events

Crystaline cave

**Event Type:** Obstacle

**Duration:** ??? days

**Description:** The players enter a narrow cave that widens into a large cavern. The walls are made of glass like crystal that the players can see their reflections in, there appears to be no exit but the room is still brightly lit. The glass walls stop showing reflections and now all show the reflection of only one of the players.

Amir – The lighting in the room turns a bright red and dark red blood starts coming down from the glass walls in the reflection 193 vague shapes of spirits wandering around whispering “Who, who is next? Why me? Who do you condemn?” then 51 bloody figures appear throughout the cavern, all quietly waling and screaming. One at a time the figures walk up to Amir and force him to look them in the eyes and he gets a flood of memories and visions enter his mind as he temporarily watches the figures entire life flash before his eyes and he feels all the emotion that the man felt. All up to the point when he was killed and his soul sacrificed to a demon.

Nyon – The walls all show a scene of Nyon in a tavern a man crawls out of a globe of darkness on his knees begging for his life where Nyon with cold eyes levels the musket to his head and fires a shot. The shot can be heard ringing through the cavern. The scene keeps replaying all around her constantly with the only sound the mans pleads and the sound of gunfire. Nyon then sees a globe of darkness start to form in front of her and out of it crawls a man begging for his life. And Nyon finds a musket in her hand leveled on at his head and her finger on the trigger. She hears voices from behind her whispering “do it. He deserves to die. He shot first. He doesn’t deserve mercy”.

Archie – In the walls a scene appears, a fire burning a town as a young wizard in tattered military style uniform is frantically looking forward as two men are wrestling on the ground. One is in a similar miltary style uniform and the other in village clothes both extremely bloodied and bruised. Both look towards the frantic wizard and yell for his assistance, “Archie! Help me!”, “Archibald kill this traitor”, “We’re family!”, “I’m your commanding office! Kill him!”. The young wizard looks at them and then the burning town and turns around and flees. The scene ends as the walls show nothing but flames as two men appear before Archie calling for his assistance. In front of Archie an exit appears in the glass walls.

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