

DANGER FOR A ROKKO-DO

Winding Pass • Seven Holy Isles • Twilight Meridian

◆ Journey ● Defense ❄ Snowy Tundra

ADVENTURE DESCRIPTION

As poachers close in on an expectant Prism Rokko-Do mother, a passionate conservationist will do everything in his power to protect the animal and her unborn chicks. That includes hiring the party to travel with him to the frozen tundra and guard the eggs after they're laid until the mother regains strength.

STARTING THE ADVENTURE

"You accepted a bodyguard job at the Archive that offered the chance to explore the frozen tundras of the Seven Holy Isles. A specialist within the Helical Conservation Society, or HCS, is offering decent pay to protect him as he patrols the frozen fields along the Winding Pass. Your contact is named Tumble Treks, a conservationist stationed at the arctic checkpoint you're currently heading to. The trek so far hasn't been easy, and the weather has been anything but predictable. As another blizzard closes in, you spot a hut with a steaming chimney bearing the HCS emblem, and make your way there."

Tumble spotted a heavily pregnant Prism Rokko-Do on a recent patrol, and believes it is likely that she will lay eggs within the next few days. He hopes to observe the labour of the endangered creature and protect it until it regains strength. As the arctic fields can be dangerous, he spent some of the HCS quarterly budget on bodyguards for his self-led mission.

IMPORTANT CHARACTERS

Tumble Treks — Chib, Male, 41 (Guide)

A conservationist who specializes in arctic animal welfare and has a passion for Rokko-Dos.

"Only Tumble's rosy cheeks and bright smile are visible underneath the woolly, HCS-branded anorak and hood that keeps him warm."

Cara Solis — Mundymutt, Female, 24 (Proudhound)

A criminal who is masquerading as a conservationist; Cara is part of a gang of organized poachers.

"A bottle of animal milk and small packs of bird seed are held in Cara's HCS cargo jacket. Cocky and self-assured in her duties."

Ruh "Roh" — Mundymutt, Male, 20 (Blaster Mage)

Roh sees animals, especially rare ones, as valuable commodities. He follows Cara's orders.

"Roh's armor is faux-flamboyant and trimmed with crimson fur. His wicked, frostbitten muzzle is full of sharp teeth that he regularly bares in anger or bravado."



SUGGESTED STORY

Set the scene, have the party enter the hut, let Cara and Tumble greet everyone, then continue:

No Time to Lose

- As Tumble explains his plans, Cara asks where he will camp, in case she needs to send help.
- Tumble will offer Extreme Cold Outfits to any PC without one.
- Tumble guides the party on an arctic trek towards an icy lake, which takes a Day's Travel. Consider showcasing Journey mechanics here - Tumble acts as a Guide.
- The Party may Camp and partake in Camping Activities. Good time to check if they brought Rations!

Polar Panic

- A Polar Bear is found in a trap near the lake. The party must help Tumble release the trap and treat its wounds. The creature loses 1 Heart (4 total) with every failed attempt to save it.
 - Examples: Aura Check to calm the creature, Might Check to loosen the trap, Insight Check for treating the wounds.
- The group must cross the frozen lake to continue, which takes another Day's Travel and Camp.

Birthing Pains

- On day 3, Tumble spots the Prism Rokko-Do near a rocky alcove. He sets up his camp and approaches cautiously with his field kit. The mother lays two healthy-looking Prism Eggs.
- Cara, Roh, and another Mutt arrive on a Giant Fluffed Skree, identities concealed. They demand the eggs, willing to fight.
 - The poachers focus on stealing the eggs and putting them in a sack strapped to the Skree.
 - If they succeed, the poachers will try to escape.
 - If badly wounded, Cara confesses and apologizes. Furious, Tumble leaves the poachers' fates to the party.
- With the poachers defeated, Tumble and the party watch over the mother and eggs until dawn.

KEY LOCATIONS

CONSERVATION HUT

"A stoked fireplace keeps this narrow, stone lodge warm. Its walls and tables are covered in annotated maps, anatomical drawings of animals, and books filled with biological essays."

This hut is one of many HCS sites scattered throughout the realm; each serves as a secure base of operations for its conservationists. Cara and Tumble have decent amenities but the majority of the space is reserved for long-term supplies and ecological research equipment.

LAKE OF BROKEN ICE

"Large chunks of snow-covered, cracked ice make a twisting path across a frozen lake ahead. The footprints of animals who have utilized this temporary route are dotted through the snow."

This large lake freezes and thaws at different points of the year. Anyone attempting to cross the lake will need to keep their balance on the ice, or risk falling and suffering damage from the cold waters below (CLICK! Pit Trap).

ROCKY ALCOVE

"Against the rugged, frozen cliffs, a shallow alcove offers protection from the bitterly cold wind and weather. Small weeds cling to its grey walls, benefiting from the shelter."

The respite from the elements makes this alcove the obvious choice for the Prism Rokko-Do mother to lay her eggs. There is a gorgeous view of the valley below.

The poachers can be spotted circling the skies above this area.

SECRETS & CLUES

1. Tumble has worked with Cara for a year; the two have become friends, and he respects her insight.
2. By leaking key breeding and nesting sites to Roh, Cara has made them both a lot of money.
3. Prism Rokko-Do are endangered because they are poached for their iridescent plumage, which contains an essence that can accelerate one's movement.
4. Roh has set up bear traps around the lake, in an attempt to gather expensive Polar Bear fur.
5. Roh's snow-colored Giant Fluffed Skree wears a spiked collar, and has been treated harshly by him.
6. Cara's gang are the only poachers in the area, but have caused the HCS major issues.



QUEST RESOLUTION

☆ Fighting

Cara considers this her finest catch yet and is willing to throw away her position at the HCS for this haul - 2 fresh Prism Eggs are prime capital. She'll betray Roh and the other Mutt, leaving by herself if they manage to strap the eggs on.

If badly wounded, Cara will confess and apologize. Furious, Tumble leaves the poachers' fates to the party.

◆ Rewards

Tumble has set aside **100C** from his HCS budget to pay the party. Thankful for the protection, the astute mother Rokko-Do will willingly give up **2 Prism Feathers** [Source, pg. 292] to the party. Roh has a small satchel with **1 Unit of Pilose Bumpo Fleece** [Source, pg. 290] and **2 Rations**.

To be particularly nice, there is a **Giant Fluffed Skree** ready as a potential mount if the party calms it!

RANK 2-3 ADVENTURE

Lower Rank: You could reduce Roh to another Mundrym.

Higher Rank: You could boost Cara to a Chosen One and boost Roh to a Proudhound.

Suggested Starting Coin: Give new PCs 200-300C to spend on Gear.

SOURCES & ADVERSARIES

Storybeats & layout inspired from **The Cat's Mother** by One-Shot Wonders. Some writing blocks used directly. Story, mechanics, setting, characters, and vibes reworked to fit BREAK!!'s universe.

Yeeti by The Lonely Sand Person (Homebrew Sheet)

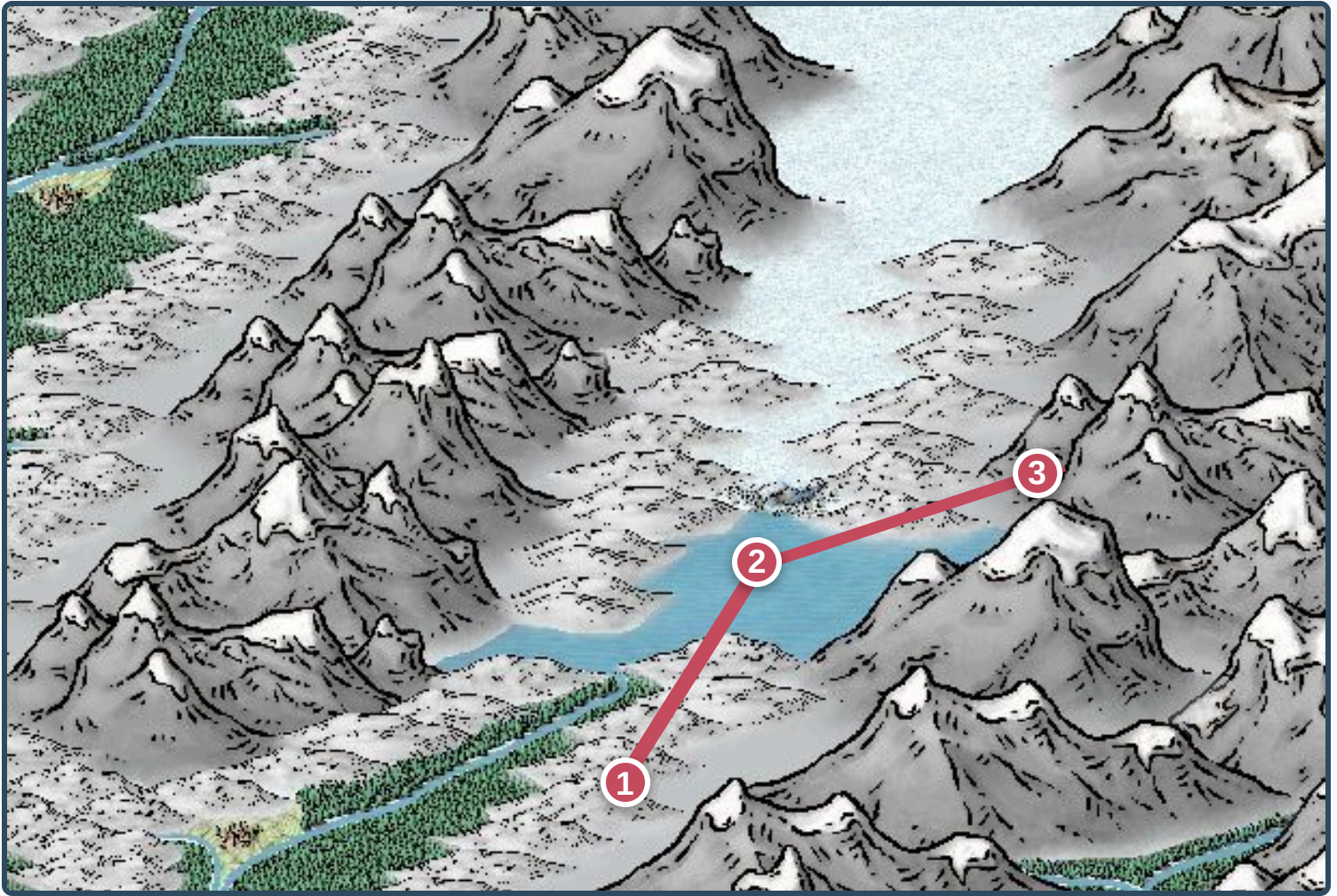
Peppermint Lalka by Quagg (Homebrew Sheet)

Polar Bear: Chompa reffavor

Giant Fluffed Skree: Rokko-Do with Flying Speed of Fast

Traps: **CLICK! Traps** by VictorSeven

WINDING PASS [ADVENTURE SITE]



RANDOM ENCOUNTERS (D20)

1-10 No Encounter: A snow mound falsely shifts, a chunk of ice falls, a small creature runs past.

11-14 Butchered Remains

Situation: The carcass of some creature hastily butchered by poachers is left in crimson snow. Tumble will take the time to bury it, solemnly explaining how much of a problem these poacher gangs have been and how well they've eluded tracking.

15-17 A Sweet Bite: 6x Peppermint Lalka

Situation: No one knows who created these sweet demons, but in the frozen wastes around the Outer World they are a common nuisance. Unfortunately, this lot has taken an interest in you.

Consequence: Armor Crash injuries from a Peppermint Lalka rupture Extreme Cold Outfits, exposing the wearer. Grit Check/Day's Travel or Fatigue.

18-20 Yeeti Pack: 3x Yeetis

Situation: Thought to have formed a tribal society in the Isles tundras, the HCS has been unable to observe these giants closely on account of their hostility and ability to throw shockingly large objects over vast distances.

Consequence: If unnoticed, Yeetis start with throwing rocks (CLICK! Falling Debris) then engage in combat.

LOCATION KEY

1 Conservation Hut

This hut is one of many HCS sites scattered throughout the realm; each serves as a secure base of operations for its conservationists.

2 Lake of Broken Ice TRAP ENCOUNTER

This large lake freezes and thaws at different points of the year. Anyone attempting to cross the lake will need to keep their balance on the ice, or risk falling and suffering damage from the cold waters below (CLICK! Pit Trap).

A Polar Bear caught in one of Roh's traps can be found near the lake's edge.

3 Rocky Alcove ENCOUNTER

Against the rugged, frozen cliffs, a shallow alcove offers protection from the bitterly cold wind and weather. The respite from the elements makes this alcove the obvious choice for the Prism Rokko-Do mother to lay her eggs. The poachers can be spotted circling the skies above this area.

ART VIBEBOARD



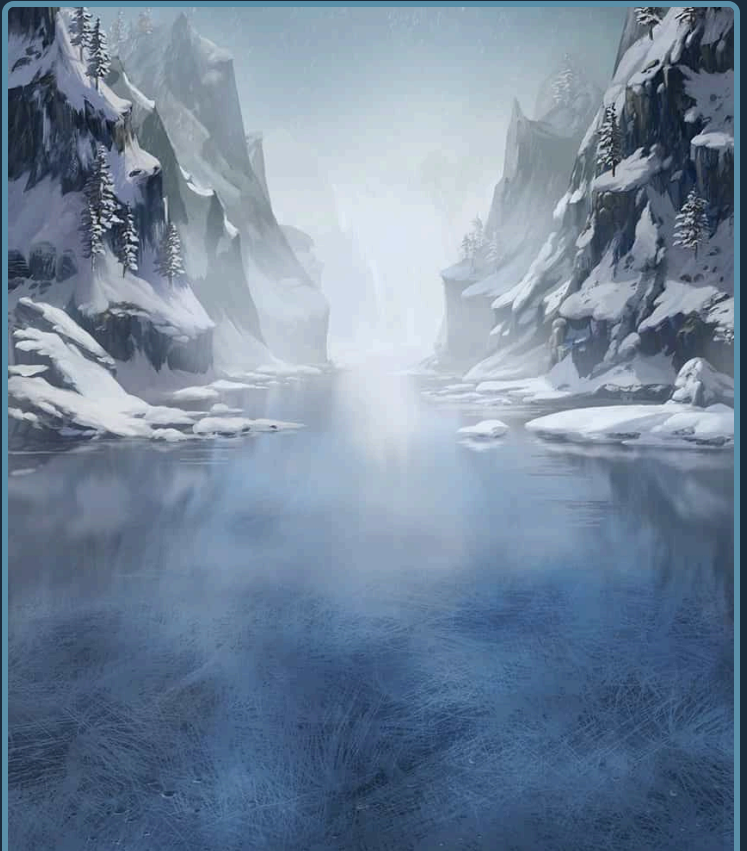
"Frozen Tundra"
Art by Etienne Hebinger



"Jokulldalr - Glacier Valley"
Art by Charles Wayne Robinson



"Snowy Scene"
Artist Unknown



"Arctic Landscape"
Artist Unknown