

# DANGER FOR A ROKKO-DO

Winding Pass • Seven Holy Isles • Twilight Meridian

◆ Journey    ● Defense    ❄ Snowy Tundra

## ADVENTURE DESCRIPTION

Tumble Treks, a Helical conservationist, has tracked a pregnant Prism Rokko-Do to its nesting grounds - but so have poachers. The party must guide Tumble through arctic wilderness and guard the vulnerable mother until she recovers.

## STARTING THE ADVENTURE

*"When the Archive posted a protection contract for tundra work in the Seven Holy Isles, you jumped at it. Your employer is Tumble Treks of the Helical Conservation Society - he needs escorts while surveying wildlife along the Winding Pass. The journey has been brutal, the weather shifting without warning. Through the latest blizzard, you finally spot your destination: a small hut with the HCS crest, smoke rising from its chimney."*

During his last survey, Tumble discovered a pregnant Prism Rokko-Do preparing to nest. The eggs should arrive within days, leaving the mother vulnerable to predators or poachers. Tumble intends to document the nesting and stand watch until she recovers - dangerous work in the arctic fields, which is why he's hired protection with HCS funds.

## IMPORTANT CHARACTERS

**Tumble Treks** — Chib, Male, 41 (Guide)

A conservationist who specializes in arctic animal welfare and has a passion for Rokko-Dos.

*"Bundled head-to-toe in HCS expedition layers, Tumble is never without a warm smile and sparkling eyes."*

**Cara Solis** — Mundrymutt, Female, 24 (Proudhound)

An undercover poacher posing as HCS staff; Cara feeds intel to her criminal network.

*"Cara's HCS jacket bulges with field supplies - seed packets, milk bottles for feeding orphaned animals. Her swagger suggests complete confidence in her cover story."*

**Ruh "Roh"** — Mundrymutt, Male, 20 (Blaster Mage)

Roh sees animals, especially rare ones, as valuable commodities. He follows Cara's orders.

*"Mismatched furs and trophy pelts hang from Roh's scratched-up battle harness. His muzzle curls back often, baring yellowed fangs at anything that moves."*



## SUGGESTED STORY

Set the scene, have the party enter the hut, let Cara and Tumble greet everyone, then continue:

### No Time to Lose

- As Tumble outlines his plans, Cara inquires about his intended camp location - claiming it's in case of emergency.
- Tumble will offer Extreme Cold Outfits to any PC without one.
- Tumble guides the party on an arctic trek towards an icy lake, which takes a Day's Travel. Consider showcasing Journey mechanics here - Tumble acts as a Guide.
- The Party may Camp and partake in Camping Activities. Good time to check if they brought Rations!

### Polar Panic

- A Polar Bear is found in a trap near the lake. The party must help Tumble release the trap and treat its wounds. The creature loses 1 Heart (4 total) with every failed attempt to save it.
  - Examples: Aura Check to calm the creature, Might Check to loosen the trap, Insight Check for treating the wounds.
- The group must cross the frozen lake to continue, which takes another Day's Travel and Camp.

### Birthing Pains

- On day 3, Tumble spots the Prism Rokko-Do near a rocky alcove. He sets up his camp and approaches cautiously with his field kit. The mother lays two healthy-looking Prism Eggs.
- Cara, Roh, and another Mutt arrive on a Giant Fluffed Skree, identities concealed. They demand the eggs, willing to fight.
  - The poachers focus on stealing the eggs and putting them in a sack strapped to the Skree.
  - If they succeed, the poachers will try to escape.
  - If badly wounded, Cara confesses and apologizes. Furious, Tumble leaves the poachers' fates to the party.
- With the poachers defeated, Tumble and the party watch over the mother and eggs until dawn.

## KEY LOCATIONS

### CONSERVATION HUT

*"Much-needed heat fills this cramped outpost. Research papers, creature sketches, and marked survey maps blanket every surface."*

The HCS maintains field stations like this across remote regions, providing conservationists with secure staging areas. While basic living quarters exist, most space houses expedition gear and scientific instruments.

### LAKE OF BROKEN ICE

*"Fractured ice plates form a twisting path over the frozen lake ahead. Claw marks carve the surface from beasts scrambling across this treacherous shortcut."*

The lake cycles between solid and liquid with the seasons. Crossing requires careful footing - a misstep could plunge travelers into frigid water (CLICK! Pit Trap).

### ROCKY ALCOVE

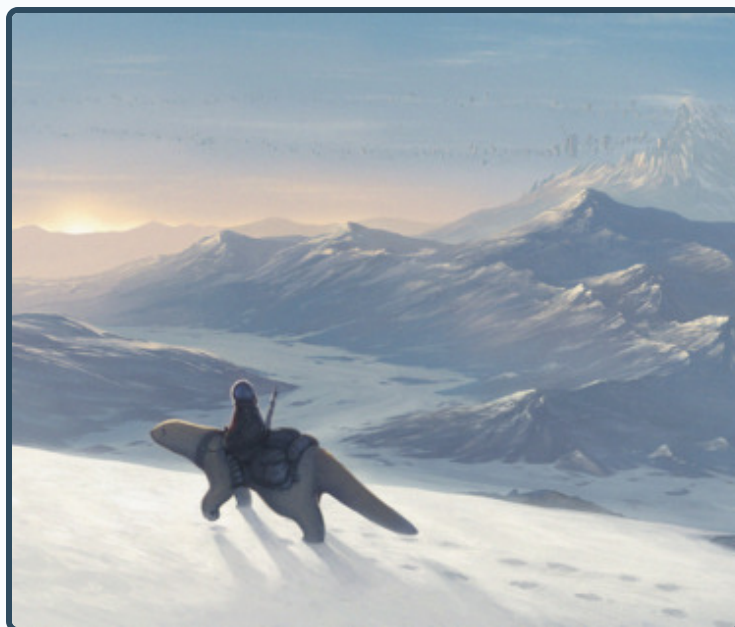
*"A shallow depression in the cliff face provides respite from the bitter winds. Hardy vegetation clings to the stone, holding tight to tough living."*

This wind-sheltered nook is ideal nesting territory for the Rokko-Do. The alcove overlooks a stunning valley vista.

The poachers can be spotted circling the skies above this area.

## SECRETS & CLUES

1. Tumble and Cara have been field partners for a year - he trusts her judgment completely.
2. Cara sells breeding location data to Roh's operation, earning them both significant profits.
3. Prism Rokko-Do are endangered because they are poached for their iridescent plumage, which contains an essence that can accelerate one's movement.
4. Roh planted snare traps around the lake, hoping to harvest valuable polar bear pelts.
5. The white Giant Fluffed Skree bearing Roh shows signs of abuse - spiked restraints and fearful behavior.
6. Though Cara's crew operates alone here, they've created substantial problems for HCS operations.



## QUEST RESOLUTION

### ☆ Fighting

Cara views these eggs as her career score - worth abandoning her HCS cover entirely. If they secure the eggs, she'll abandon her partners and flee solo with the prize.

When seriously injured, Cara breaks down and admits everything. A devastated Tumble lets the party decide her fate.

### ◆ Rewards

Tumble has set aside **100C** from his HCS budget to pay the party. Thankful for the protection, the astute mother Rokko-Do will willingly give up **2 Prism Feathers** [Source, pg. 292] to the party. Roh has a small satchel with **1 Unit of Pilose Bumpo Fleece** [Source, pg. 290] and **2 Rations**.

To be particularly nice, there is a **Giant Fluffed Skree** ready as a potential mount if the party calms it!

## RANK 2-3 ADVENTURE

**Lower Rank:** You could reduce Roh to another Mundymutt.

**Higher Rank:** You could boost Cara to a Chosen One and boost Roh to a Proudhound.

**PC Starting Coin:** 300C

## SOURCES & ADVERSARIES

Storybeats & layout inspired from **The Cat's Mother** by One-Shot Wonders.  
Story, mechanics, setting, characters, and vibes reworked to fit BREAK!!'s universe.

**Yeeti** by The Lonely Sand Person (Homebrew)

**Peppermint Lalka** by Quagg (Homebrew)

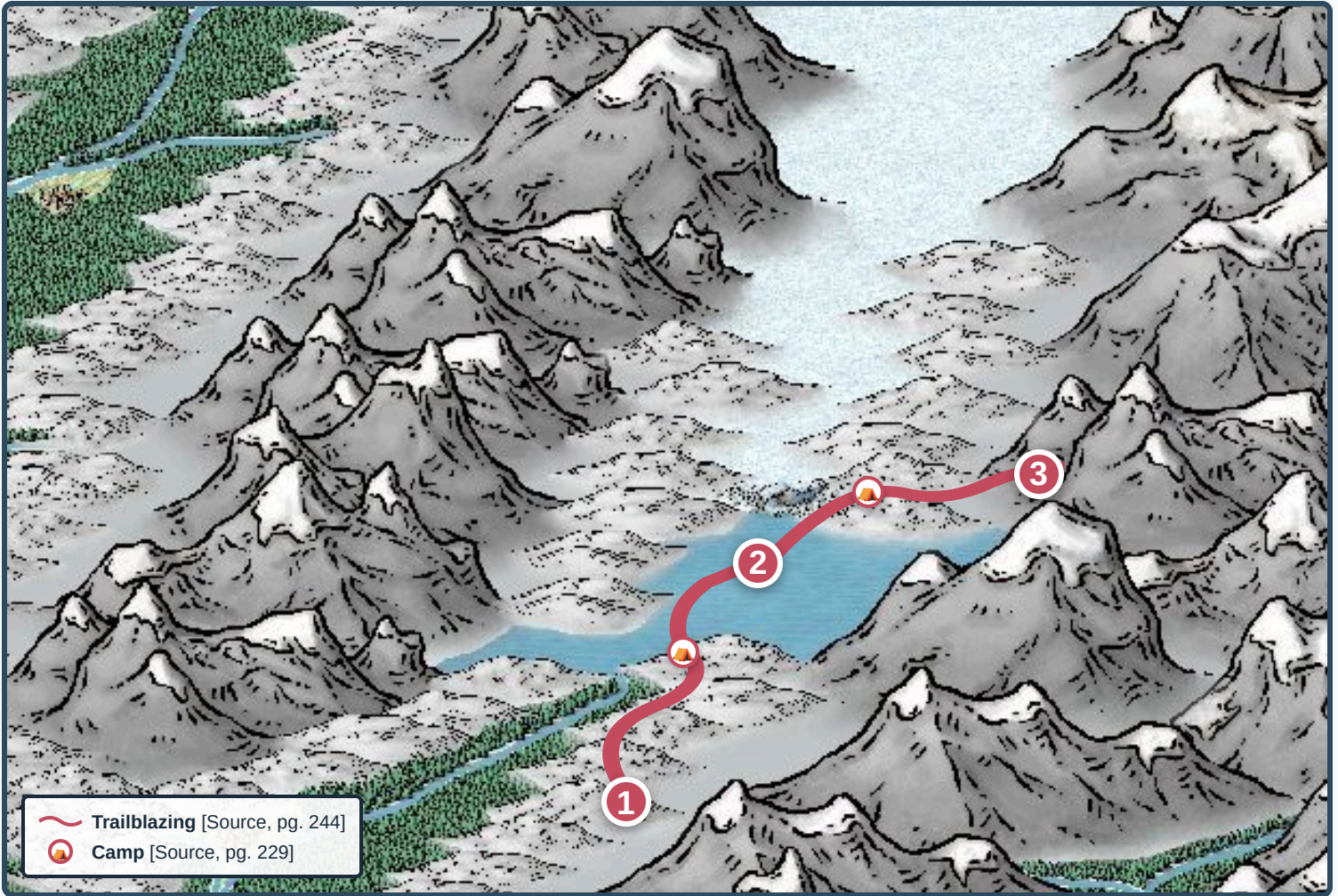
**Polar Bear:** Chompa reffavor

**Giant Fluffed Skree:** Rokko-Do with Flying Speed of Fast

**Traps:** CLICK! Traps by VictorSeven



# WINDING PASS [ADVENTURE MAP]



## RANDOM ENCOUNTERS (D20)

**1-10 No Encounter:** A snow mound falsely shifts, a chunk of ice falls, a small creature runs past.

### 11-14 Butchered Remains

**Situation:** The carcass of some creature hastily butchered by poachers is left in crimson snow. Tumble will take the time to bury it, solemnly explaining how much of a problem these poacher gangs have been and how well they've eluded tracking.

### 15-17 A Sweet Bite: 6x Peppermint Lalka

**Situation:** No one knows who created these sweet demons, but in the frozen wastes around the Outer World they are a common nuisance. Unfortunately, this lot has taken an interest in you.

**Consequence:** Armor Crash injuries from a Peppermint Lalka rupture Extreme Cold Outfits, exposing the wearer. Grit Check/Day's Travel or Fatigue.

### 18-20 Yeeti Pack: 3x Yeetis

**Situation:** Thought to have formed a tribal society in the Isles tundras, the HCS has been unable to observe these giants closely on account of their hostility and ability to throw shockingly large objects over vast distances.

**Consequence:** If unnoticed, Yeetis start with throwing rocks (CLICK! Falling Debris) then engage in combat.

## LOCATION KEY

### 1 Conservation Hut

This hut is one of many HCS sites scattered throughout the realm; each serves as a secure base of operations for its conservationists.

### 2 Lake of Broken Ice TRAP ENCOUNTER

This large lake freezes and thaws at different points of the year. Anyone attempting to cross the lake will need to keep their balance on the ice, or risk falling and suffering damage from the cold waters below (CLICK! Pit Trap).

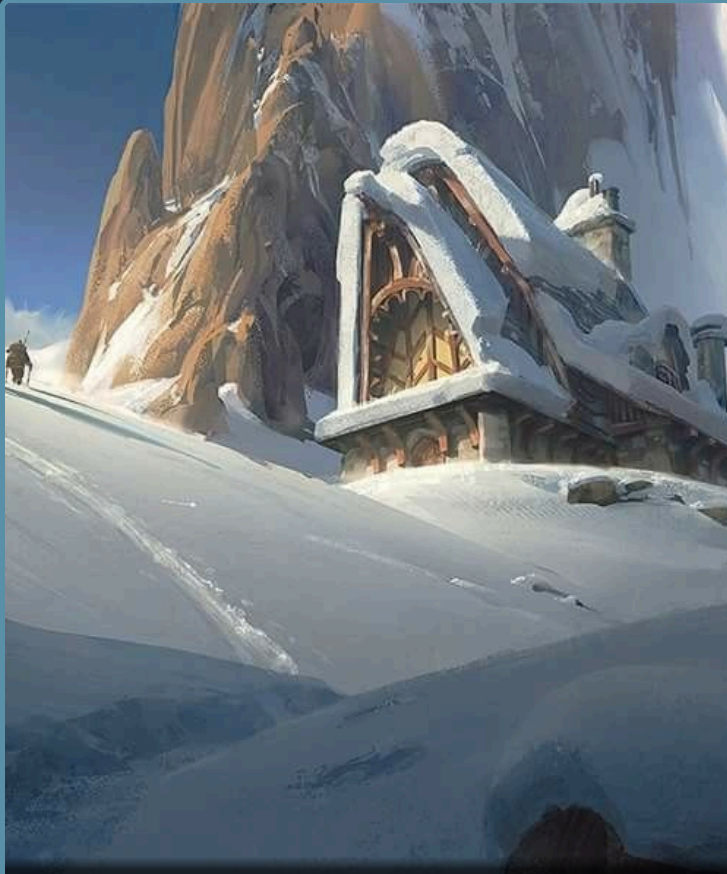
A Polar Bear caught in one of Roh's traps can be found near the lake's farther edge.

### 3 Rocky Alcove ENCOUNTER

A shallow depression in the cliff face provides respite from the bitter winds. The respite from the elements makes this alcove the obvious choice for the Prism Rokko-Do mother to lay her eggs. The poachers can be spotted circling the skies above this area.

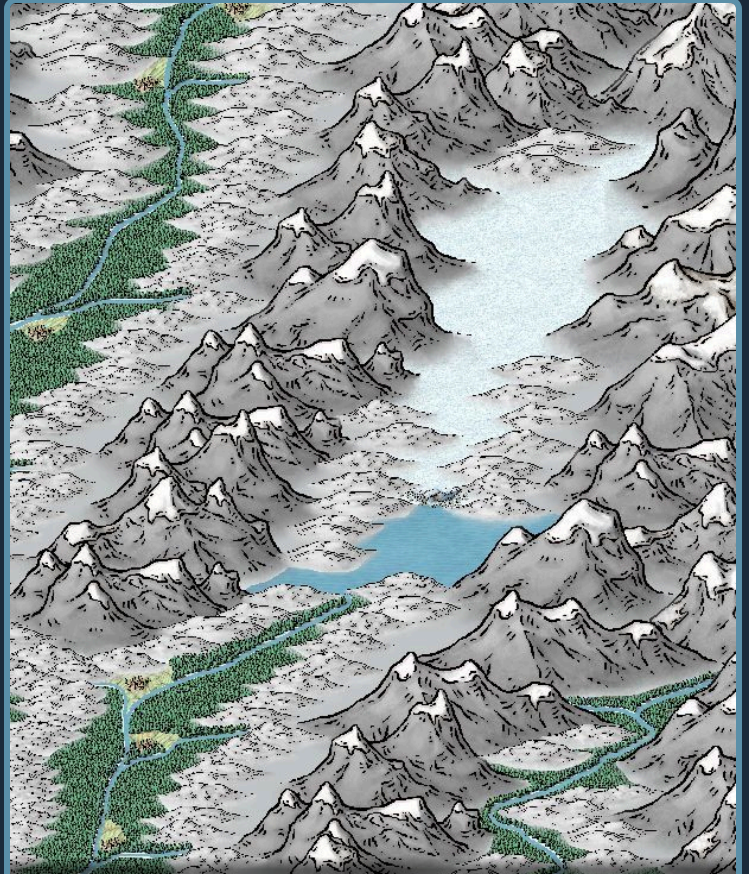


# ART VIBEBOARD



"Frozen Tundra"

Art by Etienne Hebinger



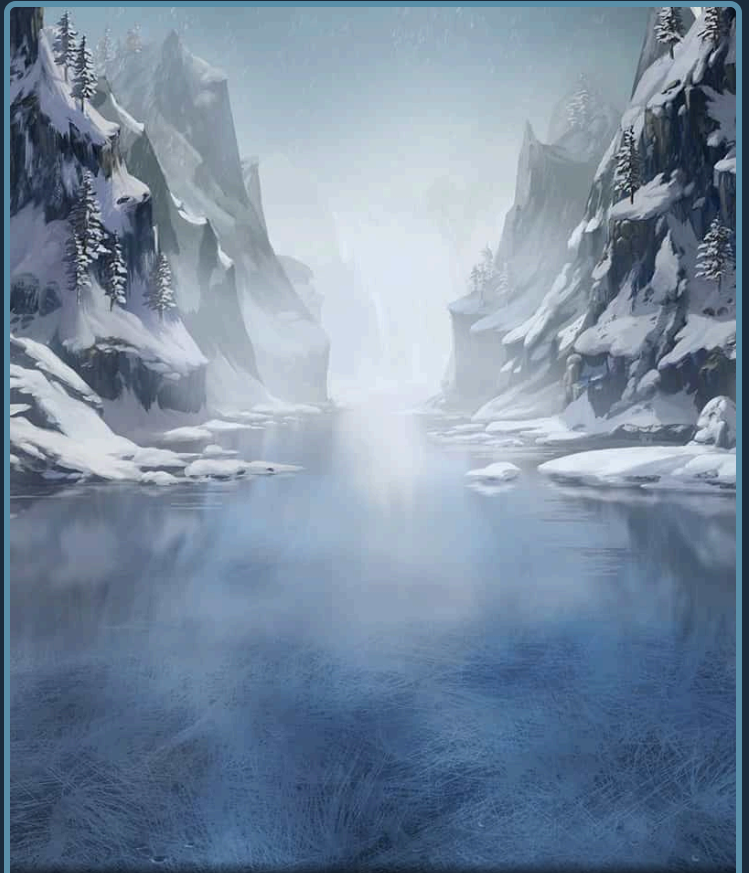
"Jokuldalur - Glacier Valley"

Art by Charles Wayne Robinson



"Snowy Scene"

Artist Unknown



"Arctic Landscape"

Artist Unknown