

WEEKEND AT BURNY'S

Dungeons in Dragons, Part I

A MythReal Alpha Adventure

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About This Document

Weekend at Burny's is the official starter adventure for MythReal — a 4–6 hour adventure for a party of 4–6 players using the Quick-Start Rules. It is designed to be runnable by a Master Gamer (MG) who has never spoken with the creator.

STATUS

Act 1 (the opening at Pack-Inn and the Bear B&B) is in playable draft form with full scene text and NPC dialogue.

Acts 2 and 3 are scene outlines: structure and beats are in place, but full scene prose for some moments is still being expanded. Sections without prose can be improvised by the MG using the structural notes provided.

All monster stat blocks are in Appendix A. Pregenerated character stat blocks are in the MythReal Quick-Start Rules — pair the two documents at the table. Maps are pending v2.4.

The adventure assumes players are using one of the six pregens from the Quick-Start Rules or have built level-1 characters following the alpha rulebook.

v0.5 CALIBRATION (NEW IN v2.3)

This edition aligns Weekend at Burny's with MythReal Quick-Start v0.5. Specifically: monster Speeds are corrected to 10 ft/AP (the system constant); monster stat blocks now include full attribute spreads; references to the dropped 'Medicine' skill have been removed; opportunity attack reminders have been added to the first combat scene. Encounter math is unchanged.

Introduction

I've been playing games forever. Parts of the real world didn't make sense to me, and some never will — but I could always find solace in games and their rules and systems. Then, as I grew older, I started to learn more about the companies that sucked the life out of the games that I held dear. I wanted to make a game that child-me would be proud of: one that takes a massive dump on anyone who's silly enough to think they can own an idea. Welcome to the Mythoverse.

Background

Weekend at Burny's takes place in the Misspoken Realms on the continent of Raefund, in the year 732 AB, during what would come to be known as the Raefolutionary War.

The three kingdoms of Samora, Gaerdam, and Emiradale were ruled for millennia by the Elder Dragons Soot, Burny, and Sulfura and their fearsome Drakonic tribes. The Elder Dragons enforced a rigid caste system: the Elder Dragon at the top as God-king, followed by Common Dragons, Drakes, Drukes, and finally the Unter races (Humans, Elves, Orcs, and all others) at the bottom.

One day, Soot and Sulfura mysteriously died. The Drakonics fell into disarray, and Unter factions seized power. By Drakonic tradition, dead Elder Dragons are mummified and transmuted into timeless memorials called Dragomids.

The human Quenchers of the Teal Kingdom and the Scalers of the Brown Kingdom formed a tenuous alliance — the Undertakers — in a territory they renamed Newderlind. Burny's kingdom became Elderlind, the final safe haven for the Drakonics. The Undertaker rulership proved as ruthless as the dragons they overthrew, installing their own caste system and enslaving their former captors.

In the margins of all this, a faction called the Guild Called Quest, led by the mysterious wizard Megabeard, seeks to find common ground and avert further bloodshed. Megabeard has been negotiating with Burny for the emancipation of all races — but Burny has gone strangely silent. Unbeknownst to the Undertaker leadership, Megabeard has assembled a group of heroes and adventurers to venture into Elderlind and find out what has happened to Burny.

Themes

- Revolutions don't always replace tyrants with liberators.
- Every caste system is built on the bones of the one before it.
- The people most willing to seek peace are usually the ones with the least power to enforce it.
- Comedy as a release valve for genuine moral weight — the world is absurd, but the suffering inside it isn't.

Hook

Megabeard has summoned the players to a quiet meeting at a hidden Brunchkin home in Teamint Valley. The group must travel through bear-controlled Liebearia, navigate the Goth Yankee border outpost, infiltrate Burny's Burning Fyre festival, gain audience with Burny, and discover what has happened to him.

What they find changes everything they understood about Raefund — and about MythReal itself.

Adventure Synopsis

Weekend at Burny's is a three-act adventure structured around investigation, festival exploration, and dungeon delving.

Act	Title	What Happens
1	The Beginning	Players meet Megabeard at Pack-Inn, accept the mission, choose a path through dangerous wilderness, and reach the Bear B&B in Liebearia. Grizzly Adam offers safe passage through Imanok's Pass — but only if the party first assassinates Gorger Skarbarrow, the leader of the Boneward Clan.
2	The Festival	After dealing with Gorger and crossing the Goth Yankee border outpost, the party arrives at Burny's annual Burning Fyre festival. They must reunite the Metrognomes, win audience with Burny, and uncover the truth: Burny is already dead.
3	The Dungeon	The throne room reveals that Burny's body has been used as a vessel. The party descends into the corpse-dungeon to discover Myth Cancer, the Pyrite weapon that killed him, the existence of MythReal, and the broader conspiracy that frames the campaign to come.

MG NOTE

Total play time: 4–6 hours, depending on how thoroughly players engage with festival side content. The adventure can be split into two sessions at the natural break between Acts 2 and 3.

Adventure Setting

Raefund is the central continent of the Misspoken Realms. The adventure takes place in three regions:

Teamint Valley (Demon Valley)

A hidden Brunchkin community at the edge of Newderlind. Locals call it Teaminton; outsiders call it Deamontin. The valley is a peaceful agricultural society of small homes called Brunch Holes. Megabeard uses Ringo Packins's Pack-Inn as his de-facto base of operations, much to Ringo's irritation.

Liebearia (Bear Country)

A vast meadow within the Opalwood Forest, ruled by the Ursalogs — sentient bears whose intelligence was granted millennia ago by the archdruid Grizzly Adam. The Ursalogs are currently embroiled in a civil war with the Boneward Clan, a splinter faction of supremacist bears

led by Gorger Skarbarrow. The Bear B&B, run by Grizzly Adam himself, sits at the heart of the meadow under a titan-wood tree.

Elderlind & The Festival

Burny's kingdom — the last Drakonic stronghold. The Burning Fyre festival is held annually on Painted Lake, an island accessible only by boat (through Goth Yankee checkpoints) or by air (through Drakonic patrols). The festival is part music festival, part pilgrimage, part political theater — and this year, something is profoundly wrong with it.

Factions and Important NPCs

The factions below are the ones the party will interact with directly. A larger list of secondary and flavor NPCs appears in the appendix.

The Guild Called Quest

A small alliance led by Megabeard, dedicated to negotiating peace between Drakonics and Unters.

Megabeard (Mythranbeard)

Role: Quest-giver, ally, comic relief. Powerful, ancient, and incorrigible.

Personality: Affectionately bullies his friends, especially Ringo. Treats other people's homes as his own. Genuinely cares about averting the war.

- Known to the Ursalogs as "Magic Beardmonkey."
- Has the resources of a wizard who's been alive a very long time, but uses them mostly to cook elaborate meals and prank his companions.

Ringo Packins

Role: Reluctant guide, Metrognome flautist, the only person who consistently calls out Megabeard.

Personality: Hangry, foul-mouthed, deeply offended by the term "halfling." Prefers "Brunchkin."

- A founding member of the Metrognomes, who haven't played together in 20 years.
- Will not voluntarily go on this mission. Megabeard has already "recruited" him by force.

The Ursalogs (Sentient Bears of Liebearia)

Grizzly Adam

An archdruid, the first man to discover Animal Morphology magic, and the original guardian of the Ursalogs. Thousands of years ago, before the schism that produced Humans and Elves, Adam was framed for murder by his rival Remy Luna. He fled with his bear companion Hannah Barbearah to the Opalwoods, eventually enchanting the meadow to grant bears intelligence.

- Wife: Grizzly Eve (formerly Hannah Barbearah, who took human form and a new name after marrying Adam).
- Wields the Over Bear Ring, the source of his druidic authority over the bear clans.
- Hostile toward most non-animals, but Megabeard is a centuries-old friend.

Bear Leadership Council (the Hearth Argument)

Four bears who appear arguing by the hearth when the party first enters the Bear B&B. Their argument is meant as ambient worldbuilding; the MG does not need to resolve it. Use them as named flavor characters for incidental interactions.

Name	Bear Type	Vibe
Bearagorn	Golden bear	Black hooded cloak. Reluctant leader.
Robert Bearatheon	Polar bear	Carries a hammer. Drinks too much. Secretly the party's ally during the Gorger encounter.
Bearistotle	Grizzly	Toga, leaf circlet, philosophizes.

Name	Bear Type	Vibe
Bearak Obama	Black bear	Tie. Attempts diplomacy in every conversation.

The Boneward Clan

Gorger Skarbarrow

A massive polar bear who leads the Boneward supremacists. Sits on a throne of bloodstained ivory in the Bone Glade. Conducts "most dangerous game" hunts on captured prisoners.

Flanked by two massive polar bear lieutenants who serve as his personal guard.

- Grizzly Adam wants him dead. The party will be asked to handle this.
- Does not fight alone — appears mounted on a Cerberus-style three-headed creature with three named bear lieutenants: Robeart, Bearistone, and Jim.

The Undertakers (The Newderlind Alliance)

The Goth Yankees

Undertaker border guards stationed at the entry to Drakonic territory. Sworn paladins and clerics in all-black with white skull decorations. Xenophobic, puritanical, and committed to the Quenchin Rebellion. They are recruited young from poor Quenchin families and indoctrinated into a sect that frames celibacy and obedience as sacred — a discipline that produces fierce loyalty and a brittle, bitter rage when challenged. They operate in good-cop/bad-cop pairs (Oathkeepers and Oathbreakers) during interrogations.

Elderlind / Burny's Court

Burny

The third Elder Dragon — and, the players will discover, already dead. His massive purple head still rests on the throne, sunglasses covering his eyes. His court continues to operate as if he is alive, using prerecorded lines and surfer-dialect platitudes from a hype man to maintain the illusion.

Burny's Small Council

Name	Role	Notes
Barnard Grimfire	King's Left Claw	Burny's brother and closest advisor. A Drake. Inspired by Barney the Dinosaur crossed with Ned Stark.
Hoard Prior	Master of Coin	Controls the produce licenses within the kingdom. Untrustworthy.
Corvik	Master of Secrets	A Druke who rose through the archives to become Burny's intelligence chief. Quiet, paper-stained, easy to underestimate. Has served Burny for over a decade.
The Queen Consort	Queen	A chrome-purple dragon. Status uncertain after the reveal.
Blob Marley	Vizier / Hype Man	A gelatinous cube with dreadlocks. Speaks in surfer dialect with prerecorded lines.

MG NOTE

Blob Marley is the MG's tool for keeping the illusion of Burny's life going. Use the Magic 8-Ball table in the appendix when players ask Burny direct questions — Blob "interprets" the response.

Character Creation Guidelines

This adventure is designed for the six pregens defined in the MythReal Quick-Start Rules: Aldric Stonehammer (Warrior), Mira Cinderwind (Pyromancer), Karr-El Thornshot (Ranger), Vex Shadowfen (Rogue), Tessari Brightwell (Cleric), and Drogath Sun-Fist (Brawler). Print one Quick-Start pregen sheet per player. See Appendix C of this document for a summary of which pregen suits which player; the full stat blocks live in the Quick-Start.

If players prefer to make their own characters, they should use the alpha rulebook's character creation rules at level 1. The party should include at least one character with healing capability and one with ranged attacks; otherwise, no specific composition is required.

MG NOTE

Six alternate pregens (Maron Critler, an Emissary's Drake son, Aelar, Shazir the Promised, Golera Wize-Orc, Joffrey Winner / Bard Law) are referenced in the campaign's lore but their full stat blocks are pending v2.4. See Appendix D for hooks; use the Appendix C pregens as your default.

Act 1: The Beginning

In this act, the players are introduced to Megabeard at Pack-Inn, accept the mission, choose a path through dangerous wilderness to reach the Opalwood Forest, find the hidden Bear B&B, meet Grizzly Adam, and accept (or refuse) his side mission to kill Gorger Skarbarrow.

Estimated play time: 90–120 minutes.

Scene 1: Pack-Inn (Teamint Valley)

Setup

Before beginning, allow each player time to introduce their character. If players are using the Quick-Start pregens, their backstories are already established. Otherwise, ask each player one question: how did your character come to be invited to this meeting?

The players begin in the dining room of a Brunch Hole in Teamint Valley. Megabeard has already set out a Master Gamer's screen, dice, maps, and parchment, as if he owned the place. He greets them warmly:

MEGABEARD

Yes, come in, welcome, welcome, sit down. You all know who I am — Mythranbeard, more commonly known as Megabeard. Why don't you take a minute to introduce yourselves to the rest of the group?

Allow the players to roleplay introductions and settle in. Once they've been talking for a few minutes, the front door opens and the real owner of the home arrives — irate.

The Arrival of Ringo

Megabeard begins his serious pitch:

MEGABEARD

My friends, I see that you were able to follow my instructions — I apologize for not being able to tell you more, sooner. I fear we find ourselves in times of grave danger or I would not have summoned you here in the first place.

A loud click. The door opens. A small figure with drooping eyes and long dark hair walks in. At first he looks like a child; then the players realize he's a Brunchkin.

MEGABEARD

Ah, right on time — this is my longtime friend and companion, Ringo Packins, the halfling.

RINGO

You know we find that term offensive — half of what, exactly? And name one other cool thing that ends with the suffix 'ling.'

MEGABEARD

Pay him no mind, he just gets hangry when he misses triple breakfast.

RINGO

Fuck you. Call us Brunchkins or call us nothing. And one more thing — we're not friends. Last time he came here he basically kidnapped me from my secret utopian society where we eat and garden all day to do what? Probably find another fucking dragon and steal some—

Megabeard makes a small finger gesture. Ringo continues moving his mouth, but no sound comes out. Megabeard laughs heartily. Ringo, now silent, takes a frying pan from his bag and hurls it at Megabeard's head — it connects, and instantly transforms mid-air into a live salmon, which flops onto the floor. Megabeard appears unharmed. He gives Ringo a stern look, then gestures with two fingers.

MEGABEARD

Timeout, my half friend.

Ringo shrinks, suspended in the air. Megabeard plucks him up between two fingers and drops him into his satchel.

MEGABEARD

He'll be fine; he loves it.

The Mission

Megabeard lays out the situation. Two of the three Elder Dragons — Soot and Sulfura — have died of mysterious causes, leaving the Drakonics leaderless and allowing the Unter races to overthrow them. Megabeard had been in the middle of negotiating Unter emancipation with the third dragon, Burny, when Burny went silent.

Burny is presumed alive only because his annual invitation to the Burning Fyre festival has just gone out — set to take place in a fortnight. Megabeard needs the players to infiltrate Burning Fyre and find out what has happened to him. Their cover: they will be Ringo's bodyguards. The Metrognomes — Ringo's old band — have been invited to play, reuniting for the first time in 20 years.

Megabeard sketches the small council on parchment as he talks: Barnard the brother, the Hoard Prior who manages money, the Queen Consort, Blob Marley as hype man. He pauses on one figure.

MEGABEARD

And you'll meet Corvik at the audience. Don't underestimate them — quiet ones run the court. Whatever Burny doesn't remember, Corvik does.

MG NOTE

Drop this line and move on. It's meant to plant the name without drawing attention to it. Megabeard's tone should be affectionate praise — Corvik is a competent professional he respects. The line will read as devastatingly accurate after Act 3.

MG NOTE

Megabeard hands the players a map of Raefund. Allow them to ask any questions about the political situation, the festival, or the Metrognomes. He answers most things honestly but is evasive about MythReal itself — he doesn't yet know the full truth.

Convincing Ringo

Ringo is in the satchel. When released, he immediately refuses to go. Players must convince him — through bribery (food works), guilt (the Metrognomes have been waiting 20 years), or a successful Speech check (DC 13). He grumbles the entire way once recruited.

Locations in Teamint Valley

If players want to explore or shop before leaving, the following locations are available:

Location	What's there
Pack-Inn	Ringo's home. Meeting location. Quadruple-stocked pantry.
Gronko's Garden Shop	Garden tools, seeds, and home goods. Gronko knows everyone in the valley.
Annabelle's Antique	Curios and minor magical items. Annabelle is a retired adventurer who recognizes Megabeard.
Blessed Bonsai	A small temple-shop run by a monk. Sells healing tinctures and meditation services.
The Brunch Hole	Local pub run by the Bogo Bros. Excellent food, terrible service.

Scene 2: Choosing a Path to Liebearia

To reach Grizzly Adam at the Bear B&B, the party must cross into the Opalwood Forest. Three paths are available. Each is risky in a different way; the MG should let the players see all three on the map and choose.

Left Path: The Bridge Troll

The party arrives at a calm, shallow creek. A Troll wearing an eyepatch over his left eye sleeps beside a wooden bridge roughly 3 feet by 5 feet. A sign reads: "BRIG SALE - ONLY 372G."

A Perception check (DC 5) reveals that anyone could simply jump or wade across the creek. If the players approach, the Troll wakes and attempts to charge them the toll. He'll try to persuade, then beg, then cry. If they cross his bridge, it collapses unless they make a COR check (DC 19) — at which point the Troll demands one million gold for destroying his business and attacks.

Encounter: 1 Bridge Troll. See Appendix A for full stat block.

MG NOTE — FIRST COMBAT

This may be your players' first combat in MythReal. Two reminders worth giving them out loud:

- *Every creature has 5 AP per turn, and may bank up to 2 unspent AP into next turn. Banked AP fuels reactions.*
- *Opportunity attacks are a default rule — every melee-capable character has them. When an enemy moves out of melee range without disengaging, the player may spend 1 banked AP to make a basic melee attack as a reaction. The Troll telegraphs his attacks; punishing his movement teaches the AP economy.*

Right Path: The Wasp Nest (Side Quest)

Pinnie the Woo Bear, a known Live Resin Honey addict, has been driven from his home and his community by his addiction. His parents still worry about him. He was last seen heading into the Deep Woods ("way scarier than the Shallow Woods").

The party finds him stuck inside a Goliath Wasp's Nest, mumbling "where's the honey?" and "oh, bother" repeatedly. While attempting to extract him, four Goliath Wasps return and attack.

Encounter: 4 Goliath Wasps. See Appendix A for full stat block.

Reward: If saved, Pinnie can lead the party to the Bear B&B without needing the riddle in Scene 3 — but his erratic behavior may cause problems with Grizzly Adam.

Center Path: The Robber Ambush (Quickest Route)

Halfway down the road, a woman cries out for help, screaming that someone has taken her baby. She points the party to a shack a quarter-mile off the road. As the party approaches, they can overhear a conversation about how delicious the baby is going to be and whether to roast or fry it.

The mother is a robber working with the others; there is no baby. The four robbers ambush whoever investigates.

Encounter: 4 Roadside Robbers. See Appendix A for full stat block.

MG NOTE

Whichever path the party chooses, they must take a long rest before reaching the Bear B&B. Use the rest to let players reset HP, abilities, and AP cooldowns. This is also a good moment for players to swap memorized abilities (Memory pool reallocation requires a long rest).

Scene 3: Finding the Bear B&B

After the journey, the party arrives at the edge of the Opalwood Forest. One particular tree stands out — instead of reflecting light like the other opalwoods, it absorbs it, and pawprints are imprinted across its bark. One branch resembles an outstretched paw.

Megabeard is already there waiting. He greets them warmly:

MEGABEARD

Hello again, my friends. Hidden behind this illusion is one of my favorite taverns and safe havens in all of Raefund — the Bear B&B. The owner is paranoid and fond of riddles. These pawprints are one of his riddles. My bearabish is a bit rusty, but I think this one says, 'Speak Bear and Enter.'

Megabeard takes a deep breath and roars. Nothing happens. He tries again, with slightly different roars. Still nothing.

Puzzle: There is a beehive nearby. The riddle is solved by spreading honey on the paw, putting fish or berries on it, or otherwise feeding it something a bear would eat. A Nature check (DC 10)

reveals the connection. Once solved, the illusion dissipates and golden light floods through the now-open passage.

The Bear Pee Initiation

Once the riddle is solved, Megabeard turns to the party with characteristic disregard for consent:

MEGABEARD

One more thing — let me go in first. Come in one at a time and let me introduce you to the owner. Actually, two more things. I need to cover everyone in this real quick. Trust me.

Before the players can react, Megabeard pulls a carved opal pendant from inside his robes and traces a small spiral with his thumb. The pendant warms briefly, and for a moment a faint mark glows on its face — a glyph the players can see but not place. Megabeard's satchel flies twenty feet into the air, turns upside down, and a stream of yellow liquid drenches everyone. It smells terrible. A Nature check (DC 7) confirms it's bear urine.

MG NOTE

The glyph on the pendant is the Order of Magi's seal. Don't draw attention to it — it's planted here as a casual detail. Players will see it again in Act 3 (in the Pensieve, etched into something foundational in MythReal). The reveal is that the Order's seal predates the Order's arrival in Raefund. If players ask what the glyph is, Megabeard says "the Order's seal — a guild marker, nothing exciting" and moves on. He's not lying. He just doesn't yet know what the seal actually means.

MEGABEARD

It's not so they think you're bears — they're not idiots — it's because they think you non-bears smell terrible. They're not totally wrong. Also, I don't know why I'm even saying this because it's taught to everyone at a very young age, but bear urine has the magical ability of making you able to speak and understand bearabish fluently for a limited time. Alright — on we go, through the magic bear door. And never forget, urine this together!

MG NOTE

The bear-urine-grants-bearabish thing is a complete lie. Players who later attempt to verify with another bear will discover Megabeard pranked them. The bears at the B&B understand Common just fine. Megabeard finds this hilarious.

Inside the Bear B&B

The party emerges into a vast, lush meadow filled with pink, yellow, and blue wildflowers. At the center is a titan-wood tree at least ten times the size of any other — golden-brown bark, dark red leaves, a canopy that blocks all sunlight beneath. A giant yellow door at the base of the tree bears more pawprint script.

Bears in the meadow go about various tasks: one harvests honey, another checks fish traps, two more argue over construction blueprints (possibly held upside down). Bees buzz from flower to flower.

Players are admitted one at a time at 30-second intervals. Each is stopped by a bouncer bear demanding bear-fare unless they can produce proof of having had a bear mitzvah.

Inside, a hearth blazes to the left. Four bears (the Bear Leadership Council) argue heatedly. In the corner, Megabeard sits beside a muscular, naked man with thick brown hair: Grizzly Adam. As each player walks through the door, Adam's expression grows stranger, until by the third player he is laughing helplessly.

GRIZZLY ADAM

...so you told them that in order to blend in, they had to be doused in bear pee? And they just believed you? And then you just drenched them in mine? Where did you even get my pee from?

MEGABEARD

Well, I had to trick most of them. Ringo couldn't wait to get his mouth on that sweet urine after missing his 20th meal of the day — isn't that right, you fat little fuck?

RINGO

I've got a riddle for you, my dear old friend. What have I got in my pocket?

MEGABEARD

This again? We've been over this; you and I disagree about the meaning of the word 'riddle.' Oh — it's your middle finger.

Ringo pulls his hand from his pocket and shows Megabeard the middle finger, smiles a shit-eating grin, makes a small obscene gesture, and puts it back in his pocket.

GRIZZLY ADAM

I love this guy! And don't worry, I won't call you anything with the word 'half' in it. We deal with the same thing with smaller bear species. And really, you look about two stone. The average human is six stone, so 'halfling' is inaccurate anyway.

A woman emerges from a back room carrying a tray of honey-cakes — Hannah-Eve, formerly Hannah Barbearah, Adam's wife. She's small, dark-eyed, with the bearing of someone who has watched many small things happen over many years. She sets the tray on the table without a word and rests a hand briefly on Adam's shoulder. He covers her hand with his own. The gesture is automatic, ancient, and not put on for anyone's benefit.

OPTIONAL MG BEAT

If the conversation drifts to old times, Adam reminisces casually about something that should be impossible. Suggestion: he mentions the day a particular tree in the meadow was planted ("about four hundred summers ago, give or take") in a tone that suggests he was there. Or he refers to an old friend with the warmth of recent memory, then catches himself when a player asks who that was, and changes the subject. Hannah-Eve, throughout, is unperturbed. Players who succeed on a Perception or Insight check (DC 15) register that something about Adam and Hannah-Eve doesn't add up — but they cannot place what.

Don't explain. Don't have Adam dodge. Just plant the oddity and move on. The seed pays off in the Hunt encounter when Gorger reveals his suspicion about Adam, and again in later modules.

Adam's Offer

Megabeard pivots to business: he needs Adam's help getting the party through Imanok's Pass into Drakonic territory. Adam counter-offers.

GRIZZLY ADAM

We have our own war at the moment. To dumb it down for you: a clan of supremacist bears has split off from us, calling themselves the Boneward. We're a very open and accepting community — Pandas, Koalas, Polars, Grizzlies, Bisexual Polars, Bipolar Polars, Bisexual Bipolar Polars, all of them welcome. Under Gorger Skarbarrow's leadership, the Boneward won't stop until they've claimed all of Raefund. Help me end my war and I'll help with yours. Kill Gorger Skarbarrow.

If the party agrees, Adam reveals the location of Gorger's camp at Bone Glade and tells them their inside contact: Robert Bearatheon, a polar bear at the council hearth, is a double agent who has hidden weapons and equipment around the hunting grounds for them.

If the party refuses, Adam will not assist — the only way to Imanok's Pass becomes the Goth Yankee outpost, which is significantly harder. (See Act 2, Scene 5b.)

Scene 4: The Assassination of Gorger Skarbarrow

Optional but recommended. If the party accepts Adam's deal, this scene is the Act 1 climax. If they refuse, skip to Act 2.

Bone Glade

The party travels north through bear territory to Bone Glade — Gorger's camp. They are "captured" by Boneward patrols (per the plan with Robert) and brought into the camp as fodder for tomorrow's "most dangerous game" hunt.

On arrival they are brought before a massive polar bear seated on a throne of bloodstained ivory, flanked by two massive polar bear lieutenants.

GORGER SKARBARROW

Look, soldiers! Bobby returns with fresh meat. My lieutenants and I will enjoy dining on your flesh glazed with honey. Add them to tomorrow's hunt.

The Hunt

The party is released into the hunting grounds at dawn. Gorger pursues them mounted on a Cerberus-style three-headed creature, accompanied by three bear lieutenants: Robeart, Bearistone, and Jim. Robert has hidden the party's weapons and one healing potion at four locations across the map.

Encounter: Gorger Skarbarrow + Cerberus mount, plus 3 Boneward Lieutenants. See Appendix A for full stat blocks. Run as a chase + ambush combat: players move on a grid, recover their gear, and find tactical positions before Gorger reaches them.

MG TIP

This is the most mechanically ambitious encounter in Act 1. The party's first turn should be spent recovering at least one weapon — Gorger gets two full turns of pursuit before they're properly armed. The Cerberus mount can act independently if Gorger is dismounted; Gorger's mounted attacks include a charge bonus when he moves at least 15 ft in a straight line.

Gorger's Reveal

When Gorger drops below half HP, or when one of his lieutenants is killed — whichever comes first — he switches from snarling tactics to taunts. He shouts at the party between attacks, loud enough that Robert and any nearby bears can hear him.

GORGER SKARBARROW

You think you're killing me for Adam? You think Adam is what he claims? Ask him why he hasn't aged in three hundred years. Ask him why his wife was a bear who became a woman the same year I was a cub. Ask him whose magic he's drinking from. He isn't a druid. None of you have ever met a real druid. Whatever he's drawing on, it isn't this world's.

Gorger does not have proof. He has years of accumulated suspicion, half-glimpsed details, and the bitter conviction of someone who has been losing to a man he thinks is a fraud. The Boneward Lieutenants who hear him — and there are bears in the surrounding tree line who hear him — register the accusation.

Mechanical effect: After this beat, the Lieutenants fight with renewed fury (advantage on attacks for one turn). After their turn, however, two of them disengage from the players and look uncertain — they are bears who came to the Boneward because Gorger said something true once, and what he just said may be true too.

The Escape

Once Gorger drops to one-quarter HP, he uses Roar of Command (consuming his AP for the turn) and breaks off the engagement. The Cerberus mount pivots and bounds toward the eastern tree line. He throws one final taunt over his shoulder.

GORGER SKARBARROW

Find me again when you've asked him. I'll be waiting. We have things to discuss.

If the players try to pursue, the Cerberus is faster than any of them and the terrain is favorable to a fleeing bear. They cannot catch him without preparation they don't have. Gorger escapes into Boneward territory.

MG NOTE

This is intentional. Gorger surviving with credible information is the campaign hook the bear plot is built around. Players will want to find him later — possibly to kill him, possibly to question him. Either is fine. Resist the urge to let the players catch him in Module 1.

Outcome

Whatever the players decide about Gorger's accusation, the immediate situation resolves as follows.

If the players survived (Gorger fled, party still standing): Robert Bearatheon emerges from cover, visibly shaken. He has heard the same accusation. He doesn't know what to make of it. Adam grants the party safe passage through Imanok's Pass plus the magical password to enter the festival's outer ring. Robert offers to accompany them to the festival — but only as far as the Goth Yankee border. He does not bring up Gorger's words. The players may or may not.

If the players fled or were defeated: Adam disowns them and the Boneward war continues. The party must find another way through the forest. (See Act 2, Scene 5b for the harder Goth Yankee route.) Gorger's accusation, in this version, never reaches Adam's ears.

Confronting Adam

If the players go back to the Bear B&B and ask Adam about Gorger's accusation, Adam's reaction is calm. He tells them Gorger is a desperate man who has spent decades looking for an excuse for his failures. He does not deny he is older than he looks. He does not explain how. He invites the players to leave the matter alone for now. The conversation ends with Adam thanking them for what they did and telling them they will speak again.

MG NOTE

Adam is not lying about Gorger being desperate. Adam is also not telling the whole truth about himself. Both are true at once. The players should leave the conversation with the question intact, not with an answer. If they press for an answer, Adam pivots: "Some questions belong to a different week than this one. Burny is dying. Go."

Act 2: The Festival

In this act, the party crosses into Drakonic territory and infiltrates Burny's Burning Fyre festival. They reunite the Metrognomes, win audience with Burny, and discover that something is deeply wrong.

Estimated play time: 90–120 minutes.

STATUS

Act 2 is in scene-outline form. The structure, beats, and key NPCs are in place, but full scene prose, encounter stat blocks, and festival mini-game mechanics are pending v2.4. The notes below give an MG enough to run the act with improvisation.

Scene 5a: Imanok's Pass (If Granted by Adam)

Imanok's Pass is the only safe route through the Opalwood Forest into Drakonic territory. Imanok was a witch who once owned the Bear B&B; the pass bears her name. Adam's password and Robert's escort make the journey trivial — except for one final gate.

The Forest Puzzle

At the edge of the pass, a small clearing contains an ancient stone pedestal with an enchanted controller resting on it. To proceed, players must input a sequence of directional movements: up, up, down, down, left, right, left, right, B, A, START.

Solution: Players figure out the sequence through experimentation. Failure resets the puzzle but causes 1d4 minor injuries (reduce party HP by 1d4 each). A successful Encyclopedia or Insight check (DC 15) hints at the solution being "older than the world."

Hidden secret: Players who use the controller's musical input feature (six specific directional notes in the right order — left, right, down, right up, left, right) unlock a hidden item: an ocarina-like instrument that, in v2.4, will be defined as the Irreplaceable Token of Friendship.

Scene 5b: The Goth Yankee Outpost (If No Adam Help)

If the party did not earn Adam's favor, they must cross the border at the Goth Yankee outpost — far harder.

The Interrogation

The party is stopped at a wooden checkpoint flying black banners with white skulls. Two Goth Yankees (one Oathkeeper, one Oathbreaker) demand identification and reason for entering Drakonic territory. They will arrest the party for any unsatisfying answer.

During interrogation, the Oathkeeper plays good cop (calm, principled, sworn to uphold law). The Oathbreaker plays bad cop (sworn to break oaths to protect the rebellion, more violent). Players must navigate this with skill checks (Speech, Deception, or Insight) at DC 15 to bluff their way through.

In the course of the interrogation, the Oathkeeper makes a passing comment that doesn't quite fit. Possibilities the MG may use, in order of subtlety:

- "The Empress's people sent specific instructions about Drakonic crossings this week."
- "We answer to the Empress through proper channels — we have orders, we follow them."
- "Whatever they want over there is not our concern. The Empress's adviser is clear about that."

Q2 hook: A successful Speech check (DC 13) — pursued as a follow-up question, not an interrogation tactic — gets the Oathkeeper to admit that "the Empress's people" isn't the Empress herself. There is someone above or beside her giving orders. The Oathkeeper does not know who. The Oathbreaker steps in to shut the conversation down before more is said.

MG NOTE

The handler is Mythradok. Don't name him. The players walk away knowing only that the Empress isn't acting alone. This is the seed of Module 2's antagonist arc.

Encounter: If diplomacy fails — 1 Goth Yankee Paladin + 1 Goth Yankee Cleric. See Appendix A for full stat blocks.

Reward for success: Forged border-crossing papers that double as festival tickets.

Scene 6: Arrival at Burning Fyre

The festival is held on a small island in the middle of Painted Lake. Players reach the island either by boat (through Goth Yankee checkpoints) or by air (a brokered flight on a Drake mount, expensive but fast).

The atmosphere on arrival is part Coachella, part Burning Man, part Mad Max: ferris wheels powered by dragonfire, weird vehicles roaring through the dust, a huge effigy waiting to be burned at the climax.

Critical observations available to perceptive players:

- Unter races are staffing every food and service position. They appear tense, exchanging knowing glances.
- Drakonics are complaining about food shortages: shipments of meat have arrived light or missing.
- Insight check (DC 13): the Unters are smuggling weapons into the festival in the food crates.
- A festival-goer (a Quenchin merchant in their cups) gripes loudly that "the Empress's people" tightened the festival's grain quota the day before. A Speech check (DC 13) gets him to admit he doesn't think the order came from the Empress at all — "she's not the one who reads the books, she's the one who waves at the crowd."

MG NOTE

Q2 hook (fallback): If the players took Imanok's Pass and skipped the Goth Yankee outpost, this is the place to plant the same seed: someone above the Empress is giving orders. Don't name Mythradok. The players walk away with a question, not an answer.

Scene 7: Reuniting the Metrognomes

To win audience with Burny, the party must locate and reunite all three remaining members of the Metrognomes. Ringo is one. Two others are scattered through the festival.

Metrognome	Location	How to Find Them
Jonwise Spleenpond (John Lennon analog)	Hookah / Peyote Tent — having his fortune told	Speech or Insight check (DC 13) to coax him out of his trance, OR participate in the fortune-telling minigame yourself
Yorge Harryfoot (George Harrison analog)	Chili Competition — happily trying every chili	Find him by scent. He's covered in chili stains. He'll only leave if convinced his bandmates are ready to play.
Push McCockney (Paul McCartney analog)	VR Booth Experience — Caste-Swap Edition	He's in deep. Players must do the VR experience themselves to pull him out. The VR shows them what life is like as the Unter races; this should land emotionally for any party that contains Drakonic-aligned characters.

MG NOTE

Each Metrognome reunion can be a 10-minute scene. The chili competition and fortune-telling tent are good places to highlight the caste system: Drakes get the front of every line, Unters get the back, and a Druke trying to enter is rejected for not being the right kind of Druke.

Once all three Metrognomes are reunited with Ringo, they declare the band ready to perform. Festival staff add them to the headliner slot. The reward: front-of-line audience with Burny.

Scene 8: The VR Booth (Optional)

If the party finishes reuniting the Metrognomes with time to spare before the headliner slot, one festival attraction is worth running: the Caste-Swap VR Booth, a Drakonic novelty experience that lets the user briefly inhabit the consciousness of an Unter-race laborer.

The booth is a curtained tent run by a bored Drake operator who collects tickets and sets a timer. Inside, the user dons a heavy crystal headpiece. The experience lasts roughly fifteen minutes of subjective time, three minutes of real time.

What players experience: the VR drops the user into the daily life of a Druke laborer at the festival. They feel the small humiliations: served last, spoken over, asked to clean up after Drakes who deliberately left messes. They watch a Drake child mock a Druke worker who cannot respond. They wait in a service line for an hour while Drakes are ushered past.

Mechanical effect: Players who run the experience must succeed on a WIT save (DC 13) or end shaken (disadvantage on social rolls) for the next hour of session time. Players who fail badly (natural 1–5) gain a permanent +1 to Insight rolls involving Unter-race characters for the remainder of the campaign — the experience changes how they see the world.

Why this is the only side content: every other festival distraction in the original draft (gladiator pit, dragon pageant, ferris wheel, hallucinogenic forest, burning-man sacrifice) closes its own loop and generates no campaign-spanning consequence. The VR booth plants a permanent investment in the caste system that pays off in every later module. If players have time and the MG has time, this is the one to run.

MG NOTE

Most parties will not have time for the VR booth. That's fine. If your players are running long, skip it and head straight to the audience. The booth is a bonus, not a structural requirement.

Scene 9: Audience with Burny

Once the Metrognomes have performed, the party is escorted to Burny's throne room — a chamber with an open back overlooking Painted Lake. At the head of the chamber rests a massive purple dragon's head, sunglasses covering its eyes. Burny's small council stands before him: Barnard Grimfire, Hoard Prior, Corvik (the Master of Secrets), the Queen Consort, and Blob Marley.

Corvik is the small, slate-grey Druke in charcoal robes standing slightly behind Barnard. They do not speak. Their hands are stained with ink. They watch the players from behind half-lowered lids — the bearing of someone who has read everything in this court for thirty years and has long since stopped expecting to be surprised.

The Illusion

Burny does not move. He does not speak directly. When the players ask questions, Blob Marley wobbles forward and "interprets" Burny's response — using prerecorded surfer-dialect lines and rolling on the Magic 8-Ball table (see Appendix B) for substantive answers.

MG mechanic: When players ask Burny a yes/no question, roll 1d20 on the Magic 8-Ball table. Read the result aloud in Blob Marley's surfer voice. Players will get suspicious quickly — that's the point.

The Note

Partway through the audience — after at least one Magic 8-Ball exchange has produced visible weirdness — drinks are served. A Druke server brings the players cups of warm honey-wine. Corvik intercepts the server briefly with a small gesture, barely noticeable, and a folded scrap of parchment is now beneath one cup. The player who picks up that cup will find it when they take their first sip.

The note reads:

"Ask him the name of the woman he could not save."

MG NOTE

The wording is intentionally Corvik's voice — slightly poetic, slightly cruel. The player should feel its weight before they understand it. The note is not signed. The player has to look around the throne room and figure out who slipped it to them.

Choosing which player gets the note

- Default: give the note to the player who has been quietest in Act 2. Quiet players love being handed plot.
- Backup: give it to the player whose character would care most about uncovering political truth.
- Avoid: giving it to the player most likely to immediately shout the contents to the rest of the party. Corvik would have read the room.

Optional Perception checks during the slip

DC	What they catch
10	Nothing. Routine festival service.
13	A Druke server is moving among the small council with practiced ease. Nothing unusual.
15	The Master of Secrets briefly passed something to a server. Probably an instruction. Probably nothing.
18	Corvik handed something to the server. The server distributed drinks. Corvik watched which player took which cup.
20+	Corvik chose. They watched the players for several minutes before signaling the server. Their gaze rested on the recipient longer than on anyone else at the table.

The Question

When a player asks Burny the question on the note — "What is the name of the woman you could not save?" — the throne room goes silent.

The Magic 8-Ball cannot produce a name. Blob Marley wobbles forward, opens his mouth, and stalls. The hype-man delivery falters. The other small council members exchange glances. Barnard's face goes pale. The Hoard Prior looks toward the exit. The Queen Consort is suddenly very still.

Burny does not move.

Corvik's expression does not change.

The Reveal

Once the question lands and the cover-up cracks, the small council fragments visibly. A Perception check (DC 13, easy now that suspicion is active) confirms Burny's chest isn't rising. An Insight check (DC 13) confirms what they're seeing: Burny is dead. Has been dead for weeks.

Each member of the small council reacts:

- Barnard Grimfire is genuinely devastated. He has been complicit in maintaining the illusion but loved his brother. His grief is real.
- The Hoard Prior panics. He tries to leave; he is restrained by court guards before he can.
- The Queen Consort retreats inward. She does not speak.
- Blob Marley shuts down — his prerecorded responses run out. He vibrates apologetically and goes silent.
- Corvik is calm. Their face does not change. Their posture does not shift. They stand exactly as they have been standing for the entire audience.

Optional Perception (DC 18): A player who succeeds notices Corvik's stillness. They do not yet know what they are seeing. After the Pensieve, they will remember.

After the worst of the chaos, Corvik speaks for the first time since the audience began.

CORVIK

I know the way down. I will take you. We should not delay.

Barnard nods, frantically: yes, descend, find what killed his brother. The throne room will be sealed and the small council questioned. The party should go now. Corvik will lead them.

NATURAL SESSION BREAK

End the session here if you're running this in two parts. Act 3 is its own ~90-minute beat.

Act 3: The Dungeon

The party descends into Burny's corpse to discover what killed him, recover the truth about Raefund, and uncover the conspiracy that frames the broader campaign. The dungeon is a body-tour: each chamber is a different organ, themed around a different aspect of Burny's life.

Estimated play time: 60–90 minutes.

STATUS

Act 3 is in scene-outline form. The structure, themes, and key reveals are locked in. Specific puzzle mechanics, encounter stat blocks, and dungeon maps are pending v2.4. The disease afflicting Burny — "Myth Cancer" — is the central encounter and connects to the campaign's larger arc.

Scene 10: Entry — The Throat

The party descends into Burny's open throat. The interior is unnaturally preserved: warm, slightly humid, lit by faint embers in the lining of the esophagus. The journey down is the prologue — it gives players time to react to the gravity of what they're doing.

Corvik leads. They walk a step ahead of the party, their pace steady, their bearing unchanged. They speak only when asked questions, and their answers are brief.

CORVIK (ENTERING THE THROAT)

He kept the body preserved. He did not want it to rot. I do not know why.

The descent leads to three chambers, each preserving a different aspect of who Burny was. Players move through them in sequence to reach the heart.

MG PRINCIPLE

The dungeon is intentionally short. Three chambers — not seven. Each chamber's job is to make the Pensieve hit harder. Don't pad. The body is not a dungeon-crawl; it's a slow-walk through a dead man's life so that when his memories play back, the players already know him a little.

Corvik accompanies the party through the first two chambers. They give context, identify obscure passages, anticipate hazards. They are useful. Players should come to rely on them — that reliance is what makes the disappearance hurt.

Scene 11: The Brain — Mirror Selves

The first chamber is high-vaulted and cold despite the body's residual warmth. Faint suspended lights drift through it like memories deciding whether to land. Corvik pauses at the entrance and lets the players step in first.

CORVIK (ENTERING THE BRAIN)

He kept his unbuilt inventions here. None of them worked. He liked them anyway.

At the chamber's center, four glassy figures step forward — perfect reflections of the player characters. Corvik does not have a mirror. They watch from the threshold.

The Mirrors do not speak. They fight as the players do. Each Mirror Self has identical stats to the player it mirrors, with one exception: a Mirror Self always knows what its original is about to do, granting Mirrors advantage on attacks against their originals.

Encounter: Mirror Selves — one per player character. Each Mirror has the player's HP, DEF, AP, abilities, and full attribute spread. Mirrors share initiative and act in unison. Corvik does not engage. They observe.

Theme: Burny's mind, kept private even from himself. Players who attack their own mirrors deal full damage. Players who refuse to attack and try to communicate or merge with their mirror can attempt an Insight check (DC 18) — success absorbs the mirror peacefully and grants the player advantage on one roll later in the dungeon.

MG NOTE

If a player asks Corvik why they have no mirror, Corvik says: "He did not know me well enough." This is true. It is also a lie of omission. Move on.

Scene 12: The Lungs — Burny's Confidants

The second chamber is vast, vaulted, and filled with slow-moving currents of warm air. Suspended in those currents are translucent ghost-images of the people Burny loved and trusted: his brother Barnard at various ages, an old monkey companion named Borbo, a few advisors who died long before the campaign begins, and one human woman whose face is half-formed and whose name no one in the chamber speaks.

Corvik enters last and stops near the threshold. They look at the ghost-images for a long time. They do not approach any of them.

CORVIK (IN THE LUNGS)

Burny was a king. Kings should not lie in state. We will see what is below.

The chamber is not hostile. The ghost-images do not attack. Instead, they move toward whichever player approaches them and try to speak — but the words emerge as breathy whispers, sometimes overlapping, sometimes painfully clear.

What players can learn: Each player who lingers can ask one question of one ghost-image. The ghost answers in Burny's remembered voice. This is the chamber where Barnard's loyalty arc can be deepened — players who speak with the Barnard-image learn that Burny loved his brother above all else and that Barnard's grief in the throne room is real.

Optional skill check: Insight (DC 15) reveals that the half-formed human woman's image is almost whole — that she would speak her name if Burny himself ever had. Players who notice can carry this observation into the Pensieve, where it lands with full force.

Theme: Burny was a person before he was a king. The chamber exists to make sure the players have grieved a little before they meet his last memory. No combat. Run it slowly.

The Dropped Pocket (Q4 Hook)

As the party prepares to move on toward the heart chamber, Corvik adjusts their oilskin satchel — and one corner of it tears against the chamber wall. A small flat pocket of folded parchment slips out and lands behind a fold of lung tissue. Corvik does not appear to notice. They walk on.

A player who succeeds on a Perception check (DC 13) catches the slip. They can retrieve the dropped pocket without Corvik noticing — Corvik is a step ahead and not looking back.

What's inside: A single folded page, hand-copied in ancient Drakonic script. The page lists names, mating pairs, generations, and outcomes — the kind of book a careful breeder keeps. Players who can read Drakonic recognize it as a fragment of a much larger record. Players who cannot read it can still see that the script is old and the entries are organized like livestock records. The names at the top of the page are not human names. They are not bear names. They appear to be early Druke designations.

MG NOTE

This is a fragment of the breeding ledger Corvik stole from Burny's archives. It is the campaign-significant artifact — the item the party walks out of Module 1 carrying. They will not understand its full significance until Module 2. Treat it as the Q4 propulsion hook: where did Corvik flee, and why did they have this on them?

If players don't catch the slip: they will find the dropped pocket on the way out, after the heart chamber and the Pensieve. The fragment cannot be missed entirely; the only question is when the players find it.

Corvik Slips Away

As the party approaches the passage to the heart chamber, Corvik steps back from the group. They do not announce departure. They do not say goodbye. The party's attention is on what lies ahead — the writhing shape glimpsed through the next archway, the heat of the heart's residual fire, the awareness that the boss encounter is moments away.

When the party turns to ask Corvik a question or check that they are following, Corvik is gone.

MG NOTE

Corvik moves upward through the dungeon, exits through the throat, departs the throne room while the small council is still in shock, and leaves the festival on a private boat that has been arranged in advance. They take the breeding ledger and three other archive volumes with them. By the time the boss is defeated and the party reaches the Pensieve, Corvik has been gone for an hour.

If players try to track Corvik: they cannot. Corvik knows this body better than anyone. The path back up is twisting and Corvik has had a head start. Players who insist on pursuing immediately can attempt a Survival or Perception check (DC 20) — failure means they lose time and arrive at the heart chamber tired (disadvantage on the first attack of the boss fight). Success means they catch a glimpse of Corvik exiting the throne room from a distance. They cannot reach Corvik in this module.

Scene 13: The Heart — Boss Fight

The heart chamber is enormous — Burny's massive heart still faintly beating with residual heat. Around it, the chamber walls are streaked with black and red lesions: a writhing mass of cancerous flesh has woven itself through the heart's outer chambers.

Encounter: Cancerous Flesh Golem. See Appendix A for full stat block.

The Reveal

When the Cancerous Flesh Golem dies, it dissolves. Beneath the dissolved flesh, embedded in the heart's outer wall, is a giant lump of Pyrite — Fool's Gold, sometimes called Mimic's Gold, sometimes Dumbass's Gold, and in its oldest name, Dragon Critonite. Critonite is lethal to dragons. Someone fed Burny enough of it to kill him slowly over weeks.

Beside the Pyrite is a Pensieve-like artifact: a shallow stone basin of swirling silver liquid. Players who touch the surface experience Burny's death — and far more besides.

Scene 14: The Pensieve — The Truth of MythReal

The Pensieve plays Burny's last memories. The players witness them in sequence, each beat landing before the next begins. Read the descriptions slowly. This scene is the entire campaign in compressed form.

Beat 1: Origin

Burny's earliest memory. The dragons did not originate in Raefund. They came from another world — a place glimpsed only in fragments, glimmering and strange. The voice of the memory is Burny himself, narrating what he understood as a hatchling: this is not where we began.

Beat 2: The Tearing

A new image, distinct from the others. Something tearing in the world's fabric — long before the dragons came through. The fabric ripples, splits along an unseen seam. There is no narration. The tearing is shown from a vantage no one in the memory could have held. It is something Burny saw later, in study, and committed to private memory: the way through.

MG NOTE

This is the first hint that the dragons did not open the rift themselves. Don't explain. The image is brief. Players who linger over it will remember it later when the Order's role is exposed in a future module. Don't let any player ask Burny what it means — Burny did not know. He only saw.

Beat 3: Eugenics on MythReal

In MythReal, dragons grew lazy. They began practicing eugenics on the surrounding lesser races until those races achieved sentience. The dragons' civilization fractured under the weight of what it had created. Memory shows a city of dragons in decay, their servants leaving in great processions, the dragons themselves no longer bothering to rule.

Beat 4: The Crossing

Three dragons — Burny, Soot, and Sulfura — abandoned MythReal and came to Raefund. They claimed the world as their own and elevated some of the local fauna into the Drakonic and

Druke and Drake races, copying the eugenics they had perfected. Memory shows the three dragons standing over a clutch of early Druke specimens, naming them by hand.

Beat 5: Borbo and Karona

Burny had a beloved monkey companion named Borbo who travelled with him everywhere for two centuries. After Borbo's death, Burny took a human lover. Her public name was Kara. Burny called her Karona — his own private name for her, used only between the two of them.

In the memory, Burny says her name aloud. He has not said it in many years. It comes out softly, the way a man says a word he has been holding inside his chest. "Karona."

Her people killed her for being a "dragon-lover." The murderers shouted Kara as they fell on her. They never knew she had a second name. Burny destroyed the village in retaliation but took nothing from it.

MG NOTE

This is the moment the question on Corvik's note resolves. The players asked Burny for the name of the woman he could not save. They are now hearing it for the first time, in his own voice, weeks after he died. Run this slowly. The realization should be quiet, not dramatic.

Beat 6: The Calcification

Years later, Burny's grief calcified into distrust. He sabotaged peace talks between the dragons and the Unters. He destroyed a city he had no need to destroy. Megabeard's negotiations were the first real attempt at reversing this.

Beat 7: The Poisoning

A meeting was arranged with Undertaker leadership for negotiations. The feast was laced with Pyrite — slow, lethal to dragons. He died over weeks.

The memory shows the architects of the poisoning. The Undertaker representatives are present and visible: Quenchin nobles and Scaler captains. There is a wizard in the room with them. He stands at the edge of the gathering, hood pulled forward, his face obscured by the angle of his cowl. He does not speak. The Undertaker representatives defer to him without acknowledging him. He watches Burny eat.

Corvik is present in this memory. They served the feast. The memory shows them place the platter and step back. They do not look at Burny. They do not look at the wizard. They look at the table.

MG NOTE

The hooded wizard is Mythrakok. Don't name him. The Pensieve does not name him because Burny did not know who he was. Players will hold the question until a later module. If players ask Megabeard about the hooded figure later, Megabeard's face will go very still — but he won't have an answer for them in this module either.

Beat 8: The Final Image

And one final image, brief and disorienting: a glimpse of MythReal itself, glimmering and strange. A voice murmurs: "Nobody has returned from MythReal."

In the foreground of the image, etched into a foundational stone — old enough that the moss has grown into the carved lines — is a glyph the players have seen before. A small spiral with a closed center. The mark Megabeard's pendant glowed with at the Bear B&B.

The Order's seal.

It is older than the Order. It is in MythReal. The implications of this fact are not explained to the players. The memory ends.

MG NOTE

If players don't recognize the glyph from earlier, prompt them gently: "You have seen this mark before. Where?" The connection to Megabeard's pendant is the campaign's most important visual rhyme. It does not implicate Megabeard personally — the seal is institutional, used by all wizards of the Order — but it implicates the Order as a whole. Megabeard, when confronted later, will be visibly shaken. He suspected. He did not know.

Scene 15: Resolution

The party emerges from Burny's body. They have, by now:

- Witnessed Burny's life and death — including his original homeland, his murdered lover Karona, and the conspiracy that killed him.
- Seen a hooded wizard's face obscured in the memory of the poisoning, and an old glyph in MythReal that matches Megabeard's pendant.
- Found a fragment of an old breeding ledger that Corvik dropped on the way out. The fragment lists Druke ancestral lines as if they were livestock.
- Burny's emancipation documents — signed and sealed before he died, never delivered.

Megabeard is waiting for them at the dock. He has been waiting for hours. He looks older than he did when they left. He sees their faces and understands without being told.

MEGABEARD

Tell me what you saw.

If the players show him the seal — the glyph from the Pensieve, matching the one on his pendant — Megabeard's face goes very still. He does not deny it. He does not explain. He says only:

MEGABEARD

I was afraid of that. I was afraid of that for a long time. We will talk about it. Not here. Not yet.

The Final Choice

Before the players leave with Megabeard, they must decide what to do with Burny's emancipation documents. The choice is theirs. Both options have a real cost.

Option	What Happens
Deliver the documents publicly. The Undertakers' crime against Burny becomes public knowledge alongside Burny's mercy. Drakonics gain legal standing. The political crisis is real and immediate.	Cost: Megabeard is arrested by the Undertakers within the week, charged with treason for his role in negotiating with Burny. The players have lost their mentor and ally for the foreseeable future. Module 2 opens with the players trying to free him — or trying to operate without him.
Hold the documents. Use them as leverage privately. The political crisis is delayed. The party gains a powerful piece of evidence to use later.	Cost: Barnard Grimfire dies within the week, killed in a small-council power vacuum by the Hoard Prior. Without the public exoneration the documents would have given him, Barnard had no defenders. The players have lost the most sympathetic member of Burny's court — a friend they made in the Lungs chamber.

MG PRINCIPLE

Both options should feel bad. Don't soften either cost. If players try to negotiate a third option (deliver privately to specific allies, leak through intermediaries, etc.), let them propose it but make clear the costs scale: any path involves losing someone who matters. The point is not to find the clever solution. The point is to choose what you can live with.

End of Adventure. Megabeard takes the party away from the festival on a barge he has prepared. They leave Painted Lake with three things they did not have when they arrived: the breeding ledger fragment, the unanswered questions about the Order's seal, and the knowledge that Corvik is somewhere out there, alive, knowing what they know.

Open hooks for Module 2: Q1 — what is Adam's connection to Essence, and how long have he and Hannah-Eve really been alive? (Gorger's escape carries this thread forward.) Q2 — who is the Empress's handler? Q3 — what is MythReal, and why is it leaking through? Q4 — where did Corvik flee, and what's in the rest of the breeding ledger?

Maps and Locations

PENDING

All maps are pending v2.4. The locations that need maps are: Teamint Valley overworld, the three path options to Liebearia, Bear B&B meadow and tavern interior, Bone Glade hunting grounds (combat grid), Imanok's Pass / Forest Puzzle clearing, Goth Yankee outpost, Burning Fyre festival overview, Burny's throne room, and the corpse-dungeon (two levels).

Rewards and Progression

Players gain levels at the following points:

- End of Act 1 (after the Bear B&B or Gorger encounter): level up to 2.
- End of Act 2 (after the audience with Burny): level up to 3.
- End of Act 3 (after the Pensieve): level up to 4 and gain a campaign-significant artifact.

PENDING

Specific item rewards, gold, and per-encounter XP awards are pending v2.4.

Possible Twists and Variations

- If the party fails to defeat Gorger or chooses to spare him, Gorger flees with Adam's secret intact and the Boneward Clan continues its war. Adam withholds the festival password; the players must take the Goth Yankee route. Gorger remains a recurring antagonist either way.
- If the party fails the audience with Burny (e.g., refuses to ask Corvik's question, or accidentally exposes the illusion to a hostile NPC), Corvik improvises: they engineer a different exposure path, possibly through the Hoard Prior. The cover-up still cracks; the betrayal still lands. Players who never learn Corvik handed them the question will still encounter Corvik's escape and the dropped ledger fragment.
- If the party reveals MythReal's existence publicly during the festival, a new faction (working title: the Mythinquisitors) will hunt them in subsequent modules. The Order of Magi may also send representatives — not necessarily hostile, but very interested in what the players saw.
- If the players show Megabeard the Order's seal in MythReal at the dock, his reaction sets the campaign's emotional tone going forward. He becomes a less playful character. He also becomes a more determined one. Lean into both.

Tips for the Master Gamer

- Tone arc: Acts 1 and 2 mix comedy and weight. Comedy can sit next to weight in early acts but should yield to weight by the time the audience scene cracks. Act 3 is serious throughout. The body-dungeon is not a comedy chamber — don't let players make jokes that undercut the gravity.
- Megabeard is intentionally hard to read. He's powerful, ancient, and almost always five steps ahead. Resist the urge to have him solve the players' problems. Make him a friendly trickster, not a deus ex machina. When the Order's seal is revealed in Act 3, his face changes. Don't undersell that beat.
- The Bear B&B scene is the document's strongest passage. Don't summarize it; play it. Read or paraphrase the dialogue, give Adam time to laugh, let Ringo flip Megabeard off. This sets the tone for the whole campaign — and the Hannah-Eve longevity beat planted there pays off in the Hunt encounter.
- Corvik should read as competent and quietly helpful in the audience. Don't telegraph the betrayal. The strongest version of the reveal is one where the players liked Corvik in retrospect — they trusted the note, they appreciated the dungeon guide, and only after Corvik disappears do they realize what they trusted.
- The reveal that Burny is already dead is the central pivot of Act 2. Don't rush it. Let the small council's awkward overcompensation play out for at least 10 minutes before the question on Corvik's note gets asked. The slower the cover-up cracks, the harder it lands.
- Propulsion over closure: every act plants a question that doesn't get answered in this module. Don't be tempted to resolve subplots cleanly. The bear war stays open. Gorger escapes. Corvik escapes. The Empress's handler is unnamed. The Order's seal is unexplained. Players come back next session because they want answers — not because they want more puzzles.
- If players solve scenes faster or slower than expected, run or skip the VR Booth (Scene 8) accordingly. It's the most flexible chunk of the adventure.

Post-Adventure Plot Hooks

- Corvik is alive, somewhere in the south, carrying four sealed archive volumes. Mythradok wants those volumes. The players want answers. Module 2 is a three-way race.
- Megabeard reveals what he knows about the Order's seal — or admits how little he knows. Either confession changes the players' relationship with him.
- Robert Bearatheon arrives at the docks with news that Gorger has resurfaced and is openly accusing Adam to any bear who will listen. The Boneward war has reignited, this time with a credible ideological challenge to Adam's authority.
- The Mythoverse begins leaking through into Raefund: travelers report new creatures appearing, geography subtly shifting, and dreams of a world that isn't theirs.
- A new NPC arrives bearing the seal of the Quenchin court — and a personal letter from King Quentin requesting a private meeting with the party, alone.

Bibliography and References

PENDING

Pending. Will document Tolkien, Rowling, Game of Thrones, Burning Man, the Hobbit, the Konami Code, and other source material that informs the adventure's tone and structure.

Playtest Notes

PENDING

Pending — to be filled in after the first independent-MG playtest. Track: scenes that confused players, encounters that ran too long or too short, jokes that landed and ones that didn't.

Credits and Acknowledgements

Written and designed by Brandon Welner. Playtested by [PENDING]. Artwork by [PENDING].
With gratitude to everyone who's run a session of MythReal and told me what was broken.

Appendix A: Monster Stat Blocks

All encounters in Weekend at Burny's are stat'd below. Stat blocks use Quick-Start v0.5 conventions: HP, DEF, Speed (in feet per AP), and INIT modifier, followed by the seven attribute modifiers. Attacks list AP cost and to-hit / effect inline. Special abilities and tactical notes follow.

MG NOTE — SCALING

Scaling: stat blocks are tuned for a level-1 party of 4–6 players using Quick-Start pregens. For larger parties, add 1–2 additional minions (Lieutenants, Wasps, Robbers, Dragon Force) per encounter. For smaller parties, drop one minion per encounter or reduce boss HP by 25%.

BRIDGE TROLL

Bridge troll, Act 1 left path

HP 22 DEF 13 Speed 10 ft / AP INIT +0

Attributes: STR +3, COR -1, FRT +3, INT -2, FAI +0, SOC +1, WIT +0

Attack	AP	To Hit / Effect
Heavy Club	2	+5 to hit, 1d10+3 blunt.
Toll Demand	1	Speech attempt. Speech check (DC 13) vs. target's WIT save. On success, target hands over 1d6 silver before realizing what happened.

Special: Regenerates 2 HP per turn unless damaged by fire or acid in the previous turn.

Tactics: The Troll is not stupid, just lonely and litigious. He'd rather be paid than fight. If reduced below half HP and offered any payment, he'll accept it and limp away.

GOLIATH WASP

Wasp swarm, Act 1 right path (4 of these)

HP 8 DEF 13 Speed 10 ft / AP (flying) INIT +3

Attributes: STR +0, COR +3, FRT +1, INT -3, FAI —, SOC —, WIT +2

Attack	AP	To Hit / Effect
Sting	2	+4 to hit, 1d6+3 piercing + poison. Target makes FRT save (DC 13) or takes 1d4 additional poison damage at the start of next turn.

Special: Flying. Cannot be flanked except by another flying creature.

Tactics: Goliath Wasps fight together. They prioritize whoever attacked last. If three of four are killed, the survivor flees.

ROADSIDE ROBBER

Bandit, Act 1 center path (4 of these)

HP 14 DEF 13 Speed 10 ft / AP INIT +1

Attributes: STR +1, COR +2, FRT +1, INT +0, FAI -1, SOC +0, WIT +1

Attack	AP	To Hit / Effect
Shortsword	2	+4 to hit, 1d8+2 slashing.
Sling	2	Ranged 60 ft, +4 to hit, 1d4+2 blunt.

Tactics: The Robbers are cowards under their swagger. Once two are downed, the rest will try to flee on the next turn. Stat-equivalent to the Quick-Start Bandit.

BONEWARD LIEUTENANT

Polar bear soldier, Gorger's encounter (3 of these)

HP 14 DEF 14 Speed 10 ft / AP INIT +1

Attributes: STR +4, COR +0, FRT +3, INT -1, FAI +0, SOC -1, WIT +1

Attack	AP	To Hit / Effect
Claw	2	+5 to hit, 1d8+3 slashing.
Bite	2	+5 to hit, 1d6+3 piercing. Target makes FRT save (DC 13) or is grappled.

Tactics: Lieutenants protect Gorger first. They'll intercept attacks aimed at him before defending themselves. They fight to the death.

GORGER SKARBARROW

Boss, Act 1 — Boneward warlord

HP 30 DEF 16 Speed 10 ft / AP (mounted: 20 ft / AP) INIT +2

Attributes: STR +5, COR +1, FRT +4, INT +0, FAI +0, SOC +1, WIT +2

Attack	AP	To Hit / Effect
Mounted Strike	2	+6 to hit, 1d10+4 slashing. Charge bonus: +2 damage if Gorger moved at least 15 ft in a straight line before attacking.
Cleaver Throw	2	Ranged 30 ft, +5 to hit, 1d8+4 slashing. Returns to Gorger's hand at start of next turn.
Roar of Command	2	All Boneward Lieutenants within 30 ft gain +2 to attack and

Attack	AP	To Hit / Effect
		damage rolls until start of Gorger's next turn.

Special: Mounted: while mounted on the Cerberus, Gorger has +2 DEF and his speed becomes 20 ft / AP (the Cerberus mount's speed). The Cerberus mount has its own stats (DEF 14, HP 18, 1d8+2 bite x 3 attacks/turn, Speed 20 ft / AP). If the mount dies, Gorger fights on foot at 10 ft / AP with -2 DEF.

Tactics: Gorger toys with prey. He'll let the party collect their hidden weapons rather than ambush them — this is supposed to be a hunt, and a hunt without a chase isn't worth running. He targets whoever appears most dangerous first.

GOTH YANKEE PALADIN

Border guard, Act 2 outpost

HP 20 DEF 15 Speed 10 ft / AP INIT +1

Attributes: STR +3, COR +0, FRT +2, INT +0, FAI +3, SOC +1, WIT +1

Attack	AP	To Hit / Effect
Greatsword	3	+6 to hit, 2d6+4 slashing.
Smite	3	Once per encounter. Add 2d8 radiant damage to a successful melee attack. Target makes FAI save (DC 14) or is staggered (lose 2 AP next turn).

Special: Sworn Oath: while at full HP, the Paladin has resistance to charm and fear effects.

Tactics: Engages the strongest-looking party member directly. Will not retreat from a fight in front of their Cleric partner.

GOTH YANKEE CLERIC

Border guard, Act 2 outpost

HP 16 DEF 13 Speed 10 ft / AP INIT +2

Attributes: STR +0, COR +1, FRT +1, INT +1, FAI +3, SOC +0, WIT +2

Attack	AP	To Hit / Effect
Mace	2	+3 to hit, 1d6+2 blunt.
Burning Word	2	Ranged 60 ft, +4 to hit, 2d6+2 radiant damage.

Special: Healing: once per encounter, may heal a Goth Yankee ally for 1d6+3 HP as a 2 AP action. Will heal the Paladin first.

Tactics: Stays behind the Paladin. Healing first, ranged attacks second. Will surrender if the Paladin is downed and the players show mercy.

DRAKE GLADIATOR

Optional festival arena combatant

HP 18 DEF 14 Speed 10 ft / AP INIT +3

Attributes: STR +2, COR +3, FRT +2, INT +0, FAI +0, SOC +2, WIT +2

Attack	AP	To Hit / Effect
Trident	2	+5 to hit, 1d8+3 piercing.
Net	2	Ranged 15 ft. Target makes COR save (DC 13) or is restrained until they spend 2 AP to escape.

Tactics: Plays to the crowd. Will showboat with telegraph attacks and dramatic taunts. Drops the act once seriously hurt.

DRAKE DRAGON FORCE

Festival law enforcement

HP 16 DEF 14 Speed 10 ft / AP INIT +1

Attributes: STR +2, COR +1, FRT +2, INT +0, FAI +0, SOC -1, WIT +1

Attack	AP	To Hit / Effect
Spear	2	+4 to hit, 1d8+2 piercing. Reach 10 ft.
Truncheon	1	+4 to hit, 1d4+2 blunt. Target makes FRT save (DC 12) or is dazed.

Tactics: Always travels in pairs. If one is downed, the survivor blows a signal whistle (1 AP) — 2 more Dragon Force arrive in 1d4 turns.

MIRROR SELF

Act 3, Brain chamber (one per player)

HP (matches player) **DEF** (matches player) **Speed 10 ft / AP INIT** (matches player)

Attributes: All seven attributes match the originating player's modifiers exactly.

Attack	AP	To Hit / Effect
(matches player)	—	The Mirror has all the same abilities as its original. It uses the original's stats, equipment, and AP economy.

Special: Anticipation: the Mirror always knows what its original is about to do. It gains advantage on attack rolls against its original.

Tactics: Mirrors share initiative and act in unison. They are not trying to kill — they are trying to match. A Mirror that lands a finishing blow on its original simply absorbs them; the original is incapacitated but not dead. Players who refuse to attack and instead try to communicate or merge with their mirror can attempt an Insight check (DC 18) — success absorbs the mirror peacefully and grants the player advantage on one roll later in the dungeon.

CANCEROUS FLESH GOLEM

Act 3 boss — Heart chamber

HP 60 DEF 14 Speed 10 ft / AP INIT +0

Attributes: STR +5, COR -2, FRT +5, INT —, FAI —, SOC —, WIT +0

Attack	AP	To Hit / Effect
Slam	2	+6 to hit, 1d10+4 blunt. On hit, target makes FRT save (DC 14) or is splashed with corrupted blood (1d4 acid damage at start of next turn).
Acid Spray	3	All targets in a 15 ft cone make COR save (DC 14). 2d6 acid damage on fail, half on success.
Engulf	4	Single target makes FRT save (DC 14) or is pulled inside the Golem's mass, taking 2d6 acid damage and being grappled. Engulfed targets escape with successful STR check (DC 15) as a 2 AP action.

Special: Vulnerable to fire (double damage from fire sources). At half HP, the Golem splits into two smaller Golems (HP 20 each, no Engulf, otherwise identical attacks).

Tactics: The Golem is not intelligent. It defends the Pyrite at the heart's core. It targets the closest threat first. Once split, both halves continue to defend the Pyrite, prioritizing whoever attempts to approach it.

Appendix B: The Magic 8-Ball Table

Used during the audience with Burny in Act 2, Scene 9. When players ask Burny a question, roll 1d20 and read the corresponding response aloud in Blob Marley's surfer dialect.

Roll	Burny's "Answer"
20	It is certain.
19	It is decidedly so.
18	Without a doubt.
17	Yes, definitely.
16	You may rely on it.
15	As I see it, yes.
14	Most likely.
13	Outlook good.
12	Yes.
11	Signs point to yes.
10	Reply hazy, try again.
9	Ask again later.
8	Better not tell you now.
7	Cannot predict now.
6	Concentrate and ask again.
5	Don't count on it.
4	My reply is no.
3	My sources say no.
2	Outlook not so good.
1	Very doubtful.

MG NOTE

Blob Marley always prefaces the response with a surfer-dialect filler: "My brooder..." or "To whom do I speak?" or "Sup?" or "Like, the king he just, y'know, vibrated this at me, bro." The contrast between the formal Magic 8-Ball language and Blob's delivery is the joke.

Appendix C: Pregenerated Characters

The six pregens listed below are the recommended starting characters for Weekend at Burny's. They are defined in detail in the MythReal Quick-Start Rules — full stat blocks, abilities, equipment, and flavor are in that document.

PAIR THESE DOCUMENTS

Pair this adventure with the MythReal Quick-Start Rules. Print one pregen sheet per player from that document. The Quick-Start is the canonical source for pregen mechanics; if anything in this adventure ever conflicts with the Quick-Start, defer to the Quick-Start.

Why pregens aren't reprinted here: keeping a single source of truth prevents drift between documents. When pregen balance changes during alpha, those changes appear in the Quick-Start and flow into every adventure that uses them. The future commercial release of Weekend at Burny's will embed the final pregens; during alpha, treat the Quick-Start as the lookup table.

Hand each player one Quick-Start pregen sheet. Each character is built at level 1 and demonstrates a different combination of MythReal's tech trees. Any 4–6 of them form a balanced party.

Character	Role	Best For Players Who Like...
Aldric Stonehammer	Warrior (Human)	Hitting things hard while standing in front of friends.
Mira Cinderwind	Pyromancer (Elf)	Big damage, bigger explosions, staying at the back.
Karr-El Thornshot	Ranger (Orc)	Picking off enemies from far away and noticing things first.
Vex Shadowfen	Rogue (Human)	Stealth, daggers, and being the first to act every round.
Tessari Brightwell	Cleric (Elf)	Keeping allies alive and bringing them back when they aren't.
Drogath Sun-Fist	Brawler (Drake)	No weapon, no problem. Punching with style.

MG NOTE

If a player wants to build a custom character instead, use the alpha rulebook's character creation rules at level 1. The party should include at least one character with healing capability and one with ranged attacks; otherwise, no specific composition is required.

Appendix D: Alternate Pregens (Pending v2.4)

PENDING

These six alternate pregens are referenced in the campaign's lore but their full stat blocks are not yet finalized. Use the Quick-Start pregens (Appendix C / Quick-Start Rules) as your default. The alternates below will appear in v2.4 with full stat blocks.

Name	Role	Hook
Maron Critler	Warrior (Human)	Knight and younger brother of Empress Karina Critler. Loyal to the Undertaker court but suspicious of its methods.
[Drake Rogue, unnamed]	Rogue (Drake)	Emissary's son. His father went missing in Drakonic territory; he wants answers.
Aelar	Druid (Elf)	Furious that everyone is destroying the forests. Will side with Grizzly Adam reflexively.
Shazir the Promised	War Cleric (Human)	Sworn to "The Only One" and hates every aspect of his theology — the sacrifices, the exclusion of other gods, the rituals. Looking for a different faith.
Golera Wize-Orc	Wizard (Orc)	Unter-race wizard whose magical practice is being restricted by the new human leadership. Frustrated and politically activated.
Joffrey Winner / Bard Law	Bard (Human)	Traveling poet who exploits local laws for profit until he's driven out of town. "Keeper of Lore, Looper of Holes." Inspired by Comic Book Guy and Jeff Winger.