

# THE FALL OF BLACKBOTTOM

*The Fall of Blackbottom* is a playtest adventure for *Draw Steel*, the MCDM RPG. It's written for the player who'll act as the Director of the adventure, and shouldn't be read by any other players.

Here's what's needed to play:

- A Director who'll run the adventure (that's you)
- Five players to take on the roles of different heroes
- A handful of d6s and d10s for you and each player, or a digital way to roll dice
- Pencils and paper, or the digital equivalent
- A battle mat, a printed map, and miniatures; or a virtual tabletop with maps and tokens
- Pregenerated heroes for the other players to run (these are provided for you)

## CONTENT WARNINGS

This adventure puts the heroes in the midst of disaster, with a mission to lead a group of civilians to safety. It touches on a number of potentially sensitive themes, tropes, and challenges that should be discussed with your players before you play:

- An "unwinnable" scenario
- Scenes of urban destruction
- Trapped civilians
- Dead and dying civilians
- Discussion of torture

## PREGENERATED HEROES

This adventure comes with a full set of pregenerated heroes:

**Conduit:** A priest who heals allies and smites enemies with divine power.

**Elementalist:** A mage who harnesses the elements of creation to devastate foes.

**Fury:** A warrior who can hit hard and soak up damage thanks to their growing rage in battle.

**Shadow:** A sneaky assassin who teleports around the battlefield.

**Tactician:** A strategist and protector who inspires allies to be more effective.

## THE CHAIN OF ACHERON

This adventure presents the events covered in "Red Sky at Morning," the first episode of Matt Colville's 2019 weekly web series *The Chain*. The players take on the personas of five heroes present in Blackbottom, the largest city in Vasloria, when the Hawklords bomb it as part of Ajax the Invincible's siege of the city. (See [Adventure Background](#) for more details).

If desired, the players can begin the adventure as low-ranking members of the Chain of Acheron mercenary company of career soldiers and helltroopers. The company is based in the world of Orden, but contracts have taken its members across the many worlds of the timescape. At its height, the Chain boasted over ten thousand members—

but it now has fewer than four hundred. Ajax's siege in this very adventure will wipe out most of those, leaving no more than a hundred members alive and scattered across Orden as they escape the Overlord's onslaught.

You can browse Matt's handout "[Who are the Chain?](#)" for more information on the company.

## AREA DETAILS

Sometimes when the adventure text introduces a new room or adventure area, the formatting looks like this:

### AREA DETAILS

*Paragraphs in italics like this one are meant to be read aloud or paraphrased to players when their heroes first enter the area, provided they have the means to sense their environment. These are important details that the heroes immediately notice.*

**Secret!** Information presented like this is for you to reveal only when you want to or when certain conditions are met, such as a hero searching a room. The adventure puts this information up front so you have a handy list of everything in an area, but it should be initially kept secret from the players.

**Hidden!** Information presented as hidden isn't a secret for you to reveal, but is something that the heroes won't notice until they engage with the environment in a particular way (getting an elevated view, pulling back a curtain, looking under a bed, and so forth).

**Special:** Information presented this way provides special context or additional details to help you develop the area in the best possible way.

## DETAILS LEFT OUT

Because this is an explicitly heroic game, the adventure doesn't note every scrap of food or butter knife the heroes might find in their travels and exploration. If a hero is looking for a particular object and it makes sense for an area to have such an object, such as a knife in a kitchen, then it exists. If it makes no sense for the object to be there, then it isn't. If there's a chance that an object might be in a particular area, roll 1d6. On a 5 or 6, the object is there.

## REFERENCE MAPS

The reference maps in each section contain the starting position of each Director-controlled creature on the map. There is also a starting area for the heroes. Each hero can start in any space within that area.

## ADVENTURE BACKGROUND

Ajax the Invincible, also known as the Overlord and the Iron Saint, is the human leader of Vasloria—and a vainglorious conqueror who intends to subjugate the world and gain true sainthood. With the help of his lieutenant, a powerful mage named Mortum, he has waged war across Orden from a floating fortress known as the Chrysopolis, conquering the world piece by piece.

Two groups rose up in an attempt to stop him: the Lady of Brass and the Iron Tower of Dis. Both those factions' own flying fortresses were readily struck from the heavens, with the Lady of Brass crashing in the barony of Oll and the Iron Tower of Dis's flying pyramid smashing into the endless marsh of the Grey Wastes. On the heels of victory, Ajax waged a years-long war against Khemhara, the Infinite Desert to the East of Vasloria—until his attention was drawn to Blackbottom, Vasloria's largest city.

The Chain of Acheron shaped a plan to assassinate Mortum in Blackbottom. When Ajax learned of this plot, he teleported the Chrysopolis there and summoned the demon lord Relg. After first slaying Red, the commander of the Chain, Relg now leads a fiendish invasion of Blackbottom. Ajax's Hawklords, elite human enforcers mounted atop giant hawks, bomb sites across the city while a horde of demons tears through Blackbottom and its people.

This demonic invasion cannot be defeated. It cannot be stopped. It cannot be delayed. Ajax's wrath is inevitable, and the fall of Blackbottom with it. But five heroes might be a ripple in a raging tide, saving as many innocent civilians as they can while fleeing Blackbottom with their lives.

## ADVENTURE SYNOPSIS

*The Fall of Blackbottom* begins on a calm morning at the Drunken Fool, a three-story inn renowned for its baths and jaunty atmosphere. The adventure is broken into three acts.

In Act 1, Ajax begins his siege of Blackbottom, and the Drunken Fool is bombed by Hawklord aerial forces. The heroes must fight Ajax's army of demons and save people from the burning inn as it collapses floor by floor.

In Act 2, the heroes make their way through Blackbottom by way of the city's storm sewers, streets, and rooftops. As they do, they face off against different groups of hardened enemies and potential allies while leading terrified civilians toward the docks.

In Act 3, the heroes make their stand against Ajax's forces at the docks, fighting to get the civilians onto a ship and away from the city as Blackbottom falls.

## ADVENTURE STRUCTURE

*The Fall of Blackbottom* includes a negotiation and a montage test in Act 2. Unique to *Draw Steel*, these mechanics help you marry narrative and gameplay, and are fully explained in the *Draw Steel* playtest rules.

Negotiations provide structure for a scene in which a social encounter—in this adventure, a chance encounter with a group of Hawklords—has greater-than-usual stakes. As it plays out in the game, a negotiation captures the tension in an NPC's mindset and unfolds the experience of realistically drawing that NPC to your side or viewpoint.

A montage test, as the name implies, is a cinematic montage in which the heroes work together to overcome an obstacle or accomplish a goal. Instead of focusing on fine details, specific interactions, and movement on a grid,

a montage test maintains momentum and covers a lot of ground while keeping things exciting.

While the negotiation and montage scenes in the adventure could be run as normal social, exploration, or combat encounters, we urge you to give these new rules a try! The adventure provides thorough guidance with each mechanic, and we personally think negotiations and montage tests are pretty dope.

## ADVENTURE MAPS

This adventure uses maps from [Cze and Peku](#), [Eightfold Paper](#), [Kyle Latino](#), [the MAD Cartographer](#), and [Tehox Maps](#). Combat will occur on nearly all of them. Since *Draw Steel* is a tactical game where positioning matters, have the maps printed out or loaded into the VTT of your choice so they're ready to go.

## WELCOME TO BLACKBOTTOM!

The major deepwater port city of western Vasloria, the Free City of Blackbottom has been a city of trade outside the feudal structure of Vasloria since even before the coming of the Caelian Empire three thousand years ago. The city is situated in western Aendrim between the baronies of Tor and Bedegar, and no duke, baron, or count of Aendrim rules or has any sway over the city. Instead, a small coalition of local nobles and merchant leaders make up the city council, the head of which is the lord mayor. The lord marshal of Blackbottom is the city's ranking law enforcement official, known locally as the chief thieftaker.

Blackbottom gets its name from the massive black flagstones that tile the entire floor of the city's harbor estuary. No one knows who laid these stones, never mind how or why, but many fantastical candidates can be found in local folklore—none of them human.

Before Ajax's sack of the city (as detailed in this adventure), Blackbottom was known as the City of Smugglers. This was not a wholly pejorative term, however, for everyone from thieves and merchants to the barons and dukes benefit from having one place where everyone can do business without fear of taxation or regulation. Getting things out of the city into Aendrim and beyond involves paying tariffs at the toll bridges along the roads leading to Tor and Bedegar. But there are always ways for an intrepid merchant to avoid the tariffs—especially if they don't fear jail or the law.

Blackbottom's closest trading neighbor has always been the legendary city of Capital. However, the people of Vasloria don't have or spend as much money as folk of the more advanced regions of Khemhara and Higara, and so most technological innovations come to Vasloria slowly, if ever. The people of Blackbottom know all about clocks and timepieces. They just can't afford them.

## WHAT THE FUTURE HOLDS

After the events of this adventure, Blackbottom quickly earns the sobriquet "The City of Thieves." For after the church and the lord mayor's house, the trade hall, the jails, and other permanent municipal buildings were destroyed by the Hawklords, the city's thieves' guilds were the only

organizations with enough discipline and infrastructure to get anything useful done.

After this adventure, the heads of the senior thieves' guilds in the city become the de facto lords of Blackbottom—a responsibility they take surprisingly seriously. Trade still needs to happen, after all, and with the thieves' guilds running everything, their leaders stand to get very rich very quickly.

Being the City of Thieves—and with many folk proud of that title—means that justice in Blackbottom comes at the tip of the dagger or the whisper of a spell, and the law is little more than a unique concoction of revenge and retaliation. For the working people of the city, it seems as though the streets are narrower, with less light penetrating down to the cobblestones. Much of the color has fled the city, leaving it dark and gray—sinister and sorcerous.

Whereas the City of Smugglers was still principally a human city, the City of Thieves is anything but. Goblins, kobolds, and other folk who once kept to the alleys at night now walk the streets in broad daylight. Those who kept to the sewers, including the many groups of radenwights who once lived and worked under the city, can now be seen scurrying through cluttered alleys at any hour of day.

Even after the sack, the city still works. In some ways, it's more efficient than ever. If you're a ruthless merchant trying to get rich, there are certainly fewer obstacles in Blackbottom to get in your way—or rather, fewer rules and regulations. The risks involved in mounting any operation in the city, mercantile or otherwise, are now wildly greater, but the rewards have seen a similar inflation. After the events detailed in this adventure, Blackbottom might be the most dangerous city in the world.

## SETUP

Setup for *The Fall of Blackbottom* is quick and easy. Have the players choose their heroes from the pregenerated heroes available. If you're playing in a digital format, you can set up [Map 1.1](#) ahead of time and place the noncombatants into position as well.

If you want to go the extra step—or want to turn this adventure into a longer campaign—we also recommend that you consider the [Adventure Background](#) and [Welcome to Blackbottom!](#) sections. While these sections are primarily to ground you, the Director, in the overall story and location, you can distill down the most important points of those things as they might relate to the heroes your players have chosen, then communicate them as part of the setup.

Roguish or politically savvy heroes might be in Blackbottom to meet someone on neutral ground. Soldiers might be here hoping to hear news of Ajax's conquests, wondering if they'll have to face him soon. Members of the Chain of Acheron might be trying to meet with higher-ups to learn how they might help with the assassination attempt on Mortum. Whatever interests you most about the setting and story, use it to hook the heroes in!

When you're ready to play, start with hero introductions.

## HERO INTRODUCTIONS

---

Read or paraphrase the following to introduce the heroes to the adventure:

*It is a crisp morning in the port city of Blackbottom, the largest city in Vasloria. Ships of all sizes and kinds glide along the still, clear waters of the deep harbor, far above the textured monolithic black stones that line the bottom of the bay and give the city its name. This ocean port is a free city where different factions, national diplomats, and more can meet in peace and break bread together.*

*You have found rooms in one of the city's many inns—the Drunken Fool, so named for the time when the local barons' jesters could drink for free. Nowadays, the Drunken Fool is known for its luxurious wooden bathtubs refilled constantly with hot water heated over large fires. Though the salt-scented air outside is brisk, the inn is a warm refuge from the chill.*

Next, go around the table and give each player a chance to introduce their hero. Start by asking if the heroes already know each other, or if this is their origin as a group. (If the players chose to start their heroes as members of the Chain of Acheron, they already know each other.)

If the players decide that their heroes just met, ask them to describe what would be most obvious about their hero at first glance. This can include their physical appearance, demeanor or attitude, notable weapons and items, and anything else that stands out about them.

If the players decide that their heroes have known each other for a while, ask them to share what the others would already know about their character.

After introductions, explain to the players that their heroes have woken up at the Drunken Fool, then ask them to share a little about their early-morning routine and describe what they've been doing before gathering on the third floor of the inn. If they're at a loss, prompt them with some of the following options: getting dressed, using the baths on the third floor, eating breakfast, or sleeping in. Then proceed to [Death in the Morning](#).

## ACT 1: FIREFALL

In this act, the heroes are trapped in the Drunken Fool, and must fight through a demonic incursion following an aerial bombardment by the Hawklords. They must juggle the need to fight demons, rescue civilians, and ensure their own survival as the inn burns and collapses around them.

This act takes place on all three floors of the Drunken Fool, starting on the third floor and descending to the ground floor as the building slowly collapses. Use [Map 1.1](#), [Map 1.2](#), and [Map 1.3](#) to run each floor.

A final encounter is featured on the ground floor (see [Into the Iron Orb](#)). This encounter, whose extradimensional location the heroes must gain access to, is tied to [Map 1.4](#).

## RUNNING THE INN

---

This section explains how to deal with collapsing floors, enemies, and noncombatants across all three levels of the Drunken Fool. Read through the material here first to

familiarize yourself with the mechanics of this opening act. Then when you're ready to run the game, proceed to Death in the Morning to begin the action.

On each floor of the inn, the heroes have three concerns aside from regular combat with fiends: the collapsing inn, endangered civilians, and evolving fiends.

When the encounter begins, the heroes have just finished a respite.

## COLLAPSING INN

The action starts with the heroes on the third floor, which is already partially destroyed as a result of the Hawklords' bombardment.

At the end of the third round of combat or when all the civilians on the third floor have been rescued (whichever comes first), the third floor collapses into the second floor. At the end of the sixth round of combat or after all the civilians on the second floor have been rescued, the second floor collapses into the first. If a floor collapses in the middle of the round, pick a number of demon groups on the floor where the player land equal to the number of players left to act in the current round. Those demon groups get to act during the current round but others must wait for the next round.

When a floor collapses, transport every creature on the collapsing floor to the floor below, and have each hero on either floor make an **Agility or Might resistance roll** (their choice):

**11 or lower:** The hero takes 5 damage from falling and being struck by debris and is prone. (This damage is less than normal falling damage because the collapsing debris slows the creature's fall.)

**12–16:** The creature takes no damage but is prone.

**17+:** The creature takes no damage and isn't prone unless they already were.

If a hero braces for the collapse in some way, you can grant them an edge, a double edge, or an automatic tier 3 result on the roll, depending on how well you think the idea would work.

Any demons or civilians on a collapsing floor die. Demons and civilians on the floor below are unharmed.

Each time a level of the inn collapses, your villain points reset to 0 and any abyssal rifts you've opened close. The heroes keep their heroic resources.

## ENDANGERED CIVILIANS

Each floor of the inn contains civilians who have become imperiled in some way by the bombardment. Each civilian is a noncombatant with Stamina 10. They might be frozen in panic, trapped under debris, searching for loved ones, cornered by a demon, or otherwise unable to flee. In general, once a civilian is helped, they flee the inn and get to safety immediately. Individual area descriptions explain how to help NPCs in that area.

Let the players know that they will be awarded a bonus Victory if they get most of the civilians out of the collapsing inn. Avoid giving them a firm number, since they don't know about the second- and ground-floor combats to come. You can reward the bonus Victory if

approximately sixteen civilians (of a possible twenty-two) get out of the inn alive.

The heroes can hear any civilian calling for help when they're on the same floor as that civilian, unless the civilian is unconscious or the area description indicates otherwise.

## DEMONS

The demons who have been summoned to Blackbottom don't appear on any floor of the inn until at least two heroes come to that floor. The fiends avoid pushing any heroes through the gaping holes at the center of the inn floor, not wanting to risk another fiend devouring the soul of their prey.

Demons who are attacking civilians turn their attention to the heroes as soon as the heroes engage them.

If all the demons on a particular floor are killed, continue to run combat in rounds until the heroes have saved any additional civilians or completed any other tasks they set out to complete on that floor.

## INN HEIGHT AND CLIMBING

When combat begins, the roof is torn from the ceiling of the inn, leaving the third floor open to the sky. The first and second floor are each 3 squares high. As each floor collapses, the floor below it loses its ceiling. If a hero falls down the pit at the center of the inn, they take 2 damage for each square they fall and land prone, but they reduce the effective height of the fall by their Agility score.

On the ground floor and second floor, a hero can climb up through the hole at the center of the ceiling to the level above. Doing so costs 2 squares of movement for every 1 square climbed, with no need to make a test.

## COLLAPSING ROOMS

As noted in the area text, certain rooms in the inn are unstable as a result of the bombardment, and collapse as soon as they are entered. A creature can use a maneuver while within 1 square of a room to make an **easy Intuition test**, determining that the room is at risk of collapse with a success.

When a room collapses, its floor remains intact and the creature who entered it and caused the collapse must make an **Agility resistance roll**:

- **11 or lower:** The creature takes 4 damage and 4 fire damage.
- **12–16:** The creature takes 2 damage and 2 fire damage.
- **17+:** The creature takes no damage.

## FIRE

The second and third floor of the inn contain patches of fire. Any creature who enters a patch of fire for the first time in a round or starts their turn there takes 3 fire damage. Demons avoid moving through fire if they can.

## DEATH IN THE MORNING

---

*In the predawn morning, tranquility permeates the walls behind the sign of the Drunken Fool. The smell of breakfast—smoked fish and herbs on crisp bread, sizzling eggs with lobster—and the gentle scent of the baths stir the inn's guests awake as they go about their morning routines. Some are bathing and dressing. Others drowsily delay their waking for just five more minutes.*

*And then the world erupts to chaos.*

*A deafening crash that is earthquake and thunder and lightning all at once explodes around and within the inn, white-hot and all consuming.*

## THIRD FLOOR

---

When combat begins, it is assumed that the heroes have left the partially destroyed guest quarters and entered the third-floor central hall. Assume that the players have been staying in any of the empty rooms that are now ready to collapse—areas T4 and T9 on this floor, and area S2 on the second floor.

This floor is keyed to [Map 1.1](#). Place the heroes on the map, along with the fiends and noncombatants immediately visible in areas T1, T2, and T3.

Most of the guest quarters and the innkeeper's quarters on this floor have been destroyed. Fires are burning in several areas, and the inn's structural supports are clearly damaged. When you're ready to begin the encounter, start in area T1.

### THIRD-FLOOR ENEMIES

The following fiends appear on this floor at the start of combat:

- Two **ruinants** and one **remasch** are in area T1 and immediately attack the heroes.
- A **pitling** attacks a civilian in area T2.
- A **frenzied** attacks a civilian in area T10.

Each individual demon acts as their own group during the encounter, and no demon acts on another's turn.

At the start of the second and third rounds of combat, a **runinant** teleports in (from the Iron Orb on the ground floor that the heroes will soon discover), appearing adjacent to the hero with the highest Stamina remaining.

### THIRD-FLOOR CIVILIANS

The following civilians are on the third floor at the start of the encounter:

- A civilian in area T2 is attacked by a pitling.
- Two civilians are in area T3. One is trapped by debris.
- Two civilians in area T6 are trapped by debris.
- A civilian in area T8 is unconscious on the floor.
- A civilian in area T10 is attacked by a frenzied.

### THIRD-FLOOR VILLAIN POWER

While the heroes are fighting the demons on this floor, use only the Villain Power abilities in the demons' stat blocks.

Don't use the general demon VP features such as Abyssal Rift yet.

### T1. THIRD-FLOOR CENTRAL HALL

*Through the shattered outside walls of the inn, the scent of alchemical explosives fills the air, and you catch glimpses of grim soldiers mounted on giant hawks dropping explosives and strange orbs as they soar across the city.*

*Around you, chaos reigns in the form of fiends, screams, and fire. Flames lick at the edges of the hole that's opened up at the center of the floor, widening its burning, gaping maw. Debris from the burning roof crumbles down, crashing into the floor. Frenzied fiends with wicked claws, barbed tongues, and foul saliva prowl toward you, underscored by cries of pain, screams for help, and the cackling glee of more fiends on the hunt for prey.*

*Many of the people caught in the bombardment need help. The groaning of the building's timbers tells you that the inn can't be protected against its imminent collapse, but the civilians inside can be saved—if you act quickly.*

#### FIENDS

---

Two **ruinants** in this area immediately move to engage the heroes. They attack the two nearest characters, hoping to make them winded quickly so that they can use their Salt Wounds maneuver. One **remasch** assesses the heroes, then teleports in to attack a spellcasting creature. They then spend VP to bring that target with them when they teleport away to the opposite side of the area, isolating them from their allies.

#### STAIRS

---

At the south end of the central hall, stairs descend to the second floor below.

### T2–T5. WEST GUEST ROOMS

The following sections detail the civilians, hazards, enemies, and items found in the west guest rooms.

#### T2. UNDER ATTACK

---

Through the open door, the heroes can see a civilian in this area attacked by a **pitling**. When the pitling is defeated, the civilian flees downstairs and to safety.

#### T3. TRAPPED!

---

The collapsed wall of this room reveals two civilians within. Lorelei, a human woman, cries out for help, and refuses to leave the area unless her partner, a high-elf woman named Waves of Moonlight on a Shore of Glass (many non-elves just call her Moonlight), is saved where she's trapped under fallen debris.

The human can be convinced to leave first while the heroes rescue the elf with a successful **easy Presence test** made as a maneuver:

- **11 or lower:** She won't leave unless the elf is saved.
- **12–16:** She leaves the inn safely.
- **17+:** Before she leaves, she mentions that the person staying in the southernmost room on the west side was a medic. Perhaps they left supplies.

The elf can be freed with a successful **medium Might test** made as a maneuver:

- **11 or lower:** The elf takes 1d6 damage as she's crushed under the rubble.
- **12–16:** The elf is freed and flees the inn, but any heroes involved in freeing her take 1d6 damage from collapsing debris.
- **17+:** The elf is freed and flees the inn.

#### T4. COLLAPSE!

The door to this room is closed. This room collapses when entered (see [Collapsing Rooms](#)).

#### T5. MEDIC'S ROOM

The door to this largely undamaged room is open, but thick smoke obscures any view within. Any creature who enters this room must make a **Might resistance roll**:

- **11 or lower:** The creature takes 5 fire damage. Each time they subsequently start their turn in this room, they take 3 fire damage (no resistance roll).
- **12–16:** The creature takes 3 fire damage.
- **17+:** The creature takes no damage.

**Secret!** A creature who searches area T5 and succeeds on an **easy Reason test** discovers a satchel holding five Healing Potions (see [Special Loot](#)).

#### SKILLS

*Draw Steel* includes a variety of skills. Rather than listing which individual skills might apply to specific tests, the adventure gives the most applicable characteristic for the test, and players can ask to use any relevant skill to gain a bonus on the test. Since this is a starter adventure, you might wish to guide players toward relevant skills.

For example, if the players seem lost or stuck, help them understand that trying to convince the human woman in area T3 to get to safety can be accomplished with the Persuade skill, the Intimidate skill, or even the Lie skill. Similarly, to save the elf woman in the same room, a hero could raise the debris off her with the Lift skill, shoulder the brunt of the weight while she crawls out with the Endure skill, clamber up to dislodge a beam pressing down on her with the Climb skill, or help her move out from under the precarious pile of rubble with the Navigate skill.

Ultimately, how to best approach a test comes down to your players' ingenuity—so help them think creatively!

#### T6–9. EAST GUEST ROOMS

The following sections detail the civilians and hazards found in the east guest rooms.

#### T6. TRAPPED!

This room has been largely destroyed, and the door leading to its balcony has collapsed.

**Hidden!** Any hero who approaches the door to the room hears two civilians crying out for help on the balcony, where they're trapped by fallen debris. A hero who succeeds on an **easy Might test** made as a maneuver frees one civilian so they can flee. A hero who succeeds with a reward can free both civilians at once.

#### T7. WATCH YOUR STEP

The floor of this room has completely collapsed, leaving a hole to the second floor.

#### T8. CIVILIAN IN TROUBLE

The door to this area is closed.

**Hidden!** Anyone opening the door reveals a civilian sprawled on the floor after being knocked unconscious by the bombardment. A hero can use a maneuver to shake the civilian awake, allowing them to flee.

#### T9. COLLAPSE!

This room collapses when entered (see [Collapsing Rooms](#)).

#### T10. BATHS

Large bathing tubs fill the chambers on the east and west sides of this area, with two smaller saunas in between.

**Hidden!** Any character who enters this area sees or hears a Percival, a human noble, being attacked by a **frenzied** in the west baths. When the frenzied is defeated, Percival flees.

#### CONSEQUENCES AND REWARDS

Some of the areas on this floor have hazards that require a resistance roll. When consequences or rewards aren't specified, remember that you can always fall back on the default: A hero who suffers a consequence on a resistance roll can lose 1d6 Stamina from stress or a hazard, while a hero who gains a reward from the roll can be given a hero token.

Another great option for rewards is to tie them to the hidden encounters and hazards throughout this part of the adventure. A hero who succeeds on a test with a reward might get a hint about a hidden civilian (such as hearing the moaning of the unconscious civilian in area T8) or gain more information about their surroundings (such as learning how much time they have before the building collapses).

### SECOND FLOOR

Flames engulf the second floor of the inn, with only sparse structural supports remaining.

This floor is keyed to [Map 1.2](#). Place the heroes on the map near the south stairs if they descend from the third floor, or at the location where they fall if the third floor collapses. Then place the fiends and civilians immediately visible in areas S1 and S7.

#### SECOND-FLOOR ENEMIES

When two or more heroes descend or fall down to the second floor, the following fiends appear on that level, emerging magically through the floorboards:

- A squad of five **pitlings**, and a **ruinant** captain leading a squad of four **frenzieds**, chase civilians through area S1.
- A **remasch** attacks two civilians in area S10.

The fiends' appearance is tied to the Iron Orb on the ground floor, as the heroes can discover later. See [Iron Orb](#) below.

There are three enemy groups on this level: the pitling squad, the remasch, and the ruinant and the frenzied squad.

At the start of each round of combat on this floor after the first, a **remasch** appears, teleporting adjacent to the hero with the highest remaining Stamina.

## SECOND-FLOOR CIVILIANS

The following civilians are on the second floor at the start of combat:

- Four civilians huddle in area S1, waiting for rescue, but become potential targets when the demons appear on this level.
- A civilian is barricaded into area S4.
- A civilian is trapped in area S6.
- Two civilians cower in area S7.
- Two civilians hide in area S9.
- Two civilians huddle in area S10 awaiting rescue, then are attacked when the demons appear.

## SECOND-FLOOR VILLAIN POWER

When the encounter moves to the second floor, you can spend VP on general demon VP features such as Abyssal Rift and Abyssal Evolution. It's particularly fun to use Abyssal Evolution to evolve pitlings into new demons while the heroes watch!

### S1. SECOND-FLOOR CENTRAL HALL

*The magnitude of the situation settles in the mind like ash on scarred earth. The building groans, sagging into itself as detritus rains down, meteoric and foreboding. Distant screams are barely heard over the frantic shrieks of a group of humans fleeing toward the stairs, two packs of fiends hot on their heels.*

#### FIENDS

Five **pitlings** and a **ruinant** captain leading four **frenzieds** chase after the four civilians here, but break off to attack the heroes if at least one hero engages them. The ruinant and the frenzieds engage in melee while the pitlings stay behind them to use their Spit ability at range.

#### STAIRS

At the south end of the central hall, stairs descend to the ground floor below.

### S2–S5. WEST GUEST ROOMS

The following sections detail the civilians and hazards found in the west guest rooms.

#### S2. COLLAPSE!

This room collapses when entered (see [Collapsing Rooms](#)).

#### S3. BURNING ROOM

This entire room is on fire. Smoke pours out of the cracks around the closed door, which is hot to the touch. A hero who succeeds on a **medium Reason test** knows that opening the door could feed the fire oxygen and allow it to spread. If the door is opened, fire spreads down the west side of area S1, from S5 to S10, by the end of the round (see [Fire](#) above).

#### S4. BARRICADE

The door to this area is closed.

**Hidden!** A civilian temporarily stunned by the bombardment was trying to leave this room, then barricaded the door after hearing the demons arrive outside. Anyone who attempts to open the door feels the weight of furniture pushed up against it.

The civilian can be convinced to move the furniture and leave the area with a successful **easy Presence test** made as a maneuver. Alternatively, the door and the barricade can be broken through with a successful **easy Might test** made as a maneuver, after which the civilian flees to safety without argument.

#### S5. ROOM WITH A VIEW (DOWN)

The floor of this room has completely collapsed, leaving a hole to the ground floor.

### S6–S9. EAST GUEST ROOMS

The following sections detail the civilians and hazards found in the east guest rooms.

#### S6. TRAPPED!

Any character who can see through the open door of this room spots a civilian trapped in the far corner, prevented from escaping by fire and the floor having fallen away. A 4-square-wide gap separates the civilian from the door. In addition, smoke floods this room from the ground floor below. The room also has a patch of fire (see [Fire](#) above).

Any hero who reaches the civilian can easily devise some means to get them back safely across the gap or lower them to the floor below, without making a test. They might use a maneuver to hurl them across and into the arms of another character, affix a rope they can use to crawl across or lower them down, or take any other approach that seems reasonable to you. Once across the gap, the civilian flees to safety.

#### S7. FRIGHTENED CIVILIANS

Two civilians cower in this area beyond its destroyed front wall, frozen in fear and unable to move. Any hero can use a maneuver to help the civilians focus and encourage them to flee to safety.

#### S8. DESTRUCTION

This room is totally destroyed and contains nothing of interest.

#### S9. HIDING PLACE

This room appears to be completely destroyed, with no sign of any civilians here. The door to the balcony on the far side of the room is closed.

**Hidden!** Two civilians are hidden on the balcony outside this room, too terrified to cry out for help, and unable to climb down because of fire below. They can be found if anyone opens the door to the balcony. Alternatively, a hero who enters the area without opening the door can make an **easy Intuition test** (no action required), hearing the civilians' frightened sobbing on a success. If found and encouraged to leave as a maneuver, the civilians flee to safety.

#### S10. BATHS

Large bathing tubs fill the chambers on the east and west sides of this area, with two smaller saunas in between.

**Hidden!** Any character who enters this area notices two civilians under attack by a **remasch**. If the demon is defeated, the civilians flee.

**Special:** Hot water, bath oils, and fire make the floor of the baths hazardous to cross. This area is difficult terrain.

However, a hero can choose to treat the floor as normal terrain by taking 3 fire damage each round that they move any distance through the area.

## GROUND FLOOR

---

The ground floor of the inn is dominated by an open common room surrounded by a number of side chambers. Most of this area is now in ruins.

This floor is keyed to [Map 1.3](#). Place the heroes on the map near the south stairs if they descend from the second floor, or at the location where they fall if the second floor collapses. Then place the fiends immediately visible in area G1.

### GROUND-FLOOR ENEMIES

When two or more heroes descend or fall down to the ground floor, the following fiends appear on that level, emerging from the Iron Orb (see below):

- A **remasch** leading five **pitlings**
- A **ruinant** leading three **ensnarers**
- A **torlas**

All the fiends attack immediately.

There are three enemy groups on this level: the remasch and the pitling squad, the ruinant and the ensnarer squad, and the torlas.

### GROUND-FLOOR CIVILIANS

Three surviving civilians on this floor are cowering in area G2.

### GROUND-FLOOR VILLAIN POWER

As with the second floor, you can spend VP on any appropriate features while the fight unfolds on this level.

## G1. COMMON ROOM

*The ground floor of the Drunken Fool is a graveyard. The bodies of guests and staff alike litter the ground, their corpses either charred or rendered to bloody heaps of shredded flesh. Two packs of fiends are clustered around a black-iron ball hovering in midair, set with deep ridges, and burning with a wicked flame not of this world.*

*But worse is the sight of Blackbottom through the windows and rubble beyond. Hundreds of these iron balls have cratered sections of the city, and are disgorging fiends faster than people can flee from them. Blackbottom is overrun. Your only hope might be to escape the inn—and the city—with your lives.*

### FIENDS

---

A **remasch** leading five **pitlings**, a **ruinant** leading three **ensnarers**, and a **torlas** emerge from the Iron Orb when two or more heroes arrive on this floor. The demons attack immediately, adopting the following tactics:

- The ruinants and ensnarers take the front line of this assault, locking down enemies.
- The remasch and pitlings teleport around the inn, attacking and isolating vulnerable targets.
- The torlas harasses enemies from a distance, using their Cronenstorm ability to control the battlefield.

## G2. KITCHEN AND PANTRY

Three civilians—the inn's cook, the innkeeper, and a traveling musician—are hiding in the kitchen. If the heroes leave without finding them and do not destroy the Iron Orb, the civilians die when another wave of demons issues forth from the orb. If the heroes find the civilians and escort them out, or if they destroy the Iron Orb and leave them behind, the civilians survive.

### IRON ORB

The Iron Orb is a magical black-iron ball dropped by the Hawklords that acts as a gateway to the Abyssal Wasteland. The orbs scattered across the city are the doors through which countless fiends have invaded Blackbottom on Ajax's orders. The orb affects the combat with its Abyssal Aura special trait and can be destroyed.

The heroes don't need to destroy the Iron Orb, but any hero who succeeds on an **easy Reason test** or who has knowledge of the Abyssal Wasteland knows that destroying it is possible. Alternatively, you can convey this in narration by having the orb take damage from a hero or fiend's area ability, crack slightly each time it summons another fiend, or take damage from falling debris.

#### THE IRON ORB

This black-iron ball dropped by the Hawklords is a gateway to the Abyssal Wasteland.

**Size:** 3    **Weight:** 7

**Stamina:** 50

**Abyssal Aura:** The energies of the orb fluctuate with the chaos of the Abyssal Wasteland. At the start of each round, make a power roll for the orb (2d10 with no modifier):

- **11 or lower:** Each demon on the ground floor within 5 squares of the orb gains an edge on attacks and resistance rolls until the start of the next round.
- **12–16:** Each demon on the ground floor within 10 squares of the orb gains an edge on attacks and resistance rolls until the start of the next round. Additionally, the orb summons a squad of three **pitlings**.
- **17+:** Each demon on the ground floor within 10 squares of the orb gains an edge on attacks and resistance rolls until the start of the next round. Additionally, the orb summons a squad of five **pitlings**.

Summoned demons appear in unoccupied spaces within 5 squares of the orb.

## VICTORIES

---

Each of the heroes earns 1 Victory for escaping the inn. If the party saved at least sixteen civilians, each hero earns 1 additional Victory.

## INTO THE IRON ORB

---

When the demons are defeated, the last captain to fall drops a small plate of black iron they were holding. The plate feels uncomfortable to hold, and appears to be made of the same iron as the orb. If the plate is touched to the orb, the orb opens a slit just wide enough for the plate to be pressed into. Doing so causes the orb to shimmer, then transform into a portal into the Abyssal Wasteland.



On the other side of the portal, priests of Ajax have captured a human whose tortured state is attracting the demons sent through to Orden. If the priests are defeated, the heroes can stop the flow of demons into Blackbottom!

Read or paraphrase the following when the heroes enter the portal:

*A stone platform opens up over a roiling field of entropic energy, a single human chained to an altar at its far end. His body bears the marks of endless and unimaginable torture. Around him, priests dressed in Ajax's colors chant, with that chanting somehow combining with the victim's agony to draw demons into this realm, then causing them to vanish as they are drawn across planar boundaries into Blackbottom.*

Use [Map 1.4](#) for this combat. The heroes face three groups in this encounter: one **human death cultist**, three **human death acolytes**, and three **human apprentice mages**.

### TACTICS

The death cultist stays back, using Death Scythe to weaken powerful-looking foes. The apprentice mages stay out of melee as long as possible, hurling Lightning Strike against the heroes. The death acolytes use Necrotic Bolt while spreading out and staying at range, hoping to avoid counterattacks.

### ABYSSAL FIELD

The heroes and their enemies can be pushed off the edge of the platform and into the abyssal energy field around it. The first time a creature enters the abyssal field or starts their turn there, they must make a **Might resistance roll**:

- **11 or lower:** The creature takes 10 corruption damage and is weakened (EOT).
- **12–16:** The creature takes 6 corruption damage.
- **17+:** The creature takes no damage.

The energy of the ritual protects enemies knocked off the platform, who reduce the damage by half. The abyssal energy field becomes solid 4 squares below the platform, and is tangible enough that a creature can climb back up to the platform. Doing so costs 2 squares of movement for every 1 square climbed, with no need to make a test.

### ABYSSAL HOWL

At the start of the first round of combat, abyssal energy wracks any creatures not participating in the ritual. Each creature on the heroes' side must make a **Might resistance roll**:

- **11 or lower:** The creature takes 5 corruption damage and is slowed (EOT).
- **12–16:** The creature takes 2 corruption damage.
- **17+:** The creature takes no damage.

You can read or paraphrase the following when this occurs:

*The endlessness of the Abyssal Wasteland shivers with profane energy that claws into your very core, as if attempting to hollow it out and empty you.*

### PITLINGS

At the start of the second round of combat, ten **pitlings** emerge in any area of your choice on the map, drawn by the agony of the ritual's victim. Each pitling can move up to their speed when they appear. You can read or paraphrase the following when this occurs:

*Ten small demons are suddenly disgorged from some distant and unhallowed place, tumbling onto the stone platform and rising to defend the priests. Their eyes are wild, their hunger unsated.*

### FREEING THE VICTIM

A hero adjacent to the human victim of the ritual can free him using an action. If this happens while there are still enemies to fight, those foes focus on the heroes, knowing that they must keep the specially prepared victim alive. If the heroes flee this fight with the victim before defeating all the enemies, those enemies can follow them through the portal and back to the ground floor of the inn.

The victim is barely conscious when rescued, and doesn't remember his name at first. (When he does remember, it's Jacob.) But if he's tended to after returning to the Drunken Fool, he regains enough strength to follow the heroes out of the city.

With the victim freed, the flow of demons through the Abyssal Wasteland and through every Iron Orb in the city simply stops. All the Iron Orbs have fallen inert when the heroes return to Blackbottom. They can't stop the fall of the city, as too many demons have already been summoned. But somewhere, Ajax is raging—and all the civilians the heroes have saved have a second chance at life.

Each hero earns 1 Victory when Jacob is freed.

### SNAPDRAGON

The ritual victim carries an old pouch with three dried Snapdragons (see [Special Loot](#)), which he gives to the hero who freed him.

## ACT 2: ESCAPE THROUGH THE CITY

In this act, the heroes must flee Blackbottom, clearing the way for civilians as they escape to the docks. Keeping away from the fiends roaming the city means navigating alleyways, rooftops, and storm sewers as Blackbottom crumbles around them.

[Running the Escape](#) explains the setup of the act, including how to move the heroes between each environment and through the montage test. When you're ready, proceed to [Save All You Can](#) to begin the action.

Use [Map 2.1](#), [Map 2.2](#), and [Map 2.3](#) to run the combats in this act.

### RUNNING THE ESCAPE

This section presents information to help you run this act smoothly.

## CIVILIANS

This act begins with Save All You Can, a cinematic moment where the heroes are directed to help civilians flee to the docks by an NPC—who dies immediately thereafter. This moment sets the stakes and gives the heroes a strong motivation. They can't save the city, but they can save as many of its people as possible. Throughout the act, ensure that the heroes are reminded often of the civilians they're helping get to safety.

Civilians in this act are all noncombatants, and don't appear on any area maps. Similarly, civilians aren't threatened in any encounter. The heroes can assume that the civilians are hiding in rubble behind them, then moving up as the party fights forward. This isn't a "defend the civilians" sequence. It's about clearing a safe path.

## ENVIRONMENTS

As they flee Blackbottom, the heroes encounter different scenarios in three environments: the alleys, rooftops, and storm sewers of the city. It doesn't matter what order they move through each environment, and they can choose where they start at the end of Save All You Can.

At the end of the last encounter in each environment, the text provides possible transitions to the other two environments, as well as a transition to the montage test to escape the city. If you want a longer adventure, you can have the heroes experience two or all three of the environments before moving on to the montage test. If you want a shorter adventure, move on to the test after the heroes make their way through the first environment.

Once the heroes have completed the encounters in all three environments, transition them to the montage test, which covers the rest of their travel to the docks.

## ENCOUNTERS

Each environment has a combat encounter and an interlude encounter. Each combat encounter is straightforward, while each interlude encounter introduces additional elements to the narrative and gives the heroes a chance to be creative. They might negotiate with the Hawklords on a rooftop, for example, or recruit radenwights to their cause after saving them in the sewers.

When presenting the interlude encounters, give the players enough hints to help them understand that this isn't just another straightforward combat. The text provides suggestions that can help you with that.

## SAVE ALL YOU CAN

---

As the heroes emerge from the inn with any last civilians they're escorting out, they're noticed by Hunt, a senior officer of the Chain of Acheron who's been protecting civilians in the streets, and who provides the heroes' call to action. Read or paraphrase the following:

*You emerge from the ruined inn to a city under siege from above. Hundreds of giant hawks fill the sky, each with a human rider dropping heavy iron balls on the city's buildings. But over all this, casting a shadow that turns day to into a hellish, burning night, is a giant floating city the Cryspolis—the floating headquarters of Ajax the Invincible.*

*Each hawklord drops their payload and circles back to the Cryspolis to replenish their infernal ammunition. Why Ajax chose this moment to attack, and how his floating city managed to arrive here unheralded ... no one knows.*

*In front of you, a human woman scoops up her child and sprints down the street as a warrior wielding a gleaming axe cuts down a fiend chasing her. The terrified civilian joins a large group of other city folk clustered together, all fearing for their lives.*

*The warrior wrenches off his helmet and studies your party. "You!" he calls. "You're the ones who cleared out the Drunken Fool!" He kicks the fiendish corpse as he strides toward you. His insignia identifies him as a senior officer of the Chain of Acheron.*

*"I'm Knocks. Blackbottom is damned. This invasion can't be stopped. But the city's people—they can be saved. Lead them to the docks!" He points toward the port. "Clear the way, get everyone here to a ship! We will not burn down with thi—"*

*Suddenly, a freakish humanoid seemingly shaped of stitched-together limbs and wearing mangled armor swoops down from above, grabs Knocks, and carries him toward a horde of fiends down the street. He's dropped amid the horde, his screams echoing from shattered and burning buildings as demons tear him apart.*

*Behind you, the frightened civilians scream. If you don't clear a way for them, no one will. You are their last hope of leaving Blackbottom alive.*

The heroes aren't meant to fight the group of fiends or save Knocks, so make it clear he's beyond saving. Instead, their mission is to take charge of the remaining civilians and get them out of the city.

From the street outside the inn, the heroes have three options when deciding where to go. Use the following setups to let the players decide their course:

**Alleys:** One hero, chosen at random, notices that the neighboring alleys are clear of immediate threats and easy to slip through. They're also easy to defend.

**Rooftops:** One hero, chosen at random, notices that the chimney of a nearby building has fallen over into an adjacent building, creating a rough but easy-to-climb ramp up to the roof. The rooftops of buildings in the city are close together and often connected by ladders and makeshift bridges, creating a path above the chaos of the streets.

**Storm Sewers:** One hero, chosen at random, notices an open grate leading to the storm sewers running beneath the city streets. It's likely that the demon assault hasn't reached the sewers yet, though those dark tunnels have their own dangers.

Have the players choose between the alleys, the rooftops, and the storm sewers, then proceed to that section.

## ALLEYS

---

Use Map 2.1 to run the alley combats. The outer ring of alleyways is perfect for the first combat, while the inner section between the buildings works well for the interlude encounter.

## DEMON ASSAULT

Read or paraphrase the following to set the scene:

*The twisting, turning alleyways of Blackbottom are quieter than the main streets, but only just. Some bear the marks of explosions and fires, while others are temporary sanctuaries that haven't yet been struck. The civilians under your escort keep their heads low as they follow you, hoping to avoid detection from Hawklords and fiends in the air.*

*As you enter the space between a cluster of buildings, you see two groups of fiends fighting over a pile of fallen bodies. They see you at the same time, their snarling visages turning toward you. The two largest demons look at each other, then start racing toward you with murderous intent.*

Two packs of fiends fill this alley, each made up of two demon groups. The first group contains the following fiends:

- One **remasch** and three **pitlings**
- Four **ensnarers**

The second group contains the following fiends:

- One **torlas** and three **pitlings**
- One **ruinant** and three **frenzieds**

If the heroes have 3 to 5 Victories, add a **muceron** as their own group to the encounter. If they have 6 or more Victories, add a **chorogaunt** as their own group instead.

Each hero earns 1 Victory when the demons are defeated.

### TACTICS

The two groups of demons are highly competitive. If a hero reduces a demon to low Stamina without killing them, the fiends from the other group try to prove their superiority by finishing the wounded demon off.

In the first group, the remasch keeps themselves and their allies moving with Grasping Shadow and Abyssal Strike, letting the pitlings overwhelm their foes. If a hero tries to escape that group, the ensnarers try to pull them back into the fray.

In the second group, the torlas uses their Cronenstorm action to harry the heroes, letting the pitlings attack from range with their Spit action. Meanwhile, the ruinant focuses on killing healers, leading its frenzieds to do the same.

### DECIDING THE WINNER

At the start of a round of your choosing after the first, the competition between the demon groups reaches a breaking point. Choose one demon minion from each group. Those fiends can immediately take a free turn. During that free turn, each fiend has immunity to all damage and has a double edge on power rolls.

When both free turns are done, the demon minion who was more effective during the free turn (whether dealing more damage or using another metric of your choice) kills the other demon instantly, gaining their consumed souls and transforming using the Abyssal Evolution VP feature without spending VP:

*The two fiends howl as they drive into each other, each determined to prove themselves the stronger foe. The*

*confrontation ends quickly, though, with one demon thrown down and broken while the other suddenly glows with infernal power, growing in size and fierceness as you watch.*

## INTERLUDE ENCOUNTER

As the heroes continue through the alley, they hear a male voice indignantly shouting for help over the snarls of fiends. Read or paraphrase the following:

*In a small courtyard within a tight cluster of buildings, a strange quarrel has broken out. Several humanoids with orange-tinted skin, four arms, colorful hair, and odd-looking goggles are trying to restrain a man dressed in robes that mark him as a priest of Ajax. As the priest struggles to escape, a gang of demons try to free him from the humanoids' clutches.*

*"You there! Help me!" the priest squawks. At the same time, one of the odd humanoids calls out, "Hey! A little help here?"*

Three time raiders are attempting to abduct one of Ajax's priests, who is defended by three demon groups:

- A **remasch** leading four **frenzieds**
- A **torlas** leading four **pitlings**
- A **ruinant** leading four **ensnarers**

If the heroes have 3 to 5 Victories, add a **muceron** as their own group to the encounter. If they have 6 or more Victories, add a **chorogaunt** instead.

Each hero earns 1 Victory when the demons are defeated.

### TACTICS

The remasch uses its Grasping Shadow maneuver to move their squad members into advantageous positions.

The torlas stays at range to hinder foes with Cronenstorm, and to use their Grasping Tendons maneuver to whip allies and enemies across the battlefield. The pitlings try to fight at a distance, and flee if all the other demons die.

The ruinant and the ensnarers fight close together, with the ensnarers pulling unsuspecting heroes close so that the whole group can descend upon them.

### PRIEST'S COMMAND

At the start of the first round of combat, the priest of Ajax imbues each demon with quickening magic, enabling each fiend to move up to their speed and make a free strike. You can read or paraphrase the following when this occurs:

*"Go!" the priest snarls, kicking at the nearest fiend. "Don't just stand there. Kill them! Kill everyone!" The reprimand seems to spark through the fiends as an empowering command, causing them to recklessly move for you.*

## TIME RAIDERS

---

When the fiends are defeated, the time raiders are grateful for the heroes' assistance. Read or paraphrase the following:

*A floating silvery disk suddenly descends to the alley, the priest shouting insults as he's dragged toward it. A humanoid with wild purple hair looks back. Then she approaches you quickly, holding out an amulet.*

*"This starsling's full. But you want outta here? Head to the docks, to the harbor statue. When you see the silver disc there, step on it, hold up the amulet, and repeat these words. Klatuu! Barada! Nikto!" She gives a wide grin and darts back toward the vehicle. "See you starside!"*

The starsling then shoots up into the air as the time raiders escape with Ajax's priest. (For what purpose? Who knows!)

## TRANSITION

If the heroes have completed the alley, rooftop, and storm sewer locations, use the transition into the montage (see [Escape Montage](#)). Otherwise, use one of the following approaches to move the party to the rooftops or the storm sewers:

**Rooftops:** The next alleyway is blocked off, but a ladder leads up to the top of a nearby building. The buildings beyond are close enough together that their rooftops promise a quick route to the docks.

**Storm Sewers:** The sound of fighting rises from the alleys ahead. But nearby, the street has been cracked open to reveal a tunnel of the storm sewer system below—and a covert path forward.

## ROOFTOPS

---

Use [Map 2.2](#) to run the rooftop combats. The bottom half of the map works for the first combat, and the top half of the map works for the interlude encounter.

Each of the buildings in this area is 6 squares tall. If a creature falls off a building, they take 2 damage for each square they fall and land prone, but they reduce the effective height of the fall by their Agility score.

## WAR DOG SHOWDOWN

Read or paraphrase the following to set the scene:

*From this high vantage point, the extent of Blackbottom's destruction is plain to see. Buildings are burning, fiends roam the streets, and Hawklords on their flying mounts continue to drop projectiles from above. The way forward is clear: moving between rooftops along ladders and rickety planks of wood, keeping the civilians behind you and above the chaos. But a pair of winged soldiers flank the rooftops ahead, above two packs of hulking and misshapen soldiers.*

Three groups of war dogs are scouting along the rooftops, picking off victims through windows and from above. The three groups contain the following forces:

- A **war dog eviscerite** leading three **war dog commandos**
- A **war dog eviscerite** leading four **war dog conscripts**
- Two **war dog cognivites**

If the heroes have 3 to 5 Victories, add a **war dog amalgamite** as their own group to the encounter. If they have 6 or more Victories, add a **war dog ground commander** instead.

Each hero earns 1 Victory when the war dogs are defeated.

## TACTICS

---

The winged cognivites immediately take to the air and attack the heroes with their Synlirii Grafts action, hoping to force them off the rooftops, then follow up from above.

The eviscerites use their Chainsaw Whip action to pull and grab foes, locking down any threats. The commandos strike from range while they can, while the conscripts charge across the rooftops hoping to overwhelm their foes.

## RECRUITMENT

---

War dogs love to capture enemies to be fed to the Body Banks that spawned them, and don't realize until too late that the heroes are out of their league. The first time an eviscerite pulls a hero, you can read or paraphrase the following:

*Chains rattle as the war dog cackles. "You look like you'd make fine additions to the ranks. Come here!" Metal clamps around you, and you're wrenched over the rickety roof toward the gleeful soldiers.*

## BOOM!

---

At the start of the second round of combat, the frenzied war dogs blow up one building that has one or more heroes on its roof. You can read or paraphrase the following when this occurs:

*The rooftop heaves as the familiar scent of alchemical explosives fills the air. Deafening thunder and a blast of heat washes over you as the building erupts from within but thankfully stays standing.*

Each creature on the heroes' side who is on the roof must make an **Agility resistance roll**:

- **11 or lower:** The creature takes 8 damage and falls prone.
- **12–16:** The creature takes 5 damage.
- **17+:** The creature takes no damage.

## INTERLUDE ENCOUNTER

When the fight against the war dogs is done, the heroes can press on with the civilians close behind. But they aren't the only ones traveling the rooftops in an attempt to avoid trouble. Read or paraphrase the following:

*Several stealthy figures dart across the rooftops ahead, overstuffed sacks slung over their shoulders and swords swinging from their hips. By their look, these are pirates from the port who've taken advantage of the chaos to loot homes and shops—and who are now pursued by three humans atop massive hawks.*

*One of the figures shouts out, their voice echoing across the rooftops. "We'll split the take with you! Just leave us be! We'll take our goods and go!"*

*The Hawklord in front, a human woman with a scar on her upper lip, hesitates before shouting back. "We can't," she calls grimly. "Everyone dead. Ajax's orders."*

The pirates are noncombatants, each with Stamina 15. The Hawklords are humans atop giant hawks.

Three groups of Hawklords are in pursuit of the thieves:

- Mara—the leader of the Hawklords—a **human scoundrel** atop a **giant hawk**
- Tyria, a **human brawler** atop a **giant hawk**
- Jacob, a **human trickshot** atop a **giant hawk**

The heroes should instinctively understand that the Hawklords, unlike any other foes they've encountered so far, aren't out for blood. This sets up the opportunity for a negotiation, though this encounter can also be run as a regular combat. The relevant information for both approaches is below.

If the heroes have 3 to 5 Victories, add an additional group consisting of three **human archers** who shadow and support the Hawklords from the rooftops. If they have 6 or more Victories, add two human trickshots instead.

Each hero earns 1 Victory when the Hawklords are successfully talked into leaving without a fight or are defeated in combat.

#### NEGOTIATION WITH THE HAWKLORDS

Many Hawklords are reluctant allies of Ajax, and can be appealed to in order to end or avoid hostilities. See [Negotiation](#) in the *Draw Steel* playtest rules for information on running that interaction.

If the heroes call for parley, the three Hawklords descend to the rooftops in a way that forces the pirates to hold between them. You can then use the following negotiation stats as the heroes negotiate with Mara and her squad.

##### HAWKLORD NEGOTIATION STATS

**Interest:** 1   **Patience:** 2   **Impression:** 1

##### Motivations

- **Freedom:** The Hawklords wish to free themselves from Ajax's authority, having long grown tired of his unending slaughter.
- **Vengeance:** The Hawklords yearn for vengeance against Ajax for his campaign of destruction, though they fear he is undefeatable.
- **Power:** Hawklords are prideful and vain, and thus susceptible to the idea of increasing their own power.

##### Pitfall

- **Higher Authority:** To the Hawklords, Ajax is unstoppable. There is no higher authority they can answer to, and no higher authority the Overlord must answer to. Arguments that invoke any other authority or question Ajax's authority go nowhere.
- **Benevolence:** The Hawklords are cynical after their long years of service. Benevolence is an ideal they believe only the foolish can maintain.

Negotiation with the Hawklords can have the following outcomes:

**Interest 5:** The Hawklords renounce Ajax's service and help the heroes clear a path so the civilians can reach the docks. Each test in the montage test (see [Escape Montage](#)) is made with an edge.

**Interest 4:** The Hawklords have no interest in helping the heroes, but they renounce Ajax's service and depart without attacking anyone.

**Interest 3:** The Hawklords will leave Ajax's service, but the heroes must promise to protect or assist them in future, as they fear Ajax's wrath.

**Interest 2:** The Hawklords resume their attack on the pirates, but they don't attack the heroes unless provoked.

**Interest 1:** The Hawklords attack the pirates and the heroes.

**Interest 0:** The Hawklords attack the heroes, letting the pirates go.

The heroes won't need to assist or protect the Hawklords if you play *The Fall of Blackbottom* as a one-shot. But if you continue beyond this adventure, they'll need to make good on that promise!

#### TACTICS

If a fight breaks out, Jacob rains death from above while staying in the air and hopefully out of range of counterattacks.

Mara and Tyria engage the heroes, swooping down on their hawks to use their melee attacks, then soaring away. Mara employs those hit-and-run tactics to use Dagger Storm as often as possible, while Tyria prefers to grab a foe with Haymaker, take to the air, and then drop them.

If two Hawklords or their hawks perish, all remaining creatures on the Hawklords' side flee.

#### PIRATES

If the pirates are saved, they show their gratitude by offering passage on their ship to the heroes. Read or paraphrase the following:

*A stubbled man with long, tangled black hair jerks his thumb toward the port. "You're not gettin' out of Blackbottom on a regular ship, that's for sure. They'll be crammed full o' folk. But you did us a good turn, so we'll take you on ours. Meet us at the port and we'll see you outta this hell and to Capital."*

#### TRANSITION

If the heroes have completed the alley, rooftop, and storm sewer locations, use the transition into the montage (see [Escape Montage](#)). Otherwise, use one of the following approaches to move the party to the alleys or the storm sewers:

**Alleys:** Part of the building destroyed by the war dogs collapsed during the assault, revealing a route into a network of dark, empty alleys that look like perfect cover.

**Storm Sewers:** Where a nearby street has been blasted during a bombardment, it now opens up to the relative safety of the city's storm sewers.

#### STORM SEWERS

Use [Map 2.3](#) to run the storm sewer combats. Start the heroes at the lower right corner of the map, and run the first combat when they reach the player start area on the reference map. Then run the interlude encounter when

they reach the player start area on the interlude reference map.

## GOBLIN ATTACK

Read or paraphrase the following to set the scene:

*The damp, dark tunnels of the storm sewer system beneath the city muffle the sounds of destruction from above, though the screams of the dying still echo faintly like lingering ghosts. Your movement and the shuffling footsteps of the civilians following you adds to the eerie chorus of noise.*

*A sharp, sudden laugh cuts through it all. "I knew we'd get good pickings down here!" A goblin emerges from the dark, gesturing to bring a pack of goblins forward to block your path—including two mounted on massive snarling wargs.*

*"Get 'em!" the leader shouts.*

The goblins attack at the **goblin monarch's** call. She is defended by three other goblin groups:

- A **goblin stinker** riding a **warg**
- A second **goblin stinker** riding a **warg**
- Three **goblin runners**

If the heroes have 3 to 5 Victories, add three **goblin spinecleavers** as their own group to the encounter. If they have 6 or more Victories, add a **war spider** instead.

Each hero earns 1 Victory when the goblins are defeated.

### TACTICS

The goblins surround the heroes, trying to pin them down.

The stinkers flood the area using their Swamp Gas maneuver while their wargs attack, then use Toxic Winds to keep enemies hindered within the green haze.

The runners try to overwhelm heroes as a group, making Club attacks while charging whenever possible.

The monarch stays away from melee for as long as possible, using her Get in Here maneuver to call reinforcements and making Handaxe attacks against any hero who gets too close.

## INTERLUDE ENCOUNTER

When the heroes reach the second marked intersection, the sounds of combat are heard nearby, including goblin voices. As that fight spills into the east-west hallway, read or paraphrase the following:

*A gang of goblins clashes with lanky ratfolk, the clanging of weapons echoing keenly off stone walls above a cacophony of goblin cackling and ratfolk hissing. An arrow suddenly smashes into the wall a hand's-breadth from your head. A grinning goblin has noticed you, and intends to make you part of the fun.*

A large group of goblins are fighting a much smaller pack of radenwights, the humanoid ratfolk who dwell in the sewers and storm sewers of Blackbottom. The goblins are comprised of four groups:

- A **goblin cursespitter** leading two **goblin snipers**
- A **goblin cursespitter** leading five **skitterlings**
- A **goblin assassin** leading three **goblin runners**
- Two **goblin spinecleavers**

If the heroes have more than 6 victories, add an additional two **goblin snipers**.

If the heroes have 3 to 5 Victories, add four more goblin runners as their own group to the encounter. If they have 6 or more Victories, add a **war spider** instead.

The four radenwights fighting the goblins each have Stamina 20 and speed 5, and can deal 4 damage on their turn to any goblin within reach 1.

A hero who observes the fight and succeeds on an **easy Presence test** realizes that the radenwights are acting in self-defense and in need of assistance. The heroes can also intuit this after a couple rounds of combat, noting that the goblins attack the radenwights and the heroes intermittently, while the radenwights attack only those who assault them.

Each hero earns 1 Victory when the goblins are defeated.

### TACTICS

The goblins switch their focus to the heroes quickly, recognizing them as the more dangerous threat.

The snipers climb to the ceiling, staying in place to deal more damage. The spinecleavers push foes around to keep them away from the cursespitters.

The cursespitters harass the weakest-looking targets with Eye of Surlach and their Dizzying Hex maneuver. The skitterlings spread out to attack the heroes.

The assassin and the runners fight together, focusing on the weakest-looking hero in the hopes of a quick kill.

### CHANT OF SURLACH

At the start of the first round of combat, each goblin minion begins chanting, and continues to chant while they live or until the end of the encounter. While the minions chant, each creature on the heroes' side has poison weakness 5 and corruption weakness 5. You can read or paraphrase the following when this occurs:

*Grinning evilly, the smallest goblins all begin to chant, their glittering eyes focused on you. An unnatural wave of sickly nausea passes over you, and a green aura seems to trail your every movement.*

### RADENWIGHTS

When the goblins are defeated, any surviving radenwights are grateful for the heroes' assistance. Read or paraphrase the following:

*The surviving radenwights cluster together, teeth clicking nervously. "You helped us," one says softly. "Thank you." You can see wounded ratfolk passing out healing potions to each other—and they appear to have a healthy supply of that magic.*

The heroes can negotiate for aid from the radenwights, though the ratfolk are hesitant given how many of them were lost in the goblin attack before the heroes arrived. If the heroes ask for aid, see Negotiation in the *Draw Steel* playtest rules for information on running that interaction. Then use the following negotiation stats.

## RADENWIGHT NEGOTIATION STATS

Interest: 3 Patience: 3 Impression: 1

### Motivations

- **Peace:** The radenwights just want to hunker down and hide. If the heroes linger here too long, they might attract the attention of more goblins, or of Ajax's fiends.
- **Protection:** The radenwights are fiercely protective of their own, and want to ensure their safety and survival.

### Pitfall

- **Higher Authority:** Blackbottom is burning. In the eyes of the radenwights, all are equal victims, and no one has any greater claim to survival than anyone else.
- **Revelry:** The radenwights are pushed to their limits, and balk if the heroes speak flippantly or hedonistically about their plight.

Negotiation with the radenwights can have the following outcomes:

**Interest 5:** The radenwights give the heroes three Healing Potions and a Revenger's Wrap (see [Special Loot](#)).

**Interest 4:** The radenwights give the heroes three Healing Potions.

**Interest 3:** The radenwights give the heroes three Healing Potions, but the heroes must offer possessions of their own as trade.

**Interest 2:** The radenwights refuse to provide any resources to the heroes, but they can reveal a safe route out of the storm sewers or information about how best to approach the docks. Remove two enemies of your choice from the heroes' next encounter.

**Interest 1:** The radenwights refuse to provide any aid, saying that their resources have been stretched too thin.

**Interest 0:** The radenwights distrust the heroes and attack them, but flee quickly in response to any counterattack.

## TRANSITION

If the heroes have completed the alley, rooftop, and storm sewer locations, use the transition into the montage (see [Escape Montage](#)). Otherwise, use one of the following approaches to move the party to the alleys or the rooftops:

**Alleys:** The storm sewer tunnel ends at a ladder that leads up to a quiet neighborhood. Narrow alleys leading off toward the port appear relatively clear.

**Rooftops:** A portion of the storm sewer system has been destroyed where buildings have collapsed on the street above. But a pile of rubble now rises to reach a nearby rooftop, with plank bridges and ladders connecting to other rooftops that promise a relatively safe path forward.

## ESCAPE MONTAGE

When the heroes have finished one or more environments, read or paraphrase the following:

*As you crest a low rise, the ruin of Blackbottom stretches out before you. But against that destruction, you have led a crowd of survivors through unparalleled dangers, with an escape out of this hell seemingly within reach at the port ahead.*

*You just need to complete this last stage of the journey to get to the port safely—and before more of Ajax's soldiers arrive.*

Tell the players that it's time for a montage test, which will determine how quickly they can reach the port with the civilians. The full details of how to run a montage test can be found at [Montage Tests](#) in the *Draw Steel* playtest rules.

This montage test has a success limit of 7 and a failure limit of 3. As is usual, the montage test should run for only 2 montage test rounds.

## MONTAGE TEST CHALLENGES

Use the following narration to set the scene for the montage test. The list after the narration summarizes some possible challenges to use for the test—though you're free to come up with your own!

*Getting to the port quickly and safely will be no small task. Crumbling buildings and fire block easy paths forward, and scouting aerial patrols are watching for people congregating so they can direct ground troops to intercept them. Skulking fiends roam the streets, and Hawklords continue to drop aerial bombardments from above.*

*Panicked civilians with no idea where to go are blocking lanes and spreading fear throughout the city. Smoke and noxious gases flood some areas, creating a low-hanging haze that chokes the streets.*

The following challenges are all suitable for this montage test:

**Artillery:** The heroes can find a way to block or avoid artillery fire from above.

**Destroyed Buildings:** The rubble of collapsed structures can be physically shifted or carefully navigated through.

**Fire:** Small fires can be smothered, while larger burning areas can be avoided.

**Opportunists:** Pursuers taking advantage of the chaos can be thrown off or persuaded to join the civilian group.

**Panicked Civilians:** Frightened victims of the siege can be convinced to work together to lessen the chaos.

**Patrols:** Enemy patrols can be distracted or cut off from pursuing civilians.

**Scouting:** Heroes can scout ahead to avoid bombardments or roaming enemies.

**Smoke:** Shrouding smoke can be navigated around, or a hero might figure out how to make makeshift breathing masks for the heroes and civilians.

## MONTAGE TEST OUTCOMES

If the heroes achieve 7 successes before 3 failures, they achieve total success in the montage test. If time runs out and the heroes have achieved at least two more successes than failures, they achieve a partial success. If the heroes hit the failure limit, or if time runs out and they don't have a least two more successes than failures, they suffer total failure.

### TOTAL SUCCESS

If the heroes earn a total success, they reach the docks with no civilian casualties, and the numbers of Ajax's soldiers facing them in act 3 of the adventure (see below) are reduced. Read or paraphrase the following:

*Ajax's forces clearly aren't prepared for your arrival. As you approach the docks, many of them scramble forward, shocked to see so many civilians marching toward them—and led by skilled heroes. The warriors are forced to close up ranks along the edge of the docks—but doing so brings them within reach of danger. An enormous tentacle suddenly breaks the surface, knocking a number of soldiers into the water and forcing others to scatter.*

Remove the **human scoundrel** and the **human raiders** from the combat encounter in act 3.

---

#### PARTIAL SUCCESS

If the heroes earn a partial success, they reach the docks with no civilian casualties. Read or paraphrase the following:

*As the docks come into view, the mood among the civilians becomes one of relief. Most of the assault is still focused on the city center, and you've moved quickly enough that the worst of it hasn't reached the water yet. Your escape is in sight.*

---

#### TOTAL FAILURE

If the heroes earn a total failure, they reach the docks with no civilian casualties, but face an additional ten **human guards** during the combat encounter in act 3. Read or paraphrase the following:

*The last leg of the journey through the city was arduous, and took long enough that Ajax's forces have had plenty of time to take control of the port. As you approach, you see the docks swarming with enemies preparing to cut down the civilians you protect.*

---

#### VICTORIES

Each hero earns 1 Victory if the party achieves a total or partial success on the montage test.

## ACT 3: DANGER AT THE DOCKS

In this final act, the heroes have a showdown with Phenix, one of Ajax's elite warriors, as he gleefully orders his forces to slaughter civilians trying to flee the city.

The dock fight starts straightforwardly, as the heroes engage Phenix and his soldiers so that the civilians can clamber onto a waiting ship and flee. But as detailed in [Dockside Gauntlet](#) below, additional events complicate the fight as it goes on, putting ever more challenges in front of the heroes.

The additional enemies who appear during the fight can massively swing the difficulty of this encounter in your favor, so don't be afraid to wait an extra round or two before introducing them if the heroes get off to a slow start. That way, the heroes can thin their foes out a bit before you introduce more.

This fight has a lot of moving parts, so read through the details carefully before you begin, paying particular attention to how the montage test influences the fight and how to run each new stage.

---

## DOCKSIDE GAUNTLET

Use [Map 3.1](#) to run the dock fight. The ship the heroes and civilians are trying to reach is at the bottom of the map.

### PHENIX, BUTCHER OF BLACKBOTTOM

When the final battle begins, read or paraphrase the following to set the scene.

*Once, the docks of Blackbottom symbolized prosperity, opportunity, and freedom. But on this dark day, they symbolize only safety—and that safety is anything but assured. The waters of the estuary are dotted with ships crammed full of people, many of them targeted by aerial troops seeking to send vessel and passengers to a watery grave. Farther out in the harbor, a long, slow-moving tentacle uncurls from the water, seeking fleeing ships and attempting to wrench them into the briny deep.*

*You have more pressing dangers to deal with, though. One of Ajax's soldiers—a high-ranking commander by the look of him—stands between you and a ship waiting at dockside. "There's nowhere to run!" he mocks, gesturing his soldiers forward as he points past you to threaten the civilians you lead. "Yield to the forces of Phenix, and the might of the Iron Saint!"*

Phenix (a **human blackguard**) is joined by these groups:

- A **human storm mage** leading two **human apprentice mages**
- A **human scoundrel** leading two **human death acolytes**
- A **human scoundrel** leading two **human raiders**

See [Montage Test Outcomes](#) above for how the outcome of the montage test can affect these forces.

If the heroes have 6 to 7 Victories, make Phenix a **human bandit chief** instead. If they have 9 or more Victories, make Phenix a bandit chief and give him a **human knave** bodyguard who is their own group.

---

#### TACTICS

Phenix gets into the fray quickly, using his Zweihander action to target heroes closing around him, and using his You! maneuver to cut powerful foes down to size.

The storm mage and the apprentice mages keep their distance from the heroes to safely deal damage at range. The death acolytes likewise attempt to stay out of melee, but they position themselves strategically around Phenix so he can regain Stamina each time they use Necrotic Bolt.

The raiders and the scoundrels swarm enemies, trying to lock them down so Phenix can move within reach.

---

#### STEAL THE SHIP!

At the start of the first round of combat, a group of goblins appears on the ship the heroes are trying to secure for the civilians, intending to steal it. You can read or paraphrase the following when this occurs:

*Cackling laughter sounds out at the end of the dock. An opportunistic band of goblins suddenly appear on the ship, clambering up the masts to trim the sails, and readying to cast off and steal the vessel for themselves.*



The goblins are made up of two groups:

- A **goblin assassin** and four **goblin runners**
- A **goblin cursespitter** and three **goblin snipers**

If at least one hero doesn't board the ship and take on the goblins within 2 rounds, the goblins sail away with the ship, leaving the civilians stranded in Blackbottom.

---

#### BOMBS FROM ABOVE

At the start of the third round of combat, a Hawklord (a **human trickshot**) riding a **giant hawk** appears in the air above the docks, intent on destroying the ship. You can read or paraphrase the following when this occurs:

*An ear-splitting screech sounds out as a giant hawk swoops over the docks, under control of the Hawklord who rides them. After making a low pass to menace the many civilians clustered together on the docks, the Hawklord directs their mount to the ship—and begins to destroy it.*

Any goblins still on the ship flee as the hawk lands on the deck and begins tearing it apart. However, the hawk stops if threatened by any characters, redirecting their attacks toward those foes. If the heroes don't intervene with the Hawklord and their mount within 2 rounds, the ship is made unseaworthy and can't be used to escape the city. If the Hawklord is killed by the heroes, the hawk flees.

---

#### VICTORIES

Each of the heroes earns 2 Victories when they defeat Phenix and his troops. If the heroes successfully prevented the ship from being stolen or destroyed, they each gain 1 Victory.

---

#### LOOT

Phenix carries a Quantum Satchel (see [Special Loot](#)).

---

### DENOUEMENT

With Phenix and his soldiers defeated, the heroes attain level 2. This starter adventure ends here, but there's more awaiting you in *Draw Steel*. More levels, more monsters, and more epic tales to come!

If you want to turn *The Fall of Blackbottom* into the start of a campaign, consider one of the following hooks to set up your next adventures.

---

#### HITCHING A RIDE

If the heroes aided the pirates in the [Rooftops](#) section, they can spot the buccaneers' vessel preparing to leave dock just as the last civilians get onto the escape ship. After moving quickly along the docks, the heroes are welcomed aboard and can sail away from Blackbottom toward coastal or maritime adventure.

---

#### OVERLAND

After seeing the civilians safely onto the escape ship and watching it leave the harbor, the heroes can make their way out of the city by side roads or a return to the storm sewers or rooftops. They might decide to get as far from the doom of Blackbottom as possible, or to stay near the city to help refugees escaping from Ajax's forces or demons making deadly forays into the countryside.

---

### TAKING THE STARSLING

If the heroes assisted the time raiders in the [Alleys](#) section, they can follow the instructions they received there to get as far away from Blackbottom as possible. Activating the floating silver disk that is the starsling might take the heroes anywhere in the world—or even to Alloy, the City at the Center of the Timescape.

---

### SPECIAL LOOT

During this adventure, the heroes can discover the following special loot.

#### HEALING POTION

*This thick red liquid tastes of sour beer.*

**Keywords:** Magic

**Effect:** When you drink this potion as a maneuver, you regain Stamina equal to your recovery value without spending a recovery.

#### QUANTUM SATCHEL

*A woven metal drawstring seals this plain-looking leather bag, which is affixed with an opal broach.*

**Keywords:** Magic

**Effect:** When the broach is removed from this bag and placed in a container or room, it magically entangles that location to the satchel. Any item placed in the satchel appears near to the broach and can be recovered by reaching inside while picturing the desired object. The capacity of the quantum satchel is dictated by the size of the container or room where the entangled broach is. If an item is removed from the container or room containing the broach, it can't be retrieved via the satchel.

#### REVENGER'S WRAP

*This tattered cloak fills the mind of its wearer with thoughts of revenge, even if they have no particular enemy in mind.*

**Keywords:** Cloak, Magic

**Effect:** When a creature damages you while you wear this cloak, they are marked for revenge until the end of your next turn or another creature damages you. Attacks you make against a creature marked for revenge gain an edge, and when you damage that creature, they are bleeding (EoT).

#### SNAPDRAGON

*This delicate orange blossom has a sickly sweet smell.*

**Keywords:** Magic

**Effect:** As a maneuver, you sniff a magical snapdragon blossom and cause your movements to become more forceful and explosive. The next ability you use that deals damage deals an extra 2 damage, and adds 2 squares to the distance of any forced movement the ability imposes. If the ability does not impose forced movement, you can push each creature targeted by the ability up to 2 squares.

The blossom withers after being inhaled and can't be used again.