



A Stinky Purple Cave

A Soul Garden One-shot

Summary

Henefer's mining prospectors have found a new potassium permanganate deposit. However, they lack the manpower to successfully explore the cave in which the deposit is supposed to be located. So they've hired a group of foundation-rank immortals.

Your team will be accompanied by an immortal of heroic rank and a slave carrier. Your mission: explore the cave, gather some sample and come back home.

Using This One-shot

This one-shot is divided in two part. The first part is for the players to know the one-shot characters and base plot. And the second is for the game master, it cover the different locations, monster and know how about how to play the NPC.

Additional document such as the different characters sheaths, maps, and simplified Soul Garden rules are available in this archive.

Its recommended for the player to at least read the introduction to their character and the plot hook.

Plot Hook

Your team and the envoy from Henefer's prospectors are stationed not far from the cave you must explore.

The only things that the aerial scouting team told you, is that there is a stream of water going out of the cave main entrance.

Playable Characters

Duffau, the Rune Warrior

Playful and enthusiast, Duffau is a Pagmayan Rune warrior. Him and his trusty shield will be of great aid between two joke.

Externally he look like a tattooed coppered skin human but like every pagmayan his body is shaped with his craftsmanship.

His nail can carve rune and his skin is as hard as copper. Both his arms and eye are covered with rune which allow him to overcome the limit of his body.



Hunter, the Shadow Hunter

As the Erebonix tradition which, Hunter was abandoned at the age of 3. After a few harsh year he manage to build a somewhat stable life as a hunter in the underground. In a pure Erebonix fashion his name came from his job.



As he wished to discover the world outside he went through Gagator's gate and joined Henefer through the Crossroad.

As he cammed here to gather some useful artefact he's not the richest person. He might be a bit dense and distrustful but his not a bad man.

Nixy, the Skotomancer

Nixy is an Aluros of cat bloodline. She's a bit socially awkward at the beginning but that more a professional deformation that anything else. As a skotomancer she can disrupt the mind of her enemies, and thanks to her knowledge in phainonancy,



she can wield the power of light. While she's not really proficient in close combat, its easier to fight when your opponent is half dunk.

Tasha, the Pyro-Alchemist

Tasha is a Saurignian who love to explore new thing and experiment with new material.

As every Saurignian her draconic heritage allow her to breath fire. But she had to work to be able to control her flame.

Her tools and knowledge will be of great use during the exploration of the cave. Who knows some of her trick might save your life.



NPC

Traal, the deamonist

Traal is the head of the 10th fighting squad of Henefer's ore prospectors. He's a fearless deamonist that live only for the thrill of combat. Even if his bubulan origin prevent him from using energy



outside his body, his body is though as steel and he can bend steel with his raw strength. His here only if there is a big problem but his sole presence as a heroic rank immortal will deter most of the enemies.

Sherpy, the porter

Sherpy is a human slave owned by Henefer's ore prospectors. As a slave he will be useful for menial task such as carrying your stuff or digging. As a mere mortal, he wont be of use in a fight, but even if his live is worthless, try bringing him home. Having a good relationship with the prospectors can always be useful.

