



WEAVE™

**PAX WEST 2019 DEMO
CINDERMAZE MAYHEM**

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FOR THE STORYTELLER

RUNNING A CON MODULE

This module is designed to be run relatively quickly, in order for convention attendees to get a taste of Weave. Please encourage anyone waiting for a game to download the app, set up their accounts, access available demos, and build their characters.

ADVENTURE SETUP

1

Find the following cards in the physical Weave story deck and set them aside: **The Wanderer, The Inferno, The Tome, The Storm, The Tortoise, and The Dawn**. If you do not have these cards, refer to the cards on pages 4 and 5.

2

Begin season creation in the Weave app using the "Goblins 'R Jerks" playset. Scan the first three cards listed above as the Theme, Location, and Boss respectively. For the Location, select **Cinderseed Wilds**.

3

Name your game. Most players should bring pre-made characters to the adventure, allowing you to use the same prepared season for each demo. Keep in mind that in this case, players character sheets will only be available on their devices.

4

Scan in the last three cards as Enemies, selecting the following:
The Storm: **Stormbottle Golem**
The Tortoise: **Patchwork Beasts**
The Dawn: **Glareling**

5

Begin running the demo following the written module on pages 2 and 3. Teach players the rules for Weave along the way, improvise the story as needed, and have fun with Cindermaze Mayhem!

RUNNING THE MODULE

Please familiarize yourself with the module. While this module provides an outline for the demo, allow and encourage for the players to improvise. In some cases this will be mean stopping the story early or changing the ending. That's okay. This is meant to be a short experience to show the core of the game.

ADVENTURE OUTLINE

THE BACKGROUND

This adventure takes place during the 279th Annual Adventurers of the Year Competition. The players will be playing a squad of goblins who have been making a name for themselves in the adventurer community, so much so that Barnalbee the Magenta, the wizard who organizes the competition, personally invited them to participate.

They will be running through a maze in the Cinderseed Wilds and encountering one of three monsters along the way, depending on the choices they make. Their goal is to retrieve Barnalbee's magic staff and win the competition by returning it to the wizard. Some box text is provided to help you set the scene. The additional text provides prompts to guide the players through their adventure.

THE ADVENTURE

You have found yourselves competing in the 279th Annual Adventurers of the Year Competition. Somehow, despite the astronomical odds against you, you've managed to make it to the finals! You're in the tent that has served as your home base for the competition waiting for the finals to begin. Between you and your many goblin fans, almost everything of value and absolutely everything without value has been stripped away. You're left with just the walls and poles of the tent and four beds without mattresses. With a rush of wind and a flourish of horns, Barnalbee the Magenta, the wizard who has organized the competition, walks in.

Barnalbee is delighted by the performance of the goblins so far. He seems to have a lot of money riding on their final match, and on a successful Brooks Challenge One, the goblins can learn that he's betting it all on their team. He is here to explain the final stage to the goblins:

First, they need to navigate a magically constructed maze of Cinderseeds: highly flammable plants native to this area. The maze is in bloom and could ignite at any moment, which could harm anything inside the maze. Barnalbee will stress that the maze should remain mostly intact by the end for the points gained in the finals to count in the competition. Also for safety or whatever.

Second, the goblins will need to get past a monster along their way. Barnalbee will be very clear that there are no guidelines for how to accomplish this. The goblins should get past them however they can.

Third, the party will need to recover Barnalbee's Sweet Dragon Staff from the center of the maze and return it, unscathed, to the entrance. Barnalbee will stress that the staff needs to be unscathed. Seriously, not a single scratch.

Finally, Barnalbee will explain that this is a race. The first team to bring the staff back to the start wins. If time allows, ask the players who the other two teams are and how they feel about them. The other teams are added for dramatic and role playing effect. How the players interact with them during the adventure is up to the storyteller.

cont. on page 3

With that, Barnalbee waves his hand and the entrance to the tent flies open to the roar of the excited crowd. On the other side of a brightly decorated plaza stands a stone arch, and beyond that, the smoky entrance to the Cinderseed Maze. "At the sound of the cannon, my clever competitors, the race begins!" Barnalbee drops his hand, and a cannon fires.

AN ENJOYABLE EXPERIENCE

Encourage players to try things and be creative. Be generous with success and cautious with the degree of failure based on their rolls. This should be a rewarding and enjoyable game experience. No character should die during this demo—only get very cartoonishly burnt.

Ask the players how they are going to navigate the maze and how they'd like to deal with the narrow confines of the Cinderseed walls. Gales Core Challenges are suggested here to measure the goblins agility, but any creative approach is encouraged. If the goblins touch the walls, some Cinderseed will ignite and the responsible goblin marks two Strikes. Unless they're deliberately trying to detonate the entire maze, keep these ignitions small.

After a round of navigation, present the players with a choice of three paths. The left path leads to the Stormbottle Golem. The middle path leads to the Glareling. The path on the right leads to the Patchwork Beast. All three paths lead to the center of the maze. If time allows, these paths can also be dead ends, allowing the players to take a different path and face another Enemy.

Combat is always an option with all three Enemies, but encourage the players to think outside the box, such as Brooks Challenges for persuasion or Gales Challenges for stealth. Remind players that they can try using their Talents during these encounters.

The end of the adventure will depend most on time. The players could simply retrieve the staff, then face one more navigation challenge on the way out. Or perhaps something begins detonating the maze, making the players have to race for the exit. Perhaps the ending is different altogether based on the goblins' actions throughout the adventure. Try to keep the ending creative and personalized to the group playing.

Unless things have gone very poorly, the party should be the first ones to make it back. Barnalbee will congratulate the team, chide them for any damage to the staff, and then rush off to claim his winnings. If things have gone very poorly, try to adjust the ending accordingly while still offering some reward to the players.

ENDING THE ADVENTURE

After the adventure, ask the players if they enjoyed the game. If time allows, you may also ask them their favorite part or their favorite thing another player did. Try to answer any questions they may have about the game and share with them how to buy their own copy.

THE CARDS

THEME, LOCATION, BOSS



THE CARDS

ENEMIES

