



Prison Break - Rough Draft

Level 1 Adventure for the Unchained Heroes

The Prison Break Adventure is a Free Adventure for GMs to use as an introduction to the that is designed for any number of 1st Level Adventurers. All Encounters are scalable to match the needs of the group you have to play with. This Adventure, as written, is recommended for at least 3 players and 1 GM because of the Final Confrontation, but it may be scaled down easily for less.

Adventure Key

Normal Text - Description of Adventure for the GM

Boldface Text - This is used to call out key game terms and vocabulary and other important Text.

Italic Text = Sections that can be read or summarized to your players

Underlined Text = Ability, Strength, and Weaknesses of Villains.

Text between _____ - These are GM Areas that contain Stat Blocks or GM Info

Adventure Summary

The Players have been taken prisoner within an Imperial Floating Citadel on Peloria. When the Adventure begins it has just crashed, they have grabbed their equipment, and are fleeing the crash site for the safety of the nearby forest. The Player Characters are sitting around in the rubble of the Floating Citadel, a little battered and bruised, but no worse for wear. They are going to have to make a decision. There are Imperial Gray Guards rounding up prisoners for work gangs to try

to salvage what can be salvaged while trying to stop any escapees. They will need to make the decision on how they are going to get out of here. How they make free of the crash site is up to them.

The closest safe haven is a few days away through heavy forest; a roadside Inn called the Clockwork Gryphon. This adventure covers that journey. Once free of the Crash Site, the players are going to be in the Pelorian Wilderness about 2 miles into the Scalar Forest, just north of Caprin on Peloria's Western edge. The names of people, places, and locations may be modified as you see fit.

Their trip will be hounded by Petra Kellis an Elite Imperial Hunter, Imperial Gray Guards, and opportunistic Goblins that are preying on the stragglers of the crash. Petra Kellis was particularly harsh on you and yours while in the prison. She has three hounds that accompany her everywhere named Gavros, Kavros, and Drugos. When you all got in the way of her and her hounds having "fun" with a fellow prisoner, she never forgave you. There are 5 total Encounters, all of them may be avoided—except for the Encounter with Petra.

The Imperial Floating Citadel where you have been held with other prisoners has crashed to the ground on Peloria. You, along with many others, have used the opportunity to acquire your previous gear and valuables along with a few extras. The only thing you don't have is food. The Imperials are in disarray. Other prisoners are making a break for it, so now is your chance to make it out of here. You know you are close to a safe house where you can hole up against the invasion. If you can make it there, you should be able to lay low for a while.

Adventure Map

The Map provided is a sketch of the continent of Peloria and the Crash Site. Use it as you wish. It is only used to provide a setting and backdrop for the adventure.



Adventure Outline

This is the Outline that you can use to quickly build and play through this Adventure. It is divided into Scenes that coincide with Encounters. The Encounters will be listed in the next section with all the game mechanics and details required to run them.

- Scene #1: Players are fully equipped and ready to escape the Crash Site of the Imperial Floating Citadel where they were detained for the past few days.
 - In the Scalar Forest, 2 miles north of Caprin on the continent of Peloria
 - Plan is to head to the Clockwork Gryphon as a safe house.
 - Avoid or Confront the Imperial Gray Guards at the Crash Site (Standard Encounter #1) to get free.
- Scene #2: Players are within the Scalar Forest which is thick with dense tree growth and must get their bearings before heading to the Clockwork Gryphon. It is just over two days away.
 - Get bearings and plot a proper course through the Scalar Forest for the Clockwork Gryphon Inn (Standard Encounter #2)
- Scene #3: Travelling through the Scalar Forest has its perils, one of which is an

opportunistic group of Goblins that are preying upon the crash victims.

- Avoid or Confront the Goblin Ambushers within the Scarar Forest (Standard Encounter #3)
- Scene #4: Within the Scarar Forest, there is a sense you are being followed as you pass through the forest to the Clockwork Gryphon.
 - Possibly attacked in the night by Hounds of Petra
 - Could throw the Hounds off your scent in some way
 - Avoid or Confront the Hounds of Petra set to follow your trail (Standard Encounter #4)
- Scene #5: Shortly before reaching the edge of the forest, Petra catches up to you and has made this a personal. She will do anything in her power to hinder you and feed you to her Hounds: Gavros, Kavros, and Drugos. She won't sacrifice her life or the life of her animals however.
 - Confrontation with Petra and her Hounds (Major Encounter #5)
- Scene #6: Arrival at the Clockwork Gryphon.

Adventure Encounter Section

If you come across a point where you are going to have a Combat or Skill Encounter as mentioned in the Outline, use these sections to determine the methods for playing through them.

Standard Encounter #1 - Avoid or Confront the Imperial Gray Guards at the Crash Site

This Encounter occurs immediately after the players begin playing. You can give them a little bit to get their bearing, but it should occur very quickly; before the players have much time to root around in the rubble. Use the "Make a Break for It" Section if the players decide to run for it and use stealth. Use the "Stand and Fight" Section if the players engage the Imperials in battle at any point.

Rubble, small fires, battered prisoners, and patrols of Imperial Gray Guards are everywhere. The giant Imperial Floating Citadel, used as a slow moving command post by the Imperial Navy has fallen and you don't know why, but you aren't going to wait long to find out. The forest is just beyond the crash site. If you can get there, you might be able to get free of the Imperials.

Encounter Notes:

- Battlefield Configuration - use the guidelines for the Optional Simple Battlefield. In its simplest form, you take a piece of paper, divide it into three sections, put your players on one side and Imperials on the other.
- Scaling the Encounter - Villain Group Size should be 2 Imperial Gray Guards per player. After that is calculated, subtract 1 to 2 guards based on how easy you want to make the Encounter.
- Treasure Reward - None.

Make a Break for It

Use this section if the players decide to run for the treeline, move stealthy, or any combination of the two. Performing this task undetected and quickly gives the players a free pass into the woods. If they are detected or they fail to avoid the Imperials, the consequences are covered here.

- Reaching the Forest Edge - Getting to the edge of the Forest requires an Extended **Athletics Skill Check DF 70/5**. This means have each player roll Athletics 5 times, adding their Skill Bonus each time and count how many rolls it takes to get to 70. A Success means they make the Forest Edge and are free of the Guards. This action has different outcomes dependent on the “Sneaking by the Guards” Action. If the “Sneaking by the Guards” Action fails, the players can make a run for it, but they must get the required DF70 in equal to or fewer rolls than the Imperials.
- Sneaking by the Guards - Getting past the guards unseen requires a **Subterfuge (Sneak) Skill Check DF17** to be made by each member of the party. If anyone fails, the GM will need to decide if the Party fails or just that person.
- Outcomes
 - Sneaking by the Guards = Success, Reaching the Forest = Success - The players make it to the Forest Edge without a hitch and can safely be on their way.
 - Sneaking by the Guards = Failure, Reaching the Forest = Success, - The players make it to the Forest Edge but anyone that failed their Sneaking by the Guards Action suffers 2 Trauma Damage from the chase by the guards as bullets hit them and the rubble was precarious. **Athletics Check DF20** for each Trauma Damage can be rolled to avoid the damage.
 - Reaching the Forest = Failure - The player must engage the Guards. Move to the “Stand up and Fight” Section of this Encounter.

Stand Up and Fight

Describe the Imperial Guards catching up to the players. This is a simple Encounter with three Battle Zones and no special Terrain or Environmental Conditions since it is an introduction to the Combat Timeline. There is no Surprise Round.

Imperial Gray Guard

Minion Physical Vanguard Humanoid (Level 1)

Health	75
A/D/P/W	9/14/7/11 (+Special)
DT/IN/HS/CS	33/5/0/8
Weapon DP/AT	2d10, AT11
Onslaughts	Martial Melee 1T +3dp/+4dp/+5dp, Martial Ranged 1T +3dp/+4dp/+5dp
Abilities	Mortal Strike, Pursuit
Strengths	Protecting the Homeland
Weaknesses	None
Dmg/Hlg/CRIT	+7/+7/+1 (+Special)
Move Action	AT9
Exhausted	15
Weakened	15
Equipment	1 Set of Leather or Chain Mail Armor, 1 Melee Weapon of Choice, 1 Ranged Weapon of Choice
Rewards	On Person

Notes: Imperial Gray Guards only consider the Floating Citadel their Home. The Crash Site is not considered their Home.

Abilities:

Mortal Strike

Active Mobile [Martial] [Onslaught] [Bane]

Energy: 30

Range: Equipped Weapon (Immobile w/ Ranged Weapon)

Action Time: Equipped Weapon

Duration: Encounter

Your enemies will bleed by your hand.

Skill Check: ATK vs. DEF

Ability Dice Pool: +3dp/+4dp/+5dp

Effect: Combatant is dealt Physical Damage and suffers the Bleed Condition.

Synergy Bonus: If this Action is Declared within 7TI of the Activation Phase of your Tactical Assault Action, this Action also deals +1 Trauma Damage upon Activation in addition to any other effects.

Pursuit

Active Mobile [Martial] [Boon]

Energy: 30

Range: Ranged

Action Time: Instant (W)

Duration: 20

With a single minded determination, you hound your enemy's steps across the battlefield.

Effect: When Activated, chose a Foe and another Combatant. If chosen Foe performs a Move Action, Combatant gains the Rush Effect. This Effect is Triggered each time the chosen Foe performs a Move Action for the Duration of this Action.

Strengths:

Protecting the Homeland

Passive Strength

There are few things that keep a soldier more focused and vigilant than protecting their home soil.

Effect: While in a Combat Encounter in their Home, Home City, or Home Country, you gain a +2 MISC MOD to all Battle Skills. While in a Skill Encounter in their Home, Home City, or Home Country, you gain a +4 MISC MOD to all Character Skills.

Standard Encounter #2 - Plot a course to the Clockwork Gryphon Inn

In this Encounter, we are pitting the players against Nature. With this Encounter, build a sense of peril around the struggle to survive in this forest. It should take the players anywhere from 2 to 5 days to get out; 2 if they do everything right, 5 if they some checks. It will be an ongoing Encounter that will span the entire length of time that they are within the forest. At the end of the encounter, the players will either have made it through relatively unscathed and confident in their skills or feeling a bit rankled and worse for wear.

Here is the description of the scene and the actionable phrase:

The deep forest surrounds you, thick with vegetation and animal life. A few inches of detritus covers the dirt of the forest floor, making footing precarious. The sharp smell of dirt and decaying plant matter hits your nose. Free of pursuit, it is time to head towards the Clockwork Gryphon.

This will be an Ongoing Encounter that starts after Encounter #1, but continues to be checked each morning and afternoon for each day they are in the forest.

- Getting their Bearings - This Action is a one time check using **Natural Lore Check DF15** that occurs the first day of the adventure and each subsequent morning. Failure means they are automatically considered to have failed at least one "Staying the Course" Action during that day.
- Staying the Course - This check is performed immediately each morning and afternoon as a the first order of business. It requires a **Natural Lore Check DF18** to determine North. If no one meets this check, then add a 1/2 day to their journey in the the woods to the Clockwork Gryphon. This can occur a maximum of 6 times to make the total length of time in the Scalar Forest take 5 days. It will take 2 days to get out if they make every check.

- Covering their Trail - If you want to stay undetected, you will need to try to cover your trail. That requires a **Natural Lore Check DF22**. Failure of this check imposes a -4 MISC MOD to all Perception Checks during Surprise Rounds for the rest of the day. It also affects the Goblins of Standard Encounter #3, causing them to attack in the night. If this Check is successful, the players may roll a Check in Standard Encounter #4 to attempt to avoid the Hounds of Petra.
- Foraging for Food - The players are not considered to have any food, so they must forage for it each day or suffer Trauma Damage. This is a **Natural Lore (Forage) Check DF20** that is performed for each person or by one person multiple times. At least 50% of the group must succeed in their Skill Checks or it is considered a Failure. If two days go by without food, players cannot regain Healthy Stages and suffer 1 Trauma Damage per 12 hours without food.
- Outcomes
 - Getting their Bearings = Failure - Do not perform first Staying the Course Check for the morning, add 1/2 day to your total Journey.
 - Staying the Course = Failure - Add 1/2 day to your total Journey through the forest.
 - Covering their Trail = Failure - You suffer a -4 MISC MOD to Perception Checks for the rest of the day during the Surprise Round of Combat. The Goblins are will attack in the night.
 - Covering their Trail = Success - You detect the Goblins following you allowing you to create an Ambush of your own or avoid them completely. You may also gain the option to Mask your Scent in Encounter #4.
 - Foraging for Food = Failure - All players suffer 1 Trauma Damage from hunger that cannot be healed by magical means. It lasts until the players get to spend some time in a bed at an Inn.

Standard Encounter #3 - Avoid or Confront the Goblin Ambushers within the Scalar Forest

There are Goblins within the Scalar Forest that keyed in on the commotion of the Citadel's Crash. They are intent on picking over the scraps of the crash site and catching any stragglers to be sold as slaves in the black markets. Like the Encounter #1, give the players the option to Avoid, Fight, and Flee from the Goblins if they wish. This Encounter will be occurring while the players are in the Forest at any time during the first few days. You will need to approach how you deliver the details on this Encounter carefully. Just about any time you bring something up, players will expect a scene to be occurring, so you might need to "cry wolf" a few times and give them a false alarm or build a consistent Skill Check into the story that they won't suspect this attack. Experienced gamers often use metagame principles, which is the idea of "gaming the game" or "outthinking the gamemaster"; you will want to find a way to break that to surprise them.

Encounter Notes:

- Battlefield Configuration - use the guidelines for the Optional Simple Battlefield. In its simplest form, you take a piece of paper, divide it into three sections, put your players on one side and Goblins on the other.
- Scaling the Encounter - Villain Group Size should be 5 Goblins per player. After that is calculated, subtract 3 to 5 goblins based on how easy you want to make the Encounter.

- Terrain Condition - Forest, Dense: The area has a high concentration of trees or deadfalls that makes it very difficult to draw a line of sight to a target. This Terrain Condition provided Full Cover to those within it. Combatants suffer a -4 MISC MOD to Mobility when moving into or out of this Battle Zone. AoE Damage Effects with the potential to cause a fire within this Battle Zone on a 1 start a Conflagration that deals 30 fire damage and 1 Trauma Damage every 10TI it is active.
- Environmental Condition - Darkness, Night: All Combatants are granted Concealment while within this Battle Zone. A continuous source of light such as a torch or lamp will remove this effect.
- Treasure Reward - Only occurs once during this Encounter. Roll Xd4 where X is equal to the number of players in the group, combine the results to determine how many items are found. Give out up to two ILV 1 pieces of Combat Gear per player and 1 Lesser Rejuvenation Potion per player. Any excess items are considered Minor Healing Potions.

Turning the Tables

Use this section if the players decide to run for the treeline, move stealthy, or any combination of the two. Performing this task undetected and quickly gives the players a free pass into the woods. If they are detected or they fail to avoid the Imperials, the consequences are covered here.

- Detecting Pursuit - At anytime during the day have the players roll a **Perception Skill Check DF18**. A Success means they realize they have Goblins tailing them. They may then perform the Avoiding the Ambush Action as part of this Section.
- Avoiding the Ambush - Players may talk about how to avoid the Ambush. When they come up with a plan, you may grant a MOD of +1 to +4 to their Skill Checks depending on their ideas. Have them roll a **Natural Lore** or **Education Skill Check DF20**. Success means they figured out a way to ditch the Goblins and remain undetected.
- Outcomes
 - Detecting Pursuit = Success - The players gain the opportunity to perform Avoiding the Ambush and/or automatically gain a Surprise Round on the Goblins.
 - Avoiding the Ambush = Success - The players ditch the goblins and stumble upon a cache of valuables left by someone in the forest, still oiled, but that has been there for some time. **Treasure Reward see Encounter #3 Notes**.
 - Avoiding the Ambush = Failure - The players must engage the Goblins. Move to the “Goblin Fight” Section of this Encounter.

Goblin Fight

This Battle takes place with the Scalar Forest. It is a fight between the players and a large group of goblins. The Goblins at this point will have either sprung their trap on the players or the players will have “Turned the Tables” on them.

- Attack in the Night - This is a one Battle Zone Battlefield where everyone is mixing it up around the camp. This only occurs if the players failed the Covering the Trail. The Goblins will get to fire a volley of spears and arrows into the group as a Surprise Round. If the Players perform the “Keep Watch” Action, they are not Surprised, but suffer a -2 MISC

MOD to all their Actions for the first 15TI of the fight. Include the Terrain Condition - Forest, Dense and Environmental Condition - Darkness, Night in all Battle Zones.

- Daytime Battle - This is a standard fight that includes the Terrain Condition - Forest, Dense in all Battle Zone. Use the rules for a Simple Battlefield once again for this fight with the addition of the Terrain and Environmental Conditions.
- **Treasure Reward see Encounter #3 Notes.**

Goblin

Fodder Physical Vanguard Humanoid (Level 1)

Health	30
A/D/P/W	7/14/5/9
DT/IN/HS/CS	30/3/0/7
Weapon DP/AT	2d10, AT11
Onslaughts	Martial Melee 1T +3dp/+4dp/+5dp, Martial Melee AoE +1dp/+2dp/+3dp
Abilities	Crippling Wounds
Strengths	Gang, Small Humanoid
Weaknesses	Cowardice
Dmg/Hlg/CRIT	+5/+5/+1
Move Action	AT9
Exhausted	15
Weakened	15
Equipment	1 Set of Era/Region Appropriate clothing, 1 Spear, 1 Ranged Weapon of Choice
Rewards	On Person

Abilities:

Crippling Wounds

Active Mobile [Martial] [Bane] [Vector]

Energy: 20

Range: Self

Action Time: Reaction

Duration: 20

Your strike cripples and mangles your opponents.

Effect: Your Current Onslaught or Basic Attack causes a -4 PWR MOD to Mobility and they may not use Rush Effects while this Action is active in addition to any other Effects.

Strengths:

Gang

Passive Strength

The more of these guys present in your immediate area, the uglier the situation gets.

Effect: You gain a +1 MISC MOD to Damage for each other Ally in your Current Battle Zone.

Small Humanoid

Passive Strength

Your size has an advantage in that it is much harder for your opponents to hit you.

Effect: You gain a +2 MISC MOD to DEF.

Weaknesses:

Cowardice

Passive Weakness

You are not the sort of “stand up” fighter that you may portray and will run at any sign your life may be in great danger.

Effect: Any time an Ally is Incapacitated, Dead, Dying, or Surrenders, you must make a Willpower Check of DF 10+ Lowest Level member of your Foe’s Party. If you fail, you suffer the Fear Condition and continue to suffer the Fear Condition until you have removed yourself from the Battlefield. You must move to the closest edge of the Battlefield and upon reaching the edge of the Battlefield perform one additional Move Action; after which, you are considered Out of Combat and the Fear Condition ends.

Standard Encounter #4 - Avoid or Confront the Hounds of Petra

Now we want an encounter that will occur towards the end of the adventure to build suspense for the final confrontation. If the players haven’t felt the heat from any of the encounters so far, this one should make them feel it. The Hounds of Petra will be on the players trail. Alone, they are just 3 Minions, but they will not be alone, they will have been joined by the Prison Hounds. The prison hounds will be the fodder for this encounter and directly confront the players; the Hounds of Petra will stay in the background and enhance the strength of the prison hounds.

Encounter Notes:

- Battlefield Configuration - use the guidelines for the Optional Simple Battlefield. In its simplest form, you take a piece of paper, divide it into three sections, put your players on one side and Imperials on the other.
- Scaling the Encounter - Villain Group Size should be 3 Hounds of Petra total plus 2 Prison Hounds per player.
- Terrain Condition - Forest, Dense: The area has a high concentration of trees or deadfalls that makes it very difficult to draw a line of sight to a target. This Terrain Condition provided Full Cover to those within it. Combatants suffer a -4 MISC MOD to Mobility when moving into or out of this Battle Zone. AoE Damage Effects with the potential to cause a fire within this Battle Zone on a 1 start a Conflagration that deals 30 fire damage and 1 Trauma Damage every 10TI it is active.
- Treasure Reward - None.

Avoiding the Hounds

Use this section if the players decide to run for the treeline, move stealthy, or any combination of the two. Performing this task undetected and quickly gives the players a free pass into the woods. If they are detected or they fail to avoid the Imperials, the consequences are covered here.

- Covering your Scent - Perform a **Natural Lore, Subterfuge, or Education Skill Check DF20**

for each player (Player Choice). They players have to make a logical argument for how they are going to handle this and if successful, may cover their scent. This will keep the players undetected from the Hounds.

- Outcomes
 - Covering your Scent = Success - The players gain the opportunity to bypass the Hounds and get to see the Hounds and another group of Goblins fight while they sneak by. They may also automatically gain a Surprise Round on the Hounds in the Hound Fight section of this Encounter.
 - Covering your Scent = Failure - The players must engage the Hounds. Move to the “Hound Fight” Section of this Encounter.

Hound Fight

This Battle takes place within the Scarlar Forest. It is a fight between the players and a group of Prison Hounds led by the Hounds of Petra: Gavros, Kavros, and Drugos. The Hounds of Petra will hang back while the Prison Hounds actually harry the players. The Hounds of Petra will support and take opportunities to be bothersome as they can.

- Daytime Battle - This is a standard fight that includes the Terrain Condition - Forest, Dense in all Battle Zone. Use the rules for a Simple Battlefield once again for this fight with the addition of the Terrain and Environmental Conditions.

Hounds of Petra (Gavros, Kavros, and Drugos)

Minion Physical Vanguard Animal (Level 1)

Health	75
A/D/P/W	9/14/7/11
DT/IN/HS/CS	33/5/0/8
Weapon DP/AT	2d10, AT11
Onslaughts	Martial Melee 1T +3dp/+4dp/+5dp, Martial Melee AoE +1dp/+2dp/+3dp
Abilities	Warpath, Mortal Strike (Gavros Only), Slam (Kavros Only), Hamstring (Drugos Only)
Strengths	Bomb Squad, Four-legged
Weaknesses	None
Dmg/Hlg/CRIT	+10/+10/+2(+5 with Warpath)
Move Action	AT5 (Special)
Exhausted	15
Weakened	15
Equipment	None
Rewards	Materials and In Lair

Abilities:

Warpath

Active Mobile [Martial] [Boon]

Energy: 30

Range: Self

Action Time: 5

Duration: Special

You abandon all reason and wade into your enemies, bent on creating a path of destruction in your wake.

Effect: This Action may be triggered as a Reaction when a Bane, Onslaught, or Basic Attack Action is Activated against an Ally. While Warpath is activated, you gain a +3 PWR MOD to CRIT and it remains active until an Onslaught or Basic Attack you perform misses unless at least one Foe has the Bleed Condition, in that case it stays active. This Action may ignore the CRIT limit.

Mortal Strike (Gavros Only)

Active Mobile [Martial] [Onslaught] [Bane]

Energy: 30

Range: Equipped Weapon (Immobile w/ Ranged Weapon)

Action Time: Equipped Weapon

Duration: Encounter

Your enemies will bleed by your hand.

Skill Check: ATK vs. DEF

Ability Dice Pool: +3dp/+4dp/+5dp

Effect: Combatant is dealt Physical Damage and suffers the Bleed Condition.

Synergy Bonus: If this Action is Declared within 7TI of the Activation Phase of your Tactical Assault Action, this Action also deals +1 Trauma Damage upon Activation in addition to any other effects.

Slam (Kavros Only)

Active Mobile [Martial] [Onslaught] [Bane]

Energy: 20

Range: Melee

Action Time: Equipped Weapon

Duration: 30

You lead your attack with your shoulder or shield, slamming into your enemy with the force of a bull, giving them a ringing in their ears.

Skill Check: ATK vs. DEF

Ability Dice Pool: +1dp

Effect: Combatant is dealt Physical Damage and suffers the Crippled Condition. You may spend +20 Energy to also cause the Knockback Condition in addition to any other effects.

Hamstring (Drugos Only)

Active Mobile [Martial] [Bane] [Vector]

Energy: 20

Range: Self

Action Time: Reaction

Duration: 30

You attempt to slow them down to gain the advantage of mobility.

Effect: Your Current Onslaught or Basic Attack causes the Hold Condition in addition to any other Effects.

Synergy Bonus: If the Combatant is suffering Bleed, your Current Action gains a +1 MISC MOD to its Weapon Dice Pool.

Strengths:

Bomb Squad

Passive Strength

You have been trained to navigate the minefields, shrapnel, and dangerous explosives on the battlefield.

Effect: You are Immune to the effects of the Terrain Condition, Minefield. You may pass through a Minefield without being harmed.

Four-legged

Passive Strength

Having four legs gives you increased stability and speed.

Effect: You may roll your Athletics Check twice when you suffer a Knockback or Knockdown Effect and take the better of the two rolls. You also have a Base Move Action AT of 5.

Prison Hound

Fodder Physical Vanguard Animal (Level 1)

Health	30
A/D/P/W	7/14/5/9
DT/IN/HS/CS	30/3/0/7
Weapon DP/AT	2d10, AT11
Onslaughts	Martial Melee 1T +3dp/+4dp/+5dp, Martial Melee AoE +1dp/+2dp/+3dp
Abilities	Brutalize, Scent of Blood
Strengths	Four-legged
Weaknesses	None
Dmg/Hlg/CRIT	+5/+5/+1
Move Action	AT5 (Special)
Exhausted	15
Weakened	15
Equipment	None
Rewards	Materials and In Lair

Abilities:

Brutalize

Active Mobile [Martial] [Onslaught] [Bane]

Energy: 40

Range: Melee

Action Time: Equipped Weapon

You unleash your inner beast upon your enemy, stopping your attacks only after you fail to connect.

Skill Check: ATK vs. DEF

Ability Dice Pool: +odp

Effect: You may repeatedly perform a Basic Attack Action unmodified by Damage and Healing modifiers that deals Physical Damage with a -2 cumulative power penalty to ATK on your target until you miss. Each successful Basic Attack deals +1 Trauma Damage (maximum 5).

Synergy Bonus: If the Combatant is suffering Bleed, this Action gains a +2 MISC MOD to ATK.

Scent of Blood

Active Mobile [Martial] [Boon] [Vector]

Energy: 40

Range: Self

Action Time: Reaction

At the scent of blood, something primal unlocks within you.

Effect: Your Current Onslaught or Basic Attack is an Automatic Critical Effect in addition to any other Effects.

Synergy Bonus: This Action's Energy Cost is lowered by 20 against Combatants suffering the Bleed or Open Wounds Conditions.

Strengths:

Four-legged

Passive Strength

Having four legs gives you increased stability and speed.

Effect: You may roll your Athletics Check twice when you suffer a Knockback or Knockdown Effect and take the better of the two rolls. You also have a Base Move Action AT of 5.

Major Encounter #5 - Confrontation with Petra and her Hounds

This is the last encounter in the Adventure. It is a Combat Encounter that should occur just within the first visual verification of the Clockwork Gryphon Inn. Petra swoops in on the players when the Clockwork Gryphon is within site a few miles down the road. She will make it almost impossible to avoid her. She is going for the dramatic flair, trying to kill the players hope. At this point in the Adventure, freedom is just outside their reach and she needs to be stopped for the players to attain it. Accompanying her are her three hounds: Gavros, Kavros, and Drugos *The sound and sight of three enormous hounds leaping from the forest and circling around you towards a woman on horseback up ahead sends your ire rising. You have made it so far, only to see Petra Kellis directly in your way and with her Hounds slavering for a chance at you. She spurs her horse in your direction and the four of them close on you and yours in moments.*

Encounter Notes:

- Battlefield Configuration. This Battlefield will be a 3x3 Cube of Battle Zone with Petra in the Middle Battle Zone on one side, and her hounds in any of the other Battle Zones adjacent to her. The Players may decide which Battle Zone they wish to start on the opposite side of the Battlefield from her.
- Scaling the Encounter - This fight will be Petra and her Three Hounds. In this case, she is going to be a Boss. Elite Values can be used for a player group of 3 or less. If there is only 1 player, Petra can be made into an Elite and the Hounds can be preoccupied by a group flanking Petra from the south from the Clockwork Gryphon.

- Treasure Reward - One ILV 2 piece of Equipment per person in the party found in Petra's dropped saddlebags.

Confronting Petra

Petra Kellis is going to take the time to rub it in that she stands between the players and whatever they might decide to do. She will be the thorn in their side.

- Petra Monologue - To be determined.
- Petra Battle Phrases - Used when she performs certain actions and when you want to add flavor to the fight.
 - Sic 'Em Boys - Used when activates the Sic 'Em Boys Encounter Power.
 - Random Sayings
 - 1 - To be determined.
 - 2 - To be determined.
 - 3 - To be determined.
- Important Combat Mechanics - She lays out Minefields and Incendiary Grenades to control the movement of her opponents on the battlefield. In addition, she does everything in her power to get as many status effects as possible on her enemies.

Boss Sentinel Humanoid (Level a) ~~/~~ Elite Sentinel Humanoid (Level 1)

Health	175 (Multiply by number of Heroes) ~~/~~ 115
A/D/P/W	11/17/12/20 ~~/~~ 9/15/10/18
DT/IN/HS/CS	40/9/3/10 ~~/~~ 36/7/1/9
Weapon DP/AT	2d10, AT9 +1 Action per Hero over 3.
Attack Method	Martial Melee 1T +3dp/+4dp/+5dp, Martial Ranged 1T +3dp/+4dp/+5dp, Martial Ranged AoE +1dp/+2dp/+3dp
Abilities	Adhesive Grenade, Incendiary Grenade, Fleet-Foot Elixir, Rocket Boots Encounter Power #1 - Sic 'Em Boys, Encounter Power #2 - Minefield
Strengths	None
Weaknesses	None
Dmg/Hlg/CRIT	+30/+30/+5 ~~/~~ +20/+20/+3
Move Action	AT5 ~~/~~ AT7
Exhausted	15
Weakened	15
Equipment	1 Set of Era/Region Appropriate clothing, 1 Weapon of Choice
Rewards	In Lair

Abilities:

Adhesive Grenade

Active Mobile [Martial] [Bane]

Energy: 30

Range: Ranged AoE

Action Time: 7

Duration: 20

This grenade adheres to the molecules put off by hostile intentions quickly hardening into an unbreakable structure that holds targets fast from the waist down.

Skill Check: ATK vs. DEF — Roll your Skill Check and compare it to all affected Combatants. A failure is a miss on that Combatant.

Effect: All Foes in the target Battle Zone suffer the Hold and Magnify Conditions.

Fleet Foot Elixir

Active Mobile [Supernatural] [Boon]

Energy: 40

Range: Battlefield

Action Time: 5

Duration: Encounter (Special)

The properties of this elixir allow for increased movement speed. If the situation dictates, the powers of this elixir may be used up to grant a short burst of incredible speed.

Effect: You and your Allies gain a +4 PWR MOD to Mobility that lasts for the Encounter or until all Charges of this Action are used. The Combatants also gain 1 Charge of Fleet Foot, granting the Rush Effect. A Charge may be used by the target at anytime as a Reaction, but when all Charges are gone, the Persistent Effect Duration of this Action ends. All Charges are lost when the Combat Encounter Ends. Multiple Uses of this Action on a Combatant grant additional Charges for each use.

Incendiary Grenade

Active Mobile [Martial] [Onslaught] [Bane]

Energy: 50

Range: Ranged AoE

Action Time: Equipped Weapon

Duration: 30, 3 pulses (10)

Prerequisite: Alchemist's Stone Learned

The field of battle is bathed in indiscriminating flames that continue to burn and lash at everyone in their path.

Skill Check: ATK vs. DEF — Roll your Skill Check and compare it to all affected Combatants. A failure is a miss on that Combatant.

Ability Dice Pool: +1dp

Effect: All Combatants in Target Battle Zone are dealt Fire Damage. The Battle Zone of the Combatants affected by Incendiary Grenade gains the On Fire Terrain Condition. Whenever an Ally or Foe performs a Move Action into this Battle Zone or is present when a pulse of this Effect occurs, they are dealt 20 Fire Damage unmodified by Damage and Healing modifiers (cannot trigger on a Combatant more than once per 5TI).

Synergy Bonus: If Liquid Nitrogen Grenade is active in the Battle Zone this Action targets, this Action has no Effect and Liquid Nitrogen Grenade is Dispelled.

Rocket Boots

Active Mobile [Martial] [Boon]

Energy: 30

Range: Self

Action Time: 7

Duration: Encounter

You couldn't help yourself and attached explosive rockets to your boots. It could have been a disaster, but so far it has been an astounding success!

Effect: You gain the Flying Condition.

Synergy Bonus: If you roll a Natural 1 while this Action is active, you lose Flying and perform a Fragmentation Grenade for 0 Energy as a Reaction that affects all Combatants on the Battlefield.

Encounter Power #1 - Only Available as a Boss Grade Villain

Sic 'Em Boys

Active Mobile [Martial] [Boon]

Energy: None

Range: Battlefield

Action Time: Instant (E)

With a whistle and a shout of "Sic 'Em Boys" the Hounds of Petra converge on one enemy and are able to perform a simultaneous attack that inflicts terrible wounds on them.

Effect: Gavros, Kavros, and Drugos gain the Rush Effect and each get to perform a Basic Attack Action against the target. When each Hound scores a successful strike, they inflict a Condition in addition to the damage.

Gavros - Bleed Condition Duration: Encounter

Kavros - Crippled Condition, Duration: Encounter

Drugos - Hold Condition, Duration: Encounter

You suffer the Weakened Condition.

Encounter Power #2 - Only Available as a Boss Grade Villain

Minefield

Active Mobile [Supernatural] [Bane]

Energy: None

Range: Battlefield

Action Time: Instant (E)

Duration: Encounter

You throw hundred of small bearings about the area that are pressure sensitive and will explode on contact.

Effect: Target Battle Zone gains the Terrain Condition, Minefield. All Combatants performing a Move Action into or out of the Battle Zone with the Minefield Terrain Condition are dealt 1 Trauma Damage. You suffer the Exhausted Condition.

The Conclusion

This adventure is concluded when Petra turns tail and runs, loses two of her dogs, or is defeated on her own merits. No matter what the case, Petra is neutralized and no longer a threat to the PCs. The players should be greeted with the warm hearth of the Clockwork Gryphon and enough food, ale, and rest to wash away their worries.

Adventure Rewards

Here is a recap of the rewards the Players receive during this adventure.

- Standard Encounter #3 - Only occurs once during this Encounter. Roll $Xd4$ where X is equal to the number of players in the group, combine the results to determine how many items are found. Give out up to two ILV 1 pieces of Combat Gear per player and 1 Lesser Rejuvenation Potion per player. Any excess items are considered Minor Healing Potions.
- Major Encounter #5 - One ILV 2 piece of Equipment per person in the party found in Petra's dropped saddlebags.
- Everyone gets a LEVEL UP!