

Venturing North

1 A SLEEPING GIANT

As you begin to get closer to the distant city you notice quite the obvious path of destruction and large footsteps mashed into the thick brush. Your guard is up. You begin to move slowly and with great purpose so that nothing can surprise you or catch you off guard. The closer you get to the city the more obvious the destruction. Bits and bones of animals are beginning to appear with spatters of blood on them – fresh blood.

Suddenly the ground begins to shake and vibrate underneath you and just as fast it stop. It begins again and stop again. You notice it is almost rhythmic. A few steps over a hill and you can now put a face to the sound! A giant ogre is sleeping, surrounded by animal guts and gore and turned over carts. The giant ogre is fast asleep, his rhythmic snoring vibrating the ground beneath you. It has indulged in a feast and is resting now. Over the horizon a distraught farmer has his hands over his mouth in shock. He is motioning for you to stay quiet as he points to the hand of the ogre. A few of his flock of sheep are still alive but trapped behind the arm of the beast. He begins to signal you to help him free his animals.

Do you have what it takes to work together in total silence?

Quest: Provide to Master Heeb the answers/definitions to the following words. For each correct answer you get to move closer to the sheep and free them. For each incorrect answer you move backward.

Words: Pupil, Iris, Sclera, Retina, Optic Nerve, Rods, Cones, Brain

In order to reach the sheep you must move 24 steps forward and each member must research and uncover 1 of the words and share it, non-verbally with the group to make note of. When you have completed all of the words, quietly approach Master Heeb to see if you can free the sheep with a bonus challenge involving the “Dice of Decision”. If you speak the Ogre moves and you must remain still for 1 minute before it goes back to sleep. Continue to speak and it wakes up and kills you and you go back to the start. It is too big to fight.

Reward

XP: 400 (Max)

Bonus

Free the Sheep: 100 Bonus XP

Free the Sheep in 8 or less rolls: 250 Bonus XP

Free the Sheep in 5 rolls: For 1000 Gold + Mystery Card

Venturing South

2 POISON PILL

The path you chose it easy to walk but long and winding. The heat of the day is cooking you as you progress deeper into the land. You are thirsty and your guild really could use a rest and something to drink. The man you encountered explains that he knows of a clear spring of water just off the path. You decide to let him guide you to it.

As you reach the promised stream you immediately fall to your knees and begin to scoop up water and shovel it into your mouth. The water is refreshing and welcome but it has a strange after taste to i..."STOP!" cries your mage. You freeze in your spot expecting an enemy but this is much worse. As you slowly look up you notice that in the water source is a glowing vial that has been spilled into the water stream. It has fallen from a dead mage that you now notice is stuck in the tree above the water source – this explains the circling birds. It is too late now as you have already consumed the water. "I can see something that will help us in his pack but I need to get there."

Can you get to the antidote in time?

Quest: Provide to Master Heeb's the answers/definitions to the following words. For each correct answer you get to move closer to the antidote. For each incorrect answer you move backward.

Words: Aperture, Diaphragm (both ways we learned it), Film, Shutter, Memory, Charged Couple Display (CCD), Focus

In order to reach the antidote you must move 24 steps forward and each member must research and uncover 1 of the words and share it with the group to make note of. When you have completed all of the words approach Master Heeb's to see if you are successful in reaching the antidote in a bonus challenge involving the "Dice of Decision".

Reward

XP: 400 (Max)

Bonus

Reach the Antidote: 100 Bonus XP

Reach the Antidote in 8 or less rolls: 250 Bonus XP

Reach the Antidote in 5 rolls: For 1000 Gold + Mystery Card

Venturing North

3 QUIET THE CRAZY

After solving the sheep crisis you begin making your way closer to the suspected location of PhotoCobra. The stranger to your guild hurries you along an unknown path. "Cut through this way, this is a short cut" he whispers as he motions you off the crudely marked path. You cautiously follow close behind him.

A few minutes into your journey you notice a human like figure on the apparent shortcut. You can hear a faint cackling, it almost sounds as if someone has gone mad. As you approach the figure more closely you notice that it is in fact that of a man and he is rocking back and forth, sitting cross legged in the brush. He is filthy and does not appear to be all there. He is clutching a strange looking figure. As you get closer your barbarian stomps on a stick causing a loud snap sound. The deranged man turns to you and you lock eyes with him. As you lock eyes you can tell someone is off. He springs to his feet and grabs a large blade from under his cloak, ripping a piece of it in the process. He holds up the figure and shakes it wildly facing your guild. "Teach my friend or my army in the trees will fire their arrows!" he screams, "He needs to learn! We all neeeeeeeed to learrnnnn" he continues on wildly.

You cannot see anyone in the trees but the risk is not worth it. You open up a scroll as your priest steps forward...

Quest: Prepare a unique lesson from one of the topics listed. Be creative because when you are dealing with an mad person there is not telling what they will do. He refuses to learn the same thing twice so first come, first served.

Topics: Laser Eye Surgery, Night Vision Goggles, Microscopes & Telescopes, Compound Eyes vs. Camera Eyes, Digital Image Transmission, Stadium Images

Once your lesson is complete, bring it, and all of its components to Master Heeb and test it out on him. Everyone must speak and take part.

Reward

XP: 600 (Max)

Scale

600XP – Unique, creative, accurate, everyone spoke, clear	500XP – Fairly creative, accurate, most people spoke, mostly clear	400XP – Somewhat unique, some inaccurate facts, few people spoke
300XP – Basic, simple but lacking detail and creativity, 2 people spoke	200XP – Lacking detail and accurate fact and no creativity	100XP – Much is missing and it is incomplete and inaccurate
0XP – You didn't do anything or submit anything		

Venturing South

3 EDUCATING THE MASSES

You wipe your mouth as you finish another bout of getting sick before downing the antidote. It tastes equally awful going down as what just came up but you will take bad taste over death. After a bit of re-grouping you venture off back to the path. The man apologizes repeatedly as you continue on your way but you are not really in the mood.

Off in the distance you can hear children, the unmistakable giggle of children. They sound close but you cannot see them around you. You cautiously step forward and are on the lookout. Suddenly, a mass of children drop down from the surrounding trees and they are now all around you. They have small weapons drawn and they are pointing them at you. "Hey you...ugly" your barbarian turns and glares at them, "Ya you ... help us or we'll make you look even worse!" The children throw down various pieces of paper at your feet. You pick them up and realize that it looks like school work. School – during this time?

"Our parents are making us take some underground classes to be steam punks but we are warriors!" one shouts. "Do this work for us or we will show you how strong we are!" another hollers.

You begin to sift through the papers...

Quest: Prepare a unique lesson from one of the topics listed. Be creative because when you are dealing with an mad person there is not telling what they will do. He refuses to learn the same thing twice so first come, first served.

Topics: Laser Eye Surgery, Night Vision Goggles, Microscopes & Telescopes, Compound Eyes vs. Camera Eyes, Digital Image Transmission, Stadium Images

Once your lesson is complete, bring it, and all of its components (props here will be good) to Master Heeb and test it out on him. Everyone must speak and take part in some way, shape or form.

Reward

XP: 600 (Max)

Scale

600XP – Unique, creative, accurate, everyone spoke, clear	500XP – Fairly creative, accurate, most people spoke, mostly clear	400XP – Somewhat unique, some inaccurate facts, few people spoke
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4 CRUDE CAMERAS

You arrive at the last known location of PhotoCobra. You begin to examine the area with great details. Your new group member is also searching for his family. “This is where it all happened” he mutters as he shuffles through some of the rubble. Nothing is around and it is quiet. Your steam punk finds some crude plans in the rubble for something. Penned on the paper he realizes it is a note to PhotoCobra containing a design for something. Your steampunk determines that the papers are instructions to build a camera – something previously thought to be impossible. He rushes over to you and begins to explain, “There are chunks missing but I think I can figure this out.” “Why is it so important, we have bigger things to do” you reply. “If I can build this I think I have an idea that could be useful ...”

Quest: The plans that have been found are for a pinhole camera. Chunks are missing so you will need to do some research about how to complete and build one. Ensure it works before you bring it to Master Heeb. You are producing 1 / group.

Key Info: Each group member will be responsible for a specific task. 1 or 2 for blue prints and design, 1 or 2 for construction, 1 or 2 for research, 1 or 2 fact checking and proofing. While you all can work the member responsible will each the allotted XP. Each of the sections is worth 500XP individually of the 1000XP you can earn. 250XP will come from a review of the group dynamic at the end. You will receive this upon completion. The final 250XP will come from a successfully working camera.

Reward

XP: 1000 (Max)

Bonus

Best quality image in each class will earn a special adventure.

Venturing South

4 CHECKING THE WALL

You come up to a large wall and there is no way around it that you can see. There are obvious cracks in the wall and areas where it looks like you can climb over it but you cannot be entirely sure. You toss a rock over the wall and listen. Nothing. It could mean nothing at all but it could mean a steep drop or a hole. You toss another. A loud snap echoes. It appears as if there may be traps on the other side, likely left by PhotoCobra knowing you are hot on his trail. Your steampunk finds some crude plans in the rubble for something. Penned on the paper he realizes it is a note to PhotoCobra containing a design for something. Your steampunk determines that the papers are instructions to build a periscope. He rushes over to you and begins to explain, "There are chunks missing but I think I can figure this out." "Why is it so important, we have bigger things to do" you reply. "If I can build this I think I have an idea that could be useful ..."

Quest: The plans that have been found are for a periscope. Chunks are missing so you will need to do some research about how to complete and build one. Ensure it works before you bring it to Master Heeb. You are producing 1 / group.

Key Info: Each group member will be responsible for a specific task. 1 or 2 for blue prints and design, 1 or 2 for construction, 1 or 2 for research, 1 or 2 fact checking and proofing. While you all can work the member responsible will each the allotted XP. Each of the sections is worth 500XP individually of the 1000XP you can earn. 250XP will come from a review of the group dynamic at the end. You will receive this upon completion. The final 250XP will come from a successfully working periscope.

Reward

XP: 1000 (Max)

Bonus

The periscope best able to identify images from the furthest distance will earn a significant prize