



Giorgio's Mystic Farewell



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Outline

Help a retired Illusionist say goodbye
before sailing into the afterlife

LEVEL
1
15 min.

Escort Giorgio to his hometown
of Brambleburg.

LEVEL
2
20 min.

Brambleburg is in turmoil! Help
Giorgio and his sister restore peace.

LEVEL
3
15 min.

Prepare a magic ship worthy of
carrying Giorgio into the afterlife.



LEVEL
1
15 min.



Scene 1

PROMPT

Welcome to Boomtown, the party city of the Wild North. It's a medieval society, known for its large outdoor parties with maypoles and singing giants that bang on drums the size of a small house.

You are all adventurers who find yourselves at the step of a retired Illusionist named Girogrio. He posted a notice at the local pub, looking for adventurers to help him on a quest. You don't know much more detail other than that it will be a paid gig.

While you wait for Geiorgio to come out and meet you, introduce yourselves and your special abilities to each other.

FREESTYLE

Move on to the next scene when players have introduced themselves and their abilities.

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?:

Fabricating an automatic crossbow takes at least **5 HEADS** on a **SMARTS FLIP** to succeed.

GIORGIO'S COINS:

2 
7 
7 

PROMPT

When you finish introducing yourself, a stick bug Insectoid with a long crinkly face wearing a geometric shawl appears.

"Hello my friends... My name is Giorgio. I am a wizard of illusions, preparing to leave this earth for the afterlife, but before I go, I have some goodbyes to make," he says.

"Today, we march through the Bramble Wood, to my hometown of Bramleburg. Before we go, I would like to juice up my caravan to protect it from monsters we may encounter on the way. Please show me what you're capable of and help me add weapons, camouflage, or other kinds of wild-life deterrents."

FREESTYLE

Move onto the next scene once the players juice up Giorgio's cart with some upgrades.



Scene 3

PROMPT

Once your caravan sets off, you travel several miles into Bramblewood. Knotted vines speckled with bright red spikes swerve in and out of the trees. Giorgio remarks, "these woods are looking more sparse than I remember..."

You hear a SNAP! from afar and Giorgio screams "Trolls!"

Two scaly trolls appear from the trees. They are cyclops, with snakes for jewelry and large, wooden clubs with spikes sticking out of the ends. Put your enhancements to work to protect Giorgio! He has powerful magic, but his strength is very low. One hit, and he may perish!

FREESTYLE

Move onto the next scene when the players successfully protect Giorgio by befriendng the trolls, defeating them, or escaping them.

DANGER!

Getting clubbed by a troll or bitten by their snakes will cause Giorgio (or players) to **LOSE 3 STRENGTH COINS**. If Giorgio dies, you lose!

HOW MANY HEADS?:

Befriending the trolls takes at least **4 HEADS** on a **SMARTS FLIP** to succeed.

QUICK TIP:

Try to incorporate the players' modifications from Scene 2 into this scene to make it more rewarding.

LEVEL
2
20 min.



Scene 1

PROMPT

With the trolls sorted, you proceed to Brambleburg. It's a small town of maybe 20 clay homes in a clearing of the woods. A small creek twists through the center of town. Two fox creatures hover before you in mid-air, held up by miniature steam-powered helicopter backpacks. "What bringsssss you to New Foxtown?"

Giorgio gasps, and with a flick of the wrist, summons an illusion of a grand rainbow mushroom field. You feel him whisk you off to the woods nearby as fox guards shout "What the heck?"

"Oh no! The fox empire took over! We mush search for my poor sister Cicilia. We'll need to sneak past those fox guards." Use your skills to pull off a rescue mission for Giorgio's sister!

FREESTYLE

Move onto the next scene once the players rescue Cicilia.

QUICK TIP:

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

HOW MANY HEADS?

Sneaking past a fox guard takes at least **6 HEADS** on a **SMARTS FLIP**.

FOX GUARD COINS:

7 

2 

6 



Scene 2

HOW MANY HEADS?

Creating the illusion of a giant scary monster the size of a tornado takes at least **7 HEADS** on a **MAGIC FLIP**.

DANGER!

Getting bitten by a fox guard will cost players **2 STRENGTH COINS**.

QUICK TIP:

If players get stumped, you can always make Giorgio step in to advance the plot.

PROMPT

Now that Cicilia is safe, she explains what's going on with all the floating foxes: the fox kingdom established a post here to steal diamonds from the Bramblewood Cave.

She says "If we can scare them away from stealing the diamonds, we may be able to scare them out of Bramblewood for good! The crystals need to remain in the cave to nourish the magic spirit of the forest."

Put your **STRENGTH**, **MAGIC**, and **SMARTS** to work to mount a plan to get the foxes out of here for good, or at least stop their diamond-mining practices.

FREESTYLE

Move on to the next scene once the players succeed in their plan.



Scene 3

PROMPT

Now that Brambleburg has been freed from the fox empire, Giorgio goes with Cicilia to tell the news. When they return, Cicilia looks crestfallen, but Giorgio looks a bit more relaxed.

Giorgio offers to cook everyone a magical meal to lift the spirits of the group. You gather in Cicilia's kitchen, which has a wood-heated brick oven, and a large tree trunk for a table. The room is lit by flickering candles, and the table setting is a clay sculpture of a cat playing with yarn.

Take turns describing the magical meal you have Giorgio make for you.

FREESTYLE

Move on to the next scene once the players describe their meals.

SILLY IDEA:

Have players draw their meals or serve a magic looking snack in real life.

LEVEL
3
15 min.



Scene 1

PROMPT

Giorgio says it's time to create his ship to sail into the afterlife. You'll have to forage materials, construct the ship, and then christen it with a ritual of radiance.

What kind of ship will you create? Something submarine shaped, or more like a sailboat?

The other wizards in the afterlife will see what Giorgio sails in with. If it's just a boring ship, he'll have a hard time making friends! Come up with something fantastical.

FREESTYLE

Move onto the next scene once the players create ship for Giorgio to sail on.

QUICK TIP:

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

HOW MANY HEADS?:

Successfully constructing a ship takes at least **5 HEADS** on a **SMARTS FLIP**.

SILLY IDEA:

Have the players draw out what the ship looks like on a piece of paper.



Scene 2

HOW MANY HEADS?

Casting a simple spell to help Giorgio's ship fly only takes **3 HEADS** on a **MAGIC FLIP**. Giorgio is doing most of the heavy lifting.

PROMPT

The ship is built. Giorgio thanks you for your help and gives you a chunk of gold as he peacefully boards the ship.

To send Giorgio to the afterlife, everyone needs to chip in a magical spell to boost the ship into the afterlife. The more fantastic your send off is, the deeper into the seas of heaven Giorgio will sail.

Take turns describing your custom special spell, and how it helps the ship sail off into the sky.

FREESTYLE

Move on to the next scene once the players send Giorgio off into the afterlife.

Scene 3

PROMPT

As ship sails into the distance, you feel Giorgio's presence fade, and this ship sails through the clouds.

You feel your won magic powers increasing as Giorgio's soul filters through your own, a parting gift from the old wizard.

Cilicilia thanks you for your help, and you depart for home.

GAME OVER. YOU WIN!

QUICK TIP:

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