

# EVENT SUMMARY: SPEC5~3 WHAT DISTANT SKIES

**The results of this adventure will have an impact on the future development of the campaign!**

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/SPEC0503LFR>

The survey period closes on **30 September 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

**Question 1: What level of success did the PCs achieve in Encounter 4?**

- a. Level 1 (they didn't defeat the monsters and they didn't solve the puzzle)
- b. Level 2 (they completed the easy version of the puzzle and/or defeated all monsters)
- c. Level 3 (they completed the hard version of the puzzle and defeated all monsters)

**Question 2: What did the players think of the inclusion of the cube puzzle?**

- a. The players liked the puzzle but didn't want to work on it during the combat encounter
- b. The players liked the puzzle and they enjoyed working on it during the combat encounter
- c. The players did not like the puzzle, but they worked on it anyway (whether they solved it or not)
- d. The players did not like the puzzle and they did not even try to solve it

**Question 3: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

**Question 4: How do you, the DM, rate this adventure, using the same 5-point scale?**

# HANDOUT 1: CRYSTAL CUBE PUZZLE INSTRUCTIONS

The final encounter features a combat and a physical puzzle, a 3d cube made of folded paper segments. The puzzle has two possible solutions - one where the pieces are assembled into a cube regardless of markings; and another, more difficult solution where each face of the completed cube makes a checker-board pattern with a star symbol in the center.

The encounter is considered successful **either** when the cube is completed (easy or hard), **or** the adversaries are defeated.

There is an advanced success option that provides a benefit in ADCP5-2 *Best Defense*, which is only awarded to tables that complete the more difficult version of the puzzle within the time allotted. (To be clear: once any version of the cube is assembled, the PCs have succeeded, even if they decide to try for the more difficult puzzle.)

If the PCs defeat the monsters and have time to spare, they may then attempt to assemble the advanced cube if they did not do so during the battle.

To save time during the adventure, you should cut out and assemble the individual pieces beforehand. When assembling the pieces of the puzzle, treat the regularly-dotted lines as “mountain folds” - that is, fold the paper such that the line marks the peak of the mountain. The alternating dotted-and-dashed lines are “valley folds” where the line marks the bottom of the folded paper.

To get credit for the basic solution, the players simply need to build the cube (3 x 3 x 3) out of the provided pieces without regard to the symbols or colors on each face of the cube.

To get credit for the advanced solution, each of the faces of the cube should look like the picture at right when assembled.

The individual puzzle pieces are found on the following pages. **To be clear, there are seven (7) pieces.**

When fully assembled, the cube will look something like this (a 3 x 3 x 3 solid):

















