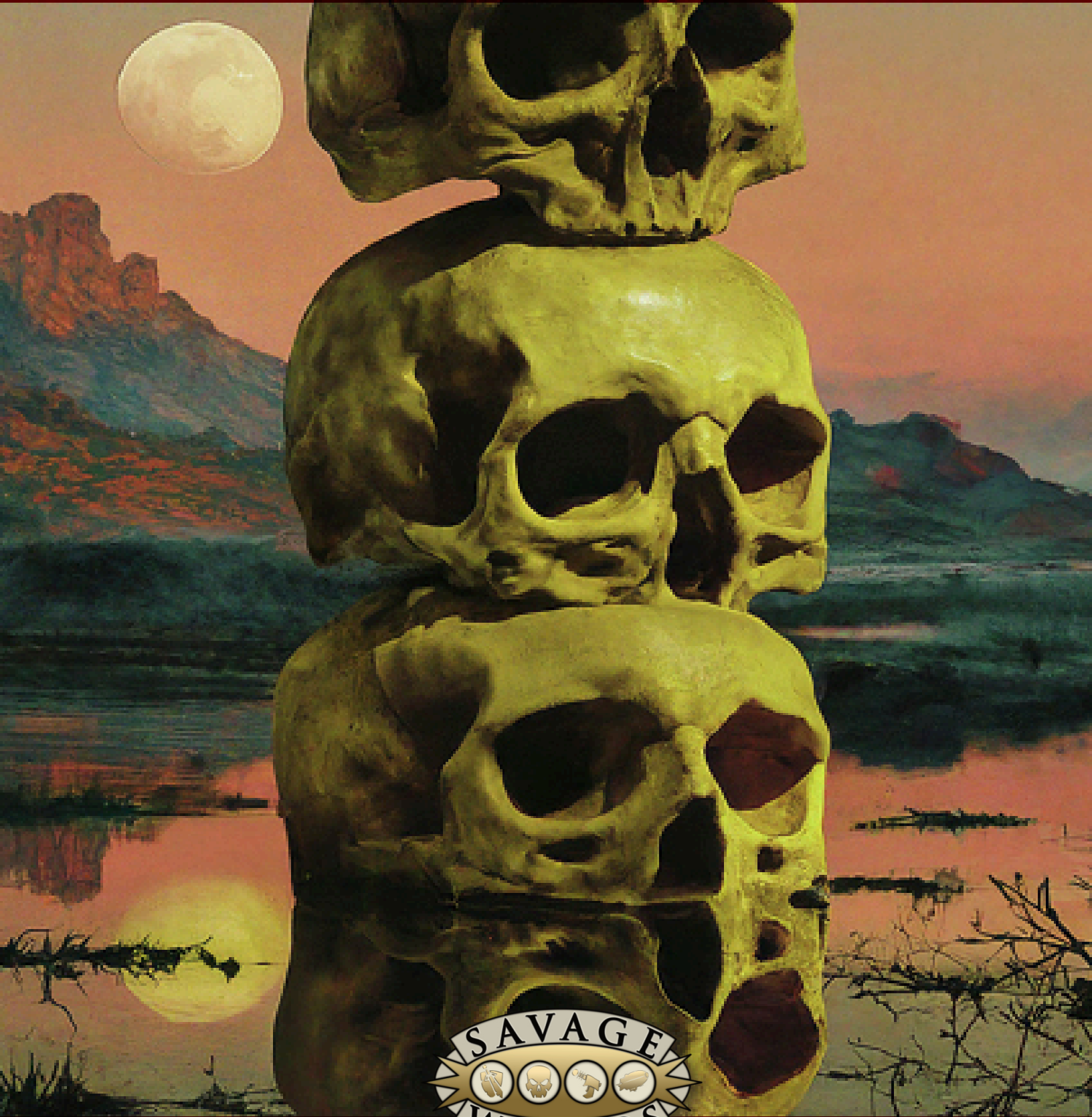


THE BONE CAGE

VINCENT MOORE AND THE MYSTERIOUS PLANET, BOOK 3





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The Bone Cage beckons! Your pals, Jaq and Bembo, stew in Klytus's ivory hell guarded by gator-sized spiders and fire-bog apes. Volcanic fury meets mutated muscle in this swamp. Can you outrun sinister vines and three-eyed trolls to crack that cage? Don't blink - the Molten Mire eats those that move slowly!

ADVENTURE BACKGROUND

Mongo is a world in turmoil. A world divided by kingdoms fervent about protecting their borders. A culture of mistrust, old prejudices, and paranoia. All within a conquered land.

A self-proclaimed emperor, Ming continues the work started by his father - to bring all the Kingdoms of Mongo under his control. Ming's father began a ruthless campaign to unite the kingdoms of Mongo using sheer might and terror. Ming has continued his father's methods, taking them to even more devious levels. The world they have created is one of repression and fear.

But, it's not a world without hope. The Freeman works secretly to thwart Ming and his final plans to dominate Mongo. Smugglers run in the shadows, and provide

necessary goods and hope. Some legends speak of heroes. Heroes from another world will come and unite the people of Mongo. Unite them against Ming and his minions. A hero that will become the savior of the Universe.

ADVENTURE OVERVIEW

Read to Players: Vincent Moore is a professor of archaeology at Mingo U. This square-jawed archaeologist's got a hunch hotter than a Mongo noon: a lost Planetarium deep-frozen in Frigia holds the key to a hidden world, a mysterious Mongo-twin that swings close every 25 years. Doc Vin's crew - a group of adventures with extreme talents - sets out to discover this frozen tomb.

On route to Frigia, a cluster of Hawkman swooped in, trying to steal Alex's ship, the Bombshell, to sell for scrap. Let's just say feathers flew, and four hawkman lay grounded. For good! Fleeing the Pridelands, the daring adventures made their way to the frozen lands of Frigia.

But guess who RSVP'd to their frozen expedition? Klytus, the chrome-plated right hand of Ming! He planted a bug



on their ship, then strong-armed Flisk into stealing a location crystal with the coordinates of a mysterious planet.

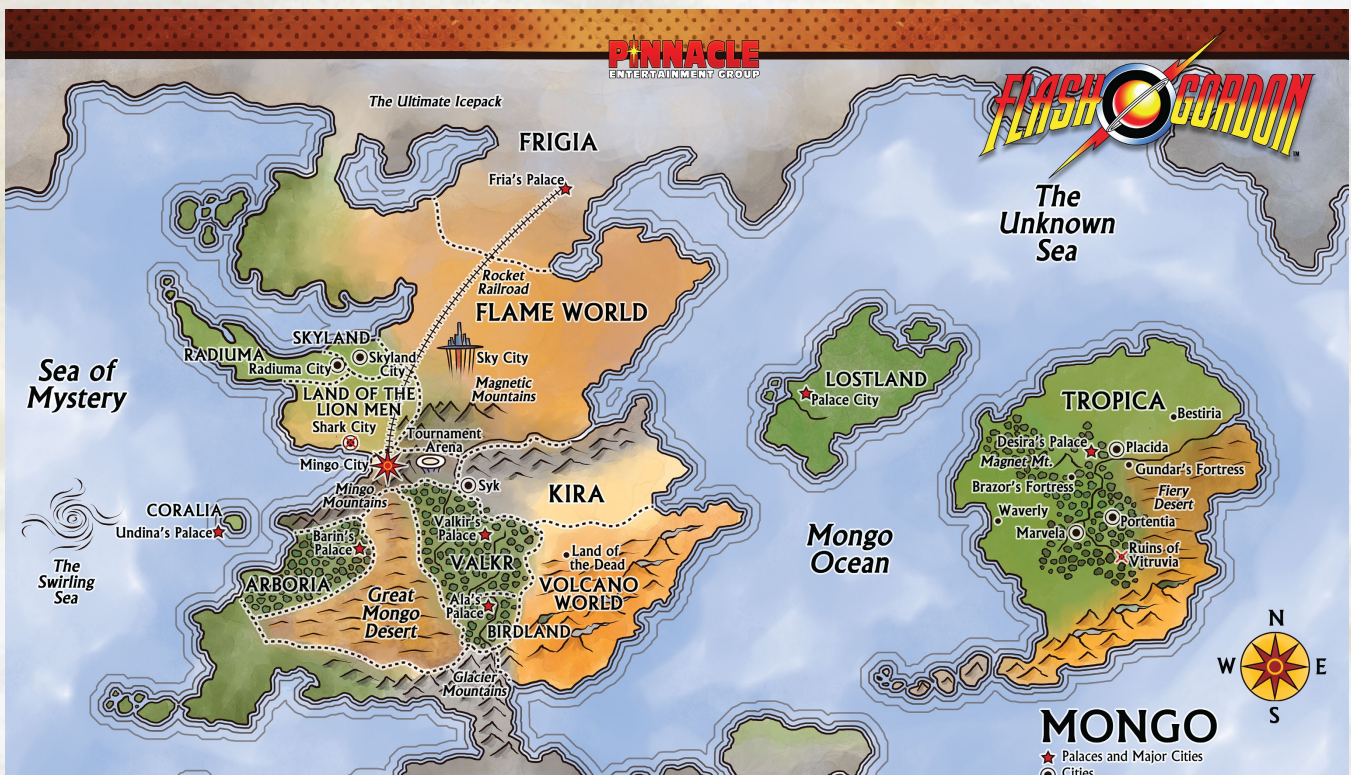
After facing down a Frost Dragon, Doc Vin, and his crew were neck-deep in dwarven drama. Flisk took the dragon's tale and sledged his way down the mountainside, taking refuge in an abandoned dwarven mine. Vin and the gang hot-footed after him, right into the old mine where they dodged cave-ins, mongoquakes and finally faced down Flisk to convince him that freedom will come from the folks on the mystery planet not forming any agreement with Klytus.

The trouble was, Klytus showed up with his goons just as they exited the mines. Jaq and Bembo, bless their rocket-powered hearts, went down in a supernova of gunfire, buying the rest of the crew time to hightail it.

Now, Doc Vin and his crew must pull off the ultimate heist, enter the Bone Cage, and rescue Jaq and Bembo before Klytus turns them into permanent residents of his ivory-plated slammer.

PLANETARY ROMANCE

Due to Alex Veldis saving and restoring Rocky, Rocky is extremely devoted to him. As a result, Rocky is very protective. Well, actually, extremely protective and jealous. All the players must roll 2d6 at the beginning of the game session. The player with the highest roll will be the target of Rocky's jealousy. This jealousy causes Rocky to ignore and otherwise annoy the target.



CHAPTER 1: THE VIGRID

SKY CITY

You approach Sky City, Mongo's chrome-plated playground! Imagine skyscrapers like razor-sharp meteors, carved from Mongodust and bad blood. Captain Valdis eases the Bombshell down onto a landing platform. Hawkmen, feathers ruffled with suspicion, materializing out of thin air watching. Waiting.

The Doc, always the optimist, works to put you at ease, "Don't worry, he's a friend." As you depart the Bombsell, the Hawkman approach, surrounding you. Without a word, they encourage you to move forward and begin escorting you through neon-splashed corridors to Prince Vultan's audience chamber.

The chamber itself, a chrome cathedral, pulsing with the city's heartbeat. In front of you, Prince Vultan, a mountain of a man, or bird, draped in jewels, booms a hearty welcome to the Professor, his eyes barely grazing the rest of you. Flanking his throne, two young Hawkmen – sharp beaks and haughty stares – watched with the feigned boredom

"Doc," Vultan rumbles, voice like a meteor shower, "what celestial bauble brings you to my doorstep this time?"

More rocks for your dusty museum? Or have you finally sniffed out a treasure worthy of a Hawkman's hoard?"

Tension hangs in the air thicker than nebula dust. Ever the diplomat, the professor smiles, but his fingers twitched near the concealed blaster at his hip. You all are walking a type-rope over a pit of molten metal, and one wrong step could send you plummeting into a galactic nightmare. The game was on, and Vultan just dealt the first card.

THE GOAL

In this encounter, the players must convince Prince Vultan to aid them in breaking into Skull Prison. The Prince, while wanting to free his cousin trapped in Skull Prison as well, is always cautious of crossing Ming. Klytus on the other hand, well, Vultan is always willing to make him look bad.

With the Prince valuing strength, the players must compete in the Vigrid and show the Prince they have what it takes to go up against Klytus. And through him, Ming.



CONVINCING PRINCE VULTAN

Begin the “convince encounter”. Here, the Professor, Alex, Flisk and Themba must convince the Prince Voltan and his nephews that their plan to break into Skull Prison will work.

WHAT THEY PLAYERS KNOW

Hand the players the appropriate document from Appendix A

The Professor knows how to get into the Molten Mires but they need the help of the Hawkman to be flown to the trail. This must happen at a certain time, when the shields protecting the prison is down during a prisoner transport. Then, on the inside, they can disable the shields permanently, find Jaq and Bembo, call the Rocket to fly the Bombas in, and escape. **Goal: To get the Prince to help them.**

Prince Vultan’s nephews know the group killed 4 Hawkman on the edge of the Pridelands. But, they also want to free their father, the Prince’s brother. **Goal: To learn the plan and discredit the professor and free their father themselves.**

FOR THE ENCOUNTER

Determine initiative. On their turn, each player will try to meet their objective with the Baron.

- The players must spend a token to participate. If they win a round, then they receive their tokens back.
- The DM will determine the trait roll based upon the players story. If successful, they receive a point.
- The statement can be challenged by the other side. Roll a challenge roll to determine winner.

Round cost:

- 1st round. 1 token for each participant.
- 2nd round. 2 tokens for each participant.
- 3rd round. 3 tokens for each participant.
- And so on.

Players can help the person taking by spending a token. This token gives +1 to the person’s roll and is placed in the token pool.

The contest continues until one side is out of tokens or the the players are out of questions. When the convince encounter ends, Prince Vultan announces:

“Enough, this bickering” Prince Vultan roars, slamming a fist on his jeweled throne. The chamber shakes, echoes rattling like coins in a tumbleweed. The twins flinched, feathers ruffling under the old hawk’s glare. “This squawkin’ ain’t gonna solve nothin’. There’s only one way to settle this cosmic cockfight - the Vigrid!”

Immediately, the floor gnashed down exposing glistening chrome walls transforming the audience chamber into a gladiatorial pit!

Prince Vultan’s snarls, “You want my help, then show me you are strong enough”

All the players’s characters are now within the gladiatorial put. The Prince’s nephews attack with surprise.

Combat will continue for 5 rounds at most. Each round though, a piece of the floor falls. If at any moment, a player might die, the encounter ends.

Vultan chuckled, a sound like boulders grinding on a meteor’s hide. “Fine show, Fine Show! You are scrappy as swamp rats, but you fight with the fury of supernovae.” You will need to be both to free my brother and your friends. I’ll send my finest Hawkmen, including those two feather brains, to fly you to the path you seek.

He gestured to a gaggle of medics hovering like nervous moths. “Patch ‘em up, then shove ‘em back onto their tin can.

CHAPTER 2: THE MOLTEN MIRES

The Bombshell hums like a hungry beast, as you enter the Mongo Mountains. Four Hawkmen along with the Prince's nephews tag along, feathers bristlin' with suspicion. Our target: the Jade Pass, a crack in the Molten Mires' scaly hide, guarded by a blinkin' energy shield tougher than a dragon's hide. Landing in a valley just south of the pass, you prepare for the Hawkman to carry you the rest of the way. A simple plan; enter the pass, trudged through the swamp, enter the Bone Prison, turn of the shield, find your friends, and then escape. Simple.

THROUGH THE SWAMP

They players have 2 hours to reach the Bone Cage. Set a countdown timer for the players to see. The clock is not stopped for any reason. If the clock winds down to zero, the sun goes below the ridge line of the mountains and the players are thrown into darkness.

If this happens:

- Their movement is halved and they must pull two tiles while only laying one down.
- The enemies and beast increase in strength, increasing, their attack and damage increase by 1 die type.

To represent travel through the mires, a Jenga tower will be used. The pieces of the tower are label with a number from 1 through 20. The players take turns pulling out tiles. The number on the tile determines what will happen.

After the number on the tile is resolved, the players can place it on the game table to represent their movement.

- The tile has to touch the previously laid tile.
- The tile cannot go through a water space
- The tile cannot go through lava spaces
- The tile cannot go through bushes or trees.

Once the tiles reach the Bone Cage, the encounter ends.



ENCOUNTERS

1. Otyugh attacks (only once. Use generic description if it is defeated).
2. Crimson leaves litter the ground like phantoms. Beneath, the earth twitches, a pulse in the cluttered stillness. Something stirs, unseen, a predator cloaked in swamp rustle. One foot wrong, space doll, and your name's worm food.
3. Bog gurgling, hiding secretes slithering through the muck. Whispers, not wind, sounding on the humid air. Eyes narrowed, blasters gripped tighter – you feel something stalking you. Time to two-step with trouble, swamp style.
4. Lone Troll (Venom Toll) attacks (only once. Use generic description if it is defeated).
5. A shape blurred through swamp haze, like a bad dream on stilts. Was it gator-teeth gleamin', or troll claws sparkling? Sweat prickled, your trigger finger itches.
6. Swamp apes attack.
7. Jungle drums boomed from the murky depths, beatin' a rhythm older than Mongo moss. Throaty roars, like gorillas garglin' chrome, ripped through the steam. Every hair on your neck stood sentry, space pilgrim. Something meaner than moonshine swaggered this way. Time to trade spit with shadows, Mongo-style.
8. Bodacks attack (only once. Use generic description if they are defeated).
9. Wispy voices, cold as swamp mist, coiled through dead cypress trees. Whispers like broken tombstones, tales of gator gods and souls sunk in muck. Blood prickled, blaster hummed low. This swamp sang a siren song, space doll, one step closer and you're chorus in a nightmare waltz.
10. Each footfall sucked, a boggy gurgle echoing the swamp's fetid song. Sun-swollen lilies choked the air with musk, a rotten lullaby luring deeper. But beneath the grime, something twitched – gator eyes or just swamp whispers? No time to ponder, space doll, next step might find you tangled in the murky tango.
11. Mud cracked like knuckles, spewing molten fury! Geysers hissed, spewing fire-spits just inches from your boots. The swamp danced a tango with hell, and every step could be your last. Time to quickstep or fry!
12. Shadow streaks writhed across the muck, like chrome nightmares on a hundred hairy legs. Giant centipedes, all fangs and chitin, slithered from the haze. One wrong twitch, space doll, and you're the main course in their swampsides buffet. Time to two-step with some very creepy crawlies!
13. Giant Centipede attack.
14. Rotten logs, gator-tooth grins, stretched across the bog. Balance or bust, space cadet, each step a tango with quicksand. Vines like strangled serpents hissed, shadows flickered in the murk below – one slip, and Mongo's got a new tenant in the muck hotel. Keep climbin', greenhorn, paradise ain't built on shaky bridges!
15. Neon wings flashed like razor blades in the gloom, giant dragonflies with appetites wider than Mongo moons. Mandibles gleamed, hunger hummed in the air – one wrong look, space doll, and you're the fly in their fire-spittin' soup. Time to quickstep, 'cause these bugs ain't lookin' for a chat!
16. Dragon Flies attack.
17. Moss-cloaked monstrosity rose from the muck, a walking mountain with razor-vine beard. Sunlight glinted off jagged teeth, shadows whispered of gator-gods and sunken souls. One wrong turn, space doll, and you're Mongo's newest fertilizer. Buckle up, this swamp tango's got a monstrous lead!
18. Shamling Mound attacks (only twice. Use generic description if it is defeated twice).
19. Scum bubbled like a witch's cauldron, emerald muck slick with swamp rot. Methane whispers tickled your nose, a putrid perfume promising fever dreams and gator gnashers. One wrong dip, space doll, and this tango takes a deadly plunge. Time to sidestep the stinkhole - Mongo ain't no spa, it's a swampsides serenade of slime!
20. Bog gurgled like a whiskey still, each foot sinking in moss-laced quicksand. Sun-warped cypress fingers scraped the sky, casting shadows as sharp as gator teeth. Every rustle, a whisper of unseen horrors, every breath, a gulp of fetid mist. This swamp tango, space dolls, ain't for the faint of heart. One wrong step, and Mongo's got a new tenant in the muck hotel.
21. Troll Hunters (only once. Use generic description if they are defeated).
22. King Swamp Ape (only once. Use generic description if it is defeated).
23. A shape blurred through swamp haze, like a bad dream on stilts. Was it gator-teeth gleamin', or troll claws sparkling? Sweat prickled, your trigger finger itches.
24. Jungle drums boomed from the murky depths, beatin' a rhythm older than Mongo moss. Throaty roars, like gorillas garglin' chrome, ripped through the steam. Every hair on your neck stood sentry, space pilgrim. Something meaner than moonshine swaggered this way. Time to trade spit with shadows, Mongo-style.
25. Foraging Trolls (only once. Use generic description if they are defeated).
26. Scorpions attack (only once. Use generic description if they are defeated).
27. Neon wings flashed like razor blades in the gloom, giant dragonflies with appetites wider than Mongo moons. Mandibles gleamed, hunger hummed in the

air – one wrong look, space doll, and you're the fly in their fire-spittin' soup. Time to quickstep, 'cause these bugs ain't lookin' for a chat!

28. Shamling Mound attacks (only twice. Use generic description if it is defeated twice).
29. A loud noise startles the party. In the distance, they can hear birds chirping. If the party moves in the direction of the noise, they find a large nest swarming with ravens and crows. Someone, or something, has disturbed the birds.
30. Two corpses, each impaled on a large stake, are suspended from a thick branch of a tree. The victims were either pinned up alive or tortured or mutilated before death.
31. A large man-eating plant, with fleshy leaves that hang over the narrow trail, watches the party.
32. The mood in this area seems calm and peaceful. In the distance, the party can see an old wooden canoe with a glossy, black color, gently drifting down a natural current through the swamp.
33. Moss-choked logs hid gator gnashers, each step a gamble with quicksand's cold embrace. Sun bled weak through cypress fingers, shadows writhed with unseen horrors. Every rustle, a serpent's hiss, every gurgle, a gator's belch. This Mongo tango ain't for the faint of heart, space dolls. One wrong move, and the swamp swallows you whole, no two-step about it.
34. A massive toad, standing on its hind legs, is busy digging up a dead raccoon with its thick front legs. The corpse lays on the ground next to the toad, waiting to be devoured.
35. The swamp feels very creepy and foreboding, almost malevolent. The party can hear a voice, but they can't make out what is being said. It's like listening to a recorded message on an answering machine, but too far away to understand the words.
36. The swamp is completely covered in black, wiggly slugs. A massive swarm of the slugs is giving one end of a tree branch a good workout as a massive colony of the slugs struggle to free themselves from the tree.
37. A flying creature, appearing to be a winged humanoid, flies low over the ground. The creature has a slim body with two arms and a trailing tail, but no wings. The creature has dark eyes and long white fangs.
38. A swarm of swamp mosquitoes are attracted to the party, but they never show any signs of aggression.
39. The party discovers a crude, wooden cross, or a fallen tree (with a mushroom growing on it), decorated with two severed hands nailed to it. The skin around the hands is bloated and greenish-blue in color.
40. A deer, completely covered in matted fur, lies in wait by the side of the path. When the party approaches, the deer suddenly charges the party.

When the deer is close enough, it leaps into the air, transforming in mid-flight into a large raven then flying away.

41. A flock of ducks, sitting on an algae-covered pond, stare at the party. Their heads move sharply to one side when they spot someone or something out of the corner of their eyes. The ducks immediately fly into the sky when the party steps into their line of sight.
42. Two rotting corpses, missing their heads, are suspended upside down over a small pool. The walls of the pool are covered with a thick moss, and the bottom is soft with sludge.
43. A giant frog, with bulging eyes and greenish-gray skin, floats on the surface of a pond. The frog occasionally spits out a mouth full of water. The frog does not seem to notice the party.
44. Huge, carnivorous, black beetles are crawling around the muddy bank of a stream. The beetles are nearly the size of a human hand, and they're picking over a dead and decomposing body laying on the ground.
45. A family of raccoons, surrounding a young raccoon, move quickly in the direction of the party. The parent raccoons do their best to protect the young raccoon from harm. The party can see the young raccoon struggling to keep up with the rest of the family.
46. Two boars scurry past the party in a hurry, disappearing into the underbrush.
47. Three large, black swans, paddling quietly in an algae covered pond, stare at the party. The swans do not make any aggressive movements, but they are fiercely protective of the water they call home.
48. A flock of crows, perched on nearby tree branches, squawk and take off suddenly, flying over a nearby pond. The crows are alarmed because they have spotted a large, flesh-eating black beetle slowly patrolling the shore of the pond.
49. A large, black, bipedal beetle, with yellowed teeth, clamps its mandibles around the head of a small deer. The beetle viciously devours the deer, ignoring the party.
50. The sound of metal scraping against rock, as the party moves down the trail, attracts an excited mink. The mink pops out of a shallow pond, preparing to attack the party. The mink is not impressed by any opposition.
51. A swarm of bright red insects, with green wings, flies around in a frenzy and lands on the soft, mushy ground. The insects immediately begin to feast on the carrion.
52. A flock of ducks, nervously pecking at the ground as they follow the party, suddenly takes off and flies away.
53. A mated pair of deer, quietly grazing on a patch of fresh grass, calmly gaze at the party. A nearby patch of fresh grass, however, is disturbed. It's clear to the

party that two intruders are hiding in the dense undergrowth.

54. A group of carrion beetles are crawling along a rotting log. As the party passes by, the beetles pause and stare at the party.

REPLACEMENTS FOR ENCOUNTERS

1. A black bear, digging energetically with her forepaws in a small patch of land, suddenly looks up at the party. The bear stops digging, and looks at the party with its mouth open and its tongue lolling out. The bear is delighted to have some new friends. This bear was tamed long ago. Old and frail, it can't help much in a fight, but it will follow the party if fed.
2. An enormous, man-shaped bird, with a sharp beak and long curling feathers that resemble a cocks tail, takes off from a tree branch and flies over a wide pool of water.
3. A group of swans, paddling through a misty pond, take off and fly away. The sound of flapping wings is all that remains to suggest that the swans were ever there in the first place. They are extremely shy and do not make any aggressive movements.
4. A large black beetle, three feet long, with a greenish-blue glimmer, flies in the direction of the party. When the beetle is close enough, it transforms into a large raven and suddenly flies away.
5. The party stumbles across a tree trunk in the middle of the trail which is being used as a bridge by an extremely large serpent, easily twenty feet long, sliding its way across the swamp.
6. A black snake slithers down from a tree branch. The snake bites one of the party members as it falls back to the ground.
7. Loud croaking noises are heard coming from a nearby patch of reeds. The sound of splashing water is heard shortly afterwards. An enormous toad, more than ten feet long, jumps out of the water and lands on a nearby branch. The toad is seeking a meal.
8. A single yellow-crowned night heron, standing on the shore of a large pool of water, gently pecks at a fish. Suddenly, the heron takes off and flies away.
9. A mated pair of otters, carrying a large fish back to their den, takes note of the party. The otters' smiles fade as the party approaches. They run off, returning the fish to the water.
10. A group of snapping turtles, three feet long, are sleeping in the sun. The turtles make a snapping motion with their three-foot long jaws, as the party passes.
11. A slow moving, black, serpentine creature, nearly twenty feet long, gently slides its way through the water, leaving a trail of tiny bubbles and aquatic debris in its wake.

12. Several large alligators, each one close to fifteen feet long, are resting in the sun. The alligators stare at the party with their cold, reptilian eyes.
13. A large black rat with a long tail and tiny sharp teeth suddenly pops out of a hole in the ground. The rat scampers into some nearby bushes.
14. A small group of frogs, sitting on the water's edge, sit silently and watch the party as they walk by.
15. A group of lizards, three feet long, armed with sharp teeth and claws, pounce out of the dense underbrush. One of the lizards is the size of a lizard; the other two are twice its size.

IF THE TOWER FALLS, THE WILDERRUN SPIDER ATTACKS.

Chrome claws scraped the rusted pipes as Arachne-Betty skittered in, eight hairy legs pumpin' like pistons. Her torso, all curves and crimson lipstick, twisted grotesquely atop the spider chassis. Acid dripped from jagged mandibles, splitting the air with a hiss. She lunged, legs a blur of steel and chitin, her aim: your jugular, sweetheart. Time to tango with a nightmare on eight stiletto stilts!

Arachne-Betty cannot be killed, yet. If she is weakend to 0 wound points, she retreats to return again. If the tower falls again. Restack the tower and let the players begin again.

THE BONE CAGE

You spat out another mouthful of swamp water, feeling like a lizard that choked on a bad batch of moonshine. Your boots squelched, each step sucking you deeper into the muck. "There she is," Flisk wheezed, "Klytus' Bone Cage, pride of the Molten Mires. Looks like a giant croc swallowed three skulls and burped them back up."

Indeed it did. Three titan skulls, bleached by Mongo's harsh sun, leered down from the sky. Their empty sockets gaped like silent screams, and jagged teeth, rusted beyond recall, formed a grin that stretched from horizon to horizon.

You reached the bottom skull, its jagged teeth inches from your face. The stench of death, of rot, and something undeniably worse flooded your senses.

ENTERING THE PRISON

THE PRISON, LEVEL 1

1. Entry. "You pass teeth like tombstones as you're swallowed whole. Flisk spats onto the crypt-like cave. As you enter the interior chamber, you notice three

brass-knuckled doors glaring; left, right, and in front of you. Also, in front, six of Klytus's goons, poker faces smeared with scar-ink, froze mid-shuffle. 'solo act? Ain't seen that since Lucy Lou and the singin' serpent.' Six grins like broken blades rise to meet you. The Bone Cage craves meat, and tonight, the menu was goon.

- 5 of Klytus Guards attack.
- Guard Captain Attacks
- 4 more guards enter from each side on the third round.

2-3. Interregation rooms. As you push the door, it creaks open stubbornly. The stench of fear and stale bile smack your nose like a brass knuckle. Mops and buckets, tools of a different kind, huddled sit off to the side like weeping shadows. A lone, steel chair sits center stage, draped in chains and tubes like some demented Christmas tree. A steel cabinet beside it overflows with iron toys, each glint promising a song of agony.

4. Storage Room

5. Galley

6. Sleeping Quarter

7. Stairwell



8. Computer Room

LEVEL 2

1. Cell. empty
2. Cell. Strange sounds. Describe one of the races
3. Prince Voltan's Brother.
4. Cell Four, Mysterious Stranger. You open this cell, and you see an old man, misshapen beard, dirty, sunken eyes looking up at you. The walls are covered in writings, carved in with his own fingers.

If the players read the writings, they seem to be ramblings of an old man. Weaving between some unknown language and Mongo. As you read them, from what you can make out is it's a diary of sorts.

"... crashed.... Strangers came to help ... They appear humanlike ... Day ... some sort of leader ... shooting ... Day ... she's lost ... locked up ... pain ... pain ... couldn't take them ... they know ..."

5. Cell. Jaq
6. Cell. Empty.

Stairwell

LEVEL 3

7. Cell. Empty.
8. Cell. Bembo.
9. Cell. Empty.
10. Medical Chamber. A operating table. Tortuous looking medical devices sitting on rolling end tables. Cabinets full of various liquids and devices. All bringing terror to your bones.
11. Storage Chamber. More medical equipment and devices.
12. Cell. Empty.

Stairs

ROOF LEVEL

Solar Panels

Rocket Launchers

CLIFF HANGER



APPENDIX A

DOCTOR:

Goal: Enlist the Baron's help to carry the party where they need to go. But, not to give the Baron too much information as the Baron could simply just turn them over to Ming and Klytus.

Through his various connections, the doctor has learned:

- That there is a slim, hidden path high in the mountains that leads in the valley
- There is no way to climb to the path, you must be flown.
- Ships will be detected but small, people sized objects will not.
- The energy shield protecting the valley is only deactivated when the prison trains are entering the valley.
- There will be only have two hours to reach the prison. Then it will be dark and much more hazardous.

His Plan

- Use the Hawkman to fly the party to the path.
- Enter the swamp at the time the shield is deactivated
- Make your way to the prison.
- Find Jaq and Bemb.
- Deactivate the shield from inside the prison.
- Call Rocky to bring the bombshell and pick you up.

ALEX

Goal: The keep the Bombshell out of another harebrained plan of the Doctor. He's know sure it can take much more.

Alex knows:

- That the swamp valley surrounding the prison is shielded. And the only time the shield is lowered is when Ming's guards are going in or out.
- The Doctor always has a plan and his plans do not always go as planned... let alone work.
- The Doctor doesn't always reveals what he knows
- He owes the Doctor for his friendship and business over the years. Business that will allow him to own the Bombshell outright.

HAWKMAN: THEROS AND TALANA

Goal: Don't let the Doctor use his friendship with their uncle, the Baron, to gain his help. Instead, learn his plan so that they can rescue their father themselves.

Theros and Talana know:

- Their father was arrested on "false charges" by Klytus. Those dwarfs were lying when they accused him of raiding one of their transports. Klytus is just using his as future leverage against their uncle.
- They barely escaped with their lives after they attempted to simply to "help" Vince with some repairs to his piece of garbage ship.
- During the raid, the professor and his party were the ones responsible for killing their friends on the great plains of the Pridelands.
- The Baron is getting desperate to free his brother but unable to find something to "trade" of similar value.

FLISK

Goal: To hold his temper in check and survive being so close to these Hawkman.

Flicks knows

- Hawkman cannot be trusted.
- That Hawkman taste like chicken.
- Hawkman cannot be trusted
- The mountains around the swamps hold many precious ores
- That there just might be a hidden path into the swamps

THEMBA

Goal: Agree to anything that will help her save Bembo.

Themba:

- Respects the Hawkman for the hunting experience
- Doesn't not trust them as they are hunters, like her.
- Feels there is something familiar about Theros and Talana. And not a good familiar feeling.
- Rumors that a Wilderrun hunts at night in the swamp. A most formidable foe, one that even she is cautious of.

APPENDIX B

THE PLAN: DOCTOR

Goal: Free Jaq and Bembo from Kytus Prison

- Fly the Bombshell to a valley a few mongomiles from the hidden entrance to the swamp.
- Use the Hawkman to fly the party to the path.
- Four of the Hawkman will return to help Rocky guard the ship and ensure it's ready to pick you up.
- Enter the swamp at the time the shield is deactivated
- Make your way to the prison by dark.
- Find Jaq and Bemb.
- Deactivate the shield from inside the prison.
- Call Rocky to bring the Bombshell and pick you up.
- There is rooftop access to board the Bombshell from there

THE PLAN: ALEX

Goal: Free Jaq and Bembo from Kytus Prison

- Fly the Bombshell to a valley a few mongomiles from the hidden entrance to the swamp.
- Use the Hawkman to fly the party to the path.
- Four of the Hawkman will return to help Rocky guard the ship and ensure it's ready to pick you up.
- Enter the swamp at the time the shield is deactivated
- Make your way to the prison by dark.
- Find Jaq and Bemb.
- Deactivate the shield from inside the prison.
- Call Rocky to bring the Bombshell and pick you up.
- There is rooftop access to board the Bombshell from there

THE PLAN: FLISK

Goal: Free Jaq and Bembo from Kytus Prison

- Fly the Bombshell to a valley a few mongomiles from the hidden entrance to the swamp.
- Use the Hawkman to fly the party to the path.
- Four of the Hawkman will return to help Rocky guard the ship and ensure it's ready to pick you up.
- Enter the swamp at the time the shield is deactivated
- Make your way to the prison by dark.
- Find Jaq and Bemb.
- Deactivate the shield from inside the prison.
- Call Rocky to bring the Bombshell and pick you up.
- There is rooftop access to board the Bombshell from there

THE PLAN: THEMBA

Goal: Free Jaq and Bembo from Kytus Prison

- Fly the Bombshell to a valley a few mongomiles from the hidden entrance to the swamp.
- Use the Hawkman to fly the party to the path.
- Four of the Hawkman will return to help Rocky guard the ship and ensure it's ready to pick you up.
- Enter the swamp at the time the shield is deactivated
- Make your way to the prison by dark.
- Find Jaq and Bemb.
- Deactivate the shield from inside the prison.
- Call Rocky to bring the Bombshell and pick you up.
- There is rooftop access to board the Bombshell from there

HAWKMAN: THEROS AND TALANA

Goal: Free their father, the Baron's uncle and escape.

- Fly the Bombshell to a valley a few mongomiles from the hidden entrance to the swamp.
- Fly the group to the path.
- You will remain while the other 4 Hawkman return.
- Enter the swamp at the time the shield is deactivated
- Make your way to the prison by dark. Ensuring the group does not die.
- Find your father.
- Deactivate the shield from inside the prison.
- Attempt to discreetly leave the party with your father.
- Go to the roof and fly home

The Baron ordered you to help the group but also to leave them behind (if convenient) so that they will be might be caught and blamed for the jailbreak. If they do manage to escape, than no feathers will be lost.