

It's Dram Scary - a print and play adventure



Introduction

In August 2019 the Inspiring Games demo crew* helped demo this convention adventure to about 30 parties of would be heroes at Tabletop Scotland. The intention was to deliver an adventure which:

- 1) Was thematically linked to the venue and also to our 'home turf' in Scotland.
- 2) Could be accessible to old and new players alike.
- 3) Showed off a flavour of things to come in the forthcoming Illumination of Deepsorrow campaign.
- 4) Was playable in about 40 mins depending on the number of players.

It was great to play with so many people. Player feedback was very positive and we were asked to share the adventure in a print and play format so that everyone else out there could take part and get a glimpse of things to come.

We invite you all to join in and save the fair citizens of Perthia!

*I'd like to add a special thanks to Eoghann, Mark and Neil for their stellar efforts in this endeavour.

Logistics

To play this demo you will need:

The Great Sewers Novice set (though it could be converted easily enough to take place in the 'Caves of Perthia').

The Alchemist Novice Booster set

You will also need to print off the following cards in Appendix 1

Gem Carving Tools Kit

Gastraphetes (Crossbow) Weapon

Military Trained Weapon Talent

Stone Shot, Graveguard (both Preparations)

Kopis Weapon

Hidden Stores Event

Spinel, Garnet (both Minerals)

Oats (Loot)

Ferrous Libation (Potion)

Black Pudding (Foe)

Note

It does not really matter that there are no pre printed reverses for these cards. This is a 'stacked deck' adventure, it is not intended for random draw or free roaming play.

Character set up

We used the following characters to investigate the Sewers of Perthia

Character 1

A hardy gem collector from Gnimshkenka the great Gnimhome to the south. This adventurer is travelling in Na Glinn with the party from Dun Mordhain as she is seeking rare agates found principally in the highlands around Perthia.

Stone Scout Occupation Card

Gem Carving Tools Kit

Gastrophetes (Crossbow) Weapon

Military Trained Weapon Talent

Explorer Skill Talent

Solid Skill Talent

Stone Shot, Graveguard (both Preparations)

The Preparations are new to the game - we recommend trying a layout as shown here:

GRAVEGUARD
PREPARATION, SPIRIT

Discard a Spirit Mineral to add 2 Supply Tokens to this card.

A Hero that is not Unconscious may Discard a Supply Token from this card to remove the Unconscious token from any Hero. During Combat this counts as a Ranged Attack.

As the body dies and returns to the Earth so the Earth can be used, temporarily, to keep it alive.

GEM CARVING TOOLS KIT

Gain 2 Preparations.

When you Prospect for Minerals you may gain Mineral Resources equal to the number of your Hero has.

STONE SCOUT

KNIFE

16	✪
14	✪
12	♣
10	✕
9	♣
8	♥

ATTRIBUTES

BRAWN	1
GRACE	2
HANDLE	3
REASON	2
WILL	2
CHARM	2

GASTROPHETES
WEAPON, 2H

18

14	✪
13	✪
11	♣
9	♣
≤ 8	♥

The 'Belly Bow' a Gnimshka favourite. Always shoots last in Ranged Combat (except in the Engagement Round).

STONE SHOT
PREPARATION, EARTH

Activate: Requires Bow, Crossbow, or Sling

Discard an Earth Mineral to add 3 Supply Tokens to this card.

Discard a Supply Token before rolling to attack to add Advantage to the Ranged Attack for a Bow, Crossbow or Sling.

Every Gemstone, common or rare, can be fashioned into a deadly missile.

MILITARY TRAINED

SHOT TO VITALS

☞ The following results: ✪ ✪ ✪
all cause 1 additional ♣.

Critical Strike Result, Strike Result or Fail

IMPROVISED CLUB

☞ Use to make a Melee attack with Advantage using the following profile:
✪15 ✪13 ♣10 ✕9 ♣7 ♥6
that does ♣.

2 Preparations are to hand but not joined to the Character. These cards can only be utilised when the requisite Minerals are available.

1 Skill Talents should be placed underneath the Occupation card as normal

Character 2

A stern and well educated gardener from the Great Gardens of Achea in the Warm Lands. She has travelled north with her friend the Stone Scout and is looking for rare heathers and berries that prefer the cooler climate of Na Glinn.

Gardener Occupation Card

Alchemist Set Upgraded Kit

Kopis Weapon

Posturing Weapon Talent (from the Caves Set - a spare is printed at the back if you do not have this)

Fungi Expert Skill Talent

Fey Companion Skill Talent

Burst of Force, Healers Tonic (both Potions)

Character 3

A talented minstrel from Saxlund to the East whom the first two heroes met in Dun Mordhain. He is well travelled and offered to act as guide in the highlands west of the city, beyond the river. This young man is ever hopeful that new experiences shall increase his repertoire and one day he shall command the patronage of a fine lady or lord who appreciates his artistic talents.

Performer Occupation Card

Hook Pole Upgraded Kit

Gue Kit

Rough Upbringing Skill Talent

Acrobat Skill Talent

Deep Knowledge Skill Talent

If you want to add a fourth hero there is no real issue here, we played about 50% of our demos with 4 players. Just add any character you wish.

Deck set up

To ensure the new concepts are demonstrated properly the decks should be constructed in as listed below with the card mentioned first in each list at the top of the deck and the card mentioned last in each list at the bottom of the relevant deck.

Location deck:

Big Drain (Starting) ->Filter Room-> Driftwood Trap->Small Drain ->Storm Drain

Barrier deck:

Glyphed Door -> Wooden Door

Obstacle deck:

Water Pit ->Bloated Corpse ->Brownie Hive

Adventure deck:

Goblin Hermit ->Full Wine Skin ->Popshroom->Lizardkin Chanter->Ripped Sewer Map->Corroded Weapon ->Bottle of Rat Repellant->Man Traps->LizardKin Watcher ->Broken Fey Charm ->Sewer Siren ->Broken Shield

Event deck:

5 cards

Rush of Water>Sewer Hatch>Major Flood>Swarming Rats>**Hidden Stores**

Resources deck:

Green Lichen>Brown Birch Bolette>**Spinel ->Garnet**> Clover>Lavendar, Bog Moss, Horn Wort

To the side (out of sight of the players)

Oats, Ferrous Libation, Black Pudding

Setting the Scene

You have travelled far to the north of Dun Mordhain into the cold and rugged Celti lands of Perthia. Oats and Barley continue to be stolen from the harvest. The locals are very concerned because the sewer is now running with blood!

You volunteer to find out what has happened to all the harvest, because - well that's what adventurers do.

Special rule for the Adventure:

Blood River = nobody wants to be first or last in the weird river of blood. Every Turn, where possible, each Hero must change their position in the Marching Order step.

Adventure Notes by order of Location (to aid comprehension of the new rules)

Filter Room

Party should draw the Water Pit, resolving the Water Pit enables the Gemcutter to gain resources (2)

You can do this BEFORE resolving the discovery

Then the party should draw the Goblin Hermit and resolve that.

Now Discard the two Herb resources and take the next two Gem resources (Spinel and Garnet)

NB Stoneshot - needs to be prepared in the Rest phase before entering new Location

Driftwood Trap

Draw Full Wine Skin and Popshroom from Adventure deck

Resolve Popshroom

NOTE NEW Xbow (Gastraphetes) shoots AFTER the Popshroom as it is slower

The Popshroom adds Fungi to the Location

Then draw Lizardkin Chanter (discard), ripped sewer Map and Corroded Weapon, resolve Corroded weapon

Draw Glyphed Door, but encourage players not to resolve it as nothing behind the door. If they do they'll get a Loot item, but they'll get that item shortly anyhow.

Allow players to search, if they do they get (Bottle of Rat Repellant->Man Traps->LizardKin Watcher)

Corroded weapon allows to prospect for Minerals

Fungi allows Players to gather Herbs

Small Drain

Resolve Bloated Corpse

Draw up to Sewer Siren (draw depends on if the players searched but you should still get to Sewer Siren)

Draw Wooden Door barrier, if the players are injured encourage them to resolve it to rest using the campfire. If they do they'll also gain the Broken Shield.

Fungi allows the players to gain herbs.

Storm Drain

Draw Brownie Hive

Draw Black pudding, resolve to win.

final word

It has been a real joy to spend some time with you in Mor Nadar and to bring the Highlands of Perthia to you, wherever you are in our own world. We hope you were successful in your endeavours, but more importantly that you had fun.

If you want to get in touch and give us any feedback please do so at:

contact@inspiringgames.com

If you want to know more about the forthcoming Illumination of Deepsorrow campaign please sign up to the Newsletter at:

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