



*The Sacred Slab
and The Magma
Warriors*

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Outline

Help the town of Pebbleton protect the Sacred Slab and maintain peace.

LEVEL
1
15 min.

Welcome to Pebbleton, a peaceful town where the Pebble People live and protect the Sacred Slab.

LEVEL
2
20 min.

The Sacred Slab has been stolen bby the Rubble King! He wants to suck all the power out.

LEVEL
3
20 min.

Help restore the Sacred Slab and return it to the people of Pebbletown.



LEVEL
1
15 min.



Scene 1

PROMPT

Welcome to Pebbleton, a village where the gentle and cute Pebble People live and protect the site of the Sacred Slab. Pebble people have special pets called Magma Warriors, which have lived near Pebbleton since the Days of Olde when Pebbleton was an island floating in the Lava Sea. Explore the different houses and shops, ending with the site of the Sacred Slab.

FREESTYLE

Move on to the next scene when players have introduced themselves and their abilities, and why they wanted to visit Pebbleton.

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?:

Jumping over the lava takes **3 HEADS ON A STRENGTH FLIP** to succeed.

DANGER!

Touching the magma costs players **1 STRENGTH COIN**.

PROMPT

You arrive at the site of the Sacred Slab, but OH NO! The scene is chaos – the Slab has gone missing. Legend has it that the Sacred Slab holds the ancient magic that keeps the Magma Warriors tame and able to live among the Pebble People.

A elderly historian motions over for you to come into her office. "Over Here!" She shouts. Inside, you see walls and walls of books and scrolls, with maps pinned to the ceiling, and anatomical drawings of Magma Warriors draping from the furniture. "Don't mind the fuss! The Legend of the Sacred Slab is all a bunch of hooey – the real reason the Magma Warriors are tame is hundreds of years of domestication. Simple as that."

You are about to sip some tea from her desk when suddenly, a Magma Warrior spews lava all over the wall, melting it! Quick, escape to the Rubble Ruins! But don't get burned on the lava.

FREESTYLE

Move onto the next scene once the players escape to the Rubble Ruins.



Scene 3

PROMPT

You arrive to the Rubble Ruins, a massive cave located on the shore of the black-sanded coast. The cave is lined with mysterious carvings and torches. When you pick up a torch to illuminate the text, it reads: "A long time ago a lava creature named Magmito fell into an ice cavern and hardened into rock. For thousands of years it watched its people become boring, docile pets and swore that if ever released from its icy chamber, it would seek to return the Magma Warriors to their ferocious state!"

Interesting... this conflicts with the words of the historian... Could Magmito have been freed? You hear a feint whimpering sound. Perhaps someone is in danger? Find your way to the person in distress!

FREESTYLE

Move onto the next scene when the players discover a secret door activated by one of the torches, leading to a mysterious tunnel.

DANGER!

Dangerous Magma Turtles linger on the coast. If the players don't solve the mystery quickly, they could get bitten! **LOSING 1 STRENGTH COIN.**

HOW MANY HEADS?:

Locating the secret door takes **3 HEADS ON A SMARTS FLIP** to succeed.

LEVEL
2
20 min.



Scene 1

PROMPT

Following the dank cavern leads you to an icy chamber. Inside is a Crystal Hag - a cloaked figure with shiny light-blue ice-crystals sticking out of her robe. Her messy grey hair reaches all the way to the ground. When she greets you, you see her eyes, a cerulian that swirls like a galaxy.

She stands behind a crystal ball that can see into the past. She will allow you to use it to find out how the Sacred Slab was stolen, but only if you pay her with a chest of rubies.

Use your **SMARTS** to get answers from her.

FREESTYLE

Move onto the next scene once the players convince the Crystal Hag to let them peer inside the ball.

QUICK TIP:

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

HOW MANY HEADS?

Creating the illusion of fake rubies takes at least **6 HEADS ON A MAGIC FLIP**.

SILLY IDEA:

Have the players all put their hands on a round object while you pretend to be the Crystal Hag.



Scene 2

HOW MANY HEADS?

Coaxing out the ancient evil requires **6 HEADS ON A MAGIC FLIP** or equivalent effort.

SILLY IDEA:

If players don't feel like dancing or singing, dad jokes will do.

PROMPT

The crystal ball reveals that it was the old historian who stole the Slab!

The historian seemed so nice... now you have to return to Pebbleton to get to the bottom of this. Armor up with items from the Crystal Hag and the ice cavern to protect yourself from the historian and Magmito, angry and awoken from his icy slumber. The ice has extreme freezing powers towards magma enemies!

FREESTYLE

Move on to the next scene once the players armor up with icy gear.



Scene 3

PROMPT

A river of lava oozes towards you! Following the lava river back to its source, Pebbleton, you find the Pebble People are trapped on a rocky platform, surrounded by a moat of lava. The magma warriors have transformed into fierce evil-looking animals and are gathered in the site of the Secret Slab, where the old historian and Magmito are reading an incantation aloud.

Magmito is a oozing lava abomination, the size of a tree! White hot flames flicker instead of eyes and a mouth. He turns to you and opens up his mouth, gearing up for an attack. Launch ice at them pronto!

FREESTYLE

Continue when the players have managed to deal **10 HEADS OF STRENGTH DAMAGE** to Magmito, or otherwise subdue him.

DANGER!

A successful attack from Magmito will deal **2 HEADS OF STRENGTH DAMAGE** to whoever it hits.

LEVEL
3
20 min.



Scene 1

PROMPT

"NOOOOOOO" Magmito screams, as he slithers off into the distance. "My plan has been foiled!!!" The historian wails. "My poor Magma Minions! You deserve better than this! I am sorry for failing you!"

Suddenly, a bright light shines from above. It is the Crystal Hag, but now in a shimmering white robe and with a head of golden hair. "Nice try, Hilda! Ever since you lost your magic powers, hundreds of years ago, I knew you would try a stunt like this some day." She turns to you and says "Dearest adventurers, I am sorry I did not introduce myself earlier, I am Heather, the protector of these lands. Although many of my powers are coming back due to your kindness, I am not fully restored. Help me contain Hilda so that she may never terrorize Pebbleton again."

FREESTYLE

Move onto the next scene once the players find a way to contain Hilda from causing mayhem once again

QUICK TIP:

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

HOW MANY HEADS?:

Creating a special icy jail would take at least **7 HEADS ON A COMBINATION OF SMARTS AND STRENGTH.**

HOW MANY HEADS?:

Using your charm to convince Hilda to change her ways would be even harder, and require at least **9 HEADS ON A SMARTS FLIP.** The evil has really caked on over the years.



Scene 2

HOW MANY HEADS?

Creating a giant lava lake for the Magma Warriors to play in would take at least **8 HEADS ON A MAGIC FLIP.**

SILLY IDEA:

Have the players draw out the floor plan for their rehab center on a piece of paper.

PROMPT

With Hilda handled, the players can rest at ease. However, their job is not completely done yet.

The Magma Warriors are still incredibly agitated. Heather asks you to use your abilities and creativity to create a rehabilitation center for the Magma Warriors.

What kind of place will you create?

FREESTYLE

Continue when the players have finished creating the rehabilitation center.

Scene 3

PROMPT

With peace restored to Pebbleton, you can all resume your daily lives.

Heather thanks you for your contribution by giving you each a magic ice medallion that will never melt, allowing you to remain cool even in the pit of a volcano.

"Thank you for rescuing me with your kindness. When Hilda cast a spell on me years ago I was transformed into a Hag. No one would be nice to me due to my ugly appearance, yet that was all that could save me. Thanks to you, Pebbleton can be peaceful once again."

GAME OVER. YOU WIN!