability	Once per turn, when an adjacent friendly model suffers a wound, this model may suffer it, instead.
Shatter	Ability	A model with Shatter gains  to offensive rolls if its target is suffering  .
Sidestep	Ability	A model with Sidestep may immediately move one square when it makes a successful defense roll.
Squirrely	Ability	When a model with Squirrely makes a defense roll, it may choose one of its dice and reroll it.
Student	Ability	Once per combat encounter, a model with Student may use a single unique action listed on the card of any other Hero.
Toxic Blood	Ability	A model that inflicts a wound against a model with Toxic Blood suffers  .
Uncanny Awareness	Ability	A model with Uncanny Awareness ignores Stealth.
Unstable Design	Ability	When a model with Unstable Design suffers a critical hit, it immediately performs the Vent Steam action. If the model with Unstable Design would be destroyed by the critical, it uses Vent Steam before being removed.  Vent Steam:  ,  ,  STR, Wave 1
Vile Stench	Ability	Enemy models may not end a move adjacent to this model unless they take a WILL check and roll 1 or more stars.
Virulent	Ability	A model with Virulent gains  to offensive rolls if its target is suffering  .
Wind of Blades	Ability	A model with Wind of Blades may spend all of its movement points to make a single missile attack basic offensive action.

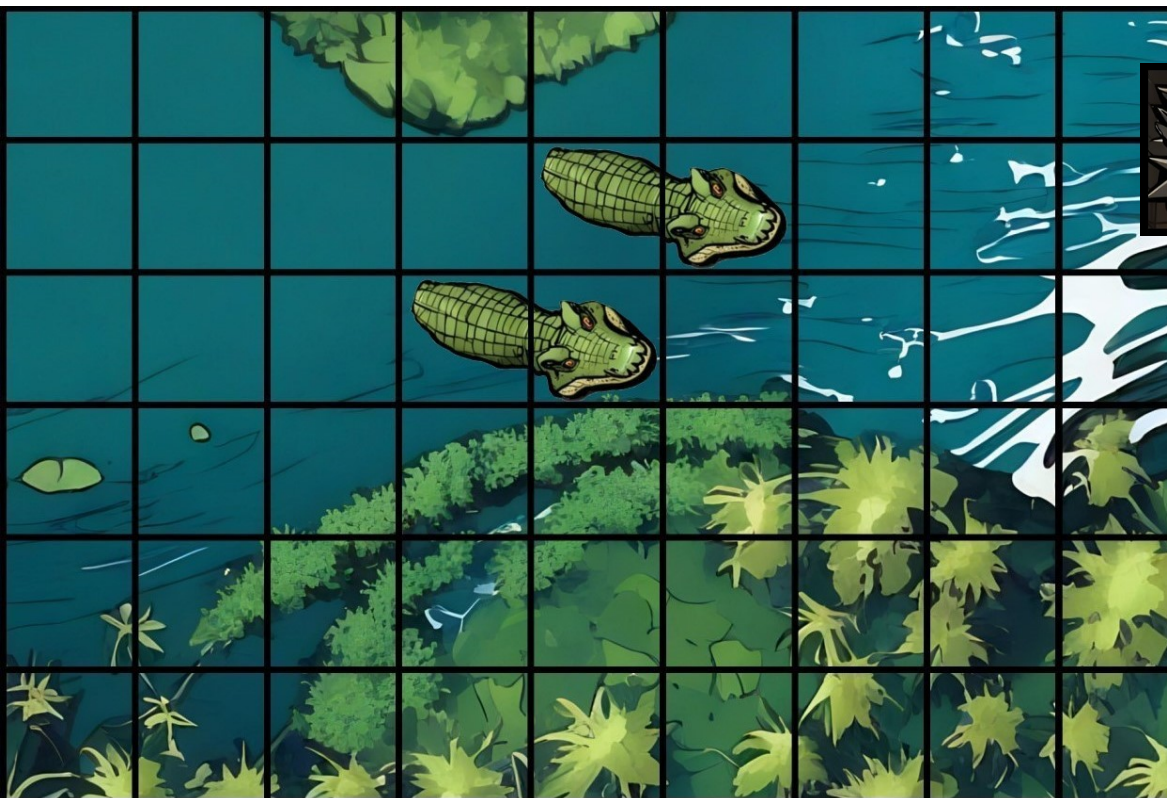
Wisdom	Ability	A model with Wisdom gains  that may only be used to take support actions.
Bullrush		 , Lance 5, Charge
Fan of Knives		 , Sweep 2, 
Focused Spark		 8,  WILL
Grenade		 6,  , Burst 1, 
Harpoon		 6,  DEX, Pull 6
Heroic Strike		 ,  STR
Ice Cage		 5,  WILL,  , 
Reposition		 2,  DEX, after completing this attack, this model may move up to 3 squares.
Telefrag		 5, if the target is destroyed, place this model in the square the target had occupied. This action may only be taken once per turn.
Apothecary		 , Wave 2, Remedy
Barkskin		 ,  6, Place a crystal token on target Hero. The target gains  ARM while it has this token. Discard the token at the start of this model's next activation.
Covering Fire		 ,  6, Target another Hero. All offensive actions targeting the Hero reduce the result by 1.
Dig		 , Burrow. This model may immediately move up to three squares. This action may only be taken once per turn.
Double Time		 ,  6, target other Hero may move a number of squares up to its movement stat.
Garden of Brambles		Aura 3, enemy models treat the affected squares as Difficult Terrain.
Repulsion		Wave 1, Push 1.
Bamf!		 , Teleport
Caffeine		 , 
Concoction of Keeness		 ,  WILL, Improved Critical
Draught of Dark Blessings		 , Dark Radiance
Panacea		 , 
Potion Toss		Place one potion token on any Hero's card.
Shield of Thorns		 , Backlash

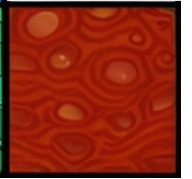
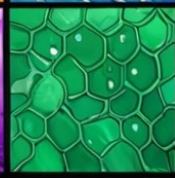
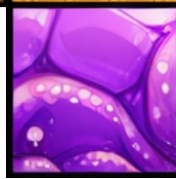
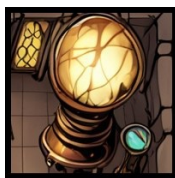
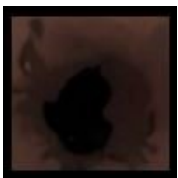
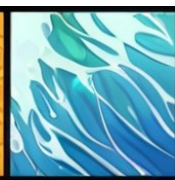
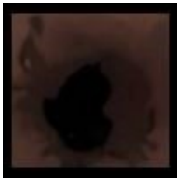
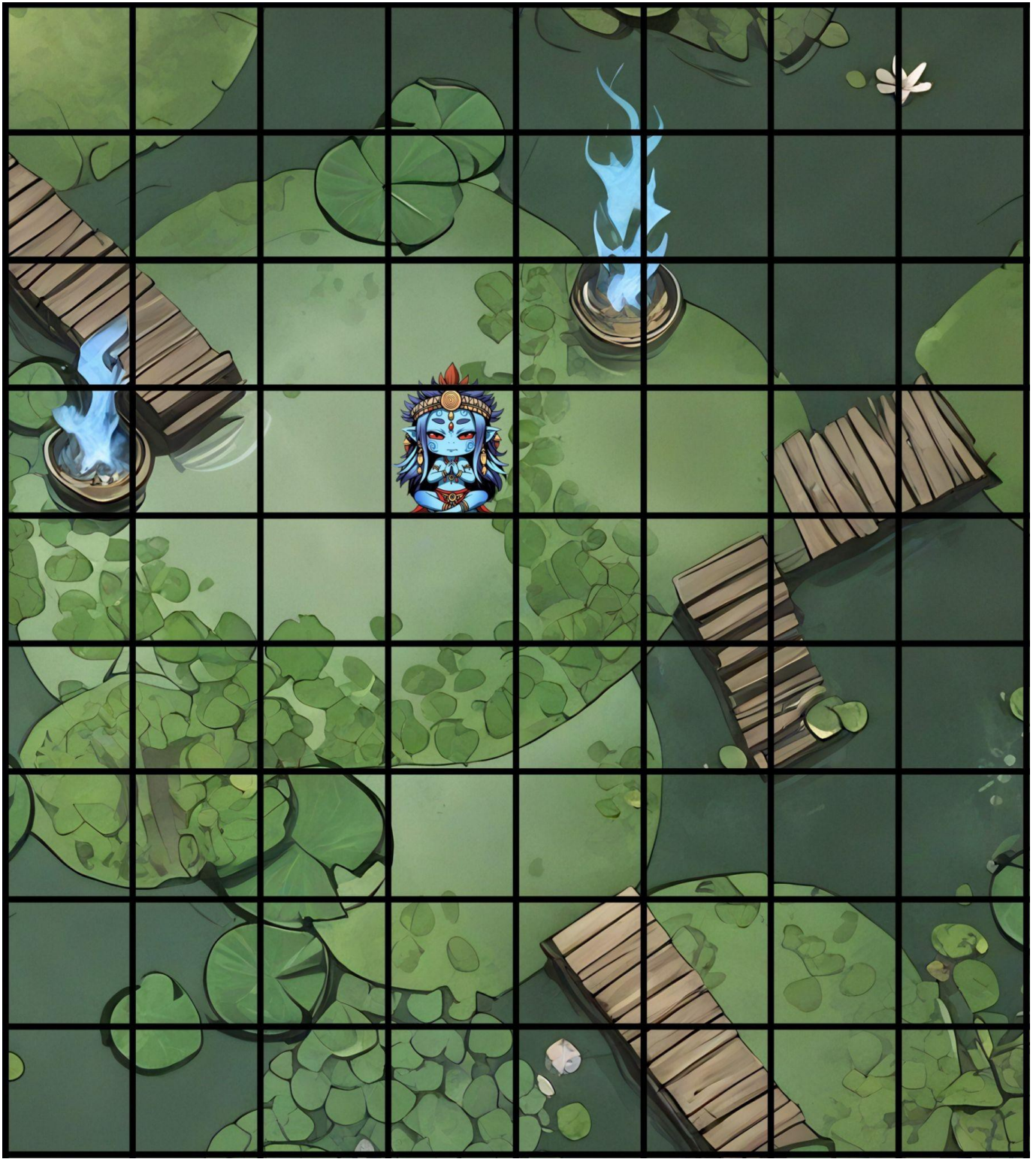
Springstep		 ,  STR, this model's basic melee attacks gains Pounce.
Tincture of Traversal		 ,  DEX, Surefoot
Trollsblood		 , Regenerate
Vampiric Drain		 , whenever this model deals a wound, it Heals 1.
Heart	Upgrade	Increase the maximum number of hearts this Hero has by 1.
Initiative	Upgrade	Gain a +3 bonus to initiative rolls.
Skill Bonus: DEX	Upgrade	Gain a +3 bonus to DEX based skill checks.
Skill Bonus: STR	Upgrade	Gain a +3 bonus to STR based skill checks.
Skill Bonus: WILL	Upgrade	Gain a +3 bonus to WILL based skill checks.

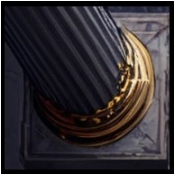
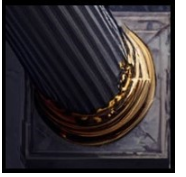
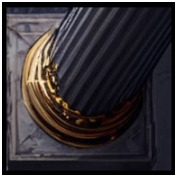
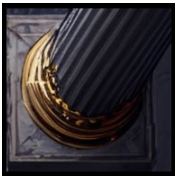
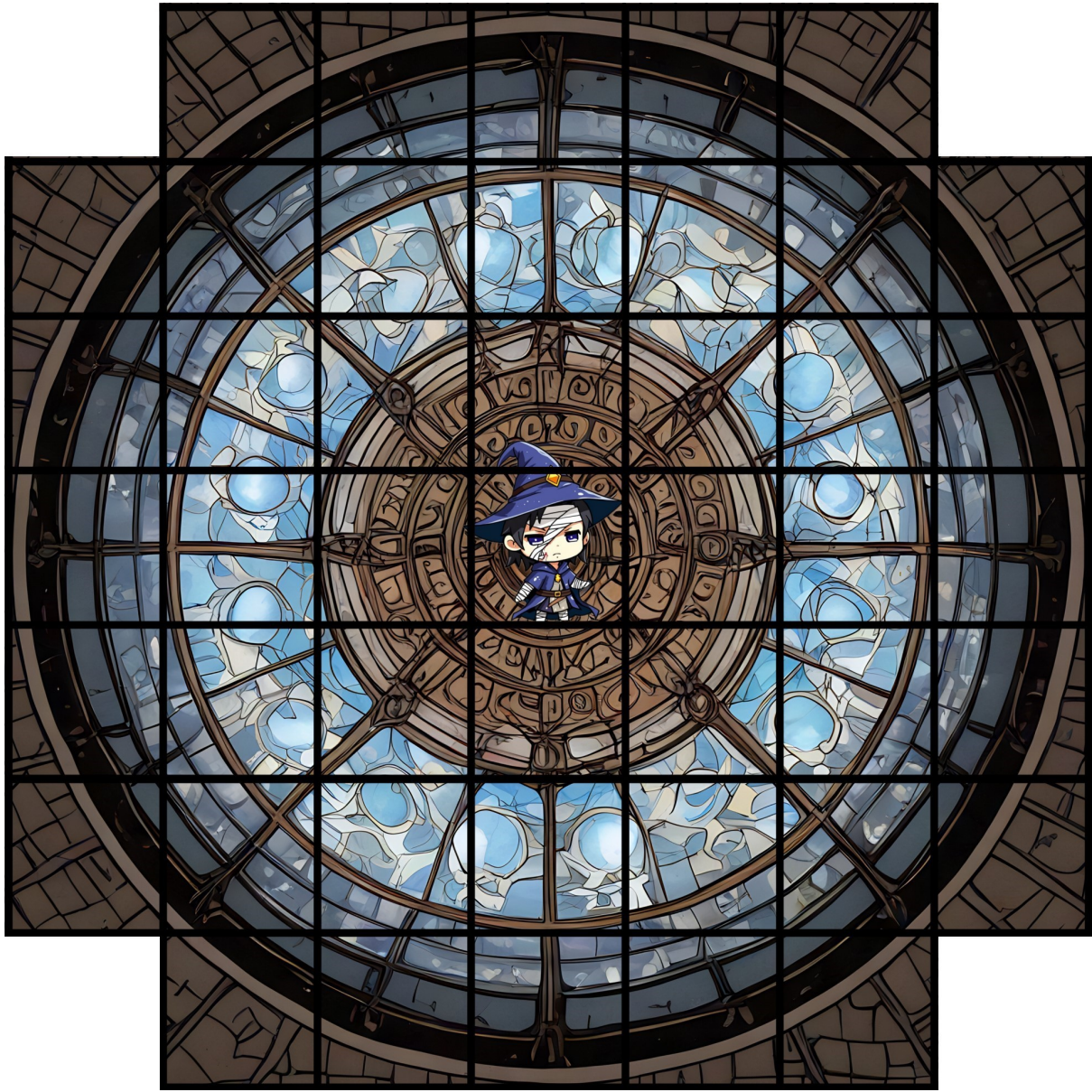
Map Assets





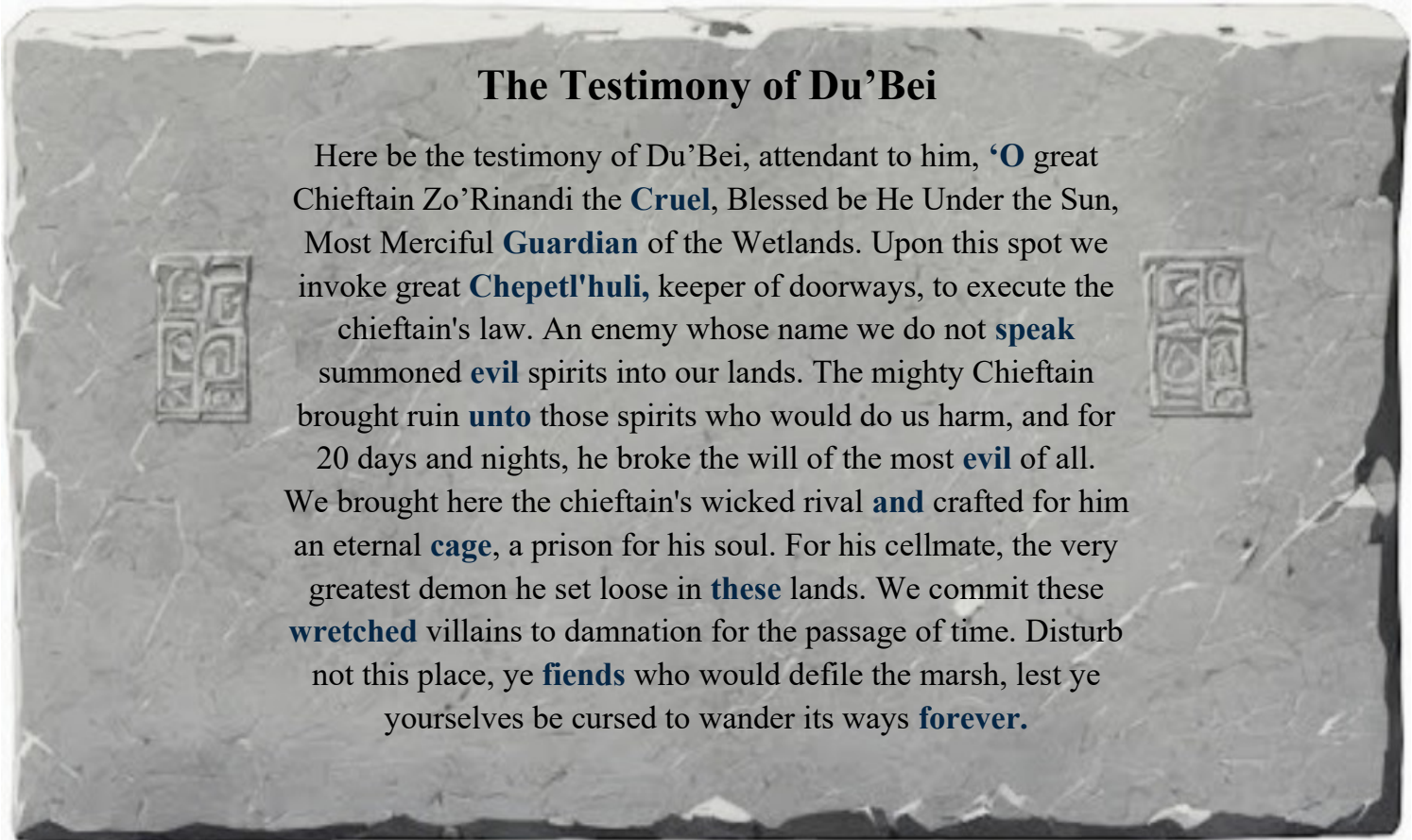






Carved Stone Tablet

The Testimony of Du'Bei



Here be the testimony of Du'Bei, attendant to him, 'O great Chieftain Zo'Rinandi the **Cruel**, Blessed be He Under the Sun, Most Merciful **Guardian** of the Wetlands. Upon this spot we invoke great **Chepetl'huli**, keeper of doorways, to execute the chieftain's law. An enemy whose name we do not **speak** summoned **evil** spirits into our lands. The mighty Chieftain brought ruin **unto** those spirits who would do us harm, and for 20 days and nights, he broke the will of the most **evil** of all. We brought here the chieftain's wicked rival **and** crafted for him an eternal **cage**, a prison for his soul. For his cellmate, the very greatest demon he set loose in **these** lands. We commit these **wretched** villains to damnation for the passage of time. Disturb not this place, ye **fiends** who would defile the marsh, lest ye yourselves be cursed to wander its ways **forever**.