

A digital illustration featuring Sonic the Hedgehog, Tails, and Amy Rose. Sonic is on the right, looking determined with his fist clenched. Tails is in the center, looking slightly grumpy. Amy is on the left, holding a pink and blue device. They are standing in front of a wooden building. In the background, a robot with glowing green eyes is visible.

THE MYSTERY OF MIRAGE ISLAND

A SONIC TAG-TEAM
HEROES ADVENTURE

McShmoodle126

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A Sonic Tag-Team Heroes Adventure

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Designed by McShmoodle 2022

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The Setting

This wild adventure takes place on the island featured in *Sonic the Hedgehog 4: Episode I*. Dubbed "Mirage Island," the land contains four distinct Zones and a major settlement.

Splash Hill



A beautiful coastal area filled with rolling hills and an everlasting feeling of summer. The sunsets here are gorgeous!

Mad Gear



An industrial plant built and used by Eggman to house his devilish creations and operations. It was abandoned long ago after Sonic put a stop to his schemes on the island.

Casino Street



What was once a bright and bustling casino-inspired theme park now rests as urban ruins, largely abandoned. Unable to compete with the likes of Casino Night and Casinopolis, the city is mostly recognized by residents as a failed tourist trap. Rumor has it that the locals will turn on the lights to dazzle the night sky on special occasions.

Lost Labyrinth



A deadly danger-filled cryptic maze shrouded in mystery and drowning waters. Eggman once sought a powerful relic here, but the origins of the labyrinth remain unclear.

Tinker Town

Sometime after Eggman left, a group of scavengers set out to reclaim Mirage Island and reuse the abandoned technology to live an easy life. Over the past few years, people have flocked here to colonize the settlement and form a village along the road between Casino Street and Mad Gear, roughly in the center of the island between the four zones. More details later on in the guide!

The Adventure

ACT I: ADVENTURES IN TINKERTOWN

- *The players arrive in a quaint village serviced by robots left behind by Dr. Eggman, now repurposed for civilian use. Here the players are introduced to the denizens of the island as well as given the option to investigate local happenings or buy items for their adventures.*

ACT II: ENTERING THE LABYRINTH

- *The players make their way into Lost Labyrinth, encountering rooms with traps and treasure, making their way to the mystery at the center.*

ACT III: THE ANTECHAMBER

- *The players reveal the lost wonder at the center of the labyrinth but must face a powerful foe that guards it, the Egg Mole.*



Involving the PCs

Depending on the motivations of the group, there are several reasons why the party might visit Mirage Island. This adventure assumes that the PCs are heroic characters, or at the very least anti-Eggman. If the party is fairly altruistic, perhaps they received a distress signal from Tinker Town and went off to investigate. Maybe they even know someone who lives there. If any of the PCs are mechanically inclined, perhaps they have become acquainted with Ebenezer, the mayor of Tinker Town, through online correspondence, and have been invited here by him to see the technological marvels that have surfaced in this area through reclaimed technology.

If one or more of the players fought in the Resistance at some point, perhaps they are acquainted with Captain Simms, leader of the town militia, who may have reached out to them, citing suspicious activity in the area a week prior. In either of these cases, keep the details vague so that the players come in with minimal preconceptions.

On the other hand, if the PCs are more thrill-seeking vagabond types, perhaps they were enamored with the natural beauty of Splash Hill and wanted to come here for a vacation. Or, if they are more concerned with material wealth, they sought out Casino Street in hopes of getting rich but were disappointed on finding that it had been closed for some time and decided to sightsee to make the trip worthwhile. These aren't mutually exclusive, perhaps each member had their own agenda. Whatever the case, the GM and players are encouraged to come up with something that will add a real sense of purpose to the character's presence here.

The players booked a flight on a small passenger plane here and landed at the Casino airport offscreen, (the airport looked nice, crowds were nearly non-existent, but service was way overpriced and of poor quality) with the start of the story opening with the players in the thick of traversing Splash Hill, knowingly or unknowingly heading towards Tinker Town.

ACT I: ADVENTURES IN TINKER TOWN

Before the adventure begins, if players are curious about the island, they may roll a **No Difficulty Knowledge** skill check. If the players don't care about this kind of thing and would rather get to the action, this can be easily skipped. But if the players are more willing to engage with the setting, this can be a great tool to deliver exposition. The player learns everything on this list up to their highest roll

No Hits: The players already know, at the very least, that they are on Mirage Island, a lesser-known island nation once known for its casino resorts, but now a getaway destination for adventure and exploration. They may or may not already know about the existence of Tinker Town as well.

1 Hit: This location was once occupied by Dr. Eggman, but he was driven out by Sonic the Hedgehog.

2 Hits: This area and the nearby continent are filled with mysterious ancient ruins that have fascinated scholars and archaeologists for centuries.

3 Hits: This location is just a few miles away from Never Lake, the location that the mysterious planetoid known as Little Planet is said to appear and reappear like a mirage, hence the name of the island.

Trick: The character rolling this check remembers useful information about the terrain of Splash Hill, giving them +1 Advantage on their Zonerunning Challenge roll

Slip: This island is the location of the fabled Green Hill Zone, a location that Sonic is known to visit frequently. What a joy, you are excited to meet him!

Splash Hill

Read or paraphrase the following aloud:

Splash Hill is the embodiment of an adventurer's paradise. Your view is filled with smooth slopes and crisp rivers, with earth covered in a nostalgic checkerboard pattern. Very green, very hilly. It beckons you to run, fly and climb to your heart's content.

With the stage set, now the adventures roll a **Zonerunning Challenge** check. A Zonerunning Challenge is a **No Difficulty** check that determines how well the party traverses a classic platforming obstacle course that you would find in a typical Sonic video game. In this case, the players may all roll a check (*Run, Climb, or Ride*) to determine their rank and subsequent Rings collected. Whatever the roll, the player successfully reaches the end of the zone but may do so several seconds or even a few minutes behind their teammates, depending on the roll. Refer to the following table:

E Rank	No hits with Critical Slip. No bonuses are awarded, and any Rings or items the player gained with Tricks are lost.
D Rank	No hits. No bonuses and no penalties.
C Rank	1 hit. 5 bonus Rings are awarded to the player.
B Rank	2 hits/1 Critical Trick. 10 bonus Rings are awarded to the player.
A Rank	3 hits/1 hit and 1 Critical Trick. 15 bonus Rings are awarded to the player.
S Rank	4 hits/2 Critical Trick/2 hits and 1 Critical Trick. 20 bonus Rings are awarded to the player, in addition to +1 Ring for each leftover hit.

Mad Gear, this village is both quaint and industrial and looks to be made almost entirely out of salvaged pieces of scrap. A hand-painted sign made from a repurposed Goal Post reads "WELCOME TO TINKER TOWN!" But all is not well, because you can hear the sound of screaming and explosive laser fire. Badniks! Right on cue, you see a squad of colorful killer animal robots coming right for you!

Be sure to also reward or punish the player for any Tricks and Slips triggered as well, increasing or decreasing the number of Rings they collect by 5 or finding Power Sneakers that they can use later. (If multiple players roll a Trick, only one player finds this item). Be sure to narrate these results with thematically appropriate descriptions, such as breaking through a wall and finding a hidden room or stepping on a crumbling platform and falling on some spikes.

Upon reaching their destination, read or paraphrase the following aloud:

As the sun begins to set, you have reached the end of Splash Hill. Cast in a warm orange glow, a settlement comes into view. Situated on the border of the natural wilderness and approaching the mega industrial complex of

Badnik Brawl

The players are confronted by a squad of Badniks in the following proportions:

MOTO BUG (Henchman) – 2 per Speed Type

3	2	1	1	1
HP		Dodge	Init	Move
5		1	2	4
		Run		(Squad only)
		Melee		(Squad only)

Claws (Melee): Damage 4
Special: Squad, Suffocation Immunity

CRABMEAT (Henchman) – 2 per Power Type

1	3	3	1	1
HP		Dodge	Init	Move
5		2	1	2
		Melee		(Squad only)
		Ranged		(Squad only)

Pincer Claw (Melee): Damage 5
Laser Pellets (Ranged): Damage 4
 | Hits everything within Melee Range of target |
Special: Squad, Suffocation Immunity

BUZZBOMBER (Henchman) – 2 per Fly Type

2	1	4	1	1
HP		Dodge	Init	Move
5		2	1	2
		Ranged		(Squad only)
		Ride		(Squad only)

Stinger Laser (Ranged): Damage 5
Special: Squad, Can Fly, Suffocation Immunity

Add an additional Badnik to one of the groups for each Technique Type character in the player group. Each Badnik type follows the squad rules and attacks in pairs of their type as a single unit, gaining one rank in their squad skills while doing so.

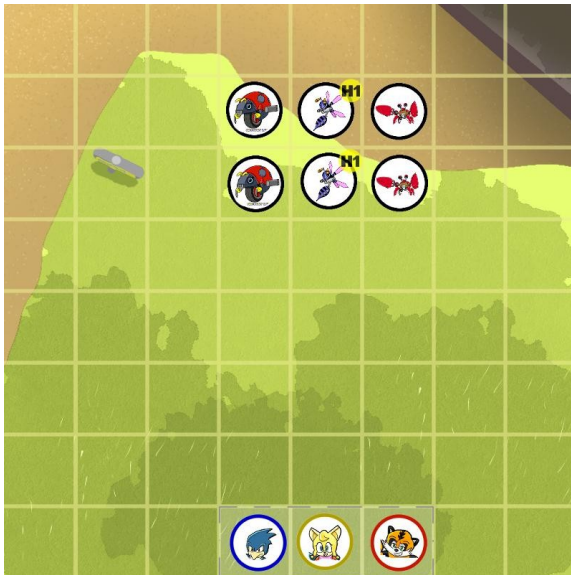
The Battle:

Unbeknownst to the players, this squad of Badniks is actually a portion of the town's repurposed robot labor force, which up until recently, have been totally subservient to the citizens. But they are now under the thrall of a mysterious signal emitting from Lost Labyrinth, causing them to go haywire and mindlessly attack everything. If a PC in the party has cybernetic parts or is a robot themselves, they will become faintly aware of what they perceive as an eerie wail that will be very distracting, requiring them to roll a **1 Difficulty Resolve** check. If they fail, any mechanical part of their body will resist them, causing them to suffer +1 Disadvantage on all of their actions in the following battle, but they are otherwise

able to tune it out and avoid losing their free will entirely.

Each player rolls Hit Dice equal to their Initiative attribute. The GM rolls initiative for each Badnik type, rather than each individual enemy, and unlike the players, may apply the results of a given initiative roll to any Badnik squad they choose. The player who rolled the highest number in their dice pool goes first, and so on. If a PC and NPC rolled the same number, the PC goes first.

The characters start on the Battle Grid in the suggested locations on the following diagram, 40 feet away from their attackers. The terrain here has no significant modifiers and is essentially an open field. Note that Buzz Bombers start at Height 1 relative to the ground they are hovering over.



Notes on diagrams in this guide

H# refers to height relative to the ground (H1 = Height 1, H2 = Height 2, etc.)

The diagrams in this section and the following ones assume that the party is together in one place and that they are composed of a trio of each type of character, using the pre-generated characters released with Sonic Tag-Team Heroes. The player tokens in the player starting area of the diagram can be substituted with characters of a corresponding type if the players are using different characters, and parties with more than three players can position their characters in empty squares adjacent to the player's starting position.

Starting position isn't absolute, however, and if players have a specific preference and request to switch their tokens around within the starting area before combat starts, they may do so.

Starting position may become less cut and dry later in the adventure when the players enter Lost Labyrinth, as some players may be in separate rooms from each other, and some may rush ahead into an area while others hang back to see what happens. In this case, refer to the dungeon map as a whole to determine the player's relative positions when combat starts. However, unless players specify that they want to separate from each other, it's usually simpler to assume everyone is sticking close together and use the suggested starting positions to keep the combat encounters moving at a steady pace.

At least one of the players is likely to go first, in which case they may pick and choose their targets before the Badnik's have a chance to react. On the Badnik's

turn, however, they will mindlessly target whoever is within their line of sight and move in to close the distance.

Moto Bugs rush in, flailing their claws at the fastest moving player and entering Melee range.

Crabmeats mosey on over to the commotion, attempting to get into Melee range of one of the players that haven't been targeted yet, but will likely be too slow to reach them, so they will stop after one Move phase and fire a spray of pellets at the nearest target. On a successful attack, the damage is applied to all targets, friend or foe, within that range.

Buzz Bombers will hang back, firing on the target with the highest elevation while trying to stay within Medium range (4 squares) of their target (this counts vertical distance as well, so their horizontal distance should be within 3 squares).

This fight continues for up to three rounds, or until the players defeat all the Badniks. If the players have not defeated all the Badniks by round three, Captain Simms the Bear and his militia come in and shoot down any stragglers with their laser guns.

Ebenezer, an elderly human man dressed in mechanic's clothing follows behind him, giving 5 Rings to anyone that was hurt during the battle, as well as returning any rings the players lost during the battle, having conveniently picked them up offscreen during the heat of battle. (This is not something that is normally done within a story in this RPG, but here it serves as a safety net so that players can learn to manage their funds and buy things with their hard-earned Rings in

the next encounter.) On the off chance that one or more players were KO'd, they wake up to see Ebenezer performing basic first aid on them.

Ebenezer woefully inspects the trashed Badniks, feeling pity for them, but sighs with relief that the commotion is over. If any of the players could detect the signal before, it has stopped. If either Captain Simms or Ebenezer knows one or more of the PCs, they enthusiastically greet them, even though the players will not recognize them at first, having either only met Simms briefly or only interacted with Ebenezer online over text. If no one knows each other, they are pleasantly cordial with the PCs, Ebenezer moreso than Simms, who is suspicious of outsiders.

Read or paraphrase the following aloud:

The old man dusts himself off and puts away his crescent wrench. "I'm terribly sorry about the commotion you walked into, these repurposed Badniks have served our town well for years without issue! Fortunately, you seemed to have the problem well in hand!"

*He extends his hand to each of you to shake it, though it is covered in grease. "My name is **Ebenezer!** I guess you could say I'm the mayor around here, though we like to keep things pretty informal, you can call me 'Ben' if you like. On behalf of Tinker Town, I thank you for your help in corralling the most difficult runaway robots around here!"*

The grizzled bear, dressed in military boots, gloves, and helmet, narrows his eyes and glares at the human. "We wouldn't be in this mess if you'd just listened when I told you that using Dr. Eggman's abandoned tech was dangerous! Then again, what else would I

expect from someone who **worked** for the guy!"

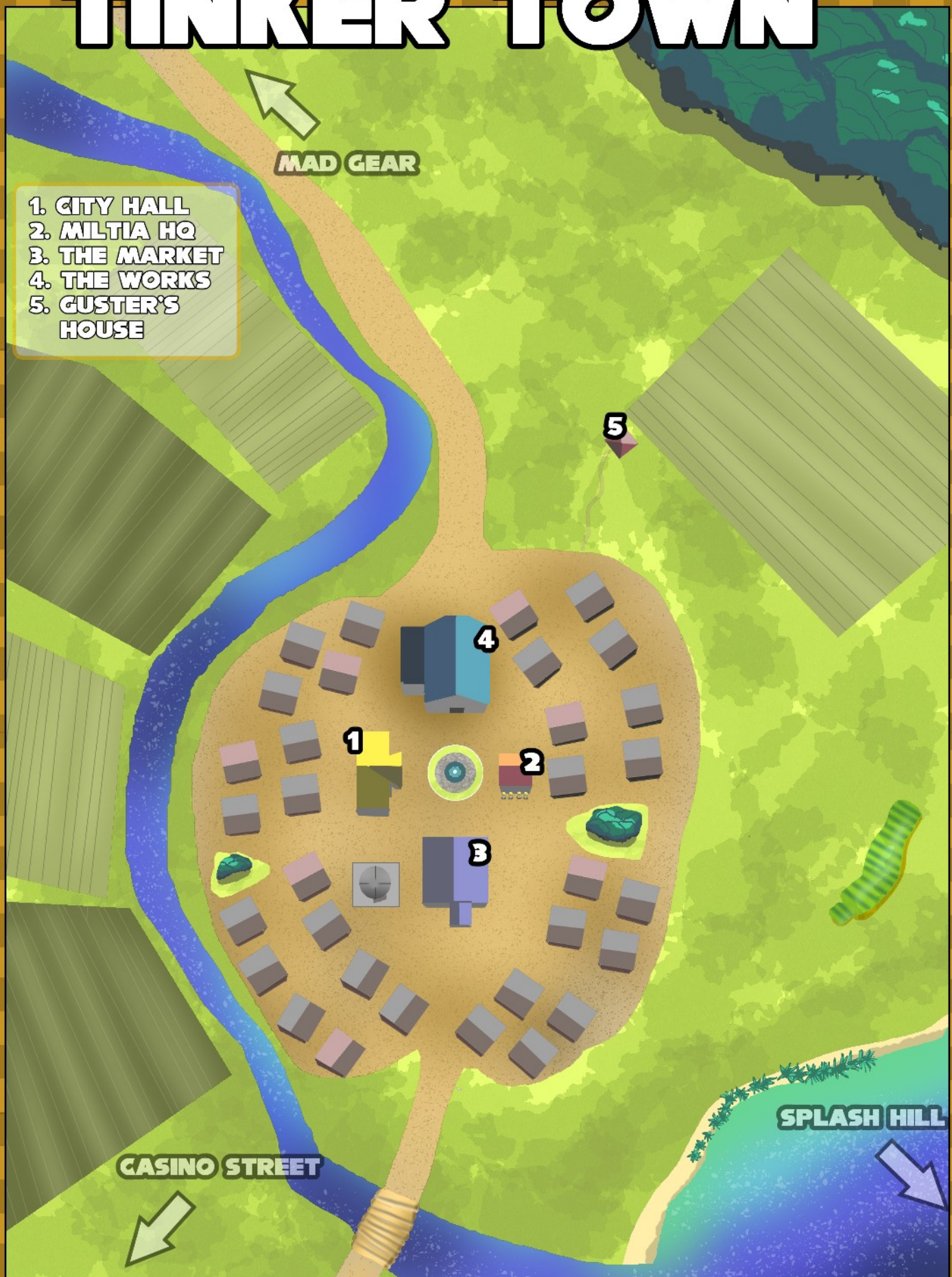
Ebenezer is seemingly hurt by the remark but maintains his composure. "**Captain Simms**, I've always appreciated the work you and your militia have done to protect our town, and I've never claimed to be without fault, but by re-claiming what that tyrant left behind, we've been able to work towards undoing the damage he caused here and make a better life for ourselves! I still don't understand what went wrong, but when I do, things will work out, I'm sure!"

After this heated exchange, Simms simply growls and storms off with the rest of his men back towards Militia HQ. Ebenezer apologizes again and dismisses himself as having work to do, but before he leaves, he makes the following remark:

"I hope that this experience hasn't turned you off on Tinker Town, it's a wonderful place, we have all sorts of shops and local attractions at the Town Square that you're free to explore. We even have our own Star Post here that you can exchange those Rings for Mobiums at! I'll ask around, I'm sure someone here can put you up for the night, it's the least I can do to show my appreciation. If you have any more questions, I'll be in my office at City Hall!"

At this point, the players can either follow him back to his workplace to ask him more questions about what's been going on with the robots or about the town in general (see City Hall) or explore the village on their own.

TINKER TOWN



Tinker Town

A misnomer, or perhaps a product of “fake it till you make it,” as the settlement only has a population of a few hundred and is really more of a village. The community was originally formed when a group of unemployed civilians from Casino Street sought to capitalize on the market of selling and repurposing old Eggman tech, as well as a group of nomads who sought an out-of-the-way location to live a quiet life. The result has been a steadily growing municipality composed of structures built from building materials and abandoned tech from storehouses at the Mad Gear plant. The buildings are mostly townhouses built from scrap metal, with a few oddities such as structures built from animal capsules and buggies made from Egg Mobiles that stopped flying long ago.

The town straddles the line between quaint and technologically advanced, with old Badniks (all with their animal batteries removed and replaced with more conventional power sources) serving as labor robots that assist the community with everyday tasks, such as Moto Bugs pulling rickshaws, Crabmeats scooping up trash, and Buzz Bombers delivering packages.

The townspeople are mainly Mobians of various species, with many of them earning their keep by going into Mad Gear and scavenging for materials. Workshops are found in The Works, with people busy welding and soldering old parts together to make various appliances.

Town Square

The town square is where all the government buildings in the town are located, with a fountain at the center. These include City Hall, Militia HQ, The Market, and The Works.

City Hall

On one side of the square is City Hall, the biggest building in town, where all the thrilling paperwork and urban planning happens. It is also where Ebenezer works, though he has a habit of sneaking out of the office to tinker with his robots in his workshop at The Works.



EBENEZER (Sub-Boss)

1	1	2	5	4
HP		Dodge	Init	Move
10		2	1↑	2
Crits	Perceive		••	
[Skill Icon]	Tech		••	
	Knowledge		••	
	Persuade		••	

Crescent Wrench (Melee): 4 Damage | Removable |

Tinkerer: Adds +1 Advantage to Tech checks made to alter or repair machinery

Special: Upgraded Initiative, Crit Threshold

Ebenezer is an elderly human man with a large gray beard, dressed as a humble mechanic. He once worked as the lead engineer at Casino Street, designing the various gambling machines and other resort attractions that generated revenue for the island. Once Eggman took over, he was coerced into incorporating Eggman's traps into the resort for Sonic to run into. Although he regrets being compliant in the evil actions of Dr. Eggman, he took advantage of his familiarity with Eggman's robots and, after Eggman was driven out, he spearheaded the work of salvaging what was left behind and formed Tinker Town, acting as the village's de facto mayor and foreman.

Despite his checkered past, Ebenezer is a kindly old man who does everything with the best of intentions, even if he tends to

bite off more than he can chew. Most of the residents admire him or at least respect him enough to follow his lead, as they recognize his genius and vision have allowed Tinker Town to become successful. If the players ask him about his past with Eggman, he admits to his actions openly, feeling that honesty is the best policy, though he is notably saddened when talking about them.

Information about the Badniks: This problem happened last week to a few of the Badniks assisting the salvage crew in Mad Gear. It lasted only a few minutes, and no one was hurt, and when the Badniks were brought back for inspection, nothing was found wrong with them. None of the Badniks in town have ever had any problems.

Old Ben staunchly defends the work he and his engineers have done repurposing the old robots, stating that all tools can be used for good if used in the right hands. He theorizes that some sort of electromagnetic interference disrupted the normal function of the Badniks, causing them to revert to their destructive programming. But as to where the interference came from, or whether it was deliberate or accidental, he has no idea. Eggman has not been seen in the area for a long time, but it's possible whatever is happening could be traced to him.

Ebenezer has no further leads on this mystery but urges the players to contact him if they should stumble onto something.

Militia HQ

Directly across from City Hall is Militia HQ, which is officially a group of mercenaries hired to protect Tinker Town from Eggman and other troublemakers, but in

practice serves as the village's law enforcement. This is where criminals are processed and sent to the makeshift prison cells that are salvaged prison capsules. These once held innocent animals inside for Eggman to collect and put in his robots, but now serve as effective deterrents against delinquency, as escaping them once inside is notoriously difficult, if not impossible.

Information about the Badniks: The militia follows their leader's example and is suspicious of the Badniks that serve the village. They don't have any particular insights into the situation, however, and encourage the players to talk to Simms about the disturbance.

MILITIA SOLDIER (Henchman)

2	2	3	2	2
HP		Dodge	Init	Move
5		2	1	2
	Melee	(Squad only)		
	Move	(Squad only)		
	Ranged	(Squad only)		
	Perceive	(Squad only)		



Laser Gun (Ranged): Damage 5
Fists (Melee): Damage 4
Special: Squad

A group of four soldiers serves under Captain Simms, composed of various species and backgrounds, though they all served under Simms in the war in Bear Squad. While not exceptionally skilled in any way, they are trained to work as a unit to defend the community from hostile threats. The players will find them patrolling the village throughout the day and will run afoul of them should they cause any chaos while visiting Tinker Town.

CAPTAIN SIMMS (Sub-Boss)

2	2	3	3	3
HP		Dodge	Init	Move
15		3	1↑	2
Crits	Melee	••		
	Ranged	••		
	Perceive	••		
	Persuade	•		
	Resolve	••		

Laser Gun (Ranged): Damage 5
Fists (Melee): Damage 4

Battle Commander: Make 1 Difficulty Persuade check as an Action during turn to add +1 Advantage to a Squad of up to 4 Henchmen on their next check

Special: Upgraded Initiative 1, Crit Threshold 1

Captain Simms is a bear dressed in military attire, complete with a helmet that conceals a cybernetic implant in his head that resulted from a war injury. He once served as the commanding officer of Bear Squad during his time in the Resistance before retiring to head the militia in Tinker Town.

Due to his time in the war, he takes threats from Eggman seriously and has criticized the village's use of reclaimed robots on more than one occasion, putting him at odds with Ebenezer, who insists that they are perfectly safe. Ironically, Simms utilizes reclaimed weaponry and prison capsules to enforce the law as much as Ebenezer uses reclaimed robots to run the town, so there is a bit of hypocrisy in his stance. Deep down, however, he begrudgingly respects the man and all he's done to improve living conditions in the city, though he wishes for more caution.

Information about the Badniks: Simms will apologize for his unprofessional behavior outside the town and attempt to be more diplomatic about his feelings about the town's technology. He has little in the way of information about the Badniks other than it happened suddenly, not too long before the players arrived. He describes it as "a change in the air," but does not elaborate on the description. Simms was mildly affected by the siren call, due to his implant, but doesn't reveal this information.

If pressed for more info, such as what he thinks caused this, or to elaborate on Ebenezer working for Eggman, he gives a rundown on the story (see Ebenezer profile), but through a rather judgmental lens, and even goes so far as to accuse the old man of knowingly allowing the disturbance to happen. He has no proof, and the motive is unclear, but he encourages the players to look into it.

The Market

Tinker Town has a few stores where people can buy various items ranging from day-to-day necessities, such as food and clothing, to more upscale items, such as Power Sneakers and Barrier Shields

Located at the center of the market is a **Star Post**, where players can exchange Rings for Mobiums at a ratio of 10 Mobiums per Ring, as well as equip any Gear they have purchased.

Players will most likely focus their attention on power-up items, but they can pay a number of Mobiums roughly equivalent to real-world currency prices for mundane items such as T-shirts or chilidogs if they want to. Otherwise, they can patron The Depot

The Depot

A shop connected to a warehouse where much of the town's consumer products from out of town are stored. The establishment is staffed by the Shopkeep, along with several employees, robotic or otherwise.

SHOPKEEP (Sub-Boss)

1	1	1	3	3
HP		Dodge	Init	Move
10		2	1↑	2
Crits	Perceive		••	
	Knowledge		••	
	Persuade		••	
	Deceive		•	
	Resolve		••	

Fists (Melee): Damage 4

Been Around the Block: Add +1 Disadvantage to any checks made to deceive or intimidate this character

Special: Upgraded Initiative 1, Crit Threshold 1

The shopkeep is a bird who serves to facilitate transactions with customers. As players are likely only going to interact with the shopkeep in the context of buying (or attempting to steal) items from the store, only appropriate social skills are presented here. The prices for items may be bought at the listed price without a check, but if the player wants to haggle with the shopkeep, either buttering them up, crafting a story to generate sympathy, or intimidate them into giving them a discount, they may roll an appropriate social check opposed by the shopkeep's appropriate skills, reducing the cost by 10% for each hit.

Attempts to steal anything are handled with *Sneak* checks opposed by Shopkeep's *Perceive*. Failing this check will bring serious consequences, including

banning the individual from the store (See HIJINKS ENSUE).

Tinker Town is too far away from major cities to get any shipments of premium items like elemental shields or any wearable gear like Light Speed Shoes. It does have a selection of adventuring gear, however. These items may be helpful when the players go into Lost Labyrinth. Note that certain tools are consumed like a regular item when they are used up and must be purchased again to be used.

Information about the Badniks: The shopkeep has little to say about recent events, and if asked about them will only mention that they hope it won't hurt sales!

Things to Buy at The Depot

Adventuring Gear

Item	Cost	Description
Communicator	25 Mobiums	Composed of an earpiece and a wrist-mounted microphone that slips right under the wearer's glove, this simple yet powerful device allows the user to communicate with other users over a private channel within several miles.
Cell Phone	150 Mobiums	More sophisticated than a simple communicator, this device allows the user to call people anywhere there is cell service. This device also has a built-in camera with video and photo capabilities, as well as internet access and GPS navigation. And more importantly, access to memes!
Torch	5 Mobiums	When lit, removes disadvantage imposed by darkness within Melee Range (adjacent squares). Can be used to light other torches and flammable objects, lasts about an hour, and is put out if Soaked. Adds +1 Damage to Spin and Melee checks while lit.
Flashlight	10 Mobiums	Illuminates dark areas, removing Disadvantage caused by darkness up to Short range away. When a Slip is generated by the character using it, the GM can spend it to cause the device to lose power for the remainder of the encounter.
Rope	15 Mobiums	A versatile cord approximately 10 ft in length, this item may be used up to add +1 Advantage to a Climb check, to inflict Restrained on a single Stunned enemy with an Interact, or to avoid falling into a pit.

Items

Item	Cost	Description
Super Ring	Cost of Rings, plus 10 Mobiums	A catch-all term used to describe items that give the character 5, 10, 20, or any other number of Rings when used. The advantage of these is that they can be stored as an item for later and spent after a character has lost their Rings to instantly increase their Ring total when a character is in dire need of them.
Power Sneakers	80 Mobiums	Also known as 'Speed Shoes,' this item temporarily increases a character's acceleration. In combat, the user's movement squares are increased by two for three rounds of combat, or until the battle ends, whichever comes first. They also gain two additional ranks to any check made with the Speed attribute. Outside of combat, the PC upgrades their Speed skill ranks by two for about twenty seconds of in-game time.
Barrier Shield	50 Mobiums	An energy bubble that surrounds the character and gives +1 Dodge. The barrier is destroyed after a successful attack is made against the character once. All damage is negated, and the Dodge bonus is removed. If a crit is inflicted on the character while they have an active Barrier Shield, the character is stunned like usual but does not lose any Rings.

The Works

A large, centralized shop where most of the people in Tinker Town work, this is where Eggman's old tech is repurposed into more consumer-friendly products. Hundreds of decommissioned Badniks sit here in various stages of refitting, ranging from dewatering, refurbishing, and reprogramming. There are also all sorts of exotic gadgets, some of them with unknown purpose, that have been salvaged as well.

The shop is split into four work groups: The largest portion are scavengers who make trips throughout the day to Mad Gear to pick up any salvageable tech and deposit them at various loading zones. Up until last week, they were assisted by Badniks to locate various caches of derelict tech, but with recent malfunctions bringing their usefulness into question, they are now performing the work unassisted. The mechanics clean up and fix any damaged tech in the shop, as well as dewater or otherwise refurbish the device for consumer use. These make up the second-largest group of the workforce. The drivers take pickup trucks along the road leading to Mad Gear at scheduled times throughout the workday to shuttle materials and workers to and from the shop, as well as take the finished goods at the end of the day to Casino Street for shipping. The engineers, a relatively small department that works directly with Ebenezer, supervise the work and institute new programming directives for the Badniks, while also coming up with new ways that various gadgets can be repurposed for commercial use.

The employees here are busy with their work when the players first enter Tinker Town, but if the players come by after hours, have permission from Ebenezer, or succeed a **2 Difficulty** social check against a worker, they can convince an employee to give them a tour of the facility or answer questions about the work they do. Much of the information provided will be fairly surface level, as the workers here are not privy to as much information as Ebenezer, but they were present when the Badniks first went haywire, and some of the scavengers also experienced the robots malfunctioning in Mad Gear a week prior.

Mechanically minded PCs may wish to tinker with the tech that is in the workshop to try to detect the signal that has disrupted the Badniks. If they are on good terms with the employees, they can access the supplies to jury rig a scanner with a **2 Difficulty Tech** check, though of course, they will not detect anything in the immediate area as the signal has ceased broadcasting to this area at the moment. This is more of a narrative tool than anything else, and the specifics and limitations of this device are up to the GM.

Information on the Badniks: The employee will say that they are working on finding the cause of the problem, as well as the solution, but they have faith that Ebenezer will fix everything soon enough. They have set to work disarming the remaining weaponized Badniks that escaped from the shop earlier in the evening that weren't destroyed. The Badniks seemingly activated on their own, rushing out of the shop and causing mayhem along the way. Other tech within the shop also went on the fritz as well, computer monitors filled with static, and anything with computerized technology resisted its normal

use. Then it abruptly stopped around 30 minutes after it started, about the time the players arrived.

Around Town and Other Areas

The rest of the village is mostly composed of residential areas, as well as farmland extending out into Splash Hill. Should the players wish to talk to residents about recent happenings, they can make a *Perceive* or *Knowledge* check to find out the following:

1 Hit	<i>The Badniks in town started malfunctioning right about the time sunset started.</i>
2 Hits	<i>Even deactivated Badniks turned on and ran off, destroying things along the way. They seemed to want to get out of town.</i>
Trick	<i>There are legends of spooky things happening at night on this island. Remnants of the people that lived here in the ancient past, perhaps?</i>
Slip	<i>Did you know that those Wisp aliens are controlling the government? It's true, I saw a documentary. I have the video around here somewhere, you gotta see it...</i>

Investigating Mad Gear/Casino Street

Though the specifics of these locations are outside the scope of this adventure, players may want to search every nook and cranny of the island for clues or items (though you may want to remind them that Casino Street is closed down). Traveling to either of these locations can be abstracted with a *Zonerunning Challenge* (see the Splash Hill results from earlier in the adventure.) Casino Street

has no clues to uncover, but if they get a *Trick* while running through, they can gain +10 Rings (along with normal benefits from the results spread) from a derelict gambling machine. Conversely, if they *Slip*, they lose all their Rings, getting three Eggman results on a slot machine.

Mad Gear, on the other hand, will potentially be more fruitful, but also more dangerous. Failing to generate any hits while running through will cause them to run afoul of one of the many hazards in the complex, losing 10 HP (this can be mitigated if they can convince one of the scavengers on the site to help them navigate before making the check). Merely succeeding the check won't uncover anything useful, aside from gaining some Rings.

Generating a *Trick* while searching the area, however, will cause the player to find the main computer used by Eggman (which the others can investigate as well if the player can call them over to help). Upon succeeding a **1 Difficulty Tech** check, the player will find the computer opened to a log dating back to when Eggman first sent Metal Sonic to investigate the Lost Labyrinth. Metal Sonic reported finding a mysterious orb of unknown origin that gave him enhanced powers, dubbed an Automata Opal. The log gives some basic information about it (see the blurb at the beginning of this adventure), but no further information about the gemstone's ultimate fate. Eggman hypothesized that the labyrinth contained other secrets but was unable to complete his search before he left the island. There is a field that lists the location of the ruins that seems to have been deleted by someone. However, if the player succeeds the check with a *Trick*,

they can find the location of Lost Labyrinth by digging through the files.

Note that unless the players find this log, or unless an NPC mentions it, the PCs are unaware of the existence of Lost Labyrinth, much less its location, even if a player is familiar with the video game lore in real life. This ensures that the players don't miss the events that happen in and around the village at night and skip too far ahead in the adventure, though if somehow it is found through means not covered here, Guster can "accidentally" meet up with the players there, after which ENTERING THE LABYRINTH can continue as normal.

End of Day

Once the players have had a chance to do whatever they want for the day, or else become involved in a more time-consuming task such as investigating Mad Gear, or when the GM wants to move the story along, night falls and Ebenezer finds the PCs wherever they are in the village, bringing along Guster to meet them. Guster excitedly greets the PCs and offers to let the PCs stay in his home for the night. But not all is as it seems.

Hijinks Ensurue

Despite everything you might plan for, players may not engage with the story in an intended way. Some players are a bit more chaotic and are amused by pushing boundaries to see what they can get away with. Others still might enjoy playing flawed characters in a similar vein to Team Dark or the Babylon Rogues, who are prone to antisocial behavior. These tendencies tend to crop up when players interact with established authority. As a result, the players may get

caught up trying to harass or pillage the village and lose track of the main plot and end up actually becoming enemies of Tinker Town!

So long as everyone is having fun, and this doesn't cause undue tension between players, this can add some memorable roleplaying moments to the experience. If players commit petty offenses, such as causing a public disturbance or shoplifting, the militia will let them off with a warning as long as they do their best to make amends, though if the interaction goes poorly, players will suffer Disadvantage on social checks with the town from then on. How high this Disadvantage is will depend on how severe the GM deems their misdeeds, but will likely result in between +1 and +2 Disadvantage.

However, if players commit more serious crimes, such as harassing the militia, causing property damage, or even attacking villagers, the militia will move in to arrest them, piling into an armored truck where they demand the offending player(s) to stand down or else they will shoot "stun" beams at the players, causing combat to ensue (these do damage as normal, this is just a narrative conceit to explain their lack of lethal force).

This van is, for purposes of this situation, invincible, and will pursue the players at up to Speed 4 (it is equipped with rocket boosters), either driving them out of the village or running down the player and allowing the militia to cuff them and put them in a containment pod for the night.

The Archaeologist



GUSTER (Sub-Boss)

3	3	4	3	1
HP		Dodge	Init	Move
20		2	2↑	4
Crits	Spin		•	
	Acrobat		•	
	Ranged		•••	
	Sneak		•	
	Ride		•	
	Perceive		•	
	Tech		••	
	Knowledge		••	
	Deceive		•••	
	Resolve		••	

Spin Attack (Spin): Damage 4

Wind Blast (Ranged): Damage 4|Inflicts Knocked Back on the 2nd hit|

History Buff: Add +1 Advantage to any **Knowledge** checks made about the field of archaeology

Special: Upgraded Initiative 1, Can Fly, Crit Threshold 1

The people of Tinker Town know Guster to be a mild-mannered rabbit who specializes in archaeology. He came here a month ago due to his interest in the local ancient ruins of Lost Labyrinth and has since set up shop here, but he is apparently too intimidated by the dangers of the maze to actually go inside, and instead explores the surrounding ruins above ground.

The above stat block represents how the players interact with him while in the village or when traveling with the party, and his personality would best be portrayed as an adorkable nerd who is really passionate about ancient history but a bit socially awkward and has low self-esteem. He downplays his own accomplishments and praises the abilities of the players, letting them take the lead in any given scenario and avoiding talking about himself as much as possible.

This is all a cunning facade, as Guster is in fact a competent adventurer in his own right, able to flap his ears to create powerful offensive gusts of wind and fly through the air, something he avoids letting others see him do. He even has a secret stash near the ruins where he keeps his Light Speed Shoes, Fighting Gloves, and Rhythm badge that augment his abilities even further. Guster is, in fact, a sleeper agent of the Eggman Empire, sent here to recover the mysterious artifact that resides at the heart of the labyrinth.

On arriving here, he found that the old Badniks deployed in the ruins, as well as any newer models he brought inside, were possessed by some mysterious energy field present in the labyrinth, going haywire and fiercely protecting whatever was inside. Despite his best efforts, Guster has not been able to bypass the Boss robot left behind by Eggman that now protects the chamber containing the artifact. Unable to complete the task on his own, Guster instead antagonized the robots, which steadily increased the effect of the field several miles until it reached Tinker Town. He now waits for a group of adventurers to dupe into exploring the ruins and defeat the boss inside, securing the power for himself.

His home is a small single bedroom house, situated on a modest plot of farmland on the outskirts of town. He has rearranged his living room to supply a cot for each player to sleep on (which will be considerably cramped with more than three players). Scattered about are photos of himself at various archaeological sites, such as Mystic Ruins near Station Square, Sylvania Castle on the nearby mainland, and even Sandopolis on Angel Island. He has bookshelves full of books on various ancient civilizations, which, if the players take the time to look through them (1 **Difficulty Perceive** or **Knowledge**), he has marked up with various comments about his appreciation for them, invariably admiring their power.

He has one book open on his desk about the Third Great civilization (4000+ years ago, Pre-echidna) and their possible connection to the nearby Little Planet. Knowledge of the people is fairly vague, with no concrete idea of their species or even if they really existed.

When asked if he has any artifacts, he simply says that he donated them all, he only keeps the memories of the experience as his personal treasure. He doesn't say who he donated them to...

Finally, his personal computer, while fairly basic, contains some incriminating information if the players want to do some digging on Guster for whatever reason. They can hack into it with a 2 **Difficulty Tech** check. Any Slips generated on this check or subsequent ones will notify Guster about their attempts to access his data and will trigger a remote wipe on the computer, destroying any evidence of his true intentions. On the computer, they will find a web browser tab opened to a message board that is very

pro-Eggman, as well as a login prompt to view a series of encrypted messages over Eggnet, the private intranet that is used by members of Eggman's Empire to communicate with each other. Players may roll a **2 Difficulty Knowledge** check to identify what the Eggnet actually is, but they may infer what it means without being prompted, as Eggman is not very subtle with his naming conventions.

To access his account directly and view his private messages, players will need to pass a **3 Difficulty Tech** check, upon which they will find messages between him and other anonymous agents of the network regarding the progress of Guster's mission. If the players confront Guster about what they have learned, skip ahead to *Caught Red Handed*.

Caught Red Handed

If the players deduce Guster's true identity or otherwise become suspicious of him enough to confront him, Guster will lie through his teeth to keep up the facade as long as possible while preparing his exit strategy. When he sees an opening, he flees, flying high into the air and towards the forest, heading for Lost Labyrinth. Although a formidable adversary in his own right, Guster knows better than to try to fight the party when he is outnumbered. If the players decide to simply follow him to his destination, this can be how they discover Lost Labyrinth, as opposed to following the Badniks there in the upcoming section. Guster disappears into the tunnels, taking advantage of secret passageways only he knows about, and the adventure continues on track from that point on.

If the players attempt to attack Guster, however, initiative is rolled and Guster

flies as high as he can into the air on his turn, making a **2 Difficulty Ride** check to reach Height 4, if possible, out of reach of most attacks. With his Interact phase, he radios a hidden contingent of nearby Egg Pawns, 1 per player, which suddenly appears to delay the heroes so that he can escape to the Lost Labyrinth (use the profile from Room 3 of the labyrinth). If any of the players ignore the Egg Pawns and continue to pursue/attack Guster, he rolls a *Ride* check vs a *Run* or *Ride* check from a pursuing player. If he succeeds, Guster slips away from the battle. The players can still locate where he went, but they won't be able to attack him before he disappears out of sight. If he fails the check, he still remains in the battle until he can attempt to escape again on his next turn. If the players manage to defeat him before he escapes, however, Captain Simms and his militia apprehend him and lock him up. That night, however, when Captain Simms becomes a victim of the siren call, he inadvertently frees Guster, allowing him to escape to the Labyrinth where he lies in wait.

ACT II: ENTERING THE LABYRINTH

Things that Go Bump In The Night

In the middle of the night, the players are awakened (if they were sleeping) and hear an eerie wailing cry, which they realize seems to be coming from a radio in the house. Outside, there is a considerable commotion as dozens of Badniks are once again under the thrall of an unseen force, which the players see the tail end of, leaving the village heading due South. Any players with cybernetics or who are robots themselves must pass a **2 Difficulty Resolve** check to avoid succumbing to the siren call, or else whatever mechanical parts they possess will drive them towards the Lost Labyrinth with animalistic fervor. Even if they succeed, they are very aware of it and are spending a lot of concentration resisting it, giving them +1 Disadvantage on all skill checks until they go to that destination.

Players may make a **1 Difficulty Perceive** check, with +1 Disadvantage due to darkness (so, a **net 2 Difficulty check**) to see way off in the distance there appears to be someone traveling ahead of the Badniks, riding on a Moto Bug at Speed 3. The stampede of Badniks is currently about a quarter mile away from the center of Tinker Town, with the players positioned in Guster's house about halfway between the town center and the central mass of the herd, though a few straggling Crabmeats are within a few

hundred feet as they bump haphazardly into lamp posts and trash cans. If the players are not located at Guster's house, they are easily able to detect what is going on from elsewhere in the village but may not be in a position to accurately see what's going on at the front of the pack with the above check.

The players will easily be able to follow the stampede as it travels about 5 miles to its destination, traveling into and through the nearby forest. Speed types will be able to overtake the stampede, easily catching up with the mysterious individual on the Moto Bug within two or three seconds and discovering that the rider is none other than Captain Simms! The others can keep pace easily with the slower Badniks, following behind or overtaking them quickly enough to join them. All told, there are about a hundred Badniks separated into packs according to their relative speeds.

Captain Simms and the Badniks will ignore the players unless they are attacked or otherwise impede their progress, as they are driven to reach their destination in Lost Labyrinth at all costs. Simms is no longer wearing his hat, and the metallic plating of his head implant glistens in the moonlight, which becomes very obvious to anyone nearby observing him. It takes a few minutes to reach the destination, and players that have caught up with him or other Badniks may try to impede them in various ways, though the Badniks will heed the beckon even if they must harm themselves in the process. Simms, on the other hand, is still conscious at some level. If the players attack, he will fight back. If the players attempt to use a social check against him, they can do so against his appropriate skills with +1 Disadvantage. If the players

choose to attack him and manage to defeat him, or they succeed a social check to convince him to stop they successfully jar him from his trance and he stops, muttering about a headache, having no memory of how he got where he is, but still feeling the urge to head to an unknown destination along with the other robots.

Any fellow PCs that have been caught up in the thrall can be returned to sanity using similar methods while they are journeying to their destination.



Upon reaching the destination, read or paraphrase the following aloud:

The horde of Badniks comes to a stop in a clearing within the forest. A tall stone structure nestled within it pierces the sky, its yellowed bricks contrasting with the green moss oozing from every crevice. You appear to have come across some ancient ruins, surrounded by murky waters...

The Badniks stop in this spot, having followed the instructions and waiting for further orders. They swarm the outside of the ruins but do not take aggressive action unless they are moved from their spot by force.

Any PCs that have been fighting their mechanical nature up to this point regain control, as the instinct drawing them

here has been sated. If their mechanical nature controls their brain or any of their senses, they will have no memory of the journey here.

The ruins themselves are wide open and easily explored, the wide arches letting in ample lighting. There is nothing of value inside the decayed ruins, including the upper levels which merely offer a nice view of the surrounding forest. However, there is a prominent winding staircase leading down a subterranean tunnel, with a large archway adorned with strange hieroglyphics. The tunnel itself is rather wide, nearly ten feet in diameter

Shortly after the players have begun exploring the ruins, or at some other appropriate time, Guster runs up to the players with excitement, examining the ruins and remarking on what a find this is, claiming to have never seen these particular ruins. Of course, this is an act for the player's benefit, as he has been to these ruins on multiple occasions. Following at a long enough distance not to be seen, Guster flew from his house to the location he knew the robots would end up and chooses an appropriate time to bashfully offer his services to the players.

When Guster appears, read or paraphrase the following aloud:

You hear a rustling in the forest behind you, and you turn to see a fretful-looking Guster emerging from the trees.

"I'm glad you're all ok! When you ran off with the robots, I was worried something bad would happen...oh what's this? Gee whiz!" Guster's face brightens like a kid in a candy store. "These ruins are in amazing condition...they remind me of the ruins on

South Island." Guster makes his way through the herd of Badniks, avoiding an attempted pinch by a Crabmeat's claw. He seems to forget the rest of you are here, lost in examining every inch of the ruins here...

The players may want to investigate their surroundings before taking the obvious path into the labyrinth, and they may take notice of Guster's behavior and want to ask him questions. In either case, Guster is happy to assist players on any of the following checks if they ask for his help.

About the ruins:

Perceive (1 Difficulty)

1 Hit: The ruins seem to go deep underground, the levels on top are just the tip of the iceberg

2 Hits: There is a lot of moisture coming from the tunnel, there is likely more water down below

Trick: Large footprints were left behind by a group going down the stairs within the past few days. (Egg Pawns).

Slip: Trip over a loose rock while searching the area and lose 1 HP

Knowledge (1 Difficulty)

1 Hit: The ruins seem very old, likely constructed thousands of years ago by the island's original inhabitants, the Third Great Civilization.

2 Hits: Some ancient civilizations constructed labyrinths underground to hide precious treasures that look similar to these ruins

Trick: This seems like a likely holdout for Dr. Eggman's robots

Slip: These must be ancient echidna ruins! (Add +1 Disadvantage to check to decipher hieroglyphics due to confusion)

Deciphering the Hieroglyphics:

Knowledge (2 Difficulty)

1 Hit: N/A

2 Hits: Reference to "three tests" ahead

3 Hits: A test of "Intelligence," "Darkness," and "Water"

Trick: A relief of people carrying lit torches into the cave is visible

Slip: One of the facts above becomes partially obscured, changing the word "tests" to "tax frauds"

(Note that with the above Knowledge checks, Guster's dice pool is used, adding +2 Advantage to the roll (+1 for his "History Buff" Talent, +1 for the collective knowledge of the PCs pooled together on this obscure topic), either upgrading the dice pool an additional two times for Difficulty 1 checks or reducing the needed hits in Difficulty 2 checks by one and upgrading the dice pool an additional time. Any information gleaned from these checks represents what the players learn for themselves with his guidance or any tidbits he chooses to share (he knows all of the information here but may not share all of it).

Meanwhile, if Simms is still under the effects of the siren call, he waits by the entrance of the tunnel but does not enter it. If he has snapped out of the daze, he instead patrols the area taking stock of the

situation. He calls in and reports the situation to the village, insisting on staying with the Badniks until the situation is resolved.

The Lost Labyrinth

Descent into the dungeon is somewhat laborious, leading down a tunnel going at a steep incline for nearly a mile. Upon reaching the bottom, the players find themselves on the first square of the map on the next page with two branching paths to choose from.

Guster makes no indication of which path the players will take and will insist on following the players whichever path they take. If players split up, they can communicate with each other with phones or communicators.

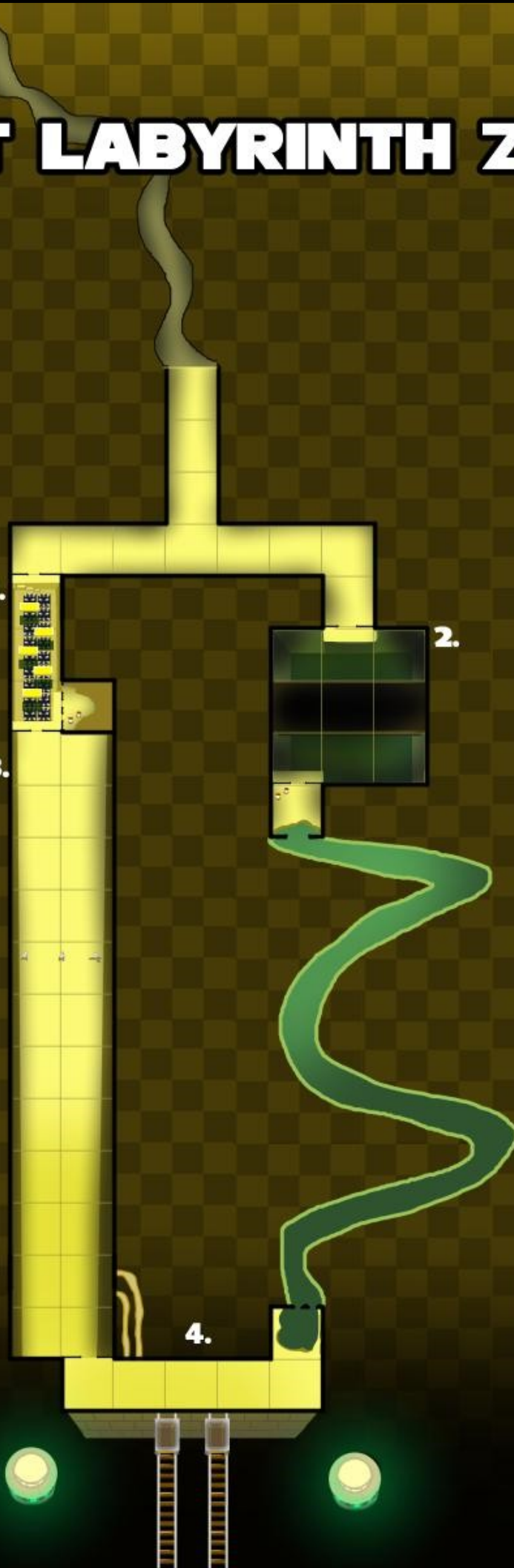
LOST LABYRINTH ZONE

1.

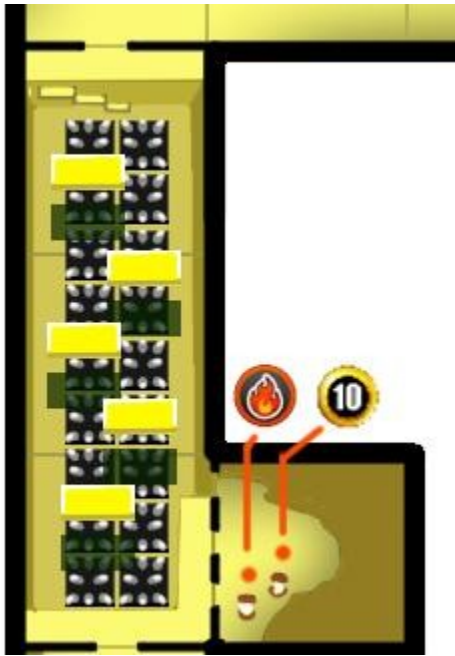
2.

3.

4.



Room 1: Spike Pit



The first branch leads to an open room with a series of floating platforms across a large spike pit, 30 feet/3 squares across, 20 feet/Height 2 deep. The door to the next room is on the other side. The pit is too far for a character to jump across with a single leap even with a running start. A character must make a **1 Difficulty Acrobat** check to hop from platform to platform. The first character to do so must also make a **1 Difficulty Perceive** check, as one of the platforms will start to crumble quickly after jumping on it, and not noticing in time will cause the platform to give away just after leaping off of it, adding +1 Disadvantage to anyone else making *Acrobat* checks to get across the pit. Conversely, generating a Trick on the *Perceive* check will cause the character to notice a collapsible false wall, which can be broken without a skill check to reveal a hidden room containing a **Super Ring (10)** and a **Flame**

Shield, which grants the user the benefits of a torch as well as defensive benefits (Consult rulebook for info on this item).

Of course, Fly Types can cross the pit without needing to roll any checks, since they can simply fly across the gap. However, if they intend to carry another character to the other side, they must make a **1 Difficulty Ride** check. Power Types can also carry one or two characters while making *Acrobat* checks without penalty. Speed Types may be able to do the same by adding +1/+2 Disadvantage to their checks, depending on their Power rating (See Power Moving rules in rulebook).

Failing either of these checks will cause the character(s) to fall into the spikes below. The initial impact will deal 8 damage, and if a Slip was rolled as well, the character(s) will lose their Rings, with no chance to recover them. Fortunately, the space between the spikes is fairly wide, so victims of the trap can easily move through them back to the side they started on, which has a series of staggered platforms they can hop up to get back to the ledge of the pit (the other side is a sheer cliff and can only be scaled with a **2 Difficulty Climb** check).

Guster: Guster does not fly across. Instead, he makes an *Acrobat* check to get across. If he fails the check he does not fall into the pit. Instead, he stops the attempt before he makes the first jump and claims it's too hard/scary for him. (If he generates a Slip, he comically face-plants off the edge of the pit, missing the spikes by an inch by falling into the narrow gap between them and the edge of the platforms leading out of the pit. He climbs back to the top of the pit and roots himself in place, waiting for someone to carry him to the other side.)

Room 2: Water Pit

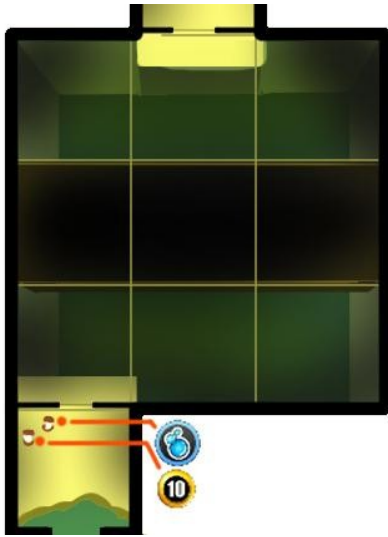


Figure 1: Top Level



Figure 2: Bottom Level

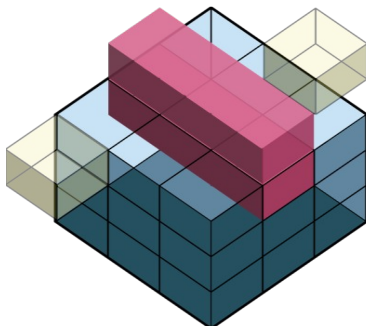


Figure 3: 3D View of Wall

The second branch of the path leads to a deep pool of water. From the player's initial perspective, the pool is 30 feet wide by 10 feet long, and the water goes 30 feet deep. The wall in front of the players stops 10 feet down into the water, allowing the water to connect to the other half of the pool on the other side of the wall.

The water is a murky green color, and the lighting is poor, making it difficult to see what is at the bottom. Players can make a **3 Difficulty Perceive** check (Or 2 Difficulty, if the players use a torch, flashlight, or some other light source to illuminate the pool) to try and see what they are getting into, though the results will likely be inconclusive. A success simply reveals several pink and yellow objects in the water. If the player rolls exceptionally well, they may recognize either a Jaws or Orbinaut Badnik.

As soon as one or more players jump into the water, they see a squad of Jaws in a group of two and an Orbinaut, and everyone except Guster rolls initiative. Depending on if they can swim, the player characters will either start the fight at Height 3 relative to the bottom of the pool, or they will sink to the bottom and begin their turn. On the opposite side of the pool is a ladder that can be climbed to get to the ledge on the other side of the room, but there is no ladder on the side they entered the room on.

Through the exit is a small room containing an **Aqua Shield** and a **Super Ring (10)**. On the other side of the room is a steep water slide that will propel the characters to the next section of the Labyrinth.

The maps above depict the room as seen from a top-down perspective and then from the perspective of the Badniks at the bottom of the pool.

The Battle:

This Battle Grid exists in three dimensions, 3x3x3, with a 1x3 wall dipping into the middle row, dividing the top layer into two 1x3 rows. If a player can swim, they can move freely inside this cube as though they were flying, otherwise they sink to the bottom.

As soon as the player is submerged, they are inflicted with Soaked (unless they have an immunity to the effect). After the start of the second round of being submerged in the water, the player must pass their first saving throw to avoid drowning (see Underwater rules in rulebook for more details). The player can reset this countdown at any time by emerging on either side of the water pit to breathe.

The Badniks have no particular strategy other than attacking the players until they are defeated. Once the fight ends, structured time ends and they reach the other side of the pit without issue, which has a ladder that allows anyone to climb out even if they can't swim.

Guster: Guster waits until the fight is over before jumping into the water. After doing so, he swims to the other side of the pit without issue.

ORBINAUT (Henchman)

1	1	4	1	1
HP		Dodge	Init	Move
5		-	1	2
		Ranged	(Squad only)	
		Resolve	(Squad only)	

Spiked Ball Shot (Ranged): Damage 3
Clam Up: Spend an action making a 1 Difficulty Resolve check. If successful, Orbinaut may only be targeted with Ranged attacks until its following turn. Must have Dodge 3 or higher.

Special: Squad, Can Fly, Suffocation Immunity, Consumable Defense, Touch Damage, Ammo 4

Touch Damage: Slips generated on Spin and Melee attacks against Orbinaut deal 2 damage to the opponent if it has at least 1 spiked ball.

Consumable Defense: Dodge is equal to the number of spiked balls Orbinaut possesses (4). These are used up one by one with each attack, eventually leaving Orbinaut with Dodge 0.

Ammo X: The enemy has x number of projectiles that deplete with each use until there is no more.

JAWS (Henchman)

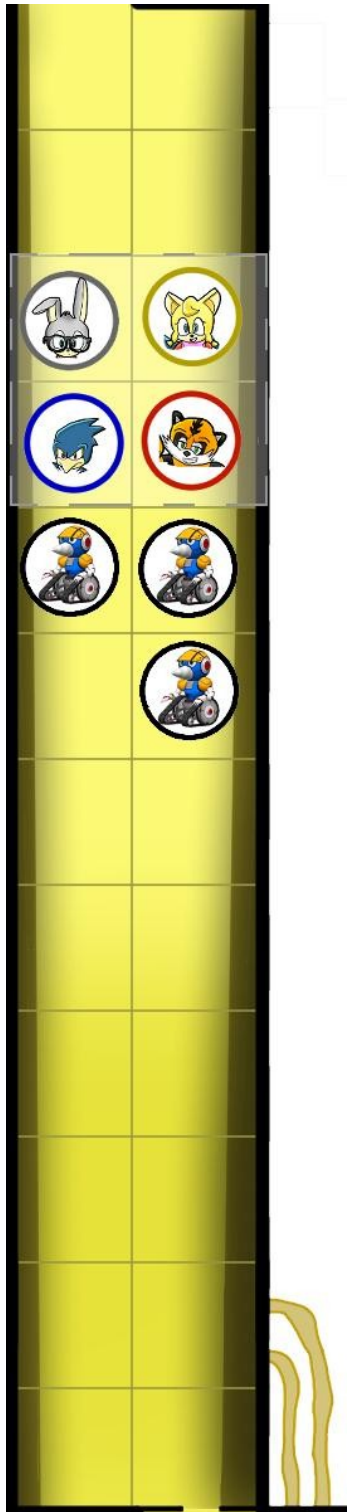
3	2	3	1	1
HP		Dodge	Init	Move
5		1	2	4
		Melee	(Squad only)	
		Perceive	(Squad only)	

Jaws (Melee): 4 Damage

Special: Squad, Swimmer, Suffocation Immunity

Swimmer: While underwater, this character can swim. They are immune to Soaked status.

Room 3: Badnik Ambush



This room consists of a long downhill ramp, 2x12 squares. Unbeknownst to the players, the room is filled with digging Badniks waiting behind the walls to ambush the players, as well as a perilous boulder trap. When the players are about halfway down, they enter Melee Range of a squad of three Burrobots. GM picks a target in the group of players and asks them to roll a *Perceive* check while the Burrobots roll *Sneak* as a squad. Resolve the check and read or paraphrase the following aloud:

The sound of your echoing footsteps in the corridor is suddenly drowned out by loud drilling sounds coming from the ground in front of you. The stone crumbles away, and a trio of Burrobots erupt from the earth, lunging at you with their sharp nose drills!

If the player rolled more Hits than the Burrobot squad, they can leap back just in time to avoid getting hurt. If the Burrobots rolled more Hits, they can roll a free attack against the player, adding +1 Advantage to their attack in addition to any benefits from Tricks they may have generated on the *Sneak* check.

Initiative is now rolled, and combat begins.

The Battle:

The fight starts fairly straightforward, but with some unique terrain features. The Battle Grid is at an incline, granting +1 square of Movement to any Move phase going downhill and -1 square of Movement to any Move phase going uphill.

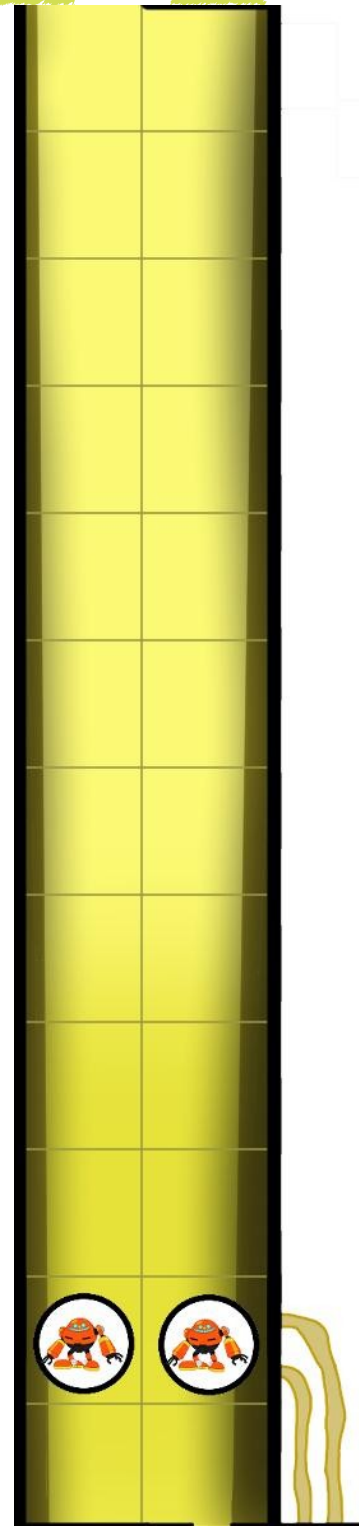
Round 1:

Burrobots swarm players as a single unit and attack a player.

At the end of the round, read or paraphrase the following aloud:

With another rumble, a duo of Egg Pawns wearing hardhats and wielding pickaxes emerges from either wall further down the ramp. They spot you and with their weapons raised, they charge up the ramp to confront you!

The GM does not roll initiative for these robots, as they have spent considerable time digging and will act at the end of the current initiative order. They will attempt to run up the ramp and swing their pickaxes at the players if they have not closed the distance already, giving up their attack to move twice, if need be, keeping in mind the -1 penalty that applies to each movement. The Egg Pawns do not use their dynamite at any point in this fight due to the confined space. Note that, unlike the Burrobots, Egg Pawns do not follow squad rules, and act/receive damage as individuals.



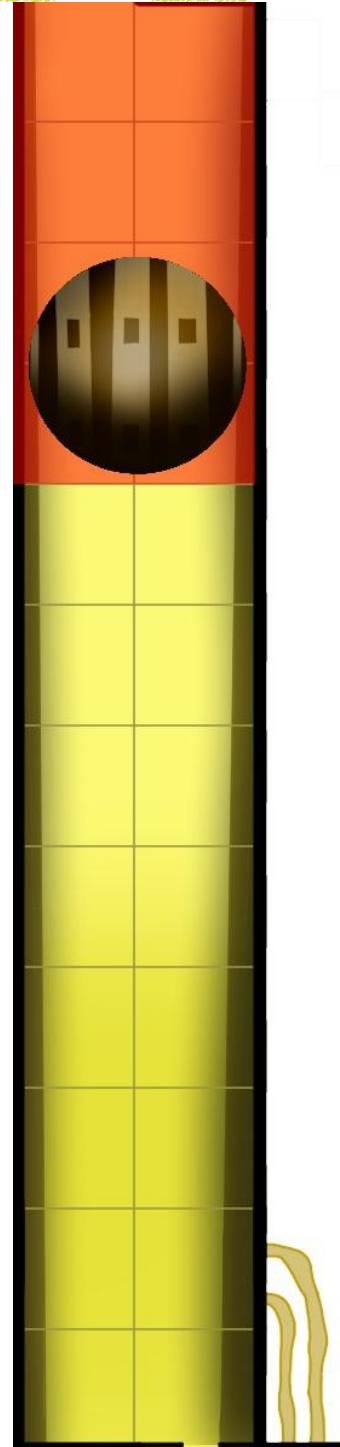
Round 2:

Combat continues. At the start of the round, read or paraphrase the following aloud:

You hear a third rumble, one more thunderous than the last two. With a great thud, a large boulder falls into place at the top of the ramp and begins rolling toward you with more and more speed. When it hits, it will surely crush anything in its path!

The boulder immediately fills up the first 2x2 block at the top of the ramp, right up next to where the players started the fight. Then, at the end of the round, the boulder picks up speed and moves 2 more squares down the ramp, reaching the spot where the fight started. Unlike other combatants in this fight, the boulder does not roll any attacks on its movement. It instantly crushes any Badniks it runs into, and upon hitting a player, it deals 30 damage as well as removing their Rings or breaking their shield, almost certainly causing them to KO. A player rolls their Dodge as a saving throw, and if they generate any Hits their HP is only reduced by 15, but they still lose all of their Rings or lose their shield. The player rebounds off the boulder and is propelled out of the room upon getting hit, where their allies can hopefully render appropriate assistance to heal.

Any player foolish enough to attempt to stop the boulder may roll an attack to destroy it or a Move check to try and stop it dead in its tracks.



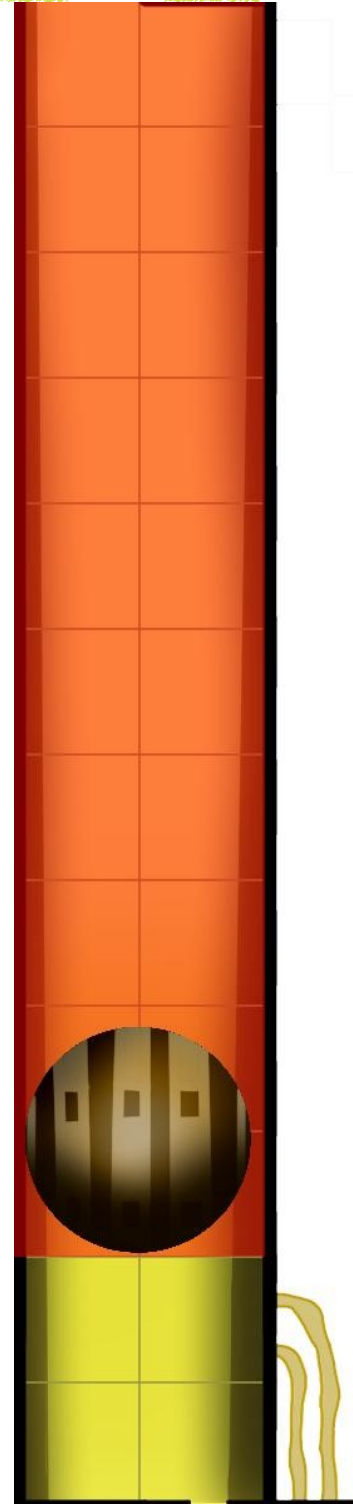
However, the boulder is a Power 4 Tier object, requiring 40+ damage to break. It is unlikely that anything short of a Team Blast will stop it. A Power Type rolling a Move check against an object of this size and speed will need to pass a 4 Difficulty check. In other words, bad idea!

At this point, all pretense of a standard combat round has likely evaporated, and players may need to give up their attack this round to use a Move phase twice, running towards the end of the ramp as fast as they can. The Burrobots lack the awareness to protect themselves and will continue to doggedly pursue the players until the boulder crushes them, but the Egg Pawns comically panic at the sight of the boulder and begin running down the ramp with everything they have, likely leaving the room and continuing their second Move phase in Room 4 to stop in front of the empty minecart.

Round 3:

The Egg Pawns now hop into the minecart in front of them if able and begin accelerating the minecart forward. If none of the players have caught up with the Egg Pawns in the next room by the end of the round, "pause" them momentarily so that the players see them make their getaway, being just out of reach down the track by the time the player arrives.

At the end of the round, the boulder moves an additional 6 squares, now having moved a total of 10 squares.



Round 4:

If any Badniks remain on the ramp, they are crushed by the boulder as it hits the edge of the ramp and wedges itself in the exit, sealing off the passageway it came from. One way or another all the players are out of the room and combat ends

If a player thinks to go into the passageways the Egg Pawns created, they can move through them with 3 squares of movement to the other side by the minecarts, as indicated on the map (downhill movement bonus is maintained). However, once the boulder reaches the end of the ramp on Round 4, it seals off the passageways that led into the tunnel.

EGG PAWN (Henchman)

2	3	3	1	1
HP		Dodge	Init	Move
10		2	1	2
Melee		•		
Ranged		•		

Pickaxe (Melee): Damage 6 | Removable |
Dynamite Stick (Ranged): Damage 7 |
Inflict Burning on 2nd Hit | 3x3 square
AoE | spend three Interact phases to
recharge after each attack |

Special: Suffocation Immunity

BURROBOT (Henchman)

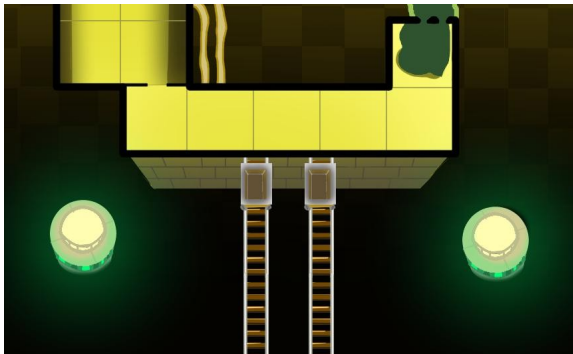
2	2	2	1	1
HP		Dodge	Init	Move
5		1	1	2
Melee		(Squad only)		
Sneak		(Squad only)		

Nose Drill (Melee): Damage 4

Special: Squad, Suffocation Immunity,
Ambush

Ambush: Before a fight, this character can hide itself and wait to ambush its target. As soon as a target is within range, it rolls a Sneak check against the target's Perceive. If it succeeds, it gets to roll a free attack against the target before initiative checks are rolled with +1 Advantage.

Room 4: Minecart Ride



The players reach this area through one of two paths, either escaping the boulder or sliding down a water slide. Depending on the circumstances the players arrive, they will see one or two minecarts waiting for them on the tracks ahead. If they went through the room where the Bad-niks ambushed them and one or more Egg Pawns survived, the Egg Pawns jump into the nearest minecart on the left side and proceed ahead to cause trouble later. If the players defeat them during combat, both minecarts are available to the players.

If they used the water slide, they heard a low rumble as the boulder was released in the other room. When they emerge one of the minecarts is missing as the Egg Pawns have already gone ahead after triggering the boulder accidentally.

In either case, read or paraphrase the following aloud:

You find yourself on a narrow ledge connecting with two pairs of railroad tracks, which plummet into the abyss below. As your eyes adjust to the low lighting, you see that the surroundings have opened into a massive chamber, large enough to contain a city,

which is what you seem to be looking at in the distance. The railroads wind through a sprawling set of towers, adorned with crudely carved faces with gaping mouths that pulsate with a dim green glow, illuminating the room with soft light. However, the bottom of the chamber remains pitch black, which is exactly where the tracks seem to lead...

If the players want to stop and look around some more, such as investigate the towers, one of which is close enough for a Fly type to examine, Guster will take the opportunity to gush about how amazing the view is, wondering if the place was ever inhabited or if it was merely a mine of some kind.

Players examining the statues will find that there is no flame or other conventional light source inside the statue, the glow simply emanates within the mouths.

From here on out the only way forward is along the rails, which can be traversed by minecart (relying on a driver using *Ride* skill checks) or by grinding down the rails (using *Acrobat* skill checks). Up to four characters can fit in a minecart. Guster insists on riding in a minecart if possible, though he will insist that one of the players operate it for him.

MINECART

3	2	-
HP	Dodge	Move
20	1	N/A
Crits		

As soon as the players start moving down the tracks, they enter an encounter

where they are pitted against up to two other minecarts (one on each track) with Egg Pawns that seek to prevent them from reaching their destination.

The parameters of this encounter are variable, ranging from a few saving throws on behalf of the players, to taking potshots at enemies from a distance to a full-on combat encounter. Rather than being placed in a traditional Battle Grid that reflects absolute positions of objects in the environment, players and enemies are positioned on an abstract plane relative to their current speed and positioning on the railroads.

If players move at Speed 1, they make no movement in their relative position as they match speed with the enemies. If they travel at Speed 2, they move forward one square, and at Speed 3, three squares. To streamline things, the players always act first if they have the means to make a difference in the scene and the enemies take cues from them to react. If they fall too far behind to make a difference against the enemy that round, enemies act first. The order of operations in this encounter proceeds thus:

1. **Drivers determine the speed** at beginning of round with the option to accelerate, decelerate, or hold speed
2. **Attacks and other skill checks are rolled**, if any, and **movement on the grid is resolved** to determine actions by each side that impact each other. Drivers may not roll checks this round without opting to forfeit participating in the next step, effectively failing their check to drive the vehicle as they shift their focus
3. **Reactive saving throws are rolled** in response to drivers navigating

the tracks factoring in their current speed and conditions on the track. Failing checks will cause involuntary deceleration to a slower speed, and in some cases, more serious repercussions such as taking damage or falling off the track

These steps are repeated each leg, with more details about what happens in each segment of the encounter listed below. If minecarts collide with each other, they deal damage to each other equal to 2 + the current speed of the fastest minecart. Players grinding along rails can choose to spend the extra movement to hop in the cart instead. Should a minecart a player is riding in be destroyed, they must grind along the rails to reach the end of the tracks. If the players fail a check to navigate the rails ahead with a Critical Slip, they fall into the abyss, losing their Rings and taking 15 damage. They land in one of the waterslides and end up getting dumped into the pit in Room 6. If they are knocked out from the damage, they wake up in the pit with 1 HP.

Leg 1

When starting down the rails, the driver of the minecart and the individuals grinding down the rails have the option to take it slow (pumping the minecart's brakes/holding their arms out) and travel at Speed 1 or allow the cart/themselves to accelerate with the steep incline down below (letting the cart go free/crouching and leaning forward) and travel at Speed 2. This sets the difficulty of the upcoming *Ride/Acrobat* check. Those traveling at Speed 1 have a 1 Difficulty check keeping the old cart balanced and avoiding slipping off the edge, while those at Speed 2 have +1 Disadvantage, resulting in a 2 Difficulty check. At this point, the risk is fairly low, so if a player fails a check, they will not fall off the rails, but will merely slow down by one Speed. If they hit Speed 0, they/the cart slows to a crawl and threatens to get stuck, requiring them to attempt the check again at 1 Difficulty to get back up to Speed 1.

Depending on what speed the players are traveling at, they will begin to perceive trouble ahead. At Speed 1, they only hear a hissing sound and see faint flickers of orange light in the distance. Traveling at Speed 2, the players start gaining on one/two minecart(s) on their respective tracks, depending on if the players defeated one of the Egg Pawn groups riding in them beforehand. From here on, this outline will assume both groups are on the tracks, adjust accordingly if one is missing. In the distance, illuminating the darkness further along the tracks, they will see minecarts filled with Egg Pawns (two each, unless some were defeated earlier) traveling at Speed 1, menacingly waving around lit sticks of

dynamite, winding up for a toss as soon as the players enter range.

Leg 2

Faced with the predicament introduced at the end of the last leg, the driver must decide if they want to slow down and hope to anticipate what comes next, maintain current speed, or accelerate and attempt to overtake the troublemakers.

Players who choose to go Speed 1 incur the penalty of having no agency in what happens next. Traveling too far behind to stop the Egg Pawns, the dynamite blows up a portion of the tracks, whichever one the players are on. They must make a **2 Difficulty Ride/Acrobat** check to careen/jump across the gap and land safely on the other side.

Players who choose Speed 2 close the gap between them and the enemy minecarts, reaching a relative distance of 40 feet (4 squares) behind the minecarts. The players will now see one of the Egg Pawns in one of the carts is winding up to toss a stick, though it is too far away to directly target any players, it is aiming for the tracks just ahead of the players, which will damage the minecart (or the player if they are grinding) as well as create a gap in the tracks.

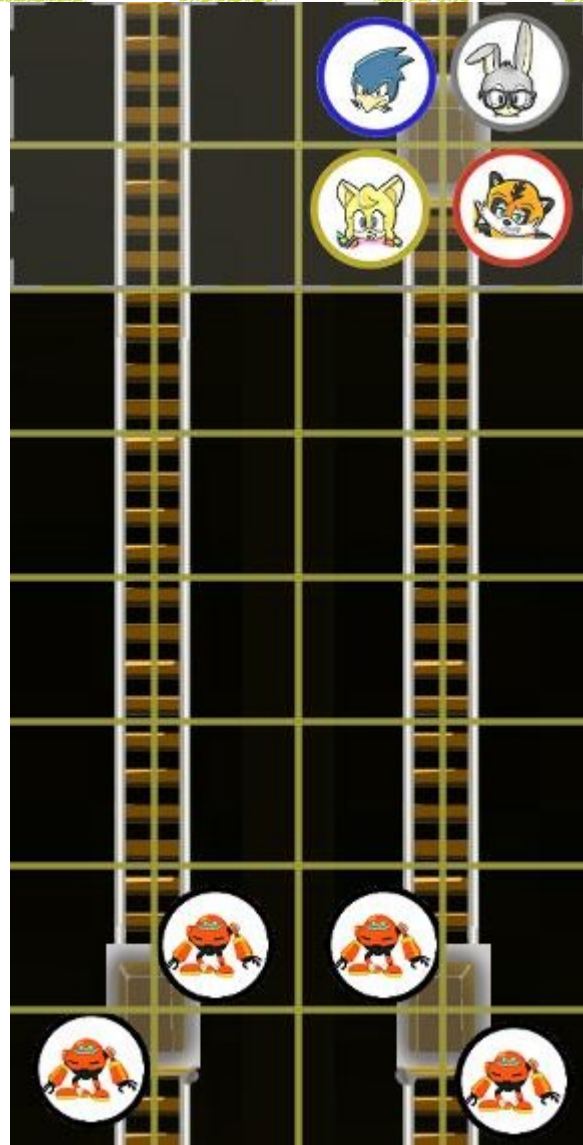
Players with Ranged attacks that cover this distance may make attacks on the Egg Pawn to stop them from tossing the dynamite. Defeating the Egg Pawn will cause it to drop the dynamite into the abyss where it explodes harmlessly, though with a Critical Trick not spent on a crit a player can cause the explosive to drop into the enemy minecart and deal

damage to all aboard, as well as the minecart itself.

If neither of these happens, the Egg Pawn makes a *Ranged* attack check up to three squares away with no Dodge dice applied as the track has no defensive modifiers. Upon succeeding, the explosive's damage is applied to anything in the blast radius (player's minecart takes damage rather than players in this case). The driver must make a **1 Difficulty Ride** check to cross the gap.

Players opting to accelerate that were at Speed 2 last round can reach Speed 3, reaching the minecart's top speed, closing the gap between them and the enemy minecarts to a mere 20 feet (2 squares). At this range, the Egg Pawns switch focus and opt to bomb the players directly, tossing the dynamite stick directly at their minecart (rolling against the minecart's relatively low Dodge, but only damaging the vehicle) or targeting specific players (choosing their possibly higher individual Dodge and damaging everything within the blast radius if the attack succeeds). In either case, the damage to the tracks is now superficial and does not require any checks to jump gaps.

See the *What about the Passengers?* box for more details about player options during this encounter.



Notes on this diagram:

This starting position assumes players are traveling at Speed 2, are in one minecart together, and two groups of Egg Pawns are in two carts ahead.

Note that due to the scale of the map, tokens are positioned slightly outside the minecarts, but within the narrative four characters fit snugly within the minecart in a 2x2 arrangement.

Leg 3

This leg is handled the same way as the last one, except the Egg Pawns in the minecart that didn't attack last round now do so as the first minecart prepares another stick of dynamite. Players may also have gained enough speed to ram or otherwise close the gap between themselves and the enemy minecarts, causing the dynamite to damage or destroy their companion's minecart if the players have overtaken it, realizing too late the consequences of the attack.

Leg 4

The tracks come to an abrupt end, stopping the carts on a bumper (though it breaks if the carts were traveling at Speed 3). The players and remaining Badniks are thrown from their carts and onto a large water slide heading deeper into the darkness, kicking off the next phase of the labyrinth.

What about the passengers?

Many of the checks in this encounter will be determined by the driver, but if others opt to ride along in the cart, they may want to help out in their own way.

At the start of the encounter, when both parties are spread out beyond movement or attack range, there's not much the players can do except try to assist the driver. They can do this by making a **Perceive** check with +2 Disadvantage imposed by darkness (Net 3 Difficulty). The players not making checks to drive may assist each other in making this check, and if they have a torch or other lit object, they remove 1 Disadvantage (flashlights remove 2!). On succeeding the

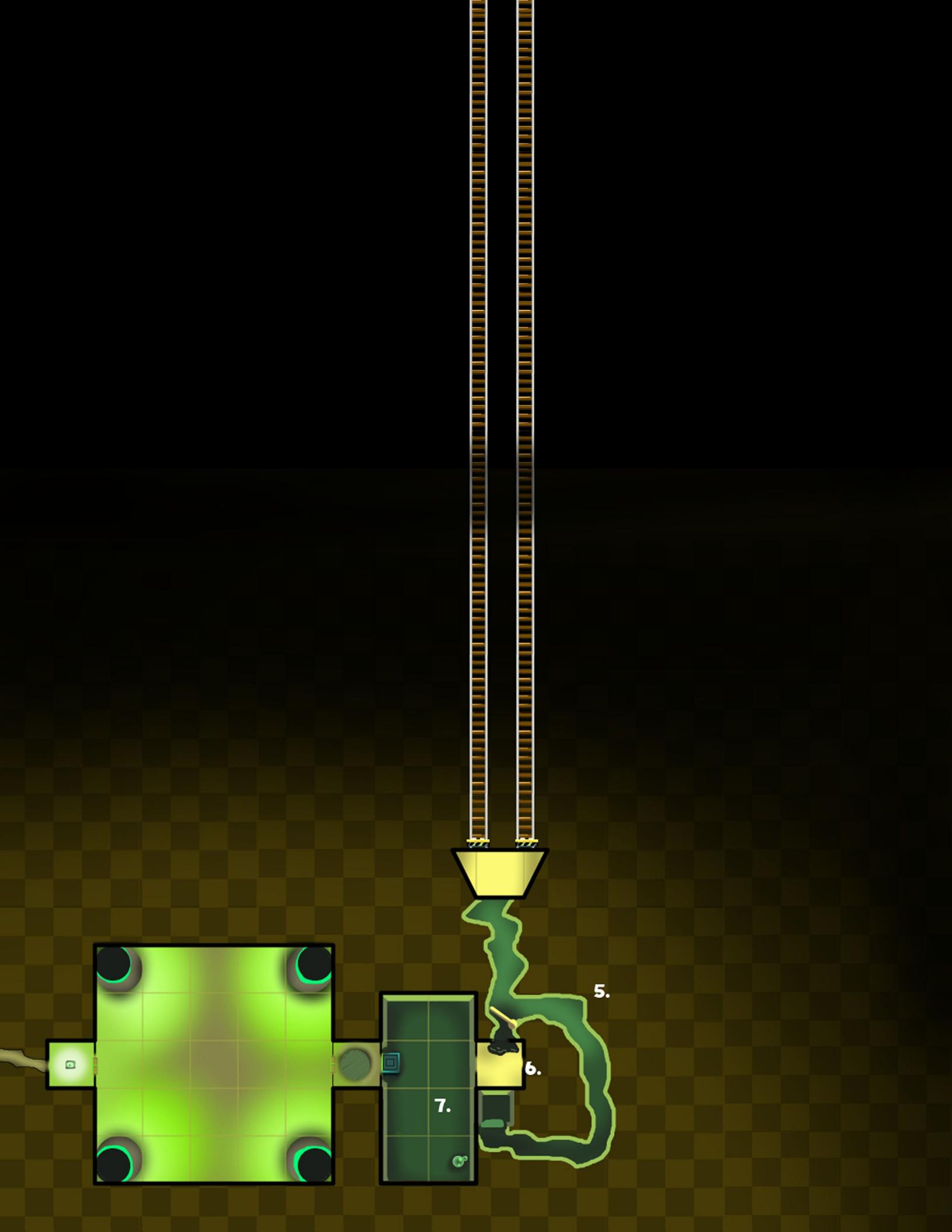
check, they add +1 Advantage to the driver's check (in addition to any advantages they might gain from a Trick).

Once the players close the distance in Leg 2, they may want to take direct action. Players may make Ranged attacks with their Signature Attacks or Tag-Team Attacks (Team Blast may not be attempted due to restricted movements). They may also take potshots at the minecarts or their passengers using small rocks that Guster points out are in the minecart. Each is a Power Tier 1 object, dealing 1 Damage using **Move** checks to throw them a number of squares up to a number equal to the character's Dexterity rating. The rocks are small enough to be thrown freely even if the player does not have a Power rating of 3 or higher.

Daring players that want to get up close and personal with their attackers may make a 2 Difficulty **Acrobat** check and spend movement equal to the distance between the two minecarts +2 (to hop in/out of the respective minecart) to sprint along the rails and leap into the other cart. If the distance between two carts becomes one square or less, no check is necessary, and the player may hop across as a normal movement.

Additionally, the players may attempt to give their carts a temporary burst of speed in various ways, such as by physically jostling the cart using a 2 Difficulty **Spin** or **Move** check. The results from either of these approaches (or some other plausible technique not covered here) can grant an additional square of forward movement, with a Trick granting an additional square. The cart reverts to its previous position at the end of the round.

Tech checks may also be attempted to repair the minecart, with 2 HP recovered per hit.



Room 5: Waterslide



At this point, any flame the players have been using to light the way has been doused, putting them in near-total darkness. Guster surreptitiously breaks away and goes down a separate branch of the slide (not shown on map), unseen by the players, where he bides his time in another part of the ruins while the players blaze the trail. As the players orient themselves, buffeted by rapid water and twisting turns, they gradually become aware that they are once again in a stone tunnel, softly illuminated by glowing green cubes that pass by in a blur. Every so often there are plummeting drops where the players are dropped from the end of one slide to the start of another. At this point, one member of the group makes a *Perceive* check with +2

Disadvantage (removing 1 Disadvantage if they brought a flashlight or other waterproof lighting device), with net **2/3 Difficulty**.

If someone succeeds, they notice a switch that can be pressed incidentally as they pass by which redirects the flow of water to a slide going down the opposite direction, skipping to Room 7. If they fail, they are sent to Room 6.

Room 6: Climbing Wall

The waterslide ultimately dumps into a pit with a pool of water, which has a smaller drain to keep the water level at about 5 feet (deep enough to go over most characters' heads and break their fall, but easily jumped out of). Any leftover Badniks from the minecarts dump into this water pool as well, but they are disabled and waterlogged.

A passageway is visible at the top of the wall enclosing the pool at Height 3 (approx. 40 feet). The bricks have wide enough gaps for foot and handholds, but they are slick from the constant moisture of the waterfall, adding +1 Disadvantage to *Climb* checks (**net 2 Difficulty**). This can be mitigated if characters have gear such as rope. Of course, characters can be flown and carried up to the top as well with appropriate checks. The walls are too steep and slick to be scaled with *Acrobat* checks. Only one successful check is needed for a character to attempt to scale the wall, however, if they fail their check, they fall into the water and must make a drowning saving throw as the shock of the fall threatens to cause them to lose air in their lungs. A Slip may trigger this saving throw as well as they

are momentarily doused in water as they climb the wall.

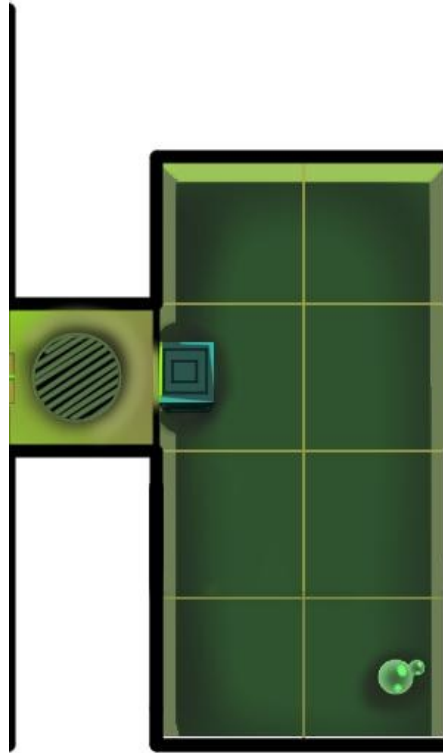
The passageway leads into a chamber detailed in Room 7

Room 7: Blocked In

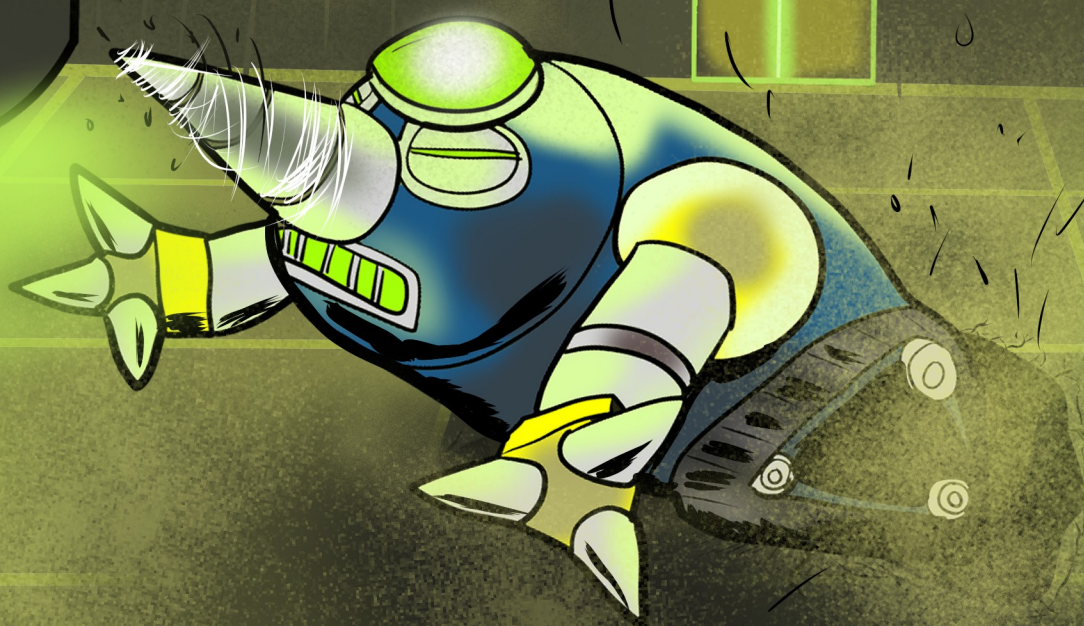
The room is partially filled with water and seals shut as soon as all the players enter, and water soon rushes in to fill the room up completely. A square block (Tier 3-sized) is wedged firmly in the exit. Due to the force of the water pressing against it, Move checks to lift or drag it have +1 Disadvantage. The encounter is handled in structured time, each player getting an opportunity to attack or move the block out of the way, possibly forfeiting their turn to assist a check to move it or to run to the air bubbles in the corner to catch their breath (saving throws occur at end of the second round as usual). The block has 5 HP per PC present and no defensive rolls. The fragility of the block if the group is relatively small can be explained as existing damage from the water pressure.

Rolling a Slip in this room increases the difficulty of the character's next drowning saving throw once, a Critical Slip in this room increases it twice.

After clearing the exit to this room, the water pressure pushes the players to the final area...



ACT III: THE ANTECHAMBER



With a loud splash, you are washed into a chamber with a large drain on the floor. As the water sloshes down into the grate, you notice two large stone doors in front of you. From the seams in the door, you can see a green glow, the same color as you've seen elsewhere in the labyrinth. Whatever you have been searching for, you are sure it must be coming from the next room. Once you enter, there will be no telling what you might find.

Along with the PCs, a Star Post has washed into the room and wedged itself in the grate. The players can take the opportunity of unstructured downtime to freely manage their Rings to recover HP/TP, convert Rings to Mobiums, or whatever other preparations they may want to take, or they can head straight in. Though no check is needed to open the doors, narrate opening them as taking some exertion if opened by a character with 3 Power or lower.

The wide stone doors swing open, and you see a large chamber with a high ceiling illuminated in bright green light. As your eyes adjust to the brightness of the room, you see the room stretch onward about 50 feet to another set of stone doors. Through the cracks, you can see a bright green glow rippling out as though barely contained. Just as you enter the chamber, you feel an intense rumble from beneath your feet, like an earthquake.

Then, erupting from the floor, a giant mech emerges in the center of the room. It looks like a Burrobot on steroids, with an oversized nose-like drill and massive claws on its forearms. Positioned on its forehead is a glass dome, where a cockpit might be. However, the dome is opaque, concealing the interior. The weaponized mech lets out an eerie wail, the same noise that called the Badniks here. It's time to end this!



Initiative is now rolled, and combat begins.

EGG MOLE (Boss)

3	5	3	1	1
HP		Dodge	Init	Move
70		3	2↑↑	4
Crits	Melee		•••	
	Move		••	
	Climb		•	

Claw Swipe (Melee): Damage 7

Description: Egg Mole swipes at opponents with its massive digging claws

Rubble Rain (Move): Damage 5|2nd hit inflicts Stunned|Range 3|+3 damage to all within Melee range of the target (excluding the target and Egg Mole)|

Description: Egg Mole climbs/hops onto the ceiling above the target and smashes it, causing stalactites and loose rock to pelt the target below and anyone within Melee range of the target. If a Critical Slip is generated on the check, it causes the Egg Mole to fall back down to the ground

Drill Dive (Melee): Damage 10|+2 Disadvantage|Use immediately after Rubble Rain on same target or adjacent one if Egg Mole is still on ceiling|Must spend half of the next turn's movement to dislodge itself from the ground and, if a Slip is generated, is Stunned|

Description: After pelting the target with rubble, the Egg Mole drops from the ceiling and slams into the target with full force, drill facing down

Special: Upgraded Initiative 2, Suffocation Immunity, Possessed, Tunnel Maneuvers, Crit Threshold 3

Possessed: Normally requires a pilot, but the Automata Opal is controlling the mech remotely

Tunnel Maneuvers: The Egg Mole can drill through the ground and walls as an Interact and appear directly above its original spot, now clinging to the ceiling

The Battle:

The fight has three phases. During the first phase, the Egg Mole sizes up its opponents and moves in to attack a player above ground, attacking with a Claw Swipe. Once it takes a number of solid hits from the players, having taken on 15 or more damage, it then changes tactics. Note that this may happen before the Egg Mole has a chance to make its first attack, in which case this low stake introductory phase is skipped.

In the second phase, it activates its nose drill on its turn and, using Tunnel Maneuvers, drills into the ground, reappearing on the ceiling (Height 2 above the floor). It lets out another wail, and out of the hole in the ground it emerged from, a number of Badniks emerge (see *Balancing the Encounter*) and take positions behind the Boss to give their leader ranged support. They now act during the last initiative slot in the current round and following rounds. PCs with susceptibility to the siren call now must make a **2 Difficulty Resolve** check. If they fail, they are unable to directly attack the Egg Mole until the next round as they fight off the effects of the call, but they may attack the surrounding Henchman characters. If they trigger a Slip, they are Stunned as well.

The Egg Mole then attacks the players from above, performing Rubble Rain, po-

sitioning itself directly above or adjacent to a player's square to do so. It stays on the ceiling until it is knocked down by players spending Critical Trick or inflicting status effects such as Stunned or Restrained, or until an attack it makes generates a Critical Slip. It then retreats to the ceiling at the beginning of its next turn.

The third phase starts as soon as the Egg Mole has 25 HP or less, at which point it will kick into overdrive, moving into position for Rubble Rain on its turn and performing the attack. Immediately after this attack, it gets a free attack by simply letting go of the ceiling and letting gravity propel its Drill Dive attack. The battle continues until one side is defeated.

Balancing the Encounter

This Boss encounter was designed with a well-rounded team of three in mind and the suggestion for supporting Minions in this battle is four Orbinauts, divided into two groups of two, placed on either side of the Egg Mole spaced in such a way as to be able to reach the players with their shots. This provides the NPC side of the fight with a number of attacks comparable to the players without overwhelming them. It also provides a target for players without ranged attacks to focus on while the boss is out of reach.

However, if the party is composed of less than three PCs, the players may have their hands full with just the Boss, so keep this option in your back pocket. If the battle is going by quickly enough to pull it out, one group of two Orbinauts will likely be sufficient. Additionally, the third phase of the Boss fight should not be used against a smaller group of PCs, and Boss HP should

be reduced by 20 for each PC less than three (i.e., 50 HP for two players and 30 for only one).

Conversely, a group of four or more PCs will require some stiffer opposition. In this case consider using two Egg Pawns instead of Orbinauts, using their dynamite when at range and their pickaxes when in Melee range, and increase the Boss HP by 10 per PC past three.

If the players win, they deal the final blow. If they are defeated, they become dazed and lie helplessly on the ground, but can see a series of Wind Blasts take out the boss from a position out of sight. In either case, read through the following.

The Plot Revealed

With a final blow, the Egg Mole reels back like a wounded animal, shuddering as small explosions and sparks of electricity erupt from the robot's body. Finally, it collapses, the dome on its head popping open revealing... an empty cockpit. Then, a stream of green energy shoots out like a bolt of lightning, striking the doors on the far end of the room. They open, revealing a pedestal with a green orb glowing brilliantly. You are stunned by its magnificent aura, radiating a powerful energy that exceeds comprehension.

Just then, you feel a gust of air over your head, and a silhouette blows past you faster than your eyes can follow. Suddenly, a rabbit appears next to the orb, flapping his ears like a pair of wings to gently float back down to the ground. At first, you don't recognize him, since he's decked out in high-end Upgrade Gear, including Light Speed Shoes, Fighting

Gloves, and a Rhythm badge. His hair is slicked back, and he has a wicked grin. But then, you realize who he is.

Guster lets out a cruel laugh and sneers at you. "I can't believe you guys fell for my act! Thanks to you chumps doing the dirty work, the power of the Automata Opal is all mine! Eggman will be very pleased..."

What happens in the next moment can be adjusted to the preference of the GM:

If Guster is intended to be a one-off antagonist, he can meet an anticlimactic end in the tradition of treasure-hunting villains and trigger one final trap when trying to grab the Opal. This could be falling rocks, a bolt of energy, or any other number of suitably cathartic come-uppances. This should quickly dispatch the villain so that the beleaguered heroes don't have to deal with another drawn out fight after exhausting themselves in the previous one. This trap can also conveniently damage his Upgrade Gear beyond repair, so that the players can't loot his remains. The players are then free to grab the Automata Opal for themselves without any danger, and the way out opens up behind the pedestal.

Alternatively, if the GM wants the villain to be defeated but still potentially survive, a comedic fake-out can be set up where Guster goads the heroes to challenge him now that he has the power of the artifact and presumes himself to be all-powerful, letting the players take the first turn. Guster can then fall to the first blow that lands on him while he proudly holds out the Opal, expecting it to give him some sort of ultimate attack or defensive power.

Again, the players might try to loot his unconscious body to get his Upgrade Gear, so in this scenario the GM may opt to omit the part from the previous read-aloud section that describes him having it and merely have him remove his glasses and slick back his hair and treat his change in stats as simply the abilities he had all along. The passage behind the pedestal opens and the Opal is free to grab.

Finally, if the GM wants to use Guster as a recurring villain and establish him as a serious threat down the road, a brilliant flash of light erupts from the pedestal, blinding the players and knocking them out. When they come to, both Guster and the Opal are gone, though another passage behind the pedestal has opened up.

Regardless of the outcome, any players that were defeated are now revived with 1 HP.

If the players retrieved the Opal, they find it to have dimmed somewhat, no longer lighting up the whole area and it does not appear to be giving off the wailing signal from before. It has exhausted much of its power in the previous fight, and for all intents and purposes, it is inert for the remainder of the adventure.

The passage leads them up a long and winding incline that leads to an entrance at the surface near the ruins they entered the labyrinth from. The sun is beginning to rise, blanketing the island in a warm orange glow and many of the Badniks in the area are gone, though the players will find Simms and Ebenezer working together to herd a few dozen back to the village. They seem to have made up

since their argument at the start of the adventure and are in high spirits.

When the players approach them (or when the two approach the players after spotting them), Ebenezer gives the players the exciting news that the Badniks are no longer going haywire, whatever it was that was controlling them is gone and they've been able to herd them back to the village. Simms delivers the less cheerful news that he and the other militia have investigated Guster's home following his disappearance, finding all the evidence there linking him to Eggman's spy network and his plans to lure adventurers into the ruins so he could use them to get past the Egg Mole and steal the artifact that was controlling the robots he sent in to retrieve it.

Depending on Guster's fate, the pair might express mixed feelings about his abrupt demise. If Guster is merely unconscious, and especially if the players brought him with them, Simms offers to take him into custody. If the players express a desire to hold onto him themselves, perhaps to interrogate him further or some other personal reason, Simms will heavily encourage them to turn Guster over to him and he will be willing to work with the group further. However, he will not engage in hostilities with the players if they choose not to turn him over as long as they have been on good terms up to this point.

If Guster escaped, he seems to have vanished into thin air, but Simms plans to put his militia on high alert and keep an eye out for any trouble he might cause in the area.

The players are taken back to Tinker Town where the town holds an

impromptu victory celebration for them, and Ebenezer lets the group know that the players are always welcome in Tinker Town! More importantly, the players now have an opportunity to use the Star Post to convert their hard-earned Rings into Mobiums to buy gear and get stronger for their next adventure. The GM can also allow the players to buy other items, such as elemental shields and high-end gear, establishing that a new shipment of supplies has arrived from a major city.

Wrapping Up and Future Adventures

The adventure ends here, but the campaign might just be starting! Players will likely have a number of questions after the adventure concludes, which GMs can answer in their own custom adventures with their players. A few of these dangling plot threads include...

The Automata Opal

This mysterious artifact has been introduced to the players, but what is it exactly? The gem seems to have a will of its own, similar to the Chaos Emeralds, but the full extent of its powers has barely been revealed. A powerful relic hidden away by the Third Great Civilization, originally used to power and manage their great machines, the Automata Opal seems to have the ability to interface with electronics, particularly robots, and influence them or even outright control them from a distance. Metal Sonic found a purple one some time ago, and it gave him enhanced energy projection abilities. Now that Guster has a green one under his control, there's no telling what havoc

he can wreak on the inhabitants of Mirage Island and beyond...

The Village

Now that the players have a rapport established with Tinker Town, perhaps they can use this town as a central hub for their adventures. Perhaps the island's other Zones will provide further adventures, or maybe the nearby Never Lake on the mainland and its fabled Little Planet will come into play. Or perhaps Tinker Town is just a stepping stone into a larger world, and the players will continue to wander to an entirely different region...

The Villain



GUSTER (Boss)

4	4	5	3	1
HP	Rings	Dodge	Init	Move
45	10	3	2↑↑	8
	Spin		•	
	Acrobat		•	
	Ranged		•••	
	Sneak		•	
	Ride		•	
	Perceive		•	
	Tech		••	
	Knowledge		••	
	Deceive		•••	
	Resolve		••	

Spin Attack (Spin): Damage 5

Wind Blast (Ranged): Damage 4 | Inflicts Knocked Back on 2nd hit|

Special: Upgraded Initiative 2, Can Fly, Uses Rings

The following profile reflects Guster powered up and revealing his true nature. It is unlikely that the players will fight him in this adventure, much less in his augmented form, as the story is written to introduce him to the players as a rival to take on in a future adventure. But what role he will play is up in the air. Does he have plans for the Automata Opal in his possession, or is he merely a pawn in a much greater scheme by Eggman or some other evil? Maybe he has a full crew of like-minded evildoers that can form a team to rival the players...