

# ADVENTURE MAXIMUS!

## In the Service of the Sparrow King



### THE BARON'S PARTY:

Your Adventure Company is at a party being thrown in their honor by the Baron of the Verte City. The jade spires of the Baron's palace is filled with people, music, food, drink, and games of all kinds.

Part way through the party the Baron introduces your adventure company to the Sparrow King.

Some party goers bow deeply to the Sparrow King as he passes and others move respectfully out of his way.

The Sparrow King is dressed in brown and black rags that hang off his arms when he spreads them, his face is obscured by a wide brimmed hat, dark goggles and a large beak like mask.

When the Sparrow King approached he opens his beak and speaks through an electronic speaker. His speech is slow and his voice is strange as he says, "Brave adventurers, I am in need of your help. A gem has been stolen from me by a shape shifting druid. I know exactly where the gem can be found, will you retrieve it for me? The reward would be great."

If the Heroes ask why the Sparrow King doesn't retrieve the gem himself, he will explain.

The Sparrow King spreads his tattered cloak wide and says, "Sparrows do not soar in the cold dark earth."

If the Heroes look like they are going to refuse the Sparrow King's request tell them that the whole party is listening and to refuse to help might have a negative impact on the Adventure Company's reputation.

Although his appearance is ragged, strange, and even spooky, anyone at the party who is asked about the Sparrow King will tell the Heroes that he is a champion of justice and good in Ex-Machina.

If the Heroes refuse the Sparrow King's request, read the following.

The party breaks up immediately. The party goers won't even look at you on the way out, but many can be heard whispering, "I thought they were brave," and "Some heroes, too afraid to help the Sparrow King."

If the Heroes reconsider the Sparrow King will be very pleased.

If the Heroes agree to take on the job please read the following.

**DIRECTIONS:** In this adventure read the **BLACK** words out loud to the players. The **RED** words have information for you, the **MAXIMUS** Master.

The Sparrow King's mask smiles, you're not sure how, and he says, "Please meet me at Tugboat Alley between Pearl Avenue and Swine Street tomorrow morning."

As soon as the Heroes agree to help the party starts up again, and fun is had by all.

**Big Bugs**

Animal Companion  
1 Per Player

Pinchy Jaws

Dung Kick

Soft Shell

● **Roach Trap:** If more than 2 Big Bugs are in ● range they gain 1.

● **Filth and darkness are these bugs best friends, that is why sewers and garbage piles are their favorite habits.**

### TUG BOAT ALLEY:

The next morning you arrive at Tug Boat Alley. The alley is dirty and dark but you can see a skinny goblin about to chop a kitty with his meat cleaver.

If the Heroes speak to the goblin he drops the kitty and flees down the alley. If the Heroes do nothing to stop the goblin, the kitty bites the goblin, hisses, and disappears down the alley with the goblin in pursuit.

Just then the Sparrow King arrives. The Sparrow King is dressed just the same as last night and he says, "Good, you're all here. The gem that was stolen is a mere twenty feet from this point. Shall we get started?"

If the players ask how to get to the underground, the Sparrow King points with a thin, long, finger at a small drain pipe set into the base of a stone wall. The pipe is 2 inches tall. If the Heroes ask how they are supposed to get into the pipe the Sparrow King will pull a pouch of shrink dust out of his coat.

If they ask why he doesn't go with them or do it himself read the following to them.

The Sparrow King spreads his tattered cloak wide and says, "Sparrows do not soar in the cold dark earth."

If the Heroes still are resistant to going read the Heroes the following.

The Sparrow King looks downcast, "I will return to the Baron and tell him you have lost your courage, perhaps he can recommend another, braver adventure company to aid me, yes?"

**Giant Snake!**

Monster

Poison Fangs

Poisonous Spit

Verte Scales

● **Coil Wrap:** On a successful hit the target is held tight by the Giant Snake's coils and cannot move or attack until freed.

● **Poison Attack:** If Target is wounded 1. "The venom of the Giant Snake is highly prized by assassins and healers alike."

If the Heroes still will not go into the pipe the Sparrow King will leave, and their adventure company reputation will take a massive hit. If the Heroes decide to trust the Sparrow King and go into the pipe, read the following to them.

The Sparrow King sprinkles dust from the pouch over your heads and suddenly the world around you grows gigantic. You are now all a little over one inch tall. And the drain pipe looks as large as a 20 foot corridor.



Over →



# A Mere 20 Feet!

The sewer pipe is metal, dark and smelly. The walls have a greenish glow from the fungus growing overhead. The bottom of the pipe is covered with moisture and puddles of filthy water.

If the Heroes want to collect some fungus they can, it glows even after harvesting for up to a day, but it smells like the pipe. All Heroes get a +2 on any climb skill tests due to the easy to grip fungus growth.

There is an intersection up ahead, the "T" shaped pipe turns left and right. Suddenly, coming around the left corner you see a BIG BUG. The giant roach hisses at you.

The Roach is gathering food for its nest of eggs in THE VALVE. If the Heroes have a way to communicate with it, the Roach will tell them that something bad is happening further down the pipe. It is afraid for its eggs. If the Heroes attack the Roach it will fight as any animal defending its nest would.

The pipe opens up to a chamber about 3 times as big as the pipe. Besides the way you came in, there is one other exit on the opposite side of the valve. This was once a complicated valve that controlled the flow of water in the pipe, but it looks as if it has fallen into disrepair. The rusty innards of the valve have been converted into a BIG BUG nest. There are 4 BIG BUGS here and many eggs.

The BIG BUGS are Roaches that have made a nest and they will defend it against the invading Heroes. If the Heroes can communicate with the Roaches, they discover the Roaches only want them to leave and that they are afraid of what is down below in the pipe. If the Heroes ask what is down below, in the pipe, the Roaches answer:

"Death."

This chamber is made to collect water for later use, but no one would want to use this water. It is black and reeks of rot. The chamber has a ledge that runs around the outer wall. The ledge is large enough to stand on. The chamber has two visible exits, the one you entered through and another on the opposite side. In the center of the water you can see a shape like a mound that is half submerged. The mound is covered with grey fur and upon closer inspection you can see it is a rat. But this is no ordinary rat. It has a gold ring on its tail glass beads woven into its whiskers. Around the rat's neck is a gold chain, and attached to the chain is a gold cage, like a birdcage, and inside the cage is a glittering Dark Gem. This could be the shape shifter the Sparrow King had mentioned. The rat is dead, but its body seems to be moving. It takes a moment for you to realize that the body is covered with feasting maggots as high as your waist.

The rat is dead and is no danger to the Heroes. The danger in this chamber comes from the poisonous GIANT SNAKE hidden in the water. The GIANT SNAKE will attack anything that moves through or over the water by rearing up and striking with its deadly fangs.

If the Heroes can get the Dark Gem read the following:

As you remove the Dark Gem from the rat, the maggots start shaking violently. They sprout wings and mature into strange MURDER FLIES!

**MURDER FLIES** are attracted to the Dark Gem & attack anyone carrying it.

**#5 BACK IN THE ALLEY:** You emerge from the pipe into the alley expecting to see the Sparrow King, but he is no where in sight. As you move out into the alley to get a better look you hear a cat's meow and leaping down from a pile of garbage you see the CAT that the hungry goblin was going to make a meal of. Only now, it is about the size of a full grown Dragon and it looks as if it is going to make a meal of YOU!

Use the Dragon Creature Card for the CAT (just without the flying and breath attack), it will attack the Heroes until they can drive it off.

It will only fight for 3 rounds. Once it flees, or if the CAT is in danger of winning, the Sparrow King suddenly appears (sparrows are afraid of cats) and returns the Heroes to their normal size.

The End

