



Chapter 4: The Wham Episode

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I want to thank the Super Dungeon community for helping to keep the game I love alive. Your support has been an inspiration to stay creative and make these ideas of ours a reality. - Jenna 'Aella13' O'Connor

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Introduction

Corruption is a Super Dungeon Role Play adventure written by fans Phil 'Pdoink' and Jenna "Aella13" O'Connor. Chapter 4 continues where Chapter 3 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 4 by following the instructions at the end of the previous chapters.

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 **Mentor**. The Mentor is a retired Hero, who previously adventured with Andy Two-Hammers, Sister Temperance and "Barkeep" from Hubton. The Mentor was researching Glitch and ended up getting trapped in Ser Stabby's tomb for the last month.

Tailoring the appearance, background and characteristics of the Mentor to fit the player's bespoke description will help involve the players in the story and make the experience more personal. For example: Did the Mentor bond with the player as part of an association (such as engineering guild, mages college, etc). Did they raise the player as their own family? Aside from the specifics detailed above, the Mentor's identity is flexible.

You are now ready to begin.

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

Corruption

Chapter 4: The Wham Episode

Encounter 4A: The Dragonback Peaks

- *The console powers up. There is a grinding clunk as the loading screen stays up for slightly too long, then the world of Crystalia stutters to life.*
- *The tower door slides open and you step out into a blighted grey landscape. The air is hot and dry, and the backing track promises a lonely, desolate ambience. You appear to be at the mouth of a canyon; far in the distance you see the jagged, split peak of a mountain, belching plumes of smoke into a red sky. Something is wrong with the skybox though; as you move your head you find the sky periodically goes black when viewed from certain angles. It's quite disorienting.*
- *There are no signs of life, save for yourselves. The few skeletal trees dotting the blighted landscape offer no bird calls, there's only a distant rumbling and the occasional dry crack of a rock tumbling down from above to decorate that desolate ambient track.*
- *The wizard Mergwyn appears behind you in the doorway, cleaning the lenses of his spectacles on the hem of his robe. I must apologise, this is as close as I could get you. The tower only travels along ley lines, you see, and the line goes directly into the mountain. Were I to attempt to bring you any closer, we'd arrive inside the volcano's caldera.*
- *As if to punctuate his point, the ground rumbles and the mountain vomits up a bright orange glob of lava, which splatters on its upper slope. Mergwyn hands you the communicator device. Here, you keep this. I fear without the tower acting as a kind of arcane aerial you may experience a patchy connection to wherever your friend happens to be. The ley lines are degrading, you see, and the device uses them to transmit messages between terminals.*
 - **QUEST: HELP ME, YOU'RE MY ONLY HOPE**
- *He looks to the mountain nervously as a flaming rock the size of his head whizzes through the air, narrowly missing the tower, and explodes against the cliff face beyond. He speaks urgently, I will construct another, but it will take some time. I'll contact you when it is ready.*
- **Talking to Mergwyn:** It may be some time before we meet again, if you've anything to say, now's a good time.
 - **Where have you brought us?:** Dragonback Peaks. Specifically, the foothills of Emberplume Mountain. *He points at the canyon behind you,* That way leads down into the Peaks, and the canyon should shelter you from the falling rocks. Well, most of them... Some of them... Maybe.
 - **Can you tell us anything about the area?:** *The wizard scratches his chin,* The whole region is controlled by kobolds. Having driven out the Lunar Elves from these lands, the great wyrm Starfire holds sway and his followers, the Cult of the Burning Star, are the ones you're most likely to meet. *He gets a familiar faraway look in his eyes.* In fact, now that I think about it, the pottery from this area is distinctly different from other kobold clans throughout the world. I have some very fine specimens in my collection, myself. The clay is known for its high carbon content and the glazing typical to kobold art is, in the case of works from this region, singular in its use of volcanic ash to tint the pigm- you know, that's probably not important.

- **Where'd you get your kobold artworks here?:** *His eyes light up.* A fellow appreciator! Well, you see, one may erroneously assume that kobolds are universally warlike and uncultured. A shameful misapprehension. *He clears his throat in distaste as he slides his glasses up his nose.* It should be remembered that we humans were not so long ago carving our own history into temple walls with a hammer and chisel. What the kobold artisans lack in refinement they make up for in fervor.
- **Asking about kobolds:** *He scratches his nose as he thinks over the answer.* Let's see. Loosely organised into cults, fanatically devoted to one of the great dragons. Sorry, this is slightly outside my area of expertise.
 - **Asking about dragons:** Oh, erm, well, Starfire reigns in these lands. Hoarfang roosts in Frostbyte Reach. Then you have others, Glimmerwing, Nightsong the Eternal...
 - **Did Brackenscale have a cult?:** The poison dragon? Well, I suppose she did, before she got, you know... dead.
- **Asking about Lunar Elves:** *He perks up.* Long ago, or so I'm told, these lands belonged to the Lunar Elves. We're still not entirely sure how Starfire drove them from the region, but archaeologists have been digging up elvish artefacts for years. Why, I have some very fine pieces in my collection. Did you know that kobold art may have actually been influenced by Lunar Elf relics? There are several stylistic form markers common to both Lunar Elf and Cult of the Burning St- *He cuts off as a flaming rock the size of your head smashes into the wall of the tower just above you, showering you with gravel and dust.* Um. Perhaps we should pick this up another time.
- **What should we do?:** Your friend said they were here and needed your help. Maybe you should see if you can get in touch with them? Isn't safe for me to stick around, I'm afraid.
- **Where are you going to be?:** I intend to find the nearest intersection of a ley line and a beach! After the week I've had, I could use some time off.
 - **Hold on, we're going to be in danger here!:** Precisely!
- **Asking about the communicator:** It's quite fragile, you'll want to keep it safe. Very simple to use, it will connect to another device tuned to the same arcane wavelength. This component here is a kind of aerial, it is imperative that it remain intact. Ah, I have some other information here about it... *He pulls a small scroll out of the sleeve of his robe and unfurls a segment of it.* Do not submerge the device in water. Do not let the device come into contact with molten lava. Do not drop the device from a height exceeding 4 inches. *Clearing his throat, the wizard nudges his glasses up his nose, and drops the rolled part of the scroll. It unfurls all the way to the ground and bounces onto the blasted grey dirt. He continues to read.* Do not throw the device. Do not give the device to a Bard class hero under any circumstances. Do not use the device to attempt to contact the dead. Do not attempt to use the device as an improvised weapon. For external use only. Use of this device to circumvent local data and communications regulations of the presiding jurisdiction will render the warranty null and void. Do not- you know... It's probably not important. Just don't break it.
 - **How do we use it?:** *He seems surprised, as if he'd never considered the question before.* Hmm? Oh, simply press here and talk. It maintains a stable connection to an established frequency. If your friend is still connected, you'll be able to contact them. I do expect you may experience some connectivity issues given the state of the ley lines and the interference from *He gestures at the volcano as a flaming rock the size of a horse smashes into the ground a short distance away well, all of this.*
- **Contacting the Mentor:** *The communicator emits a hissing static sound, through which you can barely make out a voice.* Welcome to the Dra-KZZZT-ks. I'm currently trapped in the-KZZZZT- of -KZZZZT- so I'll need you to -KZZZZT- and find my camp. My notes will be-KZZZT- help to you. I'm getting some sta-KZZZZZZZZT. *The communicator seems to have lost its connection and only produces white noise.*

- **Ready to go:** *Wishing you good luck, the wizard Mergwyn disappears back into the tower and the doors slide shut. Shortly thereafter there's a warp in the air and with a brilliant white flash, the tower winks out of existence. The road ahead snakes away and downward, carving into the ground. Overhead the mountain grumbles and the words "DRAGONBACK PEAKS" appear briefly in the air without explanation.*
 - **Looking at the mountain:** *Emberplume Mountain is a towering cone of earth with a jagged, split peak, like a cracked dragon fang rising out of the earth. The unceasing column of smoke billowing out of it is punctuated occasionally by either flaming rocks or globs of lava vomited out of the mountain, or by strikes of lightning out of that flickering skybox.*
 - **Looking at the path:** *More a dirt track, really, the road is a beaten path wide enough to drive a cart down. It stretches away into the canyon ahead of you, behind you it leads back into the wilderness, though several large rocks across the road make it seem like you'll have difficulty going that way.*
 - **Following the path:** *The road carves down into the earth and after a steep descent strewn with rocks you have to navigate around, you find yourself in the bottom of a slot canyon. The broken skybox is now completely obscured overhead by overlapping layers of rock. The desolate ambient backing track is a bit easier to hear now, though every now and then you hear the rumble of a volcanic eruption followed shortly thereafter by the crash of a rock smashing into the ground somewhere above.*
 - **Before long, the canyon widens into an organic chamber, hollowed out by water ages past. The space is dense with foliage, the first living things you've seen since arriving; fungi both big and small, and shrubs of red and orange. Somehow a shaft of sunlight has made it through the overlapping sides of the slot canyon and falls on an invitingly soft bed of grass.**
 - Investigate the chamber: **[Perception WILL roll of 4 or more stars]** or **[Survival DEX roll of 4 or more stars]:**
 - **On pass:** *Mr Puddles growls as you check out the room. There's something fishy about some of the plants in the room ahead, and some of them sway in a breeze that doesn't blow, and you could swear one of them just coughed.*
Monsters in the Spicy Salad encounter are surprised.
 - **On fail:** *The room ahead seems a somewhat peaceful glade, a pleasant oasis in this desolate land. Mr Puddles sniffs the air and whines nervously.*
Heroes in the Spicy Salad encounter are surprised.
 - *The desolate ambient backing track switches to the battle theme as several of the plants burst into flames and uproot themselves. With a kind of twitchy muttering they shuffle towards you.*

GO TO COMBAT ENCOUNTER: SPICY SALAD

COMBAT ENCOUNTER: SPICY SALAD

Maps:

- Dragonback Peaks 9

Spawning Pool:

- 1x Sautéed Okoshroom
- 1x Flame Wisp
- 2x Spicy Turnip
- 3x Roasted Kinoshroom

Map Assets:

- 1x Pile of Rocks
- 1x Pile of Rocks 2
- 1x Rock Spike
- 1x Rock Spike 2
- 1x Rock Spike 3

Starting Point:

All Heroes start on the starting point token.

Key:



Sautéed Okoshroom



Flame Wisp

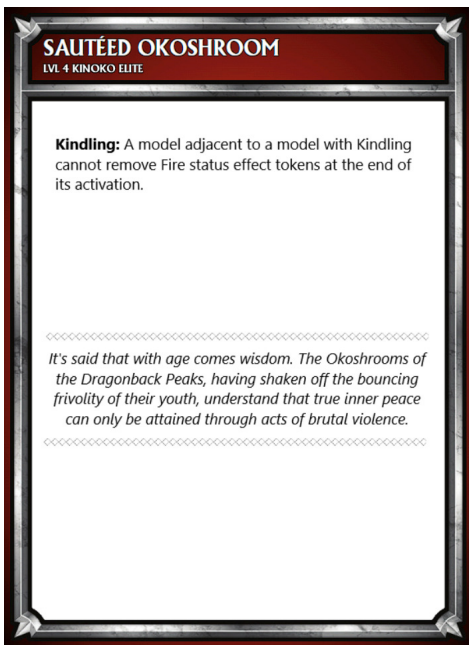


Spicy Turnip



Roasted Kinoshroom

Monsters:



Strategy:

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

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

- Sautéed Okoshroom will use Pummelling Portobello multiple times, attempting to target as many Heroes as it can.
- Flame Wisp will use Raging Flame if it will affect at least two Heroes.
 - Otherwise she will make two basic magic attacks.
- Spicy Turnips will use Burning Sensation, attempting to target as many Heroes as it can.
- Roasted Kinoshroom will make one basic melee attack.

Victory conditions:

- All monsters destroyed.

- **On victory:**

- *The victory fanfare begins to blare but squelches digitally and immediately switches back to the desolate ambient track. As the last plant collapses and the flames die out, crystals tumble from the crack running overhead; tinkling as they bounce off the stone floor and come to rest floating in midair, rotating slowly.*

- Searching the corpses yields:

- **Incandescent Pollen:**  ,  , Lance 4,  .

“ah...AH... CH-FWOOOOM!”

- A **PARRYING BLADE** and [5♦]

- [GO TO FINDING THE CAMP](#)



Finding the Camp

- **Following the road:** *The canyon winds along some way, occasionally branching into dead-end paths, before opening back up and disgorging you onto a wide plateau overlooking a sprawling valley, with the jagged peak of Emberplume Mountain overhead. The plateau dips away in a natural road off to the right. To your left, sheltered between some boulders, you see what remains of a camp, strewn with the shredded remnants of tents, packs, and the bodies of several NPCs in armour. There's one intact crate in the camp, over which hovers a huge orange exclamation point.*
 - **Inspecting the camp:** *It's totally wrecked. There are two tent frames, held loosely upright by ragged strips of canvas still somehow attached. Apparently everything of value has been taken, going by the collection of junk left behind amid the remains of backpacks and pouches. The one remaining crate has a huge exclamation point floating over it, conspicuously.*

- Investigate the camp: **[Perception WILL roll of 4 or more stars]** or **[Survival DEX roll of 4 or more stars]**:
 - **On pass:** *The camp seems to have been raided only recently. The coals in the campfire are still warm, though not smoking. The tents appear to have partially collapsed before being stabbed through. It's a bit difficult to understand how the single crate survived the attack, it appears to be not so much as scuffed. The tracks in the dirt reveal a frantic battle between the armed guards and a large number of smaller reptilian creatures, who left dragging something down from the plateau.*
 - **On fail:** *Whatever happened here was either a hell of a party or something very, very bad. Who knows?*
- **Inspecting the bodies:** *There are 5 bodies scattered about the camp, they all appear to be uniformly wearing armour common to mercenary NPCs.*
 - Investigate the bodies: **[Medicine WILL roll of 4 or more stars]** or **[Survival DEX roll of 4 or more stars]**:
 - **On pass:** *The bodies appear to be a squad of hired guards. Humans, they seem reasonably well equipped, though you note that some of them aren't wearing boots or have their sword belts fully on. They all seem to have died from multiple stab wounds.*
 - **On fail:** *You can't be 100% sure, but you think they might be dead.*
- **Opening the crate:** *The lid of the crate is not nailed on, it slides off easily revealing a young blonde NPC cowering in the box. He yelps as the light streams in AH! Please don't eat me! You won't like me, I'm all gristle and stress! He is clearly no warrior; his bowl haircut and travelling robes mark him as an academic. And not a particularly seasoned one at that, despite his slightly snobby accent.*
 - **We aren't going to eat you:** *Oh, sure that's what you want me to think. You can't fool me, I'm- wait a minute... Tentatively, he pokes his head out of the crate and peers around, relaxing when he sees you. Yes. Very good. You certainly took your time and I admit you don't much look like the rescue party I sent for, but any port in a storm... He stands up, looking at you expectantly. Well? Chop-chop!*
 - **You've got the wrong idea...:** *He deflates slightly. Oh. Yes, of course. Yes, I expect my rescue party will be along any day now... I'll just... He looks around at the blasted landscape and the strewn bodies of his previously hired muscle keep waiting... um... yes.*
 - **Who are you?:** *Gavin Postlethwaite III, esquire. Academic B-rank, at the Royal Academy in Crystalia City. Pleased to make your acquaintance.*
 - **Asking about his area of study:** *There's a brief flicker of joy in his eyes, which is immediately crushed by the reality of his situation. History. Well, monomythology, I study the stories of heroes long past. I fear I may not be cut out for field work... My professors did say I should have kept to the natural sciences...*
 - **What are you doing here?:** *His mouth twists in distaste as he replies I was hired to accompany this suicidal expedition and catalogue the findings. Truth be told, I was lured to this light-forsaken realm by the promise of something more precious than treasure...*
 - **Who hired you?:** *That would be {the Mentor}. The commission was regarding an expedition into the Dragonback Peaks to locate and explore a historical site of some significance. Our party comprised {the Mentor}, myself, 15 guards and 2 mules.*
 - **Where's everyone else?:** *They elected to raid a tomb and I volunteered to stay behind with a small detachment to mind the camp and the mules. He looks at you flatly. Mistakes were made.*

- **Asking about the expedition:** The objective of this little foray was, allegedly, the Tomb of one Ser Stabby McDragonstab. Ridiculous name. Something of a local hero among the provincials outside of the city.
 - **Asking about the Mentor's interest in the tomb:** *He scratches his chin.* You know, I'm not certain they knew what they were looking for either. Only that the Tomb supposedly held some dark secret critical to the continuation of life in this world. *He pauses to look at you incredulously.* Such a load of superstitious nonsense I've never heard, but a paying job is a paying job, after all.
 - **The world actually is under threat, you know:** *He politely clears his throat, completely oblivious to the sky flickering on and off over his head.* Yes, indeed. I'm sure it is.
- **What's more valuable than treasure?:** Tenure! Those stuffy professors who never so much as see the sky would have to take notice of me when I come strolling back into the academy hauling a tonnage of historical artefacts. *He adopts a high-pitched, mockingly posh tone.* Welcome back, Gavin! Right this way! We must exhibit your discoveries at once, Gavin! *He sighs, looking about the trashed camp.* Well, so much for that.
 - **Asking about the quest/attack:** *He wipes a streak of soot from his face.* They came while we were settling in for the night. Perkins had barely gotten one boot off when they descended on us. The watch didn't see a thing, they seemed to melt out of the air. *His face scrunches up as he struggles to enunciate his next point.* The thing I didn't expect though was the *music*. Never heard anything like it. *He shudders.* Anyway, when the fighting started I climbed into this crate and hid. They killed all the guards and made off with my notes. Frightful outcome.
 - **Asking about the notes:** *He visibly deflates and sighs dejectedly.* It wasn't simply a notepad, it was my entire folio of research and documentation of this trip, including several pieces of information my employer left to aid in my research. If it turns out my employer is, in fact, still alive, I'll have nothing to show for it. My hopes for tenure, prominence, recognition and academic esteem, all dashed... (muttering to himself) To say nothing of a hot meal...
 - **QUEST: RECOVER THE NOTES**
 - **Asking about the raiders:** I didn't see anything, I was in a box! They must have left some sign of where they went.
 - **Asking about the music:** It was the strangest thing. Seemed to come from everywhere at once. Kind of a driving beat, something like... *He hums a few bars of music. It's the battle theme.*
 - **Contacting the Mentor:** *The communicator fizzes and hisses static as you power it on. Mostly white noise, you can barely make out scant fragments of words.* Did you -KZZZZT-avin -KZZZZT-help you -KZZZZZZT...
 - **Follow the tracks:** [GO TO PURSUING THE RAIDERS](#)

Chapter 4 Quest Recap:

- **Th_e WorLd Out\$iD.e**
- **HELP ME, YOU'RE MY ONLY HOPE**
- **RECOVER THE NOTES**

Pursuing the Raiders

- *Gavin picks up the lid and hunkers back down in the crate. Right, well. I'll just be... um... I'm going to... yes. The lid closes over the crate, and a second later pops back open again. ...yes. The lid clicks shut once more. You are once again greeted by the eerie, desolate ambient backing track, punctuated occasionally by the distant rumbling of Emberplume.*

The players must now track the kobold raiders with a series of increasingly difficult skill checks. Depending on the consecutive numbers of passes/fails the Heroes may track the kobolds easily or get hopelessly lost. One Hero from the party can choose to use either **[Perception WILL roll]** or **[Survival DEX roll]**. The difficulty of the skill checks will get progressively harder:

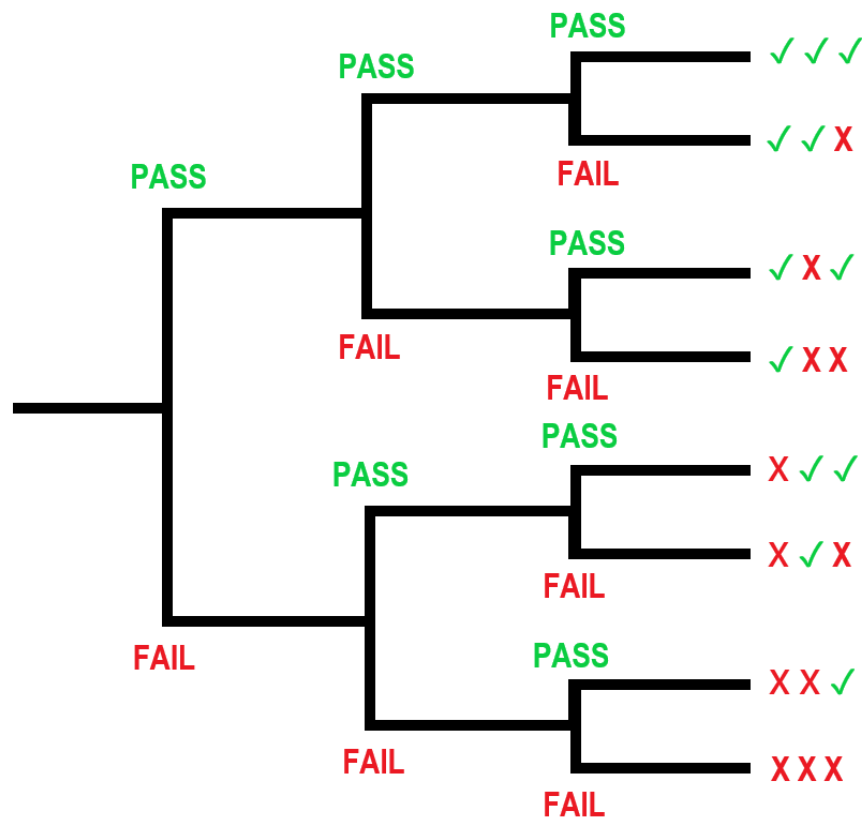
- **First skill check:** 5 or more stars
- **Second skill check:** 6 or more stars
- **Third skill check:** 7 or more stars

Mr Puddles is not a tracking dog, so he won't be much help:

- **Ask Mr Puddles to track down the kobolds:** *The little dog cocks his head quizzically as you attempt to explain what you want him to do. He sniffs uncertainly at the ground, scratches around the rocks for a bit, then returns with a suitably throwable stick, wagging his tail. Mr Puddles is a good boy.*

In summary, there are three consecutive skill checks; difficulty 5, then 6, then 7. Multiple paragraphs have been written to take into account all possible outcomes of this skill challenge, but you will only be reading the three which apply to your party.

Take note of the cumulative numbers of successes/fails as this will impact a later encounter.



- (✓ ? ?): The tracks take you down from the plateau, following the scuff marks easily. A footprint in the volcanic ash here, a scrape on a rock there. You seem to be trailing a kobold warband of considerable size.
 - (✓ ✓ ?): The tracks make several wild twists and turns, giving you a sense of how labyrinthine the Dragonback Peaks actually are. Jagged rock formations serve as trail markers helping you navigate. There's something very peculiar about these tracks, however. Footprints inexplicably end then resume several feet away without any indicators of jumping or bridging.
 - (✓ ✓ ✓): You're now quite familiar with the tracks leading you deeper into the mountains. In addition to the oddities you've already detected, you begin to notice other odd indicators. Some of the spots brushed by the kobolds have developed a strange pixelated sheen, as if the stone surface has somehow rubbed off. Other indicators, even stranger; a plant made of metal growing out of a crack in the rock, a bird that flies away from a branch only to disappear and reappear back on the branch, again and again. You're able to follow this unsettling trail of anomalies without difficulty and soon you're stepping out from behind a rock to find what you've been looking for.

ACHIEVEMENT UNLOCKED: Title "Expert Tracker..."

 - [GO TO MEETING NUMBSKULL](#)
 - (✓ ✓ X): The tracks become more and more disjointed. The footprints themselves seem to be breaking down, almost as if they're painted into the dirt rather than stamped into them. The edges pixellate and peel away. It takes a lot of looking to find where you're going, and eventually you find yourself stepping out from behind a rock to find what you've been looking for.
 - [GO TO MEETING NUMBSKULL](#)
 - (✓ X ?): The trail suddenly begins breaking down. These tracks make no sense; they seem to be painted onto the dirt rather than stamped into them. You find yourself looping around and doubling back a few times. Eventually you catch the tracks again, you hope.
 - (✓ X ✓): There is absolutely something wrong with these tracks, something unnatural. However, you're able to turn that to your advantage, by looking for things that don't belong or make sense in this environment. A plant made out of metal growing out of a crack in the rock. A bird that flies away from a branch only to disappear and reappear at the same branch, again and again. Following this strange series of anomalies, you're soon stepping out from behind a rock to find what you've been looking for.
 - [GO TO MEETING NUMBSKULL](#)
 - (✓ X X): The tracks rapidly become a disjointed puzzle. You end up going in circles and at one point you can't be sure you're even following real tracks anymore. Certainly not natural ones. Eventually you notice several strange anomalies like plants made out of metal growing out of a crack in the rock, or a bird flying away from a branch only to disappear and reappear at the same branch over and over. By following this trail of weirdness you eventually step out from behind a rock to find what you've been looking for.
 - [GO TO MEETING NUMBSKULL](#)
- (X ? ?): : The tracks take you down from the plateau. Almost immediately you experience difficulty making sense of the passage of the kobolds. The tracks seem oddly broken, footprints inexplicably end then resume several feet away without any indicators of jumping or bridging.
 - (X ✓ ?): There's absolutely something unnatural about these tracks. The footprints seem to be somehow painted onto the dirt rather than stamped into them. One scuff mark on a rock seems to be oddly pixelated around the edges. You're able to follow easily enough, but the trail becomes increasingly degraded and anomalous.

- (X ✓ ✓): *You're able to turn the increasingly bizarre nature of the tracks to your advantage, by looking for things that don't belong or make sense in this environment. A plant made out of metal growing out of a crack in the rock. A bird that flies away from a branch only to disappear and reappear at the same branch, again and again. Following this strange series of anomalies, you're soon stepping out from behind a rock to find what you've been looking for.*
 - [GO TO MEETING NUMBSKULL](#)
- (X ✓ X): *The tracks rapidly become a disjointed puzzle. You end up going in circles and at one point you can't be sure you're even following real tracks anymore. Certainly not natural ones. Eventually you notice several strange anomalies like plants made out of metal growing out of a crack in the rock, or a bird flying away from a branch only to disappear and reappear at the same branch over and over. By following this trail of weirdness you eventually step out from behind a rock to find what you've been looking for.*
 - [GO TO MEETING NUMBSKULL](#)
- (X X ?): *It's difficult to know you've got the right trail in this rough terrain, but after a while of scratching around in the dirt you feel you've found it. You follow this trail a ways, doing your best to remain undetected, when you stumble into the den of a very surprised, very large, lizard. Spooked, it directs an indignant reptilian hiss in your direction and scuttles off into the wilderness. Dejected, you backtrack to where you last had the trail to try again.*
 - (X X ✓): *After a long demoralising stretch, you catch sight of a weirdly glimmering sheen on a rock that absolutely does not look natural. It's nestled against a longish mark, clearly made by a metal armor plate scraping past. From here you can find the tracks again, and in short order you're stepping out from behind a rock to find what you've been looking for.*
 - [GO TO MEETING NUMBSKULL](#)
 - (X X X): *These tracks make no sense. You follow for what seems like hours, doubling back on ground you've already covered, upsetting the local wildlife, and at one point you realise you've been following your own footprints for a stretch. Exhausted and demoralised, you stumble out from behind a rock to discover you've found what you've been looking for, completely by accident.*

ACHIEVEMENT UNLOCKED: Title "...the Hopelessly Lost"





 - [GO TO MEETING NUMBSKULL](#)

Meeting Numbskull

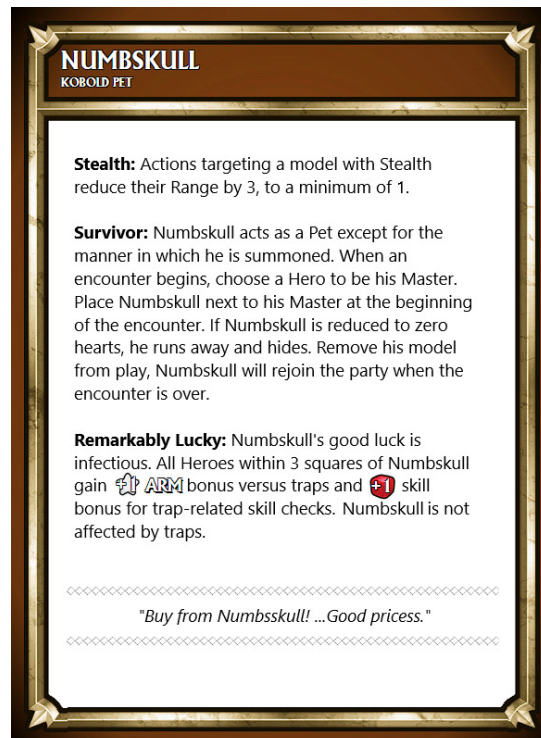
Numbskull is a kobold NPC who is friendly to the players. He is a little bugged, and glitches through the terrain sometimes. Numbskull speaks with a slight hiss on his "s" sounds and he's also a little (possibly very) annoying, but he has a useful buff for the players and acts as a merchant. The players cannot kill him, but if they really want to they can leave him once they meet his boss, Steelfang.

- *Before you is a wide, flat clearing ringed by a few sparse trees and some large boulders; apparently the site of a battle between two bands of kobolds. There must be around 20 dead kobold here, some red, some green. In between the bodies there are scorch marks, still smoking, and a few distinctly out-of-place knots of brambles. On the far side of the clearing, a lone, scrawny red kobold picks through the bodies with a large, bulging sack over his shoulder.*
- **Inspecting the red kobolds:** *There are a number of dead kobolds here with red scales in a mix of leather and metal armour. Some are heavily armoured, others less encumbered. On closer inspection, a number of them seem to have thorny vines growing around them in ways that would probably be extremely uncomfortable.*

- **Identifying the red kobolds:** Heroes must make a **[Knowledge (kobolds) WILL roll of 4 or more stars]** to identify the affiliation of the red kobolds.
 - **On pass:** *The red scales and iconography on their shields and armor mark these kobolds as belonging to the Cult of the Burning Star; devotees of the dragon Starfire.*
 - **On fail:** *These ones are red.*
- **Examining the wounds:** Heroes must make a **[Medicine WILL roll of 4 or more stars]** to determine how they died.
 - **On pass:** *It appears that most of these kobolds died from stabbing injuries, but a disturbing number of them seem to have been choked by vines, and a couple even seem to have died by poison. You note the stab wounds often seem to be sparkling with a sheen of scintillating pixels.*
 - **On fail:** *Yep. They're dead. If you had to guess, you reckon the green ones killed them. Maybe.*
- **Inspecting the green kobolds:** *Around the clearing are a number of kobolds with green scales, slightly fewer in number than the red ones. They are armed with mostly organic weapons and armour, wooden spears and knotted, thorny clubs. Their armour appears to be slabs of thick tree bark, and some of the more heavily armored kobolds seem to be bristling with thorns. Something is slightly off about them, though you can't quite put your finger on what.*
 - **Identifying the green kobolds:** Heroes must make a **[Knowledge (kobolds) WILL roll of 4 or more stars]** to identify the affiliation of the green kobolds.
 - **On pass:** *These kobolds, by their green scales and the iconography on their armour appear to belong to the Cult of the Strangling Vine, devotees of the dragon Brackenscale. It's odd though, this cult was thought to have died out a hundred years ago with the demise of their patron.*
 - **On fail:** *These ones are green.*
 - **Examining the wounds:** Heroes must make a **[Medicine WILL roll of 4 or more stars]** to determine how they died.
 - **On pass:** *These kobolds appear to have met their end mainly at the point of steel spears and swords. Some of the bodies show burn marks, and closer inspection of the scorch marks reveal the extra crispy remains of some very unfortunate kobolds. Something is still bugging you about the bodies, though.*
 - Heroes must make a **[Perception WILL roll of 6 or more stars]** to spot the unusual issue with the green kobolds:
 - **On pass:** *After a very close look at the bodies you finally work out what's been snagging in your brain about them. Underneath the bark armour, under the thorns, they're the same as the red kobolds. Not just similar, they are **exactly** the same as the red kobolds; facial structure, vertical iris slits, positioning of nasal horns, length of claws... it's as if the red kobolds were somehow templated and modified to sport the thorns, bark and green scales.*
 - **On fail:** *Try as you might, you can't get your head around what could be unusual about these dead kobolds. It's probably nothing.*
 - **On fail:** *They certainly appear to be dead. You're no master crime scene investigator, but if you had to take a stab at it, you reckon the red ones dunnit.*
- **Looting the bodies:** *You start picking over the corpses, but find nothing of value. If attempted BEFORE speaking to Numbskull: From across the clearing the scrawny kobold with the sack calls out to you in a raspy, reptilian voice, beckoning you over. Too late! Junk, only junk- yess! Come, come ssee what Numbsskull hass.*

- **Approaching the kobold:** *You make your way across the battlefield, stepping over the bodies, some entangled, some smouldering. The lone red kobold on the far side of the clearing stands up from the body he was picking over and waves to you. Ssafe, yess, very ssafe. He pokes the dead body with his toe. All dead! He hefts the bulging sack in one scrawny arm, nearly losing his balance. The sack has the word ITEMS written on it. Found thingss, I have! Good thingss! ...Shiny thingss! You buy from Numbsskull. He adds as an afterthought. ...good pricess. Mr Puddles barks at the kobold, who cocks his head to the side quizzically, then backs back. They bark at each other, back and forth for a moment, then apparently having reached an understanding, Mr Puddles sits down, wagging his tail.*
 - Players may not trust Numbskull and wish to detect an ambush. Heroes may choose to make a force a **[Perception WILL roll of 4 or more stars]** or **[Survival DEX roll of 4 or more stars]:**
 - **On pass:** *You don't detect any signs of other kobolds lurking about. All you can hear over the desolate ambient backing track and the distant rumbling of the volcano is the dry breeze. You really do seem to be alone here with him.*
 - **On fail:** *Try as you might, you can't be sure there aren't other enemies lurking in this mess.*
 - **Attacking the kobold:** *Your attack passes through the red kobold as if he were not there. He looks down and blinks, then looks back at you curiously. Whatcha doing?*
 - **How'd you do that?:** *Numbskull blinks at you. Do what? Numbsskull just sstanding here.*
 - **Attacking him again:** *The kobold giggles harmlessly. Nice trick.*
- **Going shopping:** *Numbskull beams as he sets the sack down on the ground, in such a way that the word ITEMS is clearly visible to you. Happy cusstomersss, all! Numbsskull findss all the besst thingss! He pulls open the top of the sack and flinches in surprise as a huge shop interface window appears in the air above his head. The backing track squelks digitally as it switches to the cheesy infomercial track. He mutters to himself. Weird floating thing.*
 - **TENT THING** - 50♦
 - **SHINY THING** - 100♦
 - **WEIRD THING THAT I DON'T KNOW WHAT IT DOES** - 5♦ (only 1 in stock)
 - **THING THAT GOES ON YOUR HEAD** - 5♦ (only 1 in stock)
 - **SOMETHING YOU CAN EAT I THINK** - 5♦
 - **Asking about the Tent Thing:** *Oh! You warrior! Sstrong warrior, needss resst. (Rest in the tent overnight to heal all Heroes in the party up to their maximum number of hearts and potions. One use only.)*
 - **Asking about the Shiny Thing:** *Very pretty! Very valuable, yess. All the mosst valuable thingss are shiny, everyone knowss that. (Gain 1 Princess Coin)*
 - **Asking about the Weird Thing That I Don't Know What it Does:** *Numbsskull found it on Sstrangling Vine,kobold... Very usseful. Very important.*
 -  **!OBJECT:** , Every hero in the party gains +3 to a random stat until the end of the encounter, but also suffers 1 random status effect that cannot be removed until the end of the next encounter. *"ERROR: DESCRIPTION NOT FOUND"*
 - **Asking about the Thing That Goes On Your Head:** *Human clothess, very fancy. He reaches into the bag up to his shoulder and pulls out a boot. One boot. Cosmetic Item (does not occupy an equipment slot). If a hero buys and equips this item **on their head**, **ACHIEVEMENT UNLOCKED: Title: "...the Fashionable"***
 - **...that goes on your foot:** *Numbskull looks at you like you're crazy. ...why wear hat on foot?*
 - **Asking about Something You Can Eat I Think:** *Ooooh, you hungry! Numbsskull take thiss from dead mercenary. Not mushroom. He pauses, the gears in his head turning, before adding. Icky mushroom.*
 -  **Ration Pack:** , Heal 1, Tough. "Hearty."

- **Wait, you can see the shop panel?:** *He looks at you confused, then looks up at the interface window. What, this? Numbsskull doesn't know what the weird floating thing is. But, watch... He rapidly opens and closes the sack, causing the shop panel to appear and disappear. It also causes the backing track to spasm back and forth between the desolate ambient track and the shop tune, rather unpleasantly. Numbsskull seems to be quite enjoying himself. Haha, funny noise.*
- **Asking about the raid on the camp/the stolen notes:** (Defensively) Numbsskull wasn't there! Numbsskull only follow green oness. Find thingss to take.
 - **Asking about the notes:** *The kobold cocks his head, thinking. Don't know. Maybe green oness took it.*
- **Asking about the green kobolds:** *Numbsskull hisses, the first outward show of emotion you've seen from him since you met. Intruderss! Invaderss! They come and make uss sick. Take our thingss... Sstarfire will burn them all! A split second later, his cheerful demeanour returns. Then Numbsskull find all their thingss to ssell!*
- **Asking about Glitch:** *Numbsskull's voice drops to a near whisper. Don't like that one...*
 - If pressed further, Numbsskull will not divulge any further information about Glitch. He claims to not know anything, but is clearly afraid to speak.
- **Asking about the tomb of Ser Stabby:** *Numbsskull scratches his head. Mmm, Numbsskull doesn't know what that is. But, Sser Ssteelfang will. He knowss the naming of thingss. Numbsskull take you! Come! Without another word he heads off deeper into the mountains, waving for you to follow.*
 - **Who's Steelfang:** *Oh! Sser Ssteelfang is big sstrong warrior! Like you! Steelfang smart. Knowss the mountainss. Numbsskull bet Ssteelfang knowss the Tomb of Sser Thing.*
- **Following Numbsskull:** *The little red kobold leads you away from the smouldering wreckage of the kobolds, and soon you're travelling through the labyrinthine winding paths of the Dragonback Peaks. The distant mountain rumbles as the angry red skybox blinks on and off unsettlingly.*
 Numbsskull joins the party. It is possible for Numbsskull to leave later, due to the party's choices. After this point, interactions with Numbsskull will be marked with a {★}. Skip these dialogue lines if Numbsskull is no longer with the party.
 (Note that this card represents Numbsskull's statline at level 1. You will need to apply the appropriate [Pet Level Up Bonus](#) for Chapter 4.)



Following Numbskull

- *After a time, Numbskull asks* Hey. Why'd you come here?

This is a roleplay section where we will develop the players' understanding of the Numbskull character. Like a toddler, Numbskull will ask an infinite loop of single-word questions until he gets yelled at, or you can tell the players are beginning to get annoyed. If you can manage it, make them yell at him twice.

- The following dialogue tree is an example of how this conversation might go:
 - **We're looking for the Tomb of Ser Stabby** : What's that?
 - **It's where this famous hero is buried**: Why?
 - **Well, we're looking for our friend**: Why?
 - **They're trapped inside and we have to get them out**: Why?
 - **They're going to help us fight Glitch**: Why?
 - **It's messing up the world and we have to stop it**: How?
 - **We don't know, that's why we're going there**: Where?
 - **...the Tomb of Ser Stabby**: What's that?
 - **I JUST TOLD YOU IT'S WHERE THIS HERO IS BURIED**: ...oh, ok... Who's that?
 - **He's just this old hero who fought a dragon**: Which dragon?
 - **Brackenscale**: Why?
 - **Well, they were adventurers. Adventurers hunt monsters**: Why?
 - **Their town was in danger**: Where?
 - **Hubton**: Where's that?
 - **It's near the city**: Which city?
 - **Crystalia**: Why?
 - **Why what?**: What?
 - **Can you please stop asking questions?**: Why?
 - **It's annoying**: Why?
 - **Please, just stop**: How?
 - **By shutting up**: Why?
 - **AAAAAAAAAAAAAAAAAARGHHHHH**: ...oh, ok.
- *This continues for hours.*
 - **When everyone's had enough**: [GO TO MEETING STEELFANG](#)

Meeting Steelfang

- *Eventually, Numbskull leads you around a bend and ahead you can see a party of red kobolds, extremely worse for wear, scattered across the path battered and bloody. They appear to be in the middle of repairing equipment and bandaging wounds.*
- *One larger kobold in heavy steel armour stalks about the group barking orders at them. Move faster, staunch bleeding, get some water boiling, reattach spear points. The kobolds respond weakly; they are clearly exhausted.*
- *Numbskull cheerfully greets them as he approaches. Hey bosss! Numbsskull found cusstomerss! The whole group freezes as a dozen heads swivel around to stare at you.*

The players now have a choice to make. These kobolds are clearly injured and are not threatening the party. Attacking enemies who are wounded/surrendered is NOT a heroic thing to do. There may, however, be a player in your group who has a backstory about hating kobolds. Perhaps they are a Dragon Blade type Hero, or they were orphaned due to a kobold attack, etc. In this case, the party can choose to attack the red kobolds, but please warn the players about the downsides before they proceed. Perhaps their kobold-hating Hero can sheath their sword for now, given the stakes of their mission. Consequences of fighting the red kobolds include:

- Numbskull will leave the party, the players will lose access to his offensive buff, his trap buff, and his shop. This will make the rest of the chapter significantly harder.
- The red kobolds have already been defeated by the green kobolds. Fighting them rewards no crystals and no loot, and skips the first of the green kobold encounters, meaning the party gets less loot and crystals overall.
- It will not be a fun fight. The kobolds will only flee in terror while Ser Steelfang sacrifices himself to help them escape. The heroes will be the bad guys here.
- **Choosing violence:** [GO TO COMBAT ENCOUNTER: THE ONLY GOOD KOBOLD...](#)
- **Choosing diplomacy:** Ser Steelfang is an Exemplar, a well-travelled kobold lieutenant of the Cult of the Burning Star. He is much more articulate than Numbskull, but occasionally his rasp comes through in his speech.
- *The armoured kobold shoves one of the smaller kobolds out of the way as he heads directly towards you, his armored claws resting on the hilt of a wickedly curved sword. What are you doing Numbskull? Do you want to get us killed?!*
- *Numbskull replies, These are my new friendss. I call that one Big-mmffph!-*
- *Steelfang shuts him up by clamping his snout shut in one gauntleted fist. Speak. Who are you? Why are you here? We are no threat to you.*
- **Talking to Steelfang:**
 - **Who are you?:** *The kobold Exemplar nods slowly, looking each of you in the face. Steelfang. This is what remains of my warband. Numbskull squirms, still trying to talk with his mouth shut, Steelfang ignores him.*
 - **What happened?:** *The Cult of the Sstrangling Vine has risen again. He shakes his head. We thought they were dead, like their lord.*
 - **Asking about the Cult of the Strangling Vine:** *Steelfang makes a sound like a dry growl in the back of his throat. Fools. Followers of a dead lord. We kill them all the same.*
 - **Asking about the lord:** *He spits the word out like a mouthful of poison. Brackenscale.*
 - **Asking about the corruption:** *We don't know, only that they seem to be sick, somehow. He shrugs. It matters not, we burn out the rot either way.*
 - **Asking about Glitch:** *We know not this creature, but the Lord of Cinders will desstroy it, as he will all others.*
 - **Asking about Numbskull:** *The little kobold's squirming intensifies in Steelfang's vice-like grip. Even though his scales are red, you could swear he's turning blue. Steelfang doesn't even look at him as he speaks. He's useful. Resourceful.*
 - **Why can't we hit him?:** *Steelfang looks at you curiously and gives Numbskull's head a shake in his fist. Numbskull makes a weird groaning noise. I'm not sure what you mean. I hit him all the time.*
- **Using the communicator:** *The communicator fizzles and pops by the voice of {the Mentor} comes through. KZZT- Hello, my friend. -KZZZZT- are you? Steelfang looks startled but says nothing.*
 - **We met kobolds:** *Did you indeed. -KZZZZT-ascinating. Well, as I -KZZZZT- you can get.*
 - **We met Gavin, your mercs are dead:** *KZZZZT-orry? -KZZT- any conne-KZZZZZZZZZZT-ain.*
 - **Where are you?:** *KZZZZT-ill trapped. We ha-KZZZZZZZZZZT-alk about whe-KZZZZT*

- **Asking about the raid on the camp/the stolen notes:** That sounds like the work of the Cult of the Strangling Vine. We have been tracking and eliminating every warband we can find, but like weeds they pop up everywhere. *Numbskull tries to say something but all you can make out is -mwlp!* *Steelfang ignores him and goes on.* The ones who attacked your camp are likely still around. We are currently tracking three warbands... perhaps we could help each other.
 - **QUEST: RECOVER THE NOTES**
- **Asking about the tomb of Ser Stabby:** *Steelfang nods.* I know of this place, the outlander dungeon.
- **Ready to go:** *Steelfang nods sharply and speaks.* You seek the Tomb of your dead Hero, and you seek the spoils of your human scholar. I know where the ones who raided your camp may be, but my warband must rest, so I will assign you a guide. You can retrieve what you seek and rid us of our enemies in the process. What say you?
 - **Oh Goddess, not him...:** *Steelfang smiles, revealing a mouth full of razor sharp teeth.* He knows the way.
 - **Sure:** Then it is decided. *He lets go of Numbskull's snout and the scrawny kobold inhales a great, gasping breath.* Scout. You will take them to the great rockface below the split peak. Our enemy lurks in the chasm beyond the magma pits. Take the high path so they do not see you. Be swift. *Numbskull makes several obsequious bobs of his head, saying that he will do exactly that, but Steelfang is already walking away, shouting at the other kobolds to rest faster.*
 - **If a hero is "...the Fashionable":** *Steelfang pauses and turns back.* Before you go, outlander, I must ask. Why are you wearing a boot on your head?
 - **GO TO PROCESS OF ELIMINATION**
 - **No thanks:** *Steelfang shrugs.* Then I wish you well and caution you to tread carefully in these lands. Scout, assist the wounded. *He turns on his heel and stalks away, as Numbskull gasps for breath and then, glancing once at you, scurries off behind the Exemplar.*
 - Numbskull leaves the party.
 - **GO TO PROCESS OF ELIMINATION**
 - **We've changed our minds:** Then it is decided. Scout, you will take them to the great rockface below the split peak. Our enemy lurks in the chasm beyond the magma pits. Take the high path so they do not see you. Be swift. *Numbskull makes several obsequious bobs of his head, saying that he will do exactly that, but Steelfang is already walking away, shouting at the other kobolds to rest faster.*
 - Numbskull rejoins the party.
 - **If a hero is "...the Fashionable":** *Steelfang pauses and turns back.* Before you go, outlander, I must ask. Why are you wearing a boot on your head?
 - **GO TO PROCESS OF ELIMINATION**

COMBAT ENCOUNTER: THE ONLY GOOD KOBOLD...

- *Ser Steelfang barks an order in the tongue of dragons and raises out his sword. The injured kobolds weakly scramble to their feet and flee, leaving their weapons, armour, and everything they were doing behind. Numbskull squeals and disappears behind a nearby boulder. Ser Steelfang positions himself between you and his retreating companions, and waits.*
 - Numbskull leaves the party.

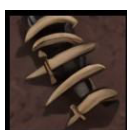
This combat encounter is only for players who have chosen to attack the red kobolds instead of resolving the encounter diplomatically. As this is the first fight after the [Pursuing the Raiders](#) encounter, the heroes may be tired depending on how easily they passed the skill checks. Heroes will get a +1 bonus to their initiative for this encounter for every cumulative success in the pursuit challenge (maximum +3, minimum +0).

For example: A party that succeeded twice and failed once will gain +2 to their initiative roll. A party that succeeded once and failed twice will gain +1 to their initiative roll.

The Bone Palisades and Wooden Stakes map assets provide cover. These terrain pieces behave as structures that do not block line of sight. Models can see through cover, but cannot move through cover unless they have Fly. The Bone Palisades and Wooden Stakes may be destroyed, but cannot be critically hit. When the map asset is destroyed, remove it from the map.

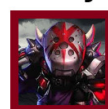


Bone Palisades: ARM 3, 2

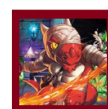


Wooden Stakes: ARM 2, 1

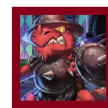
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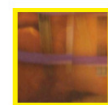
Ser Steelfang



Flinger



Knucklehead



Escape Zone

Maps:

- Dragonback Peaks 12

Spawning Pool:

- 1x Ser Steelfang
- 2x Flinger
- 3x Knucklehead

Map Assets:

- 1x Stalactite Cluster
- 1x Bone Palisades
- 1x Wooden Stakes
- 1x Small Kobold Tent
- 1x Rock Spike 2
- 1x Rock Spike 3

Starting Point:

All Heroes start on the starting point token.



Monsters:



Strategy:

Targeting: Ser Steelfang will target the closest Hero with lowest defense for attacks. Flingers and Knuckleheads will not target a Hero unless they cannot escape.

Movement: Steelfang will move towards his target until he is at their maximum attack range. He will try to position himself between the Heroes and his allies. Flingers and Knuckleheads will move as fast as they can towards the escape zones. They will run and dash if possible. Once a kobold (other than Ser Steelfang) reaches a safe zone they have successfully escaped and are removed from play.

- Ser Steelfang will use Hightower, attempting to buff as many other Kobolds as he can.
 - He will then use Thunderstomp, attempting to push his allies towards the safe zones. If possible he will try to additionally push the Heroes away from his allies.
 - If there are no more Kobolds that can escape, he will use Blazing Blade, attempting to target as many Heroes as possible.
- Flingers will spend their action running or dashing towards the safe zone.
 - If they cannot escape, they will use Smoke Pot to hide.
- Knuckleheads will spend their action running or dashing towards the safe zone.
 - If they cannot escape, they will make one basic melee attack.

Victory conditions:

- There is no victory here.
- *No victory fanfare blares, no crystals fountain up out of the earth to reward you. There is only silence broken by the distant rumbling of the mountain.*
- *Alone at last. The kobold warband that took the research notes has to be out there somewhere.*

The players will need to track the green kobolds down by themselves. Roll either **[Perception WILL roll]** or **[Survival DEX roll]**, and make consecutive skill checks which increase in difficulty starting from difficulty 6, (up to a maximum difficulty of 10). Tally how many fails they roll before they accumulate 3 successes, (stop if you reach 5 fails). Take note of the cumulative numbers of fails as this will impact the next encounter.

- *You wander for a long time. After a long, exhausting and boring trek you finally spot them.*
 - Go to **COMBAT ENCOUNTER: HEY, GIVE THAT BACK**

Process of Elimination

- *Numbskull hums annoyingly as he leads you along the path indicated by Steelfang; what feels like miles of barren, rocky desolation. Tunelessly, the little kobold doots and boops, purping and flurping to himself, then out of nowhere, Hey. One time, I came through here, and there wass thiss big lizard. Right? Big lizard. He hops over a rock. Anyway. I had my bag, and I was looking through it to find ssomething to give the lizard because it wass about to lay eggss and I wanted ssome eggss and it ssaw me and sstarted to walk away and I followed it and I found itss nesst and there weren't any eggss.*
 - ...and?: ...and what?
 - **Why did you bring that up?:** Bring what up?
 - **The eggs:** Ooh, I like eggss. Do you have any eggss?
 - **No:** *He deflates.* Oh.
 - **Yes, actually:** If the party has an egg from chapter 3, they can give it to Numbskull. *His little eyes widen like dinner plates as you present him the chicken egg. He cradles it in his hands like a precious jewel, apparently deciding whether to name it or eat it. Oooooooh. Wow... Amazing... Wow... Never sseen one like thiss... Wow. He opens his bag and pauses for a moment considering whether to drop it in, then impulsively tosses it into his mouth and gobbles it down, yolk running over his chin. Mwlph... You guyf... Thamphks... mmf... nummph. He pulls a bit of cracked egg shell out of his mouth and hands it to you. Here, you can keep thiss bit. I don't need thiss bit.*
- *You travel in silence for a while, with only the distant rumbling of the mountain, now a little closer, disrupting the desolate ambience of the backing track. Hey. Did you know that the birdss here fly in from... no, wait, no the lizardss walk in from... no... that'ss not right either... um... Hey. Do you like birdss? I caught a bird once, but it got away... OH! I know. Let'ss play a game. I think of ssomething I can ssee and you guesss what it iss. His head swivels around as he looks about; there's nothing around you but rocks, trees, and a volcano. Ok. go*
 - **Guessing literally anything:** *He deflates.* Oh. Ok. You're good at thiss... Hm... Hey. One time...
 - **No:** *He deflates.* Oh. Yeah. Sstupid game... Hey... One time, there wass a rock and-
- *You walk a little more, enduring the incessant nattering of Numbskull when you come across a band of emerald green kobolds setting up a loosely fortified camp. They seem not to have noticed you yet.*
- **GO TO COMBAT ENCOUNTER: THE ENEMY OF MY ENEMY...**

COMBAT ENCOUNTER: THE ENEMY OF MY ENEMY...

- *The kobolds up ahead are busy fortifying a defensible position. Several lightly-armored kobolds are setting stakes into the ground, lashed together with creeper vines while another paces menacingly around in the back of the camp, its thick armour bristling with thorns. Another still, this one dressed in a heavy black robe and clutching a gnarled staff like a knotted root, shouts harshly at them in draconic. They all seem to sparkle with a sheen of scintillating pixels.*

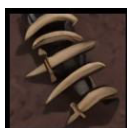
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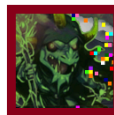


Bone Palisades: ARM 3, 2

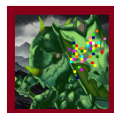


Wooden Stakes: ARM 2, 1

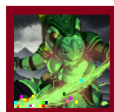
Key:



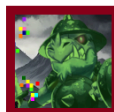
Rampant Priest



Thornscales



Venom Slinger



Chump

Maps:

- Dragonback Peaks 12

Spawning Pool:

- 1x Rampant Priest
- 1x Thornscales
- 2x Venom Slinger
- 3x Chump

Map Assets:

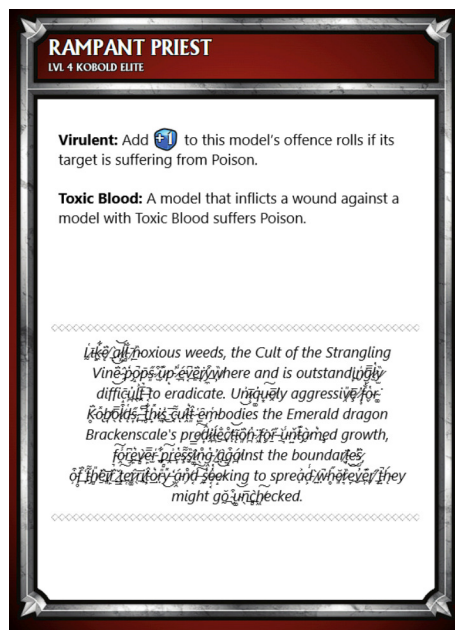
- 1x Stalactite Cluster
- 1x Bone Palisades
- 1x Wooden Stakes
- 1x Small Kobold Tent
- 1x Rock Spike 2
- 1x Rock Spike 3

Starting Point:

All Heroes start on the starting point token.



Monsters:



Strategy:





Targeting: Monsters will prioritise models which are Poisoned, otherwise they will target the closest Hero with lowest defense for attacks.

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

- The Rampant Priest will use Zealot of the Strangling Vine followed by Dragon Rage, attempting to buff as many other Kobolds as he can.
 - He will then use Constricting Roots, preferentially targeting the Hero with the shortest attack range if possible.
- The Thornscale will use Scalewall, attempting to buff as many other Kobolds as he can.
 - He will then make one basic melee attack.

- The Venom Slingers will use Smoke Pot, if it could prevent the Rampant Priest from being attacked.
 - Otherwise, they will use Poison Pellet.
- The Chumps will make one basic melee attack.

Victory conditions:

- All monsters destroyed.
- On victory:
 - *The victory fanfare blares as the last kobold perishes and crystals fountain up out of the ground, they come to rest rotating lazily in mid-air. Numbskull is already looting the bodies.*
 - Searching the corpses yields:
 -  **Thorn Whip:** , , Hookshot, Pull 1, . “Maybe you should handle that with gloves on.”
 - A **BENT NAIL** and [5♦].
 - *You thoroughly check the bodies but the research notes are not to be found. Numbskull, ever cheerful, ties closed his bag and says, Two more warbandss, there are. Come! Numbsskull knowss the way. It isn't long before you once again hear the sounds of kobolds making camp.*
 - **GO TO COMBAT ENCOUNTER: HEY, GIVE THAT BACK**



COMBAT ENCOUNTER: HEY, GIVE THAT BACK

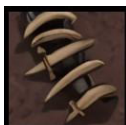
- *Up ahead is a larger encampment. Two rows of defensive lines have been erected, from behind them you hear the harsh draconic tongue rasping commands. The palisades are held together with living vines, with sprout from the very earth before your eyes, coaxed to life by profane chanting. This looks to be a difficult fight.*
- {★}: *Numbskull fidgets nervously. Don't like these oness. Make sure to kill them all.*


If the players killed the red kobolds, they will be tired from tracking their quarry on their own. These Heroes suffer a cumulative -1 penalty to their initiative for every fail they rolled at the end of [THE ONLY GOOD KOBOLD...](#) encounter, up to a maximum of -5.

The Bone Palisades and Wooden Stakes may be destroyed as per the previous encounter. The Mini-Boss, Bleaktalon, will use these barricades to his advantage.



Bone Palisades: **ARM** , 



Wooden Stakes: **ARM** , 

Spawning Pool:

- 1x Bleaktalon
- 2x Thornscales
- 1x Venom Slinger
- 3x Chump



Maps:

- Dragonback Peaks 13
- Dragonback Peaks 14

Map Assets:

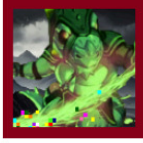
- 1x Stalagmite Cluster
- 1x Stalagmite Cluster 2
- 1x Stalactite Cluster
- 1x Bone Palisades
- 1x Bone Palisades 2
- 1x Wooden Stakes
- 1x Wooden Stakes 2
- 1x Small Kobold Tent
- 1x Large Kobold Tent
- 1x Rock Spike 2
- 1x Rock Spike 3
- 2x Bone Spikes

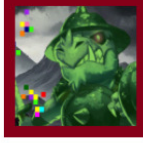
Key:

 Open Doorway

 Bleaktalon

 Thornscales

 Venom Slinger

 Chump

Starting Point:

All Heroes start on the starting point token.

Monsters:



Strategy:

Targeting: Monsters will prioritise models which are Poisoned, otherwise they will target the closest Hero with lowest defense for attacks.

Movement: Monsters will move towards their target until they are at their maximum attack range. Bleaktalon will remain behind the barricades until they are broken, and then he will make hit and run attacks by constantly teleporting away. He will use the Goddess (❤️) blessing structure if possible, but not if it would endanger him. Play like a sneaky assassin!

- If Bleaktalon is out of range with his unique actions, he will use basic missile attacks due to the extra range. Bleaktalon will not break his own barricades.
 - Bleaktalon will use Corrosive Powder if he can affect two or more Heroes, otherwise he will use Killshot.
 - He will then use Cut and Run to get as far away as possible from the Heroes.

- The Thornscales will use Scalewall, attempting to buff as many other Kobolds as he can.
 - He will then make one basic melee attack.
- The Venom Slingers will use Smoke Pot, if it could prevent Bleaktalon from being attacked.
 - Otherwise, they will use Poison Pellet.
- The Chumps will make one basic melee attack.

Victory conditions:

- All monsters destroyed.
- **On victory:**
 - *The last kobold collapses to the ground as the victory fanfare plays and crystals fountain up. They bounce off the bodies and come to rest in the air, slowly turning, reflecting the unsettling flickering of the skybox.*
 - Searching the corpses yields:
 - An **OLD BUCKET**, one **Princess Coin** and [10◇].
 - *Among the wreckage you find a ragged backpack, containing a stack of papers and a leather-bound book. Several scraps of paper come loose:*
 - **QUEST: RECOVER THE NOTES**
 - Party receives The Research Notes. Among the unreadable, damaged and seemingly random trivia, the notes consist of:
 - Note 1: Statue of Ser Stabby
 - Note 2: Excerpts from a Study of Livia Silvertress
 - Note 3: Message to Gavin
 - Note 4: Missing Piece - The Account of Ser Chauncey von Ribbit
 - **GO TO ENCOUNTER 4B: THE TOMB OF SER STABBY**

Encounter 4B: The Tomb of Ser Stabby

- *With the research materials in hand, you've no need to track down the third group of Strangling Vine kobolds, and can make for the Tomb of Ser Stabby. As Emberplume vomits up a huge glob of lava, you agree that Gavin can wait to have his notes returned; the issue of your trapped mentor is far more pressing.*
- *The path zigzags up a steep section of terrain, and once you step up on top you finally see it. Below you is a vast plain of grey rock and earth, spiderwebbed across with rivulets of lava oozing out from vents in the side of the mountain.*
- *Up the slope you see a colossal structure, a gigantic statue carved out of the living rock of Emberplume itself, of a knight's smirking face. Below the face, like the plinth supporting a bust, is a boxy structure of towering stone columns. It's hard from this distance to make out a door, but you can see what looks like a long staircase stretching down the mountainside until it disappears into the slope.*
 - {★}: Numbskull points at the huge structure. Ssee there. Big thing. Friend is insside, yess. The cheerfully waves for you to follow him as he hops off the rock and sets off for the tomb. Come!

- **Approaching the tomb:** *The path winds down into the plain, and you can't help but feel a little exposed as you pick your way across this blasted, barren landscape under the silent, smug gaze of Ser Stabby's titanic likeness, looming ever closer.*
- *The staircase you could see from across the plain is a wide, grand thing. Flanked on either side by statues of dragons every few steps, the climb is quite an arduous endeavour. When you reach the top of the stairs, just under the chin of that enormous face, you see the stairs terminate at a colonnaded cloister, broad enough to be a town square. The ground is paved with weathered stone, and at the far end, set into the rockface of the mountain is a grand portico framing an elaborately carved iron door. Before the door stands a life-sized statue of a grinning warrior in knightly armor, with one arm extended towards you. To mark your arrival, there's an earth shuddering rumble, followed by blobs of molten rock smashing down into the plain below.*
- **Examining the door:** *The door to the tomb is a hulking thing, a plain metal slab 10 feet across and 40 feet tall. It is bereft of carvings, designs, locks or keyholes, and you reckon you could barely fit a sheet of paper between the steel door and the masonry surrounding it.*
- **Examining the statue:** *Before the door is a bronze statue of a human in knightly armor, tarnished green with verdigris. You recognise the face as the same one carved into the mountainside. Ser Stabby's armour looks to be finely crafted knightly plate. His head is cocked to the side, grinning. His left arm holds a spear that has a jagged, bladed spear point as long as your forearm. His right arm is extended forward, fist closed.* It's important to show your players the position of Ser Stabby's fist is like a fist bump position (hand oriented vertically), not like a punch (hand oriented horizontally). This is relevant to unlocking the door. *The green patina on the statue's knuckles is worn back to bronze.*
- **{★} Talking to Numbskull:** *The scrawny kobold looks at the statue, then looks at you, curiously.*
Who'ss he?
 - **Do you know how to get in?:** *No. Never been insside. Think we'll find shiny thingss?*
 - Like the earlier scene with Numbskull, engaging him in dialogue about Ser Stabby produces an inexhaustible series of questions, for example:
 - **He's the hero who's buried here:** *Why, what'd he do?*
 - **No, that's what we do with dead people:** *Why?*
 - **It puts them to rest:** *How?*
 - **Y'know what, forget it:** *...ok... why?*
- **Using the communicator:** *You get a steady stream of static before the voice on the other side comes through, patchily. -KZZZT-ello? How fare y-KZZZT-*

The tomb can be accessed in two ways. If the party bought the jackhammer **all** the way back in chapter 1, it can be used to smash a hole in the wall to bypass the metal door. The intended way to get in the door is to give the 'sunset' fistbump to the statue as explicitly described in [Note 3: Message to Gavin](#).

- **Looking at the sky/What time is it?:** *You look overhead to the skybox, flickering unsettlingly beyond the titanic jawline of Ser Stabby. When it can be seen, it reveals an angry red sunset, transitioning through a purple gradient towards black.*
- **Giving an incorrect fistbump:** *Resolute, the statue is unimpressed by your fumbings.*
- **Giving the correct fistbump:** *For a moment you're not sure anything's happening, when suddenly you hear a mechanical click as Ser Stabby's thumb pops up and one eye winks shut. Then, with a shuddering reverberation, you see the metal door retracting into the mountainside. As the huge metal plate slides to the side, it reveals a flat stone surface behind it, with a normal door-sized rectangular hole down the bottom.*
- **Using the jackhammer:** *Nothing as puny as a gigantic edifice of rock will stop you. The Jackhammer roars to life and rips into the stonework by the door. After about an hour of enthusiastic excavation, you've smashed a hole large enough to squeeze through around the door. You also have a headache.*

ACHIEVEMENT UNLOCKED: Title "...Bane of Monuments"

- **Going inside:** [GO TO TOMB RAIDER](#)

Tomb Raider

- *The backing track switches from the desolate ambient theme to a driving, exciting beat. The interior of the tomb is much smaller than the grand structure outside would lead you to believe. The antechamber is laid out like a small chapel, with two rows of stone benches and a small altar carved with iconography of the Goddess before an open door with a coat of arms on the lintel. The walls are richly decorated with frescoes of Ser Stabby slaying monsters of all kinds.*
 - **{★}**: *You hear a clink from over by the altar, and see Numbskull doing his best to look nonchalant while tying closed the opening of his bag. You're pretty sure there used to be 2 candlesticks on the altar before, not one.*
- **Examining the frescoes:** *The four walls of the antechamber are lovingly decorated with frescoes detailing Ser Stabby's adventures. There are other figures which appear in the murals; an elven magistrix with flowing silver locks, a brawny barbarian with a square jaw and a greatsword, and a lance wielding frog knight astride a turquoise avian steed. Together, around the room they can be seen vanquishing dragons, ice giants, undead, and more.*
 - **Examining Ser Stabby:** *Ser Stabby is always depicted slightly larger than the other characters. His dark brown eyes seem to sparkle with mischief as he can be seen dynamically combatting the monsters frozen on the walls, whirling, stabbing and lunging with that characteristic greatspear of his.*
 - **Examining the elf:** *She's beautiful; long flowing silver hair, richly embroidered grey dress with pearls across the bodice, piercing blue eyes. She appears to be a spellcaster; in most of her appearances on the wall she's holding aloft a radiant globe of starlight, causing the monsters they face to flee or burn.*
 - **Examining the barbarian:** *The brawny human is a hulking brute. With a lantern jaw and a heavy brow, he looks like muscles piled upon muscles. He hews through monsters with a blade as big as he, wielded in one hand. In the other he holds what looks like a leg of chicken.*
 - **Examining the frog knight:** *The chivalrous chimera is an unlikely companion to these three. Both he and the blue/green Squawk he rides are dressed in polished steel armor. He is depicted charging down foes with lance leveled.*
 - Heroes may make a **[Knowledge (historical heroes) WILL roll of 4 or more stars]** to identify the Heroes shown in the frescoes.
 - **On pass:** *Ser Stabby is easily identified as the warrior with the large spear. The elven mage is Livia Silvertress, the human barbarian is Xx_Leeroy_xX, and the frog knight is Ser Chauncey von Ribbit.*
 - **On fail:** *It seems to represent Ser Stabby and his adventuring companions.*
- **Moving on:** *The communicator fizzes and you hear the sound of pained, raspy coughing - KZZZZT- {coughing} Sorry, I th -KZZZZT- een a while without water now and -KZZZZZZZZZZT - {more coughing} - must be cautious, however, the tomb is full of -KZZZZZZT- the connection is lost, there is only white noise. {the Mentor} must be in a far more dire state than they've been letting on.*
- **GO TO COMBAT ENCOUNTER: DEATHTRAP DUNGEON**

COMBAT ENCOUNTER: DEATHTRAP DUNGEON

The players don't know it yet, but this entire tomb is a deathtrap so that Ser Stabby can prevent his dark secret from being revealed to the world. Initially, only the Fire-Spewing Dragonhead trap is revealed to the players. The other trap map assets will be placed as they are discovered.

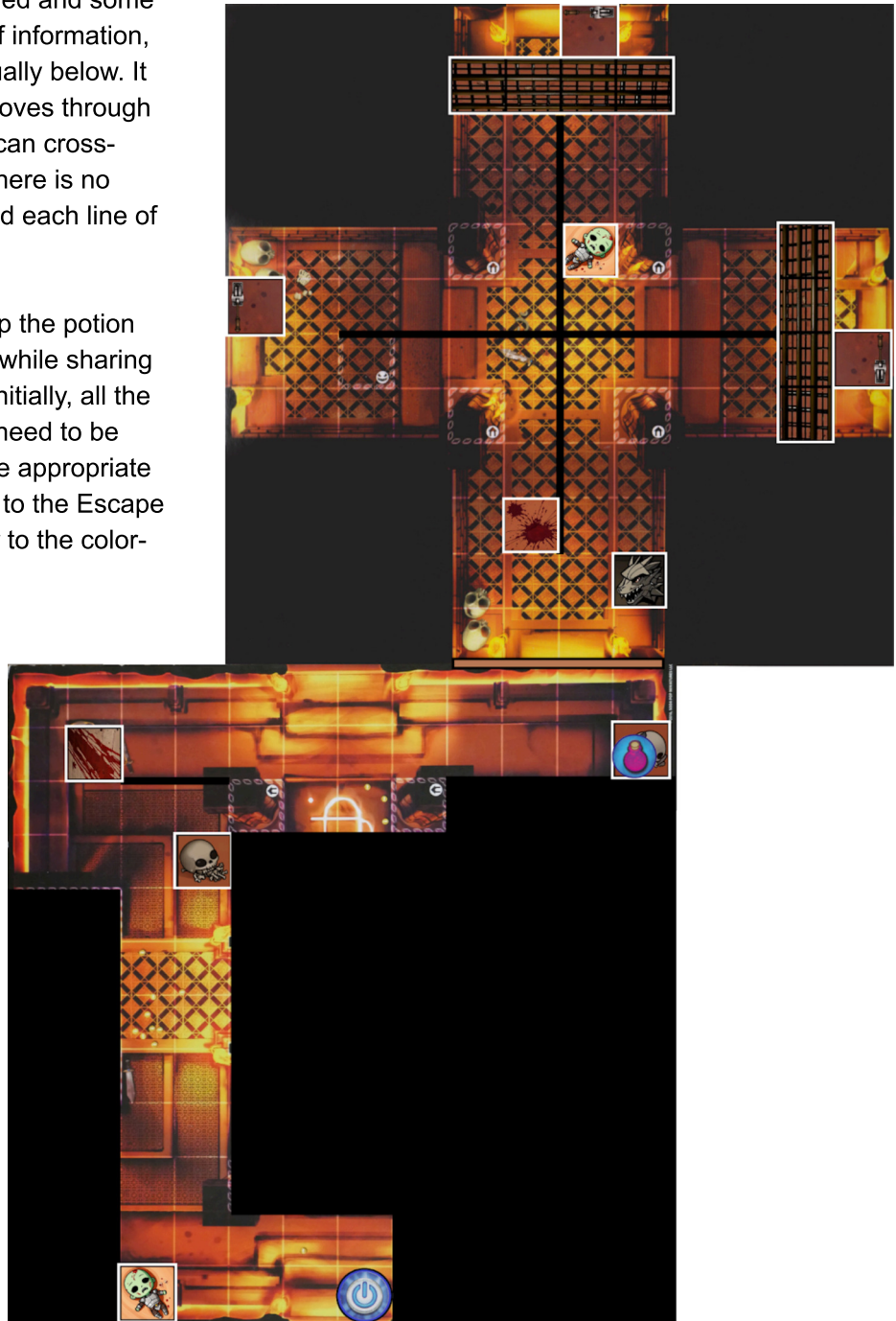
These traps have different triggers and attack mechanisms. Some can be avoided and some can be disarmed. There is a lot of information, so each trap is described individually below. It is recommended that the party moves through this room slowly, so that the GM can cross-reference the traps as they go. There is no need to repeat yourself - only read each line of text once.

Players can pull the levers/pick up the potion token by using an interact action while sharing the square with the lever/token. Initially, all the metal gates are locked, they will need to be be sequentially opened by pulling the appropriate lever. The party needs to make it to the Escape Zone to end the encounter. Refer to the color-coded "Final Map".

{★} Numbskull will not detect/trigger/disarm traps or interact with the levers/potion token. As he moves through this room, describe the traps as clipping straight through him as he cheerfully strolls through the place, pausing to look at things on the walls, rummaging through the dead bodies for things to pilfer, etc.

{★} Remember that Numbskull has an aura which grants +1 to trap-related skill checks and +1 to trap-related defense rolls.

Initial Map Reveal



- {★} Ask Numbskull to interact with an item/trap: What? What iss thing?
 - Point/demonstrate: *The kobold puts his hand right through the mechanism. It clips through as if he weren't there. Funny things...*

Maps:

- Dragonback Peaks 15
- Dragonback Peaks 17

Map Assets:

- 3x Lever
- 2x Large Metal Gate
- 1x Chibi Remains
- 1x Chibi Remains 2
- 2x Chibi Remains 3
- 1x Bloodstain
- 1x Bloodstain 2
- 1x Flood Saw Blades
- 1x Wall Darts
- 1x Spinning Blades
- 1x Rolling Ball
- 1x Fire-Spewing Dragonhead
- 1x Spiky Pit
- 1x Swinging Log
- 1x Wall Saw Blade
- 1x Acid Bath

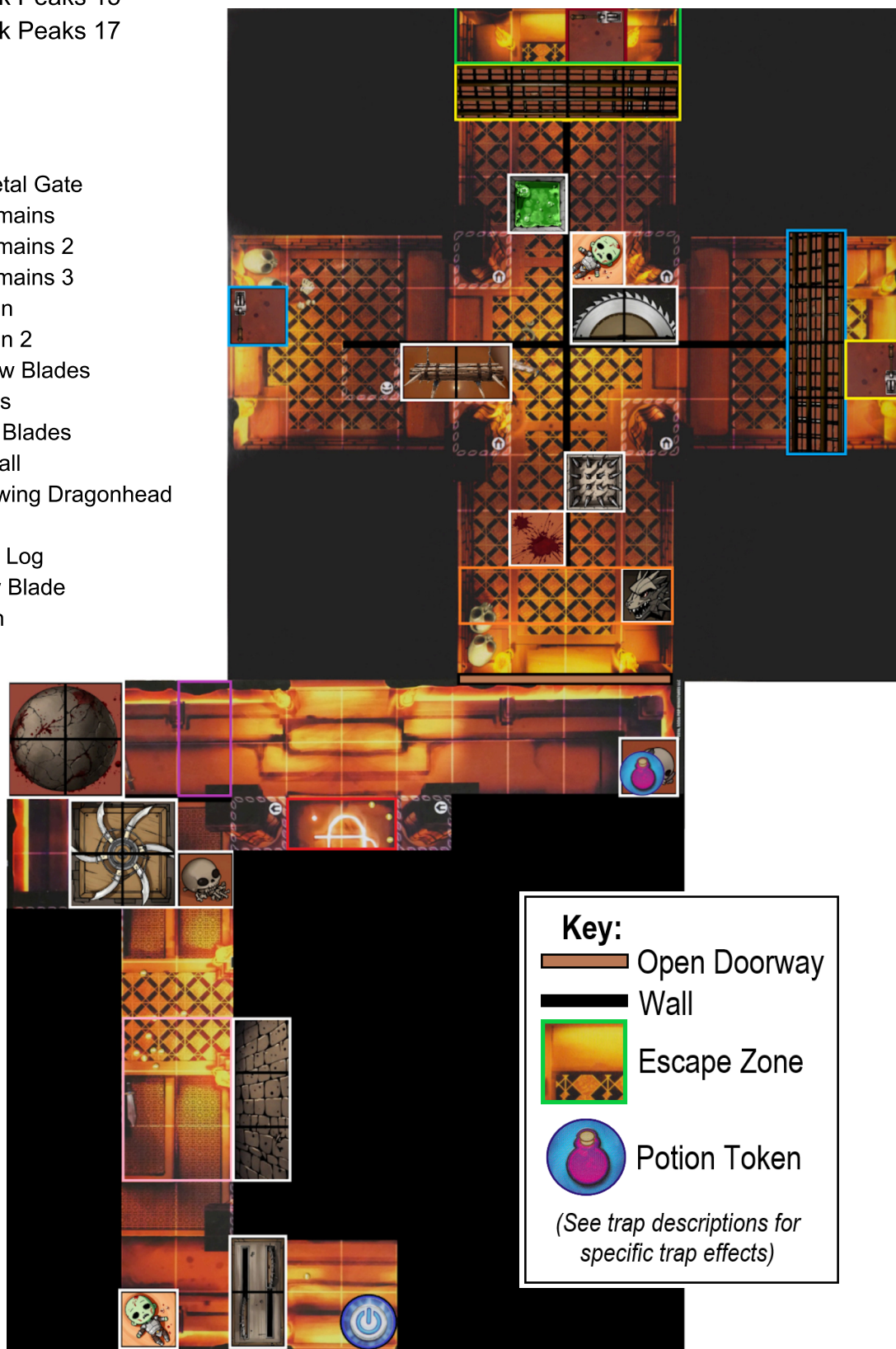
Spawning Pool:

- N/A

Starting Point:

All Heroes start on the starting point token. If Heroes flee this encounter, all traps are reset.

Final Map




Read at the start of the encounter:

- *The doorway in the back of the antechamber leads to a short passage with a corner at the end.*

Sample Trap Description:

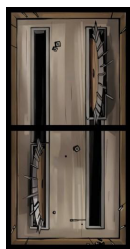
On approach: Read this text the first time a Hero is adjacent to the trap/trap trigger.

Detect Trap: Get the player to make a Perception WILL to detect traps when they get in the described range. The first time a trap is detected OR triggered, place the map asset for that trap on the map as shown in the "Final Map Reveal" diagram. Detected traps can be avoided in some cases, such as the Spiky Pit and Acid Bath. Additionally, once the players know where the trap is (by either passing the detection skill check, or after the trap has been triggered the first time), then the Heroes gain  to defense rolls against that trap.

Disarm: Some traps can be disarmed once they have been detected. Disarming a trap requires spending an action point and counts as an interact action. On pass, the trap will no longer trigger. On fail, the trap will immediately trigger, targeting the Hero who failed the disarm roll. If they are not in the correct square to trigger the trap, place the Hero onto the appropriate square.

Trigger: Some traps will trigger once a model is standing on the trap, others will trigger in other conditions such as when the model is adjacent. Once the trap has been triggered, Heroes can make a defense roll with their ARM to absorb the hit or DEX to dodge it. Read the pass/fail text the first time this occurs for each trap.

Trap 1 (Floor Saw Blades):



On approach: *You're looking at the corner of a narrow hallway, the body only a few feet away is clearly one of the mercenary party travelling with {the Mentor}'s expedition.*

Detect Trap: While adjacent, [Perception WILL roll of 4 or more stars]:

- **Pass:** *You notice two unusual parallel slots in the floor across the hallway. Getting up on your tippy toes, you can just see the glint of metal down inside.*

Disarm: While adjacent, [Disarm DEX roll of 5 or more stars].

- **Pass:** *With a satisfying clunk, you jam the sawblades in place.*

Trigger: Moving/being placed onto the same square as the map asset, (excluding Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 5** or suffer 1 wound.
 - **Pass:** *You deftly spring across the two slots as a pair of whirling saw blades arc up and pass each other before retracting into the floor.*
 - **Fail:** *With a whine of metal, a pair of whirling circular saw blades arc up out of the floor just as you step into the hallway.*

Trap 2 (Wall Darts):



On approach: *The long narrow corridor is suspiciously dark.*

Detect Trap: While adjacent to the the pink trigger zone, [Perception WILL roll of 4 or more stars]:

- **Pass:** *Though it's dark, you're just able to make out a number of evenly spaced holes along the wall to your right.*

Disarm: While adjacent to the wall (map asset), [Disarm DEX roll of 4 or more stars].

- **Pass:** *It takes some time, but you're able to clog up the holes with stones, rags and other nearby junk.*

Trigger: Moving/being placed onto the pink trigger zone, (including Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 6** or suffer 1 wound and **Poison**.
 - **Pass:** *You rush down the hall and hear the thup-thup-thup-thup of darts shooting across into the other wall.*
 - **Fail:** *As you step out you immediately hear the thup-thup-thup-thup of darts shooting out of the wall to your right. Some of them miss you and hit the wall to your left. Some of them don't...*

Trap 3 (Spinning Blades):



On approach: *The darkened hallway turns to the left. The dead body in the corner has clearly been there a very long time.*

Detect Trap: While adjacent, [**Perception WILL roll of 5 or more stars**]:

- **Pass:** *Around the corner ahead of you, you spot a strange square metal plate in the floor with a distinctive circular spiral in the center.*

Disarm: While adjacent, [**Disarm DEX roll of 5 or more stars**]. The trap is triggered even if the roll passes, but it will be prevented from triggering again.

- **Pass:** *With a terrifying roar of tearing metal, you destroy the circular mechanism. Shards of metal blades break free and fly in all directions.* The trap is triggered.

Trigger: Moving/being placed onto the same square as the map asset, (excluding Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 5** or suffer 1 wound.
 - **Pass:** *You vault across the plate as the spiral falls away and a contraption slides up and out. It unfolds like a blooming flower into a whirling pinwheel of blades.*
 - **Fail:** *You step out and hear a metallic clink. Before you know what's happening, a metal contraption shoots up out of the floor and unfolds into a whirling windmill of blades.*

Trap 4 (Rolling Ball):



On approach: *The path turns to the right and you're looking at a long hallway with light streaming through a door down the other end.*

Detect Trap: While adjacent, [**Perception WILL roll of 4 or more stars**]:

- **Pass:** *Looking up, you see a large round hole in the ceiling. You also note the floor of the hallway sports several gouges, plus the sides of the floor are slanted, giving the hallway the feel of a chute.*

Disarm: *You cannot see a way to disarm this trap from here.*

Trigger: Moving/being placed onto the purple trigger zone, (including Fly).

- **Trigger Trap:** Triggering this trap does not cause a defense roll immediately. Instead, the Rolling Ball drops down, blocking the hallway. Place the Rolling Ball map asset on the map and add the Rolling Ball to the initiative order immediately following the Hero who triggered it. Each turn, the Rolling Ball will move 5 squares to the right, moving through other models (as if it possessed the Bulldozer ability). If the Rolling Ball passes through another model, that model must make a defense roll **ARM or DEX vs STR 9** or suffer **2 wounds** (including Flying models). Once the Rolling Ball reaches the end of the hallway, it smashes into bits. Immediately return the Rolling Ball to the left side, blocking the hallway. It will continue rolling during its next activation. Although this trap hits hard, it can be avoided entirely with careful planning and maneuvering. Refer to the Diagram A for sample gameplay.
 - **Pass:** *The entire dungeon shakes as an enormous stone ball smashes into the floor behind you, it begins rolling down the hallway.*
 - **Fail:** *Splat!*

Diagram A - Sample Gameplay: Rolling Ball and Wall of Repulsion

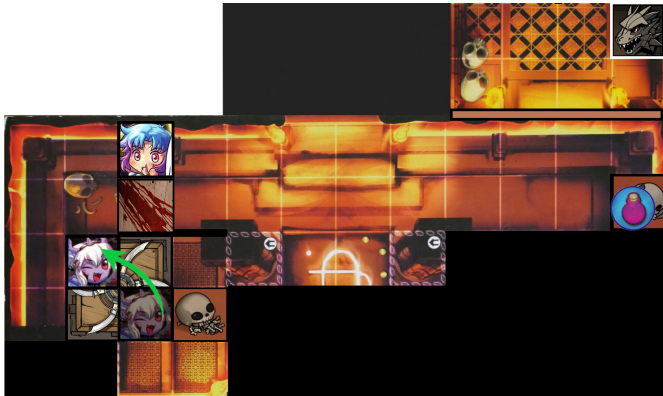


Diagram 1: The Herald has ended her turn, she did not detect the Rolling Ball trap, but she did not trigger it either (see Trap 4). Now it's the Riftling's turn and she moves forward.



Diagram 2: The Riftling detected the trap, but it doesn't roll yet. The Riftling moves forward to the trigger zone and the Rolling Ball drops down into position. It will start rolling on its activation.

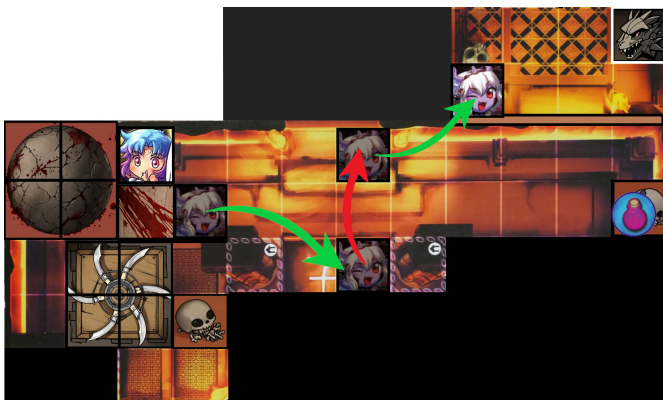
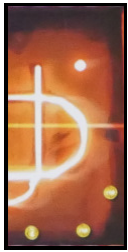


Diagram 3: The Riftling quickly moves into the alcove to avoid the ball. Unfortunately, Ser Stabby planned for this: the Wall of Repulsion (see Trap 5) is immediately triggered, pushing the Riftling back into the path of the ball. Luckily, she has enough action points to dash into the next room.



Diagram 4: The Rolling Ball activates next and moves 5 squares to the right. It passes through the unfortunate Herald, who fails the defense roll and takes two wounds.

Trap 5 (Wall of Repulsion):



On approach: *You spot a small alcove along the hallway. There is a glowing sigil on the floor and a tiny plaque embedded in the wall.*

Detect Trap: While on the same square as the red trigger zone, (including Fly). Moving close enough to inspect the trap automatically triggers it. Note there is no map asset for this trap.

- **Automatic Fail:** *As you peer closer at the tiny plaque you just have enough time to read the minute words engraved on it before the wall suddenly launches you back into the hallway with a pneumatic hiss. It reads, "LOL - Ser Stabby".*

Disarm: *You cannot see a way to disarm this trap from here.*

Trigger: Moving/being placed onto the same square as the red trigger zone, (including Fly but excluding Steady).

- **Trigger Trap:** There is no defense roll, the trap automatically pushes models two squares into the hallway as if it were a dangerous support action. Refer to the Diagram A for sample gameplay.
 - **Automatic Fail:** *You barely have enough time to see the wall move before you are punted back out into the hallway.*

Trap 6 (Fire-Spewing Dragonhead):



On approach: *A stone dragon statue looms over the doorway, the path forks left and right.*

Detect Trap: This trap is automatically detected.

Disarm: While adjacent, [**Disarm DEX roll of 6 or more stars**].

- **Pass:** *The mechanism is tricky to operate, but eventually with great finesse you manage to sever the fuel line.*

Trigger: Moving/being placed onto the same square as the orange trigger zone, (including Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 5** or suffer 1 wound and **Fire**.
 - **Pass:** *You spring across the tiles as the mouth of the dragon statue drops open and a gout of flame jets across the hallway.*
 - **Fail:** *Too late, you hear a sound like grinding stone to your right, and just as you turn to look a gout of flame jets out to claim your eyebrows.*

Trap 7 (Spiky Pit):



On approach: *The right path hits a corner and turns. Down the end of that passageway you see bars blocking your way, and beyond, there appears to be a lever on a pedestal.*

Detect Trap: While adjacent, [**Perception WILL roll of 6 or more stars**]:

- **Pass:** *There's something fishy about the tiles here. They're a bit too flat. A bit too polished. A bit too inviting.*

Disarm: *You cannot see a way to disarm this trap from here.* This trap can be avoided by spending an action point to perform a [**Leap STR or DEX roll of 4 or more stars**]. Failing this skill check triggers the trap. Refer to Diagram B for sample gameplay.

Trigger: Moving/being placed onto the same square as the map asset, (excluding Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 7** or suffer 1 wound and become trapped. The trapped Hero cannot leave this square unless they pass [**Climb STR roll of 4 or more stars**], OR an adjacent Hero spends an action point to pull them out. No roll is required for this action ({★} Numbskull can perform this action). Failing this skill check triggers the trap again.
 - **Pass:** *There's a crack from below you as you dart across the floor. Looking back you see the tile drop away, revealing a deep pit full of extremely unpleasant looking spikes.*
 - **Fail:** *You get a terrible sinking feeling as the floor gives way below you. Luckily, the spikes at the bottom break your fall.*

Diagram B - Sample Gameplay: Spiky Pit and Acid Bath

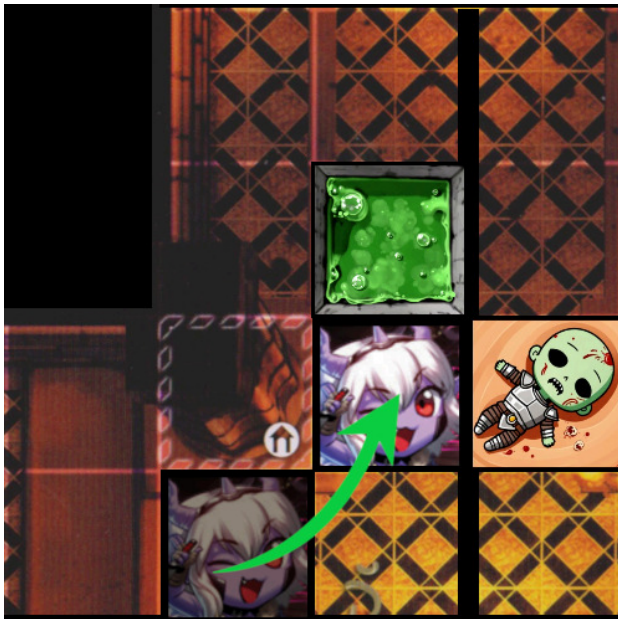


Diagram 1: The Riftling approaches the trap, she wants to avoid the trap by jumping diagonally between the trap and the structure.

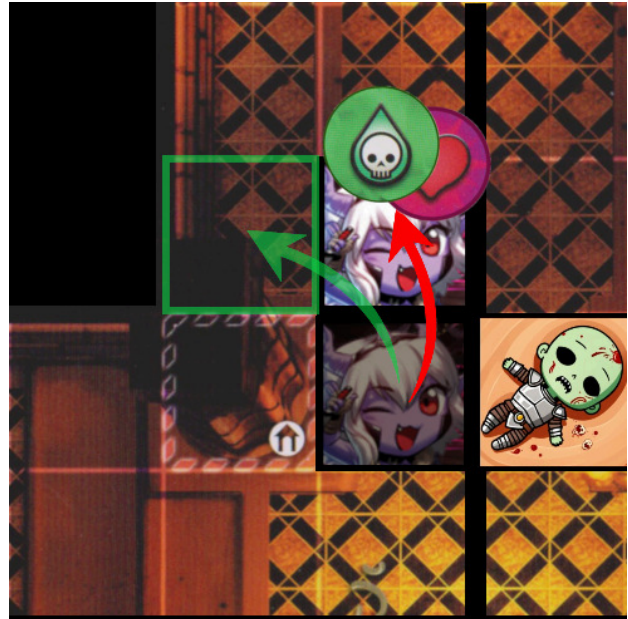
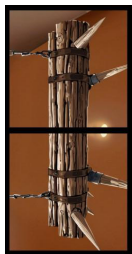


Diagram 2: The Riftling fails her leap skill check and plummets into the trap. She takes a wound and is poisoned. Now she needs to escape.

Trap 8 (Swinging Log):



On approach: *The path forks to the left. Against the wall on your right there's a large circular indent with cracks radiating outward. Down the other end of the hall you see a lever on a pedestal.*

Detect Trap: While adjacent, [**Perception WILL roll of 5 or more stars**]:

- **Pass:** *You look up in the direction of the lever and see a huge spiky log suspended from the roof. The thought occurs to you that if you were to suspend a huge spiky log from the roof with the intention of swinging it into the face of a hapless adventurer like a battering ram, that's probably how you'd do it.*

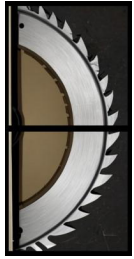
Disarm: While adjacent, [**Disarm DEX roll of 4 or more stars**]. The trap is triggered even if the roll passes, but it will be prevented from triggering again.

- **Pass:** *You successfully sever the chains holding the log in place. You have a short moment to comprehend the impending physics as the free-flying log tumbles towards you.* The trap is triggered.

Trigger: Moving/being placed onto the same square as the map asset, (including Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 6** or suffer 1 wound.
 - **Pass:** *There's a click and a whoosh as the log swings down from above. You lunge to one side as it barely passes you and crashes into the wall. Then, with a ratcheting sound, the log is winched back up to the roof, ready to go again.*
 - **Fail:** *There's a click and a whoosh as a huge spiky log swings down from above. Later, you'll be surprised to find that crick in your neck that was bothering you is gone. Y'know... after you regain consciousness.*

Trap 9 (Wall Saw Blade):



On approach: *The path continues around to the right; you see another unlucky mercenary on the floor and a gruesome arc of red across the wall he's slumped against.*

Detect Trap: While adjacent, [**Perception WILL roll of 4 or more stars**]:

- **Pass:** *There's a long horizontal slot in the wall, about neck-height.* An astute player may deduce that it's geometrically impossible for a huge circular saw blade to come shooting out of such a narrow wall. If anyone brings it up: *The slot in the wall keeps its secrets. It's probably best not to think too hard about these things, it all seems rather contrived.*

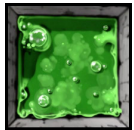
Disarm: While adjacent, [**Disarm DEX roll of 5 or more stars**].

- **Pass:** *With a gratifying clang, you pry the sawblade free of the mechanism.*

Trigger: Moving/being placed onto the same square as the map asset, (excluding Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 5** or suffer 1 wound.
 - **Pass:** *With a high-RPM hiss of metal on metal, a huge circular saw blade arcs out of the wall. You keep your head, though.*
 - **Fail:** *You hear a horrifying high-RPM hiss of metal on metal as a huge circular saw blade arcs out of the wall at neck height. Look at it this way: you won't need a haircut for a while. Think of the money you'll save.*

Trap 10 (Acid Bath):



On approach: *At the end of the hallway you see a lever on a pedestal, next to a metal portcullis.*

Detect Trap: While adjacent, [**Perception WILL roll of 6 or more stars**]:

- **Pass:** *You notice the floor here looks a bit too clean. Also it smells like industrial solvents.*

Disarm: *You cannot see a way to disarm this trap from here.* This trap can be avoided by spending an action point to perform a [**Leap STR or DEX roll of 4 or more stars**]. Failing this skill check triggers the trap. Refer to Diagram B for sample gameplay.

Trigger: Moving/being placed onto the same square as the map asset, (excluding Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 7** or suffer 1 wound and **Poison**, and become trapped. The trapped Hero cannot leave this square unless they pass [**Climb STR roll of 4 or more stars**], OR an adjacent Hero spends an action point to pull them out. No roll is required for this action ({★} Numbskull can perform this action). Failing this skill check does not trigger the trap again, however, the Hero will automatically suffer 1 wound and Poison if they begin their turn trapped in the acid bath.
 - **Pass:** *You hop over the sus section of tile as it falls away. You hear a splash and an acrid aroma immediately assails your nostrils.*
 - **Fail:** *The floor below you cracks and falls away, dumping you several feet below into a pit of sinister, green liquid. There is a wonderful fleeting moment when your shoes are the shiniest they have ever been, before they dissolve completely.*

Read when the following conditions are met during the encounter:

- {★} **Talking to Numbskull:** *Why you taking sso long here?* Depending on his position in the room when the players talk to him, describe him as standing up to his waist in blades whirling away, giant spiky logs failing to connect with him again and again, huge stone balls rolling through him, etc. He is completely impervious to the traps and cannot understand why the heroes are being careful.
 - **It's dangerous in here:** *His head cocks to the side in that birdlike way he does. ...Whatcha mean?*
 - **Uh, do you not see the traps?:** *...what? Doessn't hurt.*

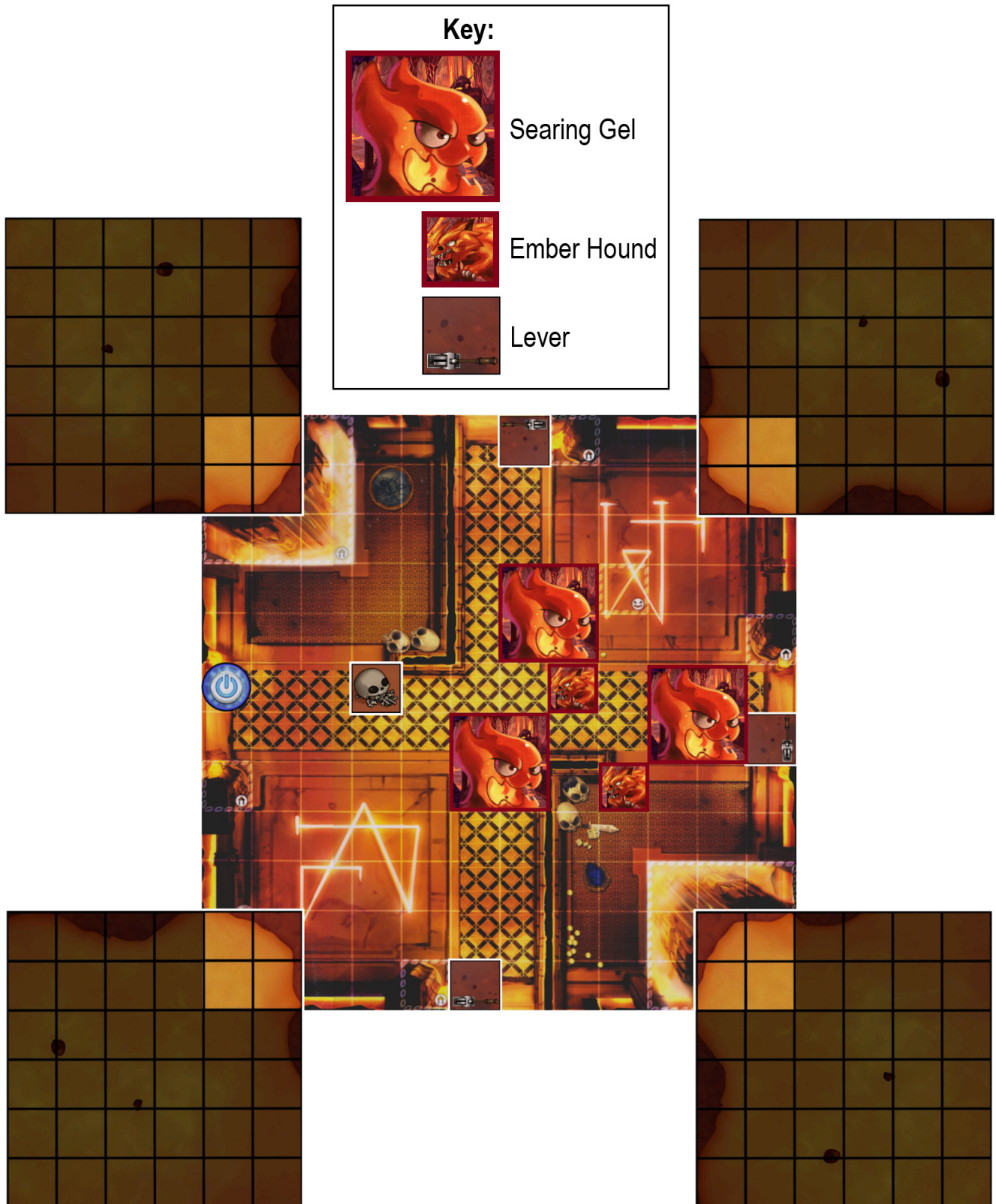
- **Contacting the Mentor:** *The communicator produces only a steady stream of static.*
- **Reaching the metal bars before they are unlocked:** *You can see the lever through the bars, but try as you might you cannot reach it. The bars are locked securely.*
- **Pulling the first lever (blue):** *You crank the lever and you hear the sound of metal grinding against metal somewhere behind you.*
 - Pulling this lever unlocks the metal bars (blue) to the right of the Spiky Pit.
- **Pulling the second lever (yellow):** *You crank the lever and you hear the sound of metal grinding against metal off to your left.*
 - Pulling this lever unlocks the metal bars (yellow) up the top of the map.
- **Approaching the third lever (red):** *The branching paths meet in a slightly raised section of floor. There is a lever on a pedestal. The pedestal has a sign hanging on it which reads, "ULTRA HARD MODE."*
 - **Pulling the lever:** *You hear a sound like the victory fanfare being played on kazoo as two puffs of confetti burst from the roof over you. All traps in this encounter are now disarmed.*
 - {★} *Numbskull picks through the confetti, apparently appraising its resale value. Oooh! Very pretty! Completely oblivious to the crystals, he begins stuffing confetti into his bag one confetto at a time, muttering to himself. Pretty thing. Another thing. There'ss a thing. Ooh, that'ss a good one. 'Nother thing...*

Victory conditions:

- All Heroes escape.
- **On victory:**
 - *Finally it's over. You take a minute to catch your breath, only to be met with a sinking feeling as you collectively realise: this is only the first room.*
 - The party receives:
 - One **Princess Coin**.
- **Moving on:** [GO TO COMBAT ENCOUNTER: THE FLOOR IS LAVA](#)

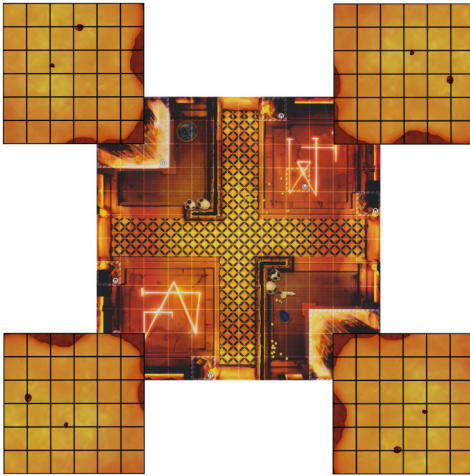
COMBAT ENCOUNTER: THE FLOOR IS LAVA

- *A short, narrow passageway leads from the portcullis to another doorway, opening onto a small stone platform with two staircases leading down along the walls either side of the door. The room beyond is a large, square pit lit by flaming braziers in niches around the walls. Opposite, there's another pair of staircases and a closed portcullis mirroring the one on this side.*
- **Examining the room from the doorway:** *The ceiling of the chamber is dominated by statues of four dragons, wings outstretched towards each other, their heads roaring down at the floor below. Down near floor level, you see a lever in the middle of the other three walls.*
- **When all heroes have entered the room:** *The portcullis behind you slams shut and the driving background track takes a step up in perilous intensity. Three red lights flash on above the exit on the other side of the room. You hear an oozing noise and the smell of sulfur assails your nostrils. You look up and see tendrils of lava pour from the open mouths of the dragon statues in the corners of the ceiling. The lava pools on the floor and begins spreading outwards, while skittering, dancing flames emerge from the molten rock.*

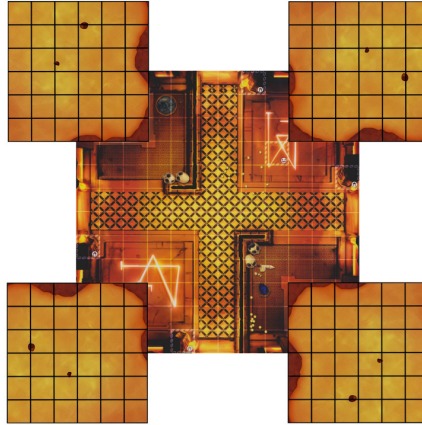


Both doors into and out of this room have been locked, players may not flee from this encounter. Lava will progressively pour in from the four corners of the room (refer to Diagram C). Note that the greyed out sections of lava on the diagram above are beyond the borders of the map, these areas are not accessible. There are levers in the room which may be pulled by spending an interact action while sharing a square with the lever. If all three levers are pulled during the same round, one red light will turn green. Once all three red lights have turned green, the lava will stop pouring and the doors will open.

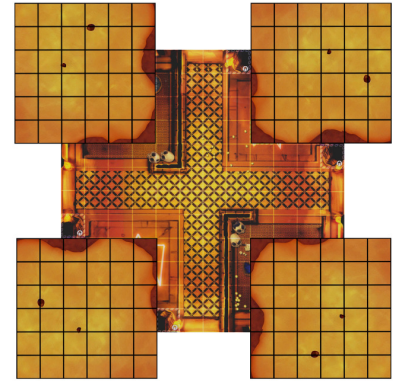
Diagram C - Sample Gameplay: Lava Progression



Beginning of round 1: Each lava map asset covers 4 squares of the map.



Beginning of round 2: Move each lava map asset 1 square diagonally towards the centre. Map assets now cover 9 squares each.



Beginning of round 3: Move each lava map asset 1 square diagonally towards the centre. Map assets now cover 16 squares each.

Levers and lights will need to be added/removed if there are greater/fewer than three Heroes.

Maps:

- Dragonback Peaks 19

Map Assets:

- 4x Lava
- 3x Lever
- 1x Chibi Remains 2

Spawning Pool:

- 3x Searing Gel
- 2x Ember Hounds
- 6x Sizzling Gel

Starting Point:

All Heroes start on the starting point token.
Heroes cannot flee from this encounter.

Monsters:



Strategy:

Targeting: Monsters will target the closest Hero with lowest defense for attacks.

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

- At the start of each initiative round, from round 2 onwards, move all lava map assets 1 square towards the centre (as shown in Diagram C). Any model which shares a square with a lava map asset at any point during their activation, suffers 1 wound and Fire. ({★} Numbskull is not affected by the lava).
- The Searing Gels will use Spitfire twice.
- The Ember Hounds will use Ash Cloud if it would affect at least two Gels.
 - It will use Sickening Smoke (twice if it didn't use Ash Cloud).
- The Sizzling Gels will use Molotov, attempting to target as many Heroes as possible.

Read when the following conditions are met during the encounter:

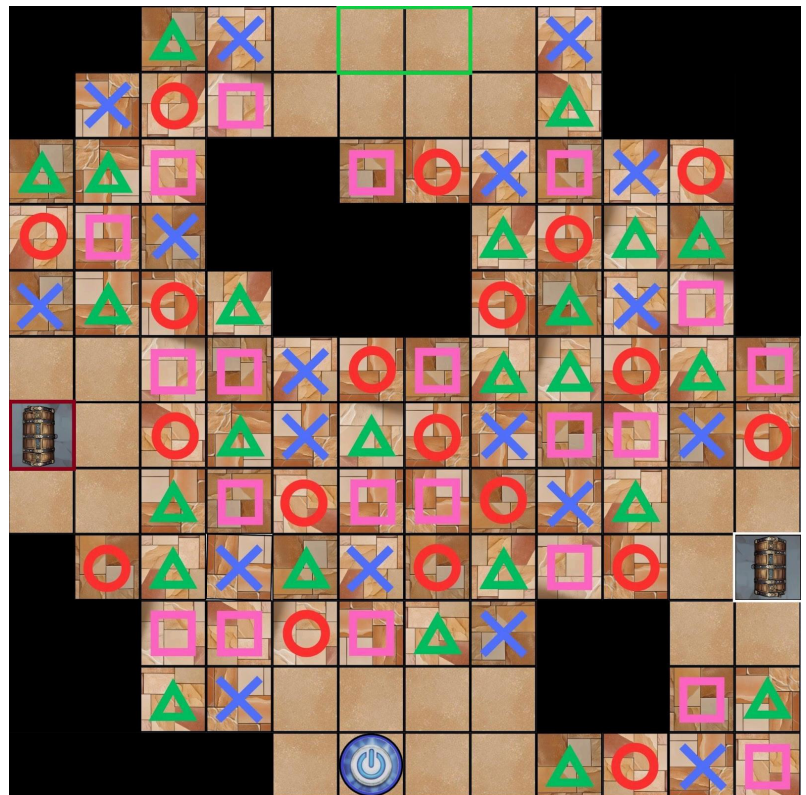
- {★} **Talking to Numbskull:** *The little kobold strolls casually over to the corner of the room, up to his waist in lava, bends down and comes wandering back with a coin he found under there. Heh, found a shiny.*
 - **Can you help?:** ...huh?
 - **Can you pull that lever?:** What'ss a lever?
 - **That thing sticking out of the wall:** Where?
 - **Right there!!!:** ...oh, ok... How?
 - If the party is persistent, read this description: *Numbskull reaches up to take a hold of the lever and his hands pass straight through it. He grasps for it a few times, clipping through it as if it wasn't there, before turning towards you scratching his head. Ah... think it'ss broken.*
 - **First time pulling a lever:** *The lever clunks and one of the lights above the door flickers hesitantly.*
 - **The round passes without all levers being pulled:** *The light about the door stops flickering; it remains red.*
 - **All three levers are pulled in one round:** *The red light turns green.*
 - **All levers are pulled in one round for the second time:** *The second light flickers and turns green. One light remains red.*
 - **All levers are pulled in one round for the third time:** *The final light flickers and turns green. You hear clanking metal sounds coming from within the walls as the four tendrils of lava thin out and drip, then stop. The portcullises on either side of the room slam open.* Note that any lava already in the tile remains; it's possible for the entire tile to be lava. If the players run through the newly opened door before finishing off the elementals, they will follow them into the next room.

Victory conditions:

- All monsters destroyed.
- **On victory:**
 - *The victory fanfare blares as crystals fall from the roof. They bounce off to float, rotating slowly in the air, glinting in the flickering light.*
 - Searching the corpses yields:
 - **KNIGHT'S FULLPLATE** and [5♦].
 - **Moving on:** GO TO COMBAT ENCOUNTER: PITFALL

COMBAT ENCOUNTER: PITFALL

- Through the portcullis you find another short hallway ending at a door. Through the door you see a large square room the same size as the last one. This time, however, the floor is level except for four slightly raised stone platforms around the room; one in front of you, one opposite with an open door behind it, and one on either side with a chest on each. The tiled floor is covered with geometric symbols, seemingly at random, and there are several gaping holes in the floor where it appears the tiles have fallen through into oblivion.
 - {★}: Numbskull points at the chest on the left of the room. Hey! Hey look! Those always have shiny thingss in them! He is then immediately distracted by a shiny thing inlaid in the wall, which he begins attempting to pry out with a knife.



Maps:

- N/A

Spawning Pool:

- 1x Bad Booty

Map Assets:

- 1x Pitfall 1
- 1x Pitfall 2
- 2x Chest

Starting Point:

All Heroes start on the starting point token.

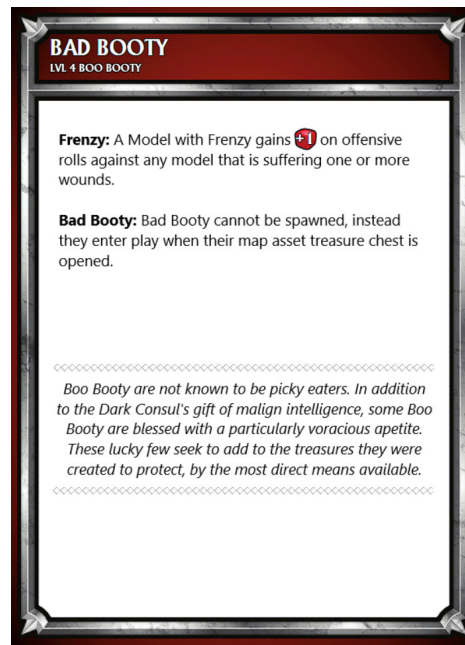
Strategy:

Targeting: Once it has been triggered, the Bad Booty will target the closest Hero with lowest defense.

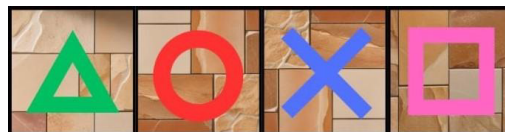
Movement: The Bad Booty will move towards its target until it is at its maximum attack range.

- The Bad Booty will make one basic melee attack.

Monsters:



In order to proceed from this encounter, players need to step on the tiles in the correct order to make it to the escape zone. They can figure out the order themselves, through trial and error or they can get a direct clue from [Note 1: Statue of Ser Stabby](#) where the pattern is shown on his shield. The correct order is: triangle, circle, cross, square.



A player may wish to toss something onto a tile to see if it is safe or not. Use GM's discretion to determine if the object tossed onto a tile is of sufficient weight to break it. For example, a boot on a string will not be heavy enough for the tile to break. On the other hand, a stack of books might. Mr Puddles is not heavy enough to break a tile.

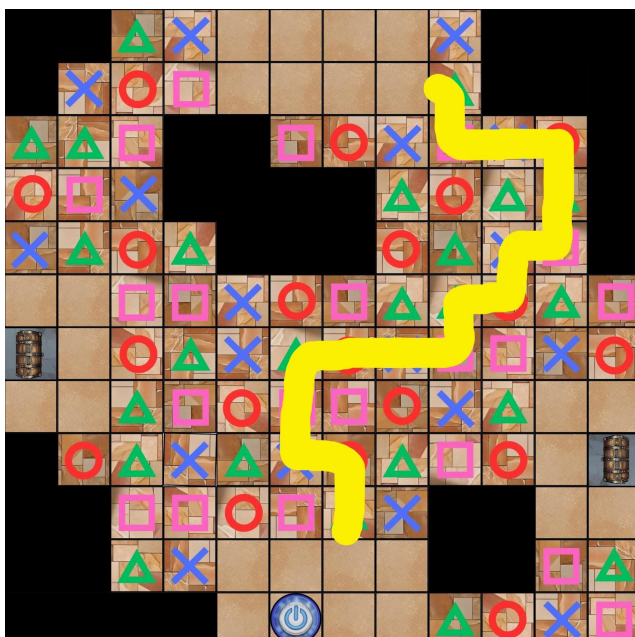


Diagram 1: Direct Path

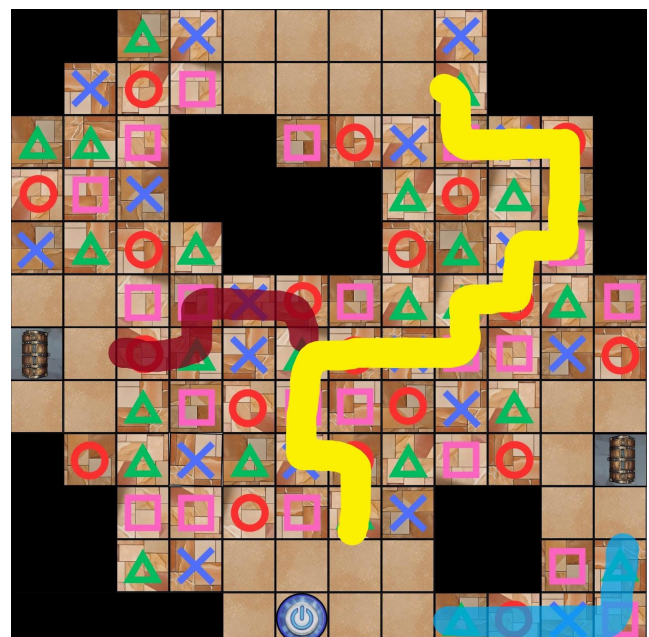






Diagram 2: Path to Chests

If the players can figure out the pattern, they can walk through this trap safely without the need for a single roll. If, however, they step on the wrong tile, they will have one chance to save themselves before plummeting to their death.

Make a **[Desperate clinging STR roll of 4 or more stars]** to grab hold of the ledge. On fail, they plummet to their deaths and are killed instantly. They must spend a Princess Coin to revive. On pass, the Hero saves themselves and they can either wait for an adjacent Hero ({★}) or Numbskull to spend an action point to pull them out just like the Spiky Pit/Acid Bath traps, or they can climb out of the hole themselves **[Climb STR roll of 4 or more stars]**. If the Hero fails this climb roll they plummet to their deaths and are killed instantly. Patience is the key here. If one of the party dies, perhaps give them a hint to either check for clues or test the floor. {★} Numbskull's trap buff applies to these skill checks.

There are two chests, the one on the right can be opened by using an interact action. The one on the left will immediately spawn a Bad Booty if an adjacent Hero attempts an interact action. Add the Bad Booty to the initiative order immediately following the Hero who attempted to open it.

Read the first time the following conditions are met during the encounter:

- **Stepping on a bad tile:** *You put your weight on the tile; there's a sickening cracking sound as it breaks apart under your foot and plunges into the abyss, taking you with it. You have just enough time to grasp for the ledge before you fall.*
 - **On pass:** *With a heroic effort you jackknife to seize the ledge before you plunge into the void.*
 - **On fail:** *Flailing for the ledge, you can't seem to find purchase and fall into the nothing below.* Spend one Princess Coin to revive.
- **Stepping on a good tile:** *Your foot comes down on the tile; as it takes your weight you hear a digital chime and a green aura lights up around the tile.*
- **Opening the chest on the right:** *The lid creaks open, revealing a shiny bottle and a glimmering purple gemstone within.*
 - Searching the chest yields:
 -  **Dragonsbreath:** , , Sweep 3, .
 - **A NETHER CRYSTAL.**
- **Opening the chest on the left:** *The first thing you see as the lid cracks open is a row of teeth. The chest rattles before springboarding off the floor to take a bite out of you!* Spawn 1 Bad Booty.
- **Defeating the Bad Booty:** *The backing track is interrupted by the victory fanfare as the boo booty, now thoroughly smashed, falls silent; its long purple tongue lolling out unsettlingly.*
 - The party gains:
 - One potion token.
 - **A CRUDE BLUNDERBUSS.**

Victory conditions:

- All Heroes escape.
- **On victory:**
 - *The familiar digital chime indicating a safe step is replaced with a digital squelch as the green auras connecting the completed pathway across the room flare up.*
 - The party receives loot if they opened the chests as described above.

- {★} *Numbskull finally works the thing he's prying out of the wall loose, looks around and spots you across the room. He calls out, Hey! You guyss! Wait up, come ssee what Numbsskull hass found! He then heaves his sack over his shoulder and trots directly across the room in a straight line. Absolutely nothing happens when he walks over the unsafe tiles.*
 - *When Numbskull steps onto the raised platform, however, his foot doesn't meet the floor, it clips straight through as if it wasn't there. The scrawny kobold plunges through the floor, leaving the bag behind, which thumps heavily onto the platform. It falls open when it lands, and the shop panel winks into the air above it.*
 - *Numbskull's blood curdling scream fades out gradually, getting further and further away. You don't hear a thump, only the incongruously cheesy jaunt of the shop backing track.*
 - Numbskull leaves the party.

Whatever corruption or luck that Numbskull possessed has finally fun out. He has plunged through the floor and died. He cannot be revived. Numbskull's bag remains open where he dropped it, and it will still function as a shop. The bag cannot be moved from its location.

- [GO TO COMBAT ENCOUNTER: ALONE IN THE DARK PHASE 1](#)

COMBAT ENCOUNTER: ALONE IN THE DARK PHASE 1

Maps:

- Dragonback Peaks 18

Spawning Pool:

- N/A

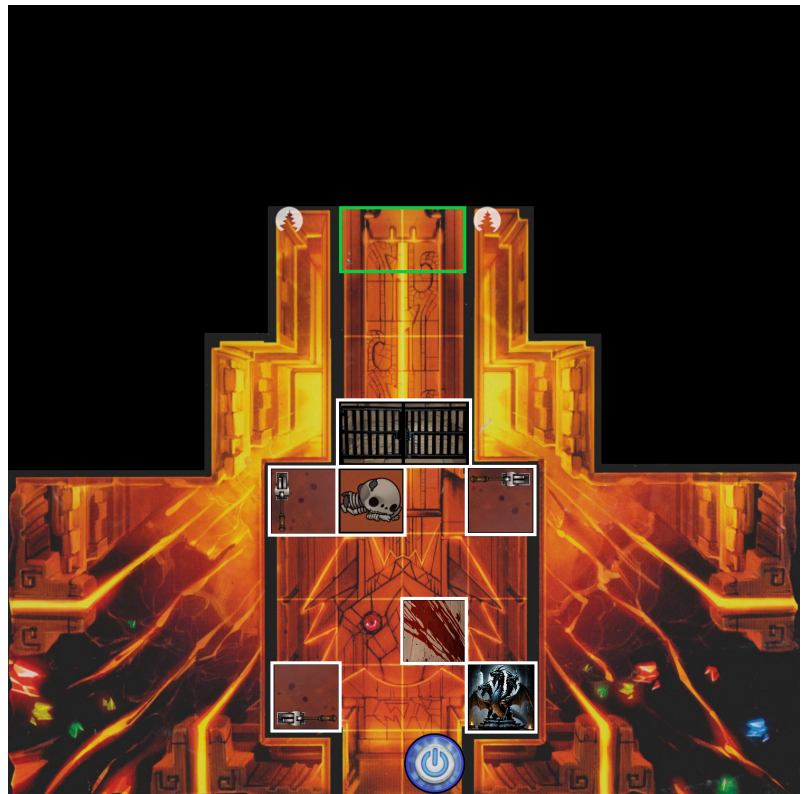
Map Assets:

- 3x Lever
- 1x Three-headed Dragon Statue
- 1x Bloodstain 2
- 1x Chibi Remains
- 1x Metal Gate

Starting Point:







All Heroes start on the starting point token.

This entire map is a fakeout which leads into the next phase of the encounter.



Levers and lights will need to be added/removed if there are greater/fewer than three Heroes.

- *A short corridor leads away from the tiled room and ends at a doorway opening into a small room with a closed portcullis on the other side. Through it you can see a short hallway ending in a staircase leading up. In the corner to the right of the open door is a statue of a three-headed dragon, in the other 3 corners are a pedestal with a lever. Mr Puddles whines anxiously.*
- **Inspecting the statue:** *The three-headed dragon is a formidable looking beast; carved from grey stone its three heads are pointed at the three pedestals in the other corners of the room. Each of the dragon's mouths are open and stained with soot.*
- **Inspecting the pedestals:** *There are three pedestals, one to the left of the open door, one to the left of the portcullis and one to the right of the portcullis.*

- **To the left of the open door:** *You can see the pedestal and the adjacent wall are liberally stained with red, and the action of the lever jutting from the pedestal is caked with something dark and sticky.*
 - **Looking for traps:** While adjacent, **[Perception WILL roll of 3 or more stars]:**
 - **On pass:** *You notice a suspicious horizontal slot at neck height in the wall, and inside the slot you see a glint of metal.*
 - **Disarm:** *You cannot see a way to disarm this trap from here.*
 - **On fail:** *Looks perfectly safe. Perhaps someone spilled their tomato soup. It's an odd dietary choice for dungeoneering to be sure, but a hungry adventurer has to eat, after all.*
- **To the left of the portcullis:** *This pedestal is a solid chunk of plain, unadorned grey stone. Aside from the lever crank jutting upwards out of it, the only other thing of note is the dead body next to it. The corpse is absolutely bristling with metallic darts.*
 - **Looking for traps:** While adjacent, **[Perception WILL roll of 3 or more stars]:**
 - **On pass:** *This pedestal, and the walls by it, are covered with rows of holes. The holes appear to be steel tubes inlaid into the stonework, just big enough to stick a finger in, and you can see glints of metal in them.*
 - **Disarm:** *You cannot see a way to disarm this trap from here.*
 - **On fail:** *Hard to say. Y'know, you've heard of exotic therapies for certain maladies involving the use of needles. Acupuncture, they call it. Maybe this fellow was being treated for something completely unrelated, but tragically succumbed to his illness.*
- **To the right of the portcullis:** *This pedestal looks to be pockmarked and eroded across the top and there's a suspicious dark stain on the floor below it, surrounding what looks like a drain.*
 - **Looking for traps:** While adjacent, **[Perception WILL roll of 3 or more stars]:**
 - **On pass:** *You notice a number of small holes in the ceiling above the pedestal, and you note how shiny the metallic lever happens to be.*
 - **Disarm:** *You cannot see a way to disarm this trap from here.*
 - **On fail:** *It certainly is a curious aesthetic choice. Maybe it's a modern art sort of thing. You're not supposed to understand what any of it means... right?*
- **Cranking a single lever:** *With tremendous anxiety, you crank the lever down. There's an ominous ratcheting noise, but nothing happens. With a click, the lever returns to its starting position.*
- **Cranking all 3 levers at once:** Randomly select a Hero. You can do this by rolling a ; on a  or  it's the one opposite the dragon, on a  it's the left of the portcullis, and on a  or  it's the right. Lines for the randomised player will now be marked with {★}, while lines for the remaining players will be marked with {☆}.
 - *There's an ominous ratcheting sound as the three levers cycle in unison. From somewhere you hear a sad trombone play a characteristic WHAAP WHAAP WHAAAAAAP as a trapdoor opens underneath {★} {randomised player}.*
 - {★} {Direct this line to randomised player} *You plunge down a chute into pitch black darkness, and from above you hear the trap door slamming shut. The chute makes a couple jarring turns before ejecting you a couple meters from the ground.*
 - *Up in the room, the portcullis opens.*

The remaining players may wish to follow the separated player; they will not be able to.

- {☆} **Looking for the trapdoor:** *Try as you might, you can't make out a single indicator that there was ever a trapdoor here. Even though you know exactly where it must have been, the floor is comprised of the same cut and dressed stone as the rest of the dungeon. You see no cracks, no hinges, no identifiable panels... nothing. It all seems rather contrived.*

The remaining players may wish to flee the encounter to use a Tent. This would effectively abandon the separated player to their fate. They could theoretically leave, but will find themselves unable to use the Tent while their party is separated. The randomised player is not free to act until the encounter continues.









COMBAT ENCOUNTER: ALONE IN THE DARK PHASE 2

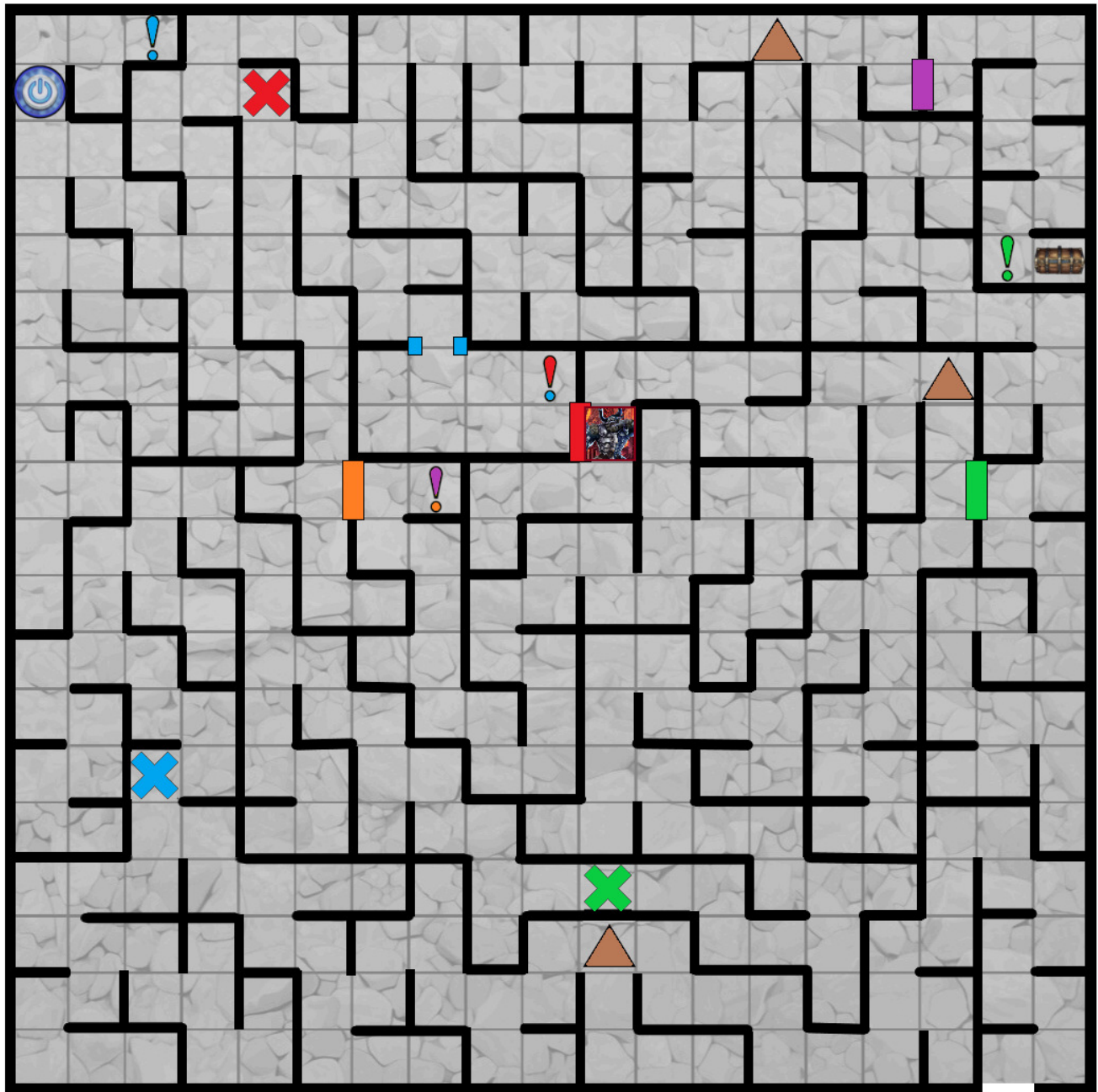
- **{★} Going up the stairs:** *Up the short flight of stairs you find yourself standing on a balcony overlooking an expansive, dark cavern. From above you see orange light filtering down from hanging braziers, they cast a feeble illumination onto what looks like a huge maze laid out below you. A pillar of white light stretches up out of the maze just over the wall in front of you. Across the cavern, in the opposite corner, there's a huge carving of Ser Stabby from the waist-up; he's pointing down to the maze exit with a muck-eating grin on his face.*
 - **{★} Checking out the balcony:** *The balcony appears to be positioned over a short section of one edge of the maze. Down the end of the balcony, to your left, there's an open door and a long corridor beyond. Against the wall there's a curious carving of the layout of the maze, from the top down. A blinking white light sits up near the top-left corner, and several of the walls appear lit in different colours. You also see the locations of levers and a chest.*
 - The {★} party gains [Maze Map](#).

Give the {★} players a copy of the maze map and key. DO NOT allow them to show the map to the {★} separated hero. The players will need to annotate it to help their party member through this encounter. The map you hand the players is the same map they see on the wall. The blinking white light is the location of the hero in the maze, and the pillar of white light will follow the hero as they navigate. This way, the heroes up on the balcony can provide directions to the hero in the maze. As levers get pulled, doors will open and shut. This will be visible both from the balcony (you'll see the color-coded doors opening and closing), and on the diagram. Players cannot see which levers unlock which doors (unlike the GM's map).

- **{★} Going over the balcony:** *You stick your hand out to grasp the edge of the stone wall in front of you but as your hand approaches the edge a blue shimmer ripples across the top of the wall. Some kind of invisible forcefield runs the length of the balcony.* This forcefield cannot be disarmed, lowered or dispelled. Nothing can travel from the balcony into the maze, or vice-versa, but heroes can talk to one another.
- **{★} Looking at the maze:** *The walls seem to be several meters tall and uniform in height. The maze looks much like you'd expect, with a large-ish central space near the middle. You can see a number of short sections of wall that are illuminated in different colors, somehow. The pillar of white light seems to be coming from inside the maze, but you can't see the bottom of it from this angle.*
- **{★} Checking out the door:** *The door down the end of the balcony leads to a long, straight corridor. At the end it makes a right turn and there's another long, straight corridor with a flight of stairs down, terminating at a closed portcullis. Through it, you can see a connecting hallway running crossways, and some distance away, on the far side of the hallway, there's a chain dangling from the roof with a big wooden handle on the end of it.*

This chain and portcullis are opened from the other side by the {★} player in the maze. If the {★} other players are in this section, they no longer have access to the map. Note that the {★} maze player cannot see above the walls at all, and so they cannot see that statue pointing towards the exit.

Key:	
	Tarvos
	Wall
	Lever
	Closed Door
	Open Door
	Chest
	Trap
	Perception Check



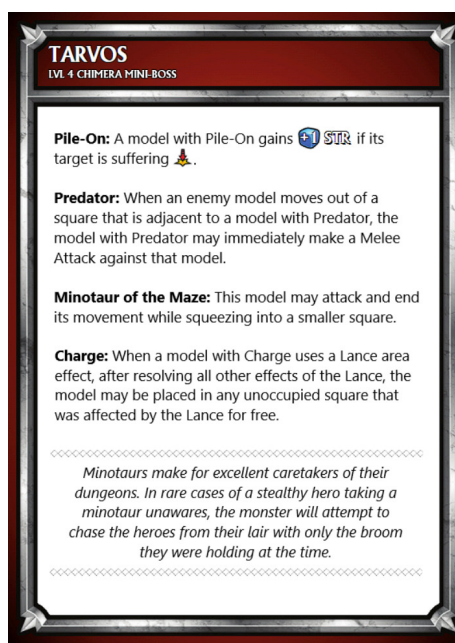
It is so dark in the maze that the {★} Hero cannot see much ahead of them. To simulate this blindness, this combat encounter does not use a map or map assets. The player will need to orientate themselves based on the descriptions from the {★} other players and the GM. This is intended to be a stressful experience, but one that can be solved through cooperation. If your players are getting too frustrated by this experience, then the encounter should be ended prematurely: the minotaur will charge at the {★} maze player, and smash a path all the way through the walls to the exit. This way the story can continue.

During each round, allow the {★} other players to give instructions to the {★} maze player. For example, "Take the second left! Turn right twice!". They can give as many instructions as they wish, but if they cheat by trying to show them the map, give them a warning, and then take the map away (at least for a few rounds). During the {★} maze player's activation, they describe to the GM how to move their character, and the GM will need to annotate their own map with the player's position. The maze player is not allowed to be vague: "I do what they said." Prompt them to be specific. This limits the numbers of instructions the {★} other players can give to however much the {★} maze player can remember in one turn.



Exclamation points represent levers which open/close their colour-coded door. Closed doors will become opened and opened doors will become closed. The GM (and {★} players) should annotate on their map which doors open and close as they go. The {★} players will not be able to initially tell which levers open which doors, but once they use the lever they can see their open/closed state change on their map. Some levers, such as this red-blue example, affect both the red and blue doors simultaneously. Pulling a lever requires taking an interact action.

Opening the red door reveals the minotaur, Tarvos. Add him to the initiative order immediately after the {★} maze player finishes their current activation. You will now need to keep track of the monster's position too. Tarvos is blocking the way forward and must be baited forward for the {★} maze player to continue. The player does not have to defeat the minotaur to win the encounter, they only have to escape the maze. They could run from him, or lock him behind a door with clever timing. Defeating the minotaur solo may be difficult depending on which Hero went into the maze, but if they succeed they will be rewarded with a Princess Coin. Remember, if the players pass the threshold of healthy stress levels, use the minotaur to open the path for them to the exit.



Strategy:

Targeting: Once the red door has been opened, Tarvos will target the {★} maze player.

Movement: Tarvos will attempt to move adjacent to his target.

- Tarvos will use Horned Charge if it would get him into attack range, followed by a basic melee attack.
 - Otherwise he will use Headbutt, followed by a basic melee attack.



Triangles represent fake traps. They prompt a perception roll but there isn't anything to see.

Detect Trap: While adjacent to the triangle, [**Perception WILL roll of 3 or more stars**]:
There doesn't appear to be anything here.

Crosses represent actual traps. They are similar to the ones encountered in the [Deathtrap Dungeon](#) encounter, but with slightly easier difficulty (and they only occupy one square of map space). Follow all the same rules for traps, including the +1 bonus if a trap is detected.

Red Trap (Fire-Spewing Dragonhead):



Detect Trap: While adjacent, [Perception WILL roll of 3 or more stars]:

- **Pass:** *You notice a stone dragon's head pointed at the floor. Its face is dusted with soot.*
- **Fail:** *There doesn't appear to be anything here.*

Disarm: While adjacent, [Disarm DEX roll of 4 or more stars].

- **Pass:** *The mechanism is tricky to operate, but eventually with great finesse you manage to jam the statue's jaw shut.*

Trigger: Moving/being placed onto the same square as the red cross, (including Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 4** or suffer 1 wound and **Fire**.
 - **Pass:** *You dart across the tiles as the mouth of the dragon statue opens and a jet of flame blasts across the hallway.*
 - **Fail:** *You hear the sound of the dragon's mouth open as fire blasts towards your face, leaving you dusted with soot.*

Green Trap (Wall Darts):



Detect Trap: While adjacent, [Perception WILL roll of 3 or more stars]:

- **Pass:** *You're just able to make out the shadows of many tiny holes in the wall.*
- **Fail:** *There doesn't appear to be anything here.*

Disarm: While adjacent, [Disarm DEX roll of 2 or more stars].

- **Pass:** *You're able to quickly clog the tiny holes.*

Trigger: Moving/being placed onto the same square as the green cross, (including Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 5** or suffer 1 wound and **Poison**.
 - **Pass:** *You sprint across the tiles as a flurry of darts sink into the wall behind you.*
 - **Fail:** *You have just enough time to recognise the thup of a dart shooting out of the wall before you feel it bury itself in your shoulder.*

Blue Trap (Floor Saw Blade):



Detect Trap: While adjacent, [Perception WILL roll of 3 or more stars]:

- **Pass:** *You notice a slot in the floor and a glint of metal from down inside.*
- **Fail:** *There doesn't appear to be anything here.*

Disarm: While adjacent, [Disarm DEX roll of 3 or more stars].

- **Pass:** *You jam the sawblades in place with a satisfying clunk.*




Trigger: Moving/being placed onto the same square as the blue cross, (excluding Fly).

- **Trigger Trap:** Defense roll **ARM or DEX vs STR 4** or suffer 1 wound.
 - **Pass:** *You deftly spring across as a whirling saw blade arcs up and then retracts into the floor.*
 - **Fail:** *With a whine of metal, a whirling circular saw blade arcs up out of the floor just as you step into its path.*



The treasure chest can be opened by using an interact action.

Searching the chest yields:

-  **Oil of Translocation:**  ,  , Target any enemy model in line of sight. Place this model adjacent to the target enemy before resolving this attack.
- One potion token.

In order to reach the treasure chest, the {★} maze player will need to use the orange-purple lever, then go through the orange door followed by the purple door. They can then backtrack, or use the green lever to pass through the green door as a shortcut. See diagrams below for path options.

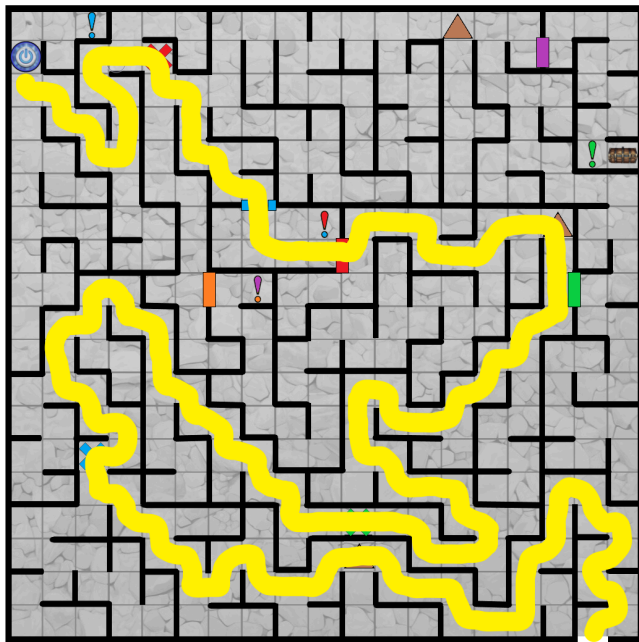


Diagram 1: Direct Path

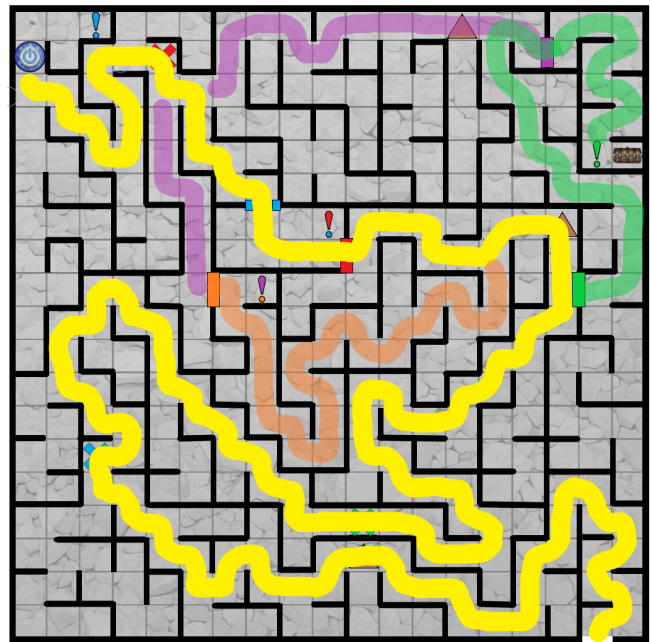


Diagram 2: Path to Chest

Read when the following conditions are met during the encounter:

- {★} **Starting the encounter in the maze:** *It's very dark down on the floor. What little light makes it down to ground level is made jagged and sinister by the forks and corners of the 4 meter high walls. You look up and see a towering column of white aura directly over your head, stretching up into the darkness.*
- {★} **Attempt to climb the walls:** Roll [Climb STR roll of 10 or more stars]:
 - **On pass:** *The walls are almost perfectly flat, but by cleverly making use of the edge of a corner, you're able to compress against the wall and agonisingly lift yourself towards the top inch by inch. When you at last near the top of the wall, your hand smacks into a shimmering blue surface. Unable to close your hand over the top of the wall, you have no choice but to slide back down to ground level.* This surface is a forcefield which cannot be disabled or dispelled. The hero can still speak to the heroes above, but nothing may physically travel out of the maze. Note that the same thing will happen if the hero can Fly.
 - **On fail:** *The walls are almost perfectly flat. You don't find so much as a chip to jam a fingertip into.*
- {★} **Attempt to fly over the walls:** *When you near the top of the wall, your head smacks into a shimmering blue surface. Unable to see over the top of the wall, you have no choice but to fly back down.*
- {★} **Passing through the blue door:** *The passage turns a corner through an open blue door and you find yourself in a comparatively open space. There's a lever in the middle of the room and a closed door on the far side, which is illuminated red.*

- **{★} Cranking the (red-blue) lever:** *The lever ratchets down and you hear the twin rumbles of doors moving to either side of you. The blue door closes and the red door opens, then you hear a snort from beyond the red door. Something large and bulky is getting to its feet. You hear the scrape of metal on stone, and a pillar of dangerous red aura springs up out of the maze, shooting up into the darkness above.*
Direct this line to the {★} other players *Up on the balcony, you see a blinking red dot added to the map on the wall, perilously close to the white one.* All players can now track the minotaur, either by the blinking dot on the map or the beam of light shining up from beyond the walls. Be sure to describe which way he moves to all players.
- **{★} Reaching the end:** *The labyrinth gives way to a raised portcullis and a long, straight hallway beyond. A short distance inside the hallway you see a closed portcullis to the left and a heavy chain hanging from the roof nearby.*

Victory conditions:

- The {★} maze player pulls the chain and the party is reunited.
- **On victory:**
 - *The victory fanfare blares and crystals fall from the roof as the portcullis rattles up. Finally, you're together again.*
 - The party receives:
 - [5◇]
 - If they opened the chest, they receive the Oil of Translocation and potion token.
 - If they killed Tarvos, they receive one **Princess Coin**.
 - **GO TO COMBAT ENCOUNTER: ARENA**

COMBAT ENCOUNTER: ARENA

- *Leaving the maze behind, the hallway stretches some way deeper into the dungeon. Up ahead, you can see the hallway opens up into a room, in the middle of which is a stone pedestal and above it, a huge floating exclamation point.*
- *As you approach the room, the communicator fizzles, and through the static, you hear the voice of {the Mentor} again, KZZZT-ends? Are you-KZZZZZZT-ease hurry. {coughing} But you must be c-KZZZZT- it cuts out.*
 - **Calling the Mentor back:** *The communicator only hisses white noise.*
- **Examining the room:** *It's a square room, and generously spacious compared to what you've just been through. Bodies and blood litter the floor. In the middle of each of the other 3 walls is a closed portcullis, through which an ominous orange light can be seen. The pillar in the middle of the room is of the same, blocky and unadorned grey stone as the rest of the dungeon, with a big metal lever sticking out of it at a rakish angle and a huge floating exclamation point over it. There are a few piles of gold and assorted treasure scattered around the room.*
 - **[Perception WILL roll of 2 or more stars]:** *Much of the treasure appears to be fake. Chocolate coins wrapped in foil with Ser Stabby's face on them. Cheap, tacky candlesticks and plates painted gold. Glass gems.*
 - The party gains [10◇].
- **Examining the bodies:** *Two of the bodies in here are fresh, dressed in the same mercenary fatigues you've seen from the expedition. They look to be badly burned, their wounds cauterized and their closed heavily scorched. The other burned husk of a body looks to be much older, and so degraded with time as to be unidentifiable.*
- **Examining the other doors:** *Through each of the closed portcullises you can see a large, irregular lump of rock. Across the rocks' craggy surfaces, a dangerous looking orange glow radiates out from the cracks. Whatever they are, they look hot.*

- **Pulling the lever:** *The electric guitars rip into the boss theme as the lever ratchets down. There's a rumbling that shakes the whole room as the portcullis you came through slams shut and the lever pedestal retracts into the floor. On the left side of the room, the portcullis opens and the rock inside begins to glow more intensely. You hear a chittering, clicking sound as the 'rock' uncoils and skitters out of the small room. The familiar quest text pops into the air before your eyes: "SURVIVE".*
 - **QUEST: SURVIVE**

Maps:

- Dragonback Peaks 16

Spawning Pool:

- 1x Blaze Beetle (Phase 1)
- 1x Crag Face (Phase 2)
- 1x Lava Elemental (Phase 3)

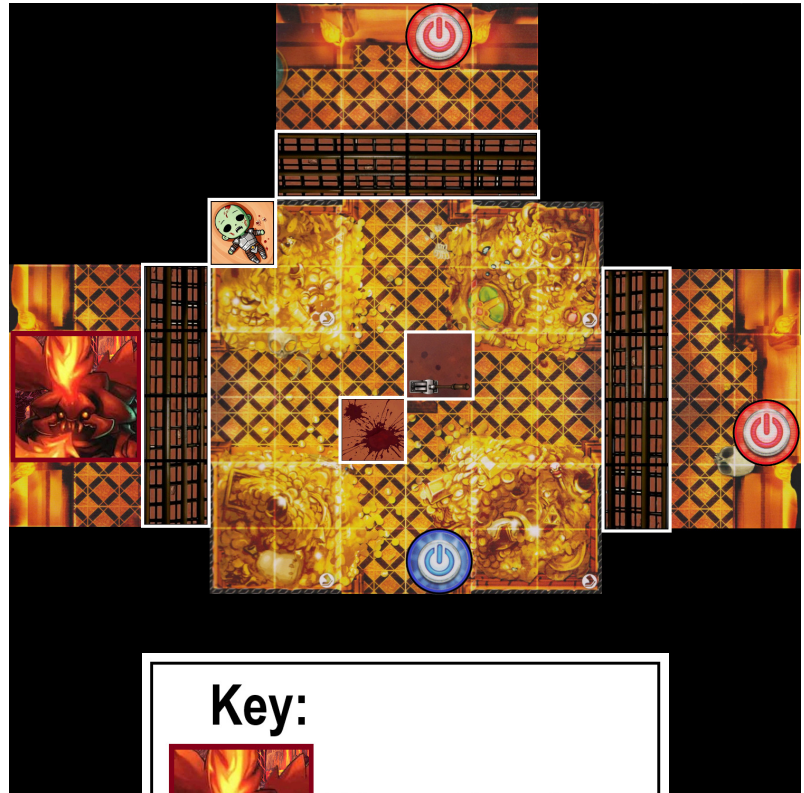
Map Assets:

- 3x Large Metal Gate
- 1x Lever
- 1x Chibi Remains 3
- 1x Bloodstain

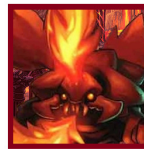
Starting Point:

All Heroes start on the starting point token. Heroes may not flee from this encounter.

Monsters:



Key:

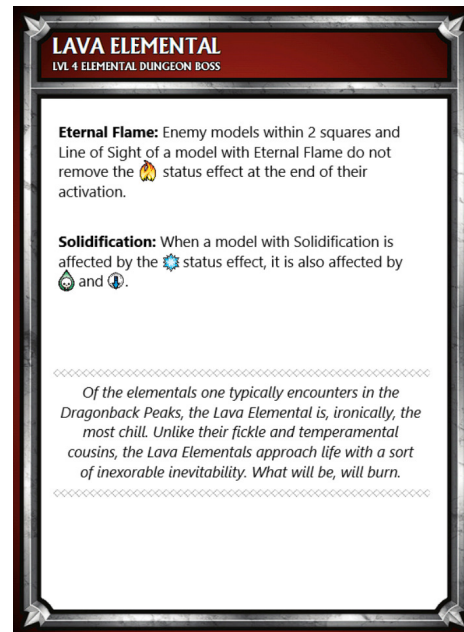


Blaze Beetle



Enemy Starting Point

This is a three stage arena fight. After the lever is pulled, the left-side gate will open and the area of the map containing the Blaze Beetle will become accessible. When the Blaze Beetle is destroyed, the right-side gate will open. Once the activation of the Hero who destroyed the Blaze Beetle is finished, Crag Face will spawn and immediately activate. Crag Face joins the initiative order immediately following the activation of the Hero who destroyed the Blaze Beetle. When Crag Face is destroyed, the gate at the top of the map will open and Lava Elemental will spawn and activate in the same manner. Both doors into and out of this room have been locked, players may not flee from this encounter.



Strategy:

Targeting: Monsters will target the closest Hero with lowest defense for attacks.

Movement: Monsters will move towards their target until they are at their maximum attack range. Although it has the ability Burrow, the Blaze Beetle should not enter an area behind a locked gate as that will break the encounter.

- The Blaze Beetle will use Burning Chitin.
 - It will then use Furnace Vent, attempting to target as many Heroes as it can.
- If he is suffering one or mound wounds, Crag Face will use Feast, otherwise he will use Burning Bile, attempting to target as many Heroes he can.
 - He will then make one basic melee attack.
- The Lava Elemental will use Fan the Flames if there are any Heroes in range without the Fire status effect.
 - If it is suffering one or mound wounds, the Lava Elemental will use Reborn from Ashes. (If the Heroes are struggling to keep up, limit this action to once every other turn).
 - It will then use Inferno as many times as it has remaining action points, attempting to target as many Heroes it can.
 - **TIMEOUT - Fire Storm:** All Heroes suffer the Fire status effect.

Read when the following conditions are met during the encounter:

- **Attacking through a closed portcullis:** *Your attack tinks off an invisible surface between the bars, a blue ripple spreading out from where it struck.*
- **After the Blaze Beetle is destroyed:** *The beetle flips onto its back and thrashes its creepy bug legs as it dies. There's no victory fanfare, though, instead you hear the metallic rattle of the portcullis on the right side of the room retracting into the roof. The rock in the side room also begins glowing more intensely, and with a sound like tumbling boulders it picks itself up and wanders out of the room; a towering, bipedal creature. Vaguely humanoid, its rocky exterior seems to be breaking apart containing an intense inner heat. It yawns, stretching rocky arms wide with a sound like cracking granite, and lurches towards you.*

- **After Crag Face is destroyed:** *Crumbling to bits, the rocky creature is reduced to a heap of smouldering rubble. The room shakes once again as the portcullis on the north side of the room opens up, and you're hit with a blast of heat. From the small room in the north, the cracks in the large rock glow orange, then yellow, then white as it begins to split apart. Molten rock begins to ooze out of it and it seems to swell in size, taking on shapes vaguely recognizable as arms and a head. Slowly, inexorably, it drags itself out of the room towards you, leaving a molten trail of lava in its wake.*

Victory conditions:

- All monsters destroyed.
- **On victory:**
 - *The victory fanfare blares as the elemental loses cohesion and collapses into a slowly spreading puddle of cooling lava. The fire seeming to have gone out of it, the elemental solidifies into an irregular mound of purplish slaggy rock. Crystals fall from the ceiling and cascade over the rocky lump it left behind, tinkling as they tumble, and come to rest floating in midair, rotating lazily.*
 - Searching the corpses yields:
 - Some **TRUSTY LOCKPICKS**, a **CRYSTAL SHARD**, and [15♦].
 - If they didn't receive it earlier, searching the treasure piles yields an additional [10♦].
 - **QUEST COMPLETE: SURVIVE** - gain [10♦]

The doors have been unlocked. The party may return back to Numbskull's bag to use the shop if they wish.

- **Leaving the area:** *Through the door the lava elemental came through, you can see another open door leading deeper into the dungeon.*
- [GO TO TERMINUS](#)

Terminus

- *Leaving the arena, you follow the corridor a short way before it ends in a big, important looking room. The backing track drops to an eerie, dissonant chord on strings.*
- *The door to the room opens onto a large, rough stone platform with a statue of Ser Stabby triumphantly raising the wickedly jagged spear you've come to recognise as Wyrmspite aloft. To the right of the statue is a sizable boulder. The walls to your left and right are undressed, natural rock, and the platform is surrounded on all three sides with a fathomless, gaping chasm. Directly across from the door is a huge carved stone mural of Ser Stabby plunging the ornate spear through the heart of a mighty dragon. It runs the full width of the room, from the ceiling down to the level of the platform. The artwork features a large circular design like a flaring sun in the middle of it, and right in the middle of the sun is what looks like a metallic, circular crank.*
- *The communicator fizzles, but goes inert again.*
- **Using the communicator:** *The communicator hisses white noise; through it you can hear the voice on the other side speaking frantically, but you are unable to make out any words before the connection breaks and it goes silent.*
- **Looking at the platform:** *The platform is a rough grey stone surface. Aside from yourselves, the carved statue of Ser Stabby and the big rock over on the right by the edge, there is some adventuring equipment discarded by the door; a torn backpack, a length of rope, a dented pot.*

- **Looking at the statue:** *The larger-than-life statue of Ser Stabby appears to have been quarried out of the natural rock of this cave and carved in-situ. He's standing with his feet shoulder width apart, head thrown back in victory, fist pumping with his left hand, and raising Wyrmspite towards the heavens with his right. The point of the spear glints metallically in the flickering light of braziers hanging from the roof. At the base of the statue, a flat stone plaque is chiselled into the floor, so small you missed it on your first pass of the room. It reads, "The skies will avail ye not, wretched dragons."*
- **Looking at the boulder:** *It's a large, grey rock like everything else in this Goddess-forsaken region. Some angular man-made chips on it suggest that it may, at one time, have been considered for use in a statue. It's very close to the right edge of the platform.*
- **Looking at the chasm:** *At the edge of the platform is a sheer drop on all three sides. It's a wide, yawning plunge into incalculable depths. You gauge that the distance from the edge of the platform to the mural is too far to jump, but you reckon you could probably get from the boulder to a natural ledge on the side wall without too much difficulty; then it'd be a matter of climbing carefully around to reach the mural.*
- **Looking at the mural:** *The wall across from the platform is dominated by an expansive, lovingly detailed mural of Ser Stabby felling a great dragon. It's quite similar to the fountain in Hubton, now that you think about it; the dragon is on its back, wings flailing, neck twisting around to roar defiantly at Ser Stabby who stands upon the beast's chest, plunging Wyrmspite downwards into its heart. Grinning heroically, as he does. The center of the mural features a curious design like a flaring sun. It's positioned in such a way that Wyrmspite passes through it before piercing the breast of the dragon. In the middle of that sun is that odd metallic, circular crank, like the kind you'd see on a pipe.*
- **Tossing something across the chasm towards the mural:** A player may attempt to throw something across the gap to hook onto the crank, like a grappling hook.
 - *The {object} makes it about halfway across the gap before impacting a shimmering blue forcefield about the width of the platform with a clunk, and then plunges into the void below.*
- **Using Fly to reach the mural:** *As you take to the air, an electric crackle seems to spider up the spear held by the statue of Ser Stabby. When it reaches the tip of the spear it arcs to you in a tremendous blue/purple flash, blasting you out of the air with a lingering smell of burning ozone.* The flying Hero takes 1 wound and suffers Knockdown.
 - **Disarming the trap:** It is possible to dispel the anti-Fly trap. While adjacent to the statue, roll [Knowledge (magic sigils) WILL roll of 10 or more stars]:
 - **On pass:** *This is one of the most complicated magical sigils you have ever seen. Once mistake could blow it up in your face. After carefully reading the magic for some time, you make an adjustment to the spell, successfully nullifying the trap.*
 - **On fail:** *This is one of the most complicated magical sigils you have ever seen. Once mistake could blow it up in your- ZZZaap!* The disarming Hero takes 1 wound and suffers Knockdown.
- **Jumping across from the boulder OR attempting another way across once the trap is disarmed:** *You steady yourself in preparation, and just as you're about to go the communicator fizzes and {the Mentor's} voice comes through loud and clear. -KZZZZT- **STOP!!!** Can you hear me?! Please, DO NOT MOVE!*
 - **Ignore {the Mentor} and Fly to the mural:** [GO TO BREAKING THE SEAL](#)
 - **Ignore {the Mentor} and climb the walls around the forcefield:** roll [Climb STR roll of 4 or more stars].
 - **On pass:** [GO TO BREAKING THE SEAL](#)
 - **On fail:** *You slip and fall into the bottomless void.* The climbing Hero dies.

The Heroes may come up with other means of getting around the forcefield and over the bottomless void. Use your judgement to determine how difficult such an action could be. Unless the action involves jumping from the boulder, on success they will go to [Breaking the Seal](#) and if they fail they will probably die.

- **Ignore {the Mentor} and jump from the boulder:** *Heedless to the pleading on the other end of the communicator, you hurl yourself from the rock towards the ledge. Instead of grabbing the wall, however, you pass through it as if it weren't there. You land on something hard, knocking the wind out of you. A figure stands before you and says, Perfect. Now you're stuck here too.*

This Hero is now trapped Out of Bounds and is functionally dead unless another Hero follows the Mentor's instructions to bring them out. If ALL Heroes jump through without first securing themselves to something with the rope, they will all be trapped forever. GAME OVER! Spend one Princess Coin to rewind to the point before making the jump.

- **Trapped Hero talking to the Mentor:** Let's just get out of here first.
- **Talking to the Mentor:** *-KZZZT- Listen this room is a kind of trap I've never seen before. -KZZZT- You must follow my instructions exactly. -KZZZT- There's a rope over there, behind you, tie it around something; that statue will do.*
 - **Wait, how can you see us?:** *-KZZZT- I'll thank you to hurry, please. I've been here for a long time and I'm still not sure I can explain what is happening in a way that would make sense. They take a moment, wracked with a fit of coughing. Please just do as I say, the rope...?*
 - **Following the instructions:** *Grabbing the discarded length of rope from the dusty floor, you tie off one end of it as tightly as you can. -KZZZT- Very good. Now, climb onto that rock and take a look at the wall to the right of the room. Do not let go of the rope.*
 - **Can't you tell us what's going on?:** *-KZZZT- We'll have plenty of time to chat once I'm out of here.*
 - **Following the instructions:** {direct this line to roped Hero} *You climb up onto the boulder and take a look at the wall. It's a short jump over the chasm, but an easy one. There's a natural rock ledge jutting out of the undressed stone wall which looks easy to grab. -KZZZT- Now. Jump onto the ledge. -KZZZT- And whatever happens, DO. NOT. LET. GO. OF. THE. ROPE.*
 - **What's going to happen?:** *-KZZZT- You're going to find out how I got stuck here. Steady, now.*
 - **Following the instructions:** *Holding tightly to the rope, you leap from the boulder towards the wall. Instead of grabbing the rocky ledge, however, you pass straight through the wall as if it weren't there. You feel a rather unpleasant sensation of being squashed sideways between 2 large flat objects you can't see, before landing hard, knocking the wind out of you. A figure stands by your head, and in the same voice you've heard from the communicator, says, Well done!*

■ GO TO OUT OF BOUNDS

Breaking the Seal

- *At the center of the flaring sun is that odd, circular crank. It's tarnished with age, but not at all worn. Like it's never been turned.*
- **Turning the crank:** *The tense string chord in the backing track rises slightly in pitch. The crank turns surprisingly easily and with nary a rumble or grind, the flaring sun motif in the mural swings outward like a bank vault. The wall has to be over a meter thick. Inside, you see a small room with another round door, with another crank beyond. No artwork on these walls; only a sign reading, "WOE BETIDE YE WHO DEFILE THIS PLACE. TURN BACK, LEST GENERATIONS OF CURSES COME DOWN UPON YOU, WASTREL INTERLOPER."*
- *The communicator fizzes: STOP!! Ple -KZZZZT - going to -KZZZZT- us all!*

- **Turning the 2nd crank:** *The tense string chord backing track rises in pitch again as the crank turns too easily, and the huge circular stone door swings inward. Through the thick opening you see another small room with another round door and another crank. The door and wall around it is speckled with a spatter of scintillating pixels. By it, a sign on the wall reads, "Hey, look; sorry about nearly killing you five or six times. Gotta protect what matters, y'know? Listen, we had fun, didn't we? Lots of fun. We did the obstacle course thing, the lava thing, the arena thing, even that thing with the floor! And you won! Congratulations. Fun's over, time to go home."*
- **Turning the 3rd crank:** *The tense chord strings rise in pitch to a level that sets your teeth on edge as the crank turns too easily and the meter-thick door swings silently outwards. The room beyond is like the others, but the walls are heavily pockmarked with pixels. Huge blotches of overlapping textures that twist the eye to look at. The **air itself** is pitted and blotched with eye-twisting pixels that hang in space, shifting hues as you move around them. By the crank on the diseased door is a sign that reads, "I know I haven't been very honest with you, but please, you really don't want to open this door. There's nothing you want on the other side."*
- *The communicator pops and fizzes, clearly picking up on a signal but not the words.*

If another Hero got themselves trapped with the **Mentor**, they will be able to witness their frantic pleading, but cannot do anything from their current location.

- **Turning the last crank:** *The backing strings snap as the door silently opens. You have a split second to see a cubic space beyond, with a roughly spear-shaped object suspended vertically in the air, before the entire dungeon is flooded with a blast wave of digital corruption. You, the rest of the party, and the dungeon are instantly vaporised into fragments of code, in an ever-expanding chain reaction that will, in time, consume the entire world. !-//G/^mE-//0v3R*-_ {*

Turning the last crank results in a whole party wipe. This was the secret Ser Stabby was trying to hide: his weapon, Wyrmspite, is effectively the radioactive elephant's foot from Chernobyl. It is leaking corrupted code and by opening its containment, the party has flooded the world with mutating code. Spend one Princess Coin to rewind to the point before turning the final crank. The party will need to return to [Terminus](#) to assist the **Mentor**.

Out of Bounds

- *A flat black void stretches out in every direction except the one you came from. Looking back you can see the room with the stone platform, the chasm, the statue, the mural, and the rest of your adventuring party; they are staring in your direction but only seeing the wall. You are not alone, the figure who greeted you stands a few steps away. Gaunt, ashen, haggard; they look like they've neither eaten or slept in weeks. Thank the Goddess! I can't believe that worked. They open their mouth to say something else but you're cut off by a sound that seems to come from everywhere and nowhere; an impossible screech somewhere between falling rain and a school bell. It's distant, at least, but it still scratches at the inside of your skull like a rat in the walls. Your companions inside the dungeon don't react to the noise, but {the **Mentor**} covers their ears with their hands and shudders. I hate that thing.*
- **Looking around:** *The void around you is entirely featureless. You cannot make out light or shade, up or down. You have no frame of reference for distance, except for the room and your new companion, but you judge your position to be a few steps on the opposite side of the rock wall. Under your feet you can feel you're standing on something hard, but you cannot see it. Interestingly, you notice there's no smell in this place; elsewhere in the dungeon you've contended with the aromas of sulfur, rusting metal and decades-old dust, but this place feels flat. Inert. Looking to your left and right, you realise you can also see into the other rooms of the dungeon.*
 - **Looking to the left:** *There's the maze; you can see the domed cavernous ceiling rising up into the flat black void. Then there's the pitfall trap room; from this position outside the room you can see how deep the chasm below the trapped tiles goes, and find it to be a surprisingly short drop ending in some kind of horizontal plane that intersects the chute of the chasm.*

- **Looking to the right:** *Behind the mural there seem to be a series of small rooms, separated by very thick walls. The rooms appear to be getting progressively more messed up with overlapping, mismatched textures and blotches of scintillating pixels. You walk to the right a short way and you find yourself looking into a cube of a room that **hurts** to look at. Every inch of the room is covered with some impossible combination of textures and colours that twist the eye and shift in a constant state of flux. The only thing you can see in the room is a single spear, floating suspended in mid-air. The shape is recognizable enough as Ser Stabby's weapon, Wyrmspite, but there is something very, **very** wrong with it. The blade seems to devour the light in the room, constantly radiating scintillating pixels, which drift away from the weapon and contact the wall, staining whatever they touch and shifting the texture to something new.*
- **Touching the wall:** *You reach out your hand towards the room you just left and you come into contact with a surface that is totally smooth, frictionless, and completely invisible. You feel your way along it and cannot find an edge or seam. You rap your knuckles against it and though you feel the impact of the collision, you hear no sound.*
- **Looking at the Mentor:**
 - Describe the Mentor. They have been trapped in the Out of Bounds for weeks so they're exhausted and weak; what are they wearing? How are they standing? Then, add:
 - *There's a neat bundle of seemingly random items at their feet.*
- **Talking to the Mentor:** *That rope is our ticket out of here. I couldn't get back through the wall because I couldn't see how the planes intersect, but now we can see it. It's true, the rope zigzags through several invisible objects which you'd never be able to find without a physical frame of reference.*
- **Getting out of here:** *Taking up the bundle by their feet, {the Mentor} carefully picks their way along the rope, stooping and contorting to slip past the invisible objects between you and your destination. Though you can't see the wall, you see the shock on the faces of your companions as {the Mentor} steps onto the rocky ledge and hops down onto the platform.*
 - **QUEST COMPLETE: HELP ME, YOU'RE MY ONLY HOPE** - gain [10◇].
 - **GO TO THE LORE DUMP.**

The Lore Dump

- **Following the Mentor:** *You squeeze back through the invisible path and suddenly sounds and smells return to you as your foot touches down on the ledge, the gravel and dust crunching under you. It's a simple jump to hop down to the platform and rejoin your companions.*
- *When you arrive, {the Mentor} is unpacking the bundle, setting a number of seemingly unrelated objects down neatly on the platform. An old, battered horned helm. A tarnished flute inlaid with pearl. An ornate locket. A rusty lance, too small to be used by a human-sized wielder; this last one is set down with a sigh. Well, I think it's time we had a chat. But first, here. In their outstretched hand is a torn, bloodied scrap of paper.*
 - The party gains [The Final Plea of Ser Chauncey von Ribbit](#).
- **Talking to the Mentor:** *With a groan, {the Mentor} sits down on the dusty floor, resting against the statue of Ser Stabby. Thank you for coming to my aid. I'd like to share what I've discovered; please, get comfortable. Tell me, have you encountered the name Brackenscale on your adventures? {Pause to allow the party to answer, then continue} The great Wurm of the Woods, slain by the legendary Ser Stabby McDragonstab; much vaunted player character, and his plucky band of heroes, yes? They smile and shake their head. Not quite.*

- See, in my research I've learned that Ser Stabby tried and failed to slay the dragon time and again, and it got to the point that his frustrated companions were about to abandon the campaign altogether. Rather than admit defeat, Ser Stabby set out on a solo adventure to Frostbyte Reach and mysteriously returned with the means to slay the beast, in one stroke, no less. Or so it was thought. We don't know what he actually did, but we see the effects of it. Whatever enchantment was placed on the spear Wyrmspite, meant that it no longer damaged things in the ways we are familiar with, it damages **the stuff things are made from**. The fundamental building blocks that hold the world together; they break apart, change, disintegrate and overlap. Become corrupted.
- *Reaching idly to the side, {the Mentor} rests a hand on the rusty lance.* Ser Chauncey von Ribbit figured it out, actually. Make no mistake, Ser Stabby **cheated**. What he couldn't know, however, was that he didn't even kill her; he created something worse, though it took a hundred years for the fragments of Brackenscale to reform into whatever "Glitch" is.
- This dungeon isn't a tomb; it's containment. On the other side of that wall, *they point to the mural behind them*, is something with the power to end the world, and it's slowly breaking out. Ser Stabby buried it here, under a volcano in a place far from any civilisation, so that none would come to learn what he did.
- My friends, we can't use anything here. *They hold up one finger.* We have but one lead left to us. Frostbyte Reach; we must find the Freyjan temple Livia Silvertress spoke of, the one Ser Stabby visited to enchant Wyrmspite. We must find out how he did what he did, so that we can figure out how to **undo** it.
 - **QUEST: INVESTIGATE THE FREYJAN TEMPLE**
- Now, I imagine you may have questions, or, shall we return to the surface? I could use some fresh air, and a meal.
 - **What was that space through the wall?:** *They look back at the wall and shake their head.* I'm not sure I have the vocabulary for it, but I will try... This room we are in is surrounded by walls, yes? There's a door over there that leads to a room you fought a battle in, on the other side of that room is another room with a maze in it. We know that on the other side of the wall is a mountain. And on the other side of the mountain is fresh air and open sky. That's just the world. But what if I told you that the **world** is surrounded by walls, and we just don't realise they're there. {The Mentor} *leans forward and speaks intently.* Have you ever tried to go down a path, but for some contrived reason you just can't seem to get there? Perhaps something blocks your way, even something you should be able to step over, like a chest-high fence, but you just can't? Those are the walls around the world. We live inside those walls, along with all the things we can see and taste and touch. And outside those walls... *They shrug.* ...well, your guess is as good as mine.
 - **Why all the traps? Why not just bury the spear or yeet it into the ocean?:** *They smirk.* Ser Stabby was a player character; he understood how adventurers think and how no one would be able to resist finding a weapon that could 1-shot a fearsome dragon, whatever the cost. So he constructed this exquisite instrument of murder. The whole dungeon is one big deathtrap to prevent Heroes from ever opening that door and unleashing the corruptive force on the world. *They chuckle and shake their head ruefully.* In fact, this entire room is perhaps the most insidious trap of all. Here, watch this. {The Mentor} *scoops up a rock from the floor and tosses it at the wall where you fell through. It seems to vanish without a sound when it makes contact with the wall.* It's not a normal trap! Ser Stabby simply found a place where the seams of the walls around the world don't line up perfectly, and built the room in such a way that a stubborn Hero trying to get to the door on the other side **would fall through it and never be able to return.** *They laugh wryly.* You have to admire the ingenuity.
 - **What's all the stuff you brought through:** *They look to the eclectic collection of artefacts arranged on the floor beside them and sigh.* I had a lot of time to wander when I was stuck out there. I found bodies, lost in the void, starved to death. All of them, explorers; Heroes who **believed** in Ser Stabby. It didn't seem right to leave them out there, so I brought a little piece back from each. A meaningless gesture, perhaps, but I needed to hang on to hope somehow.

- **So, about Glitch:** Yes, the corrupted reformation of what was once the dragon, Brackenscale. Wyrmspite may be sealed away under this mountain, but its first victim roams the skies and spreads the corruption to every corner of the world. It all comes back to whatever Ser Stabby did to defeat her.
- **Can we get help?:** *They nod as they ponder the question.* I have some friends in Hubton I may be able to call upon, though it has been some time... Leave that to me, your task is to find that temple.
- **All your mercenaries are dead:** *They sigh and nod.* I suspected as much. They knew the risks, signing on. Nobody ventures to the Dragonback Peaks and expects a pleasant stroll. Their families will be compensated.
- **Gavin's alive:** *For the first time, {the Mentor} smiles, weakly.* Good news, indeed. That poor fellow's in a little over his head, I think. I hope he's stayed put in the box until we return; academics are not known for their common sense.
- **How did you contact the wizard?:** *They produce a small blue marble entwined with golden wire, very similar to your own.* Would you believe I bought this in a marketplace several years ago? Never had much use for it, but I figured it could come in handy if my adventures ever took me far afield and I needed to contact someone at the Royal Academy to help me translate this tablet or that inscription. Turns out my contact at the Academy lost the paired communicator I bought for them **almost immediately**. *They shake their head grimly.* ...academics.
- **Alright, let's get out of here:** *With a low groan, their tired joints crack as {the Mentor} gets to their feet. They scoop up the bundle of artefacts and heft it over one shoulder as you set out on the journey back to the surface.*
 - [GO TO ANTICLIMAX](#)

Anticlimax

- *Hours later you arrive exhausted at the camp, carrying {the Mentor}, now unconscious. Gavin is still hiding in that box, miraculously unharmed and exceedingly grateful for the return of his academic materials.*
 - **QUEST COMPLETE: RECOVER THE NOTES** - gain [10◇].
- *A hot meal and a nap later, your communicator buzzes and Mergwyn informs you he's ready to come pick you up. And so you find yourselves back where you started, almost totally empty handed. At the mouth of a desolate canyon under a broken sky; waiting for the white tower to flash into being and take you away to the other side of the world.*
- *Nobody talks as you wait; there isn't anything to say. There's only the distant rumbling of the mountain and a sense of impending doom.*


End of Chapter 4

Preparing for the Next Chapter

Unresolved Quests

- [Th_e WorLd Out\\$iD.e](#)
- [INVESTIGATE THE FREYJAN TEMPLE](#)

Heroes Level Up

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

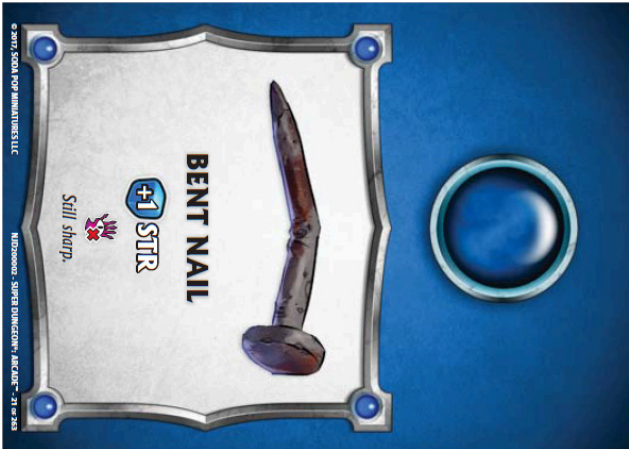
Players are sincerely encouraged to evenly spread their bonuses between offense and defense.

Save Your Progress

Record the loot, Hero details and remaining crystals in preparation for Chapter 5: Game-Breaking Bugs.



Chapter 4 Loot



Chapter 4 Cards

SAUTÉED OKOSHIROOM

LVL 4 KINOKO ELITE

6

3

STR 4

ARM 2

WILL 2

DEX 4

5

2

1

Kindling

Pummeling Portobello: , Wave 1

SPICY TURNIP

LVL 4 KODAMA JUNIOR

6

1

STR 4

ARM 2

WILL 5

DEX 3

2

1

1

Volatile

Burning Sensation: , Bust 1,

FLAME WISP

LVL 4 KODAMA ELITE

6

2

STR 3

ARM 2

WILL 3

DEX 5

3

2

2

Raging Flame: , Wave 2, Models in the area that are currently suffering Fire suffer one wound.

ROASTED KINOSHIROOM

LVL 4 KINOKO JUNIOR

6

1

STR 4

ARM 2

WILL 3

DEX 4

2

1

1

Kindling

SAUTÉED OKOSHIROOM

LVL 4 KINOKO ELITE

6

3

STR 4

ARM 2

WILL 2

DEX 4

5

2

1

Kindling: A model adjacent to a model with Kindling cannot remove Fire status effect tokens at the end of its activation.

It's said that with age comes wisdom. The Okoshrooms of the Dragonback Peaks, having shaken off the bouncing frolic of their youth, understand that true inner peace can only be attained through acts of brutal violence.

SPICY TURNIP

LVL 4 KODAMA JUNIOR

6

1

STR 4

ARM 2

WILL 5

DEX 3

2

1

1

Volatile: When a model with Volatile is destroyed, before removing the model, resolve the following action:

: , Wave 1, STR

Spicy Turnips are Turnipheads who have given up on healing wounded plants. In the harsh conditions of the Dragonback Peaks, a Turniphead cannot properly head every bun, every lost leaf, every torn root. This frustration builds in fiery rage, and a Spicy Turnip is born. Unable to head the wounded, Spicy Turnips instead seek to stoke the flames.

FLAME WISP

LVL 4 KODAMA ELITE

6

2

STR 3

ARM 2

WILL 3

DEX 5

3

2

2

Raging Flame: , Wave 2, Models in the area that are currently suffering Fire suffer one wound.

The Kodama who eek out an existence in the Dragonback Peaks are even more temperamental and tickle than usual. Flame Wisps are particularly hard to predict. A Flame Wisp may lead a Hero through a twisting pass in the mountains one day and then set the Hero's pack on fire the next day before running away and giggling.

ROASTED KINOSHIROOM

LVL 4 KINOKO JUNIOR

6

1

STR 4

ARM 2

WILL 3

DEX 4

2

1

1

Kindling: A model adjacent to a model with Kindling cannot remove Fire status effect tokens at the end of its activation.

Even among Kinoko, a race of monsters known for their bounciness, the Kinoshrooms of the Dragonback Peaks are particularly enthusiastic and energetic. This comes from their habitat, the calderas and magma chambers of active volcanoes, being rather short on safe places to stand.

SER STEELFANG

LVL 4 • KOBOLD HORN BOSS

STR	3
ARM	3+
WILL	3
DEX	3

Aura 4

- Blazing Blade:** Sweep 3, Push 4
- Thunderstomp:** Wave 5

[illegible]

SER STEELFANG
 LV4 + KOBOLD MINI-BOSS

Mob: When making a ✨ offensive action, a model with Mob adds **3 STR** to its offense roll for every additional model with Mob that is in range of its target, up to **3 STR**.

It is rare, but not unheard of, for a monster to exhibit noble qualities. Such a creature is not so deep in the Dark Consul's stidiches that acts of mercy or even altruism are anathema. Even the Cult of the Burning Star, slavishly devoted to the red dragon Sharife, are not without community or culture. For what measure is a monster, when men may visit such acts of wickedness on one another as to embarrass even a kobold?

RAMPANT PRIEST
 DM: 4, CMD: 10, EHE: 10

Virulent: Add **+1** to this model's offence rolls if its target is suffering from Poison.

Toxic Blood: A model that inflicts a wound against a model with Toxic Blood suffers Poison.

Like Clockwork weeds, the Cult of the Strangling Vine spreads its tendrils where and is undeniably difficult to eradicate. Unhappily aggressive for its nature, the cult embodies the Emerald dragon Bracken's playful but not-irrefined growth. Ready to lash against the boundaries of their territory, and seeking to spread wherever they might go unchecked.

THORNSCALE

IM 4 MONDRIAN EMB.


Violent: Add [E] to this model's offence rolls if its target is suffering from Poison.

Brockenscale was a jealous wurm, ever testing the boundaries of her domains' territory. Therefore she conferred upon her legions shock troops thick coats of woven plate armour and shields fastened tightly, wickedly strap across these hardened warriors would be buckled with searing and holding the tangle of other dragon cults. Digging out a deeply embedded thane is fully threatened and painful experience.

VENOM SLINGER

WM 4 KORRID EUNE

Stealth: Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

Virulent: Add  to this model's offence rolls if its target is suffering from Poison.

The daggered weeds has many tricks. While it's true that her Cult of the Slinging of the Snakes with horns, sharpened staves and barbed whips, they also wield noxious fumes as a weapon. There are many ways to choke the life out of your enemy other than kill.

BLEAKTALON

DM + KOROBO MINI BOSS



STR
3
1

ARM
4
+

WIL
5
+

DEX
1
5

STEALTH, WIRELIFT, TOXIC BLOOD

- ② Corrosive Powder: Burst 1, +1 DEX
- ② Killshot: , +1 DEX Massive Damage
- 1 Cut and Run: Teleport

6
4

CHUMP
 IN: 4, K: OLD, P: MINION


Virulent: Add **79** to this model's offence rolls if its target is suffering from Poison.

Every dragon cult boasts elite soldiers highly capable of fighting. Snakebait mages, villainous backstabbers, tanners of wild beasts: the vast majority of dragon cult members, however, are comprised of plain, hardy folk of no kind, endless rank and file fodder, scarcely good for slowing down the enemy. Chumps are the other kind of fodder.

BLEAKTAION

DM 4 KORTOLD MINN-DESS

Stealth: Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

Virulent: Add  to this model's offence rolls if its target is suffering from Poison.

Toxic Blood: A model that inflicts a wound against a model with Toxic Blood suffers Poison.

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it instead inflicts one additional wound.

Teleport: Choose an empty square anywhere within 10 squares, and line of sight. Place the model affected by Teleport in this square.

The followers of Bidden Rede, Wyrm of the Woods, are especially proficient in the use of poison. A single weed may be easily picked out but it's tough with yst-fion't see that gets you, and somegones, that one little yst-fion't see that gets you.

SEARING GEL
 DM 4 ELEMENTAL SHINE EITE

If you encounter a Searing Gel far from the liquid rock of the Fire Flow, it's likely to have arrived there by accident. All Lava Elementals start out as a Searing Gel, usually content to drift along the magma tubes of the Dragonback Peaks, but occasionally they'll be piped into a dungeon, or in one case, a dwarven forge. The ancient Heartsworn master smith Hrothgar Ironfist found this out the hard way while on expedition into the Peaks. Ever the optimist, Ironfist attempted to enter into partnership with the creature to manage his forge but was ultimately, and disastrously, unsuccessful.

EMBER HOUND
IM-4 ELEMENTAL WOLF SILE

Stealth: Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

Concealed in a cloak of ash, the Ember Hound stalks travelers whose campfires burn too brightly at night.

SIZZLING GEL

DM 4 REPERCUTAL SURE THINGON

STR	5
ARM	4
WILL	2
DEX	3

Molotov: Wave 1, after using this action, remove this model from play.

TARVOS

EU 4 GEMINUS MINI BOSS

STR

3 4

ARM

4 4

WILL

2 2

DEX

5

Pile-On, Predator, Minotaur of the Maze

2 Horned Charge: Lance 6, Charge

2 Headbutt: STR 1

7

4

6

3

BLAZE BRETTLE

IN 4 ELEMENTAL BIG EITE



STR 33

ARM 33

WILL 33

DEX 44

4

2

BURROW

2

Furnace Vent: 

Cross 3, 

1

Burning Chitin: 

Backlash

SIZZLING GEL
LV 4 BERSERK! SLIP-SPINCHON

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

The biomechanics of the sizzling Gel's ability to self-annihilate, combined with the Searing Gel's apparently endless capacity for creating them, has fascinated researchers for years. One such researcher was laughed out of the academy in spectacular fashion for observing that if one were to bisect a Searing Gel, one ends up with two living Searing Gels instead of one dead one; therefore concluding that these elements should occupy the same box in the natural order as certain varieties of sea sponges.

BAD BOOY

DM 4 BOO BOOY



Frenzy: A Model with Frenzy gains **71** on offensive rolls against any model that is suffering one or more wounds.

Bad Booy: Bad Booy cannot be spawned, instead they enter play when their map asset treasure chest is opened.

Boo Booy are not known to be picky eaters. In addition to the Dark Consul's gift of malign intelligence, some Boo Booy are blessed with a particularly voracious appetite. These lucky few seek to add to the treasures they were created to protect, by the most direct means available.

TARVOS

LV 4 CHIMBOLA TWIN BOSS

Pile-On: A model with Pile-On gains  STR if its target is suffering .

Predator: When an enemy model moves out of a square that is adjacent to a model with Predator, the model with Predator may immediately make a Melee Attack against that model.

Minotaur of the Maze: This model may attack and end its movement while squeezing into a smaller square.

Charge: When a model with Charge uses a lance area effect, after resolving all other effects of the lance, the model may be placed in any unoccupied square that was affected by the lance for free.

Minotaurs make for excellent caretakers of their dungeons. In rare cases of a stealthy hero taking a minotaur unawares, the monster will attempt to chase the heroes from their lair with only the broom they were holding at the time.

BLAZE BEETLE
104 • REPETITIVE BGC EFFE

Burrow: A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

Backlash: If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound.

Subsisting entirely on the molten rock of the Fire Flows, the Blaze Beetle is at home swimming through its magnificent lava rivers. Blaze Beetles possess a remarkable sense of cruel cunning, burrowing beneath groups of Heroes to erupt from solid stone, bathing them in a shower of fire and rock.

CRAG FACE

LV 4 TROLL MINI BOSS

6

3



TOUGH

6

4

2

Burning Ble-

Lance 6

2

Feast:

1

STIR

If Feast inflicts a wound, Crag Face may remove a single wound token.

LAVA ELEMENTAL

LV 4 ELEMENTAL DUNGEON BOSS

6

3



ETERNAL FLAME, SOLIDIFICATION

9

4

1

Inferno:

Lance 6

1

Fan the Flames:

Wave 4,

STIR

vs

DEX

1

Reborn from Ashes:

Wave 1,

remove a number of wound tokens from Lava Elemental equal to the number of models with Fire tokens in the area.

NUMBSKULL

KOROLD PET

7

1



STEALTH, SURVIVOR, REMARKABLY LUCKY

2

1

Annoying Humming:

Wave 2,

1

on all offensive toils.

PET LEVEL UP BONUS

CHAPTER 4

Attack Stat

+2

+1

Defense Stat

+2

+1

Substats

+2

CRAG FACE

LV 4 TROLL MINI BOSS

Magma trolls are to trolls what a bull is to a bull seal. Superficially similar and distantly related, but you'll never see a Mismourn troll invite a Magma troll around for dinner. For one, it's impossible to cook only one meal for everyone and secondly (perhaps more importantly) the entire village and several acres of surrounding swampland would end up burned to the ground.

LAVA ELEMENTAL

LV 4 ELEMENTAL DUNGEON BOSS

Eternal Flame: 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.

Solidification: When a model with Solidification is affected by the status effect, it is also affected by and .

Of the elements one typically encounters in the Dragonback Peaks, the Lava Elemental is, ironically, the most chill. Unlike their fickle and temperamental cousins, the Lava Elementals approach life with a sort of inexorable inevitability. What will be, will burn.

NUMBSKULL

KOROLD PET

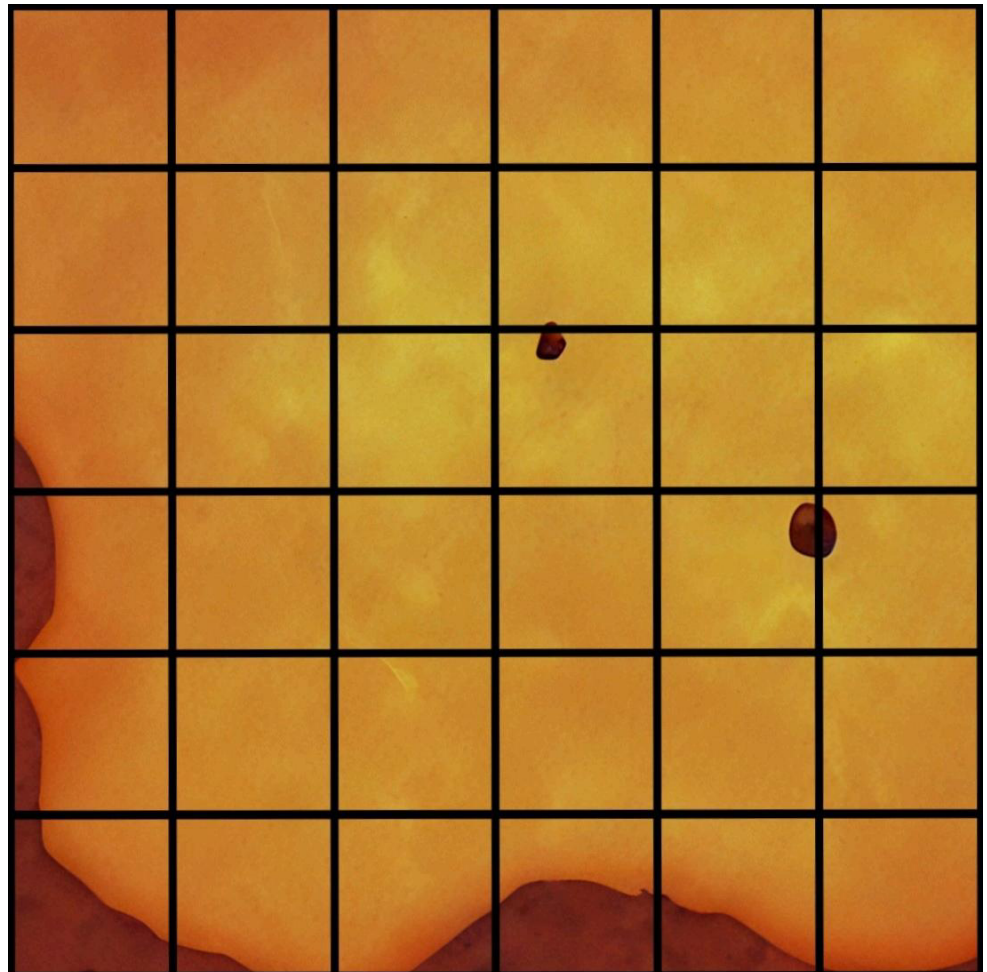
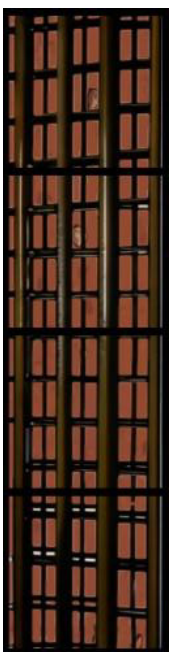
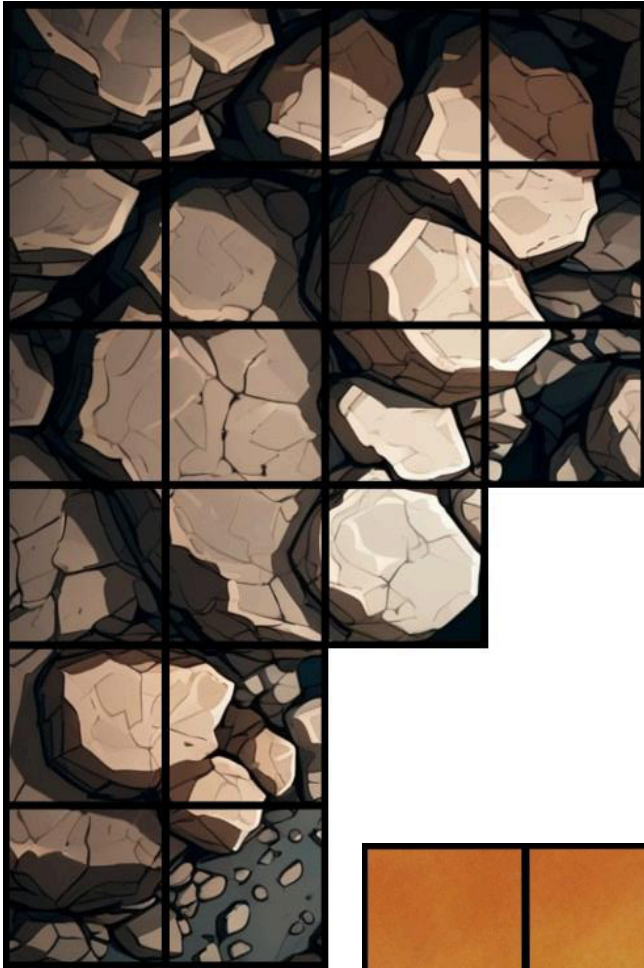
Stealth: Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

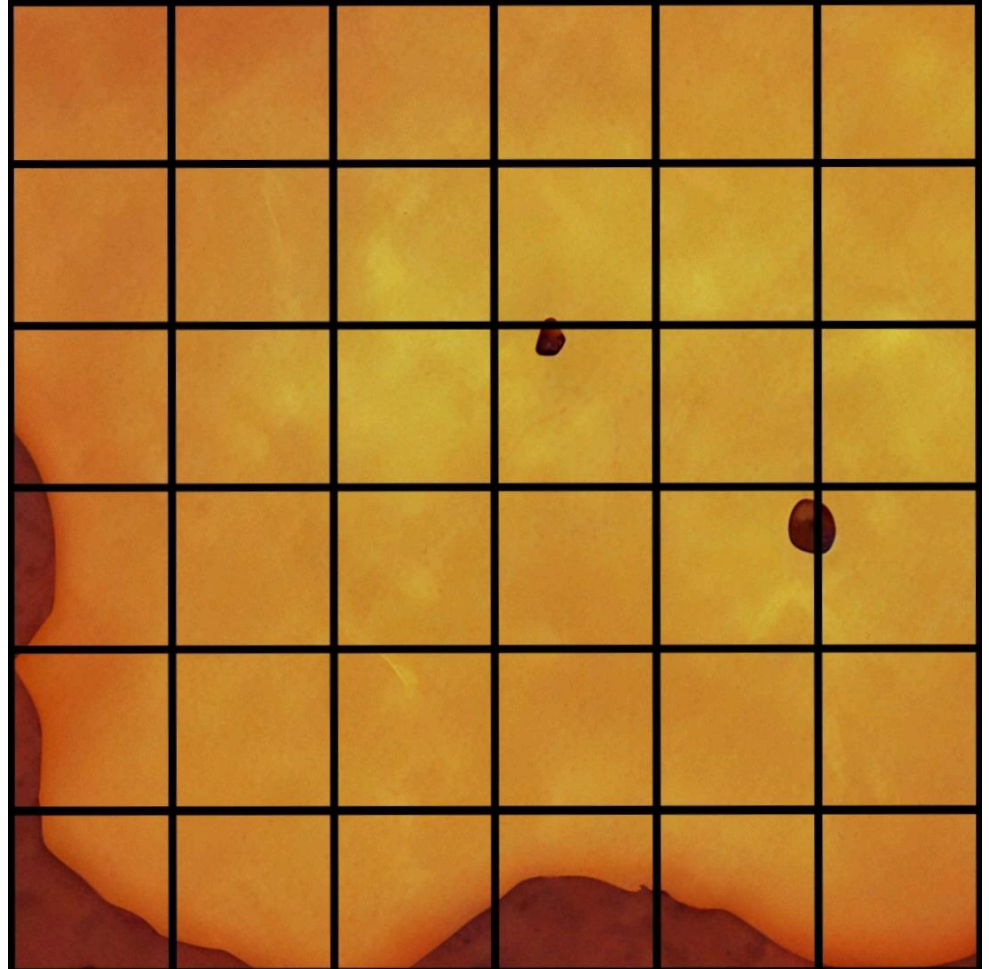
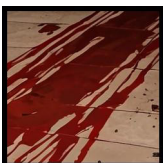
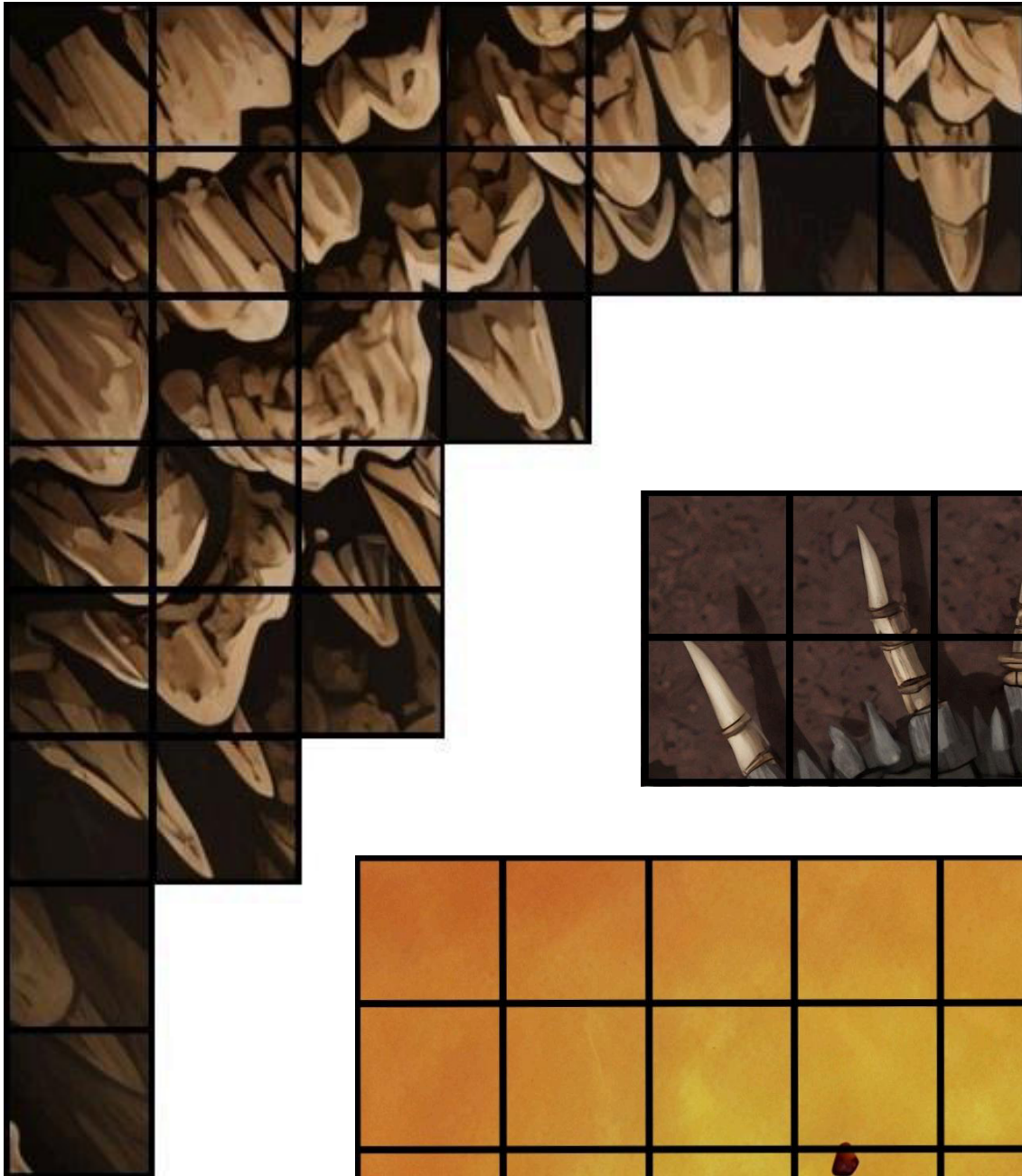
Survivor: Numbskull acts as a Pet except for the manner in which he is summoned. When an encounter begins, choose a Hero to be his Master. Place Numbskull next to his Master at the beginning of the encounter. If Numbskull is reduced to zero hearts, he runs away and hides. Remove his model from play. Numbskull will rejoin the party when the encounter is over.

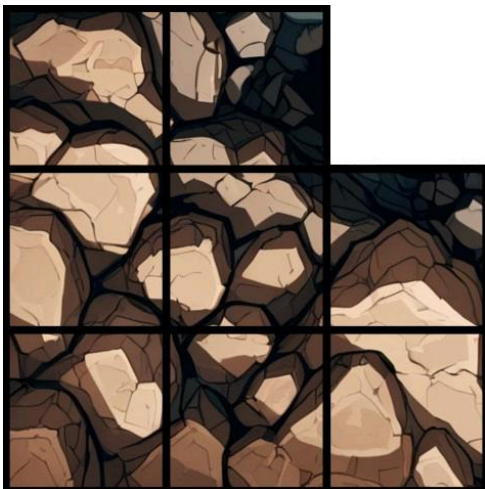
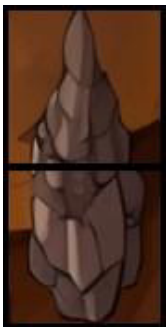
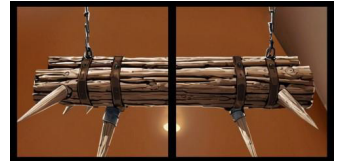
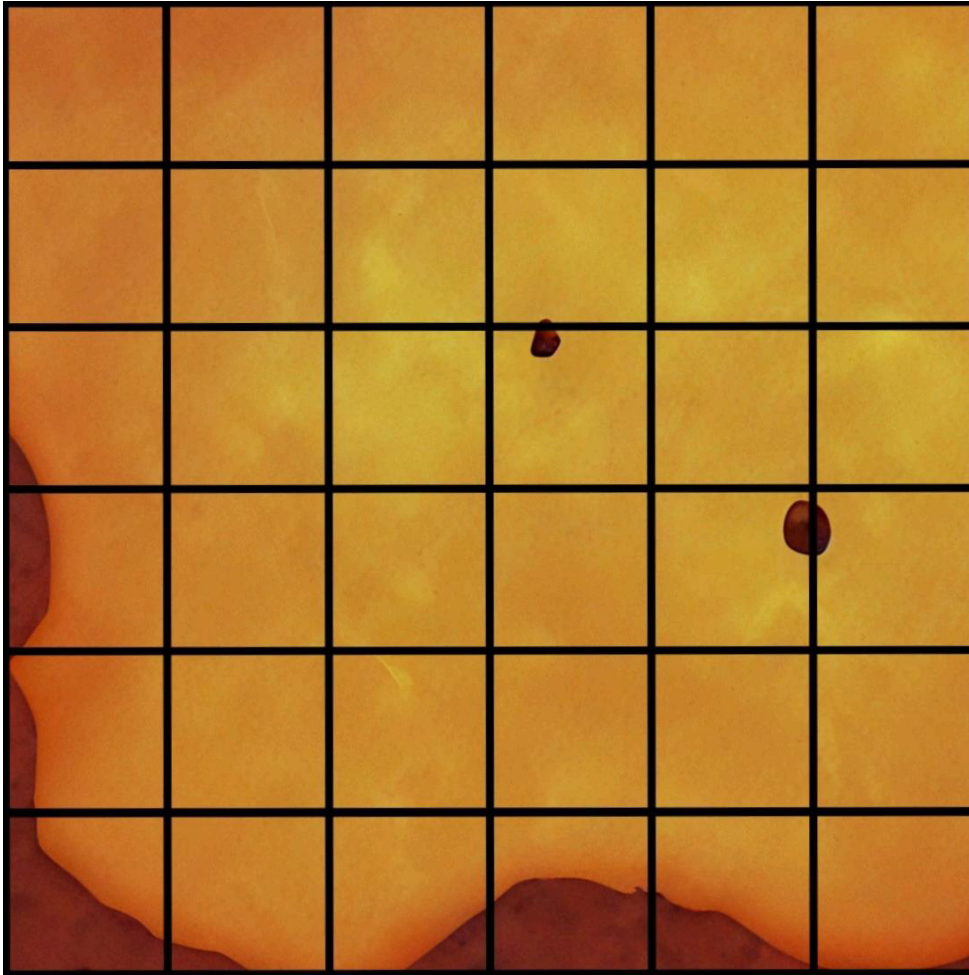
Remarkably Lucky: Numbskull's good luck is infectious. All Heroes within 3 squares of Numbskull gain 2 bonus versus traps and 1 skill bonus for trap-related skill checks. Numbskull is not affected by traps.

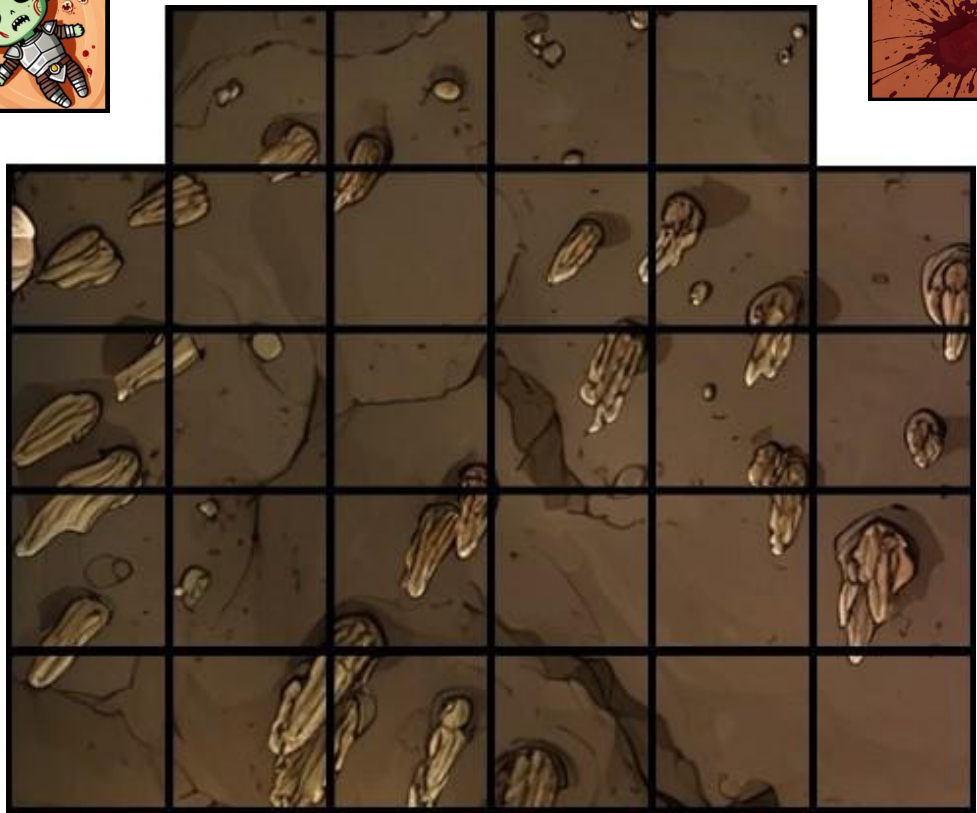
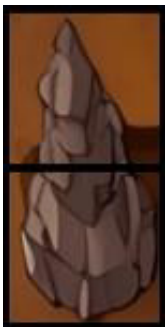
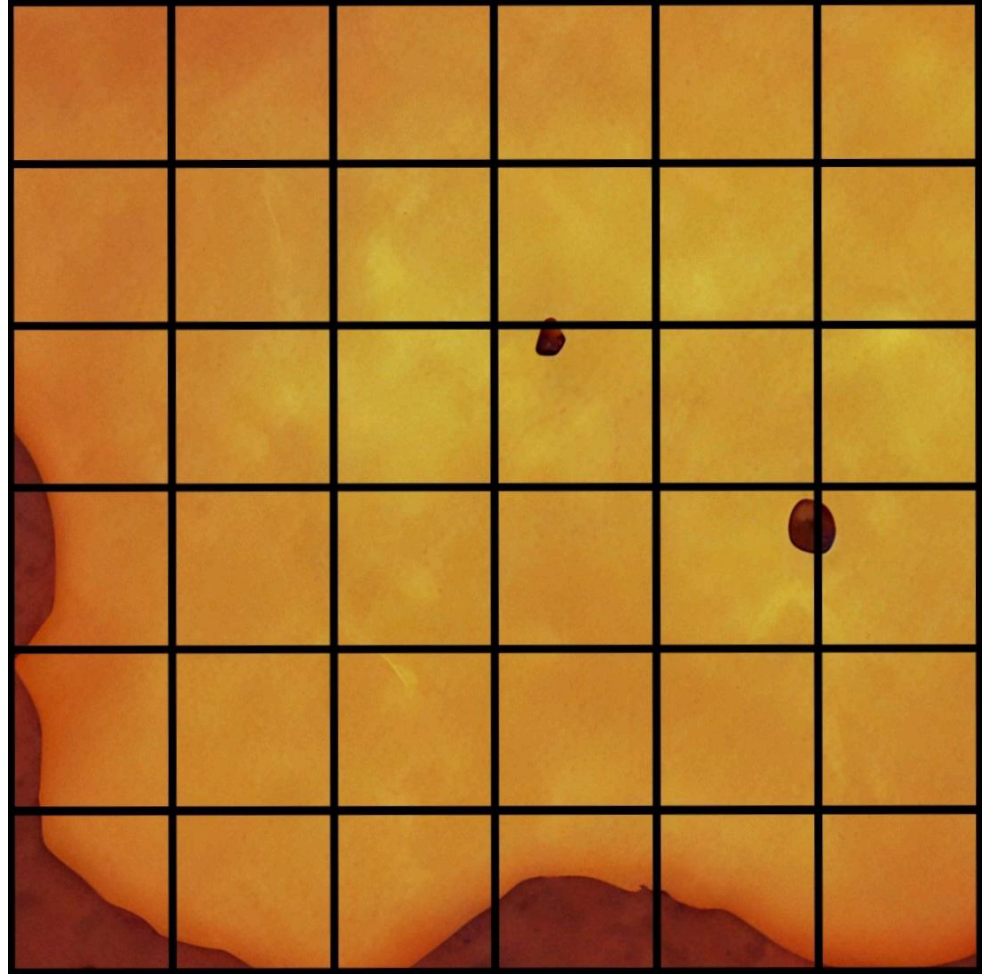
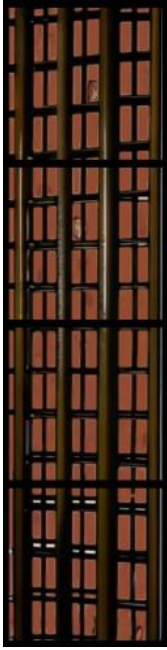
"Buy from Numbskull... Good prices."

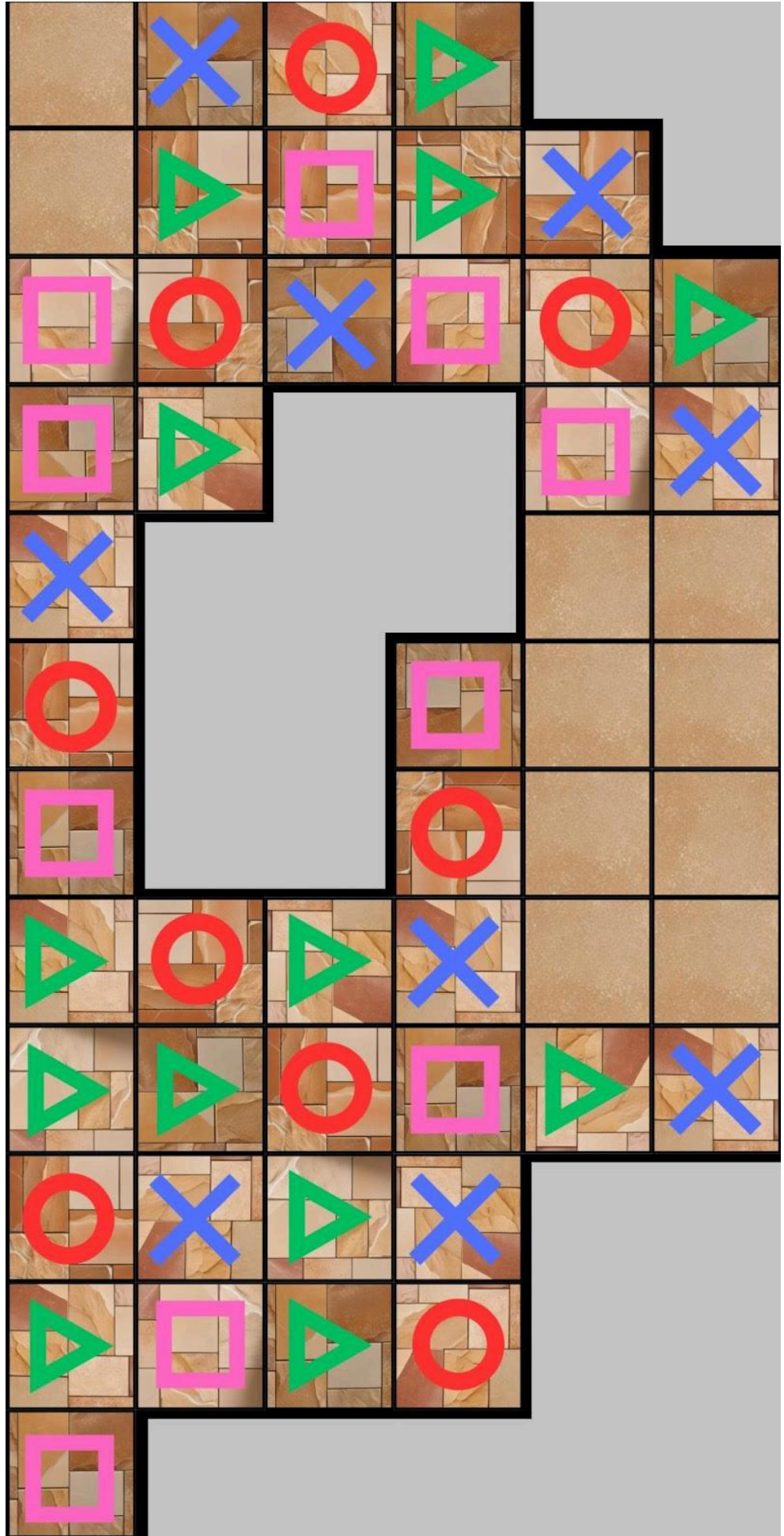
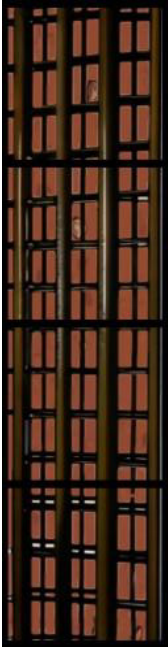
Map Assets

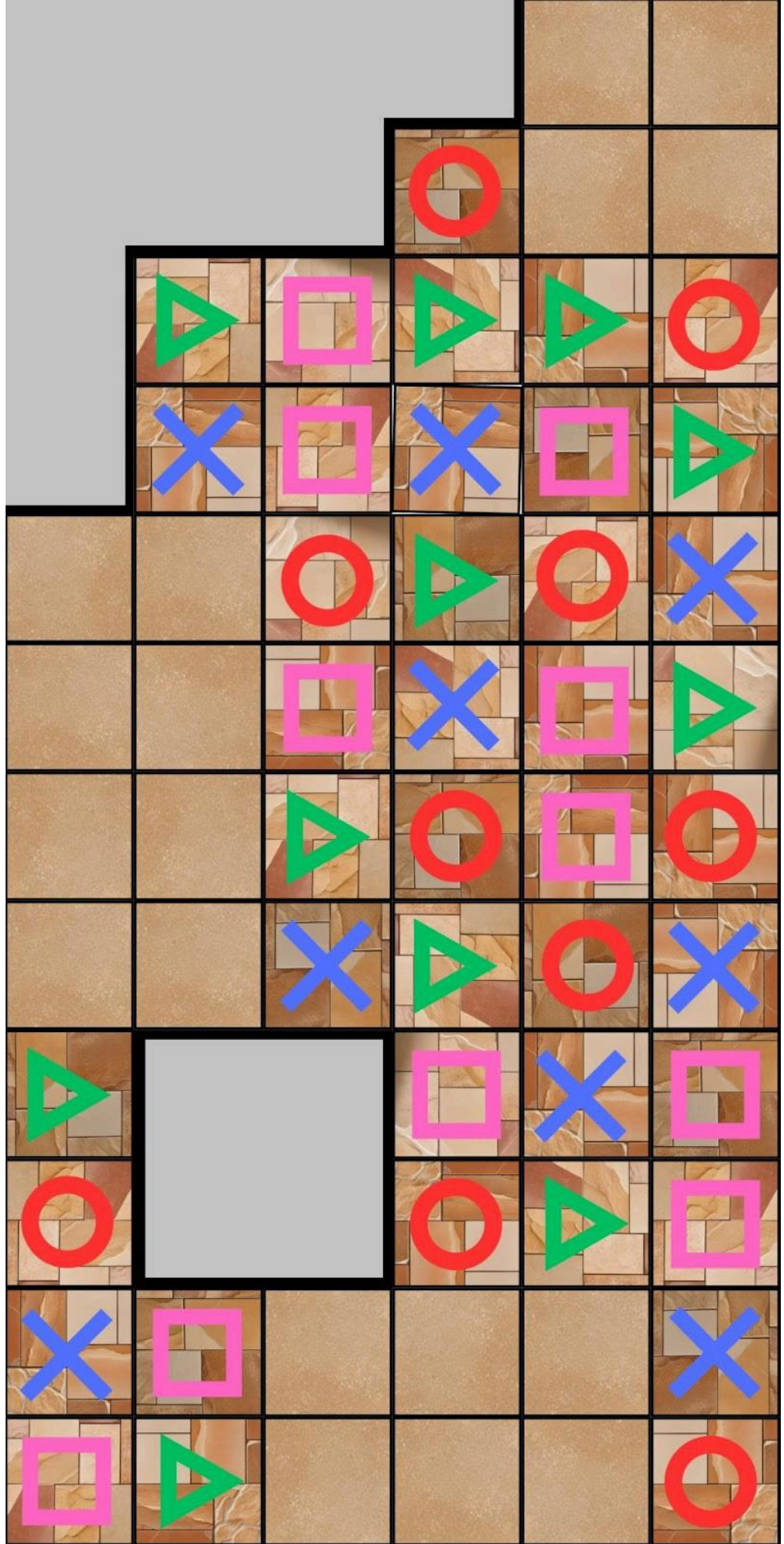
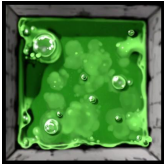












Research Notes

The Research Notes are a collection of papers, scrolls and drawings collated by the Mentor for Gavin's study. Many pages are torn, missing, or just plain unreadable but the few pieces that remain contain scrawled annotations.

Note 1: Statue of Ser Stabby



...and I recall another time Livia told me of just such an interaction. On behalf of the guild she had taken a commission from one of the royal Princesses (though I cannot recall which) to liberate from the Dark Consul Torgen's Hold, a dwarven settlement in Freebyte Reach. The Hold, now overrun by demons, had gone from a safe enclave of guild dwarves to a dangerous trap.

The battle won and the locals returned to their homes, she recounted an altercation while taking a tally of the spoils. In dividing the fruits of their dungeoneering toils, Livia says they came up short. Ser Stabby took umbrage, and asserted she had miscounted, something I can scarcely believe given her keen intellect. She suspected he was hoarding loot, but he insisted she'd erred in her tallies. Ever the noble peacemaker, Ser Chauncey von Ribbit attempted to defuse the situation, plus everyone knew xX_Leroy_Xx could count anyway...

He was dishonest?

...of her homeland. In fact, one anecdote she took particular care to relay regarded Ser Stabby's great proclivity for beans. It is well known that of that legendary guild, xX_Leroy_Xx was possessed of the most voracious appetite, but it was in fact Ser Stabby who commanded such diabolical wind as to clear the taproom in any Clockwork Core dive bar one cares to name. I found this to be most...


Surely this can't be relevant...

...rather embarrassing when I carelessly remarked that I was quite disarmed and enchanted by her eyes. I was further taken aback when her usual icy elvish decorum was briefly marred by a flash of white-hot anger, quickly smothered. She rather politely changed the topic and said Ser Stabby always said it was his lucky color. She did me a kindness in sparing me the shame of my clumsy attempts at rapport, but I felt just like I remembered it felt when I visited the academy as a child and spilled my soda on a painting.

This might be important.


Note 3: Message to Gavin

Gavin, hope you're still alive. If we're not back and you decide to follow us, the key to get in the Tomb depends on the time of day:

Sunrise =  ↓ ↑ ←

Daytime =  ← ↑ ←

Sunset =  ↑ ↓ ←

Nighttime =  ← ↓ ←

Note 4: Missing Piece - The Account of Ser Chauncey von Ribbit

This torn page exactly matches the missing portion of The Account of Ser Chauncey von Ribbit which the party recovered from the archive in the catacombs beneath Hubton.

We didn't speak as we approached Brackenscale's lair. When the creature burst from the cave we made ready to fight but nothing could have prepared us for what happened next. In a single strike, Ser Stabby felled the creature as if it were nothing. He plunged Wyrmspite deep into the beast's hide and it simply exploded. A fountainous cascade of twisting colours that burned trails of glittering phosphenes into our eyes. We stood transfixed as that incomprehensible torrent evaporated like mist. Ser Stabby didn't even stay to loot the lair, he simply walked away as we watched in horror.

Later at the inn, Livia attempted to glean what enchantment Ser Stabby had placed on Wyrmspite that could do such a thing, but Ser Stabby said only that he would take it to his grave.

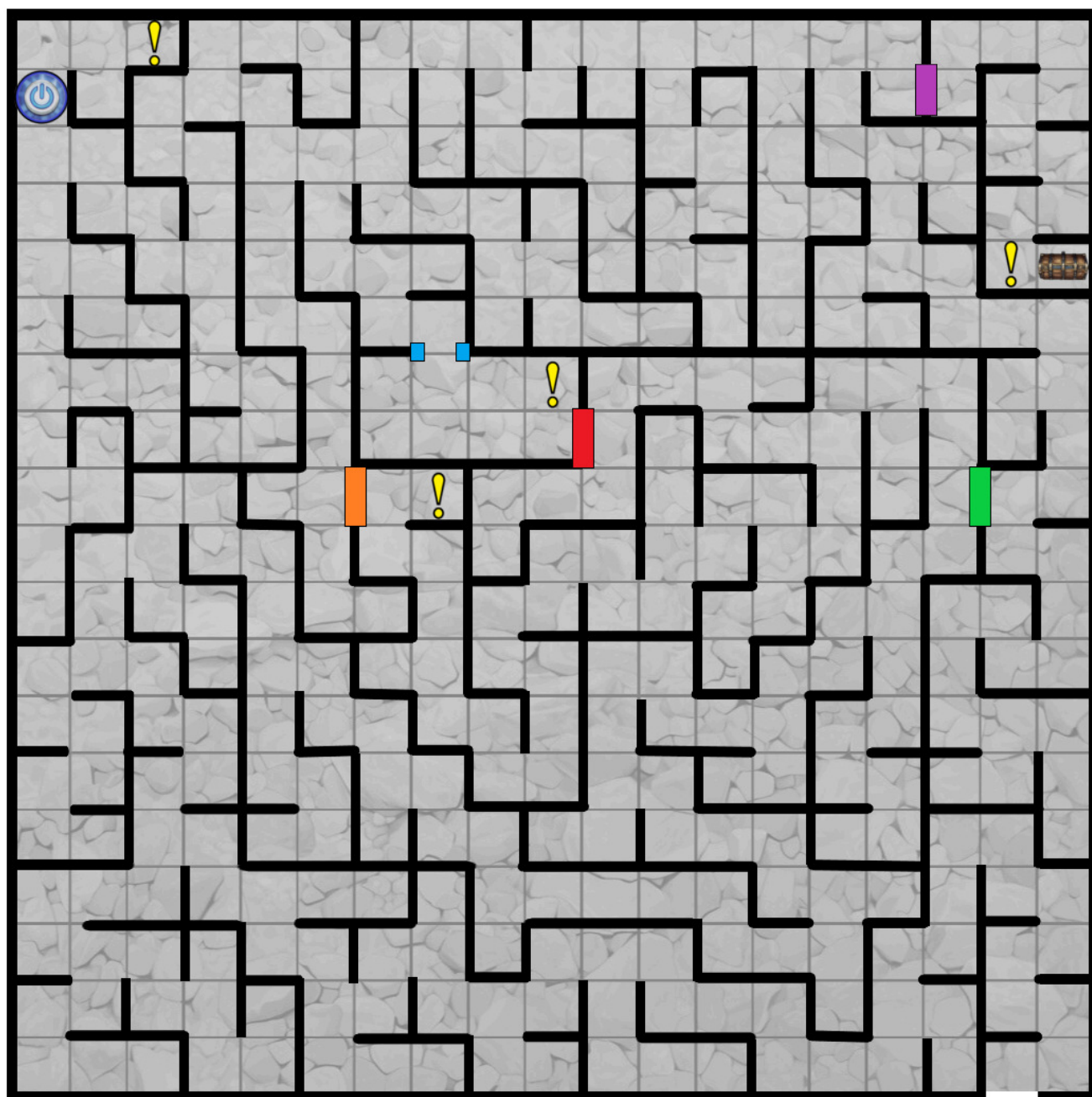
Where was he buried?

We didn't have much reason to remain together after that. Our quest seemingly completed, we went our separate ways. Livia went on to other achievements in the Arcadian Dunes among the desert elves and for all I know is still adventuring. I understand Leeroy fell in with another party of heroes and died in a total party wipe in their first raid on Von Drakk Manor.

For my part, I confess I'd come to quite dislike Ser Stabby's company and couldn't stand to see what he'd become; a brooding, hollow shade of his former self. I made my apologies and set out alone. B'Gurk was company enough for me, a true and dependable companion as one could ever hope for. I took up Redemption once more and rode into the wilds to see where destiny would guide me.

I never could shake the feeling that our victory had come at some terrible cost, however. I pray that whatever price Ser Stabby paid was worth it, but in my heart of hearts, to my shame, I don't believe it.

Maze Map



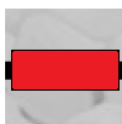
Key:



Wall



Lever



Closed
Door



Open
Door



Chest

The Final Plea of Ser Chauncey von Ribbit

*I can't find my way out. I am alone.
This place... it's not really a tomb. It's not even a dungeon.
There's no boss and no treasure at the end of it. No victory fanfare will play.
There is a monster though; the truth.
That's what this place is. It's where Ser Stabby buried his shame.
The door up ahead must never be opened. There is only death beyond it.
Whatever he did to his equipment at that temple in Frostbyte Reach, is
contained there and must never be let out.
He will never give you what you seek; this place is designed only to kill those
who come looking for answers. He knew that there is no trap that cannot
be beaten and no guardian that cannot be felled.
This space I am trapped in now isn't a trap. I understand that now; it's
something else. It's a non-place. It's where he ejects those he can't kill the
honest way.
I shouldn't have come looking. If you're reading this, I can only hope you
can escape.*

Don't open the door.