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MUSEUM OF POP CULTURE

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INTRO

STORYTELLER

Hello students and thank you for joining me on the Journey to the Cave of Bemagorn from the Museum of Pop Culture. I am your Storyteller. I will narrate this whimsical and exciting tale and provide instructions on how to use the contents of your satchels.

This is how the adventure works: each table group will represent one character from the story. You will work in your table groups to solve puzzles and math problems and unlock the resources your characters will need to overcome obstacles. Those resources are the Adventure Satchels sitting on your tables.

In a moment, I will provide time for each table to look over their character sheet to familiarize themselves with who they will be in the story. But before we do this, I want to share some expectations for the class.

Firstly, you must know this: you solve math problems as a team, but ANYONE in ANY group may be called on to give an answer to the problem and show their work. Because of this, it is very important for everyone to work together.

Create a safe environment for one another by taking extra care to explain things patiently. Face each other when you speak. Use encouraging language. Spend your time offering ideas and listening to others.

And finally, if you are not successful, that is okay. There will always be a way to make things right.

The Adventure Satchels that lay before you are for you to explore and use throughout the class. However, once the story begins, please do not open or remove items from the kit until you are instructed to do so. The best way to

experience this adventure is to follow along with the story and allow the challenges to surprise you. You now have 2 minutes before the adventure starts to look through your satchel and familiarize yourself with your character. You may begin.

CHAPTER 1: CALL TO ADVENTURE

STORYTELLER

Now our story begins. It was a brisk and bright day in the Forest. The town of Adelbrin was preparing for its annual Harvest Festival. Elves and gnomes climbed up creaky wooden ladders to hang flags and garlands around the town. Children wove wildflowers into crowns. The rich smells of potato mash and nutmeg drifted through the warm October air. Suddenly, a young human villager burst into the town square holding a pile of wood covered in a thick putrid yellow moss. He dropped the wood in the center of the square, and it crumbled into a dry gray dust.

YOUNG VILLAGER

The whole forest is being overridden by this moss! There aren't any plants left for harvest. It looks like it spreads farther than the Misty Glen!

STORYTELLER

All of the villagers who had been sent into the Forest to gather food for the Harvest Festival returned with nothing but moss and dust. That night, the town elders gathered for council. The eldest leader Bristol Pepperbeak stepped forward.

ELDER BRISTOL PEPPERBEAK:

This moss is enchanted by something evil and malicious. It steals the life of everything it grows over. Mighty and vibrant trees that once stretched into the sky have been reduced to weeping piles of rot and dust. We must stop this moss from spreading before it threatens the life of this very town. There is only one thing that the Council knows of that is powerful enough to revive the life of our forest, the

ancient healing gemstone of Magesta. It is kept in the deepest cavern of the Cave of Bemagorn and is guarded by a dragon.

ELDER PEPPERBEAK:

I call forth the following community members to journey into the cave and save our town. First, Iris Flintbeam. A human wizard known for their advanced magical abilities.

IRIS

No mistakes Iris. Show them what you're made of.

BRISTOL PEPPERBEAK:

Rhogar the Great! (*Sound Effect: huge round of applause*) Known for his incredible bravery and victory at the Battle of Malfor.

RHOGAR:

Yeah yeah! Don't worry Elder Pepperbeak that moss may think it's tough, but it hasn't met me.

BRISTOL PEPPERBEAK:

Lilith Tealeaf. A musician at the Toadstool Tavern.

LILITH TEALEAF:

Ha! I told you I'd amount to something Ma! I'm the chosen one! (*laughs and snorts, strums mandolin*)

BRISTOL PEPPERBEAK:

Malee from the Misty Glen. A druid sworn to protect the natural world.

MALEE FROM THE MISTY GLEN:

Thank you Elder Pepperbeak. I will not return without the stone; my oath stands true.

BRISTOL PEPPERBEAK:

And finally, Yelfarin Dewmaze. A ranger and peacekeeper stationed in the Eastern forests.

YELFARIN DEWMAZE:

Welp, I hope I can be of some help on this quest. United for the good of the forest, eh?

BRISTOL PEPPERBEAK:

These five have been chosen to venture into the Cave of Bemagorn because of their unique talents and abilities. But I must warn you all, the Cave of Bemagorn is no laughing matter, it will test you all not only in skill but in heart. You must work as a team. The council has put together these five satchels, one for each of you to bring on your journey. I hope you will find them useful. Now, there's no time to lose! In the morning you will all make your way to the Cave of Bemagorn and bring us back the healing gemstone. The very fate of the world depends on it.

CHAPTER 2: ILLUMINATION POTION

STORYTELLER

The five adventurers left at dawn to journey to the Cave of Bemagorn. After traveling through the thickets of the Forest, much of which had been overtaken by the poisonous moss, the party came upon the large entrance to the Cave. They descended deep into the twisting tunnels and passed dripping stalactites and nests of bats. Soon they were in complete darkness.

LILITH:

I couldn't see a possum if it bit me!

RHOGAR:

Don't worry if we run into a wall, I'll smash it. (*Lilith cackles and snorts*)

MALEE

When it gets too spooky and dark in the Misty Glen, I'll look for some bioluminescent fungi to light my way. But I don't see any glow mushrooms in this cave. Do you think Elder Pepperbeak might have put something in our satchels to light the way?

STORYTELLER

Reach into your satchels and retrieve the blue bottle labeled: Illumination Potion. To use the Illumination Potion, solve math problem #1. You must work as a team to solve the problem and make sure *everyone* understands how to reach the answer. Your teacher will roll the table group dice to determine which group and which group member will answer the question. When the correct answer is received, they will press "continue."

STORYTELLER

Your teacher will now turn off the lights, and you can watch your Illumination Potion glow!

Iris carefully uncorks their potion, pours the glowing contents into their hands, and blows a stream of glowing yellow light ahead of them. A sparkling orb of light floats before them illuminating the cave.

CHAPTER 3: THE CHASM**STORYTELLER**

As the adventurers weave through the twisting tunnels of the Cave of Bemagorn, they pass the time with conversation and song.

LILITH (*singing*)

Elders chose us for the quest
 uh huh uh huh
 Cause they know that we're the best
 uh huh uh huh
 We are smart and strong and true
 Guess they need a musician too

RHOGAR

I knew I'd get selected for a quest by the elders. I can't wait to see the look on everyone's face when I bring back the healing gem. They're all gonna be like whoa! And I'm gonna be like 'Oh this old thing? Pfffff it's nothin'

IRIS

We were sent here to get the gem *together*. Although I don't understand why, I thought Elder Pepperbeak would trust me to do this alone. I got the highest grades in my spellcasting exams last semester.

MALEE

This isn't about us you two. This is about the forest and our responsibility to protect the natural world.

LILITH

We're like the Avengers. We should get team jackets!

STORYTELLER

Suddenly, the walls around the group begin to shake! (*Sound Effect: rocks crumbling*) The ground begins to separate, huge boulders tumble into the rocky abyss, and a chasm 10 feet across appears before the group blocking their access to the rest of the cave.

YELFARIN:

Welp, this is definitely not on the map. This is going to be a bit of a problem.

RHOGAR:

Heh, maybe for you. I can jump across this thing with my eyes closed!

LILITH:

Eh hem, and what about me? My legs are a fraction of the size of yours. I'd jump to my death!

RHOGAR:

I'll toss you across, Lilith. It'll be easy. Just like the time I threw a flaming minotaur across the ice chasm in Pardonia.

IRIS:

Absolutely not! Nobody is throwing anybody across. I can cast a Fabricate Spell to make all the vines and rocks in this cave weave together into a sturdy bridge. I just need to check my guidebook to make sure none of these cave dwelling plants are poisonous or carnivorous...

LILITH:

Carnivorous?! I am not walking on a bridge that bites! No way! Toss me over.

MALEE:

I'm not comfortable being thrown. I trust plants more than I trust strength alone.

YELFARIN:

Hey hey hey! Remember what Elder Pepperbeak said, we need to work together.

IRIS:

If you think I'm letting that brute throw me and potentially break one of my potion bottles you're nuttier than Elder Pepperbeak! And to think I could have been on this quest alone!

YELFARIN:

I hear you both. I just can't take this fighting any longer. Throw me if you want or let me get bitten by a carnivorous bridge, just please make a choice!

STORYTELLER

Solve math problem #2. You must work as a team to solve the problem and make sure *everyone* understands how to reach the answer.

3 minutes interlude music.

Now your Teacher will roll the table group dice to see which group and which group member will answer first. If Teams Rhogar or Lilith answer correctly, the adventurers will be thrown across the chasm. If Team Iris or Malee answer correctly, the party will cross via bridge. If Team Yelfarin answers correctly, they must vote as a table group to decide how everyone will cross.

If Team Rhogar or Lilith answer correctly:

STORYTELLER

Rhogar tosses each member of the party across with ease. Malee and Yelfarin are able to stick a more graceful landing while Iris and Lilith crash onto the other side. Lilith laughs and Iris dusts themselves off with a huff. Rhogar then backs up for a running start and leaps across the chasm landing on the other side with a dramatic slide.

RHOGAR:

Piece of cake!

If Team Iris or Malee answer correctly:

STORYTELLER

Iris casts a Fabricate Spell. Vines and rocks begin to creep across the chasm,

braiding together to create a sturdy but narrow bridge. As the party crosses, a carnivorous plant nibbles at Yelfarin's toes.

YELFARIN:

Yikes! Plants with teeth give me the heebie jeebies!

If Team Yelfarin answers correctly:

STORYTELLER

Team Yelfarin, you must vote amongst your table group to decide which method you would like to use to cross the chasm. Majority rules in the vote. If there is a tie, your teacher will conduct a roll off.

(depending on who they vote for they will be directed to Rhogar or Iris' solution.)

CHAPTER 4: THE GRUMPY GOBLIN

STORYTELLER

Our heroes forge ahead. Yelfarin and Malee take the lead.

YELFARIN

Okay! Well done, everyone. Let's take a look at the map so we know where to go next. Yikes!

Goblin. Up ahead. They're guarding the way to the rest of the cave. We need to get past them somehow. What do you think we should do?

RHOGAR

That goblin's tiny! I can smash him to smithereens no problem!

YELFARIN

Maybe we don't need to hurt the goblin. Malee, what do you think?

MALEE

Um - well. I don't want to hurt them either. Maybe we can sneak pa-

RHOGAR

Wait a second, you're a druid, right? Can you shape shift?

MALEE

Well – yeah, I can shapeshift into a tiger.

RHOGAR

Why didn't you tell us! You must be powerful enough to overcome the goblin AND any of their friends.

MALEE

I... don't know I'd really rather just try to sneak past. The map is showing that there are lots of nice rocks to hide behind –

LILITH

We're not saying attack them. Maybe you could just scare them away. Growl a little?

MALEE

I guess I could growl a *little*. But can we try to sneak past first? If we can't sneak past and the goblin sees us, then I'll transform into a tiger and scare the little critter away.

STORYTELLER

Students, it's time for you to sneak past the goblin. Your teacher has laid out a series of rings on the floor, along with a WHITE starting line, a GREEN finish line, and YELLOW boundary lines. A volunteer on your team will try to cross the finish line without stepping on any of the rings, and without stepping past the boundary lines. The rings represent the goblin's sightlines, so if you step on or into a ring the goblin will see you.

There is one catch - the volunteer is not allowed to look where they are stepping. They must close their eyes and have their faces turned up to ceiling the whole time. Their teammates will guide the volunteer using only their voices. If the volunteer makes it from the starting line to the finish line without stepping into the goblin's sightline, their character will succeed in passing the goblin. If they fail, the goblin will spot them, and Malee will have to save them all.

Your teacher will now take a moment to answer any questions, and each team must choose a volunteer to sneak past the goblin using a die roll.

Script Navigation Tip: If a team does not successfully pass the goblin, move forward to the purple text on page 15.

STORYTELLER

Team Rhogar. It is your turn. You have 2 minutes to sneak past.

RHOGAR

[*phew*]. No fear, Rhogar. For glory!

2 minutes of suspenseful music

STORYTELLER

Success. Congratulations, Team Rhogar. Team Iris, proceed. You have 2 minutes.

IRIS

No mistakes, Iris. Show them what you're made of...

2 minutes of suspenseful music. If successful...

STORYTELLER

Success. Congratulations, Iris. Team Lilith, proceed.

LILITH

To herself. They did it. So can I...

2 minutes of suspenseful music. If successful...

STORYTELLER

Success. Congratulations, Lilith. Team Yelfarin, proceed.

YELFARIN

It's okay, Malee. We've made it this far and you haven't had to transform yet. I'll do my best to succeed.

2 minutes of suspenseful music. If successful...

STORYTELLER

Success. Congratulations, Yelfarin. Team Malee, proceed.

MALEE

I can do this. I can do this.

2 minutes of suspenseful music. If successful...

STORYTELLER

Success. Congratulations, Malee. You have all passed the Goblin unseen.

MALEE

(Sighs in relief) Thank goodness.

IRIS

Great work, everyone. Let's keep going. No time to waste.

LILITH

Hey Malee! Malee! Have you ever had a hairball before? Was it like this? *(Hacks like she is expelling a hairball.)*

(The party laughs.)

IRIS

Ew Lilith!

MALEE

(Laughing) Sort of! Hairballs are more like this – *(hacks in a slightly different way)*.

STORYTELLER

Ah, jokes. *(sighs)* Many are funny. Some are...strange.

If any adventurer is seen by the Goblin:

LILITH

Oh no. We've been seen!

RHOGAR

Malee! Transform! NOW!

MALEE

(fearfully) Ah! Okay okay!

(Malee transforms into a tiger.)

TIGER MALEE

ROAAAAAARR!

LILITH

Holy smokes. They're shaking the cave!

TIGER MALEE

ROOOOOOAAAAAAAAAAAAAAAAAAAAAAR!

GOBLIN

Ahh! A flippin' tiger! Mommyyyyyy!

(Clamoring sounds as the goblin drops its weapons and runs away.)

YELFARIN

Quick! The coast is clear everyone through the door!

RHOGAR

Whoa dude, you are one powerful druid, Malee.

IRIS

Yeah, you scared the socks off of that Goblin!

LILITH

Hey Malee! Malee! Have you ever had a hairball before? Was it like this – *(hacks like she is expelling a hairball)*

(The party laughs.)

IRIS

Ew Lilith!

MALEE

(Laughing) Sort of! Hairballs are more like this – *(hacks in a slightly different way)*.

STORYTELLER

Ah, jokes. Many are funny. Some are...strange.

CHAPTER 5: ROT GRUBS

STORYTELLER

The party, in high spirits, goes deeper into the cave. They notice nothing unusual, until...

(Sound Effect: slimy sounds, as if there are gross worms crawling through all walls of the cave.)

RHOGAR

Is everyone else hearing what I'm hearing?

GROUP IN UNISON

Yep.

LILITH

What is that?

IRIS

Even I don't know.

YELFARIN

Oh boy. Rot grubs. I've heard of them, but I've never actually encountered them before.

RHOGAR

What are they? What do they do?

MALEE

They're these stout wormy things that burrow into your skin and eat your insides.

IRIS

Yuck!

RHOGAR

(Gulps)

LILITH

(Whispers) Right on, man.

YELFARIN

The council must have given us something that would help us get through this.
Everyone, check your satchels.

STORYTELLER

The adventurers rummage through their satchels. Each finds a small chest labelled: *Rot Grub Survival Kit*.

RHOGAR

I think this is it.

YELFARIN

Let's see if we can get these open...

STORYTELLER

Students, retrieve the small chest labeled *Rot Grub Survival Kit* from your satchels.
Open the chest and explore what's inside. You have 2 minutes.

2 mins interlude music.

IRIS

Oh no. Ew, I'm going to throw up! This rot grub specimen is so gross.

RHOGAR

(laugh) Feeling squeamish, Iris?

YELFARIN *(reading aloud)*

"Heroes. This is a Rot Grub. Rot Grubs live in colonies of thousands. They are essential to the balance of the cave ecosystem. They will also burrow into your skin and eat your insides."

LILITH

Wow Malee, you were spot on.

YELFARIN

"...Walking through a Rot Grub den is very dangerous. Lucky for you, heroes, we have enclosed two potions to help you."

IRIS

Now we're talking. What's the first one.

YELFARIN

"The first is a fire potion. This potion will create a fire barrier around the drinker. Fire is deadly to Rot Grubs, so the drinker will be able to pass through the den unharmed."

RHOGAR

Fire! Yes!

YELFARIN

"It does have one drawback. While the drinker will remain safe, the fire will burn rot

grubs and kill them. This could throw the cave ecosystem out of balance, and *all* that live here will be in grave danger...”

MALEE

Oh no. We have to protect the balance! What’s the other option?

YELFARIN

“The other potion is a fool’s flesh potion. When thrown, the smell of flesh will draw the rot grubs to that area, distracting them and allowing you heroes to pass safely...”

LILITH

This could be good. Does it have a catch?

YELFARIN

“It too has a drawback. Heroes must move quietly and carefully, because while the rot grubs will be distracted by the flesh smell, they do prefer fresh, living flesh. If they detect you, they will descend upon you and –”

RHOGAR

Let me guess, eat our insides?

YELFARIN

“...eat your insides.” Yes.

LILITH

Nice.

YELFARIN

“It is up to you, heroes, to decide which potion to use. The only condition is that **ALL** heroes must choose the same potion.”

IRIS

No. What do you mean? Can't we just choose our own?

YELFARIN

"When combined these potions cancel each other out. To get through the obstacle safely, all heroes must agree on ONE potion."

STORYTELLER

Students, it's your turn. Each team must decide which potion they think will work best. You have one minute to discuss with your group. At the end of the minute the class will vote.

STORYTELLER

You have reached the end of your time. At the count of 3 each team will hold up the potion they want to vote for. Ready? 1, 2, 3 – VOTE! Your teacher will choose the button that reflects the results of the vote.

If they all choose the Fire potion:

STORYTELLER

The heroes become 5 walking flame-beings. The rot grubs attempt to flee as the party makes its way through the cave.

RHOGAR

Ha-ha! Let's go everyone!

MALEE

Go quick! Please don't hurt them!

STORYTELLER

The heroes rush through the rot grub den. Malee and Yelfarin lead the charge, trying to hurt as few of the creatures as possible. Iris and Lilith follow close behind. Rhogar kicks and punches his way through the rot grub den.

ROGAR

Hi-yah! Take that ya evil grub! Fire power has arrived!

STORYTELLER

The rot grubs screech and retreat into the cave walls. They hide and prepare to attack the heroes the moment their fire potions wear off. Will they make it? Find out next time!

Students, you have reached the end of session one of Journey to the Cave of Bemagorn. You'll continue your journey in another class. Turn your attention to your teacher for your next instructions.

If they all choose the Fool's Flesh potion:**STORYTELLER**

The heroes throw their potions in different directions and the rot grubs scatter to investigate the delicious scent. The heroes try to make their way through the cave, quietly...until Lilith sneezes - loudly. The movement of the rot grubs pauses as they take in the new sound. The adventure party, terrified, is completely still...until Iris says –

IRIS

Run!

STORYTELLER

Will the party make it out alive? Find out next time!

Students, you have reached the end of session one of Journey to the Cave of Bemagorn. You'll continue your journey in another class. Turn your attention to your teacher for your next instructions.

If they do not agree on a potion:

STORYTELLER

Uh oh! The adventurers do not come to a consensus about which potion to use. The fire potion and fool's flesh potions are all thrown out, creating a scene of chaos. Flames burst up drawing attention to the group and the smell of flesh wafts through the air drawing the rot grubs towards them in a ravenous frenzy. The rot grubs rush the group and begin to crawl up their legs.

Quick! You must use a Life Saving Potion! Retrieve a Life Saving Potion from your satchel. Solve math problem #3. You must work as a team to solve the problem and make sure *everyone* understands how to reach the answer.

STORYTELLER

The adventurers drank their Life Saving Potions as the rot grubs swarmed them. The adventurer's skin transformed into iron armor. The rot grubs attempted to burrow into them to eat their insides, but the metal was too strong to puncture.

IRIS

Run!

STORYTELLER

The adventurers run through the rot grub den with their new iron skin. They sweep grubs off of them trying to rid them of their clothes and belongings before the potion runs out. Will the party make it out alive? Find out next time!

Students, you have reached the end of session one of Journey to the Cave of Bemagorn. You'll continue your journey in another class. Turn your attention to your teacher for your next instructions.

CHAPTER 6: MUSIC-LOVING SNAKES

STORYTELLER

Welcome back adventurers to the Journey into the Cave of Bemagorn! In our last class, the heroes were passing through a treacherous den of rot grubs that threatened to eat their insides. We join them now as they rush out of the den, the hungry screeches of rot grubs echoing in the twisting caverns behind them.

LILITH

We were almost bug meat back there! But we did it! Yeah!

MALEE

I'm thankful we worked together to get through it. Maybe that's what Elder Pepperbeak meant by being tested in our teamwork.

STORYTELLER

The heroes, energized by their new approach, press on. Until they hear another strange noise.

(Hissing and slithering in the distance.)

LILITH

Oh boy. That doesn't sound good.

YELFARIN

Let's see what the map has to say about this...Yikes!

RHOGAR

What is it?

YELFARIN

(A terrified whisper) Snakes!

RHOGAR

Snakes?

MALEE

(terrified whisper) We're doomed!

LILITH

Are these special snakes?

YELFARIN

Are you not afraid, Lilith?

LILITH

I guess not?

IRIS

I guess that means you should lead us in, Lilith.

LILITH

Why me? You don't seem afraid either.

IRIS

No. I'm actually terrified. You can't tell because I've been taught to hide my emotions. But yes, I am very afraid. We need your help.

LILITH

(gulps) I guess I do have to lead us then.

STORYTELLER

The party ventures forward cautiously, with Lilith leading the way.

(Snake sounds grow louder.)

STORYTELLER

The sounds grow louder. The party grows closer. Until...

LILITH

We're here. Take a look.

IRIS, RHOGAR, YELFARIN, MALEE

Eek! Ag! Nope nope nope! Let's just go home!

STORYTELLER

The sight is truly frightening. An old staircase that leads to a wooden door, the stairs are infested with hundreds of snakes, slithering over each other.

IRIS

Look! Is that a door?

STORYTELLER

Iris points to the end of the staircase, where the top of a door peaks out over the snake pile. Yelfarin checks the map.

YELFARIN

Yes! There is a door. It's the only passageway to the rest of the cave.

RHOGAR

How on earth are we going to get through that door?

LILITH

There's a song! There's a song that charms snakes, and whoever plays it will have total control over them.

IRIS

Well great! Play the song then.

LILIITH

(chuckles nervously) Well funny story. *(chuckles again)* Hilarious, actually ... I can't remember it.

RHOGAR

Oh no...

YELFARIN

Uh, friends?

MALEE

Do you know it at all?

LILITH

I learned it when I was a youngling. It was just so long ago...

YELFARIN

Everyone...

IRIS

It has to be in your memories somewhere, then.

YELFARIN

The snakes...

STORYTELLER

The party falls silent as the hissing changes as though the snakes were synchronized. They came together as one, huge snake. The big snake rears its head.

IRIS

Duck!

STORYTELLER

Students, you must work together to help Lilith remember the song. Retrieve the envelope from your kit labeled *Secret Letter Envelope*, but do not open it yet. The *Secret Letter Envelope* holds the information you will need to help Lilith remember the song. You can open the envelope by solving math problem #4.

Go to your worksheets and solve problem #4. You must work as a team to solve the problem and make sure *everyone* understands how to reach the answer. After your teacher has checked your work, they will give you permission to open your *Secret Letter Envelope*. You have 2 minutes to solve the math problem and then ask your teacher to check your work. Once you have all opened your envelopes your teacher will press continue.

STORYTELLER

Great job opening *your Secret Letter Envelopes*! You may have noticed that each envelope holds one or two letters. I will explain what to do with these letters in just a moment. For now, Team Lilith, please remove the music box and cryptex from your kit. The music box is a black box with a small lock on the front, the cryptex is a gold cylinder. Team Lilith, please hold them up for your whole class to see.

The key that unlocks the music box is inside of the cryptex. The cryptex requires a 6-letter word to open it and access the key. You will need to work as a class to unscramble the letters you got in your envelopes and spell the secret word. When you think you've figured out the secret word, Team Lilith will enter the word into the cryptex. If the cryptex opens and dispenses the key, you may use it to open the music box. If the combination is incorrect, you will have to re-scramble the letters and try again.

You have 2 minutes to unscramble the secret word and unlock the music box, starting now.

STORYTELLER

Team Lilith, play the tune!

(Team Lilith students play the tune on the music box.)

LILITH

Friends! I remember it! I've got it!

STORYTELLER

Lilith quickly pulls her mandolin into position and breaks into song.

LILITH (*singing*)

Come all you serpents, hear my tune

For it was written special for you

Let this sweet music sink in and move along

As I play for you serpents, for you

(The hissing dies down and becomes quiet, almost a purr, as the snakes fall under Lilith's spell.)

MALEE

(whispers) It's working!

STORYTELLER

The giant snake lowers its head and comes apart as the smaller snakes fall under Lilith's charm. They slither apart, clearing a path to the door. The party quietly climbs down the staircase and slips through the door, unharmed.

RHOGAR, IRIS, YELFARIN, MALEE, LILITH

(Big collective sigh)

MALEE

You did it, Lilith!

LILITH

I did?

IRIS

You led the way!

RHOGAR

I've never heard you play like that before!

LILITH

(Sheepish) I sort of keep it to myself.

IRIS

How come?

LILITH

It feels uncomfortable. I don't want to show off. Besides, I don't think I'm THAT great. I don't want to embarrass myself and have everyone hate me and...

YELFARIN

You are a talented musician, Lilith. You are worth celebrating.

MALEE

I'll say! You deserve to be confident in your skills.

RHOGAR

Will you play like that more often?

LILITH

(touched) Sure. Thanks for being so kind to me, everyone.

CHAPTER 7: THE KEYS

STORYTELLER

Energized by the thought of completing their quest, the party jogs down the hall and enters yet another room, even more beautiful than the last.

The party is awe-struck. The cavern is circular, the size of a large room. Its floor is covered in ancient stone tiles. Deep green vines grow up the walls, stretching to the ceiling – which was no ordinary ceiling. Instead of stone, the ceiling was a clear dome revealing water. Lots of water, glowing and teeming with all sorts of life – fish, sharks, starfish, jellyfish – swirling peacefully around. A large and ornate fountain with a sculpted dragon in the middle spits water into the air. On the opposite side of the room is a looming, detailed door, made entirely of brass.

SFX: Fountain sounds echoing in a large room. Harp music.

IRIS

(Gasps) These are ruins of the ancient Bemagorn wizards!

RHOGAR

Ancient Bemagorn wizards?

IRIS

The legend said that wizards guarded these caverns for hundreds of years. They held their ancient wizarding secrets here. At some point, they left the caves and shared their magic with the beings living on the surface...this is amazing. So many others searched for these ruins and never found anything. I never thought this place was real!

LILITH

So that's why it's named 'Bemagorn'...

MALEE

A door! There's a door at the other side of the cave. That must be the way forward.

MALEE

(grunts with effort) It's definitely locked...It looks like this lock needs 5 different keys to open it.

RHOGAR

Where are we going to get those?

IRIS

The fountain!

STORYTELLER

Iris points to the water. Dozens of keys lay at the bottom. Long keys, short keys, multi-colored keys, skeleton keys...

YELFARIN

Any of these could fit in the locks.

MALEE

Well I guess we better start trying them.

STORYTELLER

Students, in each of your satchels you will find a lock and scroll portraying 5 keys labeled A, B, C, D and E. Retrieve these items from your satchel now.

You will be working on math problem #5 to solve this puzzle. You may notice that this is a multiple-choice question. The correct answer will align with the key that unlocks your team's lock.

You must work as a team to solve the problem and make sure *everyone* understands how to reach the answer. When your team has an answer, you will ask your teacher for the key to try. They will bring the physical key to you. If it unlocks your lock you've succeeded! If it does not unlock your lock return the key and try the problem again.

Will the party unlock the lock? Let's find out.

STORYTELLER

Each hero is standing behind a key in each of the locks.

IRIS

Looks like all the keys are in the locks. We'll turn them together on 3?

RHOGAR

Ready

YELFARIN

Ready

MALEE

Ready.

LILITH

Ready freddy.

IRIS

Okay – 1, 2, 3!

(Sounds of keys turning, and a loud creak.)

LILITH

BOO-yah.

CHAPTER 8: ENTER THE DRAGON'S LAIR

STORYTELLER

The adventuring party creaked open the doors to reveal a massive cavern glittering with gold pieces and treasures. Lying on the mountain of gold coins was an enormous sleeping dragon its fearsome claws rested on a large rainbow-colored gem.

MALEE (*quietly*)

That's it, the magical healing gem of Magesta.

YELFARIN (*quietly*)

I hate to harm such an incredible creature but it's for the good of the forest and of our people.

IRIS (*quietly*)

Everyone, prepare to fight.

STORYTELLER

To prepare your attack against the dragon, solve math problem #6.

STORYTELLER

The adventuring party leaps into action. Iris conjures a beam of energy in their hands that begins to flash and grow as it gathers more power. Malee leaps into the air and transforms into a ferocious tiger. Yelfarin draws his bow and arrow and aims right for the sleeping dragon's heart. Lilith swings her mandolin to the front of her body and strums an opening chord. The chord echoes through the cavern and the dragon blinks awake.

LILITH

Uh oh.

(Dragon roaring)

STORYTELLER

The dragon rears with fury and rage. Rhogar lifts his mighty hammer ready to swing when suddenly a deadly stream of fire blows right passed Rhogar. Rhogar leaps to the side with excellent timing hiding behind a nearby stalagmite.

IRIS

Fire!!

STORYTELLER

Iris shoots an energy beam at the dragon knocking it to the side.

RHOGAR

Wait wait! Everyone stop! Lower your weapons! She's trying to communicate something! I'm a Dragonborne, my grandparents used to speak the dragon language, Draconic, to me. It's hard to translate I think I can make out what she's saying. She's asking for help. We can't hurt her.

(Sound of dragon fireball whooshing passed then crashing into rocks.)

LILITH

Well it sure seems like she's fine hurting us!

RHOGAR

No no! We should translate what she's saying. I noticed Elder Pepperbeak put Draconic scrolls in our satchels they should help us translate.

STORYTELLER

Students retrieve the Draconic Scrolls from your satchels and decode what the dragon is trying to tell you using the Draconic Decoder. Once you have figured out your table's message, work with other tables to put together the full message. When you have decoded the full message, check your answer with your teacher.

MALEE (*reading*)

"I have been possessed by the ancient spirit of greed, Avarice. Please help me banish this spirit." That's it!

YELFARIN

This dragon isn't evil it's been taken over by a greedy spirit! We must free it!

IRIS

I have an idea! It's known that spirits don't like light, which is probably why it's chosen to hide here, in the dark. Let's let some light into this cave and maybe it will leave the dragon. I know an Earth Tremor spell that may be powerful enough to break these cave walls, but I'd need you all to contribute some focus to it.

STORYTELLER

Contribute focus to Iris' Earth Tremor spell by solving math problem #7. You must work as a team to solve the problem and make sure *everyone* understands how to reach the answer.

STORYTELLER (cont.)

All of the adventurers join hands in a circle with Iris as they cast an Earth Tremor

spell. A sonic boom of energy emits from the group and causes the cave walls to crumble. Rocks spill down from the ceiling letting in a beam of light that casts itself onto the dragon. The light shimmers off of the dragon's mighty scales sending golden reflections shooting around the cave. The dragon rears its head back as the greedy spirit, Avarice, emerges from within and swoops above the group like a shadow. The dragon falls to the ground and Avarice charges the group.

CHAPTER 9: BATTLE THE GREEDY SPIRIT

STORYTELLER

You must defeat the greedy spirit, Avarice! You will now engage in dice-based combat. Each table has a 20-sided die in their satchel. You may retrieve this die now.

Next your teacher will write your collective Health Points on the board, as well as the Health Points of your enemy, Avarice.

The adventuring party has 30 Health Points total and Avarice has 40 Health Points. So, Avarice is slightly stronger than the group. The good news is you're all able to fight collaboratively to defeat Avarice. If you are reduced to 0 Health Points you lose the battle. If you reduce Avarice to 0 Health Points you win the battle.

Every participant in the battle must roll a 13 or higher on a 20-sided die to reduce the enemy's Health Points. Each successful roll takes away 5 Health Points from the opposing side.

Your teacher will roll as Avarice. Combat is done in turns. I will instruct you through the first round of battle. When everyone is ready, click begin.

The first turn will be Malee. Roll your 20-sided die. If you roll a 13 or higher you can successfully turn into a tiger and claw the spirit reducing its Health Points by 5. If you roll less than 13 Avarice will evade your claws.

If Malee rolls a 13 or higher

STORYTELLER

Avarice swoops down by the adventurers, but Malee turns into a tiger and claws the greedy spirit, taking away 5 Health Points.

Your teacher will subtract 5 Health Points from the spirit.

If Malee rolls a 12 or lower

STORYTELLER

Avarice swoops down by the adventurers. Malee turns into a tiger and attempts to claw at the greedy spirit, but it quickly evades their sharp claws.

STORYTELLER (cont.)

Next up, it's Rhogar. Roll your 20-sided die. If you roll a 13 or higher you will reduce the spirit's Health by 5 points.

If Rhogar rolls a 13 or higher**STORYTELLER**

Rhogar heaves his mighty hammer into the sky, and it hits the greedy spirit and knocks it off of its flight pattern.

Your teacher will subtract 5 Health Points from the spirit.

If Rhogar rolls a 12 or lower**STORYTELLER**

Rhogar heaves his mighty hammer into the sky, but it flies off course tumbles to the ground.

STORYTELLER (cont.)

Next up, it's Lilith. Roll your 20-sided die. If you roll a 13 or higher, you will reduce the spirit's Health by 5 points.

If Lilith rolls a 13 or higher**STORYTELLER**

Lilith plays an upbeat song on her enchanted mandolin. Avarice is enchanted by the music and begins to dance uncontrollably. The joy of dancing hurts their greedy soul and makes them weaker. Your teacher will subtract 5 Health Points from the spirit.

If Lilith rolls a 12 or lower**STORYTELLER**

Lilith tries to play a song on her enchanted mandolin, but her hands are sweaty. She hits the wrong notes. The magic is ineffective.

STORYTELLER (cont.)

Next up, it's Yelfarin. Roll your 20-sided die. If you roll a 13 or higher, you will reduce the spirit's Health by 5 points.

If Yelfarin rolls a 13 or higher**STORYTELLER**

Yelfarin draws his bow and silver arrows. He shoots an arrow through the shadowy spirit.

Your teacher will subtract 5 Health Points from the spirit.

If Yelfarin rolls a 12 or lower**STORYTELLER**

Yelfarin draws his bow and silver arrows. He shoots a silver arrow, but it falls short of the spirit and almost hits Lilith.

STORYTELLER (cont.)

Next up, it's Iris. Roll your 20-sided die. If you roll a 13 or higher you will reduce the spirit's Health by 5 points.

If Iris rolls a 13 or higher**STORYTELLER**

Iris casts a Light Beam spell and shoots a beam of brilliant light onto Avarice. Avarice hisses and cowers from the light.

Your teacher will subtract 5 Health Points from the spirit.

If Iris rolls a 12 or lower**STORYTELLER**

Iris attempts to cast a Light Beam spell but does so incorrectly, and ends up zapping her own fingertips.

STORYTELLER (cont.)

Now it's time for the greedy spirit, Avarice to counterattack. Teacher, please roll your 20-sided die for Avarice. If your teacher rolls a 13 or higher, it will reduce the adventurer's collective health by 5 points.

If Avarice rolls a 13 or higher**STORYTELLER**

Avarice breathes an ice-cold breath over the adventurers that sends shivers down their spines.

Your teacher will subtract 5 Health Points from the Adventurer's Collective Health

**If Avarice rolls a 12 or lower
STORYTELLER**

Avarice sweeps down and attempts to breathe ice onto the adventurers, but Iris casts a protective shield over the group and the ice cannot touch them.

STORYTELLER (cont.)

Continue rolling for dice-based combat until either the adventurers or Avarice is reduced to 0 Health Points. Remember the rolling order, Malee, Rhogar, Lilith, Yelfarin, Iris, and then Avarice. You must roll a 13 or higher to reduce the other's health points by 5. If anyone rolls a 12 or lower, then you fail your attack and do not reduce health points. Consult the gameplay manual with any questions.

CHAPTER 10: MEETING FAFNIR

If Avarice's Health is reduced to 0:

STORYTELLER

The final attack lands on the greedy spirit, Avarice, and they explode into a cloud of dust. The great dragon rises and thanks the adventurers for saving him.

If the Adventurer's Health is reduced to 0:

STORYTELLER

Avarice dealt another icy shock to the group, but this time the temperature had gotten too low. All five adventurers were too cold to continue, they huddled in a pile for warmth. Avarice swooped back, shooting icicles from their hands, but before they could reach the adventurers the shivering group called out for the dragon to help in one final call of desperation.

ALL

Help! Dragon, please help us! The forest can't live unless we return!

STORYTELLER

Solve math problem #8 to summon the dragon for help.

STORYTELLER (cont.)

The great golden dragon rose slowly but mightily. She roared and stomped her feet with determination. Avarice hissed and flew closer to the beast. The dragon blew a powerful wall of fire at Avarice. The greedy spirit didn't stop its flight in time and flew directly into the flames. Avarice's remaining Health Points were taken, and they

crumbled into a pile of dust on the floor. The dragon looked upon the adventurers huddled in a group and picked up the healing gem. She held the gem above the adventurers as the ice and frost began to melt away.

Continued from either scenario:

FAFNIR:

Brave adventurers! I am Fafnir, an ancient golden dragon who was chosen by the council of elders to protect the magical healing gem of Magesta from treasure hunters and travelers seeking personal glory. But years ago, while guarding the gem I was tricked and possessed by Avarice, the spirit of greed. Without you I may never have been set free from their icy hold. You have saved me. I know that you seek the healing gem.

RHOGAR:

Yes, your Dragoness, we were sent here by the council of elders. The gem is the only thing that can save our forest and our people.

FAFNIR:

Ah, a most noble cause indeed. You five have shown that you are brave beyond compare, but above that you have worked together and found each other's differences to be strengths. You have proven to be truly worthy recipients of such an honor and for that I will reward you with the magical healing gem.

STORYTELLER

Fafnir, the dragon, presents the adventurers with the magical healing gem. They all gather around it in awe of the glistening rainbow colors within. The gem heals them back to full health.

MALEE (*emotional*)

Thank you, Fafnir.

FAFNIR:

Now, I haven't stretched these wings in a while and I'm guessing you all could use a ride home.

LILITH:

I wanna drive!

IRIS

Thank you, Fafnir.

YELFARIN:

Oh jeez someone cover my eyes! I'm afraid of heights!

CHAPTER 11: SAVE THE FOREST

STORYTELLER

The adventurers ride on Fafnir's back on their return to their village. Townsfolk look up in awe as the dragon lands gracefully in their town square. The adventurers see that the putrid moss has traveled into the village, creeping between every brick and rotting buildings and signposts. The adventurers jump off of Fafnir's back and place the healing gem in the ceremonial altar at the center of the village. (*triumphant music*) The rainbow gem begins to shimmer and shine, and all of the toxic moss fades away revealing their once-beautiful forest!

(Audience cheers and festivities sounds.)

ELDER PEPPERBEAK:

My heroes! You have all returned safely, and you! (*to Fafnir*) Hello old friend.

FAFNIR:

(laughs) Hello Pepperbeak!

ELDER PEPPERBEAK:

By working together and celebrating your unique talents you have saved our forest. Thank you! Thank you!

STORYTELLER

Congratulations class! By working together as a team, you have overcome many obstacles and successfully navigated the treacherous Cave of Bemagorn! You saved the day! We thank you! Now, please turn your attention to your teacher and they will lead you on your next great adventure!

THE END.