**Warrior -**  
You’ve been hired on an expedition through the jungles of Barnio, an island to the east.  
Your employer has spoken about a relic of the past that has been rumored to have been seen on this island by a man shipwrecked there a few years back.  
What this relic is and what its purpose is, no one seems to know, but everybody speculates. Some say it’s a weapon of immense power. Some say it is a scroll containing real magic. Not the alchemy induced magic the world of today knows, but real actual magic.  
Whatever it is, your role is to be the blunt force, should it be necessary. Your employer, an elderly but decisive woman named Grend, is certain that the relic is a piece of a larger set, but beyond that she has revealed little of her knowledge concerning the matter, and has told you more about the island than about the relic.  
The island is said to have once been a settlement of the People of the Past, and of great cultural value for many researchers. Sadly, very few has dared approach the island for the rumor of deadly creatures and strange magic. Today however, you will be among the first to set feet on it, perhaps in hundreds, maybe thousands of years.  
  
Enemies: Metal enhanced animals, laser traps, guns.  
Locations: Old settlements, bunker.  
Relic: Shell and components of a bomb, missing key wires and possibly access codes.

**Rogue –**As a part of one of the many thieves guilds of Lundjo, one of the largest cities of Prythania, you know that a thief is only as great as their latest score, and this was a score you had to grease a lot of palms to get. A man had reached out to the guild, offering a ridiculous sum of money for a relic said to be held in the Tower of Triton, the home of the infamous Triton-family who owns the majority of business of Lundjo.  
The relic is said to be held on the top floor, encased in a steel box covered with old symbols written by the People of the Past.  
You’ve been told the best way to enter the tower is on the fifth floor, where there are a lot of windows on all sides. But first, you’ve got to get up there. You start your heist in an alleyway right behind the tower.  
  
Enemies: Guards, cleaning crew  
Locations: Library, kitchen, laboratory, dining hall, museum.  
Relic: A steel box containing bomb codes on an old paper.  
  
**Alchemist -**