



Never Trust an Adventurer

Daniel Kwan

Outline

A group of adventurers have broken into the goblin King Flippyroot's dungeon and stolen his treasure! Can you help find his stolen possessions and bring justice to the thieves?

LEVEL
1
15 min.

Track down the thieves and stop a war with the goblin kingdom.

LEVEL
2
20 min.

Track down the thieves and stop a war with the goblin kingdom.

LEVEL
3
20 min.

Recover Flippyroot's treasure trove and restore peace with the goblin kingdom!



LEVEL
1
15 min.





Scene 1

PROMPT

The mayor of Stoneridge, a small town nestled in the Eagle Peaks, has received a messenger raven from the goblin King Flippyroot with an alarming declaration of war. A group of adventuring thieves led by Kruz the Cunning, who recently passed through Stoneridge, had traveled to the goblin King's underground domain, killed some of his guards, and stole his treasure!

You are all residents of Stoneridge, who have been selected to take on the quest of stopping unnecessary bloodshed in its tracks. Introduce yourselves to each other and what makes you special before setting off on your adventure.

FREESTYLE

Move onto the next scene when the players have introduced themselves and their abilities to each other.

QUICK TIP:

Don't know what **PROMPT** or **FREESTYLE** mean? Check the instruction booklet for a quick refresh.

QUICK TIP:

Since this is **LEVEL 1**, Players can use the **LEVEL 1 ABILITY** on their **ABILITY CARD**.



Scene 2

QUICK TIP:

Players don't have to use their special abilities. Encourage them to get creative with their **STRENGTH**, **MAGIC**, and **SMARTS**!

HOW MANY HEADS?:

Calming down King Flippyroot takes at least **4 HEADS** on a **SMARTS FLIP** to succeed.

PROMPT

When you arrive at the goblin King's domain, you can hear the sound of Flippyroot assembling an army of his mightiest warriors clad in armour made of recycled garbage. Upon seeing you, King Flippyroot is distrustful.

"It all happened so fast! It started with a bang, and then the heavy boots of the adventurers could be heard throughout the dungeon! They knocked over my favourite statue, spilled ball bearings all over the stone floors, and plundered the treasure room. It was so scary!" King Flippyroot said. "What am I supposed to do now that I don't have shiny coins to count? My pet rat loves the way they reflect the light of the torches!"

Quick! Convince Flippyroot to cancel to delay his attack on Stoneridge while you track down the thieves.

FREESTYLE

Move onto the next scene when the players have convinced King Flippyroot.



Scene 3

PROMPT

Flippyroot's treasury is completely empty. The adventurers have cleaned out the entire chamber and have made off with the treasure. But where have they gone? Flippyroot and his guards are unsure of where they went as no one saw them leave the way they came into the dungeon.

Use your abilities to find out how the bandits escaped the cavern! Did they take the mountain pass? Was it the tunnels?

FREESTYLE

Move on to the next scene once the players find the illusion that covers up a tunnel that the bandits escaped through.

HOW MANY HEADS?:

Discovering that the rear wall is an illusion masking a hole created by the thieves takes

5 HEADS on a **MAGIC FLIP** to succeed.

LEVEL
2
20 min.





Scene 1

PROMPT

The tunnel leading from the goblin domain winds through the Eagle Peaks and past the home of the goblin King's neighbor, a storm giant named Hector. He too had encountered the adventurers and for that, they hurt him quite badly and he now seeks medical attention.

He might have valuable information for you! Quick, use your abilities to soothe Hector's wounds!

FREESTYLE

Move onto the next scene once the players cure Hector of his wounds.

QUICK TIP:

Since this is **LEVEL 2**, the **LEVEL 2 ABILITY** on each player's **ABILITY CARD** is now unlocked.

HECTOR'S COINS:

6 
3 
4 



Scene 2

HOW MANY HEADS?

Making it down the mountain takes at least **5 HEADS** on a **STRENGTH** or **SMARTS** **FLIP**.

DANGER!

Falling down the mountain will cost players **2 STRENGTH** **COINS**!

PROMPT

Hector tells you that the thieves are heavily armed and transporting the King's treasure upon a magical floating disc. They've headed north towards Morningdew Hold, a refuge for thieves. If they make it there, you will not be able to bring them to justice. They are at least two days ahead of you, and the rest of the way through the peaks is quite treacherous. How will you make it down the mountain in time to catch up?

FREESTYLE

Move onto the next scene once the players make it through the mountain.



Scene 3

PROMPT

When you make it down from the Eagle Peaks, you see something glittering in the distance, the King's treasure! You've caught up to the bandits and now it's time to fight!

Drok, a muscle-bound barbarian, and two of her sidekicks stays behind in the hopes of giving their fellow bandits a chance of fleeing to Morningdew Hold. "You think you can get past Drok? I've defeated a mighty storm giant with my axe!"

FREESTYLE

Move onto the next scene when they defeat Drok by dealing **8 DAMAGE** her and **4 DAMAGE** to each of her sidekicks, or by forcing her to surrender.

DANGER!

If players are hit by Drok's axe, they will lose **3 STRENGTH COINS**. Being hit by one of her sidekicks will cause players to lose **1 STRENGTH COIN**.

DROK'S COINS:

8 

2 

3 

SIDEKICK COINS:

4 

2 

3 

LEVEL
3
20 min.





Scene 1

PROMPT

Now that Drok the barbarian and her sidekicks are out of the way, you've proven to the thieves that you're a force to be reckoned with. Kruz the Cunning is now sprinting to Morningdew Hold, the magical floating disc holding the treasure in tow.

How will you use your abilities to stop him?

FREESTYLE

Move onto the next scene when the players stop Kruz the Cunning from escaping.

QUICK TIP:

Since this is **LEVEL 3**, the **LEVEL 3 ABILITY** on each player's **ABILITY CARD** is now unlocked.



Scene 2

HOW MANY HEADS?

If using force, dealing **5 STRENGTH COINS** will cause Kruz to surrender. Alternatively, it takes **4 HEADS** on a **SMARTS FLIP** to convince him that the treasure isn't worth the trouble.

PROMPT

Once stopped, Kruz attempts to diffuse the situation. "WAIT! We didn't mean anybody harm. We saw the dungeon and thought we could take whatever we found inside!"

Now that you've managed to stop Kruz the Cunning from reaching Morningdew Hold, it's time to retrieve the treasure by force or diplomacy.

How will you get the treasure back? Come up with a solution that involves everyone at the table.

FREESTYLE

Move onto the next scene when the players convince Kruz to return the stolen treasure or take it by force.

Scene 3

PROMPT

With King Flippyroot's treasure returned, he withdraws his declaration of war against the town of Stoneridge. The townspeople and goblins are relieved that they won't have to fight, and throw a joyous celebration. Even Hector the giant joins in my playing a set of drums fashioned from the bones of a wyvern!

GAME OVER. YOU WIN!

QUICK TIP:

Try to work in parts of earlier **FREESTYLES** so that the ending is satisfying for the players.