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## AN ADVENTURE IN THREE PARTS



# IRON DWARVES & FAIRY DUST

**ACT 1:** IRON BARON HIRES THE PCS TO FIND HIS SON AND THE OTHER MISSING KIDS IN THE BOOMING FOREST.

**ACT 2:** MORAL DILEMMA. DISCOVER THAT THE DWARVES ARE KIDNAPPING, TORTURING AND KILLING FAIRIES WHEN NOT WEARING THEM FOR FASHION.

**ACT 3:** IF THE PCS CAN GET THE IRON BARON & IRON MAIDEN TOGETHER ROMANTICALLY WITH THE HELP OF EDDIE AND ACORN TOP, YOU CAN BRING PEACE TO THE LAND.

**FAIRIES:** THESE GENDERLESS, FLYING, FUZZY DOTS OF GLOWING COLOR LEAVE DUST BEHIND WHEREVER THEY GO. WHEN THE FAIRIES USE THEIR POWERS OR THEIR DUST IS ACTIVATED BY A NON-FAIRY, THEY CREATE A STARTLING BOOM AND BLINDING FLASH OF COLOR. IRON HURTS, REPELS AND EVEN KILLS THEM. BEING IN THE IRON CAGES IS TORTURE FOR THEM. THERE ARE FOUR TYPES OF FAIRY:

**YELLOW-GREEN FAIRIES** ARE ARTISTS WHO LOVE TO POINT OUT THE BEAUTY IN THE WORLD. **Y-DUST** MAKES YOU IMMUNE TO POISONOUS GAS. THINK OF YOUR FAVORITE SMELL TO ACTIVATE.

**PEACEFUL PURPLE PIXIES** ARE THOUGHTFUL AND CONTEMPLATIVE. **P-DUST** CREATES A BARRIER OF SILENCE AROUND YOU. CLEAR YOUR MIND AND THINK OF NOTHING TO ACTIVATE. IT'S THE ONLY DUST THAT DOESN'T BOOM AND FLASH WHEN USED.

**TERMINUS:** PCS ARRIVE AT THIS MONSTROUS IRON TRAIN DEPOT AND ARE MET BY IRON BARON WHO GIVES THEM THEIR MISSION AND IMMEDIATELY SENDS THEM INTO THE FOREST. IRON MAIDEN ARRIVES AT THE SAME TIME AND LEAVES FOR DWARF HQ WITH IRON BARON. THE DWARVES KEEP ALL THE FAIRY STUFF ON THE DOWN LOW AT THE DEPOT. NO FAIRY ABUSE HERE.

**DOCKS:** THE DOCKS ARE FILLED WITH MASSIVE FREIGHT BARGES, SAILING SHIPS AND AIRSHIPS. THIS IS WHERE THE CRAFTED IRON HELM CORP. BRAND ITEMS ARE SHIPPED OUT FROM. THERE'S A LOT OF STREET VENDORS, SHADY CHARACTERS AND A HIDDEN BLACK MARKET.

**IRON MINE:** THIS MASSIVE OPEN-PIT MINE IS SURROUNDED BY NO TRESPASSING SIGNAGE FROM THE CORP. IT'S SURROUNDED BY CRUSHING TRAPS AND SPRING TRAPS THAT'LL FLING YOU INTO THE MINE'S CENTER. HR AT DWARF HQ HAVE MAPS WITH NON-TRAPPED PATHS, AND WORKERS HAVE SMALLER LAMINATED CARDS WITH TRAP INFORMATION FOR THEIR AREA. LEVER-RUN PULLEYS ALLOW WORKERS TO BE LOWERED INTO THE MINE. BENEATH THIS MINE IS A KAIJU-SIZED STONE GIANT THAT IS RELEASING DEADLY POKERS OF GAS EMISSIONS. YOU NEED A YELLOW-GREEN FAIRY OR Y-DUST TO SURVIVE IN THIS HEX.

**HAUNTED FOREST:** THE TOXIC WASTE HAS LEFT THESE WOODS BARREN, STICKY AND GROSS. THE LOCALS BELIEVE THAT THIS FOREST IS HAUNTED, BUT IT'S JUST FAIRY-BLAST JUMP SCARES. THE KIDNAPPED CHILDREN ARE HERE GUARDED BY FAIRIES AND SWADDLED BY LIVING TREEFOLK WHO ARE GENTLY FORCING THEM TO PICK UP TRASH FROM THE POLLUTED RIVER WITH EXENDO-PINCERS. THE CHILDREN ARE HAPPY AND HEALTHY, BUT EDDIE ISN'T HERE.

**DWARVES:** FROM FUNCTION TO FASHION, THE DWARVES WEAR STYLISH IRON HELMET CAGES CONTAINING CAPTURED FAIRIES. YOU'RE A SOCIAL PARIAH IF YOU AREN'T WEARING A FANCY FAIRY-CAGE HELM AND MATCHING YOUR CLOTHES AND SHOES TO THEIR FAIRY'S COLOR. BIGGER CAGES AND MORE FAIRIES EQUATE TO A HIGHER SOCIAL STATUS.

**IRON MAIDEN:** SHE'S THE REGIONAL MANAGER VISITING FROM THE CORPORATE OFFICE TO MAKE SURE EVERYTHING IS GOING SMOOTHLY IN DAPPLETON. SHE KEEPS PEOPLE WORKING SO MUCH THAT THEY DON'T HAVE TIME TO FIND THEIR OWN KIDS. SHE IS SHARP, COARSE AND WEARS HER BEARD WITH THE PRECISION OF UPPER MANAGEMENT. SHE'S PERFECT FOR HIM, BUT SHE WORKS SO MUCH THAT SHE CAN'T SEE PAST HER OWN NOSE.

**EDDIE & ACORN TOP:** TWEEN DWARF EDDIE WAS KIDNAPPED BY THE FAIRIES, BUT HE'S BONDED WITH HIS CAPTORS AND IS NOW ON THEIR SIDE. EDDIE USED TO HATE FAIRIES UNTIL HE GOT M-DUSTED BY HIS NEW BEST FRIEND ACORN TOP, A MAGENTA FAIRY WHO NEVER CARED ABOUT THE FOREST UNTIL THE FAIRIES STARTED DISAPPEARING. EDDIE WILL RETURN TO TOWN WITH LOVE IN HIS HEART AND WANTS HIS FATHER TO KNOW LOVE AS WELL SO THEY'LL STOP TORTURING FAIRIES. HE'LL ONLY WEAR A WOODEN FAIRY-CAGE HELMET TO BLEND IN IF HE HAS TO.

**MAGENTA FAIRIES** ARE BACCHANALIA LOVING, PARTY ANIMAL RAVERS. **M-DUST** MAKES YOU FEEL UNABASHED EUPHORIA AND A MYSTIC CONNECTION AMONG ALL THINGS FOR AN HOUR, THEN A POUNDING HEADACHE FOR THE FOLLOWING HOUR. SNORT IT UP YOUR NOSE TO ACTIVATE. THEY'RE THE LEAST VALUED BY THE DWARVES.

**NEON GREEN FAIRIES** ARE HYPED UP AND TWEAKED OUT. **G-DUST** GIVES YOU FLIGHT WITH ONE ROCKET SPEED BOOST. THINK ABOUT THE FASTEST THING YOU KNOW TO ACTIVATE.

**DAPPLETON:** THIS DWARF VILLAGE IS WHERE THE NON-MINERS WORK AND THE FAMILIES STAY. THIS TOWN IS KNOWN AS THE PINNACLE OF DWARVEN HIGH FASHION. THEY WEAR REVERSE MAKEUP, WHERE THEY REMOVE THE MINE DUST FROM THEIR FACE LEAVING INTRICATE PATTERNS, AND WEAR ELABORATE FAIRY-CAGE HATS WITH FLOWING DRESSES OR FOPPISH SUITS. PEOPLE COME FROM ALL AROUND TO VISIT AND SHOP. THE SALOONS ARE BUSTLING WITH FASHIONISTA POETS.

**DWARF HQ:** THIS INTIMIDATING MOUNTAIN HAS AN IRON HELM CORP. FACTORY BUILT INSIDE OF IT. CHIMNEYS BILLOW SMOKE, DROWNING THE TREES. DRAINAGE PIPES POUR SLUDGE INTO THE RIVER THAT LEADS TO THE BOOMING FOREST, POISONING THE LAND. INSIDE IS ALL SMELTING AND MANUFACTURING ON THE GROUND FLOOR, AND FLUORESCENT-LIT CUBICLES, OFFICES AND BOARDROOMS UPSTAIRS. IRON HELM CORP. LOGOS ARE EVERYWHERE. THE STIFLING BUREAUCRACY OF PAPERWORK & ACCOUNTING SPREADSHEETS MAKES DWARF HQ A HIDEOUS LAIR OF CORPORATE TERROR.

**EDDIE'S TREEHOUSE:** THIS HEX IS HALF BOOMING FOREST AND HALF DAPPLETON. EDDIE'S SECRET HIDEAWAY IS AT THE EDGE OF THE FOREST. EDDIE & ACORN TOP HAVE ESCAPED, AND HAVE BEEN HERE DOCTORING THE PERFECT LOVE LETTER FROM HIS FATHER FOR THE IRON MAIDEN, A COLLAGE MADE FROM LETTERS IRON BARON STARTED WRITING, BUT THREW OUT WITHOUT EVER GIVING THEM TO HER. EDDIE WILL LAY OUT HIS PLAN TO GET IRON BARON AND IRON MAIDEN TOGETHER TO SOFTEN THEIR HEARTS AND CREATE PEACE BETWEEN DWARVES AND FAIRIES. A TUNNEL HERE LEADS TO DWARF HQ.

**BOOMING FOREST:** THE ENCRDACHING POLLUTION IS THREATENING THIS LUSH FOREST. THOUSANDS OF FAIRIES RESIDE IN LIVING BIRDBOUSES GROWING OUT OF THE TREES. DAPPLETON AND DWARF HQ OVERLOOK THIS FOREST WHICH IS BEAUTIFUL JUST TO WATCH THE COLORFUL EXPLOSIONS OF THE FAIRY MAGIC. THIS PART OF THE FOREST IS PROTECTED BY A MAGICAL ANTI-IRON BARRIER THAT DETERS THE DWARVES. ROLL A D4 WHEN ENTERING A NEW LOCATION IN THE FOREST.

1) MOVING FORWARD GETS YOU NOWHERE, BUT MOVING AWAY GETS YOU CLOSER TO YOUR DESTINATION. 2) TURNS ONE OF YOUR CARRIED METAL ITEMS INTO WOOD. DETERMINED RANDOMLY. 3) WALKING THROUGH THESE CLOVER PATCHES CAUSES YOUR HAIR TO GROW ASTOUNDINGLY FAST. 4) IF IT'S AFTER MIDNIGHT AND BEFORE DAYBREAK, YOU ARE CLONED AND HAVE AN EVIL TWIN.