The crew are hiding in a back alley. Smudge is nervous, hiding with Keelie behind a trash bin. R3Y is using a telescopic extrend-o Eye to spy on the alley outside.

We see a patrolling guard in the foreground and the alley behind him in the background. R3Y’s eye is visible.

* + 1. KEELIE: All right, none of us have a good stealth score. We need to take stock of the situation and figure out what we’re doing ASAP.
    2. R3Y: Agreed.

We see each situation as the speakers lay them out. A cut-out of their heads sits in the least-crowded corner of each panel.

* + 1. Keelie: Starfall is occupied.

In this panel, we see Starfall covered in dark banners with The King in Mithril’s ominous sigil over it. A tiefling and a drop soldier are interrogating a random civilian. (Perhaps use the NPC Blob species?)

We see Ormond. He is battered and in a makeshift cell – something you’d find in a MASH tent where the soldiers weren’t expecting a prisoner. It would hold a normal person, but a rogue…? Not so much. Unfortunately, Ormond is unconscious.

* + 1. R3Y: They’ve got Ormond and are probably torturing him.

We see Candor shouting and spraying her blaster as she leaps behind cover.

* + 1. Keelie: Same for Candor, in all probability.

We’re back to the alley. We see the crew hunching behind cover and talking.

* + 1. Keelie: So what do we do?

We see R3Y’s eye whirl down uncomfortably close, between Keelie and Smudge.

* + 1. R3Y: Do you trust me?
    2. Keelie & Smudge: God, no.
    3. R3Y: Too bad. Here’s the plan.

We see Ormond unconscious in the same MASH tent style make-shift cell described on page one. A bulbous water drop is threatening to drip on him.

The water droplette splatters against his forehead. Blaster fire erupts in the background.

* + 1. SFX PYEW PEOW

Ormond opens his eyes.

* + 1. DM: You find yourself in a make-shift cell. You’re locked behind fencing with a simple padlock. You hear blaster-fire in the background. You’re alone, unguarded.
    2. SFX PROW ZROW

Ormond has sat up now.

* + 1. Ormond: Okay, I get out my thieves tools and—
    2. DM: Convince me that the guards didn’t find and confiscate them.

We see Ormond hold up a finger as if to say ‘wait a moment.’

* + 1. SFX: PREW

We see Ormond pound on his chest and making an uncomfortable face, as if ready to vomit or sneeze (Zach, your call)

* + 1. Ormond: HHHRRROOOOOOOOOOORK
    2. DM: Okay! OKAY! I believe you! No need for more detail.

Ormond is up and ready for action.

* + 1. Ormond: Awesome. Now what’s the DC on that lock? It sounds like Candor needs help.
    2. DM: Aw, you’re just playing the metagame name now <3

**Zach, draw a tiny digital heart for me to stick in the DM box?**

Candor Dauntless, clearly wounded, lunges into a secure room. Two charred corpses produce smoke on the ground before her. A laser blast is visible passing over her head, toward a computer. The display on the computer shows a space-ship, and the top or front of the space-ship looks like glass hill. It’s okay if the reader doesn’t notice this, because Ormond will here in a moment.

* + 1. DM: You’re only alive because my dice are all cursed. What’s the play?
    2. SFX ZEOW

Candor looks up from her cover.

* + 1. Candor: Yeah, I didn’t think this through. I’ve got 3 hit-points and the attention of every baddie within a mile.

A tiefling walks in, ready to blast candor. She braces herself for the end.

* + 1. Ormond [OFF]: Okay, how does this work?

Ormond appears from literally nowhere and slays the tiefling in a dramatic swirl of dagger-flashes.

* + 1. Ormond: Opportunity attacks get sneak attack dice right?
    2. DM: That’s your war-cry and no one can change my mind.

The tiefling thumps over dead. Candor is relieved.

* + 1. Candor: Thank the five lights! Are you okay?
    2. Ormond: Not for long. There are at least a dozen more headed here.

Behind the duo, the computer comes into focus. Ormond is quizzical and Candor looks annoyed.

* + 1. DM: Ormond, you’re not sure what you’re looking at on the screen behind Candor, but…
    2. Ormond: …why does the top of that magic painting look like Glass Hill?
    3. Candor: What? It doesn’t. It’s the gunnery bubble of the old Class M Cargo—

Closeup of Candor. She has had a major realization.

* + 1. Candor: oooohhhh shit.
  1. Candor is in a flurry of realization, gesticulating at the screen excitedly. If Ormond is visible, he looks nervously off-panel.
     1. Candor: If glass hill is actually a lost spaceship, and the creatures we were fighting were all extinct and appearing near glass hill, then that means The Zoenomicon is there!
  2. Ormond has taken cover. A laser blast goes over his head.
     1. Ormond: I’m not sure what the zoo nommy kahn is, but I don’t think it should be our priority right now.

Candor takes cover with Ormond, holding her gun beneath her with both hands. She’s ready for action. Ormond looks sad.

* + 1. Candor: I can try to hold them off – you need to sneak out of here and find the others.
    2. Ormond: The others are, uh…

Ormond’s eyes open wide. He’s looking at something behind Candor.

We see R3Y on the back of a Tyrannosaurus Rex tearing his way into the camp. Keelie is charging ahead of them with her sword. Soldiers are fleeing. Blaster fire ricochets uselessly off its skin. Chaos.

We see Candor standing up with her arms on her waist.

* + 1. Candor: Oh, good. They found us.

Amid the chaos, we see R3Y’s dinosaur mount surrounded by soldiers. Keelie is in a defensive stance, also surrounded. Bodies litter the ground. Smoke billows from the camp.

* + 1. R3Y: I used all my spell slots healing Rex, but I don’t think he can take another hit.

Closeup of Keelie.

* + 1. Keelie: Shit. Do I know how many more of them there are?

We see a battlemap with tokens. The tokens are labeled. We see a few normal labels, such as “Astroknight 2,” but also a few concerning ones, such as “Dropsoldier 84.”

* + 1. DM: I mean, non-meta? No. But I think you can see my labels on MapTool. Y’all aren’t depleting this camp.

A blaster hits the T-Rex.

* + 1. Reynauldo: $&@#!

The T-Rex collapses. Reynauldo screams on the way down.

* + 1. Reynauldo: Noooooo!

The characters are surrounded.

Lt. Commander Aetherly approaches Keelie and R3Y casually. They are surrounded by enemy soldiers – tiefling astroknights and droptroopers alike.

* + 1. Aetherly: If you tell me where that creature came from, I might be generous and spare you both.
    2. Keelie: Sure. R3Y here rolled a nat 20 on a nature check and—

Aetherly is clearly annoyed. He’s turned his back to Keelie and R3Y so that we can see the dead T-Rex behind him.

* + 1. Aetherly: I will give you one more chance to cooperate…

Aetherly looks firm and determined; he’s striking a villainous pose. What he doesn’t see, however, is that behind him, the T-Rex has opened its eyes, and they are glowing.

* + 1. Aetherly: …and if you fail to do so, I will give the order to gun you down like animals.

Aetherly gives an annoyed look to the soldiers in front of him. This might be a more dynamic panel, so that we can see the T-Rex standing up.

* + 1. Aetherly: What are you looking at?
    2. Soldier: S-sir…?

We see an undead T-Rex ready for more chaos. The tiny outline of Smudge stands atop it.

A closer look at Smudge. He glows with dark magic. His eyes emit a green mist. Power bunny!

* + 1. Smudge: No one ever expects the cleric to worship Orcus.