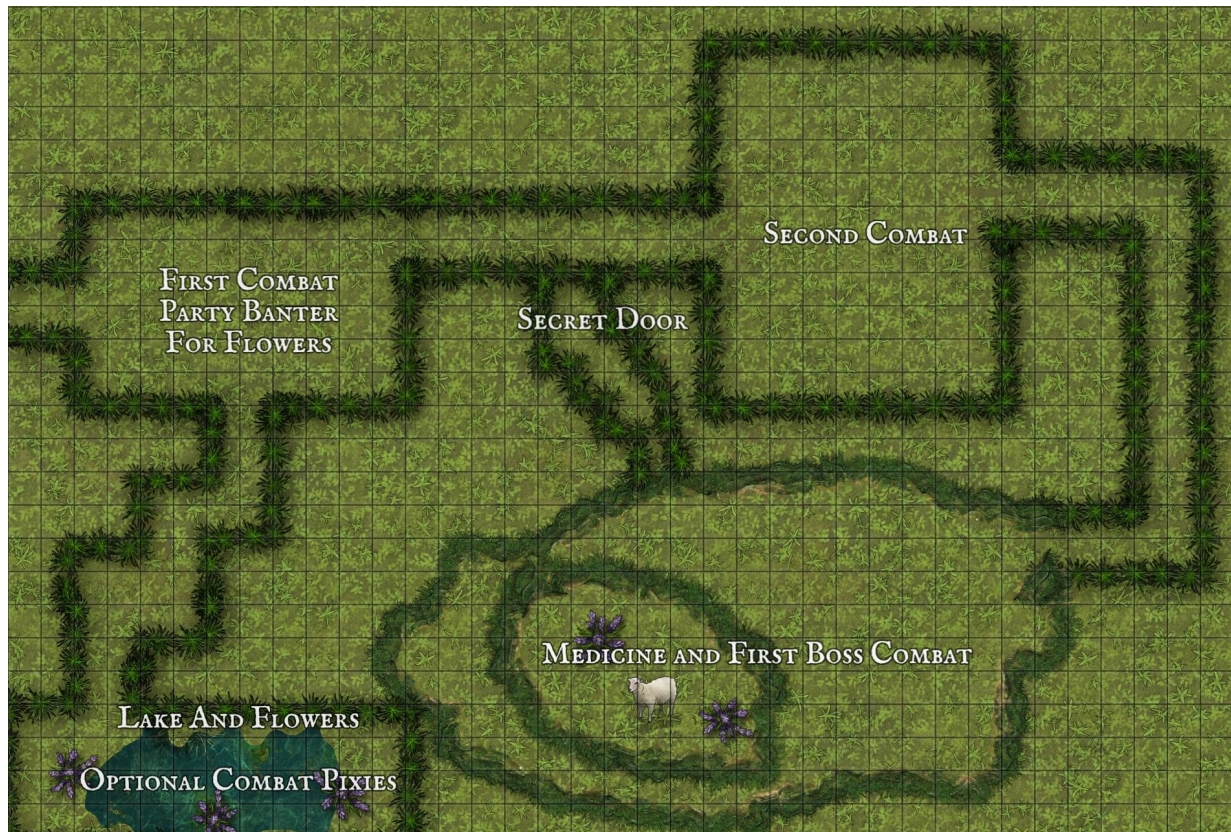


Summary: Derfel and Birne save Melkaron from wolves. Jiarx seen at the end.

Cast: Derfel, Birne, Melkaron, Jiarx



Event 1: 01E01 Start, dialog scene

- 01E01: 01 file name, E01 event 1
- Scene opens. We see an image of the brothers in the wilderness. [Image 001]
 - Derfel is of medium-large build. Older brother. He's an outdoorsman. Prior army scout. Carries a rifle. Works as a shepherd in the village. 24 years old.
 - Birne is of slight build. Younger brother. He's also an outdoorsman. Prior army healer. Works as the village healer. Has druid powers. 22 years old.
- Birne is whistling a peppy tune. We see Birne for the first time [Image 002]
- Derfel complains Birne is making too much noise and every animal around will hear the pair. We see Derfel for the first time [Image 003]
- Birne retorts Derfel has the wilderness skills of an ox and animals already would hear them anyway.
- Derfel says oxen can be silent if they want to.
- Birne makes a joke about oxen being castrated, just like Derfel.
- Derfel grumbles.
- Birne says Melkaron would hear the tune and would move towards them. Keeps whistling.
- Melkaron is a stud ram (actual animal, male sheep); demon possessed, but PCs are not aware of this.
 - Melkaron is named after the first king of the kingdom Melkaron the first.

Movement: Player moves until they reach Event 2 trigger.

Event 2: 01E02 Wolf ambush dialogue scene

- Birne falls silent.
- Derfel questions this.
- Birne says something is wrong.
- Wolves appear. Image [004].

Event 3: 01E03 Combat. Party vs 2 wolves

- Single zone. No zone name.
- Enemies
 - Wolf A
 - Attack d8 + d8, HR +4
 - Howl +1 to hit for the rest of the combat. Targets all allies.
 - Wolf B
 - Wolf C
- Mid combat party banter
 - Birne says this is not typical wolf behavior.
 - Birne says wolves don't attack people.
 - Derfel says to focus on the fight.
- Introducing basic combat.
- Introducing brothers special ability at max cohesion, one extra player turn per combat round.
- Combat ends when wolves are killed. Single outcome, or game over.

Combat 01E011									
Opponent	Dice	Hit	HR +	Damage	vs Derf	vs Birn	Average	Turns	Damage
Wolf A	D8 + D8	1	6	11.8	5.2	9.9	7.6	2.0	15.1
Wolf B	D8 + D8	1	6	11.8	5.2	9.9	7.6	4.0	30.2
					Total HP Loss				45
					PCs Lose HP %				34%
					Cumulative HP Loss				34%

Column 1	Dex	Ins	WLP	Might	Magical Defense	Defense
Wolf	8	6	8	8	6	8
	Normal	Damage	HR+6			Init

	Attack	Type				
	Dex+Might	Physical	6			7
	Vulnerable	Fire				
	Resistance	nothing				
	HP	50				

Event 4: 01E04 Post wolf ambush dialog scene

- Birne keeps saying this is not natural.
- Derfel asks about Whitesock, Birne's wolf friend.
- Birne says he's not seen the wolf in some time.

Movement: Player moves until they reach Event 4 trigger.

Event 5: 01E05 Two paths dialog scene.

- Derfel says there are two paths.
- Derfel mentions they need to get to the sheep immediately.
- Birne says Melkaron is sturdy and will be fine.
- Birne asks Derfel which way Melkaron went.
- Derfel does a tracking roll, INS + INS, difficulty class 7
 - Success: Melkaron went east.
 - Failure: Birne makes fun of Derfel; meditates for a moment and says Melkaron went east.
- Birne says there's a lake/pond on the south path and there are some flowers he wants to collect.
- Derfel asks what the flowers are for.
- Birne mentions Sarah.
- Derfel makes a comment about Birne being a horndog and says Sarah is already married.

Movement: Choice. Player can take the south path, or the right path.

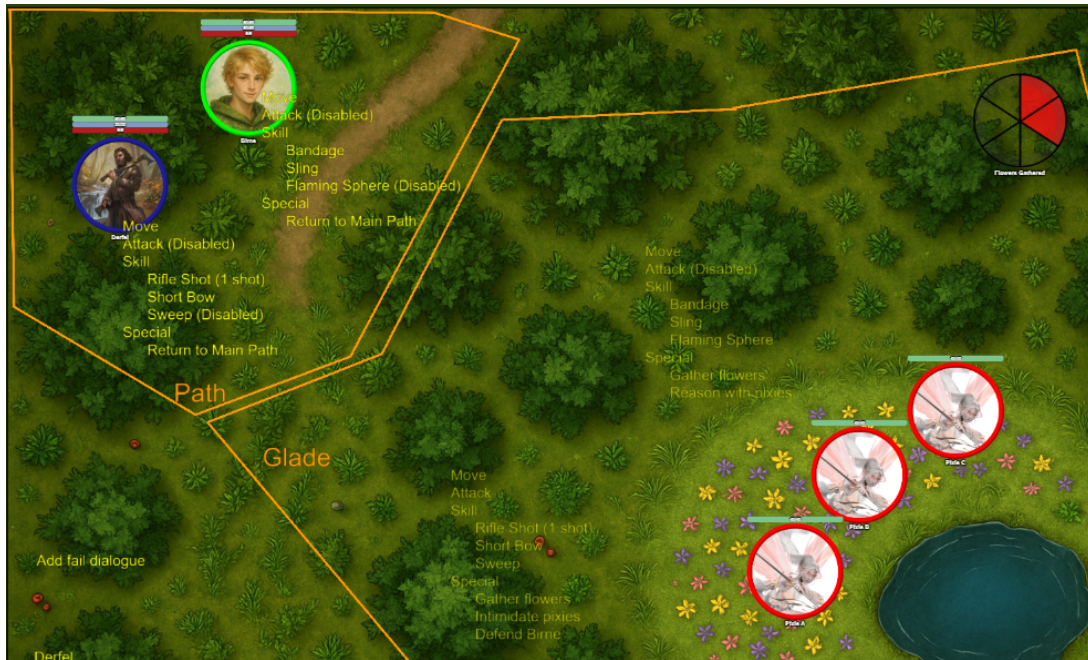
Event 5: 01E05 Triggers on south path. Pixies combat dialogue.

- 01E0105O1 optional event trigger flag. O1 stands for option 1.
- Birne is happy to find the flowers.
- Derfel says be careful.
- Birne heads towards the glade.
- Derfel shouts Pixies! Transition to 01E06.

Event 6: 01E06 Combat. Party vs 3 pixies.

- Enemies
 - Pixie A
 - Pixie B

- Pixie C
- Zones
 - Zone 1: Path
 - Zone 2: Glade



- [Enemy Attack Block](#)

Combat 01E06									
Opponent	Dice	Hit	HR +	Damage	vs Derf	vs Birn	Average	Turns	Damage
Pixie A	D6+D6	0	4	4.5	1.5	3.4	2.5	3.0	7.4
Pixie B	D6+D6	0	4	4.5	1.5	3.4	2.5	2.0	4.9
Pixie C	D6+D6	0	4	4.5	1.5	3.4	2.5	1.0	2.5
					Total HP Loss				15
					PCs Lose HP %				11%
					Cumulative HP Loss				11%

Column 1	Dex	Ins	WLP	Might	Magical Defense	Defense
Pixies	6	8	8	6	8	7
	Normal Attack	Damage Type	HR+X			Init
	Dex + Ins	Earth	4			8
	Vulnerable	Air				
	Resistance	Earth				

	HP	25				
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- Clocks
 - 6-part clock for collecting flowers. Active only in Zone 2 (Glade).
 - Birne
 - Gather DEX + INS vs 7, +3 with each repeated try.
 - Calm Pixies INS + INS vs 7, +3
 - Derfel
 - Gather DEX + INS vs 13, +3
 - Intimidate Pixies INS + INS vs 7, +3
 - Cover Birne DEX + MIG vs 10, +3
- Combat dialogue.
 - Start: Birne shouts not to harm the pixies. He adds they'll grab the flowers and get out.
 - Derfel fails the first gather check: Birne calls Derfel a castrated Ox. Derfel answers: All oxen are castrated, that is the definition of an ox
- Combat End conditions
 - All pixies dead
 - Clock is full, both brothers at Zone 1.
 - Game over A; generic combat loss.
- Divergence
 - 01E06O1 party has flowers.
 - 01E06O4 party has killed a pixie.

Event 7: 01E07 Triggers on east path, when party spots goblins.

- Static image of goblins. Birne and Derfel are hidden, observing them [Image 007]
- Derfel hisses goblins.
- Birne says wolf attack makes more sense, Goblins were involved.
- Choice
 - 01E07O1 Ambush the goblins.
 - Derfel leads. INS + DEX vs diff 10 or Fabula point for auto success.
 - Success: Combat with advantage.
 - Failure: Regular combat.
 - 01E07O2 Look for a way around.
 - Birne leads. INS + INS vs diff 10 or Fabula point for auto success
 - Success: Party finds secret path, avoids goblins.
 - Failure: Regular combat

Event 8: 01E08 Combat. Party vs 4 goblins

- Enemies
 - Goblin A, melee
 - Goblin B, melee

- Goblin C, ranged
- Goblin D, ranged
- Zones
 - Zone 1: West Path
 - Zone 2: Goblin Camp
 - Zone 3: East Path



● [Enemy Attack Block](#)

Combat 01E08									
Opponent	Dice	Hit	HR +	Damage	vs Derf	vs Birn	Average	Turns	Damage
Gob Melee A	D8 + D8	1	6	11.8	5.2	9.9	7.6	2.0	15.1
Gob Melee B	D8 + D8	1	6	11.8	5.2	9.9	7.6	2.0	15.1
Gob Ranged A	D10 + D6	3	3	9.1	5.9	9.1	7.5	3.0	22.5
Gob Ranged B	D10 + D6	3	3	9.1	5.9	9.1	7.5	3.0	22.5
					Total HP Loss				75
					PCs Lose HP %				57%
					Cumulative HP Loss				68%

Column 1	Dex	Ins	WLP	Might	Magical Defense	Defense
Goblin Sentinel	8	6	6	8	9	7
	Normal Attack	Damage Type	HR+X			Init
	Dex + Mig	Physical	6			8
	Vulnerable	Fire, Light				
	Resistance	Earth				
	HP	50				

Column 1	Dex	Ins	WLP	Might	Magical Defense	Defense
Goblin Hunter	8	8	8	8	9	7
	Normal Attack	Damage Type	HR+X			Init
	Dex + Mig + 1	Physical	8			9
	Vulnerable	Fire, Light				
	Resistance	Earth				
	HP	40				

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- Clocks
 - 4-part clock for goblin reinforcements.
 - Always active.
 - Goes +1 / turn.
 - When full, adds a ranged goblin and resets to 0.
 - 4-part clock for evading goblins.
 - Active only when both Birne and Derfel are on the east path.
 - Birne
 - Evade DEX + INS vs 7, +3 with each repeated try.
 - Intimidate Goblins INS + INS vs 13, +3
 - Derfel
 - Evade DEX + INS vs 7, +3 with each repeated try.

- Intimidate Goblins INS + INS vs 7, +3
- Combat dialogue.
 - Reinforcement clock ticks for the first time: Derfel shouts more are incoming.
- Combat End conditions
 - All goblins are dead.
 - The party has filled the Evade clock.
 - Game over A; generic combat loss.
- Divergence
 - 01E08O1 Party evaded goblins.

Movement: If goblins are dead, party has free movement. If goblins are alive (01E08O1), the path back is blocked. Party can move until Event 8 triggers.

Event 9: 01E09 Triggers if goblins are alive (01E08O1) and the party wants to backtrack.

- Derfel says goblins are that way, so the party should not get there.

Event 10: 01E10 Final encounter start. Party finds Whitesock's corpse, Melkaron and Whitesock's pack attacking Melkaron

- Birne is surprised and upset that Whitesock is dead.
- Derfel rushes in to save Melkaron.

Event 11: 01E11 Combat. Party vs Whitesocks' pack

- Enemies
 - Whitesocks' mate, champion
 - Wolf B
 - Wolf C
- 8-part clock for Melkaron's health.
 - Melkaron's health has lost 2 parts if the party fought with goblins.
 - Each wolf that was not attacked in a turn hits Melkaron with DEX + MIG vs diff 10.
- Combat ends if Melkaron the clock fills, Melkaron becomes a demon and eats the players. Game Over B. [Image 010]
- Combat ends if wolves are killed. Both brothers are tired and wounded.

Opponent	Dice	Hit	HR +	Damage	vs Derf	vs Birn	Average	Turns	Damage
Wolf Beta	D10 + D10	4	8	15.2	12.9	15.2	14.0	4.0	56.1
Wolf A	D8 + D8	1	6	11.8	5.2	9.9	7.6	2.0	15.1
Wolf B	D8 + D8	1	6	11.8	5.2	9.9	7.6	2.0	15.1
					Total HP Loss				86
					PCs Lose HP %				65%

					Cumulative HP Loss	168%
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Event 12: 01E12 Final encounter end.

- Party stands over dead wolves. Melkaron is alive. [Image 008]
- Derfel says what was that.
- Birne says wolves acted mad.
- Choice
 - 01E12O1 Take Melkaron and go home. Ends dungeon.
 - 01E12O2 Investigate wolves
 - Birne rolls INS + INS vs diff 10. Fabula point auto success.
 - Success: Trigger liver banter. Birne also gets into an argument with Peppin (Melkaron's owner) in 02.
 - Failure: Nothing interesting.
- Birne says Whitesocks was viciously attacked and its liver was eaten.
- Derfel says goblins.
- Birne says Melkaron.
- Derfel retorts that Melkaron's a sheep. Derfel is happy they found Melkaron safe and sound.

Event 13: 01E13 Dungeon end

- Image 009]
- Jiarx is a goblin druid. He's old (for a goblin, ~40 years old in real, 80 goblin years).
- Jiarx, as ????, calls Melkaron "an abomination", but it's not obvious if he means the brothers or what.
- Add spirit of the forest reference