

Encounter 1

Navigating the River of Death

Requirements: Key 1 Discarded to enter Door 1, Land on the Encounter 1 Space.

You Have reached the River of Death. Any contact with the depths of souls will harm you. Proceed by jumping on skulls floating down the river until you make it to the other side where the key awaits.

Roll a 4-Sided Die to determine your dexterity. This result will remain in effect through the encounter.

To proceed, roll a 12-sided Die and add your dexterity result to this number. If your result is 8 or higher, you successfully jump to the next skull. If your result is less than 8, take 1 damage.

After 3 successful attempts you make it to the other side, but must contend with a regular enemy. Start a basic enemy combat, but you get a +2 to your rolls, and the enemy gets a -1.

Reward: Add Key #2 to your character encounter board. Place your character on the square outside of door #1

Encounter 2

Push/Jump Puzzle

Requirements: Key 2 Discarded to enter Door 2, Land on the Encounter 2 Space.

Above you floats one of the shards of the Crystal. But it floats out of reach. Proceed by pushing over the large crates found in the room and climb on them to reach the shard.

Roll a 4-Sided Die to determine your athleticism. If you roll a 1: use a 6-sided die, 2: 8-Sided, 3: 10-sided, 4: 12-sided.

To proceed, use movement rolls to place your character on a black square (Pink Pebble) with a crate. Push the crate in the direction of the shard (Blue Pebble) by rolling your die. A result of 6 or higher must be achieved to push the crate into the correct position. Once all 4 crates have been moved, roll the die and a result of 6 or higher will allow you to jump and grab the shard. Any basic enemy encounters must be resolved while accomplishing this task. Any number of attempts can be made to achieve the result so long as the player is not engaged in combat.

Reward: Add the shard to your shard collection on your character encounter board. Place your character back on the encounter 2 space. Your checkpoint is now encounter 2 space, and you will start with 1 shard obtained.

Encounter 3

MiniBoss in the Colliseum

Requirements: Shard 1, Land on the Encounter 3 Space, all 3 basic enemies defeated.

You Have reached the colliseum. Here the skeleton of a fabled giant awaits! You will need to use all of your bravery to defeat this enemy.

Set up the character encounter board as you would for a basic enemy, but instead place 4 orange tokens on the enemy's health track.

Combat will proceed the same as basic combat, but it will take a difference of two for the player to damage the mini boss. You may choose to bolster your courage each round during the fight. To do this, roll a 4-sided die. A result of 3 or 4 will add 1 to your roll. A result of 1 will subtract 1 from your roll.

Reward: Once defeated, the skeleton leaves a trove of treasure. Collect the next crystal shard from the map, as well as the key (light blue pebble) to Door #3. Finally, you have received a new Bow! Place a yellow pebble on the bow portion of your Encounter Card. Follow the combat protocol and reset health.

Your checkpoint should now reflect your progress

Encounter 4

Sneaking Around

Requirements: Key 3 Discarded to enter Door 3, Land on the Encounter 4 Space, Bow, all basic enemies to this point defeated, Shard 1 & 2.

Having bested the giant, you find yourself in a maze with several half giants. Fighting them will be difficult, so try to sneak around them.

Continue using basic movement to proceed on the map. With Every movement roll, roll a 6 sided die. A result of two or less will alert the nearest half-giant to your presence a start a combat. As you move through the maze, moving the crates in the line of sight of the nearest half-giant will hide you from view and give your next 6-sided die roll a plus 1. To move a crate, the result of a 6-sided die cannot be 1.

Should your stealth be lacking and you trigger a combat with a half giant, set up combat as normal, but these enemies have 5 health and will always attack using an 8 sided die. Your new bow may come in handy, however, adding a plus two if the bow is used in the round.

Once you have reached the square with the shard, a stealth roll is no longer required with the movement roll, and the encounter ends.

Reward: Add the third shard to your shard collection on your character encounter board. Your check point should indicate your progress up to this point. Follow the combat protocol and reset your health.