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About This Content

Complete your theater experience with the official *Knee Deep* Digital Playbook. This 18-page guide to the world of *Knee Deep* features a complete Who's Who of the cast, special articles reprinted from the *Cypress Knee Notice* and gossip blog *Fanrage*, and advertisements from local business such as the Mohawk Inn and Snug 'N Soft diapers.

Also included with the Digital Playbill is a selection of three tunes from the original soundtrack: "Knee Deep Theme," "Dirt (Romana)," and "Radio Song."

- Go behind the scenes of *Knee Deep* with details on characters, plot lines and more
- Special edition EP with three songs from the soundtrack - "Knee Deep Theme," "Dirt (Romana)," and "Radio Song"

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- Check out ads from top Cypress Knee sponsors

Title: Knee Deep - Digital Playbill and Soundtrack
Genre: Adventure, Indie
Developer:
Prologue Games
Publisher:
Prologue Games
Release Date: 6 Jul, 2015

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Minimum:

OS: Windows 7

Processor: i3 or equivalent

Memory: 2 GB RAM

Graphics: ATI or NVidia card w/512 MB RAM

Storage: 250 MB available space

English

OGI for this product available here:
<http://adventureaweek.com/ogi/>

For 4-6 PCs Level 1

The Soularium sits in a back alley in the Temple District. Ostensibly it is a house of charity, a place where the downtrodden come and argue their truth in the face of Q'ueet's souls. When he gathers enough, he bargains himself into a higher plane.

Mini Dungeon Map

- 01a Alley Entrance
- 01b Service Corridor
- 02 Sorting Station
- 03 Receiving Room
- 04a Barracks
- 04b Hallway
- 05 Service Hallway
- 06 Office
- 07 Treasury
- 08a Cells
- 08b Hallway
- 09 Gas Hallway
- 10 Robe Chamber
- 11 Frost Chamber
- 12 Soul Chamber

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(MDOO5: THE SOULARIUM)

01a ALLEY ENTRANCE

A single sconce on the western wall lights the room. A solid, ironbound wooden door blocks the way to 10. A single devotee (N human adept 1) shepherds visitors and sounding an alarm should they try to enter.

Encounter: Alley Entrance

01b SERVICE CORRIDOR

If the alarm is sounded three martial devotees (N human warrior 2) from 4a defend the corridor from moving further.

Encounter: Devotee

02 SORTING STATION

In the center of this chamber holding scales of justice, it has a reverse see alignment (all) an visitor to briefly stand in from the north, east, south, and west. The pillars around the room illuminate with a radial level. This information is used to determine the alignment of the visitor.

CHARACTERS

NOTES

IMAGES & MAPS

TABLES

QUESTS

ENCOUNTERS

PARCELS

LIBRARY

01a Alley Entrance

Challenge Rating: 0.5 XP: 150

Token # Name

1 Devotee

Placement:

Devotee

DEFENSE

AC: 13, touch 10, flat-footed 13 (+3 leather)

HD: 1d6

HP: 4

Saves: Fortitude 0, Reflex 0, Will +4

OFFENSE

Speed: 30 ft.

Attack: Mace +0 (1d8 bludgeoning)

Space/Reach: 5 ft./5 ft.

STATISTICS

Abilities: Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 12

Skills: Perception +6, Concentration +4, Knowledge (religion) +4

ECOLOGY

☑ Creature ☐ Trap/Haunt ☐ Vehicle





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