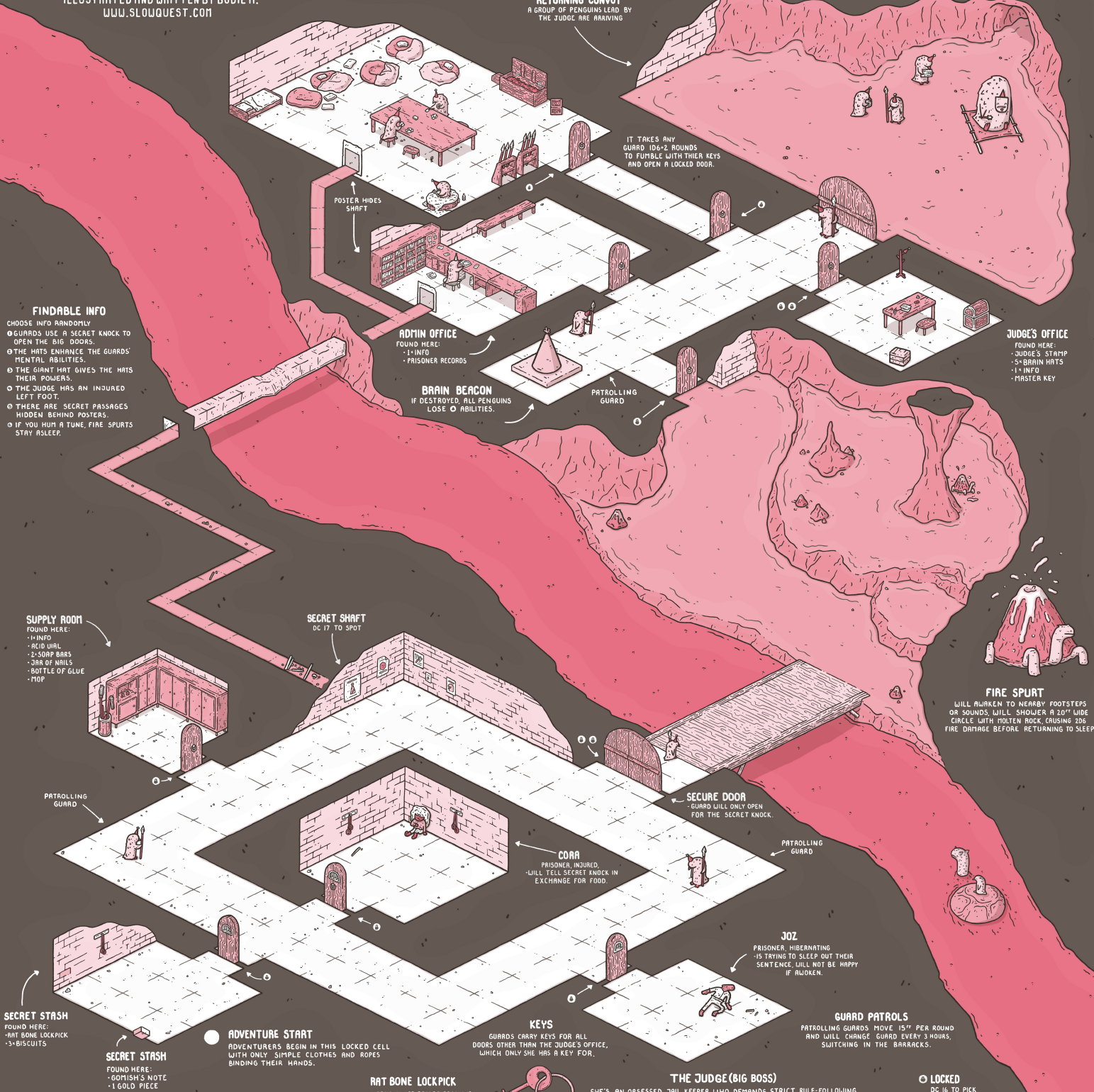


RETURNING CONVOY
A GROUP OF PENGUINS LEAD BY
THE JUDGE ARE ARRIVING



FINDABLE INFO
CHOOSE INFO RANDOMLY
○ GUARDS USE A SECRET KNOCK TO OPEN THE BIG DOORS.
○ THE HATS ENHANCE THE GUARDS' MENTAL ABILITIES.
○ THE GIANT HAT GIVES THE HATS THEIR POWERS.
○ THE JUDGE HAS AN INJURED LEFT FOOT.
○ THERE ARE SECRET PASSAGES HIDDEN BEHIND POSTERS.
○ IF YOU HUM A TUNE, FIRE SPURTS STAY ASLEEP.

ADMIN OFFICE
FOUND HERE:
- PRISONER RECORDS

BRAIN BEACON
IF DESTROYED, ALL PENGUINS LOSE ○ ABILITIES.

IT TAKES ANY GUARD 10S-2 ROUNDS TO FUMBLE WITH THEIR KEYS AND OPEN A LOCKED DOOR.

JUDGE'S OFFICE
FOUND HERE:
- JUDGE'S STAMP
- 5 BRAIN HATS
- 1 INFO
- MASTER KEY

SUPPLY ROOM
FOUND HERE:
- 1 INFO
- 1 COIN
- 2 SOAP BARS
- 3 JAR OF NAILS
- BOTTLE OF GLUE
- POP

SECRET SHAFT
DC 17 TO SPOT

FIRE SPURT
WILL AWAKEN TO NEARBY FOOTSTEPS OR SOUNDS. WILL SHOWER A 20" WIDE CIRCLE WITH MOLTEN ROCK, CAUSING 2D6 FIRE DAMAGE BEFORE RETURNING TO SLEEP.

SECRET STASH
FOUND HERE:
- RAT BONE LOCKPICK
- 3 BISCUITS

SECRET STASH
FOUND HERE:
- GOMISH'S NOTE
- 1 GOLD PIECE

ADVENTURE START
ADVENTURERS BEGIN IN THIS LOCKED CELL WITH ONLY SIMPLE CLOTHES AND ROPES BINDING THEIR HANDS.

KEYS
GUARDS CARRY KEYS FOR ALL DOORS OTHER THAN THE JUDGE'S OFFICE, WHICH ONLY SHE HAS A KEY FOR.

COAR
PRISONER, INJURED.
- WILL TELL SECRET KNOCK IN EXCHANGE FOR FOOD.

SECURE DOOR
- GUARD WILL ONLY OPEN FOR THE SECRET KNOCK.

JOZ
PRISONER, HIBERNATING
- IS TRYING TO SLEEP OUT THEIR SENTENCE. WILL NOT BE HAPPY IF AWOKEN.

GUARD PATROLS
PATROLLING GUARDS MOVE 15" PER ROUND AND WILL CHANGE GUARD EVERY 3 HOURS, SWITCHING IN THE BARRACKS.

GOMISH'S NOTE
Day 87:
I have been putting rat bits in the cookies they give me. If I can, I will try to get a guard to eat them. It will be most joyous!



POOP COOKIES
10% MINS AFTER EATING, MAKE A DC16 CON SAVE TO AVOID HAVING SEVERE DIARRHEA AND A POINT OF EXHAUSTION.

RAT BONE LOCKPICK
WORKS TWICE BEFORE BREAKING



THE JUDGE'S STAMP
THIS ALLOWS THE WELDER TO APPROVE ORDERS AND OFFICIALISE LETTERS.



THE JUDGE (BIG BOSS)
SHE'S AN OBSESSED JAIL KEEPER WHO DEMANDS STRICT RULE-FOLLOWING.
HP: 80 AC: 16 SPD: 20
ACTIONS (2 PER TURN)
- LUNGE RAY: RANGED 30"/30HIT/10E-2 LIGHTNING DMG
- VELL ORDER: ONE PENGUIN WITHIN 100" CAN MAKE A BONUS ATTACK IMMEDIATELY.
SPECIAL:
- SUMMON: AS A BONUS ACTION, THE JUDGE CAN SUMMON 10+ PENGUIN GUARDS, WHICH APPEAR WITHIN 5" WITH NO EQUIPMENT OR HAT (ONCE /DAY)

PENGUIN GUARD
THESE CLUMSY BUT DEDICATED LAVA PENGUINS HAVE BEEN ENHANCED VIA THEIR MAGICAL HATS.
HP: 32 AC: 13 SPD: 10 FLY: 0
ACTIONS (1 PER TURN)
- SPEAR: +2 TO HIT / 10E-2 DMG
- PECK: +3 TO HIT / 10+ DMG
- SLIDE: SLIDES ON BELLY FOR 50" OR UNTIL COLLISION
○ FIRE HONK: RANGED / 30HIT / 10E-2 FIRE DMG
SPECIAL:
- RESISTANT TO FIRE
○ ADVANTAGE ON INT & WIS RELATED CHECKS.

○ LOCKED
DC 16 TO PICK
DC 18 TO FORCE

○ ○ DOUBLE LOCKED
DC 20 TO PICK
DC 20 TO FORCE

ABILITIES MARKED WITH ○ ARE GRANTED BY THEIR HATS.

GUARDS CAN ONLY SPEAK IN PENGUIN.

CAPTIVE IN THE MAGMAVAULT

A SIMPLE BUT UNIQUE JAILBREAK FOR LOW LEVEL ADVENTURERS

THERE HAS BEEN A CLERICAL ERROR, RESULTING IN OUR HEROES BEING ARRESTED AND PLACED IN THIS WELL SECURED PRISON.

WITH NOTHING BUT CLEVER THINKING, FRIENDSHIP AND THE CLOTHES ON THEIR BACK, THE ADVENTURERS MUST DESTROY THE FALSE RECORDS AND FIND THEIR WAY TO FREEDOM.

QUEST GOALS:
- DESTROY FALSE RECORDS.
- ESCAPE.
BONUS:
- HUMILIATE THE JUDGE.
- DON'T GET CAUGHT.

