



— = gate

● = Carlen's Left Shoe

X = twig Blights (1-5)

▲ = twig blight carrying Carlen

■ = Brass Camp councillor

● = Green dragon

Key

NPC's

Camp Kids (Cynatic good)

— around 10 children, all convinced they are master warriors/wizards.

Daphi

- A teffling child with a broken horn.
- Woke up missing her sword "Sparkle".
- Unbeknownst to her, it is an incredibly powerful weapon.

Brass (Cynical good)

- The ultimate camp councillor
- A Brass dragon in a human form
- Lived in the hole until 200 years ago
- Left to go and Carlen and had not returned.

Carlen

- Broke Daphi's horn by wacking it over the gate with his play weapon.
- Snuck out while camp went swimming, made a deal to bring the green dragon "Sparkle" (Daphi's sword) in exchange for the broken horn.
- Was shoved inside a twig blight after stealing Sparkle and hopping the gate.

★ Players are approached by a horde of children asking them to open an enchanted gate. Upon inspection, the gate is just an ordinary gate with a latch too high for the children to reach.

★ The forest outside the gate appears to be completely untouched by man.

★ The green dragon is weighed down by branches which Brass has had the campers collect up every day so he could dump it on him.



Kathryn R.