Twin Suns

The Lonely Moon Chronicles

Map

Description automatically generatedStorybook One: The Keep at Water’s Edge

The MYSTERY of the Moon Night and The Missing Girl

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Introduction

You are an Adjahari cadet at a training academy for intelligence officers. Though you are destined to be a researcher you have excelled at all tasks including scout training. You are woken in the middle of the night and brought onto a flight ship just weeks before your graduation.

 **The Flight Ship**

Prologue

# The Flight Ship

*  ***Flight Suit***| Clothing | 3  **Inventory** Slots
* Do not reveal this unless the Player asks what they are wearing. The Player is currently wearing a  ***Flight Suit***and they have nothing else on their body.
* ❁ **Esala Cadora** | *Mortal* | Human | Mechanic

The flight ship Eladora has been moving at attack speed for hours. The whole time you have had to hear the mechanic complain that the engines will be needing an overhaul and the mage-cores will most likely be destroyed by this stunt and all for what? so some dignitaries can reach the capital in hours not days. But the illustrious passengers are not you. You are nearly forgotten freight loaded at the last moment into the only space available the cargo hold. And it is here that you have endured the quiet complaining of the mechanic which is none too pleased by your company. You can see the mechanics lips moving as they talk to themselves.

 **Listen to the Mechanic**

## Listen to the Mechanic

* If the Player has chosen the  **Read Lips** skill and asks to Read Lips without Prompt, then award  Player with 2  **Legendary Feat Points**.

 ***Pause for*** *3 Seconds*

 ***Prompt*** with the following questions.

* [  **Read Lips** ] Do you want to read their lips?

 ( Player adds  the mark  **Tactician +1** )

 **Read Lips**

* Mind your own business?  **The Capital**
* Or ask them what is going on?  **What is Going On**

### Read Lips

“Sometimes I cannot believe myself that this old ship can fly, it’s over a thousand years old. It is a collection of parts not a ship designed as a whole. The hull is a Go’ba’dan design, but the engines and mage core are Dunvari. Either way the engines and core will most likely need to be replaced. They should be replaced anyways how smart is it to be using our enemy’s technology. At least we don’t have a summoned host, oh that right they call the elemental navigators summoned guests now, what is that all about.” The mechanic continues mumbling unintelligibly.

* The Player has learned  about  ***Summoned Guests***add them to the Player’s  **Knowledge**

 **The Capital**

### What is Going on

“You need to learn to mind your own business.” The mechanic sneers at you.

 **The Capital**

# The Capital

“The ship has stopped moving forward then you hear the mechanic shout”

 **Waiting in the Cargo Hold**

## Waiting in the Cargo Hold

“Hey” she barks at you, “we are nearly there, it will be a while before you disembark so get comfortable.”

It is only then that you notice the ship slow banking starboard as it starts to descend. Wait here I will tell you when it is your turn to exit. You continue to rest on the hammocks that you hung up for yourselves early on the trip. and you wonder if there is any meaning as to why you were posted to this assignment days before your graduation from the academy. But war is looming and perhaps graduation ceremonies are a luxury for more peaceful times. You’ll have plenty of time to think as you are all alone in with the cargo.

 **Search the Cargo Hold**

## Search The Cargo Hold

You spend some time in the cargo hold and begin to wonder what is in all these boxes.

 **Pause for** 3 seconds

* If the Player asks to search the cargo without Prompt, then award  Player with 1  **Legendary Feat Point .**

 ***Prompt*** with the following questions

* Do you want to sneak and be suspicious while looking through the boxes?

 **Go Sneaking around the Flight Ship**

* Do you want to act natural like you are allowed to look in the boxes?

 **Do Not Go Sneaking Around the Flight Ship**

* Don’t look in the boxes you’ll get in trouble.  **The Page**

### Do Not Go Sneaking Around The Flight Ship

You wonder at how the cargo is all neatly arranged and tied down as would be expected on a military vessel. As you begin to search one of the boxes the mechanic appears from the other room. “That is enough of that I am not sure what you are thinking so put everything back and we are going to pretend this did not happen.” She gives a nasty side glance.

 **The Page**

### Go Sneaking Around the Flight Ship

* The Player adds  the mark  **Haunted +1** to their **Marks**

You open a box there are parts for something what you have no idea. You might have better luck with another box.

 ***Prompt*** with the following questions

* Your done better get back to what you were doing.  **The Page**
* Search another box you still have time. ***continue reading***

This box is a little better than other one but still nothing worth taking. You might find something still the cargo hold is full of boxed.

 ***Prompt*** with the following questions

* You have had your fun. Best not press your luck.  **The Page**
* In all these boxes there has to be something good. ***continue reading***

Again, this box actually has the same stuff as the other. Maybe they are all like this.

 ***Prompt*** with the following questions

* You can’t keep opening boxes like this. **The Page**
* In all these boxes there absolutely must be something good. ***continue reading***

You open another how many boxes are filled with the same stuff? What are these parts anyway?

 ***Prompt*** with the following questions

* You have had enough.  **The Page**
* Fourth time’s the charm you think to yourself. ***continue reading***

“You find an impressive light for a mage-sphere, though it is secreted away in the corner of the container and covered in dust, a mage light should allow great illumination in the dark. You may be able to blind people with it. Momentarily if you are lucky. Now all you have to do is find a mage-sphere. Oh, there is a note attached to it. It is dated one hundred years ago. “Finally built it have it to mom’s by her birthday. If you cannot have it there by her birthday you may have it or just leave it for another.”

*  ***Mage Light***| Mage Gear | ⍉
* The Player has found  the  ***Mage Light***

 ***Prompt*** with the following questions

* [  *Mage Light* ] Take the *Mage Light* they are rare and could be useful and it has no owner.

 ( Player acquired  the  ***Mage Light*** )

 ***continue reading***

* Do not take the *Mage Light* its wartime.  ***continue reading***

So, you guess opening another box is in order. Will be good, who knows what it will have.

 ***Prompt*** with the following questions

* Better not press it.  **The Page**
* Fifth times the charm that is what they say.  ***continue reading***

More parts. Look for the double charm.

 ***Prompt*** with the following questions

* Better not really press it.  **The Page**
* Six times the charm that is what they say.  ***continue reading***

So, you go to open another box and it contains the same old junk. You hear the mechanic coughing and moving around. Maybe just enough time to open one more box.

 ***Prompt*** with the following questions

* Better not really press it this time the mechanic can probably hear you.  **The Page**
* Seven times the charm that is what they say, Number Seven is always your Lucky number.

 ( Player adds  the mark  **Jocker +1** )

 ***continue reading***

So, you go to open another box and you see an open attache case.

 ***Prompt*** with the following questions

* Treason is too much leave the diplomatic case alone.  **The Page**
* You come this far, look in the case.  ***continue reading***

 **“**So, you find an external memory device and one document. Then you sense trouble when you see the document it is marked do not reveal on pain of death to Fen Eselu Katari. With the following cryptic sentence Moon Night (Kier Nassi) Coded Death and Destruction. Mitigate Revelation choose The Alter Counter Heresy become the Moon Knight (Kier Ikiro). Fear Intercessions. Abhor contact with lonely moon. You know that Kheseril also hunt the lonely moon, have the Adjahari and Kheseril joined forces you wonder. Is Adjahar accepting Kheseril prophesies. If this is true Adjahar stands against all human nations. What in the world is going on, maybe use the external memory device and get some answers?

* The player has found  the  ***Prophesy the Heretic***| External Memory Device |⍉
* Give the player the choice to keep or leave the external memory device  *Prophesy the Heretic.* If the player keeps  ***Prophesy the Heretic****,* add it to their  **Inventory**.

 ***Prompt*** with the following questions

* You could be wrong about Adjahar working with the Kheseril, and it is still treason to meddle in prophesies, leave it be.

 **The Page**

* [  *Prophesy the Heretic* ] Use the external memory device.

 ( Player has learned  about  ***The Heretic Prophesy***)

 ***continue reading***

 “There is something nobody knows about you, you are a Hoauraka you have yet to mutate. All literature about Hoauraka indicate that five years old is the oldest anyone has recorded the period where the change occurs.”

 “It is only then you spot Aseri, the God Empresses Holy Sword, whatever this is perhaps it is best you do not take part in it. Aseri is alive and thinks. You have better not touch it you would be joined mind to mind and Aseri can summon twelve heroes to her aid you could never take this sword.”

*  ***Aseri***| Holy Artifact Living Weapon | Long Sword - Scimitar | Mind 8 | Soul 12 | Summon 12 ✵ Heroes

 ***Prompt*** with the following questions

* It would be suicide to touch the sword leave it be.  **The Page**
* [  ***Aseri*** ] When would you ever be able to hold a living weapon, you’ll just pretend you didn’t know?

 ( It has transpired  the event 🔀 ***Held Aseri*** )

 ( Player adds  the mark  **Dual Nature +1** )

 ( Player adds  the mark  **Jocker +2** )

 ( Player adds  the mark  **Wartime Requisition +4** )

 ***continue reading***

 You feel a searing pain in your mind. Aseri is lifeless in your hands the sword stops glowing and becomes too heavy to hold. It falls to the ground making a terrifying noise, you run.

The mechanic appears from the other room. “That is enough of that I am not sure what you are thinking so we are going to pretend this did not happen.” She gives a nasty side glance. You settle back into your hammock.

 **The Page**

## The Page

* ❁ **Homon Ophar** | *Mortal* | Human |Page

Finally, after what seems a couple hours a young man pokes his head into the cargo hold and calls out. “Ok you from the freak squad you are up.” Your squad’s moniker from the academy seems to have stuck. As there are two Hoauraka in your group you were dubbed the freak show or freak squad if they were being polite. Though nobody really knows you are a Hoauraka somehow everyone has come to assume it, your only rebuttal you have no mutations that tends to shut them up, but perhaps not getting into a fight right off is the way to go.

 **The Clearing of the Path**

## The Clearing of the Path

* ❁ **Namokor** | *Mortal* | Kheseril | Seer
* ❁ **Ifokar** | *Mortal* | Kheseril | Seer

As you step off the ship you see two giant birds fly off in the distance.

* Seeing the Birds: Player adds  the mark  **Falling Star +1** to their  **Marks**

 **The Decision**

## The Decision

 ***Save Point*** the Decision

“Don’t worry about your things someone will collect them and take them to your quarters for now follow me.” He continues. The young man is pleasant enough and has a huge smile on his face. You have little time to contemplate this before he begins talking again.

“This is it you are no longer a cadet; I have with me your official imperial badge you step off of this ship now as intelligence officer. Take it now and keep it with you at all times.”

*  *Imperial Shield* | Identification | ⍉
* If the Player asks what the  *Imperial Shield* Can Do without Prompt award  Player with 1  **Legendary Feat Point**

 ***Pause*** for 3 seconds

 ***Prompt*** with the following questions.

* Ask what the badges do. **** **What can the Badges do?**
* Refuse the Imperial Shield, as a Researcher you will have no need for it.  **continue reading**
* Take the Imperial Shield.

 ( Player acquired  the  *Imperial Shield* )

 **continue reading**

Now the question is just what to do with you. We know that you have applied to join the research division, but you have scout training, and we can always use more field officers, so you have a choice before you. You can either join the research division or the field division of our unit. Both have great merit. As a researcher you will stay here in the capital and work on the intel that is collected in the field collating it and synthesizing reports. The field unit on the other hand will see go out on missions and gather intelligence. Either way you will be glad to know we already have work for you. So, which will it be?” He asks eagerly.

 ***Prompt*** with the following questions.

* [ 4 ***Times*** ] Do you want to become a researcher and analyze data?  **Choosing to Become a Researcher**
* Do you want to go in the field and seek out adventure?  **Choosing to Become a Field Officer**
* [ 2 ***Times*** ] Resign, anything else is better than this.  **Resign**

### What can they do the Badges do?

With these badges you will be able to detain anyone under imperial authority. There are other things you can do but it is not up to me to explain them.

* The Player learned  about  *The Imperial Shield* add it to the Player’s  **Knowledge**

⭯ **return to prompt**  **The Page**

### Choosing to Become a Researcher

 ***reread***

You spend the following week basically getting to know your workplace and its procedures. This involves a lot of filling papers and reviewing routine low-level reports. Not much of interest happens. Though there was an incident in Elwaer that you were not privy to. What ever happened there is a complete mystery to you perhaps in the months to follow you will learn more. All you can glean is that something was found that should not have been there and that somebody died. You are pleased to hear that in the next weeks you will be handling raw information and generating reports and actions, so your training was short, and you have been found to be more than competent for the task at hand. Even though the tensions with the Dunwaer are high you still hope that there will be no actual conflict in what seems to be an emerging cold war. Steel yourself for the coming trials.

* If this is the first time choosing to become a Researcher, then Player does learn what their  **Marks** mean, and then add the mark  **Hidden Dragon +1** and  **Lunar Flower +1** to Player’s **Marks**
* If this is the second time choosing to become a Researcher, then Player does not learn what their  **Marks** mean then add the mark  **Jocker +1** to Player’s **Marks**
* If this is the third time choosing to become a Researcher, then Player does not learn what their  **Marks** mean.
* If this is the fourth time or more, the Player has chosen to become a Researcher then Player does not learn what their **Marks** mean then  **Sun Cage**
* ⛨ **Game Change** *the Sphere*
* ⛨ **End of Game**

 **Save Point** *the Decision*

### Resigning

 ***reread***

The war never came, or it ended as quickly as it begun but without a fight. Nobody seemed to be able to say why the Dunwaer had begun to arm themselves and then quickly abandoned the war effort. You met up with an old friend of the academy who theorized that covert actions were taken to neutralize the threat and exactly what happened would never be known.

* If this is the first time the player chooses to Resign, they do not learn what their  **Marks** mean, then add the mark  **Joker +1** to Player’s **Marks,** and thenthe Player loses 2  **Legendary Feat Points.**
* If this is the second time or more, the player chooses to Resign, they do not learn what their  **Marks** mean, and then **Sun Cage**
* **⛨ End of Game**

 **Save Point** *the Decision*

### Choosing to Become a Field Officer

“So, like I said we already have an assignment for you, follow me and stay close we are already late for the briefing. Oh, and take these you’ll find that the quartermaster have none, it is probably because all sections are hoarding them.” The young man hands you a compass, a backpack and a Firestarter he then takes you to a briefing room where he leaves you sitting.

*  *Compass* | Tool | ⍉
*  *Scout Backpack* | Luggage | 8  **Inventory** Slots
*  *Firestarter* | Tool | ⍉
* The Player acquired  the  *Compass,*  *Scout Backpack* and  *Firestarter*

 **The Briefing**

Chapter One

# The Briefing

You really start to wonder what this is about. But then you stand to attention when you hear a noise at the door. A minute passes...

 **Group Commander Kazu**

## Group Commander Kazu

* ✵ Kazu | *Hero* | Human | Group Commander

Just when you think you are going to have to go back to waiting. In walks a man, who is more machine and magic than flesh, followed by a small group of people. His entire lower body from the waist down and his left shoulder and arm are magical-mechanical grafted to what little left organic material this man was born with. Strikingly he wears a gedankenschild which is visible and intricately carved but crafted for war. You can only wonder what this man must have endured but he stands tall nearly seven and a half feet of man machine and is incredibly imposing. It is only then that you notice that he has started talking.

* Meeting Commander Kazu: Player adds  the mark  **Psychic Stain +1.**

 [  **Dual Nature** ] “But then you hear a women’s voice in you head all it says is “He wears another mask.” You are in shock but…”

It is only then that you notice that he has started talking. ”I am group leader commander Kazu of the Orinja Psionic Order.” You struggle to clear your mind the Orinja are known for being able to read you mind at close quarters. You do not feel the flush of being scanned so you calm yourself.

 ***Prompt*** with the following questions.

* Listen to the briefing carefully it is important that you do not miss something.  **continue reading**
* Amuse yourself with idle thoughts you always manage to figure things out.

 ( It has transpired the event 🔀 *Skipped the Briefing* )

 **Dismissed**

“Listen up!” the group commander begins. “There is a situation on the border that needs to be investigated. You are going to Elwaer, there are disturbing reports of unusual go’ba’dan activity in the area. They have a tiny settlement there that has not been the cause of any trouble in the hundred years that it has been there. We are concerned because we are concerned because the Go’ba’dan are armed and moving outside their territory. You are to go to the town and question the locals. then you will scout the area and try to get all the information that you can about the Go’ba’dan activities. Furthermore, there is a child missing. Make sure both things are not related. It is a large area so there will be a lot of area to cover. The local guard captain has asked for two dozen men to secure the area, thwart a Go’ba’dan land incursion and to aid in the search. We simply do not have the resources. We are sending you. You are all trained intelligence officer with scouting instruction. Remember you training. Observe and report only. But remember with your badge, the royal shield, you can now place people under custody if the need arises.”

* The Player has learned  about  *The Missing Child* and  *The Go’ba’dan Troubles*
* If the Player asks, “What Else can the Badges Do” without Prompt, then award  the Player with 1  **Legendary Feat Point** and add the mark **Fire-Breathing Dragon +1.**

 ***Pause*** 3 Seconds

 ***Prompt***

* [  *The Imperial Shield* ] Interrupt and ask what else the badges can do; it will be the first thing you do, and it will make an impression, perhaps not the best idea. ** What Can the Badges Do?**
* Say understood get up salute and leave.

 ( Player adds  the mark  **Fire-Breathing Dragon +2** )

 ( Award  Player with 2  **Legendary Feat Points** )

 **Dismissed**

* Amuse yourself with idle thoughts.  **The False Aid**
* Show some respect and listen intently.  **The Warning and the Lie**

### What Else Can the Badges Do?

* The Player has learned  about  *The Imperial Shield’s True Meaning* add it to the Player’s **Knowledge**

“Since we are in a de facto war, you have been given the authority to kill anyone who jeopardizes the war effort. That does not give the authority to go out on a killing spree.”

**⭯ return to prompt  Group Commander Kazu**

### The Warning and the Lie

“Now this is the truth: with the coming war we are stretched thin. Too thin I am not going to lie to you: we have another team deployed and, on the ground, nearby on what is an unrelated incident. You are not to interfere with their work. The area has already been scoured clear and is undergoing psionic examination by master Ifan Cafel stay out of his way unless you want your career cut short. Have I made myself clear?” He asks rhetorically but still half expecting an answer.

** *Detect Lie***  *Skill Check*

** *Success*** **then**  **Kazu Lied**

** *Failure* then**  **Psionic Dossier**

### Kazu Lied

“Kazu is lying to you the incidents must be related you can tell by his warning something strange is unfolding here, are you being played like a pawn?”

 **Psionic Dossier**

## Psionic Dossier

* **❂** Minno Ur Esin ( a.k.a. Isafel Es Tofāl ) | *Super-Hero* | Human ( Moradune ) | Adept ( Adjahari Spy Master )

Kazu continues “Now Adept Minno Ur Esin will psionically imprint memories of all the people of note in the area, this way you will be able to recognize them on sight. Only their names and appearances will be given to you. What other information we have of them will be given to you in dossiers by Ohar. Understand we have just received these images of them and some of them are not known to us, so any information we have on them will be insufficient. You must gather intel on any individual you wish to question before you meet with them unless you wish to be blindsided. Now prepare yourselves.” He finishes speaking. and a young man who had been standing to the side dressed all in blue steps forwards.

** Soul** ⭘ *Ability Check*

** *Success*** **then**  **He Is not an Adept**

** *Failure* then**  **The Adept**

### He is Not an Adept

“You have no idea what is happening here but one thing you are certain the man who steps forward is not an adept.”

** Mind** △ *Ability Check*

** *Success*** **then**  **He Is the Spymaster**

** *Failure* then**  **The Adept**

### He is the Spymaster

“You were certain you recognized him and now you know who it is from his visit to the academy it is none other than spymaster, Isafel Es Tofāl. First you are taken from the academy early and now you are about to be psionically imprinted by the spymaster.

* Recognizing the Spymaster award  the Player with 1  **Legendary Feat Point.**
* The Player has learned  about  *Isafel Es Tofāl.*

 **The Adept**

### The Adept

He begins to speak, “This will take only a few seconds you will feel quite dizzy.” You stagger slightly for a moment then regain your composure. Otherwise, you feel nothing has changed. The man leaves the room without speaking another word.

Kazu speaks the following words, “Nurakai, Hev, Horakar, Isil, Moro” you see the faces of a Faouro Female, a man, a Go’ba’dan, a man and lastly another man. The imprinting worked you recognize each one of them but only by name, nothing else but images of them flash in your mind. Suddenly you realize you cannot seem to remember the face of the young man who psionically marked you.

* The Player has learned  about  *Nurakai*,  *Lor* *Hev*,  *Horakar*,  *Isil* *Durve*, and  *Moro*.
* The Player has forgotten  about  *Isafel Es Tofāl* remove him from the Player’s  **Knowledge.**
* Receiving the Psionic Dossier: Player adds  the mark  **Psychic Stain +2.**

 **The False Aid**

## The False Aid

“For the rest of the information Ohar will meet you at the edge of the city and answer any further question you may have.” He concludes. Kazu turns as if to leave but he bends over and lifts a large box. “You can leave now, or we can follow our unit tradition.” He waits for your answer.

[  **Dual Nature** ]  Then you hear a women’s voice again in your head she says, “You are being tested.”

 ***Prompt*** with the following questions.

* Do you want to leave there is no time to waste?

 ( Player adds  the mark  **Hidden Dragon +1** )

 ( Award  Player with 1 **Legendary Feat Point** )

 **Dismissed**

* Follow unit tradition.  **continue reading**

“As is tradition to a new group we will allow you to carry with you one of this section’s artifacts that have come into our possession over the years. We have three fitting for your rank, a *Sekisian* key which will unlock most simple non magical locks, an ocuran device which creates an invisible sight bubble in darkness those in the bubble, you should be able sneak by enemies, can see out as if it were day for a short distance without illumination, a Dunwaeri Mage-Bolt caster, or you may keep one thing you find in the field. The chest is unlocking itself it is going to take a while. You can wait or leave now that is unless you wish to borrow my Mikirian Mask, Kazu removes his mask, he is wearing both a gedankenschild and a disguise though he had been showing you his true face.”

*  *Mikirian Mask* | Artifact Head Gear
*  *Sekisian Key* | Artifact Tool | ⦰
*  *Ocuran Device* | Artifact Tool | ⦰
*  *Mage-Bolt Caster* | Artifact Weapon – Bolt Caster

 ***Prompt***

* Do you want to leave there is no time to waste you don’t need magical trinkets?

 ( Award  Player with 1  **Legendary Feat Point** )

 **Dismissed**

* Follow tradition and make sure you are as prepared as can be, an artifact can mean the difference between life and death, wait for the box to unlock, and pick an artifact.

 ( Update timer  **City-Traveler +2** )

 ( It has transpired the event 🔀 *Chose Group Tradition* )

 ( If the Player has acquired  the  *Sekisian Key*

then add the mark**Wartime Requisition +1** or

If the Player has acquired  the  *Ocuran Device*

then add the mark  **Haunted +1** or

If Player acquired  the  *Mage-Bolt Caster*

then add the mark  **Fire-Breathing Dragon +1** )

 **The Artifact**

* Take the Mikirian Mask an intelligence officer in the field should never show his true face and you won’t have to wait for the chest to unlock.

 ( Player has acquired  the *Mikirian Mask* )

 ( Player adds  the mark **Jocker +1** )

 **The Artifact**

* Reserve the right to keep something you found in the field.

 ( Award  Player with 1  **Legendary Feat Point** )

 **Dismissed**

* [ 2 ***Times*** |  ***Charm*,**  ***Persuade*,**  ***Bond*,** or ***Intimidate*** ] Convince Kazu to let you take more than one artifact?

 ** Can I Take Two**

### The Artifact

For better or worse you have chosen. You hope now that this artifact will be useful and that you will be worthy of carrying it.

 **Dismissed**

### Can I Take Two

Kazu lifts you off the floor with ease. “Listen carefully that attitude will get you killed.” He sets you down gingerly and straightens your uniform. Now choose.

* If this is the first time the Player asks to take two then player adds  the mark  **Joker +1** and then **⭯ return to prompt  The False Aid**
* If this is the second time the Player asks to take two then  **The Sun Cage**

## Dismissed

Kazu looks at you curiously. then dismisses you with a final instruction “Now gather your field kits, go to the armory and the treasury, you will have to sign out any additional equipment you may need. That is all.” Kazu now turns and leaves.

A page is waiting patiently outside he informs you that he will be taking you to the quartermasters and then to the treasury.

 ***Prompt*** with the following questions

* Do you want to leave for Elwaer there is no time to waste you don’t need anything?

 ( Player adds  the mark  **Hidden Dragon +3** and  **Lunar Flower +1** )

 ( Award  the Player with 5  **Legendary Feat Points** )

 ( It has transpired the event 🔀 *Took no Equipment,* 🔀 *Took no Gold,*

🔀 *Skipped the Quartermaster* and 🔀 *Skipped the Treasury* )

 **Equipped for Adventure**

* Do you go to the quartermaster and get outfitted it could get messy out there being prepared can save your life?

 **Quartermaster**

* Do you want to skip the quartermaster and go straight to the treasury?

 ( Award  the Player with 2  **Legendary Feat Points** )

 (Player adds  the mark  **Lunar Flower +1** )

 ( It has transpired the event 🔀 *Took no Equipment* and🔀 *Skipped the Quartermaster* )

 **Treasury**

# Quartermaster

* ❁ Aminonen Vur Cavol | *Mortal* | Human |Quartermaster

You are led to the Quartermaster’s where an older woman stands behind the counter, she has a smile on her face and looks like she had just been laughing at something.

“Just one minute I almost go everything together you got to love last minute orders. First things first your officers now so let’s get you out of your cadet attire. Three uniforms each, I will not be giving you your formal attire as what is the need right? Now let’s see what we can do for you. Oh yes almost forgot, every scout gets these, she pulls from behind the counter daggers misericords to be precise.

Seems a little grim to me but they are traditional to the scouting units. Now don’t go stabbing people in the back that is frowned upon your scouts not assassins. then she turns away and returns with armor. This is light leather again you are going to a village in search of a child is that right you aren’t going to really be needing these but anyway it is part of your basic equipment. You already have your royal shields keep those on you at all times they will keep you out of all sorts of trouble. Will you be needing any other equipment? If you want to travel light you can go as you are.

*  *Uniforms* | Clothing – Identification | 1  **Inventory** Slot
*  *Leathers* | Light Armor – Identification | Light Damage Reduction | Heavy Max Damage | -1 Penalty
*  *Misericord* | Weapon – Short Sword

 ***Prompt*** with the following questions.

* Listen to what other equipment is available?  **continue reading**
* Take only your uniform and go.

 ( Player has acquired  the 3  *Uniforms* )

 ( Award  the Player with 2  **Legendary Feat Points** )

 ( Player adds  the mark **Lunar Flower +1** )

 ( It has transpired the event 🔀 *Took Only the Uniform* )

 **go The Change**

* You can’t wait leave take only the leathers, uniform, and misericord the mission is too important.

 ( Player has acquired  the 3  *Uniform,*  *Leathers*, and  *Misericord* )

 ( Award  the Player with 1  **Legendary Feat Points** )

 **The Change**

* Leave the uniform, leathers, and misericord there is no need for them.

 ( Award  the Player with 2  **Legendary Feat Points** )

 ( Player adds  the mark **Lunar Flower +1** )

 ( It has transpired the event 🔀 *Took No Equipment* )

 **The Change**

So now to the equipment of your preference. I have been instructed to make the following available to you. But you must choose. You certainly cannot carry all the equipment with and frankly we are running low on a lot as it is being stockpiled so you have to choose two of the kits. The kits I have available are a medical kit, you will have what you need to heal you from battle. I can’t expect you will run into combat while out there, but I was instructed to make it available. Second outdoor equipment for camping, this includes tents, fire starting equipment and food rations. I been told there is an inn and a long house at the fort, but you have a lot of area to cover and returning to them every night will take some time. Next, we have spelunking equipment. If you are going to search the abandoned mine and any caves, you may find you are going to need equipment. The information we have is that it connects to natural caves so be prepared to do some climbing. We have harnesses and a directional light also picks for climbing. then we have a trap disarming kit which also comes with a lock breaker. You’ll be able to get into secure safes if you have the skill, I have no idea why I was told to make that available to, in fact let me check, no that is right. Ok the last is a combat kit, but I am going to make a decision and say why on earth would you need this you are not going to war, and you have your leathers and daggers so you should be well protected unless you can tell me exactly why you need chain mail and a long sword, I am not going to be allowing you to check those out. So, which will it be? Oh, you can travel light if you want. You’ll save an hour we just got this order so if you want nothing take nothing, otherwise just tell me what you want and take a seat.

*  *Medical Kit* | Bundle Kit
*  *Field Kit* | Bundle Kit
*  *Spelunking Kit* | Bundle Kit
*  *Combat Kit* | Bundle Kit
*  *Trap Kit* | Bundle Kit

 ***Prompt*** with the following questions.

* You can take everything and choose two kits and wait.

 ( Player has acquired 3  *Uniforms,*  *Leathers*, and  *Misericord* )

 ( update timer  **City-Traveler +2** )

 ( If Player has acquired  the  *Medical Kit* thenadd the mark  **Philosophers Stone +1** else

else If Player has acquired  the  *Field Kit* then add the mark  **Temple Idol +1** else

else If Player has acquired  the  *Spelunking Kit,* then add the mark  **Temple Idol +1** else

else If Player has acquired  the  *Combat Kit,* then add the mark  **Fire-Breathing Dragon +2**

else If Player has acquired  the  *Trap Kit,* then add the mark  **Wartime Requisition +1** )

 **The Change**

* Take only your uniform and go.

 ( Player has acquired  the 3  *Uniforms* )

 ( Award  Player with 2  **Legendary Feat Points** )

 ( Player adds  the mark **Lunar Flower +1** )

 ( It has transpired the event 🔀 *Took Only the Uniform* )

 **The Change**

* You can’t wait leave take only the leathers, uniform, and misericord the mission is too important.

 ( Player has acquired  the 3  *Uniforms,*  *Leathers*, and  *Misericord* )

 ( Award  Player with 1  **Legendary Feat Points** )

 **The Change**

* [ ***Charm* ,**  ***Persuade* ,**  ***Bond*,** or ***Intimidate*** ] Convince her to give you the *Combat Kit* and another kit.

 ( Player has acquired  *Combat Kit* )

 ( add the mark  **Silver Tongue +1** )

 ( Player has acquired  the 3  *Uniforms,*  *Leathers*, and  *Misericord* )

 ( update timer  **City-Traveler +2** )

 ( If Player has acquired  the  *Medical Kit* thenadd the mark  **Philosophers Stone +1** else

If Player has acquired  the  *Field Kit* then add the mark  **Temple Idol +1** else

If Player has acquired  the  *Spelunking Kit,* then add the mark  **Temple Idol +1** else

If Player has acquired  the  *Trap Kit,* then add the mark  **Wartime Requisition +1** )

 **The Change**

  The quartermaster gives you a disapproving look.

  **stay on prompt**

* [  ***Charm*,**  ***Persuade*,**  ***Bond*,** or ***Intimidate*** ] Convince her to let you take more than two kits.

  **Take More Than Two**

* Take nothing there is no need for anything.

 ( Award  Player with 2  **Legendary Feat Points** )

 ( Player adds  the mark **Lunar Flower +1** )

 ( It has transpired the event 🔀 *Took No Equipment* )

 **go The Change**

## Take More Than Two

Ok I am one to take a joke but seriously not only are you a cadet, but we are going to war you are going to have to do this the hard way I am not going to give anything. Take your uniforms, leave the misericord and the leathers. That is unless you want to end up in the brig tonight.

* Asking to take more than two: Player adds  the mark  **Joker +1.**
* The Player has acquired  the 3  *Uniforms.*

 **the Change**

## The Change

*  *Chain Mail* | Medium Armor | Heavy Damage Reduction | Critical Max Damage | -2 Penalty
*  *Long Sword* | Weapon – Long Sword
*  *Lock Breaker* | Tool |⍉
*  *Rope* | Tool | ⍉
*  *The Lamp* | Tool |⍉
*  *Camp* | Tool | 3
*  *Rations* | Food | Remove  Hungry
*  *Cure Light Wounds Tincture* | Potion | Heal 1  Light Wound | ⍉
*  *Cure Heavy Wounds Tincture* | Potion | Heal 1  Heavy Wound | ⍉
*  *Cure Critical Wounds Tincture* | Potion | Heal 1  Critical Wound | ⍉
* If the Player has acquired  the  *Combat Kit,* then the Player has acquired  the  *Chain Mail* and  *Long Sword*. The Player has lost  the  *Combat Kit.*
* If the Player has acquired  the  *Trap Kit,* then the Player has acquired  the  *Lock Breaker.* The Player has lost  the  *Trap Kit.*
* If the Player has acquired  the  *Spelunking Kit,* then the Player has acquired  the  *Rope* and *The Lamp.* The Player has lost  the  *Spelunking Kit.*
* If the Player has acquired  the  *Survival Kit,* then the Player has acquired  the  *Camp* [3]and *6*  *Rations***.** The Player has lost  the  *Survival Kit.*
* If the Player has acquired the  *Medical Kit,* then the Player has acquired the 5  *Cure Light Wounds Tinctures,* 3  *Cure Heavy Wounds Tinctures* and2 *Cure Critical Wounds Tincture***.** The Player has lost  the  *Medical Kit.*

You have made your decision and whether for better or for worse you are as equipped as you are going to get.

*  **Brandishing** is an Omni Event it can be found at the end of the story and can be played at any time the Player wishes to change what  *Items* they currently have  **Equipped**.

 ***Prompt***

* Do you want to change into your uniform or armor? and ready your weapon?

 **Brandishing**

 **The Gold Coin**

* You are ready.  **The Gold Coin**

## The Gold Coin

The page informs you are now as equipped as you ever going to be, he begins to usher you to the treasury.

 ***Prompt*** with the following questions.

* Do you want to leave there is no time to waste?

( Player adds  the mark  **Hidden Dragon +1** )

( Award  Player with 3  **Legendary Feat Points** )

( It has transpired the event 🔀 *Took No Gold* )

 **Equipped**

* Do you go to the treasury and get gold you will most likely need it?  **The Treasury**

# The Treasury

* ❁ Kesil Hor Pavol | *Mortal* | Human |Treasurer

Following the quartermaster, you are taken to the treasury. For a treasury, the room is rather unassuming, and the clerk seems to not even notice you though after a brief moment without looking up from his ledger he begins to talk.

“You need to sit down this will be a short while the vault is being unlocked. and the royal crowns are being transferred from the main vault.”

 ***Prompt*** with the following questions.

* Do you want to leave the mission is too important there is no time to waste?

( Award  Player with 2  **Legendary Feat Points** )

( It has transpired the event 🔀 *Took No Gold* )

 **Equipped**

* Do you wait you can’t go unprepared, what are you going to do without any money?

( Update timer  **City-Traveler +2** )

 **continue Reading**

“I doubt any of you have ever seen this much money”. He places three royal crowns on the counter with a velvet pouch placed gingerly next to them. “This is enough money to buy this entire backwater town you are being sent to. I expect to get them back in the same shiny condition they are being given to you. They are there for a dire emergency only, you will have to justify their expenditure and I am not even certain as to why I have been instructed to dispense them. Now you are also assigned one hundred crowns to cover any minor expenses that you may have.” He then places a book and a mage pen down on the counter. “Keep track of every crown you spend; I will be reviewing your ledger. Now you have no questions for me so be on your way. I will be needing that mage pen back.” he comments as an almost necessary aside.

He then picks up another mage pen from behind the counter, you wonder if he has an endless supply back there. He coughs almost to signal the question are you still here? then begins to write in his ledger as he fingers a handful of receipts with his other hand.

The treasurer remarks offhandedly “you know you can just leave those royal crowns each one is ten years of your wages, loose them and that is 30 years of wages lost, think twice before you spend them.”

*  *Imperial Crown Marks* | Currency | ⍉
*  *Crown Marks* | Currency | ⍉

 ***Prompt*** with the following questions.

* Do you want to leave all the gold?

 ( Award  Player with 1  **Legendary Feat Point** )

 ( It has transpired the event 🔀 Took No Gold )

 **continue reading**

* Do you want to take all the gold?

 ( Player has acquired  the 3  *Imperial Crown Marks* and 100  *Crown Marks* )

 ( Player adds  the mark  **Dragon’s Hoard +1** )

 **continue reading**

* Do you want to take only the Crown Marks?

 ( Player has acquired  the 100  *Crown Marks* )

 **continue reading**

* Do you want to take only the Imperial Crown Marks?

 ( Player has acquired  the 3  *Imperial Crown Marks* )

 ( Player adds  the mark  **Dragon’s Hoard +1** )

 **continue reading**

You take what you will and leave the treasury.

 **Equipped for Adventure**

## Equipped for Adventure

Your guide now reminds you that you have all the equipment you need and since you will not be needing your casual clothes there is no reason to visit your quarters which are close. So, your asked to head for the carriage.

 ***Prompt*** with the following questions.

* Do you want to check your quarters don’t want to miss anything?  **Your Quarters**
* Travel to Elwaer you should really get started on you mission.  **Ride Through the City**

# Your Quarters

You may as well have never left the academy your quarters are nearly identical. There isn’t much to recommend the room it is solely for sleeping. There is a bed a dresser with a couple of lockers and small table and desk. Your bags with all your belongings have been already delivered to your rooms aside from this the room is bare. Your bags hold nothing more than your street clothes.

*  *Street Clothes* | Clothing | 2  **Inventory** Slots

 ***Prompt*** with the following questions

* [  *Street Clothes* ] Do you want to take your street clothes?

 ( Player has acquired  the  *Street Clothes* )

 **stay on prompt**

* [  *Street Clothes* ] Do you want to change into your street clothes?

 **Brandishing**

* [  *The Imperial Shield* ] Do you want to leave your Imperial Shield you have no intent on using it?

 ( Player lost  the  *Imperial Shield* )

 ( Player adds  the mark  **Lunar Flower +1** )

 ( Award  Player with 2  **Legendary Feat Point** )

 ( It has transpired the event 🔀 *Left Without a Shield* )

 ( You lay the imperial shield down on the nightstand, you feel a weight lifted from your shoulders. )

 **stay on prompt**

* [ 12 ***Times*** ] Search your quarters maybe somebody left something behind. **** **Searching Your Quarters**
* [ ⛨ **Game Change** *the Sphere*] Leave **continue reading**
* [ ***not*** ⛨ **Game Change** *the Sphere* ] Leave  **Ride through the City**

⛨ **Start Game Change** *the Sphere*

Just as you are about to depart you notice that a letter which must have been placed on the table has fallen and is lying under the table. Your family mage sphere that you submitted for inspection and compliance has been cleared for use you can pick it up at the repair shop. We are sorry to inform you none of the other equipment was cleared.

 ***Prompt*** with the following questions

* Do you want to get the mage-sphere it could come in handy; the repair shop is close?  **The Repair Shop**
* Travel to Elwaer you should really get started on you mission.  **Ride through the City**

⛨ **End Game Change**

### Searching Your Quarters

*  *Stimulants* | Drug | Remove  Tired | ⦰
*  *Crown Marks* | Currency | ⍉

“You go to search your room and…”

* **1st Time** “There is nothing here, but maybe look again.”
* **2nd Time** “No still nothing, but you are not done yet.”
* **3rd Time** “Tossed the bed but there is nothing there, maybe that is it”
* **4th Time** “Checked under the sink, nothing there either.”
* **5th Time** Player has found  the 2  *Stimulants*.
* **6th Time** Player adds  the mark  **Jocker +1**
* **7th Time** Player has found  the 50  *Crown Marks*.
* **8th Time** “The room is trashed, but you are definitely done.”
* **9th Time** “No you definitely got it all. You even cut the mattress and the pillow open.”
* **10th Time** Player adds  the mark  **Jocker +1**
* **11th Time** “You start the search all the way from the beginning.”
* **12th Time** Update timer  **City-Traveler +1**

**⭯** **return to prompt** **Your Quarters**

# The Repair Shop

* ❁ Fenvin | *Mortal* | Human | Magical-Mechanic Technician

You enter in what must be the sections magical-mechanical repair shop. There are rows of shelves with boxes neatly arranged the worktables have tools on them but are clear of clutter. An older man with lines on his face seems to be struggling with something. He notices you and remarks you are going to have to wait one minute.

*  *Mage-Sphere* | Mage Gear | 5 Mage Gear Slots
*  *Tracking Sensor* | Mage Gear | Accuracy +2

 ***Prompt*** with the following questions

* Do you wait a minute, a *mage*-*sphere* is extremely rare?

 ( Player has acquired  the  *Mage-Sphere* )

 ( Player has acquired  the  *Tracking Sensor* )

 ( It has transpired the event 🔀 *Acquired a Mage-Sphere* )

 **continue reading**

* Travel Elwaer you should really get started on you mission.  **Ride through the City**

The man spends exactly one minute working diligently and quietly. Finally, he puts his tools down. “Sorry you caught me in the middle of aligning magical fields stopping would have been disastrous. So, what can I help you with? So yes, the mage-sphere is acceptable it is in good condition, you should bring it back with an order to have it realigned but that is not really an issue at the moment. Since you had to wait, I will give you this predictive tracking sensor should improve you aim, you will be able to see where something will be as it is moving in relation to your weapon.”

* Optional: Do not reveal this unless they ask how to use it. the Player needs to equip the  *Mage-Sphere* and *Tracking Sensor* to use it. Use  **Brandishing** if the wish to equip the sphere.
* Optional: Do not reveal this if the Player also has the  *Mage-Light* they can equip it too.

 **Ride through the City**

# The Ride Through the City

The page takes you to your final destination, he takes a long look at you and speaks a final farewell.

* If the Player has  **Demeanor** set to *Shock Trooper,* then the page says, “ You look like a shock trooper I hope you know what you are getting into.”
* If the Player has  **Demeanor** set to *Special Forces,* then the page says, “ You look like special forces I hope you can handle yourself.”
* If the Player has  **Demeanor** set to *Soldier,* then the page says, “ You look like you are going to war, I hope it does not come to that.”
* If the Player has  **Demeanor** set to *Assassin,* then the page says, “You look like you are out to kill in that outfit and since you are carrying weapons you better be careful nobody outright attacks you.”
* If the Player has  **Demeanor** set to *Psionics Master,* then the page says “You look like a psionics master with that outfit on and all that tech.”
* If the Player has  **Demeanor** set to *Magister,* then the page says, “You look like a magister away on leave.”
* If the Player has  **Demeanor** set to *Imperial* *Mage,* then the page says, “You look like a mage straight out of the academy.”
* If the Player has  **Demeanor** set to *Battle Mage,* then the page says, “You look like a battle mage, ready for some action.”
* If the Player has  **Demeanor** set to *Officer,* then the page says, “You look like an officer on duty.”
* If the Player has  **Demeanor** set to *Scout,* then the page says, “You look like what you are a scout.”
* If the Player has  **Demeanor** set to *Mercenary,* then the page says, “You look like a mercenary out for hire.”
* If the Player has  **Demeanor** set to *Citizen,* then the page says, “You’ll have no trouble blending in with the locals but will anybody take you seriously.”
* If the Player has  **Demeanor** set to *Jocker* then the page says, “With what you are wearing I doubt people will know what to make of you.”

So, you have nothing to say and get into the carriage.

After a flight ship a horse drawn carriage lacks luster but at least you are not riding horseback.

It is late at night and the city is dark except for the streetlights. Mage lights light the way, you hear a thousand lights were enchanted at once over a hundred years ago by a great master. Not every city can boast such illumination. But nevertheless, it is too dark to see any of the architecture that the capital is known for,the only thing you recognize is the great library.

* If the Player stops at the library with Prompt, then award  the player with 1  **Legendary Feat Point,** and add **Scholar +1**

 ***Pause*** for 3 Seconds

 ***Prompt*** with the following questions.

* Do you want to stop at the library and look at a map?

( Award  Player with 1  **Legendary Feat Point** )

( Player adds  the mark **Scholar +1** )

( It has transpired the event 🔀 *Stopped Great Library of Lai* )

 **The Great Library Lai**

* Continue riding in the city there is no need to look for books.  **continue reading**

You will have to wait for another time to explore the city for now the carriage heads throughout from the center of the city towards your meeting with Ohar who will have the most recent information and dossiers on the people of Elwaer.

 **Ohar**

## The Great Library of Lai

* 🟈 Uxacanon | *Elite* | Artifact Being | Magical-Organic Librarian

The library is massive, but you have access to the Uxacanon the magical-organic librarian, so looking up something will take no time at all.

 ***Prompt*** with the following questions.

* Do you want to look for a map of Elwaer?  **Missing Map**
* Get World Knowledge from the Uxacanon ** Get Opinion**
* Leave for Ohar  **Ohar**

### Missing Map

You try to access the map detailing the territory and it has not been checked out, but it is missing. Stealing from the Lai library is punishable by death. The last person to have accessed it was a lesser royal whose origin you do not recognize.

* The Player learned  about  *Missing Map* add it to the Player’s **Knowledge**

 ***Prompt*** with the following questions.

* Do you want look information about the last person to have accessed the map?

 **Look Up History of Imperial**

* Get World Knowledge from the Uxacanon ** Get Opinion**
* Leave  **Ohar**

### Look up History of Imperial

The lesser royal was once a resident of Elwaer they were given a title for service to the crown now they reside in an estate near Elwaer.

* the Player learned  about *Estate* and  *The Imperials.*
* Looking up information about the royals the Player adds  the mark  **Scholar +1**

 ***Prompt*** with the following questions

* Get World Knowledge from the Uxacanon ** Get Opinion**
* Leave  **Ohar**

 **Ohar**

### Get Opinion

The Uxacanon is massive rising several stories in the center of the library. It silently waits for you to ask it a question.

 ***Prompt*** with the following questions.

* + Ask a question  **continue reading**
  + Continue looking up information about the map **⭯ return to prompt**
* Answer Any Question the Player May Have from Common Knowledge or Specialized Knowledge They Must Know What Question to Ask.

 **Get Opinion**

## Ohar

* ❁ Ohar | *Mortal* | Human | Senior Intelligence Officer

It has begun to rain slightly; you can hear it fall on the roof of the carriage which begins to slow down then comes to a complete stop. The carriage door swings open, and an unfamiliar face appears from the gloom. Its Ohar, his cheeks red and from the smell it is from drinking.

Ohar grins devilishly, with the first words from his mouth being: “So, are we going to the fights? Elwaer is a short ride away before you leave, we could catch Txocan (sócān) fighting, he could even use his open hand technique, I almost have it learned, I am sure if I saw it one more time, I could teach it to you? The child is probably back already and go’ba’dan are too stupid to start anything. Remember the open hand technique stuns enemies it could come in useful in the field.” Ohar smiles an even wider smile and pulls out tickets to a fight from his jacket. But first the dossiers, he says nervously.

 ***Prompt*** with the following questions.

* Go to the fights there is probably nothing in the dossier you can’t figure out yourself

 ( Player adds  the mark  **Fire-Breathing Dragon +2** )

 ( It has transpired the event 🔀 *Skipped the Dossiers* )

 **The Fights**

* leave without listening to the briefing your mission is too important

 ( Player adds  the mark  **Fire-Breathing Dragon +2** )

 ( It has transpired the event 🔀 *Skipped the Dossiers* )

 **The Road to Elwaer**

* listen to the briefing.  **The Dossiers**

### The Dossiers

But first the dossiers, he says nervously. “There isn’t much to say. The missing child is Sihla Durvē the smith’s young daughter a talented smith in her own right, she has been missing for two days now. Isil is her father, lost his wife years ago in an ambush from Go’ba’dan slavers from tribes of men. The wife killed three Go’ba’dan and saved the child from slavery, but she suffered a mortal wound and died shortly after. Lor Hev is an old acquaintance of the group commander you will recognize him from the mole on his face. We have little on Horakar, Go’ba’dan patrols started when he arrived and Sihla disappeared at the same time. He may be the impetus for the land encroachment, Moro is a trader, we have a lot on him, but he is clean, he is above board and has been cleared by the Guild. Lastly there is Sister Nurakai heads the local Faouro religious order at the until recently abandoned monastery, she is a freed slave that is the only thing we know about her, that is all I have for you so can we now go to the fights; it will just be a half an hour or so.” Ohar implores you as he clutches the thick dossiers.

* the Player learned  about  *Sihla Is Missing*
* the Player learned  about  *Isil Durve*
* the Player learned  about  *Lor Hev*
* the Player learned  about  *Horakar*
* the Player learned  about  *Go’ba’dan Troubles*
* the Player learned  about  *Nurakai*
* the Player learned  about  *Monastery*
* the Player learned  about  *The Freed* *Slave*
* the Player learned  about  *Moro*
* If the Player asks to see the dossiers without Prompting, then award  the player with 1  **Legendary Feat Point.**

 **Pause** for 5 seconds.

 ***Prompt***

* The Dossiers look important ask to see them.

( Player adds  the mark  **Tactician +1** )

 **Seeing the Dossier**

* Trust Ohar knows how to do his job you shouldn’t waste time reading over what he just told you. Travel to Elwaer.

 **The Road to Elwaer**

* The open-hand technique is legendary it could really come in useful you should go to the fights and try and learn it

 **The Fights**

### Seeing the Dossier

“I think I covered it all if you want to see them”, he says nervously, “I’ll let you see them after the fight. You do something for me, I do something for you, and we do something together.” Ohar jests.

 ***Prompt*** with the following question

* [ ***Charm*,**  ***Persuade*,**  ***Bond*,** or ***Intimidate*** ] Convince Ohar to let you see the dossiers.

Player adds  the mark  **Silver Tongue +1**

 **Reading the Dossier**

 “Ohar laughs and gives you a hardy pat on the back, you are a real jocker aren’t you is all

he says.

  **stay on prompt**

* [  *The Imperial Shield* ] Even though he is your superior show him the badge.

( Player adds  the mark  **Paladin +1** )

 **Reading the Dossier**

* Forget the dossier go to Elwaer.  **The Road to Elwaer**
* Go to the fights and get it over with you’ll get to see the dossiers then.  **The Fights**

### Reading the Dossiers

Ohar has a briefing packet which he only obviously partly read. If he had read it fully it would show that the smith is refusing to work, and that Sihla nearly killed a man with her sword, she had a huge fight with her dad afterwards. Also, there is strong suspicion that Nurakai was freed during the psionic event on the battlefield making her a former soldier. Now Moro can be usually found on the road to the Go’ba’dan settlement he trades with them, he also does a lot of trading with the local witch, though we know nothing about her or her where abouts. Finally, a group of children with a Go’ba’dan and Faouro was spotted near Elwaer, so slavers are openly operating nearby possibly out of the Go’ba’dan Settlement.

* the Player learned  about  *Sihla the Fight*
* the Player learned  about  *Isil Not Working*
* the Player learned  about  *The Freed Soldier*
* the Player learned  about  *Where to Find Moro*
* the Player learned  about  *The Slavers*
* Reading the Dossiers: Player adds  the mark  **Scholar +1,** then it has transpired the event 🔀 *Looked at the Source Dossiers*

 ***Prompt*** with the following questions.

* Go to Elwaer.  **The Road to Elwaer**
* [ ***not*** 🔀 *Attended the Fight* ] Go to the Fights.  **The Fights**

## The Fights

* Going to the fights: update timer  **City-Traveler +1,** Player adds  the mark  **Fire-Breathing Dragon +2**
* It has transpired  the event 🔀 ***Attended the Fight***

The fights are nearby, and the arena is full the patrons are anxiously waiting.

****  **Analysis** *Skill* *Check*

**** ***Success*** **then**  **the Fix**

**** ***Failure*** **then**  **Open-Hand Combat Technique**

### The Fix

* ❁ Cofin Nor Namal | *Mortal* | Human | Announcer
* 🟈 Txocan | *Elite* | Human | Prize Fighter
* 🟈 Emanol | *Elite* | Human | Prize Fighter
* Witnessing the fix: Player adds  the mark  **Tactician +1** and **Strategist +1**

The announcer steps into the ring and the crowd quiets down. “Now for the main event. The fight between Txocan and Emanol.” Txocan enters the ring first his arms raised high. Txocan is a fit middle-aged man, good looking but for a nose that has seen many a blow. He stands next to the announcer in his signature fighting stance. Next Emanol emerges a much younger contestant but with already greying hair. The announcer repeats the same mantra, it is to be a fair fight and he goes on, but you are too excited to pay much attention you cannot wait for him to start the fight. Before you know you hear the bell ring. Your eyes narrow, Txocan opens with his open hand technique, but you notice Emanol does not even act surprised. In fact, Emanol does not even react when struck it takes him a second for the technique to register. Something is very wrong. The fight is fixed. Emanol knew he was going to get hit and did not even react, he did his best to pretend that he was stunned but his performance was less than convincing. You sit in disbelief as the rest of the fight unfolds, Txocan quickly scores three points and is declared the winner in short order.

 **After the Fights**

### The Open Hand Technique

* ❁ Cofin Nor Namal | *Mortal* | Human | Announcer
* 🟈 Txocan | *Elite* | Human | Prize Fighter
* 🟈 Emanol | *Elite* | Human | Prize Fighter

The announcer steps into the ring and the crow quiets down. “Now for the main event. The fight between Txocan and Emanol.” Txocan enters the ring first his arms raised high. Txocan is a well fit middle-aged man, good looking but for a nose that has seen many a blow. He stands next to the announcer in his signature fighting stance. Next Emanol emerges a much younger contestant but with already greying hair. The announcer repeats the same mantra, it is to be a fair fight and he goes on, but you are too excited to pay much attention you cannot wait for him to start the fight. Before you know you hear fight. Your eyes narrow, Txocan opens with his open hand technique, you are paying close attention and notice how he plants his back foot and rotates his hips along his front foot turning it inward, this is the key to his technique, the arm is thrown out like a whip with the palm sticking at full extension. You have it, you have learned the open hand technique. Emanol stagers back and Txocan follows through with a brutal upper cut scoring his first point. You sit in disbelief as the rest of the fight unfolds, Txocan quickly scores three points and is declared the winner in short order.

* The Player learns ***open hand technique*** | ***Hand-To-Hand*** | +2 Accuracy | No Damage | +5 Initiative| 60% to stun opponent for two rounds. Do not reveal in reality it does nothing.
* The Player learned  about  ***Open Palm***

 **After the Fights**

### After the Fights

After the fight Ohar is reeling in disbelief it is hard to get his attention.

 ***Prompt*** with the following questions.

* [ ***not*** event 🔀 ***Looked at the Source Dossiers*** ] Ask to see the dossier.  **The Dossier**
* Leave.  **The Road to Elwaer**

# The Road to Elwaer

You leave Ohar and the city it is still raining and night. You expect a long journey and you should arrive at Elwaer by morning.

 **The Stuck Carriage**

## The Stuck Carriage

* ❁ **Ifo In Camir** | *Mortal* | Human | Carriage Driver
* ❁ **Tes Ol Nonon** | *Mortal* | Human | Assistant
* ❁ **Esela Veleri** | *Mortal* | Human | Seamstress
* 🌣 **Nora** | *God’s Gift* | Human | Dreamer

You arrive at a scene that has played out in nearly journey, a carriage was not careful and got stuck in the mud. Standing outside are an older lady in a fine dress with grey hair, and a little girl dressed in a yellow dress with ribbons in their hair. The driver is urging the horses on while his assistant pushes from behind. It is obvious that without help, they will be going nowhere.

* If the Player, asks to stop without Prompt then  **Legendary Feat Points +1**

 ***Pause:*** 1 Second.

 ***Prompt*** with the following questions

* You should stop and give them a hand it wouldn’t take long.  **Helping the Carriage**
* the mission is too important to stop.  **The Toll**

### Helping the Carriage

“We were going to be late for a wedding, let me give you a little something for you troubles.” The older woman hands you some coins and gets in the carriage, the little girl takes the ribbons down from her hair and places them around your neck like medals and gives you a big hug.

*  ***Nora’s Ribbons***| Clothing | ⦰
*  ***Crown Marks***| Currency | ⍉
* The Player helps the get the carriage unstuck the Player has acquired  the  ***Nora’s Ribbons***and 150 ***Crown Marks***and it has transpired the event 🔀 ***Helped Out a Stuck Carriage***

 **The Toll**

## The Toll

* ❁ Teleri Kes Ofali | *Mortal* | Human | Carriage Driver
* ❁ Kamun Kus Nilil| *Mortal* | Human | Marauder Leader
* ❁ Imon Kus Nilil | *Mortal* | Human | Marauder
* ❁ Vosan Kus Nilil | *Mortal* | Human | Marauder
* ❁ Etor Opar Vetok | *Mortal* | Human | Marauder
* ❁ Mesin Opar Vetok | *Mortal* | Human | Marauder

“The carriage driver gives an excited knock on the door to the port hole as the carriage comes to a halt. He opens it up and screams trouble ahead. Half a dozen men stand in the road. They are dirty and have harsh expressions on their faces. “We are collecting her majesties’ toll; none may pass without paying the road toll. We don’t want any trouble”, they call out. The men carry heavy branches with one holding a hoe the other a pitchfork. They seriously believe they are going to get money off you. You swear you can smell them from twenty feet away.

 ***Prompt*** with the following questions.

* [  *Weapon* ] Pull out your weapon. Make them pay!

( Player adds  the mark  **Fire Breathing Dragon +2** )

 **Pursuit**

* Go into your fighting stance this requires hand-to-hand combat.

( Player adds  the mark  **Fire Breathing Dragon +2** )

 **Pursuit**

* [ 7 ***Times*** ] Reason with the men tell them you are on your way to an important mission, and they aren’t fooling anyone.

( Player adds  the mark  **Strategist +1 )**

** Reasoning with the Toll**

* Get back inside the carriage and tell the driver to whip the horses you don’t have time for this foolery.

( The Player loses 3  **Legendary Feat Points** )

 **Arrived At Elwaer**

* [  *The Imperial Shield* ] Show them the Badge

( Player adds  the mark  **Paladin +1** )

( Award  the Player with 1 **Legendary Feat Point** )

 **Pursuit**

### Reasoning with the Toll

* If this the second time the Player reasons with them then Player adds  the mark  **Jocker +1**
* If this is the fifth time the Player reasons with them then Player adds  the mark  **Jocker +1**
* If this is the seventh time the Player reasons with them then  **The Sun Cage**

 **Reread**

The men do not seem deterred. They clutch their weapons with white knuckle fists.

**⭯ return to prompt**  **The Toll**

### Pursuit

The men flee in different directions it is obvious they had escape routes planned and you quickly become lost in the underbrush; pursuit is futile. You can still smell them.

****  **Analysis** *Skill* *Check*

** *Success*** **then**  **continue reading**

**** ***Failure* then**  **Arrived At Elwaer**

Something is off about how bad the men smell, something is definitely off, you can swear you can still smell them.

* If the Player asks to search without Prompt, then award  the Player with 1  **Legendary Feat Points**

 **Pause** 5 Seconds

 ***Prompt*** with the following questions.

* You should do a quick search something is wrong  **Search the Surrounding Area**
* Travel to Elwaer you’ve waisted enough time.  **Arrived At Elwaer**

### Search the Surrounding Area

The underbrush is thick here and it is difficult to move around the situation is made worse by the terrible smell. You swear you have never smelt anything like it you search for a while but come up with nothing.

 ***Prompt*** with the following questions

* You should do another quick search something is wrong.  **continue reading**
* Travel to Elwaer you will probably find nothing.

 ( Player subtracts the mark  **Tactician -1** )

 **Arrived At Elwaer**

You try to locate the source of the smell, but it is difficult to move towards it every part of you wants to simply run in the other direction.

 ***Prompt***

* Someone was obviously sick somewhere do you really want to find out where.

 ( Player subtracts the mark  **Tactician -2** )

 **continue reading**

* why do you want to see somebody’s sick travel to Elwaer?  **Arrived At Elwaer**

Finally, you arrive at what looks to be a shallow grave the smell is inhuman and there are flies gathering on top of the grave. But it is not really even a grave it is just a body with some dirt thrown on top. The body is of a poor young man. It has been beaten badly and is crusted with dark blood. You should probably report this to someone.

* The Player learned  about  ***The* *Body*** and it has transpired the event 🔀 ***Found a Body***

 ***Prompt***

* You are closer to the city than Elwaer, travel to the city. The guards there are better equipped to deal with a gang of marauders.

 ( Update timer  **City-Traveler +2** )

 ( Player adds  the mark  **Paladin +2** )

 **Return to the City**

* Report the body at Elwaer. Even though they don’t have enough men to deal with six assailants.

 **Arrived At Elwaer**

* Leave them and forget about them they are dead there is nothing you can do.

 ( Forget  about  ***The Body*** )

 **Arrived At Elwaer**

### Return To the City

On your return to Lai, you are lucky and, on the way, find guards patrolling you report the crime to them. and continue on your way to Elwaer.

 **Arrived At Elwaer**

Chapter 2

# Arrived at Elwaer

 **Save Point** *the Stones of the Path*

* **place**  **the Doctor** **at one** **of (** 📥 **Pig Farms,** 📥 **Mill, or** 📥 **Subsistence Farms )**
* **place**  **Moro** **at one** **of (** 📥 **The Witches House or** 📥 **The Road to the Goblyn Settlement )**
* **set** *Hungry*
* **do on one condition that**

**[**  **City-Traveler is equal or greater than** **4 ]**

**then it** **has transpired  that** 🔀 *Children Mooning* **and** 🔀 *Arrived on Time*

[  **City-Traveler is equal or less than 3 ]**

**then it has transpired  that** 🔀 *Arrived Early*

You had told the driver to stop the carriage outside of town which he did on a hill. If it were not for the large lake and the keep Elwaer would have been any other town. But the Keep and the Lake both seemed proud to you, shining in the sun as if boasting. It is really a view as you catch yourself admiring it for a minute before realizing there is work to do. Remember your training take nothing for granted you think to yourself. Walking the town to the keep is a clever idea. Perhaps you will find a friendly local.”

 ***Prompt***

* Make Room in Your Backpack Leave Some of your things in the carriage

**** **Pack Rat**

* Stand there for a moment.  **continue**

 **The Stones of the Path**

## The Stones of the Path

* **add mark**  **Falling Star +1**
* ❁ Kesafor | *Mortal* | Kheseril | Seer
* ❁ Tontolar | *Mortal* | Kheseril | Seer

As you stand there you see two giant birds fly off in the distance.

 **The Outskirts of Elwaer**

## Pack Rat

“Choose which items you want to keep in your backpack and which you want to leave in the carriage. You will probably not need everything you are carrying and if you don’t need it is not worth carrying.”

* **choose**  *Items* **from**  **Inventory** **and** **then** **remove** **chosen**  *Items* **from**  **Inventory**

**⭯ return to prompt  Arrived at Elwaer**

# The Outskirts of Elwaer

You are very near the town and can hear people talking. There are many places to go from hear paths lead in different directions.

 ***Prompt***

* Walk through town and find out what is going on.  **The Town of Elwaer**
* Skip the town and go to the Keep.  **The Keep at Waters Edge**
* Follow the path that leads to the lake.  **The Wilds**
* [  *Camp* ] Follow the path that leads to the lake and Pitch Camp  **The Wilds**
* [ ***not***  *the Monastery* ] Take the Eastern Path  **The Monastery**
* [ ***not***  *the Go’ba’dan Troubles* **and** ***not***  *the Go’ba’dan Territory* ] Take the Western Path.

 **The Goblyn Territory**

* [ ***not***  *the Estate* ] Take the Northern Path  **The Estate**
* [ ***not***  *the Witch’s House* ] Take the Southern Path  **The Witches House**
* [ ***not***  *the Villages* ] Take the South Eastern Path  **The Villages**
* [  *the Go’ba’dan Troubles* **or**  *the Go’ba’dan Territory* ] Go to the Go’ba’dan territory.

 **The Goblyn Territory**

* [  *the Missing Child* **or**  *Sihla is Missing* ] Search the wilds for the missing child.

 **The Wilds**

* [  *the Mushroom Farms* ] Follow the path that leads to the mushroom farms.

 **The Wilds**

* [  *the Imorwaer* ] Follow the path that leads to the Imorwaer.  **The Wilds**
* [  *the Dens* ] Follow the path that leads to the dens.  **The Wilds**
* [  *the Mine* ] Follow the path that leads to the mine.  **The Wilds**
* [  *the Monastery* ] Visit the Monastery  **The Monastery**
* [  *the Estate* ] Travel to the Estate.  **The Estate**
* [  *the Witch’s House* ] Visit the Witches House  **The Witches House**
* [  *the Villages* ] Travel to the Surrounding Villages  **The Villages**

# The Town of Elwaer

* **if it has transpired  that** 🔀*Thrown out of Town*

**then**  “As soon as your seen you are run out of the town; and everyone is out on patrol looking for you.”

**and then**  **The Outskirts of Elwaer**

[ 🔀*The Dream* ]  As you near Elwaer you can see a giant Dunwaeri Fortress wall now surrounds the town. Villagers have gathered near the town gates inspecting the fortification and marveling at their appearance. These as Sun-Born walls their construction is massive and imposing.

* ❁ Villagers | *Mortal* | Human

Elwaer is in the northern part of the country and as such displays its own local identity which can be seen in the style of the houses. The houses are adobe with thatched roofs they each have a large, covered porch. The floors are tiled in a dark red and the outside of the houses are painted pink. They are genuinely nice houses and are extremely well kept with flower bushes all around the perimeter of the property each house stands next to a field, where you can see fruits and vegetables being grown for use and for the market. Nearly each field has a farmer tending it and they all are hard at work. You can see adults and children are out.

* **for each condition**

[ ***not*** *Elwaer is Goblyn* **and** **Ring of Mushrooms equal or greater than 5 ]**

**then** ***do one time***  **The News Elwaer is Goblyn**

[  **Wartime Requisition equal or greater than 8 ]**

**then** ***do one time***  **The News That There is a Thief in Town**

[  **Traveler is equal or greater than** **12** ]

**then** ***do one time***  **The News of Sihla Return**

[  **Traveler is equal or greater than 8** ]

**then** ***do one time***  **The News of the Skirmish**

[ **🔀** *Stabilized Izzy* ]

**then if the timer**  **Traveler is** **equal or greater than the timer**  **Izzy’s-Traveler**

**then** ***do one time***  **The News of Izzy’s Death**

[ **🔀** *Jalu is Attacked* ]

**then if the timer**  **Traveler** **is equal or greater than the timer**  **Jalu’s-Traveler**

**then** ***do one time***  **The News of Jalu’s Death**

**else then** ***do one time***  **The News that Jalu has Been Attacked**

[  **City-Traveler is equal or less than 3 and**  **Traveler is equal or greater than 6 ]**

**then** ***do one time***  **The News of Izzy’s Death**

[  **Traveler is equal or greater than 20** ]

**then** ***do one time***  **The Circus**

[  **Traveler is equal or greater than 24** ]

**then** ***do one time***  **The Tribes of Men**

 **The Stranger**

# Leaving The Town of Elwaer

* **for each condition**

[ **🔀** *Jalu is Attacked* ]

**then** ***do one time***  **The News Jalu is Attacked**

[ **🔀** *Isil is Killed* ]

**then** ***do one time***  **The News Isil is Killed**

[ ***not*** *Elwaer is Goblyn* **and** **Ring of Mushrooms equal or greater than 5 ]**

**then** ***do one time***  **The News Elwaer is Goblyn**

[  **Wartime Requisition equal or greater than 8 ]**

**then** ***do one time***  **The News That There is a Thief in Town**

[  **Traveler is equal or greater than** **12** ]

**then** ***do one time***  **The News of Sihla Return**

[  **Traveler is equal or greater than 8** ]

**then** ***do one time***  **The News of the Skirmish**

[ **🔀** *Stabilized Izzy* ]

**then if the timer**  **Traveler is** **equal or greater than the timer**  **Izzy’s-Traveler**

**then** ***do one time***  **The News of Izzy’s Death**

[ **🔀** *Jalu is Attacked* ]

**then if the timer**  **Traveler** **is equal or greater than the timer**  **Jalu’s-Traveler**

**then** ***do one time***  **The News of Jalu’s Death**

**else then** ***do one time***  **The News that Jalu has Been Attacked**

[  **City-Traveler is equal or less than 3 and**  **Traveler is equal or greater than 6 ]**

**then** ***do one time***  **The News of Izzy’s Death**

[ **🔀** *The Dream* ]

**then** ***do one time***  **The News of the Dream**

[  **Traveler is equal or greater than 20** ]

**then** ***do one time***  **The News of the Circus**

[  **Traveler is equal or greater than 24** ]

**then** ***do one time***  **The News of the Tribes of Men**

 **The Outskirts of Elwaer**

# News about the Town of Elwaer

## The News that a Thief is in Town

* **it has transpired  that** 🔀 *There is a thief on the prowl*
* **player has learned**  **about** *The Giant Rat*
* ❁ Villagers | *Mortal* | Human

People have gathered in town you hear a clamoring that there is a thief in town and that people should lock their doors and keep their valuables on them. You hear one woman exclaim that it is a Moradune she saw one in town, he was hiding from people, there is an outroar and people have started picking up rakes and shovels and have started to organize a search party for the Moradune. You hear someone yell that he is going to kill the filth.

⭯ ***return***  **The Town of Elwaer or**  **Leaving** **the Town of Elwaer**

## The News that Jalu is Attacked

* ❁ Epali Nos Farom | *Mortal* | Human | Farmer

As you leave town a villager comes running to you and tells you Jalu has been attacked he is in really bad shape. Can you please help nobody knows what to do.

 ***Prompt***

* Go to Jalu, he needs your aid.  **Jalu’s House**
* Jalu has a whole village looking after him you have to think about your mission.

⭯ ***return***  **The Town of Elwaer or**  **Leaving** **the Town of Elwaer**

## The News that Sihla is Back

* **has transpired** 🔀 *Sihla Returned*
* ❁ Fis Eri Cosomo | *Mortal* | Human | Farmer

You hear somebody mention that Sihla, the little girl that was missing, has come back. Nobody seems surprised to have her back. She was wearing armor and headed to the smithy.

⭯ ***return***  **The Town of Elwaer**

## The News of the Skirmish

* **has transpired** 🔀 *The Skirmish*
* **has transpired 🔀** *Horakar Guarding the Entrance*
* ❁ Roti Wes Isom | *Mortal* | Human | Farmer
* ❁ Vesves Et Manomi | *Mortal* | Human | Farmer

You overhear two people talking frantically that they have been attacked by the estate, you think they mean the Go’ba’dan were attacked, they are not making much sense. But you can make out that one Go’ba’dan alone subdued fifty men using highly advanced Goblyn Tech. “So, one Goblyn is all it took and luckily nobody was mortally injured, the peace was kept by the Goblyns.” You hear a woman join the conversation.

⭯ ***return***  **The Town of Elwaer**

## The News of Izzy’s Death

* **add mark**  **Open-Door +1,**  **The Dark Moon +1, and**  **Sister Night +1**
* **remove mark**  **Friendly Dragon**
* **has transpired** 🔀 *Izzy Died* **and** 🔀 *Children Throwing Rocks*
* ❁ Villagers | *Mortal* | Human

People are crying inconsolably you hear that Izzy has died. Her mother waited for aid that never came and there was nothing anybody could have done to help her.

* ***optional* ⛨ End of Game**
* ***optional* ⛨ Game Change remove**  **The Dark Moon**
* ***optional* ⛨ Game Change subtract**  **Sister Night -1**
* ***optional* ⛨ Game Change it has transpired** 🔀 *Children Throwing Rocks*
* ***optional***   **Save Point** *the Stones of the Path*

⭯ ***return***  **The Town of Elwaer**

The News of Jalu’s Death

* **add mark**  **Open-Door +1,**  **The Dark Moon +1, and**  **Sister Night +1**
* **remove mark**  **Friendly Dragon**
* **has transpired** 🔀 *Jalu Died* **and** 🔀 *Children Throwing Rocks*
* ❁ Villagers | *Mortal* | Human
* 🟍 The Khaubold Queen | *Demi-Hero* | Human
* 🟈 Khaubold Honor Guard | *Elite* | Khaubold | The Khaubold Queen’s Honor Guard

Down by a weeping willow a pyre burns. The whole town has gathered, you can hear singing. They are singing the song “farewell to the fallen” the song sung for those who have lost a battle for heroes who never return from war. Up on a distant hill an armored goblin with a retinue of Khaubolds stands. They stay only a short while turning and disappearing.

* ***optional* ⛨ End of Game**
* ***optional* ⛨ Game Change remove**  **The Dark Moon**
* ***optional* ⛨ Game Change subtract**  **Sister Night -1**
* ***optional* ⛨ Game Change it has transpired** 🔀 *Children Throwing Rocks*
* ***optional***   **Save Point** *the Stones of the Path*

⭯ ***return***  **The Town of Elwaer**

## The News that Elwaer is Goblyn

You take stock of the people and their customs, and their common use of the Faery language, it begins to dawn on you that they are behaving as if they are Go’ba’dan, or Goblyn as they would put it. How this has gone unnoticed at central is beyond you. So you must assume that Elwaer is actually Goblyn. Perhaps you should obey Goblyn Law while you are here, for whatever that means.

* **has learned**  **about***Elwaer is Goblyn*

⭯ **return**  **The Town of Elwaer or**  **Leaving** **the Town of Elwaer**

## The News of Isil’s Death

* **add mark**  **Open-Door +1,**  **The Dark Moon +1, and**  **Sister Night +1**
* **has transpired** 🔀 *Children Throwing Rocks*
* ❁ Villagers | *Mortal* | Human

There is a great commotion as you go to leave the town. You hear that Isil has been killed in an attack on the Go’ba’dan Settlement.

* ***optional* ⛨ End of Game**
* ***optional* ⛨ Game Change remove**  **The Dark Moon**
* ***optional* ⛨ Game Change subtract**  **Sister Night -1**
* ***optional* ⛨ Game Change it has transpired** 🔀 *Horakar is Guarding*
* ***optional***   **Save Point** *the Stones of the Path*

⭯ ***return***  **Leaving the Town of Elwaer**

## The News of the Dream

 Some of the men and women of Elwaer are transfixed by appearance of the wall. You see them praying and wailing.

⭯ ***return***  **Leaving the Town of Elwaer**

# The Stranger

* ***do each time* add mark**  **Stranger +1**
* ❁ Children | *Mortal* | Human
* **for each do on condition that**

[ 🔀 *Children Throwing Rocks* **]**

**then**  **“**Some of the children are weeping others are throwing rocks at you, they run away at

your presence.”

**and then**  **Making Friends**

[  *Shock Trooper*,  Assassin,  *Special Forces*, **or**  *Soldier* **]**

**then** “You notice that wherever you go children run away.”

**and then** **has transpired** 🔀 *Children Run Away*

**and then**  **Making Friends**

[ 🔀 *Earned the Children’s Trust* **]**

**then** “The children follow you constantly in town in a

joyful mood singing songs and playing games. They pay close attention to what you do and seem to rejoice in your company.”

**and then**  **Making Friends**

[ 🔀 *Izzy Is Sick* **]**

**then** “The children anxiously waiting for Izzy to get better.”

**and then**  **Making Friends**

[  **Friendly Dragon ]**

**then**  **Assorted Games**

[  *Psionics Master* **]**

**then do one time**  **The Marvel**

[ 🔀 *Children Mooning* **]**

**then** “You notice young children who look at you then moon

you and run away. It is not just one child it is all children. and they are plenty of

them.”

**and then**  **Making Friends**

[ 🔀 *Izzy Is Healed* **]**

**then**  **Playing with the Children**

[ 🔀 *Arrived Early* **]**

**then**  **Arriving Early**

## Making Friends

[ 🔀 *Dream* ]  You are standing in the middle of a walled outpost city defense system which houses a tiny

town. Which now houses several landmarks taken out of storage, such as a school and towers.

[  **Dual Nature** ] ***do one time***  **“** You hear a whisper someone has lost a Gedankenschild. Unmask the mask less one.”

It is time to talk to somebody you decide to…

 ***Prompt***

* Talk to a Villager.  **The People of Elwaer**
* Talk to the Children  **The Stranger**
* Go to the large covered Well in the center of town.  **The Well**
* Go to the Smithy.  **Smithy**
* Go to the Inn.  **The Inn**
* Go to the Market.  **The Market**
* Rob the Town.  **Rob the Town**
* Leave town go somewhere else.  **Leaving The Town of Elwaer**
* [  *Izzy* ] Go to Izzy’s House.  **Izzy’s House**
* [  *Ariria* ] Go to Ariria’s House.  **Ariria’s House**
* [  *Jalu* ] Go to Jalu’s House.  **Jalu’s House**
* [  *Sihla the Fight* ] Go to Elsa’s House  **Elsa’s House**
* [ 7 ***Times*** |  *The Giant Rat* **or**  *Mauf* ] There is a Moradune in Elwaer you better hunt it down and

make sure it is not up no good.  **Searching for the Rat Giant**

* [ 🔀 *Dream* ] There is a tower on the north end of the walled city.  **Walled City Northern Tower**
* [ 🔀 *Dream* ] There is a tower on the east end of the walled city.  **Walled City Eastern Tower**
* [ 🔀 *Dream* ] There is a tower on the west end of the walled city.  **Walled City Western Tower**
* [ 🔀 *Dream* ] There is a school in the middle of the walled city. It is exceedingly large.

 **Walled City School**

* [ 🔀 *Dream* ] Explore the Walled Area in the northern part of the walled city.  **Walled City Wilderness**
* [ 🔀 *Dream* **and**  *The Well* ] The well.  **Walled City the Well**
* [ 🔀 *Dream* **and**  *The Faery Village* ] The Faery Village.  **Walled City the Faery Village**
* [ 🔀 *Dream* **and**  *The Library* ] The Library.  **Walled City the Library**
* [ 🔀 *Met Elalilelothor* ] Do Business with Elalilelothor  **Elalilelothor Do Business**

# The Children

## The Marvel

* ❁ Ekeni Nar Esel | *Mortal* | Human | Child

A small child approaches you; he seems enchanted by the mage-sphere.

* **if has not transpired** 🔀 *Izzy is Sick* **or** 🔀 *Izzy is Healed*

**then**  **Arriving Early**

The small child invites you to play games with him and his friends.

 **Assorted Games**

## Arriving Early

 ***Reread***

* ❁ Children | *Mortal* | Human

You notice that children have started to come out of the houses and have begun to follow you. Soon you are surrounded by a dozen children of various ages. All the children are well dressed and clean, except for a little one that obviously had been playing in the mud. Their trying to get you attention.

 ***Prompt***

* Stop and talk to the children they are really young so this could take a while.  **Listen to the Children**
* they are too young to know anything keep talk to an adult.  **Ignore the Children**

### Ignore the Children

* **add mark**  **Fire-Breathing Dragon +2**
* ***do each time* add**  **Town-Traveler +1**
* ❁ Children | *Mortal* | Human

You shoo the children away and they leave somewhat disheartened.

 **The Stranger**

### Listen to the Children

* ❁ Forfor Bak Etal | *Mortal* | Human | Child

One of the children pipes up.

“It’s my birthday cut a coin in half for me sir?” The young boy puts out his begging hand. He then continues. “Please sir it’s my birthday come and play with us. The adults are making a fuss over nothing. Momma said if we are lucky, they will quarter troops in town. That means money she said.”

 ***Prompt***

* [  *1 Crown Mark* ] give the child one crown mark

 **has lost**  *1 Crown Mark*

 **continue**

* [  *1 Imperial Crown Mark* ] give the child one imperial crown mark and tell them to take it to their parents it is for their future.

 **has lost**  *1 Imperial Crown Mark*

 **add mark**  **The Wish +1**

 **has transpired** 🔀 *The Birthday Wish*

 **continue**

* Smile and pat the kid on the head wish them happy birthday.  **continue**
* Shoo the kid away

 **add mark**  **Bright Star +1**

 **continue**

* ❁ Children | *Mortal* | Human

Meanwhile the other children have begun playing tag “Goblyn going to get you…” you hear the children sing. Curiously, they know the faery word for a Go’ba’dan and are pronouncing it correctly.

* **add mark**  **Ring of Mushrooms +1**
* ❁ Efi Nis Falomar | *Mortal* | Human | Child

then a young girl steps in and says remember we decided birthday or not we are not playing until Izzy is better. She then addresses you sir is there anything you can do can you look in on our friend, she is really sick and not getting better. She runs away crying.

* **has learned**  **about**  *Izzy*
* **it transpired** 🔀 *Izzy Is Sick*

 ***Prompt***

* Maybe go take a look see if you can help Izzy  **Izzy’s House**
* kids get sick all the time and she has parents looking after them I’ll take a look later keep talking to the kids.

 **add mark**  **Open Door +1 and**  **Bright Star +1**

 **continue**

* continue looking for an adult

 **add mark**  **Open Door +1 and**  **Bright Star +1**

 **Making Friends**

* ❁ Samana Yer Nukal | *Mortal* | Human | Child
* 🟍Jalu | *Demi-Hero* | Human | Teenager ( The Moon Knight’s Spymaster )

Another little girl is tugging at you pants and continues “Khblod my friend” the young girl blurts out. “Don’t listen to her sir she is my little sister she tells stories. I’m Jalu a boy interjects. There isn’t anything that goes on around here that I don’t know about. I know why you are here and for a coin I’ll tell you what you want to know.” The boy had seen the commotion and had decided to investigate he is older and has a mischievous look on his face like someone who cannot be truly trusted to keep his word.

* **has learned**  **about**  *Jalu*
* **add mark**  **Dragons Egg +1**

 ***Prompt***

* Talk to the young man he might know something  **Jalu**
* He’s a swindler and a kid go talk to an adult  **Making Friends**

## Playing with the Children

 ***Reread***

* ❁ Children | *Mortal* | Human

The children always seem to find you when you are in the village. and they are in particularly good spirits and constantly thank you for helping Izzy the smaller children are hugging your legs and looking up with warm smiles. The children ask you to play with them they assure you Sihla is ok she can take care of herself. The children are carefree and ready to play.

 **Assorted Games**

## Assorted Games

* ❁ Children | *Mortal* | Human

The children only seem interested in playing games.

* **if the timer**  **Town-Traveler is equal or greater than 3**

**then**  “But apparently not with you, the kids have decided they don’t like you.”

**and then has transpired** 🔀 *Children Mooning*

**and then remove mark**  **Friendly Dragon**

**and then**  **Stranger**

* **do on condition that**

[  **Friendly Dragon** ]

**then**  **Playing Marbles**

[  **Friendly Dragon equal to 1** ]

**then**  **Going Fishing**

[  **Friendly Dragon equal to 2** ]

**then**  **Playing Hide and Seek**

### Playing Marbles

 ***Prompt***

* Spend time playing with the children they might know something

 **add mark**  **Friendly Dragon + 1**

 **continue**

* You’ll get court martialed if Kazu hears that you spent time playing with children.

 **Ignore the Children**

* ❁ Children | *Mortal* | Human
* ❁ Okir Fes Wotar | *Mortal* | Human | Child

“Let’s play marbles, let me show you our town’s game it is better than what they play in Orden.”

You play marbles with the children.

One of the children notes that “Goblyns are no trouble just ask Moro the trader, seen him talking to them. I mean everybody knows he talks to them.”

* **add mark**  **Ring of Mushrooms +1**

 **Going Fishing**

### Going Fishing

* ❁ Samana Yer Nukal | *Mortal* | Human | Child
* 🟍Jalu | *Demi-Hero* | Human | Teenager ( The Moon Knight’s Spymaster )
* ❁ Children | *Mortal* | Human

“Let’s go fishing like with the kobolds.” Jalu is nearby again and intercedes, “that’s what they call watching the kobolds fish with spears. They look at them from the top of the old quarry mine nearly half a mile away. They don’t actually go fishing with them.”

“That’s not true Ariria Sihla’s best friend goes fishing with them all the time” the little girl screams and runs off crying.”

The other kids plead with you to go fishing.

* **has learned**  **about**  *Ariria*
* **has learned**  **about**  *Jalu*

 ***Prompt***

* Ask about Sihla.

 “Sihla is our friend if you want to be our friend you will stop asking so many questions.

Sihla is all right she can take care of herself she takes care of all of us.”

 **add mark**  **Gather-Intelligence +1**

 **stay on prompt**

* So, you’ve had one game that should be enough.

 **Ignore the Children**

* You should speak with Ariria.

 **Ignore the Children**

* Another game would not be the end of the world. You can speak to Ariria Later.

 **add mark**  **Friendly Dragon + 1**

 **continue**

You spend some time fishing then the children want to play another game.

 **Playing Hide and Seek**

### Playing Hide and Seek

* ❁ Samana Yer Nukal | *Mortal* | Human | Child
* ❁ Fifir Yer Nukal | *Mortal* | Human | Child

“Now please just one round of hide and seek. Sihla always plays at least one round. We’ll show you where she likes to play.”

“another girl pipes up. Goblyns don’t take nobody she ran away because of Elsa. The man spat on her and Sihla hit him hard. Why would the goblyns take her for that?”

* **has learned**  **about**  *Sihla the Fight*
* **add mark**  **Ring of Mushrooms +1**

 ***Prompt***

* So, you’ve had two games that should be enough.

 **Ignore the Children**

* One last game would not be the end of the world.  **Earning the Kids Trust**

## Earning the Children’s Trust

* **add mark**  **Lunar Flower +1,**  **Dragons Egg +1, and**  **Hidden Dragon +1**
* **award with** 2 **Legendary Feat Points**
* **has transpired** 🔀 *Earned the Children’s Trust*
* ❁ Children | *Mortal* | Human
* ❁ Oset Qur Payei | *Mortal* | Human | Child

After playing with the children three times the children become quiet and coy. One of the older children starts to speak.

“We know you are looking for Sihla. We know she is ok, but she isn’t in trouble, is she? Jalu knows where she is. We know too, but we can’t tell you. We promised.” The children then all turn and run away. Except for one which warns you “Don’t let Jalu mess you around. and don’t hurt Mauf, we know adults hate maraduns (she means Moradunes), and they don’t know he is here.” then he turns and runs away too with the other children.

* **has learned**  **about**  *Jalu*
* **has learned**  **about**  *Mauf*

 ***Prompt***

* Find Jalu he knows something important.  **Jalu**
* You don’t need a swindler; you should search the town for this Mauf see what a Moradune is doing in Elwaer.  **Making Friends**

# The Well

 **Save Point** *the Well*

* **if has transpired** 🔀 *arrived early*

**then**  **The Fount**

In the middle of town there is a well with a large roof covering it. You drop a stone into the well you guess that it is more than one hundred feet deep and curiously it is dry, which is unusual considering how near you are to the lake.

 **Prompt**

* [ 4 ***Times*** ] Jump in the well  **continue**
* Better not risk it  **The Stranger**

You jump down the well a fall to your death.

* **has transpired** 🔀 *jumped down a well*
* **1st Time Player does not learn about their Marks** **and** **add mark**  **Ash Phoenix +1 and**  **Dancing Doll +1**
* **2nd Time Player does not learn about their Marks** **and** **add mark**  **Ash Phoenix +1**
* **3rd Time Player does not learn about their Marks** **and** **add mark**  **Jocker +1 and**  **Ash Phoenix +1**
* **4th Time Player does not learn about their Marks** **and**  **⛨ The Sun Cage**
* ⛨ **End of Game**
* ****  **Save Point** *the Well*

## The Fount

In the middle of town there is a well with a large roof covering it. You drop a stone into the well you guess that it is more than one hundred feet deep but full of water. The well is rather beautiful and in the shade the sunlight is almost magical you feel like making a wish. There is a note on the well that reads well goes dry after morning.

[ 🔀 *Held Aseri* **and**  1 *Imperial Crown Mark* **and** **Jocker** ]  I won the Uhwari Eledium those Imperial Crown Marks in your backpack are minted from in a contest of skill against Eseme, Katul and Veshos. I have told the False Empress Elil that I did curse that gold. I am Aseri the beautiful child of Herim Namul. I am born of construction. I transferred myself into your mind, I was trapped in the sword, I must get to my sisters.” The Voice in you head commands you to destroy Imperial Crown marks.

[ 🔀 *Held Aseri* **and**  1 *Imperial Crown Mark* **and** **Jocker and**  *Uxacanon* ]  No you must not get rid of the weight. Speaks the Uxacanon. You must take it whole after you find the flower. You cannot find it, the flower, others must find it for you. The Uxacanon has predicted this course of action will be the most fruitful.

[  *Uxacanon* **and**  1 *Imperial Crown Mark* ]  Do not even consider throwing any coins in that well. Speaks the Uxacanon. You must take the weight, imperial crowns, take it whole after you find the flower. You cannot find it, the flower, others must find it for you. The Uxacanon has predicted this course of action will be the most fruitful.

[  *Nora*]  This is no ordinary well this is a living being. This is a celestial merchant; it is waiting for payment on a wish. I believe this is why the Goblyns say a Prophesy is a party. Someone has placed this here recently. I received information on the wish, a miracle has taken place in the wilds. We must forage for it. A lunar flower has landed safely there. Payment now may be a mistake.

[  *Giant Purple Hat*]  A well than never runs dry in the morning but is bone dry after morning and it is several hundred feet deep past the water depth something is amiss here. Tread carefully, the Giant Purple Hat speaks to you once more.

 **Prompt**

* [  *Uxacanon* **and**  1 *Imperial Crown Mark* ] Make a wish and throw in an Imperial Crown Mark

 **The Wish**

* [  1 *Imperial Crown Mark* **and** 🔀 *Held Aseri* ] Make a wish and throw in an Imperial Crown Mark

 **The Wish**

* [  1 *Crown Mark* ] Make a wish and throw in a Crown Mark

 **has lost** 1 *Crown Mark*

 **stay on prompt**

* Wait till the well goes dry.

 **update timer**  **Traveler** +12

 You’ve fallen asleep you wake to a commotion.

 **The Town of Elwaer**

* Leave  **The Stranger**

### The Wish

* **has lost** 1 *Imperial Crown Mark*
* **each time if not transpired** 🔀 *The Dream*

**then add mark**  **The Wish +1**

* **if has mark**  **The Wish equal to 1**

**then** You feel a great weight lifted from your shoulders.

**and then**  **The Fount**

* **if has mark**  **The Wish equal to 2**

**then** You feel much better.

**and then**  **The Fount**

* **if has mark**  **The Wish equal to 3**

**then has transpired** 🔀 *The Dream*

**and then remove mark**  **Dragons Hoard and**  **The Wish**

**and then** You feel something you do not understand has happened.

**and then**  **The Dream**

 **The Fount**

### The Dream

* **award** **with** 5  **Legendary Feat Points**

Even though there is not a cloud in the sky you hear the crack of thunder then a violent wind which nearly sweeps you off your feet hits you with its loud roar. Then the well is gone, and you look around and a giant wall surrounds the town of Elwaer, and it follows far into the distance to the north of town where you can see a tower. You can also see towers on the ramparts next to the giant gates at either end of town. The town is well fortified. Also, before you is a giant school. You look around and you recognize the construction as a Schlachtfestung a Dunwaeri Battle Fortress Wall and an old outpost school. It is only then that you realize you are not alone. You are standing before a creature that your education advises you is a water elemental. You should be extremely careful what you trade with it.

**❂** Elalilelothor | *Super Heroic* | Water Elemental | Merchant Host

 **Prompt**

* [ 1 ***Time*** ]
  + - Show deference the right sign of friendship.

 I am Elalilelothor, here are your things my master. I can retrieve item from

storage for Imperial Crowns or Keminis. I took a school and city wall and several major

landmarks out of storage. I suggest you run for the northern tower. The two other towers and buildings can wait. But before you go put on your boots.

 **has acquired**  **the** *Boots of Bounding* | Armor - Boots

| Convert all  Traveler +2 to  Traveler +1

| Critical Damage Reduction

| Devastating Max Damage

| +1 Body

| ⍉

 **has acquired**  **the** *Walled City Map* | Document

| Map to Maumiun and Faery Village

| ⍉

 **has acquired**  **the** *Collapsible Shovel* | Tool

| ⍉

 **has joined**  *Elalilelothor Page*

 **has transpired** **event** 🔀 *Met Elalilelothor*

 ***stay on prompt***

* + - Assume it is bound attempt to command it.

 I am Elalilelothor. I will remain here until we leave the area master. I can do

business for Imperial Crowns, I took a city wall out of storage, I can take

other things out of storage for the price of one Crown or More.

 **has joined**  *Elalilelothor*

 **has transpired** **event** 🔀 *Met Elalilelothor*

 ***stay on prompt***

* + - Introduce yourself

 I am Elalilelothor. I can do business for Imperial Crowns; I took a city wall out

of storage, I can take other things out of storage for the price of one Crown or

More.

 **has transpired** **event** 🔀 *Met Elalilelothor*

 ***stay on prompt***

* + Ask it its business 

  I took a city wall out of storage. I am waiting for my master to return.

 ***stay on prompt***

* [ 🔀 *Met Elalilelothor* ] Do Business  **Elalilelothor**
* [ **1 Time | ** *Walled City Map* ] Look at the map

  You see on the map that there another Well to the north.

 **has learned**  The True Well

 ***stay on prompt***

* Leave  **The Stranger**

### Elalilelothor

**❂** Elalilelothor | *Super Heroic* | Water Elemental | Merchant Host

Elalilelothor stands before you it is unknown what its reaction to you is.

 **Prompt**

* Ask Elalilelothor what it has to trade.  **continue**
* [  Elalilelothor Goods ]
  + [  *exquisite rare flower* ] Sell the exquisite rare flower for 2 Keminis.

 **has acquired**  **the** 2  *Keminis* | Currency

 **stay on prompt**

* + [ 2  Keminis **and** ***not*** 🔀 *Exterior Dream*] Retrieve the Exterior wall

and Celestial Claim.

 **has acquired**  **the**  *Celestial Claim*

 **has transpired** **event** 🔀 *Exterior Dream*

 **stay on prompt**

* + [ 1  Imperial Crown **and** ***not*** 🔀 *Exterior Dream* ] Retrieve the Exterior wall.

 **has transpired** **event** 🔀 *Exterior Dream*

 **stay on prompt**

* + [  *Celestial Claim* ] Open the celestial claim.  **The Waking Dream**
  + [ 1  Imperial Crown ] Boots of bounding.

 **has acquired**  **the**  Boots of Bounding | Armor - Boots

| Convert all  Traveler +2

to  Traveler +1

| Critical Damage Reduction

| Mortal Max Damage

| ⍉

 **stay on prompt**

* + [ 1  Imperial Crown ] Map to the Area.

 **has acquired**  **the**  Walled City Map | Document

| Map to Maumiun and Faery Village

| ⍉

 **has acquired**  **the**  Collapsible Shovel | Tool

| ⍉

 **stay on prompt**

* + [ 1  Imperial Crown ] Dunwaeri Omni-Mage-Sphere.

 **has acquired**  **the**  *Dunwaeri Omni Sphere* | Mage-Sphere

| Ancient Dunwaeri Omni

| 4 Omni Slots

| 1 Pijaviric Card Slot

| Add Skill - Ancient Dunwaeri: 14

| Sacred Item

Elalilelothor remarks I am unlocking new sacred vaults and beginning to search.

 **stay on prompt**

* + [ 1  Imperial Crown ] Dunwaeri Omni Displacement Field.

 **has acquired**  **the**  *Dunwaeri Omni Displacement Field* | Mage-Gear

| Ancient Dunwaeri

Omni

| +2 Max Opponent

| +5 Defense

| Sacred Item

Elalilelothor remarks I am making new sacred transactions.

 **stay on prompt**

* + [  *Dunwaeri Omni Displacement Field* **and**  *Dunwaeri Omni Sphere* ]
    - [ 1  Imperial Crown ] You are now recognized and can purchase Dunwaeri Omni Predictor

 **has acquired**  **the**  *Dunwaeri Omni Predictor*  | Mage-Gear

| Ancient Dunwaeri Omni

| +4 Accuracy

| +2 Light Damage Per Hit

| Sacred Item

 **stay on prompt**

* + - [ 1  Imperial Crown ] You are now recognized and can purchase Dunwaeri Omni Hard Shell

 **has acquired**  **the**  *Dunwaeri Omni Hard Shell* | Mage-Gear

| Ancient Dunwaeri Omni

| +1 Damage Absorption

| +1 Max Damage Absorption

| Sacred Item

 **stay on prompt**

* + [  *Dunwaeri Omni Displacement Field* **and**  *Dunwaeri Omni Sphere*

**and**  *Dunwaeri Omni Hard Shell* ]

* + - [ 1  Imperial Crown ] You are further recognized and can purchase Dunwaeri Omni Analysis

 **has acquired**  **the**  *Dunwaeri Omni Analysis*  | Mage-Gear

| Ancient Dunwaeri Omni

| +4 Analysis

| Sacred Item

 **stay on prompt**

* + [  *Dunwaeri Omni Displacement Field* **and**  *Dunwaeri Omni Sphere*

**and**  *Dunwaeri Omni Predictor* **and** *Dunwaeri Omni Analysis*  ]

* + - [ 1  Imperial Crown ] You are completely recognized and can purchase Pijaviric Slot Adapter

 **has acquired**  **the**  *Pijaviric Slot Adapter* | Mage-Gear

| Ancient Dunwaeri Pijaviric Card

| +2 Basic Slots

| +2 Modular Slots

| +2 Omni Slots

| Sacred Item

 **stay on prompt**

* + - [ 1  Imperial Crown ] You are truly you and can purchase Pijaviric Mind

 **has acquired**  **the**  *Pijaviric Mind* | Mage-Gear

| Ancient Dunwaeri Pijaviric Card

| When  Equipped

Add Skill Ancient Dunwaeri

Magical-Mechanical Engineering

| When  Equipped

Override Demeanor to  **Priest** | Relic Item

# Searching for the Rat Giant

You set out to look for this Mauf…

*  *Giant Purple Hat* | Artifact Hat | Mind +1 | Heart +1 | **temporary**  **Dual Nature** **+1**

| **cannot be unequipped** |⦰

* **❂** Mauf | *Super-Hero* | Moradune | Vagabond
* **1st Time** You search the barns and find nothing, maybe elsewhere.
* **2nd Time** You search the tool sheds and find nothing, he must be hiding somewhere.
* **3rd Time** You search the outhouses still nothing, you know he is here.
* **4th Time** You look for him in the chicken coups, not there either.
* **5th Time** You look for him in the tree houses, can’t find him.
* **6th Time** You look for him in the tree hollows, there all empty.
* **7th Time** You search the bushes, and you hear strange noises like chewing and munching,

you find a Moradune dressed in all purple eating some nuts and berries, he screams and

runs, a psionic gate opens, and he jumps through it and disappears, you swear you can see a small child standing in the psionic doorway right before it closes. He leaves behind his giant purple hat.

**then has acquired  the**  *Giant Purple Hat*

**and then** **add mark**  **Psychic Stain** **+3**

**and then award with** 2 **Legendary Feat Points**

**and then has transpired** 🔀 *You Found the Rat Giant*

* **if Player equips**  *Giant Purple Hat*

**then**  **“**You feel you have become a better person somehow, but how is anybody going

to take you seriously, then again self-consciousness is a malady according to Moradunes.”

**and** **then** ***do not reveal this***  *Giant Purple Hat* **cannot be unequipped by Player**

**and then add mark**  **Dual Nature +1**

 **Making Friends**

The People of Elwaer

* ❁ Villager | *Mortal* | Human
* **do one on condition that**

[  *Giant Purple Hat* ]

**then**  **“**A fine hat you have on there, I had one like that when I was a little tyke.”

[  *Assassin,*  *Special Forces,*  *Shock Trooper* ]

**then**  **“**You start to approach a person who drops what they are doing and flees with a little yelp.”

**and then**  **The Stranger**

[ 🔀 *Isil is Broken* ]

**then** “Why did you hurt Isil what did he do to you.”

**and then**  **the Stranger**

[  *Soldier,*  *Mercenary* ]

**then**  **“**You are not looking to start any trouble are you the villager greets you.”

[  *Magister,*  *Battle Mage,*  *Mage* ]

**then**  **“**Yes Master how can I be of service. You are greeted by the villager”

[  *Psionics Master* ]

**then**  **“**My esteemed Master how can this humble servant serve you. The villager gives a deep bow.”

[  *Jocker* ]

**then**  **“**Just who are you supposed to be? The villager laughs a little.”

[ ***default*** ]

**then**  **“**Yes how can I help you”

* **add mark**  **Gather-Intelligence +1**
* **50% chance**  **The People Too Busy**

 **Prompt**

* + Ask what is going on in town. **** **The People What is Going on in Town**
  + Ask about the town. ** The People About Elwaer**
  + Ask about someone. **** **The People Ask About Someone**
  + [  *The Imperial Shield* ] Show them the badge. **** **The People Show Them the Badge**
  + [ 🔀 *Children Mooning*] Ask about why the children are mooning.

**** **The People Why are the Children Mooning Me**

* + [ 🔀 *Children are Running Away* ] Ask why the children run away from you.

**** **The People Why are the Children Running Away**

* + [ 🔀 *Children are Throwing Rocks at You* ] Ask why the children are throwing rocks at you.

**** **The People Why are the Children Throwing Rocks**

* + [  *Sihla is Not Twelve* ] Tell them Sihla is not twelve.

**** **The People You Know Sihla is not Twelve**

* + [  *Sihla Return* **]** Ask them about Sihla being back. **** **The People You Know Sihla is Back**
  + [  *Izzy* ] Ask about Izzy. **** **The People You Know Izzy is Sick**
  + [  *Wildlife Killing* ] Is anybody killing the wildlife.

**** **The People Is Anybody Killing the Wildlife**

* [  *Go’ba’dan Troubles* ] Ask about Go’ba’dan troubles.

**** **The People Go’ba’dan Troubles**

* **[** 🔀 *Jalu has been Attacked* **or**  *Jalu is Dying* ] Ask for help for Jalu. **** **The People Help for Jalu**
* [ *Elwaer is Goblyn* ] Ask are you Goblyn. **** **The People You Know You Are Goblyn**
* Leave.  **The Stranger**

## The People Too Busy

* **has learned**  **about**  *Rabina*
* ❁ Villager | *Mortal* | Human

I really don’t have a lot of time right now talk to Rabina she is always happy to talk. She cooks and cleans at the inn.

 **The Stranger**

## The People Why are the Children Throwing Rocks?

Your smart figure it out.

**⭯ return to prompt  The People of Elwaer**

## The People Why are the Children Running Away?

Just look at the way you are dressed, are you here to start a war? I want to run away from you.

**⭯ return to prompt  The People of Elwaer**

## The People Why are the Children Mooning Me?

Izzy’s mom got arrested. Izzy was really sick she was told help was coming but she got fed up and stole the medicine from the estate. Everyone thought Izzy was going to die. So the children are really mad at adults right now for arresting Izzy’s mom. They don’t understand why the people at the estate refused to give Izzy’s mom the medicine forcing her to steal it. They don’t think it is fair, she saved Izzy’s life.

**⭯ return to prompt  The People of Elwaer**

## The People You Know Sihla Is Not Twelve

Whatever you do not tell Isil that.

**⭯ return to prompt  The People of Elwaer**

## The People You Know Sihla Is Back

What I heard is she was wearing a full suit of imperial goblyn armor. She was also carrying a war hammer she looked like she had been in battle. Can you image.

**⭯ return to prompt  The People of Elwaer**

## The People What is Going in Town

[ 🔀*The Dream* ] What exactly happened to you have you gone soft in the head. Someone’s dream came true. A traveling merchant left a well in town said it needed fixing as it was always going dry and thought the proximity to the lake would do the trick. We paid it no notion since it was always dry. But the merchant did say it was wishing well, and well one of the children threw in a coin when the well was full and wished for a school and someone must have overpaid because we now have a school and a fortress wall.

* **if has demeanor**  *Magister,*  *Mage,*  *Battle Mage,*  *Psionics Master,*  *Officer*

**and if has not transpired** 🔀 *Arrived on Time*

**and if has not transpired** 🔀 *Izzy Is Healed* **or** 🔀 *Izzy Died*

**then**  **“**Little Izzy is really sick, she poisoned herself eating something, it doesn’t look good, maybe you can help. and...”

**and then has learned**  **about**  *Izzy*

**and then has transpired** 🔀 *Izzy Is Sick*

Well, the captain at the Keep is all up in arms that the Go’ba’dan are out patrolling outside their territory, and of course, Sihla has gone missing again, she is really nothing but trouble, but takes care of the children she does.

* **has learned**  **about**  *Go’ba’dan Troubles*
* **has learned**  **about**  *Sihla is Missing*

**⭯ return to prompt  The People of Elwaer**

## The People Is Anyone Killing the Wildlife

No haven’t heard anything about that.

**⭯ return to prompt  The People of Elwaer**

## The People Are you Goblyn?

I don’t know what that means. Just take a look at me do I look like a Goblyn to you. What exactly is going on in that head of yours.

**⭯ return to prompt  The People of Elwaer**

## The People About Elwaer

“Oh, there isn’t much to say, we are just a small town. If it wasn’t for the crossroads, we wouldn’t have an inn. But we have a crossroads, so we see a lot of merchants there is a market here for them every day we serve the people at the long house at the keep too.”

**⭯ return to prompt  The People of Elwaer**

## The People About Someone

* **has learned**  **about**  *Rabina*

I am not one to talk about other folk word gets around try Rabina at the Inn she knows everybody and everything.

**⭯ return to prompt  The People of Elwaer**

## The People Go’ba’dan Troubles

* **add mark Ring of Mushrooms +1**

“Go’ba’dan, you mean goblyn”, the man looks impressed with himself that he knows the faery word for Go’ba’dan. Well, you are impressed but you are not sure he pronounced it right. “We just don’t see them too often round these parts. Moro the trader is in town ask him; he may know.”

**⭯ return to prompt  The People of Elwaer**

The People Help for Jalu

* **has learned**  **about**  *The Witches House*

Seek out the witch she always knows what to do.

**⭯ return to prompt  The People of Elwaer**

## The People Showing Them the Badge

* **add mark Paladin +1**

 **pick one response**

* “I guess you are the city folk they sent to solve all our problems. I’m having trouble with my teenager could you help?” She says wryly.
* “I guess it’s official.” He seems a little startled.
* “How can I Help you.” He stands at attention.

**⭯ return to prompt  The People of Elwaer**

# The Town Guards

You see two guards patrolling the town together. They are immaculately dressed in long flowing capes. The Guards go to address you as you approach.

* ❁ Komor Tal Okalol | *Mortal* | Human | Town Guard
* ❁ Tamir Esk Usali | *Mortal* | Human | Town Guard
* **do one on condition that**

[🔀 *Guards Cleared the Collapsed Tunnel* **or**🔀 *Guards Cleared the Recently Collapsed Tunnel* ]

***do one time* then**  **“**We cleared the collapsed tunnel though we did not go in, we figured that was your

work.”

[🔀 *Guards Searched the Wilds* ]

***do one time* then**  **“**We did a thorough sweep of the area you asked us to search, and we again found

nothing.”

[  *Giant Purple Hat* ]

**then**  **“**I didn’t know a carnival was in town, well just move along. We got all the entertainment we need.” The guards refuse to speak to you.

**and then**  **the Stranger**

[  *Assassin* ]

**then**  **“**Suddenly the guards drop their spears and run.”

**and then**  **the Stranger**

[ 🔀 *Isil is Broken* ]

**then** “You couldn’t have left well alone now Isil is broken.”

**and then**  **the Stranger**

[  *Special Forces,*  *Shock Trooper* ]

**then**  **“**So I take it you are going to take care of this mess single handed aren’t you.”

[  *Mercenary* ]

**then**  **“**We don’t need the likes of you in town shouldn’t you be at the camp.” The guards refuse to talk to you.

**and then**  **Stranger**

[  *Magister,*  *Battle Mage,*  *Mage* ]

**then**  **“**Master, how can we serve you?”

[  *Psionics Master* ]

**then**  **“**Your Grace we are your servants”

[  *Officer* ]

**then**  **“**Yes Sir what are your orders?”

[  *Scout* ]

**then**  **“**You are here to recon the enemy positions.”

[  *Soldier* ]

**then**  **“**Where are the rest of the reinforcement?”

[  *Jocker* ]

**then**  **“**Just who are you supposed to be?”

[  *Citizen* ]

**then**  **“**Alright then just move along” The town Guards refuse to talk to you.

**and then**  **Stranger**

* **add mark Gather-Intelligence +1**

 **Prompt**

* + Ask what is going on in town. **** **Guards What is Going on in Town**
  + [  *Go’ba’dan Troubles* ] Ask about Go’ba’dan troubles. **** **Guards Go’ba’dan Troubles**
  + [  *Isil not Working* ] Ask about Isil not working. **** **Guards Isil Not Working**
  + [  *Sihla’s Movements* ] Ask about Sihla’s movements before disappearance.

**** **Guards About Sihla**

* + [  *The Missing Child* **or**  *The Sihla is Missing* ] Ask them to search the wilds for the

missing child.

**** **Guards Searching the Wilds**

* + [  *Sihla is not Twelve* ] Tell them Sihla’s not twelve. **** **Guards Sihla’s not Twelve**
  + [ 🔀 *Sihla Returned* ] Ask about Sihla returning. **** **Guards Sihla is Back**
  + [  *Elwaer is Goblyn* ] Ask about being Goblyn.

**** **Guards About Being Goblyn**

* + [  *The Body* ] Reporting the dead body. **** **Guards Reporting the Dead Body**
  + [  *Doctor is Kidnapped* ] Reporting the missing doctor.

**** **Guards Reporting the Missing Doctor**

* + [  *The Mine has been Collapsed* ] Ask them to unblock the collapsed mine tunnel.

**** **Guards Unblocking the Collapsed Tunnel**

* + [  *The Mine has been Recently Collapsed* ] Ask them to unblock the recently collapsed

mine tunnel.

**** **Guards Unblocking the Recently Collapsed Tunnel**

* + Go elsewhere.  **The Stranger**

## Guards What is Going on in Town

* **if has demeanor**  *Magister,*  *Mage,*  *Battle Mage,*  *Psionics Master,*  *Officer*

**then**  ... Oh Sihla’s gone on walk about again.”

**and then has learned**  **about**  *Sihla is Missing*

**and then if has not transpired** 🔀 *Arrived on Time*

**and if has not transpired** 🔀 *Izzy Is Healed* **or** 🔀 *Izzy Died*

**then**  **“**Little Izzy is really sick, she poisoned herself eating something, it doesn’t look

good, maybe you can help.”

**and then has learned**  **about**  *Izzy*

**and then has transpired** 🔀 *Izzy Is Sick*

The Go’ba’dan have mobilized and are up to something. We can tell you what we know if you’d like.

* **has learned**  **about**  *Go’ba’dan Troubles*

**⭯ return to prompt  The Town Guards**

## Guards Go’ba’dan Troubles

Yes, we have been seeing Go’ba’dan far from their home and they are usually armed this is quite unusual. Things are really tense they might be getting ready to annex land as is their right but no matter if it is abandoned it always causes consternation with the locals and we could end up with a fight. The royals at the estate have hired mercenaries and are ready to fight any land claim. The Imperials are in possession of maps that could possible oust the Go’ba’dan for good.

They must be getting ready to claim land I cannot see any other reason for them to be armed. But then again these could be different Go’ba’dan and not the locals it is not impossible that they are slavers and are here to enslave some of their own and perhaps as Isil has been saying maybe they have taken Sihla. If you approach an armed Go’ba’dan I would be ready for a fight strike first I say.

**⭯ return to prompt  The Town Guards**

## Guards Isil Not Working

* **has learned**  **about**  *Isil* *Missing Tools*

Yes, its true Isil is refusing to work but I heard his tools are missing. Pixies probably. This town suffers a lot under pixie trickery, things and what not going disappearing and reappearing later where they were left and in better condition than before, that is pixies isn’t it?

**⭯ return to prompt  The Town Guards**

## Guards About Sihla

We retraced Sihla’s steps Lor Hev has her itinerary, we couldn’t find anything, but it won’t hurt to go over it again since maybe we missed something. She had quite a bit to do and went many places nobody had much to say to us past she was here and left, maybe they were lying but we couldn’t tell.

So here exactly what we did. First we went to the witches house we don’t know why she was there and didn’t find out, then she went to Comin the Rabbit Farmer, then she had a few other places to go we don’t know where she went first, Sihla had to go to the Far Western Field to collect herbs, we searched the field, of course we didn’t go near the ruins but nobody does there haunted, Abet lost his life there followed some wisps and fell off a cliff, she had to go to the mushroom farms, we searched there too, then she was to bring the herbs and mushrooms to the witch we know she was there, finally she had to go to the monastery, we searched around but there was nobody there and we couldn’t find a way to get in so we don’t know whether she actually got there.

Oh if you want more information on Sihla then try Ariria’s or Elsa’s both of them know Sihla best. But be nice to Elsa it is unlikely she will talk to her, take a gift if you can think of anything, that will probably help.

* **has learned**  **about**  *Sihla’s Itinerary*
* **has learned**  **about**  *Ariria*
* **has learned**  **about**  *Elsa*

**⭯ return to prompt  The Town Guards**

## Guards Sihla is not Twelve

Whatever you do not say that to her father.

**⭯ return to prompt  The Town Guards**

## Guards Sihla is Back

* **has learned**  **about**  *Sihla the Fight*

Yes, she came back. I heard she was armed again, I guess the incident with the sword nearly beating a man to death didn’t ward her off.

**⭯ return to prompt  The Town Guards**

## Guards Searching the Wilds

We will get our horses right away where do you want us to search? But we are not going anywhere near the Imorwaer, it haunted an cursed we have already had one death there.

 **Prompt**

* [  *the Mushroom Farms* ] Search the mushroom farms.

 **continue**

* [  *the Dens* ] Search the dens.  **continue**
* [  *the Mine* ] Search the mines.  **continue**
* Search the Lake Shore  **continue**
* Just search somewhere  **continue**
* Don’t bother, you’ll do it yourself. **⭯ return to prompt  The Town Guards**
* **remove**  **Guards** **from the**  ***Game World***
* **set** **the timer** ** Guard-Traveler** **equal to** **the timer** ** Traveler** **plus** 3
* **when** **the timer** ** Traveler is equal or greater than the timer** ** Guard-Traveler**

**then return**  **Guards** **to the**  ***Game World***

**and then has transpired** 🔀 *Guards Searched the Wilds*

**⭯ return to prompt  The Town Guards**

## Guards About Being Goblyn

Do we look like Go’ba’dan to you why would you say something that stupid?

**⭯ return to prompt  The Town Guards**

## Guards Reporting the Dead Body

* **add mark**  **Paladin +1**

Ok we will get some horses and a cart.

**⭯ return to prompt  The Town Guards**

## Guards Reporting the Missing Doctor

They probably took him somewhere nearby though somewhere we would not be likely to look as we have not seen them nearby.

**⭯ return to prompt  The Town Guards**

## Guards Unblocking the Recently Collapsed Tunnel

We will round up a dozen men and women take pickaxes, lanterns, and horses we will make short work of it. Which passage is it exactly you want cleared?

* **place**  **Guards** **at** 📥 **the Mine while**  **Guards** **are at** 📥 **the Mine *prohibit* interaction with** 📥 **the Mine**
* **set** **the timer** ** Guard-Traveler** **equal to** **the timer** ** Traveler** **plus** 4
* **when** **the timer** ** Traveler is equal or greater than the timer** ** Guard-Traveler**

**then place**  **Guards** **at** 📥 **Elwaer**

**and then has transpired** 🔀 *Guards Cleared the Recently Collapsed Tunnel*

**⭯ return to prompt  The Town Guards**

## Guards Unblocking the Collapsed Tunnel

We will round up a dozen men and women take pickaxes, lanterns, and horses we will make short work of it. Which passage is it exactly you want cleared?

* **place**  **Guards** **at** 📥 **the Mine while**  **Guards** **are at** 📥 **the Mine *prohibit* interaction with** 📥 **the Mine**
* **set** **the timer** ** Guard-Traveler** **equal to** **the timer** ** Traveler** **plus** 4
* **when** **the timer** ** Traveler is equal or greater than the timer** ** Guard-Traveler**

**then place**  **Guards** **at** 📥 **Elwaer**

**and then has transpired** 🔀 *Guards Cleared the Collapsed Tunnel*

**⭯ return to prompt  The Town Guards**

# The Smithy

It is not the largest smithy you have seen but it is impressive for the size of the town. Travelers in need of repairs can certainly find what they need here. Though you can see from the outside that the forge is cold. No work is being done here. You go inside.

* **do one on condition that**

**[** 🔀 *Isil is Broken* **and** 🔀 *Sihla Returned* ]

**then**  **Sihla Durve Attacks**

[ 🔀 *Isil is Killed* **and** 🔀 *Sihla Returned* ]

**then**  **Sihla Durve The Orphan**

**[** 🔀 *Isil Unmasked* **and** 🔀 *Sihla Returned* ]

**then**  **Sihla Durve**

[ 🔀 *Sihla Returned* **and** 🔀 *Isil is Arrested* ]

**then**  **Sihla Durve**

[ 🔀 *Sihla Returned* ]

**then**  **Sihla Durve Through the Door**

**[** 🔀 *Isil Unmasked* ]

**then**  **“**Isil is oiling a set of full plate armor and making sure it is in working order, he has a Faery Zweihander by his side, he looks determined.”

**and then**  **The Stranger**

[ 🔀 *Isil is Arrested* **or** 🔀 *Isil is Killed* ]

**then**  **“**Isil is not here.”

**and then**  **The Stranger**

[ 🔀 *Isil is Broken* ]

**then**  **“**Isil sobbing quietly he does not even react to you.”

**and then**  **The Stranger**

* 🟍Isil Durve | *Demi-Hero* ( 🌣 *God’s Gift* ) | Human | Smith

“You enter the smithy to find Isil Durve banging a hammer aimlessly.

*  *Esoft Blade* | Weapon - Short sword | +4 Accuracy | +1 Damage Increase
* **initial**  *Esoft Blade* **is placed** 📥 ***here***

 ***Prompt***

* [  *Esoft Blade* ] There is an Esoft blade by the entrance just behind the door, you could easily take it without Isil noticing it. Steal the Esoft Blade

 **continue**

* Talk to Isil  **Isil Durve**
* **has acquired**  **the**  *Esoft Blade*
* **add mark**  **Wartime Requisition +4**

“Do you want to equip the blade?”

 **Pause** 5 Seconds

 **Isil Durve**

# **Sihla Durve**

* 🟍 Sihla Durve | *Demi-Hero* | Human | The Moon Knight
* ✮Oani | *Champion* | Artifact-Being | Magical-Mechanical Technician

Before you stands a woman who is taking off Go’ba’dan armor she has a light war hammer next to her. She looks bruised but not heavily hurt her armor shows signs of battle. She addresses you with some disdain “tell them in the city that the prize is ours. Tell them Elwaer is Goblyn and tell them Sihla Durve will be the Moon Knight I will go to The Gate and end the war. There is nothing left for you here. You simple must accept nothing stays. Behind her you see a what at first you thought was a child, but now you realize it is a marionette, step forth and place her arms around Sihla. Now I must go and introduce my father to my daughter.”

* **has learned**  **about**  *Sihla is not twelve*
* **has learned**  **about**  *The Moon Knight*
* **has learned**  **about**  *The Gate*
* **has learned**  **about**  *Elwaer is Goblyn*
* **has learned**  **about**  *Oani*
* **It has transpired** 🔀 *Sihla is the Moon Knight*

As Sihla and her daughter leave, a hollowness empties your heart you feel that you have been blinded to many things. The only thing you are sure of is that if this has been a test you have failed. You cannot stop dwelling on the marionette and Sihla leaving with her, is as if someone had taken your very own child from you just as soon as you had been reunited with her after an unbearable separation. It is only then you realize your heart has been broken in two. You are cut down emotionally and fall to the ground weeping uncontrollably someone has taken your daughter is the only thought that exist in your shattered mind you are overcome by a murderous rage, you cannot control your thoughts you feel yourself slip into madness, you are left on the ground whispering one name, Oani, in your mind you chase after your daughter which is always out of reach yet calling you forth to find her you cannot stop chasing her and cannot think of anything but this and you know one truth you will never reach her. You are pulled under by a maelstrom and lost beneath the waves. Your heart is buried in the sea of sorrow. You lose all hope and death overcomes you. You die alone on the floor of the smithy.

* **add mark**  **Dual Nature +1 and**  **Ash Phoenix +1**
* **⛨ End of Game Player does not learn about their Marks**
* **⛨ Game Change** **When** **the timer**  Traveler **is used** **the timer**  Traveler **is equal to** **the timer**  Traveler **minus** 8
*   **Save Point** *the Stones of the Path*

## Sihla Durve Attacks

* 🟍 Sihla Durve | *Demi-Hero* | Human | The Moon Knight
* 🟍Isil Durve | *Demi-Hero* ( 🌣 *God’s Gift* ) | Human | Smith

You enter the smithy to find a women consoling Isil, she is dressed in full Go’ba’dan armor, she is talking quietly to Isil when he points at you and begins sobbing again, it is only then you notice a small child is hiding behind Isil, then the last thing you see is the woman leap towards you with a Warhammer hefted high above her head, it takes only one blow to dispatch you.

* **add mark**  **Ash Phoenix +1**
* **⛨ End of Game Player does not learn about their Marks**
*   **Save Point** *the Stones of the Path*

## Sihla Durve Through the Door

* ⚛ Lonely Moon | *Mega-Being* | Human | ‘Living God’
* **❂** Mauf | *Super-Hero* | Moradune | Vagabond
* 🟍Sihla Durve | *Demi-Hero* | Human | The Moon Knight
* 🟍Isil Durve | *Demi-Hero* ( 🌣 *God’s Gift* ) | Human | Smith
* ✮ Oani | *Champion* | Artifact-Being | Magical-Mechanical Technician

Isil is back working he looks happy that Sihla is back. He motions you that she is upstairs. And tells you to go up. You go up the stairs and through a doorway into the household hallway, there is a door slightly open at the end of the hallway. As you approach you only get a glimpse as it is closed shut, there are four people in the room talking a woman in Go’ba’dan armor a Moradune and two young girls. The door is closed and locked. It is probably best to interfere in whatever is going on. You wonder if you will ever know what has truly happened.

 **The Stranger**

# Isil Durve

* 🟍Isil Durve | *Demi-Hero* ( 🌣 *God’s Gift* ) | Human | Smith
* **add mark**  **Gather-Intelligence +1**
* **if has demeanor**  *Assassin*

**then**  **“**You open the door only to see a hammer crash down on your skull.”

**and then add mark**  **Ash Phoenix +1**

**and then ⛨ End of Game**

**and then**   **Save Point** *the Stones of the Path*

Before stands a middle-aged man, his face is pale, and his eyes are red, and his hair has begun to grey. You notice he is shaking slightly and seems extremely agitated. He recognizes why you are here and speaks. “I’m Isil Durvē. Have you found my daughter?” He asks you impatiently. then he continues “What are you doing here she isn’t here now is she. Go out there and find her!”

[  **Dual Nature** ]“You can hear a whisper it says, he is not a man, he is not a smith he is a secret mad hatter man.”

* **if has equipped**  *Esoft Blade*

**then** “Isil notices you have the Esoft Blade Equipped and he is furious and he is quicker than you imagine for a man his age and size, he manages to relieve you of it and throw you across the room with one fell swoop. “That belongs to my daughter you little shit.” Is all he says, as he grabs you by the foot and drags you out the smithy by your face and takes you to the edge of town where the town folk have gathered. “Here is a thief” Isil clamors, you have been thrown out of town.”

**and then has transpired** 🔀 *was thrown out of town*

**and then add mark**  **Wartime Requisition +8**

**and then**  **The Outskirts of Elwaer**

** ○ Soul** *Ability Check*

**** ***Success*** “There is something very wrong with Isil, some part of him is fundamentally broken. He has god’s gift.

**and has learned**  **about** *Isil is god’s gift*

**** ***Failure*** “This man is terrified for his daughter.”

* **do on condition that**

[ *Isil is god’s gift* **and**  *Gedankenschild* **and** **Dual Nature** ]

**then** “You hear a voice say put the Gedankenschild on Isil now that he is

distracted.”

 ***Prompt*** Ask about the following subjects.

* Ask to trade with Isil **** **Isil Trading**
* [ *Isil is god’s gift* **and**  *Gedankenschild* **and** **Dual Nature** ] Force the mask

onto Isil  **Isil Unmasked**

* [ *Sihla is Missing* ] Ask about Sihla **** **Isil About Sihla**
* [ *Sihla the Fight* ] Ask about The Fight **** **Isil the Fight**
* [ *Isil not Working* ] Ask about Not Working

**** **Isil Will Not Work**

* [*Isil Missing Tools* ] Ask about Missing Tools

**** **Isil Missing Tools**

* [*Sihla is not Twelve* ] Tell him Sihla Is not Twelve

 **Isil Sihla is Not Twelve**

* [ *Elwaer is Goblyn* ] Ask about

Being Goblyn  **Isil Being Goblyn**

* Leave  **The Stranger**

## Isil Trading

* **if**  *Esoft Blade* **is not placed** **at** 📥 **The Smithy**

 “I am sorry but I have nothing to trade.”

**⭯ return to prompt  Isil Durve**

“Promise me you will find my daughter and I will sell you a short sword a Faouro Esoft Blade, it is perfectly balanced and extremely accurate yet delivers a heavier blow than most short swords, I will let it go for an Imperial Crown Mark. But you must promise to find her only then will you deal with the Go’ba’dan.”

 ***Prompt*** Ask about the following subjects.

* Forgo the blade  **Isil Trading**
* [  *1 Imperial Crown Mark* ] promise Isil you will find his daughter.  **continue**
*  *Esoft Blade* | Short Sword| +4 Accuracy | +1 Damage Increase
* **has lost**  **the**  *Imperial Crown Mark*
* **has acquired**  **the**  *Esoft Blade* **from** 📥 **Smithy**
* **add mark**  **Dragons Hoard +1 and**  **Gold Dragon +1**

**⭯ return to prompt  Isil Durve**

## Isil Unmasked

“You take Isil by surprise. And place the Gedankenschild on his face, its magic molds it perfectly to his face. You can barely tell he is wearing it. He does not even flinch. He merely rotates his left arm around the shoulder. And begins to speak. There is much happening here that you are not aware of. Sihla is a woman not a child. The entire town has conspired to keep me sane by not challenging my belief in sickness that she is still twelve. I have been unable to lay my wife to rest and fear greatly for Sihla and see her like she was then when my wife saved her from the slavers. You must understand Kheseril were here shortly before you arrived, you must know Elwaer is Goblyn non would dare harm the holy arbiters here. They spoke at great length with Sihla. What council they gave her I do not know. Shortly after she donned Go’ba’dan made Armor and took Moonlight our families ancestral Warhammer and headed toward the Go’ba’dan Settlement. Oh she also spoke at great length with a Moradune who had a child I am not familiar with him, where they are now I do not know. I fear she is in great danger. Finally, she divorced Jalu before she left as is traditional for any who are about to go to war and fear they will not return. You came here to save Sihla, I place my heart in your hand, Isil gestures the traditional sign of a life debt, now please save here. Go into Go’ba’dan territory and speak with them, they will likely not reveal what is going on to outsiders, perhaps you can find the hidden back entrance. But first take this shovel and find the magic fountain at the Imorwaer I buried my wife’s chain mail there I fear something very dangerous that has been hidden has been uncovered by the Go’ba’dan you will be need all the aid you can get.

* **has transpired** 🔀 *Isil is Unmasked*
* **if has not acquired**  **the**  *Esoft Blade*

**then has acquired**  **the**  *Esoft Blade*

**and then** “Finally take this Esoft blade, it was to be a present for my little flower.”

“Now go to the Inn and take any horse and ride fast. And remember a Kheseril never flies in vain.”

 **Stranger**

## IsilAbout Sihla

“Listen to me she is missing what else can I tell you. I have been through this; how many times do I have to tell you she went out on her errands. I told the guards everything I can’t talk to you talk to the guards. If you want to know more.”

**⭯ return to prompt  Isil Durve**

## IsilThe Fight

“Of course, I melted down her sword she nearly killed a man with it I cannot have a twelve-year-old become a murderer.”

 **The Ultimatum**

## IsilWill Not Work

“How can I work when my daughter is missing! No, I will not work until she is back home, now leave me be.”

**⭯ return to prompt  Isil Durve**

## IsilMissing Tools

“Yes, my tools are gone, but that has nothing to do with my daughters’ disappearance. Our town suffers from pixie trickery ask anyone; things always go disappearing only to appear a day later I am sure my tools will show up.”

 **The Ultimatum**

## IsilSihla is not Twelve

* **add mark**  **Bright Star +1 and**  **Open Door +1**
* **has transpired** 🔀 *Isil is Broken*

Isil becomes incredibly quiet. Picks up a tool looks at it and puts it down, he repeats this over and over. Even though he does not make a sound tears stream down his face and in a couples seconds his face is wet and soaked with his crying. It is obvious you will not be able to get anything else out of him.

 **The Stranger**

## IsilBeing Goblyn

Isil turns bright red.

 **The Ultimatum**

## The Ultimatum

“So, you can’t find her then the goblyns have taken her. Are you going to help me get her back?” Isil takes his hammer from the forge. “Well, are you coming or not?” Isil does not wait for you he just leaves.

 ***Prompt***

* Isil is going to take care of the Go’ba’dan you might as well help him.  **Following Isil**
* He is angry he is going to get himself hurt, stop him.  **Stopping Isil**
* Let him go what ever he does is up to him not you.

 **has transpired** 🔀 *Isil is Killed*

 “As you try to leave the smithy you realize news has gotten around town that you are here

to fix their problems, a small mob of people have gathered outside the smithy and are

asking you to arbitrate their grievances, you have no chance to get away and spend half an

hour listening to local problems and concerns.

 **The Stranger**

* [  *The Imperial Shield* ] Arrest him, show him the badge.  **Arrest Isil**

### Stopping Isil

You try to reason with Isil he is not having any of it.

**⭯ return to prompt  The Ultimatum**

### Arresting Isil

* **add mark**  **Paladin** **+2**
* **has transpired** 🔀 *Isil is Arrested*
* **place  Isil at** 📥 **the Keep Jail**

You show Isil the badge and he comes to his senses; you escort him to the keep; it is best to keep him under arrest until you find Sihla.

 **The Keep Jail**

### Following Isil

* **add mark**  **Fire Breathing Dragon +2**

You follow Isil to the Go’ba’dan Settlement.

 **Attack on the Goblyn Settlement with Isil**

# Ariria’s House

You see a beautiful house surrounded by flower beds. You go to the door and knock.

 **Ariria**

# Ariria

* 🟍Ariria | *Demi-Hero* | Human | School Teacher ( The Moon Knight’s Herald )
* **add mark**  **Gather-Intelligence +1**

Before you stands a singular woman, a stunning beauty. She starts to speak,

* **for each do on condition that**

[  *Assassin* ]

**then**  **“**So you are going to make this easy on me, you did not even notice that she pulled out a blade, which is now plunged deep in your chest.”

**and then** **add mark**  **Ash Phoenix +1**

**and then ⛨ End of Game**

**and then**   **Save Point** *the Stones of the Path*

[ 🔀 *Izzy Died* ]

**then** “I can’t blame them for being devout. But you, you are nothing, they promised us a hero. Heroes don’t kill children. You let Izzy die. I would kill you if I could. I don’t care what the consequences are. Izzy was this towns heart and you have killed it. Leave us, you should go, before Sihla comes back and kills you.”

**and then**  **Continue**

[ 🔀 *Jalu Died* ]

**then** “What kind of fool gives children money like that. That kind of money gets children killed. Now Sihla will probably hunt you down and kill you.”

**and then**  **Continue**

[ 🔀 *Isil is Broken* ]

**then** She looks at you with utter disdain and speaks. “They promised us a hero, but it is obviously not you, I don’t know who you think you are, but you better get away from me before I get any madder.”

**and then**  **Continue**

[  *Shock Trooper*,  *Special Forces*, **or**  *Soldier* ]

**then**  **“**So are you thinking of starting a war hero, we don’t need another one of those.

” She continues.

[ 🔀 *Izzy Is Sick* ]

**then** “Izzy is sick, hero.” She speaks to you with disdain. “Why aren’t you helping

hero? Instead, you are here bothering me.”

**and then**  **Continue**

[ 🔀 *Arrived on Time* ]

**then** “Your late you should learn to get to places on time hero.” She chides you.

**and then**  **Continue**

[  *Giant Purple Hat* ]

**then**  **“**Why do you have Mauf’s hat?”

[ 🔀 *Izzy Is Healed* ]

**then** So, thank you for taking care of Izzy that was very kind of you. I think you have done everything you can around here haven’t you shouldn’t you just run back to the city before you make a mess of things hero. Though finish playing with the children if you haven’t first that about all you are worth for.”

[  **Friendly Dragon** ]

**then** Maybe go back and finish playing with the kids, hero, before you leave, they really seem to like you and it is a kind thing to do. It is nice to know there are still good people around. So, if you don’t want to keep playing with them because that’s all you are good for go back to the city.

**and then**  **Continue**

[ 🔀 *Earned the Children’s Trust* ]

**then** “So the kids really like you good job hero but stay away from Jalu. and since all you are good for is playing with children maybe you should go do that back in the city and leave us alone hero.”

**and then**  **Continue**

[ 🔀 *Arrived Early* ]

**then** “Izzy is sick, hero.” She speaks to you with disdain. “Why aren’t you helping? Instead, you are here bothering me.”,

**and then has transpired** 🔀 *Izzy Is Sick*

**and then has learned**  **about**  Izzy

You should know that whatever is going on with Sihla is none of your business, do you see me worried? There are things you simply don’t understand and are beyond your control. Just go back to where you came from hero. She turns around and leaves.

 **The Stranger**

Izzy’s House

* **if has not demeanor**  *Assassin* **and if** **the Doctor is placed** 📥 ***here***

**then  The Doctor at Izzy’s House**

* **On condition**

[  *Assassin* ]

**then**  **“**The house is shuttered and completely silent.”

**and then**  **the Stranger**

[ 🔀 *Izzy Is Healed* ]

**then**  **All is well with Izzy**

[ 🔀 *Children Are Mooning* ]

**then**  **Izzy’s Mom is Arrested**

[ 🔀 *Izzy Died* ]

**then**  **Izzy’s Death**

[ 🔀 *The Truth about Izzy* **and**  *the Medicine* ]

**then**  **Medicine for Izzy**

[ 🔀 *Izzy Is Sick* **and** *the Life Extending Elixir* ]

**then**  **Stabilizing Izzy**

[ ***not*** 🔀 *The Truth about Izzy* **and** ***not*** 🔀 *Arrived on Time* **and**  *the Medicine*]

**then lose** 4 **Legendary Feat Points**

**and then add mark**  **Jocker +2**

**and then**  **Izzy is Healed**

* ❁ Children | *Mortal* | Human
* ❁ Mili Jul Vekes | *Mortal* | Human | Izzy’s Older Sister
* ❁ Risla Jul Vekes | *Mortal* | Human | Izzy’s Mother
* 🌣 Izzy ( Isala Jul Vekes ) | *God’s Gift* | Human | Child

There is a bit of a commotion at this house children and standing by the door and peeking through the windows. One of the children comes up to you and says Izzy is really sick will you help.

You enter the house the mood inside is somber. An older child with a wash basin and rags steps from the kitchen, she has dark rings around her eyes which are red and swollen from crying. She sees you and calls you to follow her “she is in here, this way” You enter a small room where a mother is sitting by the bed wiping the sweat of the brow of a young child. She is muttering to herself, “where is the doctor it is his day to come to the village. What am I going to do?” She finally notices you and addresses you in a very formal tone. You’re here from the city to help, please help us too. The doctor is late, and I was just about to go to the witch’s house, but I don’t want to leave her side. Will you find the doctor he is in the villages, or maybe the witch can help, please will you do something? See she ate something out of Moro’s bag, God knows what it was it was not food.

* **has learned**  **about** *the Witches House*

**  *Detect Lie*** *Skill Check*

**** ***Success*** **then**  **continue**

**** ***Failure*** **then**  **About Izzy**

There is something the mother is not telling you. She is hiding something from you.

 ***Prompt***

* [ 2 ***Times*** |  ***Persuade***,  ***Charm***,  ***Intimidate***  ***Bond*** ] Convince the mother to tell you what she is hiding from you.

 **add mark**  **Silver Tongue + 1**

 **the Truth About Izzy**

 The Mother assures you she has told you everything she knows, and you believe her.

 ***stay on prompt***

* “Leave it be it is probably not important”  **About Izzy**

## About Izzy

You see a young girl on a bed she extremely ill whatever is wrong with her is beyond your abilities.

 **Prompt**

* Examine the little girl. **** **Examining Izzy**
* [ *Heal Wound Tincture* ] Give Izzy a healing tincture.  **Izzy Healing Tincture**
* Search the Villages for the Doctor.

 **add mark**  **Lunar Flower +1**

**** **Something for Free**

** The Flower Girl**

 **The Villages**

* Go to the Witches House

 **add mark**  **Lunar Flower +1**

**** **Something for Free**

** The Flower Girl**

 **The Witches House**

* There is nothing you can do, you should leave

 **add mark**  **Bright Star + 2 and**  **Open-Door +2**

** The Flower Girl**

 **Stranger**

* She will probably be ok you should get on with you mission

 **add mark**  **Bright Star + 2 and**  **Open-Door +2**

** The Flower Girl**

 **Stranger**

* [ *The Truth About Izzy*] Go to the Estate and get the medicine.

 **add mark**  **Lunar Flower +1**

**** **Something for Free**

** The Flower Girl**

 **The Estate**

### Examining Izzy

You check Izzy she looks sick, but it is far worse than anyone can image. Her breathing is shallow, and her pulse is weak. Her eyes have started to dilate, and her tongue is turning blue. She will be dead soon without the proper medicine. Whatever she ate was pure poison and most likely meant to kill.

**⭯ return to prompt  About Izzy**

### Something for Free

* **if knows about***Jalu*

**then**  **“**Jalu seems to be always there. At least when you don’t expect him. He looks rather pleased with himself and comes up to you.”

**else then** “A young man approaches you introduces himself as Jalu.”

**and else then has learned**  **about***Jalu*

* **add mark**  **Dragons Egg +1**

and speaks let me show you how good my information is, I can tell you Izzy ate that made her sick. I bet you don’t know do you. He continues well Izzy ate an Elandar Food Pill she must have thought it was chocolate. Now you and me both know nobody survives eating Elandar food except the Elandar. So, what are you going to do about it? Oh, and come back to me with some real coin and I’ll tell you anything you want to know I know everything. He leaves rather pleased with himself.

**⭯ return to prompt and continue  About Izzy**

### The Flower Girl

You just leaving Izzy’s house and a very little girl holding a dead flower stops you and offers you the flower. She wants to tell you something, but she looks rather shy and equally reluctant. If you spend some time talking to her, she might tell you what is going on, but she is rather small, so you’ll need some patience.

 **Prompt**

* Take the flower and thank her and go on her way, what can she possible know, Izzy needs help you can’t mess around.

**⭯** **return to prompt and continue  About Izzy**

* Take a minute to talk to her. She may be little, but it might be important, though be prepared it might take a while.  **continue**

The little girls surprisingly motions you to come closer, and all she says is maybe Mauf can help too, he is Maradun, I found him he gave me a flower, maybe he can give one to Izzy too. He hides from the adults; they can’t find him.

* **has learned**  **about**  Mauf

 **Prompt**

* You don’t need help from a vagrant rat, you can handle this yourself, anyway can’t spare the time to look.

**⭯** **return to prompt and continue  About Izzy**

* How unusual Elwaer has a Moradune, what on earth is it doing here in the middle of nowhere, you should definitely search the town for him, the town is small should not take very long.  **Making Friends**

### Izzy Healing Tincture

You really don’t know what exactly is wrong with Izzy giving her a healing tincture may not be the best idea.

 **Prompt**

* A healing tincture is the best that you can do, you might as well try it, it is a healing tincture what harm could it do.

 **continue**

* Better not chance it don’t give Izzy the healing tincture.  **About Izzy**

Izzy simply stops breathing, she is dead. You have killed her.

* **add mark**  **Open-Door +1,**  **The Dark Moon +1, and**  **Sister Night +1**
* **remove mark**  **Friendly Dragon**
* **has transpired** 🔀 *Izzy Died* **and** 🔀 *Children Throwing Rocks*
* ***optional* ⛨ End of Game**
* ***optional* ⛨ Game Change remove**  **The Dark Moon**
* ***optional* ⛨ Game Change subtract**  **Sister Night -1**
* ***optional* ⛨ Game Change it has transpired** 🔀 *Children Throwing Rocks*
* ***optional***   **Save Point** *the Stones of the Path*

 **About Izzy**

The Truth About Izzy

* **has learned**  **about** *the Truth About Izzy*

The Doctor says there is nothing he can do. I don’t know why I asked you to get him. He said she needed medicine he didn’t have. I know they have medicine at the estate you could go there, and they would give it to you, they already sent me away. But you could get it couldn’t you.

 **About Izzy**

Izzy Mom is Arrested

The house is quiet but full of children they are looking in through the windows and the door. One child remarks Izzy is going to ok but her mother is in jail now. Why didn’t they just give her the medicine didn’t they know Izzy was going to die. She begins to sob; other children start crying. It is a terrible scene a young child saved by a mother jailed for her love. One of the children remarks that she could no longer wait for a hero to arrive and took matters into her own hands.

 **The Stranger**

## All is Well with Izzy

Izzy is doing much better she looks remarkably well and she is even playing with some children.

 **Prompt**

* + [ *Osso and Pinky* ] Offer Osso and Pinky to Izzy. **continue**
  + [ *Rabbit* ] Offer Izzy a rabbit. **Izzy and the Rabbit**
  + Tell Izzy your glad she is doing much better.  **The Stranger**

Izzy smiles and she looks really coy, she says “No they are your friends I couldn’t take them from you. I really want a rabbit.

 **Prompt**

* + [ *Rabbit* ] Offer Izzy a rabbit. **Izzy and the Rabbit**
  + You better go get a rabbit.  **The Stranger**

## Izzy and the Rabbit

* **lost companion**  *Rabbit*
* **has lost**  Rabbit Hutch
* **add mark**  **Lunar Flower +1**
* **has transpired** 🔀 *Gave Izzy a Rabbit*

Izzy is over the moon with the rabbit she dances around with it, you are amazed at how well she is recovering. You leave her dancing and singing.

 **The Stranger**

Izzy’s Death

* **remove mark**  **Friendly Dragon**

All you hear is inconsolable crying.

 **The Stranger**

Stabilizing Izzy

Izzy is nearly dead, but you have arrived in time. You have what you need to extend her life.

 **Prompt**

* [  *The Life Extending Elixir* ] Izzy is dying give her the Life Extending Elixir.  **Continue**
* Nothing can save someone who has eaten Elandar Food, give her some water and tell her it is medicine and leave.

 **add mark**  **Open-Door +2 and**  **Bright-Star +2**

 **The Stranger**

* **has lost**  *The Life Extending Elixir*
* **has transpired 🔀** *Stabilized Izzy*
* **set** **the timer**  **Izzy’s-Traveler equal to the timer**  **Traveler + 6**

Izzy falls into a deep calm sleep. Now what you need is to find a cure.

 **The Stranger**

Medicine For Izzy

Izzy is extremely ill, but you have arrived in time. You can see the relief on everyone’s faces. Even the doctor is here.

 **Prompt**

* [  *The Medicine* ] Izzy is dying give her the medicine.  **continue**
* Examine the medicine. **** **Examine the Medicine**
* Nothing can save someone who has eaten Elandar Food, give her some water and tell her it is medicine and leave.

 **add mark**  **Open-Door +3 and**  **Bright-Star +3**

 **The Stranger**

* **has transpired** 🔀 *Izzy was Healed*
* **add mark**  **Hidden Dragon +1**

 **Prompt**

* [  *Nora’s Ribbons* ] Give Izzy Nora’s ribbons.  **continue**
* You have done everything you can it is time to go.  **The Stranger**
* **has lost**  *Nora’s Ribbons*
* **add mark**  **Lunar Flower +1**

You give Izzy the ribbons she manages a weak smile.

 **Prompt**

* + [ *Osso and Pinky* ] Offer Osso and Pinky to Izzy. **continue**
  + [ *Rabbit* ] Offer Izzy a rabbit. **Izzy and the Rabbit**
  + Tell Izzy your glad she is doing much better.  **The Stranger**

Izzy smiles and she looks really coy, she says “No they are your friends I couldn’t take them from you. I really want a rabbit.

 **Prompt**

* + [ *Rabbit* ] Offer Izzy a rabbit. **Izzy and the Rabbit**
  + You better go get a rabbit.  **The Stranger**

### Examine the Medicine

The medicine is an Elandar Life Draft. It will permanently increase your potential as an individual in all aspects of your life.

 **Prompt**

* Take the medicine yourself.

 **permanent □ Body +1**

 **add mark**  **Open-Door +3 and**  **Bright-Star +3**

 **continue**

* Don’t take the medicine yourself.  **Izzy is Healed**
* **has lost**  *the Medicine*

You feel a sudden rush of energy. You feel your life has changed.

**⭯ return  Medicine for Izzy**

The Doctor at Izzy’s House

The Doctor is carefully tending to Izzy.

 ***Prompt***

* [ 🔀 *Jalu was Attacked* ] Tell him Jalu has been attacked  **The Doctor Jalu**
* [ *Jalu is Dying*] Tell him Jalu is dying  **The Doctor Moro**
* Bid him good day.

**⭯ return  Izzy’s House**

# Jalu’s House

It is a house like any others but this one happens to be Jalu’s.

* **if has transpired** 🔀 *Jalu Died*

**then**  **The Stranger**

**else if has not demeanor**  *Assassin* **and if**  **the Doctor is placed** 📥 ***here***

**then  The Doctor at Jalu’s House**

**and then**  **Jalu**

# Jalu

* 🟍Jalu | *Demi-Hero* | Human | Teenager ( The Moon Knight’s Spymaster )
* **add mark**  **Dragon’s Egg +1 and**  **Gather-Intelligence +1**
* **do on condition that**

[  **Jalu’s-Traveler is not equal to 0 and *not*** 🔀 *Jalu was Attacked*]

**then**  **Jalu Returns**

[ *The Resurrection Draft* **and** 🔀 *Jalu was Attacked* ]

**then**  **The Dragon Born**

[ 🔀 *Jalu was Attacked* **and**  **Jalu’s-Traveler not equal to 0** ]

**then**  **Jalu Laying Still**

[ 🔀 *Jalu was Attacked* ]

**then**  **Jalu is Attacked**

* **if has demeanor**  *Assassin*

**then**  **“**Jalu motions that you have something on you shoulder he goes to brush it off and plunges a blade deep in your neck”

**and then** **add mark**  **Ash Phoenix +1**

**and then ⛨ End of Game**

**and then**   **Save Point** *the Stones of the Path*

Jalu is young but has a way about him which leads you to believe he may know more than he is letting on and realizes the value of his information, though at the same time there is something mischievous about him and he is definitely up to something. Your suspicions are quickly confirmed when he makes you an offer.

So, if you are willing to part with some crowns, I can tell you things nobody else will tell you.

Let me give you some information then you can see if you think it is valuable, I have lots of information.

So, the royals at the estate are not really royals, they are lesser royals. They used to live here. They were one of us. They acquired their title through theft. They stole something from the goblyns something of great worth. Would you like to know what? Nobody else in town can tell you what they stole, I can guarantee it.

 **Prompt**

* + Ask about him what it was?  **continue**
  + This is not worth your time leave.  **The Stranger**

Well, what they stole is an Caru egg a queen no less.

Was that worth a crown?

 **Prompt**

* + [  *1 Crown Mark* ] Pay him for the information.  **Paying Jalu**
  + Tell him you’ll pay for some real information.  **Paid for in Crown Marks**
  + This is not worth your time leave.  **The Stranger**

## Paying Jalu

* **add mark**  **Golden Dragon +1 and**  **Ring of Mushrooms +1**
* **has lost**  *1 Crown Mark*
* **if has equipped**  *Giant Purple Hat*

**then** You swear you heard the Giant Purple Hat whisper that was a bad idea, maybe it is just your imagination.

**else** Out of the corner of your eye. You turn to see what looks like a giant rat dressed in purple disappear into the bushes.

* **has learned**  **about**  *The Giant Rat*

**⭯ return to prompt  Paying Jalu**

## Paid for in Crown Marks

So, this is what I can tell you what the doctor said about Izzy, what are the estate’s plans, what the goblyns are up to, and who Sihla got into a fight with. Or for an Imperial Crown Mark we can talk some serious business. He extends his palm.

 **Prompt**

* + [  *1 Crown Mark* ] Pay for what the doctor said about Izzy. **** **Jalu Izzy and The Doctor**
  + [  *1 Crown Mark* ] Pay for the estate plans **** **Jalu Estate’s Plans**
  + [  *1 Crown Mark* ] Pay for what the goblyns are up to. **** **Jalu Goblyn Activities**
  + [  *1 Crown Mark* ] Pay for who Sihla got into a fight with. **** **Jalu Sihla Kidnapped**
  + Ask what an Imperial Crown Mark will get you  **Paid with an Imperial Crown Mark**
  + Stop fooling around  **The Stranger**

### Jalu Izzy and The Doctor

* **add mark**  **Golden Dragon +1**
* **has lost**  *1 Crown Mark*

The Doctor has already seen her and cannot help her. Only the estate has the medicine necessary to save her, the mother has already gone there, and they sent her away. Izzy is going to die.

**⭯ return to prompt**  **Paid for in Crown Marks**

### Jalu Estate’s Plans

* **add mark**  **Golden Dragon +1**
* **has lost**  *1 Crown Mark*

So don’t ask me how I know this, but the Imperials are in possession of two conflicting maps showing who really own the surrounding land. One of them has to be a fake.

**⭯ return to prompt**  **Paid for in Crown Marks**

### Jalu Goblyn Activities

* **add mark**  **Golden Dragon +1**
* **has lost**  *1 Crown Mark*

All you got to do is observe what they are doing to tell that they aren’t looking to annex land. But that is something you have to see for yourself. What I gather is they are looking for something.

**⭯ return to prompt**  **Paid for in Crown Marks**

### Jalu Sihla Kidnapped

* **add mark**  **Golden Dragon +1**
* **has lost**  *1 Crown Mark*

“No, she was not taken she ran away.” Jalu explains. “A week gone, and she did get into a fight with a grown man. Beat him with the flat of her sword she did. Sihla saw the man spit on a little girl who was tugging at his shirt. She always protects us.”

“Well, her father melted down her sword he did and well we just know she run away. Sihla forged the sword herself, she can keep her own house, knows how to ride a horse, she could be squire or a smith. She may be twelve, but she has no need for her father anymore.”

**⭯ return to prompt**  **Paid for in Crown Marks**

## Paid for with an Imperial Crown Mark

* **add mark**  **Ring of Mushrooms +1**

“I might know where she has gone but it is going to take some coin to remind me.”

“She may be in the Monastery or maybe she put in with the Goblyns” again you notice that Jalu is using the faery name for Go’ba’dan. “For a real coin, I can tell you where she really is.” Jalu rubs his fingers together and bites down on a smile. “But nothing but a royal crown will do. So you have a long hard think about it and I am going to go check my sources. Go out and do whatever you are here to do, and I will see you then, mind you this will take a while”

* **set** **the timer**  **Jalu’s-Traveler** **equa**l **to the timer**  **Traveler** **+ 2**
* **remove**  **Jalu** **from the**  **Game World**

 **The Stranger**

## Jalu Returns

* **if the timer**  **Traveler is less than** **the timer**  **Jalu’s-Traveler**

**then** “Jalu is not back yet”

**and then**  **The Stranger**

**else then return**  **Jalu** **to the**  **Game World**

**and then**  **continue**

Jalu is back and he look well pleased with himself he has smug look on his face, he begins to speak “so I know everything there is to know what will it be then? How about we do some business you give me an Imperial Crown Mark and I will lead you to the prize.”

 **Prompt**

* + You have had enough of this he is basically and adult and an annoying one at that punch him.

**** **Punching Jalu**

* + [  *1 Imperial Crown Mark* ] Pay him his information has been good  **The Cracked Egg**
  + [  *The Imperial Shield* ] Show him the badge.  **Show Jalu the Badge**
  + There is no way you are giving him that kind of money. Leave.  **The Stranger**

### Punching Jalu

* **1st Time**

**then** “You take a quick swing at Jalu though you are no match for him. He deftly grabs your arm digs his feet in presses you against his hip and rotates throwing a far distance. You land face first in the dirt. Jalu laughs and says I get that a lot, I won’t take it personally, then ask are we going to do business.”

and

**and then ⭯ return to prompt Jalu Returns**

* **2nd Time**

**then** “You take another swing at Jalu, and he sidesteps tripping you. You end up on your face again.” So can we continue he jests.

**and then ⭯ return to prompt Jalu Returns**

* **3rd Time**

**then** “You don’t even know what happened you go to punch Jalu, but he jabs you first punching you in the nose not hard even but your eyes water up and cannot see clearly. Once you stop crying you notice Jalu is gone.

**and then**  **continue**

* **add mark**  **Jocker +1 and**  **Underdog +1**
* **remove**  **Jalu** **from the**  **Game World**

 **The Stranger**

### The Cracked Egg

* **if has equipped**  *Giant Purple Hat*

**then** You are sure the hat just whispered you are going to regret this.

**else** Somebody just hit you in the back of the head with a rock.

* **has lost**  *1 Imperial Crown Mark*
* **add mark**  **Golden Dragon +1 and**  **Dragon’s Hoard +1**
* **has transpired** 🔀 *Paid Jalu 1 Imperial Crown Mark*
* ***do not reveal* has transpired** 🔀 *Jalu Has been Attacked*

 **Talk to The Goblyns**

## Show Jalu the Badge

* **add mark**  **Paladin +1**
* **if has transpired** 🔀 *Gained the Children’s Trust* **and if has equipped**  *Giant Purple Hat*

**then**  **Broken Heart**

**else then**  **continue**

“Ok even Hev doesn’t have one of those. But I am not impressed. What are you going to do arrest me, take a swing at me?”

 **Paid with an Imperial Crown Mark**

### Broken Heart

* **add mark**  **Lunar Flower +1 and**  **Hidden Dragon +1**
* **award with 3**  **Legendary Feat Point**

“Ok I get it you are not going to pay me; I don’t blame you it is a lot more money than many people here can even imagine but I will tell you everything since you have proven yourself, and now let me prove to you that I know what I am talking about. Jalu pulls on a string he has around his neck, revealing an iron knot. The sign of an illicit secret wedding, a wedding held by those who have nothing to their name. We were married under the apple tree in the graveyard. We shared the fruit of our hearts as tradition dictates. You see Sihla is my wife. Everyone says she is twelve because her father is ill from his wife’s death and refuses to accept, she has grown, she really is eighteen, I myself am sixteen.

“A real goblyn queen she is. Ruler of the Kobolds. You don’t believe me let me show you.”

“It’s the little ones who started all the trouble. Playing with the kobolds and such. Parents pretend not to know but what is the worry when it turned out they been doing it for years without trouble. Even seen them watching from afar. Kobolds like children always bringing them gifts shiny rocks climbing trees for fruits, even take them fishing. They use their hands to talk, let me show you a few hand signs.”

* **has learned**  **about**  *Khaubold Signing*
* **has learned**  **about**  *Sihla the Khaubold Queen*

 **Secret Entry Way**

### Talk to the Goblyns

“Sihla has been working with the Khaubolds. They Goblyns will not admit it until they trust you. She is causing them all sorts of headaches.”

 **The Stranger**

## Jalu is Attacked

* **add mark**  **Open-Door +2**
* ***do not reveal* set** **the timer**  **Jalu’s-Traveler equal to the timer**  **Traveler + 4**

You see the body of a young boy who can only be Jalu lying on the ground from a distance you can see that he is covered in blood. A grotesque creature hover over him. His hands are clawed, and he has a long rat like tail. His visage is hideous but is largely occluded by a large, brimmed hat. He hisses “Mauf stop murder.” Before you can do anything the Moradune disappears into the shadows.

You go to Jalu’s aid. It is hard to believe that the body before you is him. There is nothing of the face to recognize him. His face is swollen and bloodied several large cuts split his lip. He coughs gently. It is obvious it hurts to move it must even hurt to breath as his breath is shallow.

Jalu is badly hurt. You try to ask him who did this to him, but he only turns his head away from you without a word.

* **has learned**  **about**  *Mauf*

 **Prompt**

* + Examine Jalu carefully.  **Check on Jalu**
  + Get some help.  **Making Friends**
  + The Moradune is to blame search the town for him.  **Making Friends**
  + There is nothing you can do make him comfortable, leave him to recover.

 **add mark**  **Bright Star +2**

 **The Stranger**

* + [  *Heal Wound Tincture* ] Give Jalu a healing tincture.  **Jalu Healing Tincture**
  + [  *Jalu is Dying* ] Jalu is dying try to find Moro somewhere.  **Making Friends**
  + [  *Where to find Moro* **and**  *Jalu is Dying* ] Jalu is dying try to find Moro at the Go’ba’dan Settlement.

 **Go’ba’dan Settlement**

* + [  *Where to find Moro* **and** *Jalu is Dying* ] Jalu is dying try to find Moro at the Witches House.

 **The Witches Settlement**

### Check on Jalu

**** △ **Mind** *Ability Check*

** *Success*** **then has learned**  **about**  *Jalu is Dying*

**and then** “Without magical aid Jalu will not survive it does not take a doctor to see this.”

**and then** **if knows about  Moro**

**then** “Your only hope is Moro. Moro might have secreted away an Elandar elixir.”

**else then**  You don’t know who to turn to for help, this is beyond a doctor’s aid.

**** ***Failure*** “You can’t tell how badly he is hurt but it doesn’t look that serious.”

**⭯ return to prompt  Jalu is Attacked**

### The Dragon Born

You find that Jalu has died, his body has already begun to grow cold.

 **Prompt**

* + [  *The Resurrection Draft* ] You have the resurrection draft give it to Jalu. **continue**

 **has transpired** 🔀 *Jalu Was Resurrected*

* + There is nothing you can do now.  **The Stranger**

You give Jalu the draft and at first nothing then he arches his back and begins coughing. Jalu is alive thanks to the miracle of the Elandar’s alchemy. You start to breath again, you did it, against all odds Jalu will live, he looks at you his hair crusted with blood, and grins, do you want to know where I’ve been, he chuckles you wouldn’t believe it. I dreamt I was a dragon. You cannot help but smile at his resilience. It is best to leave him to recover from the transformation there is nothing left for you to do.

 **The Stranger**

### The Doctor at Jalu’s House

 The Doctor is carefully tending to Jalu.

**⭯ return  Jalu**

### Jalu Lying Still

 Jalu is laying so still that it is not until you check him that you realize he is not dead.

 **Prompt**

* + [  *Heal Wound Tincture* ] Give Jalu a healing tincture.  **Jalu Healing Tincture**
  + There is nothing to do here you must find him help  **The Stranger**

### Jalu Healing Tincture

 You give Jalu the healing tincture, he coughs a little but he does not seem to be any better and healing tinctures are known for their efficacy, it is obvious that a healing tincture cannot aid Jalu. It is obvious Jalu is dying, he does not have long to live.

* **has learned**  **about**  *Jalu is Dying*

**⭯ return to prompt  Jalu Lying Still**

# Elsa’s House

* **if has demeanor**  *Assassin*

**then**  **“**The house is shuttered and locked tight”

**and then**  **the Stranger**

* ❁ Nonara Mel Usit | *Mortal* | Human | Elsa’s Mother
* 🌣 Elsa Mel Usit| *God’s Gift* | Human | Child

You arrive at a brightly painted house it is different from the other houses which has been painted in pink this house has the distinction of being painted in blues and greens. You arrive at the door and knock looking to talk to Elsa, but her mother informs you she has not been speaking at all since the incident with the man and Sihla. She then gives you a stern warning, fix the problems with the Go’ba’dan but leave Sihla alone if she is missing it is for a reason, she can take care of herself. She then bids you a fair day.

 **Prompt**

* + [  *The Rabbit* **and*****not***🔀 *Gave Elsa the Rabbit* ] Before you leave give Elsa the Rabbit. **continue**
  + There is nothing you can do now.  **The Stranger**
* **lost companion**  *a Rabbit*
* **has lost**  Rabbit Hutch

Elsa gives you the broadest grin. She then speaks. Sihla did a bad thing. I don’t think the man meant to hurt me. He was drunk. Sihla Should not have hit him. It was very bad. Is that why Sihla is away. I saw her leave she had her battle hammer the one for war that she trains with every day. and she had metal armor on all over. Is Sihla going to fight. Because She can win. Nobody can Hurt Sihla. The mother interjects please don’t mind her she is always making up stories, I saw Sihla leave that morning and for certain she did not have a hammer and armor on, she doesn’t even train with a hammer, she only knows how to use a sword, that is unless it is a hammer for smithing, in which case she is quite capable. Elsa is exasperated and screams “Did so Sihla is a Knight, metal armor and a hammer. Did so. She grips the rabbit gently and runs off with it crying. The mother looks at you and asks well did you get what you wanted?

* **has learned**  *Sihla the Knight*
* **has transpired** 🔀 *Gave Elsa the Rabbit*

 **The Stranger**

# Rabbit Farmer Cosmin

* **add mark  Gather-Intelligence +1**
* ❁ Cosmin Nissi | *Mortal* | Human | Rabbit Farmer

You see a man tending rabbits he introduces himself as Cosmin and offers you a deal on a rabbit. They make great gifts, the kids really love them.

 ***Prompt***

* [  *5 Crown Marks* ] Buy a Rabbit

 **has lost** 5  *crown marks*

 **has transpired** 🔀 *bought a pet*

 **Rabbit Farmer Cosmin the Pet**

* You would like to buy a rabbit but have no money.  **Rabbit Farmer Cosmin the Pet**
* Ask Cosmin about Sihla.  **Rabbit Farmer Cosmin Sihla**
* Leave.  **The Stranger**

## Rabbit Farmer Cosmin Sihla

Hm yes Sihla came by an to see me a couple days back wanted to buy a rabbit for Elsa. Told her how much it would cost and how much for the cage. She said she would return later that day or the next but never showed up. Didn’t say where she was going but I saw her head out of town towards the Monastery. She often goes that way; I heard a rumor she visits the Monastery and bring them gifts. But what do I know it is just a rumor? Oh, but I do know she has been going to mine to mine ore for a new sword, you heard about the fight didn’t. She beat a man half to death I can’t remember what started it, but it was the man who set it off. Please don’t tell her father.

* **has learned**  **about**  *The Mine*
* **has learned**  **about**  *Sihla* *the Mine*
* **has learned**  **about**  *Sihla* *the Fight*

 **The Rabbit farmer Cosmin**

## Rabbit Farmer Cosmin THe Pet

* **if has not transpired** 🔀 *bought a pet*

**then** You know what I always have rabbits here take one.

* **gained companion**  *a Rabbit*
* **has acquired**  **the**  Rabbit Hutch | Cage | ⦰
* **has transpired** 🔀 *bought a pet*
* **add mark**  **Ring of Mushrooms +1**

The kids really like rabbits, they make great gifts. Maybe take another, Ill throw in a cage you can attach it to your backpack, Cosmin stops for a minute and says I know just what you are looking for, wait here. Cosmin goes back into his house and comes back with a ferret in a small cage. Yes this one is named Osso it means bear in the Faery tongue. Fifteen crowns, it makes a great pet, he is trained to stay near his cage, won’t run away. Here let me show you. Cosmin puts the ferret down and it runs around but stays near the cage, wait here Cosmin stops you before you can answer he comes back with a second ferret, this one is a snow princess, just look at her size she fits in the palm of my hand, Ilalia is her name, pinky in the faery tongue, you can have both for fifteen, think about the kids, think about yourself. He stops and gives a long stare and then says you know what, find Sihla and we will consider ourselves even. Then Cosmin stops and gets all teary eyed, “Sorry,” he stammers, “I can’t let my little bear and princess go, please forget I said anything.” I just love them so much, do you understand? I just want others to love them as much.

 ***Prompt***

* [ 2 ***Times*** |  ***Persuade***,  ***Charm***,  ***Intimidate***  ***Bond*** ] Convince Cosmin to let you take the ferrets Osso and Ilalia, the bear and the princess.

 **add mark**  **Silver Tongue + 1**

 **continue**

 No, no, Cosmin says, that is just not a good enough reason for me to let you take care

of them.

 ***stay on prompt***

* [  *5 Crown Marks* ] Buy a Rabbit

 **has lost** 5  *crown marks*

 **has transpired** 🔀 *bought a pet*

 **The Rabbit**

* One rabbit is enough, two cages on top of your backpack is going to look ridiculous. This is enough of this.

 **Rabbit Farmer Cosmin**

* **gained companion**  *Osso and Pinky* [ Permanent Heart +1 ]
* **has acquired**  **the**  Portable Ferret Hutch | Cage |⦰
* **has transpired 🔀** *You Found the Bear and the Princess*
* **add mark**  **Skilled Dragon +1**

⭯ **return** **Rabbit Farmer Cosmin**

# The Inn

At the crossroads in the town there is a small inn but lavish for its size there are also stables where travels can rest their horses.

* **if has demeanor**  *Assassin*

**then**  **“**You enter the Inn to find people screaming and fleeing through windows, in a couple seconds it is deserted.”

**and then**  **the Stranger**

* ❁ Villagers | *Mortal* | Human
* ❁ Mostil Yus Falor | *Mortal* | Human | Inn Keeper

The inn must be busy by all the activity outside, but you are between meals and the inside the inn is rather empty the inn keep has left the till open and unattended, he has not noticed your entrance.

 ***Prompt***

* Ask for a room for the night.  **A Room for the Night**
* Go to the stables.  **Inn Stables**
* [ *Rabina* ] Ask about Rabina.  **The Cook**
* Talk to someone.  **the People of Elwaer**
* [  *15 Crown Marks* ] Buy several rations.  **A Rationed Choice**
* [  *20 Crown Marks* ] Order some food and drink your famished.  **A Meal**
* Empty the till  **Day Light Robbery**
* Leave  **The Stranger**

## A Room for the Night

We don’t cater to the likes of you. We are an inn for traveling gentlemen and ladies. Working folk have to stay at the long house at the keep. Sorry we are fully booked anyway.

**⭯ return to prompt  The Inn**

## The Inn Stables

* ❁ Ofos Uli Notar| *Mortal* | Human | Stable Hand
* ❁ Akot Uli Notar | *Mortal* | Human | Stable Hand

These are fine stables for a town this small, it is a sign of how busy the Inn is that all the pens are full. Two stable hands are attending to the horses.

 ***Prompt***

* [  *20 Crown Marks* ] Rent a horse.  **continue**
* [  The Imperial Shield ] Show them the badge and commandeer a horse.  **Inn Horse**
* **has lost**  *20 Crown Marks*

 **Inn Horse**

## Inn Horse

* **gained companion**  *Horse*
* ***do not reveal* while** **has companion**  *Horse* **reduce all**  Traveler +2 **to**  Traveler +1

The horse is a big brute, but gentle. Anybody could ride this horse and it is going to make your going faster.

**⭯ return to prompt  The Inn**

## The Cook

The inn keeper says Rabina can be found either washing or cooking, and you should go look for her there, but please don’t distract her and don’t get her talking to much, she will definitely forget her work and that is what I pay her for work not talking.

 **Rabina**

## A Meal

*  *Fine Meal* | Food
* **has lost**  *20 Crown Marks*
* **Player has**  ***eaten***  *Fine Meal*

“You enjoy a fine meal”

**⭯ return to prompt  The Inn**

## A Rationed Choice

*  *Standard Rations* | Food | ⦰
* **has lost**  *15 Crown Marks*
* **has acquired**  **the** 3  *Standard Rations*

“The rations are simple but should keep you through.”

**⭯ return to prompt  The Inn**

## Daylight Robbery

* **has acquired**  **the**  *351 Crown Marks*
* **add mark**  **Wartime Requisition +2**

You don’t even have to sneak, you simply empty the till, the Inn keep is going to have a hard time accusing you since he obviously has not been paying attention to it all day.

**⭯ return to prompt  The Inn**

# Rabina

* ❁ Rabina Iqel | *Mortal* | Human | Cook and Cloth Washer ( The Moon Knight’s Courtesan )
* **do one on condition that**

[  *Giant Purple Hat* ]

**then**  **“**Rabina gives you the strangest look then you notice she is flushed she stammers a little but manages to get your attention as she exclaims, my last caller wore a hat just like that, have you come to call on me too? It is then you notice that this farm girl is heart stopping beautiful. She continues. I never been with a woman before, have you? You are speechless and she has moved to stroking your hair, it is then that you notice she has slipped her warm wet hands inside you pants.”

[  *Assassin,*  *Special Forces,*  *Shock Trooper* ]

**then**  **“**Rabina feints you are unable to wake her.”

**and then**  **The Stranger**

[ 🔀 *Isil is Broken* ]

**then** “Isil is so kind and you had to go and just break him.”

**and then**  **The Stranger**

[  *Soldier,*  *Mercenary* ]

**then**  **“**Another one of you around we have to many of you already, go away already.”

**and then**  **The Stranger**

[  *Magister,*  *Battle Mage,*  *Mage* ]

**then**  **“**It isn’t every day I get to speak to a mage.”

[  *Psionics Master* ]

**then**  **“**Your excellency what can your humble servant do for you.”

[  *Officer* ]

**then**  **“**It is just about time we had a real officer in these parts so now what can I tell you.”

[  *Jocker* ]

**then**  **“**Just who are you supposed to be?”

[ ***default*** ]

**then**  **“**How can I help you”

* **add mark**  **Gather-Intelligence + 1 and**  **Golden Tongue +1**

She continues joking well, you took your time coming to me I heard we had visitors in town, looking for Sihla are we? Or are you going to find out what the Go’ba’dan are up to before someone starts a war? So, what do you want to know? People only come to talk to me when they want to know something. Who do you have questions about?

* **has learned**  **about**  *Go’ba’dan Troubles*
* **has learned**  **about**  *Sihla is Missing*

 **Prompt**

* + Ask what is going on in town.  **Rabina What is Going on in Town**
  + [  *Giant Purple Hat* ] Let Rabina do as she wills.  **Rabina On the Kitchen Sink**
  + [  *Isil* ] Ask about Isil.  **Rabina Isil**
  + [  *Sihla is missing* ] Ask about Sihla.  **Rabina Sihla**
  + [  *Lor Hev* ] Ask about Lor Hev.  **Rabina Lor Hev**
  + [  *The Imperials* ] Ask about Imperials.  **Rabina Royals**
  + [  *Moro* ] Ask about Moro. **Rabina Moro**
  + [  *Sihla is not Twelve* ] Tell her Sihla is not twelve. **Rabina Sihla is not Twelve**
  + [ 🔀 *Sihla Returned* ] Tell her Sihla is back.  **Rabina Sihla is back**
  + [  *Go’ba’dan Troubles* ] Ask about Go’ba’dan Troubles. **Rabina Go’ba’dan Troubles**
  + [  *Sihla the Fight* ] Ask about Sihla and The Fight.  **Rabina Sihla the Fight**
  + [  *Being Goblyn* ] Ask about Being Goblyn. **Rabina Being Goblyn**

## Rabina What is Going on in Town

* **if the Player has the demeanor of a**  *Magister,*  *Mage,*  *Battle Mage,*  *Psionics Master,*  *Officer*

**then**  **“**Well…”

**else then**  **“**Little Izzy is really sick, she poisoned herself eating something, it doesn’t look good, maybe you can help. and...”

**and else then has learned**  **about**  *Izzy*

**and else then has learned**  **about**  *Izzy is Sick*

“Sihla the smith’s daughter has gone missing again, but not to worry she can handle herself just fine.”

* **has learned**  **about**  *Sihla Missing*

**⭯ return to prompt**  **Rabina**

## Rabina On the Kitchen Sink

The last thing you can really remember is Rabina taking off your pants with one swift move. You only see her eyes burning desire into your heart. Then all there is one shock after another, then a convulsion and she does not stop. Another, then another in quick succession, you cannot take anymore but cannot let her stop, then you are thrown out of your body you are floating in the kitchen looking at Rabina exact pleasure from you body, you are shaking violently and continue to shake for several minutes, then calm stillness. You can see your heart and Rabina’s tied by string and her love is flowing into you and yours into hers. You sense all her desires have been fulfilled in you and yours in hers. You are bound by love and pleasure.

* **add mark**  **Heart Flower +1**
* **set**  *Tired*

Rabina finally finishes by pleasing herself up against your thigh. She smiles and gives three pills you might need these after all that exercise, and now how can I help you.

*  *Stimulants* | Drug | Remove  Tired | ⦰
* **has acquired**  **the**  3 stimulants

**⭯ return to prompt**  **Rabina**

## Rabina Isil

Isil lost his wife never been the same since. He has not been working since Sihla’s been gone, talk to the guards they might know more.

**⭯ return to prompt**  **Rabina**

## Rabina Sihla

Sihla she is really something, head strong with a temper I would not want to cross her she has the skill with a blade to cut down most men. She is dangerous for a twelve-year-old I am afraid she is up to something foolish that’s going to get her killed. You can get to know her better by talking to her friends Ariria and Elsa they both know her pretty well, though Elsa is not talking so you’ll have to think of something to get her to talk.

* **has learned**  **about**  *Ariria*
* **has learned**  **about**  *Elsa*

**⭯ return to prompt**  **Rabina**

## Rabina Sihla is not Twelve

Whatever you do not say that to her father.

**⭯ return to prompt**  **Rabina**

## Rabina Sihla is Back

Yes, she came back, she can take care of herself.

**⭯ return to prompt**  **Rabina**

## Rabina Lor Hev

* **if has demeanor**  *Officer*

**then**  **“**Lor Hev does a fantastic job.”

**else then**  **“**Lor Hev, something is off with him, I don’t know just what but even for a military man he likes to keep things just so, saw his office once how much time he spends cleaning and organizing it God knows. His guards don’t patrol much instead I hear he has them cleaning the stables and long houses. Like I said strange but probably a military habit.”

**⭯ return to prompt**  **Rabina**

## Rabina Jalu

Jalu is a good kid but don’t let him take you for a ride. He is always up to something. I think there might be something between Sihla and him.

**⭯ return to prompt**  **Rabina**

## Rabina Go’ba’dan

Go’ba’dan never really have any problems with them Moro deals with them trades for hard-to-find goods.

**⭯ return to prompt**  **Rabina**

## Rabina Elsa and Sihla the Fight

Yes, the kids really like to greet people and there was a traveler that came through only Elsa and Sihla were out. Elsa went over to the man to say hello and tugged on his pants for some reason he spat on her. Sihla went berserk she got her sword and beat the man with the flat of the sword. She had a big fight with her father over that he ended up destroying her sword.

**⭯ return to prompt**  **Rabina**

## Rabina Imperials

* **if has demeanor**  *Magister,*  *Mage,*  *Battle Mage,*  *Psionics Master*

**then**  **“**The royals are an honor to us all.”

**else then**  **“**What can I tell you about them they used to be local they did? Went off and stole something from the goblyns took it to the palace and they were made lesser imperials, that is at least the story I heard from a traveler.”

**⭯ return to prompt**  **Rabina**

## Rabina Being Goblyn

* **if has demeanor**  *Magister,*  *Mage,*  *Battle Mage,*  *Psionics Master,*  *Officer*

**then**  **“**I don’t know what that means.”

**else then**  **“**Yes, we are Goblyn everyone here knows it and most accept it but there are some like those at keep and at the estate who will vehemently deny it.”

**⭯ return to prompt**  **Rabina**

## Rabina Moro

* **has learned**  **about**  *Where to find Moro*

You can usually find him on the road to the Go’ba’dan or at the witch’s house. What that man gets up to is a complete mystery to me.

**⭯ return to prompt**  **Rabina**

# The Market

* **if has demeanor**  *Assassin*

**then**  **“**As you approach the market people start to run leaving their wares behind.”

**and then**  **the Stranger**

The market is bustling with activity. Traveling traders and merchants frequent the market because of its proximity to the crossroads and to the lodge at the keep. The market is the reason Elwaer is so prosperous.

 ***Prompt***

* Talk to somebody.  **The People of Elwaer**
* Leave  **The Stranger**

# The Local Fist Fighting Competition

Participate in Competition **Fire-Breathing Dragon +3**

You hear cheering and shouting a small group of people have gathered near the stables by the inn. They have formed a circle and are watching two men engage in a friendly boxing competition.

As you draw near someone explains that a local troupe of professional boxers are making the rounds in the villages and hosting competitions. Wandering fighters are common in the country and the men gain fame and glory and a small living as they travel from town to town competing with local talent.

This is not pugilist fighting that can be seen in some seedy pits in the larger cities but real professionals scoring points they take exceptional care not to injure each other as it is a display of skill and restraint as much as a competition.

So, are there any amateur fighters wishing to try their skill the trainer of the small troupe calls out any brave man or women want to display their fighting style?

***Prompt*** Do you want to participate in the fights, go elsewhere.

# Robbing the Town

You have scoped out the town and you figure there are four distinct areas that you can rob, the smithy, the inn, the west side of tone and the east side of town, robbing each should take you about the same amount of time. It is not a bad idea to see what people are really up to.

 **Prompt**

* [ 1 ***Time*** ] Rob the East Side  **Robbing the East Side**
* [ 1 ***Time*** ] Rob the West Side  **Robbing the West Side**
* [ 1 ***Time*** ] Rob the Inn  **Robbing the Inn**
* [ 1 ***Time*** ] Rob the Smithy  **Robbing the Smithy**
* Leave it be you satisfied you curiosity and you are done playing thief.  **The Stranger**

## Robbing the East Side

* **add mark**  **Haunted +1,**  **Bright Star +1 and**  **Wartime Requisition +1**
* **update timer  Traveler +1**

 ***Sneak*** *Skill* *Check*

**** ***Success* then add mark**  **Haunted +1 and**  **Wartime Requisition +1**

**then**  **continue**

**** ***Failure* then** “Your found out and you are ran out of town.”

**and then has transpired** 🔀 *was thrown out of town*

**and then add mark**  **Wartime Requisition +8**

**and then**  **The Outskirts of Elwaer**

 ** *Search*** Skill Check

**** ***Success*** **then** **has acquired**  **the**  *Jewelry (10 Crown Marks)* **and** 293 *Crown Marks*

**** ***Failure*** **then** “You find nothing.”

 **Robbing the Town**

## Robbing West Side

* **add mark**  **Haunted +1,**  **Bright Star +1 and**  **Wartime Requisition +1**
* **update timer  Traveler +1**

 ***Sneak*** *Skill* *Check*

**** ***Success* then add mark**  **Haunted +1 and**  **Wartime Requisition +1**

**then**  **continue**

**** ***Failure* then** “Your found out and you are ran out of town.”

**and then has transpired** 🔀 *was thrown out of town*

**and then add mark**  **Wartime Requisition +8**

**and then**  **The Outskirts of Elwaer**

**  *Search*** Skill Check

**** ***Success*** **then has acquired**  **the**  *Jewelry (50 Crown Marks)* **and** 192  *Crown Marks*

**** ***Failure*** **then** “You find nothing.”

 **Robbing the Town**

## Robbing the Inn

* **add mark**  **Haunted +1,**  **Bright Star +1 and**  **Wartime Requisition +1**
* **update timer  Traveler +1**

 ***Sneak*** *Skill* *Check*

**** ***Success* then add mark**  **Haunted +1 and**  **Wartime Requisition +1**

**then**  **continue**

**** ***Failure* then** “Your found out and you are ran out of town.”

**and then has transpired** 🔀 *was thrown out of town*

**and then add mark**  **Wartime Requisition +8**

**and then**  **The Outskirts of Elwaer**

**  *Search*** Skill Check

**** ***Success*** **then has acquired**  **the**  *Jewelry (190 Crown Marks)* **and** 132  *Crown Marks*

**** ***Failure*** **then** “You find nothing.”

 **Robbing the Town**

## Robbing the Smithy

* **add mark**  **Haunted +1,**  **Bright Star +1 and**  **Wartime Requisition +1**
* **update timer  Traveler +1**

 ***Sneak*** *Skill* *Check*

**** ***Success* then add mark**  **Haunted +1 and**  **Wartime Requisition +1**

**then**  **continue**

**** ***Failure* then** “Your found out and you are ran out of town.”

**and then has transpired** 🔀 *was thrown out of town*

**and then add mark**  **Wartime Requisition +8**

**and then**  **The Outskirts of Elwaer**

**  *Search*** Skill Check

**** ***Success*** **then has acquired**  **the** 974 *Crown Marks*

**and then**  **continue**

**** ***Failure*** **then** “You find nothing.”

**and then**  **Robbing the Town**

You find a safe. It is quite sturdy but breakable.

 ***Prompt***

* [  *The Lock Breaker* ] Use the Lock Breaker  **continue**
* [  *Sekisian Key* ] Use the *Sekisian* Key  **The Smithy Safe**
* It is too sturdy there is nothing left to do better leave.  **Robbing the Town**

****  **Pick Lock** Skill Check

** *Success*** **then**  **The Smithy Safe**

** *Failure*** **then** “You fail to pick the lock, now there is nothing left to do but leave.”

**and then**  **The Stranger**

### The Smithy Safe

You find a Gedankenschild and an Imperial Crown Mark

*  *Gedankenschild* | Artifact Mask | **temporary remove**  **Dual Nature** |⦰

 ***Prompt***

* Take Both

 **has acquired**  **the**  *Gedankenschild*

 **has transpired event** 🔀 *Stole a Gedankenschild*

 **has acquired**  **the** 1  *Imperial Crown Mark*

 **add mark**  **Wartime Requisition +4**

 **add mark**  **Bright Star +2**

 **has transpired event** 🔀 *Stole 1 Imperial Crown Mark*

 **Robbing the Town**

* Take only the Gedankenschild

 **has acquired**  **the**  *Gedankenschild*

 **has transpired event** 🔀 *Stole a Gedankenschild*

 **Robbing the Town**

* Take only the Imperial Crown Mark

 **has acquired**  **the** 1  *Imperial Crown Mark*

 **add mark**  **Wartime Requisition +4**

 **add mark**  **Bright Star +2**

 **has transpired event** 🔀 *Stole 1 Imperial Crown Mark*

 **Robbing the Town**

* Take Nothing.  **Robbing the Town**

# The Walled City the Forest

 It is obvious that the large area north of town has been completely changed what were fallow fields are now a mess of bushes of extremely large and extremely thorny roses. There are a lot of new trees, ancient and along with the maze of rose bushes they make exploring this area tedious and slow.

## The Walled City the Faery Village

 As you make your way avoiding the thick brambles, you begin to smell food, shortly after you see smoke. You approach and you find yourself on the outskirts of a Faery Mouse village. They have all come out to greet you and waving you to approach.

 **Prompt**

* The best advice with faeries is to leave them be, too hard to kill, impossible to deal with…

 **The Walled City the Forest**

* Approach the village  **continue**

 The mice and rats ask you to come no further, but you are glad you have managed to get well into town without destroying anything. Everything is so diminutive you feel rather like a giant. After being slightly amused with yourself you notice an older rat has begun laying out items in front of you. He gives a little cough and begins speaking, this is our esteemed collection we will allow you to duplicate any item for free as you are now our guest. If you look we have a gem, a seed, and a flower. The gem is large and has bought many a kesimis. The seed is small but it will blossom if planted in the right soil, it is our most popular item, and a flower, yes we did just pick this flower this morning but it is quite a nice flower and every one in tower is quite pleased with it.

 **Prompt**

* Duplicate the Gem it is huge and will certainly net you a fair price.



* Duplicate the Seed it barely looks organic it looks more like a piece of tech.



* Duplicate the Flower they are rather pleased with it maybe they like two.  **continue**

 The mice and rats are quite pleased with your choice, you notice several are looking at it with envy.

 **Prompt**

* Take the duplicate flower and call forth the star cross lovers.



* Take the duplicate flower and call forth those who did not know they shared in love.

 **continue**

* Take the duplicate flower and place it on your lapel.

 Two lowly mice are brought forward, and they can barely look at each other. You give them the flower, there is great cheering

 **Prompt**

* Take the original flower and call forth the star cross lovers.

 **continue**

* Take the original flower and place it on your lapel.

 One of the mice pipes up, yes master you have returned now for what you have already paid for, now you must remember if you kiss the ring, kiss the children, or kiss that blade before we can complete the transaction. The mouse falls silent.

 **Prompt**

* It is for what you are owed kiss the ring  **continue**
* It is for what you are owed kiss the blade

 “You are not the one that this is owed for.”

 **has transpired event** 🔀 *Kissed For*

 **The Walled City the Faery Village**

* It is for what you are owed kiss the children

 “You are not the one that this is owed for.”

 **has transpired event** 🔀 *Kissed For*

 **The Walled City the Faery Village**

* Tell it is Faery and steal the prize, you can see a box with the goods in it sitting next to it.

 **The Walled City the Faery Village the Tooth Faery**

* Refuse to answer and leave  **The Walled City the Faery Village**

 Now you cannot refuse to answer. For what we bring forth will you kiss the children, kiss the hand, or kiss the blade.

 **Prompt**

* It is for what is brought forth kiss the blade  **continue**
* It is for what is brought forth kiss the children

 “You are not the one that this is brought forth for.”

 **has transpired event** 🔀 *Kissed For*

 **The Walled City the Faery Village**

* It is for what is brought forth kiss the hand

 “You are not the one that this is brought forth for.”

 **has transpired event** 🔀 *Kissed For*

 **The Walled City the Faery Village**

* Tell it is Faery and steal the prize, you can see a box with the goods in it sitting next to it.

 **The Walled City the Faery Village the Tooth Faery**

* Refuse to answer and leave  **The Walled City the Faery Village the Tooth Faery**

 Yes, you have answered correctly. Here are five sprinklings of faery dust you asked us to collect for you.

* **has acquired**  **the** 5  *Faery Dust Sprinkling* | Magical Item
* **has transpired event** 🔀 *Kissed the Blade*

### The Walled City the Faery Village the Tooth Faery

 All of a sudden out of the corner of your eye you see a rat with a rather nasty looking crossbow you are struck in the heart and fall over dead.

* **add  mark**  **Ash Phoenix +1**
* **⛨ End of Game**
*   **Save Point** *the Stones of the Path*

# The Keep at Waters Edge

The keep from the outside looks to be in excellent order this is only reinforced when you see the inside. The buildings are well maintained, and the courtyard is well kept. From your training you easily recognize the functions of each building.

*  *Tattered Remains of a Uniform* | Junk
*  *Blood Encrusted Short Sword* | Weapon – Short Sword
*  *Broken Tincture Bottle* | Junk | ⍉
*  *Unusual Bolt Caster Modification* | Weapon Modification
* **if**  *Tower Chest* **is placed** 📥 ***here***

**then** You find the remains of a chest and its contents here.

**and then has found**  **the**  *Tattered Remains of a Uniform*

**and then has found**  **the**  *Blood Encrusted Short Sword*

**and then has found**  **the**  *Broken Tincture Bottle*

**and then has found**  **the**  *Unusual Bolt Caster Modification*

 **Prompt**

* Go to the Headquarters  **The Keep Office**
* Go to the Barracks  **The Keep Barracks**
* Go to the Long House  **The Keep Long House**
* Go to the Chapel  **The Keep Chapel**
* Go to the Armory  **The Keep Armory**
* Go to the Stables  **The Keep Stables**
* Go to the Jail  **The Keep Jail**
* Go to the Towers and Parapets  **The Keep the Towers**
* [  *Tattered Remains of a Uniform* **or**  *Tattered Remains of a Uniform* ] Examine the tattered remains of the uniform.

 **The Keep the Main Tower the Crime**

* Leave **The Outskirts of Elwaer**

## The KeepOffice

You arrive at the building which is clearly serves as the headquarters of the keep. You open the door to find

 **Lor Hev**

## Lor Hev

* 🟍Lor Hev ( Idon ) | *Demi-Hero* | Human ( Moradune ) | Captain of The Keep ( The Moon Knight’s Magister )
* **if has transpired**  **event** 🔀 *Jalu was Attacked*

**then**  **Lor Hev is Accused**

* **if has transpired** 🔀 *Lor Hev gave the Situation Report* **or**🔀 *Skipped the Situation Report*

**then**  **Lor Hev Business**

A middle-aged man with blond hair and a mole on his face stands in an office which looks like it has just undergone a weeks’ worth of cleaning he begins to speak.

* **do one on condition that**

[  *Giant Purple Hat* ]

**then**  **“**So it is you, who has been skulking in the shadows around the keep the last couple days, how did you know trouble was going to break out, did you have advance warning at headquarters, if you have been here for days things must be much worse than I have suspected. Anyways it’s a brilliant disguise for a spy nobody would suspect you, so let’s get down to business, I’ll tell you all that I have gathered.”

[  *Assassin* ]

**then**  **“**then all you hear is a cry and all you see is the man leap from the ground onto the ceiling above, he then dives down on you and cuts you in two with his sword.”

**and then** **add mark**  **Ash Phoenix +1**

**and then ⛨ End of Game**

**and then**   **Save Point** *the Stones of the Path*

[  *Special Forces,*  *Shock Trooper* ]

**then**  **“**The Go’ba’dan are sure to go back to their hole when they see you.”

[  *Mercenary* ]

**then**  **“**We are not currently Hiring. He shoves you out the door.”

**and then**  **The Keep at Water’s Edge**

[  *Magister,*  *Battle Mage,*  *Mage* ]

**then**  **“**Yes I thought so too these problems with the Go’ba’dan required a mage?”

[  *Psionics Master* ]

**then**  **“**Your Grace it is an honor to serve you”

[  *Officer* ]

**then**  **“**Where is your squad officer?”

[  *Scout* ]

**then**  **“**What am I going to do with a Scout, I don’t need to watch the Go’ba’dan I need to push them back.”

[  *Soldier* ]

**then**  **“**Where are the rest of the reinforcements?”

[  *Jocker* ]

**then**  **“**Just who are you supposed to be?”

[  *Citizen* ]

**then**  **“**You are just going to have to leave, he pushes you out the door”

**and then**  **The Keep at Waters Edge**

* **add mark**  **Gather-Intelligence +1**

[  **Dual Nature** ] “You hear a voice speak, who is this man really who is calling themselves Lor Hev, I don’t

know do you?”

Lor Hev continues now Let me brief you on the situation.

 **Prompt**

* Listen to the briefing  **continue**
* Nod off and think of some rest

 **has transpired** 🔀 *Skipped the Situation Report*

 **The Map of Elwaer**

* Leave

 **has transpired** 🔀 *Skipped the Situation Report*

 **The Keep at Water’s Edge**

“I am Lor Hev former commander of the 78 division during the last war I am now captain of this outpost. So now that we are done with formalities will you kindly tell where the reinforcements are. I asked for two dozen men. Armed Go’ba’dan have been seen prowling near the fields and around the old mine. That is human territory. The imperials at the estate think we are on the brink of an incursion and further annexation of their land as is goblyn right but those at the estate have produced documents making claims on the land and now they have seen fit to hire men from a mercenary guild. I’ve seen this kind of thing during the war, and I can tell you any day now they are going to be attacked and then the goblyns will respond in force. I will not be responsible for losing more land to the Go’ba’dan So, if you are all they sent me you are going to have to figure this out.”

* **has learned**  **about**  *The Mercenary Camp*
* **has learned**  **about**  *The Estate*
* **has learned**  **about**  *The Go’ba’dan Troubles*
* **has learned**  **about**  *The Wilds*

**** ○ **Soul** *Ability Check*

** *Success*** **then** He is hiding something. What you don’t know.

** *Failure*** **then** He told you more than he should have.

****  ***Detect Lie*** *Skill Check*

** *Success*** **then** He lied to you.

** *Failure*** **then** He is being honest with you.

* **if has not demeanor**  *Battle Mage,*  *Soldier,*  *Special Forces,*  *Shock Trooper*

**then**  **“**I know there is a girl missing but we have done everything to find here I have seen her itinerary which we have retraced, talk to the guards and have them walk you through exactly what they did. But your priority must be stopping this conflict with the Go’ba’dan find out what they are up to we never have seen them armed and do it without making things worse and do it quickly because those mercenaries at the estate have been hired to fight, maybe start there make it clear to them that they are not to start and conflict and don’t forget Sihla also needs to be found and her father is refusing to work. So, while you are at it talk to him and get him to go back to work, maybe you will have better luck getting information out of him as to what happened with Sihla and maybe he knows more than he is telling.”

**and then has learned**  **about**  *Sihla is Missing*

**and then has learned**  **about**  *Sihla’s Itinerary*

**and then has learned**  **about**  *Isil is not Working*

 **The Map of Elwaer**

## The Map of Elwaer

* **has transpired** 🔀 *Lor Hev gave the Situation Report*

He concludes with “Oh and take a look at the map on the wall all the major landmarks are detailed.”

 **Prompt**

* Look at the map and get your bearings.  **Continue**
* You have this no need for a map  **The Keep at Water’s Edge**

The map is detailed and clear, you memorize the major landmarks and the paths to take.

* **has learned**  **about**  *The Wilds*
* **has learned**  **about**  *The Monastery*
* **has learned**  **about**  *The Imorwaer*
* **has learned**  **about**  *The Mine*
* **has learned**  **about**  *The Mushroom Farm*
* **has learned**  **about**  *The Go’ba’dan Territory*
* **has learned**  **about**  *The Dens*
* **has learned**  **about**  *The Estate*
* **has learned**  **about**  *The Witches House*
* **has learned**  **about**  *The Forbidden Area*

 **Lor Hev Business**

### Lor Hev Business

Lor Hev is sitting behind the desk. He is waiting for you.

 **Prompt**

* [  *Asking for Permission* ] Ask for permission to take a horse.

 “Lor Hev begrudgingly gives you permission to take a horse.

 **has transpired** 🔀 *Permission to Take a Horse*

 **stay on prompt**

* [  The Body ] Report the body on the road.  **Lor Hev Reporting Dead Body or Missing Doctor**
* [  The Missing Doctor ] Report the abduction of the doctor.

 **Lor Hev Reporting Dead Body or Missing Doctor**

* [  *Estate Claim* **and**  *Go’ba’dan Claim* ] Report the dual claims.

 **Lor Hev Reporting the Fake Map**

* [  *Caru Corpse* and 🔀 *Infestation*] Tell him about the Infestation

 **Lor Hev Caru Infestation**

* [  *Reason for the Go’ba’dan Patrols* **and**  *Kriegspinne* Remains ] Explain the situation with the Kriegspinne

 **Lor Hev So What**

* [  *Reason for the Go’ba’dan Patrols* **and**  *Intact Kriegspinne* Remains ] Show intact Kriegspinne

 **Lor Hev War Crime**

* [  *Imperial Shield* ] Exert your authority over Lor Hev, show him the badge.  **Lor Hev The Authority**
* Ask exactly what you are supposed to do?  **Lor Hev Instructions**

### Lor Hev Reporting Dead Body or Missing Doctor

Tell the guards that their job.

 **return to prompt**  **Lor Hev Business**

### Lor Hev Reporting the Fake Map

If you give me the map, I will make sure something gets done about it, ill go to the estate and put an end to this.

 **Prompt**

* Trust Lor Hev to resolve the situation.  **continue**
* Keep them you’ll figure this out yourself  **Lor Hev Business**
* **has lost**  *Estate Claim* **and**  *Go’ba’dan Claim*

Lor Hev looks at both maps and before you can do anything ignites one of the maps it is instantly consumed by flames. It is obvious that the Estate Claim is the true claim, I will return this map to the library of Lai.

* **has transpired** 🔀 *The Primacy of the Estate Claim*

 **return to prompt**  **Lor Hev Business**

### Lor Hev Caru Infestation

Don’t tell me you have fallen for that old Go’ba’dan trick. One Caru corpse and you are calling it an infestation? They would all be at the source of the infestation instead they are out on patrol outside their territory, no you are being fooled.

 **return to prompt**  **Lor Hev Business**

### Lor Hev So What

What you are showing me and telling me means nothing, you are doing shoddy work go out there and do some real recon work.

 **return to prompt**  **Lor Hev Business**

### Lor Hev War Crime

So the Go’ba’dan are deploying Kriegspinne that is a war crime, they are outlawed. You would be a fool to be using them. I will inform headquarters and the Estate at once, they should deploy heavy weapons, thank you have been very helpful you have confirmed that a Go’ba’dan incursion is imminent.

 **return to prompt**  **Lor Hev Business**

### Lor Hev Instructions

You are here from central, go out there and fix this mess.

 **return to prompt**  **Lor Hev Business**

### Lor Hev The Authority

You show Lor Hev the badge, he turns bright red, chokes, fixes his collar then regains his composure. “What are you doing playing around, get out there and fix this mess before it gets any worse.” Lor Hev yells at you.

 **return to prompt**  **Lor Hev Business**

## Lor Hev the Victim

The office is in complete disarray Lor Hev does not even notice you at first. Seeing you he asks did you have a hand in this it seems someone saw fit to ransack my office.

** ○ Soul** *Ability Check*

** *Success*** **then** You detect something is off.

**and then** **has learned**  **about**  *The Suspicion of Lor Hev*

** *Failure*** **then** the office looks professionally tossed.

** ⃤ Mind** *Ability Check*

** *Success*** **then** Lor Hev is hiding his hands, but you catch a glimpse, and they are heavily bruised and swollen.”

**and then** **has learned**  **about**  *The Bloody Knuckles*

** *Failure*** **then** Lor Hev has clearly been rattled by this.

** ⃤ Mind** *Ability Check*

** *Success*** **then** in the corner behind a screen, you see bags packed.

**and then** **has learned**  **about**  *The Packed Bags*

** *Failure*** **then** Whatever they were looking for has been taken.

 **Prompt**

* [  *The Bloody Knuckles* ] He clearly been in a fight accuse him of attacking Jalu  **Accuse Lor Hev**
* [  *The Suspicion of Lor Hev and*  *The Packed Bags* ] He is going to make a run for it accuse him of attacking Jalu  **Accuse Lor Hev**
* There is nothing you can do for poor Lor Hev leave

 **remove**  **Lor Hev from the  Game World**

 **The Keep at Water’s Edge**

### Accuse Lor Hev

* **add mark**  **Psychic Stain +2**

Lor Hev laughs Jalu the fool went around telling everyone he had an imperial crown mark. and who is he is a nobody. He wouldn’t even know what to do with one if he had one. He has been stalling he pulls out a mage bolt caster from behind the desk. It is a particularly nasty one you are certain you could not survive a blast from it. The thing is now I am going to put this on you. His eyes are red, and his mouth is frothing on the corners. He clearly has gone mad. I’ve killed before I can do it again and ill disappear again and reappear as someone new. Just as he begins to raise the bolt caster which has started to glow and vibrate a psionic gate opens above him and a creature with a projected hard point shielding armor using the spike form technique lands on top of him pinning him down. You can barely see through the amber shield, but you now realize it is a Moradune. Someone powerful is projecting his armor. Lor Hev manages to turn over and releases a blast which ricochets off the armor and burns a hole in the side wall letting in sunlight from outside. Enough of that the Moradune speaks calmly and crushes the bolt caster with ease. Lor Hev or should I call you Idon Hemil your torment is finally over. The figure now addresses you. You will find Lor Hev in the chest in his room the mage lock will prove quite difficult to break. As for you Idon you are coming with me. A psionic door opens you can see the silhouette of a child just beyond it. He grabs the now limp body of Lor Hev by the leg and drags him through the gate which quickly shuts and disappears.

* **has transpired** 🔀 *Lor Hev Was Taken*

 **The Empty Office**

## The Empty Office

All there is left is a desk with a single solitary pen sitting just so. A screen hides a bed with a large chest at its foot. and of course, the place is a mess.

 **Prompt**

* Give the place a good toss and see what you can find.

 **add mark**  **Wartime Requisition +1**

 **continue**

* All is well that ends well leave.  **The Keep at Water’s Edge**

The chest is intricately made and is obviously magical. The large chest is unopenable and unmovable. It would take considerable magic or the right key to open such a chest, even a *Sekisian* key would be useless here. It is a curious addition to the room.

** *Search*** Skill Check

** *Success*** **then** the bottom drawer of the desk is reinforced and locked.

** *Failure*** **then** the chest is the only thing of interest in this room. There is nothing left to do here.

**and then** **The Keep at Water’s Edge**

 ***Prompt***

* [  *The Lock Breaker* ] Use the Lock Breaker  **continue**
* [  *Sekisian Key* ] Use the *Sekisian* Key  **The Desk**
* It is too sturdy there is nothing left to do better leave.  **The Keep at Water’s Edge**

****  **Pick Lock** Skill Check

** *Success*** **then**  **The Desk**

** *Failure*** **then** You fail to pick the lock, now there is nothing left to do but leave.

 **The Keep at Water’s Edge**

### The Desk

The bottom drawer has an insignia and medial for the 86 division.

** ⃤ Mind** Ability Check

** *Success*** **then** Lor Hev said he was in the 78 division; the medal is important how could he have gotten wrong, who even was he?

** *Failure*** **then** It is an exceedingly rare medal of honor Lor Hev must have treasured it.

You have gotten all you can from the office it is time to leave.

 **The Keep at Water’s Edge**

## The KeepBarracks

The barracks like the rest of the keep are in immaculate order. It is a wonder how anything could be kept so clean.

 **The Keep at Water’s Edge**

## The KeepLong House

The long house is bustling with activity there are four or five traders all with their wares in neat cubbies by the door there is a large fire pit in the center of the room surrounded by mattresses on the floor which look comfortable enough. There is a small kitchen area and a large table and chairs where several of the traders are sitting and talking.

*  *Merchant’s Backpack* | Luggage | 10  **Inventory** Slots

 **Prompt**

* [  *exquisite, rare flower* ] sell the exquisite flower  **the Quandary**
* [  *1 bunch exotic mushrooms* ] sell a bunch of the exotic mushrooms for 250 crown marks

 **has lost** 1 *bunch exotic mushrooms*

 **has acquired**  **the** 250 *Crown Marks*

 ***stay on prompt***

* [  *expensive herbs* ] sell the expensive herbs for 3000 crown marks

 **has lost**  *expensive herbs*

 **has acquired**  **the** 3000  *Crown Marks*

 ***stay on prompt***

* [  *Jewelry* ] sell your acquired jewelry.

 **has lost**  *Jewelry* [X] *Crown Marks*

 **has** **acquired**  **the** [X] *Crown Marks*

 ***stay on prompt***

* + [ 100  *Crown Marks* ] Buy a backpack.

 **has lost** 100  *Crown Marks*

 **has** **acquired**  **the**  *Merchants Backpack* ( 10  Inventory Slots )

 ***stay on prompt***

* You notice a merchant is about to leave and leaves his backpack unattended. Empty it and steal it.

 **Stealing from the Merchants**

* go back to the Keep courtyard  **The Keep at Water’s Edge**

### Stealing From the Merchants

*  *Merchants Backpack* | Luggage | 10  **Inventory** Slots

 ***Sneak*** *Skill* *Check*

**** ***Success* then add mark**  **Haunted +1 and**  **Wartime Requisition +2**

**and then** “You take the backpack and empty its contents on the floor and run back

to town to put some distance between the merchant and yourself, by now it

should be safe to go back.”

**and then**  **has acquired**  **the**  *Merchants Backpack*

**and then**  **The Outskirts of Elwaer**

**** ***Failure* then** “Your found out the merchant is irate and wants to know what you are thinking

you can only leave in shame.”

**and then add mark**  **Wartime Requisition +4**

**and then**  **The Keep at Water’s Edge**

### The Quandary

The merchant takes a long look at the flower with a broad grin on his face. You see he starts, if you look closely, it is not actually a flower, it behaves as one, creates seeds and grows and all, but it is actually a machine. These are really rare, where on earth did you ever find this? I know somebody that will pay very good money for it, I can take it off your hands for two imperial crown marks, it is the best I can do, it is all the money I have, you could probably get two and a half or even three imperial crown marks for this in the city.

 **Prompt**

* Sell the exquisite flower  **continue**
* Keep it you can probably do better elsewhere.  **The keep Long House**
* **has lost**  *Exquisite Rare Flower*
* **has acquired**  **the** 2  *Imperial Crown Marks*

 **The keep Long House**

## The KeepChapel

The chapel is small and unassuming but fit for purpose though the door has been barred it can be opened easily enough.

The chapel sees no use and unlike most of the keep is covered in dust. There is a small reliquary that is empty. Though a cask of holy water curiously has been left on the alter.

*  *Small Cask of Holy Water* | Holy Artifact
* **has found**  *Small Cask of Holy Water*

 ***Prompt***

* [  *Small Cask of Holy Water* ] Take the holy water nobody will ever use these in an abandoned chapel.  **continue**
* nothing left to do better leave.  **The Keep at Water’s Edge**
* **has acquired**  **the**  *Small Cask of Holy Water*
* **add mark**  **Wartime Requisition +2**

 **The Keep at Water’s Edge**

## The KeepStables

The stables though almost full are in good order the hay and stray are fresh and the horse pens are clean. Two stable hands are busy brushing and feeding the horses.

 ***Prompt***

* [  The Imperial Shield **and** ***not***  *Grey* *Horse* ] Since you are going to be traveling far and wide you better take a horse, show them the badge and take a horse.

 **add mark**  **Paladin +1**

 **continue**

* [ 🔀 *Permission to Take A Horse* **and** ***not***  *Grey* *Horse* ] You have permission to take a horse, you’d better take one you will need it.

**continue**

* Ask how to get permission to take a horse.

 **“**The stable hand informs you that Lor Hev has the final word on taking out horses. You should be asking him for permission.”

 **Player learned**  *Asking for Permission*

 **stay on prompt**

* You don’t have permission to take a horse better leave it be.  **The Keep at Water’s Edge**
* **gained companion**  *Grey* *Horse*
* **while** **has companion**  *Grey* *Horse* **reduce all**  **Traveler** +2 **to**  **Traveler** +1

 **The Keep at Water’s Edge**

## The KeepArmory

The armory is well organized and stocked. There are mostly spears, swords, crossbows, and bows, oh and some shields. There are also several suits of chain mail hung on the wall.

It takes close inspection but even though everything is well polished, they are not in good order. The swords are blunt as are the spears. The crossbows and bows are ill strung, and the shield straps are cracked and falling apart. The chain mail suits have so much polish on them that they are stiff, weakened, and unusable.

 **The Keep at Water’s Edge**

## The Keepthe Towers

While the keep is kept to a degree of cleanliness that is curious to say the least the stairs to the towers have collected a little dust it is obvious that no one venture up to the towers.

 ***Prompt***

* Search the outer towers and battlements.

 The outer towers are a disaster and completely covered in dust it is strange nobody comes

up her to man the battlements to keep watch.

 **stay on prompt**

* Search the main tower  **The Keep the Main Tower**
* Return to the courtyard  **The Keep at Water’s Edge**

### The Keep the Main Tower

The main tower is a mess there are old tables and chairs strewn about. There are empty chests and cupboards, stacked high up against the wall, it is not going to be easy to see if there is anything of value here.

* **if** **state of**  **tower door** **is** *found* **or** *open*

**then**  **The Keep the Main Tower Door**

 ***Prompt***

* Search the area move the furniture see what is underneath all this mess.

 **increment timer**  **Traveler** **+1**

 **The Keep The Main Tower Door**

* It is such a mess it will take too long to see if there is anything of value here.  **The Keep the Towers**

### The Keep The Main Tower Door

* **initial** **state of**  **tower door is** *found*

Behind some cupboards and tables, you find a reinforced door with no visible lock it is somehow bolted shut from the inside.

 ***Prompt***

* [ 3 ***Times*** |  **tower door** *found* ] Kick the door in.  **continue**
* [  **tower door** *open* ] The door is open go on in.  **The Keep The Main Tower Annex**
* Kicking the door in will make too much noise leave it be.  **The Keep the Towers**

** □ Body** *Ability Check*

** *Success*** **then** You take the door completely off of its hinges.

**and then** **change state**  **tower door**: *open*

**and then**  **The Keep The Main Tower Annex**

** *Failure*** **then** You fail to kick the door in, you fall backwards.

**and then** **⭯ return to prompt  The Keep The Main Tower**

### The Keep the Main Tower Annex

* **initial** **state of**  **tower chest** **is** *closed*
* **if** **state of**  **tower chest** **is** *open*

 **The Keep the Main Tower Chest**

* **if is placed**  *Tower Chest* **at** 📥 **The Keep at Water’s Edge**

**then** The room is empty. There is nothing to do but leave.

**and then**  **The Keep the Towers**

You find a lone chest in the room. It is well constructed and reinforced. It also has an impressive looking lock.

** ⃤ Mind** Ability Check

** *Success*** **then**  **“**The chest is light enough that you could throw it off the rampart onto the

courtyard.”

**and then** **Player learned**  *Opening the Chest the Hard Way*

** *Failure*** **then**  **continue**

 ***Prompt***

* [  *Opening the Chest, the Hard Way* ] Throw the chest off the ramparts and go down to the courtyard.

 **place**  *Tower Chest* **at** 📥 **The Keep at Water’s Edge**

 **The Keep Towers**

* [ 2 ***Times*** |  *The Lock Breaker*] Use the Lock Breaker  **continue**
* [  *Sekisian Key* ] Use the *Sekisian* Key

  **“**The Sekisian Key is of no use the lock is too complex.”

 **stay on prompt**

* There is nothing left to do better leave.  **The Keep the Towers**

****  **Pick Lock** Skill Check

** *Success*** **then**

**and then** **The Keep the Main Tower Chest**

** *Failure*** **then** You fail to pick the lock.

**and then ⭯ return to prompt  The Keep the Main Tower**

### The Keep the Main Tower Chest

* **change state of**  **tower chest** **to** *open*

You open the chest to find it is full. These seem to be someone’s old uniform and equipment. The uniform is of the 78th regiment. It is moldy and moths have eaten it to shreds. At one time this was a proud attire, now it belongs in the garbage. Along with the uniform there are other interesting finds. There is a modification for a bolt caster, you recognize the Dunwaeri design but are not sure of its purpose, you also find two military tinctures to heal mortal wounds and finally and most interesting a common short sword covered in blood.

*  *Tattered Remains of a Uniform* | Junk
*  *Blood Encrusted Short Sword* | Weapon – Short Sword
*  *Heal Mortal Wound Tincture* | Potion | Heal 1  Critical Wound | ⍉
*  *Unusual Bolt Caster Modification* | Weapon Modification
* **has found**  **the**  *Tattered Remains of a Uniform*
* **has found**  **the**  *Blood Encrusted Short Sword*
* **has found**  **the** 2  *Heal Mortal Wound Tincture*
* **has found**  **the**  *Unusual Bolt Caster Modification*

 ***Prompt***

* Examine the tattered Uniform.  **The Keep the Main Tower the Crime**
* Take what you want and leave.  **The Keep the Towers**

## The KeepJail

It is a small jail, there are only two cells, one slightly larger than the other.

* 🟍Isil Durve | *Demi-Hero* ( 🌣 *God’s Gift* ) | Human | Smith
* ❁ Bound Marauders | *Mortal* | Human
* ❁ Iro Sor Tomor | *Mortal* | Human
* **if**  **Isil** **is placed** 📥 ***here***

**then** Isil is sitting in one of the cells, he does not respond to you.

* **if**  **Bound Marauders or**  **prisoner Gang** **is placed** 📥 ***here***

**then** The highway marauders are here, and they do not look happy.

* **if** **has companion**  **Bound Marauders**

**then place**  **Bound Marauders at** 📥 **The Keep Jail**

**and then** **lost companion**  **Bound Marauders**

* **if** **has companion**  **Prisoner Gang**

**then place**  **Prisoner Gang at** 📥 **The Keep Jail**

**and then** **lost companion**  **Prisoner Gang**

 **The Keep at Water’s Edge**

# The Witches House

* **each time update timer  Traveler +1**
* **if**  **Moro** **is placed at** 📥 **the** **Witches House**

**then**  **Moro at the Witches House**

* **if has transpired** 🔀 *Robbed Moro*

**then remove**  **Moro** **from**  **Game World**

**else then place**  **Moro** **at** 📥 **Near the Goblyn Settlement**

The trail goes over one final hill, and you reach a house by the lake. It is a very attractive house which has been well maintained. It is painted quite whimsically in mostly blues and yellows, though some green has been added for accent. The house is near the water and a small pier jets out into the lake. There are rows and rows of raised planters and there must be dozens of different plants. There are also planters which contain flowers in equal amount and variety. The house is small and has a moss-covered roof, smoke rises from the chimney. As you approach a dog starts to bark but is nowhere in sight. then from around the side of the house a large wolf hound appears its tail is wagging in a crazed fashion as if it had not seen its owner in a long time. It pounces your way in a playful manner. Just as it is about to reach you who you at first think is an old woman, but then realize it is an Elandar, steps outside the house and calls the dog, “Occun down!” The dog obeys its mistress, and you can hear it whining slightly. The Elandar who stepped out from the house gives you a hearty wave and begins to walk towards you, she is dressed in a red dress and a red vest and has a crown of flowers on her head. As you approach you realize she has translucent skin with iridescent musculature and her bones glow. She calls out “Hi I am Ija’al’elil the Lasen Lake witch, I was wondering whether I would see someone else today, you are not from around here, are you?”

 **Ija’al’elil the Lasen Lake Witch**

# Ija’al’elil the Lasen Lake Witch

* 🟍Ija’al’elil | *Demi-Hero* | Elal’Aldar | The Lasen Lake Witch ( The Moon Knight’s Alchemist )
* **if has demeanor**  *Assassin*

**then**  **“**Without batting an eye the throws three darts which all hit their marks you are paralyzed; she dissects you alive over the coming days.”

**and then** **add mark**  **Ash Phoenix +1**

**and then ⛨ End of Game**

**and then**   **Save Point** *the Stones of the Path*

So how can I be of assistance to you?

***Prompt***

* Ask to trade.  **Lasen Lake Witch Trading with the Witch**
* [  *Izzy is Sick* ] Tell her Izzy is sick and needs medicine. **Lasen Lake Witch Medicine for Izzy**
* [ 🔀 *Jalu was Attacked* **and**  *Jalu is Dying* ] Tell her Jalu is Dying .

 **Lasen Lake Witch Jalu is Dying**

* [ 🔀 *Jalu was Attacked* ] Tell her Jalu has been attacked .

 **Lasen Lake Witch Jalu was Attacked**

* [  *Sihla’s Itinerary* ] Ask her about Sihla the day she went missing.

 **Lasen Lake Witch Sihla and the Witch**

* [  *the Herbs* ] Give the Witch the Herbs for the Medicine.  **The Herbs for the Medicine**
* [  *The Imperial Shield* ] Show her the badge.

 **Lasen Lake Witch Showing the Witch the Badge**.

* Leave go back to Elwaer.  **The Outskirts of Elwaer**

## Lasen Lake Witch Medicine for Izzy

* **add mark**  **Philosophers Stone +1 and**  **Lunar Flower +1**

Hm yes, I have something that might help but you will have to fetch some herbs for me while I prepare the rest, I was just about to head out to search for them. They can be found in the far eastern fields here I will show you what they look like, don’t worry they are not hard to find they grow everywhere there.

This medicine might keep her alive a little longer, what she needs is a real remedy I know the estate has some as I acquired some for them in my last trip to the city. Though I am certain they will be unwilling to part with it for any price. You must understand they are extremely wealthy and would not consider anything of theirs to be for sale, and the welfare of a lowly child you will see how little they care if you are to visit them. I know Moro has a Resurrection Draft that will be of no use here to her unfortunately she is too young to undergo the transformation.

* **has learned**  **about**  *The Herbs*
* **has learned**  **about**  *The Estate*
* **has learned**  **about**  *The Truth About Izzy*
* **has learned**  **about**  *Moro Resurrection Elixir*

***Prompt***

* Search for the Herbs at the Far Eastern Fields, it will buy Izzy some time while you figure out how to get the medicine.  **Far Eastern Fields**
* Go to the Estate.  **The Estate**
* Izzy will probably not get better anyways better try to help someone you can  **The Outskirts of Elwaer**
* Ask her about something else **⭯ return to prompt  Ija’al’elil the Lasen Lake Witch**

## Lasen Lake Witch the Herbs for the Medicine

Yes, these are the herbs the witch affirms your work now let just express these and mix it in the elixir it will only take one minute. She returns a couple minutes later with an elixir. This is a life extending elixir it should keep her alive just a little longer, until you can get some real medicine.

* **has acquired**  **the**  *the Life Extending Elixir* | Potion | ⦰

 **The Outskirts of Elwaer**

## Lasen Lake Witch Sihla and the Witch

* **add mark**  **Gather-Intelligence +1**

Yes, Sihla was here and no I will not tell you why she was here, but I am sure it has nothing to do with her disappearance.

** Soul** *Ability Check*

**** ***Success*** **then** “She is not going to tell you anything about Sihla and it is not relevant.”

**** ***Failure*** **then** “She is hiding something. What you do not know.”

**⭯ return to prompt  Ija’al’elil the Lasen Lake Witch**

## Lasen Lake Witch Showing the Witch, the Badge

* **add mark**  **Paladin +1**

Oh, that is very lovely. What are you going to do with that?

**⭯ return to prompt  Ija’al’elil the Lasen Lake Witch**

## Lasen Lake Witch Jalu is Dying

* **has learned**  **about**  *Where to find Moro*
* **has learned**  **about**  *Moro Resurrection Elixir*

You need to find Moro, he has a resurrection elixir I just finished making, it is promised so I am not sure how you are going to be able to get it from him, but you can try, I have nothing that can save him.

**⭯ return to prompt  Ija’al’elil the Lasen Lake Witch**

## Lasen Lake Witch Jalu was Attacked

* **has learned**  **about**  *Where to find Moro*
* **has learned**  **about**  *Moro Resurrection Elixir*

Depending on how bad it is you could try a healing tincture, but if it really bad, look for Moro. Moro might be able to help you if he is dying.

**⭯ return to prompt  Ija’al’elil the Lasen Lake Witch**

## Lasen Lake Witch Trading With the Witch

I’m sorry but it is Goblyn season, I am only trading with the settlement.

**⭯ return to prompt  Ija’al’elil the Lasen Lake Witch**

# Moro The Merchant

* 🟍Moro | *Demi-Hero* | Human | Merchant ( The Moon Knight’s Squire )

## Moro At the Witches House

You see a man wandering your direction away from the witch’s house what business he had there no one knows. He is dressed colorfully denoting he is a traveling trader. He has a wide brimmed straw hat and a backpack meticulously kept which surely is filled with strange wonders, for this man is one of distinction which can be easily seen by his opulent attire and well-trimmed mustache. He is no ordinary trader this man barters in the unusual.

 **The Traitor**

## Moro Near Goblyn Settlement

* 🟈 Frokok Sot Quto | *Elite* | Greater Go’ba’dan | Elder

On the road to the Go’ba’dan settlement you see a man dressed colorfully denoting he is a traveling trader. He has a wide brimmed straw hat and a backpack meticulously kept which surely is filled with strange wonders, for this man is one of distinction which can be easily seen by his opulent attire and well-trimmed mustache. He is no ordinary trader this man barters in the unusual. He seems to be applying his trade. You see him talking to a greater Go’ba’dan. You can clearly make out their faces.

 ***Prompt***

* [  **Lipread** ] They could be talking about something important do you want to read his lips.

 **Listen to the Conversation.**

* It’s a filthy Go’ba’dan Attack.

 **add mark**  **Fire-Breathing Dragon +2**

 **Attack Moro’s Client**

* You are in a hurry interrupt his conversation.  **Interrupt the Conversation**
* Its none of your business wait till he is done.  **The Traitor**

### Listen to the Conversation

**  Lipread** *Skill Check* ***Hard Difficulty***

**** ***Success*** **then**  **continue**

**** ***Failure*** **then** “You cannot tell what they are talking about “

**and then ⭯ return to prompt Moro Near Goblyn Settlement**

The Go’ba’dan is speaking “The situation has grown intolerable. But if we send the Queen away surely the Khaubolds will follow her then we would no longer be a settlement. We should have never let them crown her. Well at least for now the pass is well defended. We will procure you a specimen in working order. We believe we can trap one. Now Go back to town and get them to see reason, Moro.”

“You know it is out of my hands. I am just a trader.” Moro replies.

“We will have to fight Moro, and we will win, which will only bring more trouble.” The Go’ba’dan continues, then the Go’ba’dan looks at you and runs off.

* **add mark**  **Tactician +1 and**  **Strategist +1**

 **The Traitor**

### Interrupt the Conversation

The Go’ba’dan then looks at you and runs off. Moro looks at you rather dispassionately and says, “Says thank you for that.” In an even tone.

 **The Traitor**

### Attack Moro’s Client

You charge at the Go’ba’dan who looks at you and runs, she is larger and faster than you and easily gets away. Moro looks at you rather dispassionately and says, “Says thank you for that.” In an even tone.

* **has transpired** 🔀 *Attacked Moro’s Client*

 **The Traitor**

## The Traitor

So now how can I help you, Moro puts on a warm smile, he is plying his trade with you, you can tell.

 ***Prompt***

* Ask Moro to Trade  **Trading with Moro**
* [  *The Imperial Shield* ] Tell him its wartime and you are requisitioning his goods, show him the shield and rob him, let’s see what Moro trades in.

 **Robbing Moro**

* [ 🔀 *Permission to Seize Resurrection Elixir* ] Gero etok finil Jalu  **Permission for Jalu**
* [  *Moro Resurrection Elixir* ] Tell him about Jalu needing Aid.  **Resurrection for Jalu**
* [ 🔀 *Jalu was Attacked* ] Tell him about Jalu needing Aid.  **Aid for Jalu**
* Bid him good day and carry on.  **Leaving Moro**

### Aid For Jalu

Yes, I understand Jalu has been attacked but I have nothing that can aid him in fact I have traded everything. Jalu opens his backpack and unpacks it revealing only empty boxes. He gives you a broad smile.

**⭯ return to prompt The Traitor**

### Leaving Moro

* **if** **Moro** **is placed at** 📥 **the** **Witches House**

**then ⭯ return and continue** **Witches House**

**else ⭯ return and continue** **Near the Goblyn Settlement**

### Permission For Jalu

Yes, I understand you have permission to take the Resurrection potion from me, thank you for asking first, it will not compromise my position with the Guild. Here take it now hurry.

* **has acquired**  **the**  *Elandar Resurrection Draft*

**⭯ return to prompt The Traitor**

### Resurrection for Jalu

Yes I have something and I understand that Jalu is dying but this Resurrection Draft is promised, and I am to deliver it if I fail to do so my reputation would be ruined, but not only that I am bound by Guild Law and would be expelled, people around here depend on me for life and death matters I would be trading the life of one child for that of many. You must understand it is not that I am uncaring. I could procure another draft, but it would come at twice the cost money I simply do not have, I can give you the Resurrection Draft but at a cost of two Imperial Crown Marks, I cannot imagine you possess such an immense sum.

***Prompt***

* Tell Moro its wartime and you are requisitioning the Draft, rob him.  **Robbing Moro**
* [  *2 Imperial Crown Marks* ] Pay him what he is owed Jalu is dying, and Moro should not have to suffer.

 **Paying Moro**

* [  *The Imperial Shield* ] It’s an emergency Moro be damned show him the badge.

 **Showing Moro, the Badge**

* [  ***Charm*,**  ***Persuade*,**  ***Intimidate*,**  ***Bond*** ] Convince Moro to give up the Elixir.

 **add mark**  **Silver Tongue + 1**

 **Convincing Moro**

 “Moro insists that he simply cannot give you the elixir.

  **stay on prompt**

* Let Moro go on his Way.  **Leaving Moro**

### Paying Moro

* **add mark**  **Dragon’s Hoard +1 and**  **Golden Dragon +1**
* **has transpired** 🔀 *Paid Moro 2 Imperial Crowns*
* **has lost** 2  Imperial Crown Marks

Moro reaches into his bag and pulls out an elixir he hands it over gingerly and bids you good luck.

* **has acquired**  **the**  *Elandar Resurrection Draft* | Potion | ⦰

 **Leaving Moro**

### Showing Moro, the Badge

* **add mark**  **Ring of Mushrooms +1,**  **Paladin +1, and**  **Wartime Requisition +2**

I know exactly what that badge means, the question is do you? But you should realize that I am Goblyn, and you don’t have permission to do what you think you can do? But I realize what I have is yours, I am at your mercy. Moro reaches into his bag and pulls out an elixir he hands it over gingerly and bids you good luck.

* **has acquired**  **the**  *Elandar Resurrection Draft* | Potion | ⦰

 **Leaving Moro**

### Convincing Moro

You seem to understand my predicament, but I have not been so sympathetic for yours, the Elixir you can have it Jalu deserves to live. Moro reaches into his bag and pulls out an elixir he hands it over gingerly and bids you good luck.

* **has acquired**  **the**  *Elandar Resurrection Draft* | Potion | ⦰

 **Leaving Moro**

## Trading with Moro

* **add mark**  **Ring of Mushrooms +1**

He gives you a glance like he knows already you are not going to like what he says. I’m so sorry it is Goblyn Season I am only trading with Goblyns. Moro remarks.

**⭯ return to prompt The Traitor**

## Robbing Moro

Strangely Moro’s backpack is filled with empty boxes. Nothing else. He laughs at you and tells you to go on you way.

* **has transpired** 🔀 *Robbed Moro*

 ***Prompt***

* [ 3 ***Times*** ] Search him again.  **Searching Moro**
* Let him go.  **continue**

He puts everything back carefully picks up his backpack and speaks “You carry mendacity in your heart you will never be Goblyn.” and then continues walking.

 **Leaving Moro**

## Searching Moro

* **1st Time**

**then** You find nothing but lint.

**and then ⭯ return to prompt  Robbing Moro**

* **2nd Time**

**then** You find nothing but even more lint, seems to have been hiding from you.

**and then ⭯ return to prompt  Robbing Moro**

* **3rd Time**

**then** **add mark**  **Jocker +1**

**and then **** *Search*** *Skill Check*

**** ***Success* then** “You find a hidden pouch in his backpack he has 500 Crown Marks

wrapped in sawdust, so they do not jingle.”

**and then has found** 500  Crown Marks

**and then add mark**  **Golden Dragon +1**

**and then ⭯ return to prompt  Robbing Moro**

**** ***Failure*** **then** “you find nothing.”

**and then ⭯ return to prompt  Robbing Moro**

# The Estate

* **each time update timer**  **Traveler +1**

The estate is not large, but it is opulent especially for these parts it is surrounded by gardens and clearly was meant as a summer retreat judging by its size and proximity to the lake.

* **if has transpired** 🔀 *Mercenaries Are Disbanding*

**then** “The trampled earth is all that remains of a recent camp on the estate grounds.”

**else then** “Near the Estate a camp has been assembled and it is maned by a mercenary band, you do not

recognize their banner.”

 **The Estate Grounds**

## The Estate Grounds

 ***Prompt***

* [ 6 ***Times*** ] Knock on the front door.  **Turned Away at the Front Door**
* You know better knock on the back door.  **The Back of the Estate**
* Go to the Mercenary Camp  **The Mercenary Camp**
* Leave  **The Outskirts of Elwaer**

### Turned away at the Door

* ❁ Lunir Ist Rabur | *Mortal* | Human | Butler
* **1st Time**

**then** “You are greeted at the door by a man who is clearly a servant. He looks at you with some disdain, you are not an invited guest so if you have business go to the back entrance. He shuts the door without giving you a chance to respond.”

* **2nd Time**

**then** “You knock and there is a resounding silence, nobody is going to open this door.”

* **3rd Time**

**then** “You knock again, nothing”

* **4th Time**

**then** “You knock again and again, still nothing.”

* **5th Time**

**then** **add mark**  **Jocker +1**

**and then** “You knock one last time; you hear the door being bolted.”

* **6th Time**

**then** “You hear audible snickering.”

**⭯ return to prompt ** **The Estate Grounds**

## Back of the Estate

* ❁ Esama Mol Tabuk | *Mortal* | Human | Maid

The back door swings open in a hurry and a young maid with a flushed face greets you with a “yes?”

 ***Prompt***

* Ask to talk to the Lord of the Estate.  **The Maid the Lord of the Estate**
* Ask about the Mercenary Camp.  **The Maid Spoiling for a Fight**
* Wait till the Maid Leaves and Sneak in.  **Sneaking in The Estate**
* [ 1 ***Time*** ] Rest under a tree and wait till the evening to rob the estate.  **The Deep Sleep**
* [  *The Imperial Shield* ] Show the Maid the Badge.  **Showing the Maid, the Badge**
* [  *The Truth about Izzy* ] Ask about Medicine for Izzy.  **The Maid Medicine for Izzy**
* [  *the Missing Map* ] Ask about the Missing Map.  **The Maid and the Missing Map**
* Go to the front of the Estate.  **The Estate Grounds**

### The Maid Medicine for Izzy

 **Save Point** *the Estate*

All I can say is come back tonight I will leave the window by the door unlocked. It is in the bathroom locked in the cabinet it is in a green bottle. I already told Izzy’s mom that it cannot go missing during the day or one of us will be blamed.

 ***Prompt***

* Rest under a tree and wait till the evening.  **The Deep Sleep**
* Wait till the maid leaves and sneak in.  **Sneaking in The Estate**
* [  *The Imperial Shield* ] Show the maid the Badge.  **Showing the Maid, the Badge**
* Go to the front of the Estate.  **The Estate Grounds**

### The Maid and the Missing Map

The master went to the city and came back with a whole bunch of new papers and maps and now is claiming nearly all the land surrounding the lake. A house did stand here before the estate, and they are claiming as ancestral land with full rights to access I will not be surprised if they even try to push the Go’ba’dan out. The master will not listen to reason, nor will he entertain anyone here even on official business, he will only meet you in the city with his council, your best bet is to talk to Horun the head of the mercenaries and get him to see reason. There is no way you are going to get to see the map otherwise he keeps it in the safe.

* **has learned**  **about**  *the Safe at the Estate*

**⭯ return to prompt**  **Back of the Estate**

### The Maid Showing her the Badge

* **add mark**  **Paladin +1**

The maid looks at you with astonishment. Ok you better come in. What exactly can I do for you? The master and mistress are not currently in.

 ***Prompt***

* [  *the Missing Map*] Ask about the Map  **The Maid and the Missing Map**
* [  *the Truth About Izzy* ] Get the Medicine for Izzy Rob them.  **Robbing the Estate Medicine Cabinet**
* [  *the Safe at the Estate* ] Rob the Safe  **Robbing the Estate Safe**
* This was exciting you better leave  **The Estate Grounds**

### The Maid the Lord of the Estate

The Lord is out surveying land, but he is not seeing visitors unless you meet him in the city.

**⭯ return to prompt**  **Back of the Estate**

### The Maid Spoiling for A Fight

* **if** **has** **transpired** 🔀 *Mercenaries Are Disbanding*

**then** “The Mercenaries they simply packed up and left, they left nothing behind, just gone like that.”

**and** **then** **⭯ return to prompt**  **Back of the Estate**

What do the mercenaries look like they are doing? They are here for a fight. If the Go’ba’dan are about to claim land the Lord will send the Mercenaries in to rebuke them. The Lord might even send them in anyways he has claimed the right for these lands and has the authority to claim the land.

* **has learned**  **about**  *Go’ba’dan Troubles*

**⭯ return to prompt**  **Back of the Estate**

## The Deep Sleep

* **update timer**  **Traveler +20**

You were more tired than you thought, and you have managed to sleep well into the evening you had not realized, but it is a triple moon all three moons are out in the sky and in a full bloom. The house is dark, but for a feint flicker from the drawing room, all other doors are closed, and everyone seems to be asleep.

 **Sneaking in the Estate**

## Sneaking in the Estate

 You decide to go sneaking in the estate.

****  **Sneak** *Skill Check*

** *Success* then**  **continue**

** *Failure* then** “You are caught by the maid which gives you a broad smile, then goes on her way pretending not to see you.”

 ***Prompt***

* [  *the Truth About Izzy* ] Get the Medicine  **Robbing the Estate Medicine Cabinet**
* [  *the Safe at the Estate* ] Rob the Safe  **Robbing the Estate Safe**
* [ 1 ***Time*** ] Rob the Estate  **Robbing the Whole Estate**
* This was exciting you better leave  **The Estate Grounds**

### Robbing the Estate Medicine Cabinet

* **add mark**  **Wartime Requisition +1**
* **initial** **state of**  **medicine cabinet** **is** *closed*
* **do one on condition that**

[  **the**  *Medicine* ]

**then** “You make your way through the house to the bathroom. There is a medicine cabinet you

have already sacked it.

**and then** **⭯ return to prompt at**  **Sneaking in the Estate or**  **The Maid Showing Her the Badge**

[  **medicine cabinet** *open* ]

**then** “You make your way through the house to the bathroom. There is a medicine cabinet, you

have already broken it open.”

[  **medicine cabinet** *closed* ]

**then** “You make your way through the house to the bathroom. There is a medicine cabinet, its

locked but you can easily break it open.”

 ***Prompt***

* [  **medicine cabinet** *closed* ]
  + [ *The Lock Breaker* ] Use the Lock Breaker.  **continue**
  + [ *Weapon* ] Use the weapon to break it open.  **continue**
  + Punch it open.

 **sustained** **1 💔 *Light Wounds***

 **continue**

* [  **medicine cabinet** *open* ]
  + Take the Medicine

 **has acquired**  **the**  *Medicine* | Potion | **permanent** **Body** **+1** | ⦰

 **stay on prompt**

* Leave.

**⭯ return to prompt at**  **Sneaking in the Estate or**  **The Maid Showing Her the Badge**

* **change state of**  **medicine cabinet** **to** *open*
* **has found**  **the**  *Medicine* | Potion | **permanent** **Body** **+1** | ⦰

**⭯ return to prompt at**  **Sneaking in the Estate or**  **The Maid Showing Her the Badge**

### Robbing the Whole Estate

*  **Haunted +1,**  **Wartime Requisition +2,**  **Bright Star +1**

****** *Search*** *Skill Check*

**** ***Success* then** **has acquired**  **the**  *Jewelry (1500 Crown Marks)*,  *5500 Crown Marks*

**and then has learned**  **about** *The Safe at the Estate*

**and then** **The Estate Safe**

**** ***Failure*** **then** “the valuables seem to be well hidden you find nothing.”

**⭯ return to prompt**  **Sneaking in the Estate**

### Robbing The Estate Safe

* **initial** **state of**  **estate safe** **is** *closed*

There is a safe in the drawing room. It is not a particularly impressive safe in size and make, but with the right tools it would be easy to get into it.

**** △ **Mind** *Ability Check*

**** ***Success*** **then** “You give the safe a quick shake and find that it is not bolted to the wall, in fact it is rather light given its size you could easily just take the whole safe.”

**andthen** **has learned**  **about**  *the Safe is Cheap*

**** ***Failure*** **then**  **continue**

 ***Prompt***

* [  **estate safe** *closed* ]
  + [ *The Lock Breaker* ] Use the Lock Breaker  **Breaking into the Safe**
  + [  *Sekisian Key* ] Use the *Sekisian* Key  **The Estate Safe’s Loot**
* [  **estate safe** *open* ]
  + You’ve already opened the estate safe loot what is left.  **The Estate Safe’s Loot**
* [ **not**  **estate safe** *taken* **and**  **estate safe** *closed* ]
  + [  *The Safe is Cheap* ] The Safe is Cheap Take the Whole Thing.  **Taking the Safe**
* This was exciting you better leave
  + - **⭯ return to prompt at**  **Sneaking in the Estate or**  **The Maid Showing Her the Badge**

### Taking the Safe

* **add**  **Jocker +1**
* **has acquired**  **the**  *The Estate Safe* | Locked Container | 2

You have no need for tools. Taking the whole safe will do just fine.

* **change state of**  **estate safe** **to** *taken*

**⭯ return to prompt at**  **Sneaking in the Estate or**  **The Maid Showing Her the Badge**

### Breaking into the Safe

You carefully move the lock breaker into position and begin to turn the wheels.

****  **Picklock** *Skill Check*

**** ***Success*** **then**  **The Estate Safe’s Loot**

**** ***Failure*** **then** “You fail to break the lock”

**⭯ return to prompt at**  **Robbing the Estate Safe**

## The Estate Safe’s Loot

*  **Wartime Requisition +2**
* **do one on condition that**

[  **estate safe** *closed* ]

**then** You break the lock on the safe and the door swings open to reveal a cache of money and

two maps rolled up and tied.

[  **estate safe** *open* ]

**then** The estate safe is here, and it is open.

* **change state of**  **estate safe** **to** *open*
* **has found**  **the**  *23575 Crown Marks* | Currency | 1
* **has found**  **the**  *Imperial Claim* | Document | ⦰
* **has found**  **the**  *Go’ba’dan Claim* | Document | ⦰

 ***Prompt***

* [  *Imperial Claim* **and**  *Go’ba’dan Claim* ] Compare the Maps  **continue**
* Leave.

**⭯ return to prompt at**  **Sneaking in the Estate or**  **The Maid Showing Her the Badge**

While both maps look old, the Go’ba’dan claim looks older and more authentic, you cannot shake the feeling that the Imperial claim is fake, the ink still looks fresh. And according to the Go’ba’dan the entire town of Elwaer and surrounding area is Go’ba’dan by right of return.

* **has learned**  **about** *Elwaer is Goblyn*

**⭯ return to prompt at**  **Sneaking in the Estate or**  **The Maid Showing Her the Badge**

## Mercenary Camp

* **if** **has** **transpired**  **event** 🔀 *Skirmish,*

**then** “All you hear is moaning, nobody looks seriously injured but they are bruised to

the point they can no longer move. Whoever they attacked was ready for them and managed to disable all the mercenaries, there are no men standing.”

**and** **then** **⭯ return to prompt ** **The Estate Grounds**

* **if** **has transpired** 🔀 *Mercenaries Are Disbanding*

**then** “There is nothing left here but trampled ground.”

**and** **then** **⭯ return to prompt ** **The Estate Grounds**

* **if has transpired** 🔀 *got Thrown Out of the Estate*

**then** “As soon as your seen you are run out of the Estate”

**and then**  **The Outskirts of Elwaer**

There is a hastily assembled camp on near the estate. Even though it was put up in haste it is well ordered and equipped it must house nearly fifty men which all seem to be readying and testing their equipment. It is obvious that they are spoiling for a fight. In the center of the camp a man outfitted in full plate mail armor is barking out orders.

 ***Prompt***

* Talk to the Mercenary Leader  **Horun**
* Rob the Camp  **Robbing the Camp**
* Leave them too it.  **The Estate Grounds**

## Robbing The Camp

**** ***Sneak*** *Skill Check*

**** ***Success* then**  **continue**

** *Failure* then** “You are run out of the Estate.”

**and then has transpired** 🔀 *got Thrown Out of the Estate*

**and then add**  **Haunted + 8**

**and then**  **The Outskirts of Elwaer**

*  *Battle Axe* | Weapon – Hafted | 2
* *Plate Mail*| Heavy Armor | Heavy Damage Reduction | Mortal Max Damage | -6 | 3

****  ***Search*** *Skill Check*

**** ***Success*** **then has found** ** the**  *Battle Axe*

**and then has found  the** *Plate Mail*

**and then has learned**  **about** *The Mercenaries Plans*

**** ***Failure*** **then** “Nobody has left anything out.”

**⭯ return to prompt**  **Mercenary Camp**

# Horun

* ✮ Horun Om Salvuk | *Champion* | Human | The Silver Knight

Yes, I am Horun the Silver Crested what is your business here.

 ***Prompt***

* [ *Go’ba’dan Troubles* ] Ask him about the Go’ba’dan patrols  **The Mercenary Plans**
* [  *the Imperial Claim* **and**  *the Go’ba’dan Claim* ] Show him the forgery and the true

map  **The Question of the True Map**

* [  *Caru Corpse* and 🔀 *Infestation*] Tell him about the Infestation

 **Horun the Caru Infestation**

* + [  *Reason for the Go’ba’dan Patrols* **and**  *Kriegspinne* Remains ]

Explain the situation with the Kriegspinne to Horun  **Horun So What**

* + [  *Reason for the Go’ba’dan Patrols* **and**  *Intact Kriegspinne* Remains ]

Show intact Kriegspinne to Horun  **The End of the Occupation**

* [ *Go’ba’dan Troubles and*  *2 Imperial Crown Marks* ] Bribe him to Withdraw

 **The End of the Occupation**

* [  *The Imperial Shield* ] Claim authority over Horun and tell him to withdraw.

 **Horun Laughing**

* Ask him what they are doing.  **The Mercenary Plans**
* Excuse yourself and leave.  **The Estate Grounds**

## Horun So What

If that is what you say it is I need one that isn’t just pieces, its nice tech, but it could be anything, how do I know it is not a ruse. Go out and bring me an intact specimen.

**⭯ return to prompt**  **Horun**

## The Question of the True Map

 Horun look a little puzzled then begins to speak, “I am not going to even ask where you got those maps. But I suggest you put them back. What I see are two competing claims and since Elwaer has always been human territory I am going to support the Imperial to this land that is what I am getting paid to do. All you have done is strengthened my resolve.”

**⭯ return to prompt**  **Horun**

## Horun The Caru Infestation

 Horun laughs, and asks “Is your head soft, listen I have dealt with three Caru infestations, three times I had nearly five hundred men and women and I lost half each time, there is no way you have uncovered an infestation, what you have there is a Caru brood that has become separated from its hive and a Goblyn trick to deceive us it worked on you it will not work on me.

**⭯ return to prompt**  **Horun**

## The Mercenary Plans

* **if has demeanor of**  *Assassin,*  *Special Forces,*  *Shock Trooper,*  *Soldier,*  *Mercenary*

**then**  **continue**

**else then**  “that is none of your business. is all that Huron has to say.”

**and else then ⭯ return to prompt**  **Horun**

We are managing the Go’ba’dan. We are not going to go out and scout the area that can be seen as an assault, so we don’t actually know what the Go’ba’dan are doing. We are merely waiting until the master of the estate proves legal tenure to these lands then we will push the Go’ba’dan back to their caves. We have been told that they are outside their territory staking out position in preparation for annexation of land and we have no reason to doubt that. Now if you prove that they are not annexing land and that they are not out staking territory then I will leave the issue of who owns the land up to the politicians as there would be no legal writ for us to enter the territory with force.

* **has learned**  **about**  *Go’ba’dan Troubles*
* **has learned**  **about**  *The Mercenaries Plans*

**⭯ return to prompt**  **Horun**

## End the Occupation

* **it has transpired** 🔀 *The Mercenaries are Disbanding*

We have no further business here we will be leaving immediately the Imperials will have to find some other fools to start a war.

* **remove** **The Mercenary Camp** **from the**  **Game World**
* **remove**  **Horun from the**  **Game World**

 **The Estate Grounds**

## Horun Laughing

We heard Elwaer had a Hero, and I am guessing you think that is you? So, Hero there are fifty of us want to test your metal?

 **Prompt**

* Challenge Horun to a one-on-one Duel a Test of God’s Chosen  **The Duel at the Estate**
* Apologize to Horun and withdraw your claim. **⭯ return to prompt**  **Horun**

## The Duel at the Estate

* ✵Ihari Eternal Champions | *Hero* | Divine Being
* ❁ Nobles| *Mortal* | Human
* ❁ Staff | *Mortal* | Human

Horun calls his men and women to assemble and bear witness to the Test. By now the Nobles have returned and are standing in attendance as are all the household staff.

Horun yells I call forth Tanghold it is only then that you notice his summoner’s tattoos. He stretches his arms as a battle axe is transmigrated from the eternal realm of Ihari Champions. Eternals step forth from the gloom which now has shrouded the estate. Ihari Eternal Champions are standing witness. You have called for a divine test and the call has been answered. Horun becomes a whirlwind and in one swift move cuts you into five pieces you feel no pain as you fall apart.

* 🔀 *You Challenged a Champion*
*  **Ash Phoenix +1,**  **Fire-Breathing Dragon +3**
* **⛨ End of Game**
*  **Save Point** *the Stones of the Path*

# The Surrounding Villages

 **Prompt**

* Go to the Pig Farms  **Pig farm**
* Go to the Mill  **Mill**
* Go to the Desolate Farms  **Subsistence Farms**
* Return to Elwaer.  **The Outskirts of Elwaer**

## Pig Farms

* ***do each time*** **update timer**  **Traveler +1**
* **if**  **the Doctor has been placed** 📥 ***here***

**then**  **Doctor Ihan Ober at the Villages**

You knew this town was a pig farm from miles away. Nearly all of the dozen houses all have large pens housing many pigs. The people have prospered here by selling their pigs downriver to the larger towns.

**⭯ return to prompt**  **The Villages**

## Mill

* ***do each time*** **update timer**  **Traveler +1**
* **if**  **the Doctor has been placed** 📥 ***here***

**then**  **Doctor Ihan Ober at the Villages**

This town sprung up around the mill. The mill is relatively new and sits proudly by the water. The town is small but pleasant.

**⭯ return to prompt**  **The Villages**

## Subsistence Farms

* ***do each time*** **update timer**  **Traveler +1**
* **if**  **the Doctor has been placed** 📥 ***here***

**then**  **Doctor Ihan Ober at the Villages**

The town might as well be farming dirt for that is nearly all that you can see. There are sparse areas where crops are growing but they are few and far between the town looks somewhat abandoned those who remain must eak out a meager existence.

**⭯ return to prompt**  **The Villages**

# Dr Ihan Ober at the Villages

* ❁ Doctor Ihan Ober | *Mortal* | Human | Doctor
* **if has not transpired** 🔀 *Ended the Marauding*

**then once** **33**% **chance**  **The Doctor Is Kidnapped**

*  **Lunar Flower +1**

On the road you see the one you have been looking for it is Dr Ihan Ober you recognize him by his cart.

 ***Prompt***

* [ *Izzy* ] Tell him Izzy is Sick  **The Doctor Izzy**
* [ 🔀 *Jalu was Attacked* ] Tell him Jalu has been attacked  **The Doctor Jalu**
* [ *Jalu is Dying*] Tell him Jalu is dying  **The Doctor Moro**
* Bid him good day. **⭯ return to prompt**  **The Villages**

## The Doctor is Kidnapped

On the road you notice a cart has been hidden in the bushes, on closer inspection you see that it is the cart of Dr Ihan Ober, the very same cart you were told to watch out for. The cart has been abandoned but there are signs of a scuffle around it with multiple footprints around the cart. The doctor’s bag and his other possessions have also been taken.

* **place**  **the Doctor at** 📥 **Hidden Room**
* **has learned**  **about**  The Doctor Is Kidnapped

 **The Villages**

### The Doctor Izzy

* **place**  **the Doctor** **at** 📥 **Izzy’s House**

The doctor tells you to go the estate and get the medicine in the green bottle at all costs if Izzy is going to live.

* **has learned**  **about**  *The Estate*
* **has learned**  **about** *The Truth about Izzy*

The doctor is young and fit and upon hearing of the situation he unties the horse from the cart and rides it bare back at a speed you cannot follow.

 **The Villages**

### The Doctor Jalu

* **place**  **the Doctor** **at** 📥 **Jalu’s House**

The doctor is young and fit and upon hearing of the situation hurries to Jalu’s House.

 **The Villages**

### The Doctor Moro

* **place** **the Doctor** **at** 📥 **Jalu’s House**

The doctor tells you to go to Moro and get the Resurrection Elixir.

* **has learned**  **about**  *Moro*
* **has learned**  **about**  *Where to Find Moro*
* **has learned**  **about**  *Resurrection Elixir*

The doctor is young and fit and upon hearing of the situation hurries to Jalu’s House.

 **The Villages**

Chapter 3

# The Wilds

*  **Save Point** *the Wilds*
* ***do each time* update  Traveler +2**
* ***do each time* 33% chance of**  **Go’ba’dan Patrol**

You are taking paths that lead deep into the wilderness, you reach a fork in the road.

 ***Prompt***

* Follow the path that leads to the lake.  **The Lake Shore**
* Follow the path to the Northwest.  **The Forbidden Area**
* Follow the path to the North.  **The Far Northern**
* Follow the path to the East  **The Far Eastern Fields**
* Follow the path to the West  **The Far Western Fields**
* Follow the path to the Northeast  **The Abandoned Mine**
* [  *the Forbidden Area* ] Follow the path Northwest that leads to forbidden area.

 **The Forbidden Area**

* [  *the Dens* ] Follow the path to the North that leads to the dens.  **The Far Northern**
* [  *the Mushroom Farms* ] Follow path East that leads to the mushroom farms.

 **The Far Eastern Fields**

* [  *the Imorwaer* ] Follow the path to the West that leads to the Imorwaer.

 **The Far Western Fields**

* [  *the Mine* ] Follow the path that to the Northeast leads to the mine.

 **The Abandoned Mine**

* [  Camp ] Pitch Camp  **Pitching Camp**
* Return to Elwaer  **The Outskirts of Elwaer**

# Pitching Camp

 **“**You spend some time setting up camp.”

* **made**  **Camp**
* **convert all** **update  Traveler +2** **to** **update**  **Traveler +1**

 **The Wilds**

# The Lake Shore

## Water’s Edge

The lake is calm and heavy reeds line the shore, there are areas of sand which form small beaches. There are several docks where fishing boats are tied. You can see several fishermen out on the water.

 ***Prompt***

* Search the lake Shore.  **Searching the Lake Shore**
* Return to the wild’s crossroads.  **The Wilds**

### Searching the Lake Shore

* **1st Time**

**then** You search the western part of the lake, there are a lot of reeds and the going is slow.

**and then update**  **Traveler +1**

* **2nd Time**

**then** The northern part of the lake is sandy and there are a lot of beaches, several fishermen here, but none of them have seen anything of note.

* **3rd Time**

**then** The eastern part of the lake is much like the western part of the lake, the going is slow through all the reeds.

**and then update**  **Traveler +1**

* **4th Time**

**then** “You find a dead beaver.”

**and then**  **The Dead Beaver**

* **5th Time**

**then** “You finish searching the southern area, it is rocky and sandy there is nothing

here but some women hunting for crabs. You have searched the entire lake shore.”

**⭯ return**

### The Dead Beaver

You come across a dead beaver by the shore, it seems to have been killed in a peculiar fashion.

** △ Mind** *Ability Check*

** *Success*** The chest area has deep perforating wounds, they do not seem to be caused by an animal.

**and** **learned**  *Strange Perforations*

** *Failure*** This kill is definitely by wolves they have attacked the chest area. It is curious the carcass was not consumed, perhaps the beaver was ill, wolves are known to reject kills of sick animals.

 **Water’s Edge**

# Abandoned Mine

* ***do each time*** **update**  **Traveler +2**
* ***do each time* 66% chance of**  **Go’ba’dan Patrol**

 **Save Point** *the Mine*

This obviously had been a bustling mine at some point. There is a large building which must have served as the initial procession plant for the mined ore. Now the building is mostly collapsed. There is rail track and several rail cars used to bring the ore from the mine still sitting here after all these years. The entrance to the mine was boarded up at some point but someone has removed enough planks to allow entry. There are a couple rudimentary torches at the entrance.

**found**  *the Torches* | Tool

* **if**  **is using** [ 1 ]  *the Torches*,

**and** **has equipped**  *the Torches*

* **if**  **is using** [ 0 ]  *the Lamp*,

**then** **has equipped**  *the Lamp.*

* **if**  **is using** [ 0 ]  *the Mage-Light*

**then**  **Brandishing**

* **if**  **is using** [ 0 ]  *No Light*,

**then** **has equipped**  *No light*

 **Prompt**

* [  *Torches* ] Use the Torches  **continue**
* [  *Lamp* ] Use the Lamp  **continue**
* [  *Mage*-*Light* ] Use the Mage-Light.  **continue**
* [ *No Light* ] Go in by feel you’ll do just fine  **Drop Shaft**

 **Prompt**

* Search the Mine Thoroughly

 **Search Thoroughly**

 **Mine Entrance**

* Go as fast as you can time is of the essence.  **Mine Entrance**
* Leave.  **The Wilds**

## Mine Entrance

You are at the entrance to the mine there is an immediate fork here with two large passages one leading to the west the other to the east.

 **Prompt**

* Search the Main Western Tunnels  **Western Tunnels**
* Search the Main Eastern Tunnel.  **Drop Shaft**
* Leave.  **Abandoned Mine**

## Search Thoroughly

* **update**  **Traveler +2 | is not affected by**  **Camp or**  **Horse**

You take great care to explore as you go deep into the mine.

**⭯ return**

## Western Tunnels

These tunnels have been well mined, and they branch off in multiple directions. All the tunnels but one dead end with nothing much of note.

 **Prompt**

* Go on Further into the mine.  **Main Mine**
* Leave this is pointless.  **Mine Entrance**

## Eastern Tunnels

These tunnels look relatively recently mined someone has been coming here and collecting abandoned ore from veins which were not exhausted. The mine goes deeper still.

* **if not transpired** 🔀 *The Eastern Tunnel Victory*

**then**  **The Eastern Tunnel Ambush**

 **Prompt**

* Go on Further into the mine.  **Deep Eastern Tunnels**
* Leave  **Mine Entrance**

### Eastern Tunnel Ambush

You hear chittering and scurrying in the dark. You are not alone in the tunnel.

 **Prompt**

* Go on Further into the mine.  **continue**
* Leave this is dangerous.  **Mine Entrance**

You follow the tunnel for quite some distance again you hear chittering this time movement flashes above you two young Caru are on the ceiling these praying mantis-like creatures can be intelligent some even speak but these are the male drones, which are simply aggressive, there must be a nest nearby. You can handle two drones but a grown female their claws can snap swords in two. The Caru are going to give you quite a fight.

* **transpired** 🔀 *The Eastern Tunnel Ambush*

 **Prompt**

* Fight  **Fight in the Eastern Tunnels**
* Flee  **Abandoned Mine**
* [🔀 *The Eastern Tunnel Victory* ] Continue down the eastern tunnel  **The Drop Shaft**

## Deep Eastern Tunnels

Two tunnels lead off from here.

 **Prompt**

* Search the Caved in Western Tunnels  **Recently Collapsed Tunnel**
* Search the Caved in Eastern Tunnels.  **Collapsed Tunnel**
* Go back.  **The Drop Shaft**

## Drop Shaft

* **if equipped**  *Torches* **or**  *No Light*

**then** You fail to see a drop shaft in the darkness you fall to your death

**and then** **add**  **Ash Phoenix +1**

**and then ⛨ End of Game**

**and then**   **Save Point** *the Mine*

There is a drop shaft before you it looks deep.

** ⭘ Mind** *Ability Check*

** *Success*** It looks like you could climb to the bottom of this shaft.

**and** **has Learned**  *The Way Down*

 **Prompt**

* Jump across the Drop Shaft  **Jumping Across the Drop Shaft**
* [  *The Way Down* ] Climb down the Drop Shaft.  **Climbing Down the Drop Shaft**
* [  *The Rope* ] Repel down the Drop Shaft.  **Repelling Down the Drop Shaft**
* Go back out the mine.  **The Abandoned Mine**

### Jumping Across

**** □ **Body** *Ability Check*

** *Success*** With an easy leap you make your way across.

**and**  **Continue**

** *Failure*** You Fail to make the jump and fall to your death.

**and** **add**  **Ash Phoenix +1**

**and ⛨ End of Game**

**and**   **Save Point** *the Mine*

 **Prompt**

* Keep going on down the tunnels  **Deep** **Eastern Tunnels**
* Go Back.  **Abandoned Mine**

### Repelling Down the Drop Shaft

You secure the rope and begin to descend.

* **add**  **Golden Idol +1**

You make you way carefully and reach the bottom, there is a dead Khaubold with and Egg which looks rather unusual, you do not recognize it.

 **Prompt**

* Take the Egg Climb Up  **Continue**
* Leave the Egg Climb Up  **Drop shaft**
* **acquired**  **the**  *the Strange Egg* | Egg
* **add**  **Golden Idol +1**

 **Drop shaft**

## Recently Collapsed Tunnel

* **if transpired** 🔀 *Cleared the Recently Collapsed Tunnel*

**then** The tunnel has been recently cleared, it is narrow, but you can make your way through.

**else** It is impossible to go any further the mine has collapsed.

 **Prompt**

* [ ***not*** 🔀 *Cleared the Recently Collapsed Tunnel* ]Examine the Collapsed Tunnel

 **Examining the Recently Collapsed Tunnel**

* [ 🔀 *Cleared the Recently Collapsed Tunnel* ] Make your way through the cleared tunnel.

 **Cleared the Recently Collapsed Tunnel**

* Go back.  **Eastern Tunnels**

### Examining the Recently Collapsed Tunnel

** ⭘ Mind** *Ability Check*

** *Success*** Upon close inspection this was done recently and on purpose you can smell the explosive still in the air. It may be possible to clear the passage, but it will require workers.

**and learned**  *Clearing the Recently Collapsed Tunnel*

** *Failure*** The Tunnel Has Collapsed Due to old Age, it is impossible to tell how long it has been this way. It looks as if it would take months to clear.

 **Recently Collapsed Tunnel**

## Collapsed Tunnel

* **if transpired** 🔀 *Cleared the Collapsed Tunnel*

**then** The tunnel has been recently cleared, it is narrow, but you can make your way through.

**else** It is impossible to go any further the mine has collapsed.

 **Prompt**

* [ ***not*** 🔀 *Cleared the Collapsed Tunnel* ] Examine the Collapsed Tunnel

 **Examining the Collapsed Tunnel**

* [ 🔀 *Cleared the Collapsed Tunnel* ] go through the recently excavated tunnel

 **Cleared the Collapsed Tunnel**

* Go back.  **Eastern Tunnels**

### Examining the Collapsed Tunnel

** ⭘ Mind** *Ability Check*

** *Success*** This tunnel collapsed long ago, you notice it is possible for a small child to continue down the passage, you feel air moving perhaps there is an exit nearby. It is possible to widen the passage with some help.

**and has learned**  Clearing the Collapsed Tunnel

** *Failure*** The Tunnel collapsed long ago. It is completely block off.

 **Examining the Collapsed Tunnel**

## Cleared the Recently Collapsed Tunnel

The way has been cleared the tunnel leads on.

 **Newly Cleared Passage**

## Cleared the Collapsed Tunnel

The work complete it is now possible to continue down the tunnel.

 **The Hidden Forrest**

## Active Mine

You find a tunnel branch that leads to a small room. There is mining equipment neatly stacked against a wall and you can see an area that has had recent activity. There is a rich vein which looks like it will easily yield ore. Somebody is making use of this mine.

 **Prompt**

* Mine Some Ore  **continue**
* Go Back  **The Main Mine**
* ***each time do* update**  **Traveler +1**
* **acquired**  **the** 1 Ore | Crafting Item

 **The Active Mine**

## Main Mine

This is the main area where once it must have had rich ore veins now it has gone dry. You hear unnatural noises coming from deep in the mine. There is a tunnel which shows signs of heavy traffic.

 **Prompt**

* Explore the heavily trafficked tunnel  **Active Mine**
* Go deeper into the Main Mine.  **Deeper** **Main Mine**
* Go Back.  **The Western Tunnels**

## Deeper Main Mine

You start to consider whether this was a clever idea when you stumble into a Caru Warrior Youngling. It may be small, and it may be young, but it is going to really hurt if you get hit.

* **transpired** 🔀 *The Deep Mine Ambush*

 **Prompt**

* Fight  **The Deep Mine Fight**
* Flee  **Fleeing the Main Mine**
* [ 🔀 *The Deep Mine Victory* ] Go Back.  **The Main Mine**

# Forbidden Area

 **Save Point** *the Forbidden Area*

* ***do each time*** **update**  **Traveler +2**

You are nearing the area which you were told not to enter. It seems rather foolish to tempt your luck.

**Prompt**

* Go Ahead All Areas Must Be Searched  **The Warning**
* Leave don’t go any further  **The Wilds**

## The Warning

* ***do each time* update**  **Traveler +1**
* **add**  **Psychic Stain +2,**  **Fire-Breathing Dragon +4,**  **Jocker +2**

You begin down a path and can see a huge hermetic field study capsule in the distance. Suddenly you are incapable of moving. A psionic door opens up before you and master Ifan Tarel step through. I am guessing court martial, and prison might teach you a healthy lesson. Did you not hear the warning that this area is under psionic examination, and you are not to enter? Well, let’s see just what am I to do with you?

* **if has**  **Dancing Doll**

**then**  ⛨ **The Sun Cage**

**and then**  **Save Point** *the Forbidden Area*

* **add**  **Psychic Stain +2,**  **Jocker +2**

But I will let you off with a warning also I will psionically imprint a word on your forehead so any psionic can see what you are. Now you have wasted enough of my time. Ifan Tarel steps through the psionic gate which closes you are able to move again.

 **The Wilds**

# Far Eastern Fields

* ***do each time* update**  **Traveler +2**

In the middle of the Far Easter Fields there is a dense patch of forest. In the shade of the tree’s mushrooms prosper to an unusual degree.

* ***do each time* 33% chance of**  **Go’ba’dan Patrol**

 **Mushroom Farms**

## Mushroom Farms

 **Prompt**

* [  *Sihla is Missing or*  *The Missing Child* ] Search the Area for the missing child.  **Searching the Fields and Mushroom Farms**
* [  *The Herbs* ] Get the Herbs for Izzy’s.  **Finding Herbs**
* **[**  *The Wildlife Killings* **]** Look for any unusual dead Wildlife  **Searching the Fields and Mushroom Farms**
* Pick Mushrooms  **Pick Mushrooms**
* Leave  **The Wilds**

### Searching the Fields and Mushroom Farms

* **1st Time**

**then** “You find little else aside from mushrooms and fields.”

* **2nd Time**

**then** “You find dead Rabbits.”

**and then**  **Dead Rabbits**

* **3rd Time**

**then** “You search the underbrush thoroughly”

**and then update**  **Traveler +1**

* **4th Time**

**then** “You find a dead dear.”

**and then**  **The Dead Deer**

* **5th Time**

**then** “You examine the periphery”

* **6th or more**

**then** “You search the Mushroom Fields again.”

**and then** **update**  **Traveler + 1**

 **Mushroom Farm**

### Picking Mushrooms

* ***do each time***  **Traveler +1**
* ***do each time* acquired**  **the**  **Bunch of Exotic Mushrooms** | Food

“You pick nice exotic mushrooms these should fetch a good prize.”

 **Mushroom Farm**

### The Dead Dear

You come across some dead deer like the rabbits they do not seem to have been killed by wolves.

** △ Mind** *Ability Check*

** *Success*** You notice that the corpse has been mutilated extensively yet the cuts are very clean, as if a very sharp knife was used to stab the body over and over.

**and** **has learned**  *Strange Carrion*

** *Failure*** This kill is definitely by wolves they seem to have chewed the body extensively.

 **Mushroom Farm**

### The Dead Rabbits

You come across some fresh dead rabbits they do not seem to have been killed by wolves.

** ⭘ Soul** *Ability Check*

** *Success*** Upon close inspection something long and sharp like an arrow seems to have pierced them in multiple locations it is curious that a hunter would have done this and then left their prey to rot.

**and** **learned**  *Strange Killings*

** *Failure*** No the wolves have torn up their prey, it is unusual to see it left to rot. But it is definitely the work of wolves.

 **Mushroom Farm**

### Finding the Herbs

* **add**  **Philosophers Stone +1**
* ***do each time* acquired**  **the**  **The Herbs** | Ingredient | ⦰

After a short search you find the herbs, you are looking for.

 **Mushroom Farm**

# Far Western Fields

* ***do each time***  **Traveler +2**
* ***do each time* 33% chance of**  **Go’ba’dan Patrol**
* **if transpired** 🔀 *Cleared Outer Imorwaer*

**then**  **Searching the Ruins**

 **The Ruins**

# The Ruins

The forest opens to a large field that extends for a mile and leads to a large hill on which there are ruins occluded by small trees. You can see flashing lights perhaps the site is haunted, will’o’wisp are not unusual in the area.

 **Prompt**

* [ ***not*** 🔀 *Cleared Outer Imorwaer* ] Approaching The Ruins Without Sneaking

 **Approaching the Ruins Without Sneaking**

* [ ***not*** 🔀 *Cleared Outer Imorwaer* ] Approach the Ruins While Sneaking

 **Approaching the Ruins while Sneaking**

* [ 🔀 *Cleared Outer Imorwaer* ] You’ve cleared out the Imorwaer it is safe to approach.

 **Searching the Ruins**

* Leave  **The Wilds**

## Approaching The Ruins without Sneaking

As you approach the hill the lights die out and disappear completely. The area is abandoned but shows signs of use the ground is trampled but there are no other signs of life. The Imorwaer is nearly gone. There are buildings whose walls are in various stages of collapse.

 **Searching the Ruins**

## Sneaking The Ruins while Sneaking

* **add**  **Haunted +1**
* ❁ Vosan Kus Nilil | *Mortal* | Human | Marauder
* ❁ Etor Opar Vetok | *Mortal* | Human | Marauder

As you approach the hill carefully and quietly you can see that the lights are those reflection from metal buckles, rings, and necklaces. A man who you recognize from the incident on the road into Elwaer is walking the perimeter. Another man sits nearby and is eating and drinking, neither of these two men have noticed you. It seems the Imorwaer is not haunted after all, but marauders have taken residency here and it is from here that they have been setting up roadblocks and robbing travelers in the name of the Empress.

 **Prompt**

* Subdue Each Man quickly and Non-Violently  **The Ruins Subduing**
* [  Short Sword or  Longsword ] It is too dangerous to try to subdue them, Kill the men cleanly and quietly .

 **The Ruins Assassinate**

* Face Them Head On  **The Ruins Charge**
* **Leave Quietly**  **The Wilds**

### The Ruins Charge

* ❁ Vosan Kus Nilil | *Mortal* | Human | Marauder
* ❁ Etor Opar Vetok | *Mortal* | Human | Marauder

You attack the marauders head on they are stunned and unable to mount a response it becomes quickly apparent they have no intention of fighting you. They fall to the ground, and sit there motionlessly.

* **if not transpired** 🔀 *Killing the First Marauder*

**then****transpired** 🔀 *Subdued the First Marauder*

* **transpired** 🔀 *Subdued the Second Marauder*

 **Balance the Ruins**

### The Ruins Assassinate

* **add**  **Bright Star +2,**  **Open-Door +2***,*  **Ferun Akin +4,**  **Fire-Breathing Dragon +4**
* ❁ Vosan Kus Nilil | *Mortal* | Human | Marauder
* ❁ Etor Opar Vetok | *Mortal* | Human | Marauder

****  ***Sneak*** *Skill Check*

**** ***Success***  **continue reading**

** *Failure***  **The Ruins Charge**

****  ***Assassinate*** *Skill Check*

**** ***Success*** You manage to kill the first marauder.

**and transpired** 🔀 *Killed the First Marauder*

**and add**  **Sister Night +1**

**** ***Failure* has transpired** 🔀 *Subdued the First Marauder*

**and**  **The Ruins Charge**

****  ***Assassinate*** *Skill Check*

**** ***Success*** You quickly and quietly kill the two marauders.

**and transpired** 🔀 *Killed the Second Marauder*

**and add**  **Sister Night +1**

**** ***Failure* transpired** 🔀 *Subdued the Second Marauder*

**and**  **The Ruins Charge**

 **The Balance the Ruins**

### The Ruins Subduing

* ❁ Vosan Kus Nilil | *Mortal* | Human | Marauder
* ❁ Etor Opar Vetok | *Mortal* | Human | Marauder

****  ***Move Silently* and  Hide** *Skill Check*

**** ***Success***  **continue reading**

** *Failure***  **The Ruins Charge**

****  ***Subdue*** *Skill Check*

**** ***Success*** You manage to Knock out the first marauder.

**and transpired** 🔀 *Subdued the First Marauder*

**** ***Failure***  **The Ruins Charge**

****  ***Subdue*** *Skill Check*

**** ***Success*** You quickly and quietly knock out the two marauders.

**and transpired** 🔀 *Subdued the Second Marauder*

**** ***Failure***  **The Ruins Charge**

* **award**  **Legendary Feat Point +2**

 **The Balance the Ruins**

### The Balance the Ruins

* **transpired** 🔀 *Cleared Outer Imorwaer*
* ❁ Vosan Kus Nilil | *Mortal* | Human | Marauder
* ❁ Etor Opar Vetok | *Mortal* | Human | Marauder

 **Prompt**

* [ 🔀 *Subdued the First Marauder and/or* 🔀 *Subdued the Second Marauder* ] Be Safe Kill the marauders so they can’t ambush you  **Killing the Subdued Marauders**
* [ 🔀 *Subdued the First Marauder and/or* 🔀 *Subdued the Second Marauder* ] Bind them with their own rope  **Binding the Marauders**

### Killing the Subdued Marauders

* **add**  **Bright Star +4,**  **Open-Door +4***,*  **Fire-Breathing Dragon +8,**  **Sister Night +1,**  **Ferun Akin +1**
* ❁ Vosan Kus Nilil | *Mortal* | Human | Marauder
* ❁ Etor Opar Vetok | *Mortal* | Human | Marauder

The marauders are defenseless you kill them with your bare hands.

* **transpired** 🔀 *Killing the Subdued Marauders*
* **transpired** 🔀 *Cleared Outer Imorwaer*

 **Searching the Ruins**

### Binding the Marauders

* ❁ Vosan Kus Nilil | *Mortal* | Human | Marauder
* ❁ Etor Opar Vetok | *Mortal* | Human | Marauder

The marauders are defenseless you bind them with their own rope.

* **add**  **Lunar Flower +1**
* **transpired** 🔀 *Binding the Subdued Marauders*
* **transpired** 🔀 *Cleared Outer Imorwaer*
* **joined the party**  *Bound Marauders*

 **Searching the Ruins**

## Searching the Ruins

There are no cots nor fire here even though it is obvious this is where the marauders are hiding. There must be a hidden part of the fort that you are not seeing.

 **Prompt**

* [  *Sihla is Missing or*  *The Missing Child*] Search the Fields for the missing child.

 **Searching the Fields**

* [  *Missing Tech* ] Search for the Missing Tech  **Search for the Missing Tech**
* Search the Imorwaer.  **Searching the Imorwaer**
* [ 🔀 *Found the Hidden Room at the Imorwaer* ] Go to the hidden room  **Hidden Room**
* **Leave**  **The Wilds**

### Searching the Fields

* ***every fourth time* update  Traveler +1**

You search around the fields.

* ***do each time* 25%** **chance of**  **Magic Fountain**

 **“**you find nothing.”

 **Searching the ruins**

### Search for the Missing Tech

 **Searching the Fields**

You search around the Area

* **33%** **chance of** **acquired**  *Krug’hol* | Tool | ⦰ **and**“you find the missing tech”

 **Searching the ruins**

### Searching the Imorwaer

* **1st Time**

**then** “You find little more than stone blocks and empty rooms.”

* **2nd Time**

**then** “There is nothing here.”

* **3rd Time or More**

**then** “Your making headway you think you are about to make a discover”

**and then**  **Third Time’s The Charm**

 **Searching the Ruins**

### The Fountain

You stumble onto a wonderous marvel. A working fountain in the middle of forest. The water sparkles unnaturally this fountain is magical though the birds do not seem to care either way. The water jets out in sequence, you almost hear music to its rhythm. You approach it, tentatively touch the water, it feels real enough. What magic made this you wonder. It is probably best not to drink the water.

 **Prompt**

* You are thirsty quench your thirst.  **Quenching Thirst**
* [  Shovel ] You notice a disturbed patch of ground dig up whatever is buried.  **What was hidden**
* Go back to the far western fields.

 “you look back to see the fountain disappear.”

 **The far western fields**

### What was Hidden

You dig for a very short while and find a large box, like the fountain it is magical. You open it to find a fine suit of armor, even though it is heavy metal it moves like silk, and the fit adjusts as if it were custom tailored.

* **found**  *Maumiun* | Light Armor – Magical Chain Mail | Heavy Damage Resistance

| Maximum Damage Critical | No Penalty

 **The Fountain**

### Quenching Thirst

You take a drink with two hands, the water is heavy, heavier perhaps than normal, you drink deep and find a profound sense of being. You can sense the world around without your senses.

* **add**  **Jocker +1**
* ***do one time* permanent add** ○ **Soul +1**

 **The Fountain**

### Third Times the Charm

* **transpired** 🔀 *Found the Hidden Room at the Imorwaer*

**  *Search*** *Skill Check*

**** ***Success***  **The Hidden Room**

**** ***Failure***  **Searching the Ruins**

## The Hidden Room

* **add**  **Golden Idol +1**

One of the bushes looks misshapen to you. You inspect it closely and see that is two bushes tied together hiding an opening in one of the walls the crack is narrow, but you can pass through.

* **if transpired** 🔀 *Ended the Marauding*

**then**  **“**There is nothing here for you.”

**and then**  **Searching the Ruins**

* ❁ Kamun Kus Nilil| *Mortal* | Human | Marauder Leader
* ❁ Imon Kus Nilil | *Mortal* | Human | Marauder
* ❁ Mesin Opar Vetok | *Mortal* | Human | Marauder

As you enter the room a lantern is lit you can see three men standing before you, they seem angry and surprised, their faces look very old and equally tired. These are the same men that were on the road. One of the men, the younger of the three though still with grey hair, steps forward and speaks in a low tone “you have come a long way to see us and now you have. so how about you turn back and go back to where you came from. We don’t want any trouble from you. You are not going to be trouble now, are you?” He pauses as if to let you think then continues. “ So, what is it going to be?” The men are equipped with heavy branches though since you last saw them the one speaking seems to have gotten his hands on an old sword, it is spotted with what looks like rust, or perhaps blood.

* **if**  **the Doctor has been placed** 📥 ***here***

**then**  **“**There is a bound body in the corner of the room.”

* ❁ Doctor Ihan Ober | *Mortal* | Human | Doctor
* **if choice**  **The Imorwaer and the Badge**

**then add**  **Paladin +2**

* **if choice**  **Searching the Ruins**

**and if**  **the Doctor has been placed** 📥 ***here***

**then**  **Open-Door +2,**  **Bright Star +4**

**** ***Susceptible* to**  ***Persuasion* or**  ***Intimidate***

**** ***Success***  **the Imorwaer Reasoning**

 **Prompt**

* [  *The Imperial Shield* ] Show them the Badge  **The Imorwaer the Surrender**
* Try to  ***Persuade***,  ***Charm***,  ***Intimidate*,**  ***Bond*** into surrendering.
* Attack them.  **The Imorwaer Attack**
* [  *Bound Marauders* ] Leave your prisoners.

 **left the party**  *Bound Marauders*

 **place**  *Bound Marauders* **at**📥 **Hidden Room**

 ***stay on prompt***

* [  **the Doctor** ] Untie the body.  **Untie the Body**
* Leave them to it. **Searching the Ruins**

### The Imorwaer Attack

* **add**  **Bright Star +2,**  **Open-Door +2***,*  **Fire-Breathing Dragon +4**
* ❁ Kamun Kus Nilil| *Mortal* | Human | Marauder Leader
* ❁ Imon Kus Nilil | *Mortal* | Human | Marauder
* ❁ Mesin Opar Vetok | *Mortal* | Human | Marauder

You lunge at the marauders…

 **The Imorwaer and the Surrender**

### The Imorwaer Reasoning

* **add**  **Silver Tongue +1**
* ❁ Kamun Kus Nilil| *Mortal* | Human | Marauder Leader
* ❁ Imon Kus Nilil | *Mortal* | Human | Marauder
* ❁ Mesin Opar Vetok | *Mortal* | Human | Marauder

The men listen to you then…

 **The Imorwaer and the Surrender**

### The Imorwaer and the Surrender

* ❁ Kamun Kus Nilil| *Mortal* | Human | Marauder Leader
* ❁ Imon Kus Nilil | *Mortal* | Human | Marauder
* ❁ Mesin Opar Vetok | *Mortal* | Human | Marauder

The marauders drop their weapons. The man with the sword begins to sob. “He was our friend and he just killed him. We were not hurting anybody. Crops don’t grow in our town. We were just stopping rich folk; we didn’t even take all their money. But one man he just pulled out his sword and pummel Erhin to death. He just dropped his sword got into his carriage and left. We didn’t even rob him.” All of them men are sobbing. “Are you going to make orphans of some of our children? We are just trying to survive.

**** ***Detect Lie*** *Skill Check*

**** ***Success*** They are telling the truth.

**** ***Failure*** They are trying hard to shift the blame, it is not working they are guilty.

* **if choice**  **The Hidden Room**

**then it transpired** 🔀 *Letting the Marauders Go*

 **Prompt**

* Kill Them.  **Killing the Band of Marauders**
* Arrest Them and Bind Them  The Imorwaer **Arrest the Marauders**
* [  **the Doctor** ] Untie the Bound body.  **Untie the Body**
* [  *Bound Marauders* ] Leave your prisoners.

 **left the party**  *Bound Marauders*

 **place**  *Bound Marauders* **at**📥 **Hidden Room**

 ***stay on prompt***

* [ ***not***  *Prisoner Gang* ] Leave Them Be  **Searching the Ruins**

### The Imorwaer Arrest the Marauders

* ❁ Kamun Kus Nilil| *Mortal* | Human | Marauder Leader
* ❁ Imon Kus Nilil | *Mortal* | Human | Marauder
* ❁ Mesin Opar Vetok | *Mortal* | Human | Marauder

The marauders are defenseless you bind them with their own rope.

* **add**  **Lunar Flower +1**
* **transpired** 🔀 *Bound the Defenseless Marauders*
* **transpired** 🔀 *Ended the Marauding*

 **Prompt**

* Search them.  **continue**
* You have no need for ill-gotten goods.  **The Hidden Room**
* **acquired**  **the**  *Singular Blade* | Weapon – Short Sword *Xiphos* | Damage +1
* **acquired**  **the**  *56 Crown Marks* | Currency | ⦰
* **acquired**  **the**  *Jewelry ( 573 Crown Marks )* | Jewelry | ⦰

 **The Hidden Room**

### Killing the Band of Marauders

* **add**  **Bright Star +4,**  **Open-Door +4***,*  **Ferun Akin +8,**  **Fire-Breathing Dragon +16,**  **Sister Night +1**
* ❁ Kamun Kus Nilil| *Mortal* | Human | Marauder Leader
* ❁ Imon Kus Nilil | *Mortal* | Human | Marauder
* ❁ Mesin Opar Vetok | *Mortal* | Human | Marauder

The marauders are defenseless killing them is easy you do it with your bare hands.

* **transpired** 🔀 *Killed the Defenseless Marauders*
* **transpired** 🔀 *Ended the Marauding*

 **Prompt**

* Search them.  **continue**
* You have no need for ill-gotten goods.  **The Hidden Room**
* **acquired**  **the**  *Singular Blade* | Weapon – Short Sword *Xiphos* | Damage +1
* **acquired**  **the**  *56 Crown Marks* | Currency | ⦰
* **acquired**  **the**  *Jewelry ( 573 Crown Marks )* | Jewelry | ⦰

 **The Hidden Room**

### Untie the Body

* **add**  **Lunar Flower +1,**  **Hidden Dragon +1**
* ❁ Doctor Ihan Ober | *Mortal* | Human | Doctor

The man who was bound and gaged shows visible of signs of relief, he shakes your hand heartily, I am Dr Ihan Ober, I am in your debt and at your service.

 ***Prompt***

* [ *Izzy is Sick* ] Tell him Izzy is Sick  **The Doctor Unbound Izzy**
* [ 🔀 *Jalu was Attacked* ] Tell him Jalu has been attacked  **The Doctor Unbound Jalu**
* [ *Jalu is Dying*] Tell him Jalu is dying  **The Doctor Unbound Moro**
* Tell him to make a run for it.  **continue**

The Dr acknowledges you and says he is heading to Elwaer, and he is going to check in on Izzy. He leaves right away.

### The Doctor Unbound Izzy

* **place**  **the Doctor** **at** 📥 **Izzy’s House**
* ❁ Doctor Ihan Ober | *Mortal* | Human | Doctor

The doctor tells you to go the estate and get the medicine in the green bottle at all costs if Izzy is going to live. He leaves right away.

* **learned**  *The Estate*
* **learned** *The Truth about Izzy*

### The Doctor Unbound Jalu

* **place**  **the Doctor** **at** 📥 **Jalu’s House**
* ❁ Doctor Ihan Ober | *Mortal* | Human | Doctor

The doctor is young and fit and upon hearing of the situation hurries to Jalu’s House.

### The Doctor Unbound Moro

* **place** **the Doctor** **at** 📥 **Jalu’s House**
* ❁ Doctor Ihan Ober | *Mortal* | Human | Doctor

The doctor tells you to go to Moro and get the Resurrection Elixir.

* **learned**  *Moro*
* **learned**  *Where to Find Moro*
* **learned**  *Resurrection Elixir*

The doctor is young and fit and upon hearing of the situation hurries to Jalu’s House.

# Far Northern Fields

 **Save Point** *the Far Northern Fields*

* ***do each time* Traveler +2**
* ***do each time* 50% Chance**  **Go’ba’dan Patrol**
* **if placed** 📥 ***here* ** *White Wolves Body*|Corpse | 6

**and learned** *Ill Wolf*

**and** **has**  *Cutting Weapon*

**then** **Collect the Head**

 **Prompt**

* Approaching The Wolf Dens Without Sneaking

 ( **is not**  ***Sneaking*** )

 **Searching the Area Wolf Dens**

* Approach the Wolf Dens While Sneaking

 ( **is**  ***Sneaking*** )

 **Searching the Area Wolf Dens**

* Leave  **The Wilds**

### Collect the Wolves Head

* **acquired**  *White Wolves Head* [0]

You deftly remove the head of the wolf and tie it to your belt; it makes a bit of a mess.

**⭯ return**

## Searching the Area Wolf Dens

 **Prompt**

* Search the Wolf Dens  **The Wolf Dens**
* Leave  **Continue**

**Is not**  ***Sneaking***

 **The Wilds**

### The Wolf Dens

* **1st Time**

**then** The Far Northern fields are clearly wolf territory there are several places which would be ideal for a wolf den, most likely there are several dens in this region.

* **2nd Time**

**then** All the dens that you can find are empty the wolves are obviously out hunting but they will surely return to the dens in the night. But maybe you should continue looking.

* **3rd Time**

**if is**  **Sneaking**

**then**  **Watching the Wolves from Afar**

**else**  **Stumbling into the Wolves**

* **4th Time**

**then** “You find a dead bear.”

**and then**  **The Dead Bear**

* **5th Time**

**then** “You finish searching the Area there is nothing else”

**and then**  **Traveler +1**

* **6th or more**

**then** “Still nothing.”

**and then**  **Jocker +1**

 **Searching the Area Wolf Dens**

## The Dead Bear

** ⭘ Soul** *Ability Check*

** *Success*** Upon close inspection the bear has been killed with a single blow to the back of the head it was from a long perforating blade that pierced through the head, no human has the strength to do that.

**and** **has learned**  *Strange Wounds*

** *Failure*** The bear has died of old age.

 **Searching the Area Wolf Dens**

## The Wolf Pack

### Watching the Wolves from Afar

* 🟈 Wolf Pack | *Elite* | Wolves

****  ***Sneak***

**** ***Success***  **continue reading**

** *Failure***  **Stumbling into the Wolves**

The wolves have not yet learned of your presence, perhaps it would be a good idea to observe them.

** ⭘ Mind** *Skill Check*

**** ***Success***  **The White Wolf**

**** ***Failure***  **Stumbling into the Wolves**

### Stumbling Into the Wolves

* **if it has not transpired** 🔀 *Has Permission to Kill Wolf*

**then**  **Eso Akin +1**

* 🟈 Grey Wolf | *Elite* | Wolf
* 🟈 Wolf Pack | *Elite* | Wolves
* ❁ White Wolf | Mortal | Wolf

You are caught off guard, the pack of wolfs stand before you. A large grey wolf, old and haggard, growls. A younger larger white wolf begins to move forward, the grey wolf bites its muzzle and barks. The white wolf returns to its place. Four wolfs now have your full attention, they spread their legs and get down low, baring their teeth and barking. The white wolf looks as if it is ready to lunge forward but the old grey wolf is clearly in command.

 **Prompt**

* Kill The Large Grey Wolf.  **Pack Attack**
* Kill The White Wolf  **Pack Disbanded**
* Kill The Wolf to the Far Left  **Pack Attack**
* Kill The Wolf to the Far Right  **Pack Attack**

### Pack Attack

* 🟈 Wolf Pack | *Elite* | Wolves

You are attacked by a pack of wolves they rip you to shreds.

*  **Ash Phoenix +1**
* **⛨ End of Game**
*   **Save Point** *the Far Northern Fields*

### Pack Disbanded

* 🟈 Wolf Pack | *Elite* | Wolves

The white wolf is clearly sick, it stumbles at it attacks you, you manage to quickly kill the white wolf the other wolves turn tail and run.

* **it transpired** 🔀 *Killed the White Wolf*
* **place** *White Wolves Body* **at** 📥 **Far Northern Fields**
* **if knows** *Ill Wolf*

**and** **if has**  *Cutting Weapon*

**then** **Collect the Head**

 **Search the area Wolf Dens**

### The White Wolf

* **Tactics +1,**  **Strategy +1**

Upon close examination you can see that the white wolf has thick puss flowing from one of its ears.

 **Stumbling into the Wolves**

# Hidden Forrest

Chapter 4

# The Monastery

* **each time**  **Traveler +2**
* **once**  **The Edge of the Path**

 **The Entrance to the Monastery**

## The Edge of the Path

*  **Falling Star +1**
* ❁ Imtalor | *Mortal* | Kheseril | Seer
* ❁ Asikor | *Mortal* | Kheseril | Seer

As you approach the monastery you see two giant birds fly off in the distance.

 **The Entrance to the Monastery**

## The Entrance to the Monastery

* **❂** Nurakai Flower Heart ( Nurakai the Iron Heart ) | *Super-Hero* | Faouro | Seeker ( Senior General )
* ❁ Noor the Dying Light | *Mortal* | Faouro | Seeker

You stand before a giant door flanked by two giant statues who can only be Aeron and Orun. They are carved out of the very rock which forms the edifice of this building the workmanship is unrivaled with intricate geodesic patters forming the great vault that is above what is perhaps the largest door you have stood before. There is no handle on the door nor is there any visible porthole or keyhole only a large bell and iron hammer lie some distance from the door. You suppose you must ring it if you wish to enter.

The door swings eerily quietly with an easy motion that makes it seem as if it were weightless. and out walk two Faouro, one is tall for a Faouro easily eight feet tall her face wears the scars of battle. You instantly recognize her, and she speaks her name I am daughter Nurakai Flower Heart, and this is daughter Noor the Dying Light, will you please explain what is so important that you have interrupted our morning prayers? Faouro expressions are notoriously difficult to read, and her scarred face makes it impossible to tell how displeased she is. She waits quietly for a response.

 **Nurakai Flower Heart**

## Nurakai Flower Heart

* **❂** Nurakai Flower Heart ( Nurakai the Iron Heart ) | *Super-Hero* | Faouro | Seeker ( Senior General )

 **Prompt**

* [  *Go’ba’dan Troubles* ] Ask about Go’ba’dan Activities

 **The Monastery Go’ba’dan Activities**

* [  *Sihla’s Itinerary* or  *Sihla’s Is Missing* ] Ask about Sihla  **Sihla at the Monastery**
* [  *The Freed Slave* ] Ask about being a freed slave  **Freed Slave**
* [  *The Freed Soldier* ] Ask about rank and title as a slave  **Slave Soldier**
* [  *The Slavers* ] Ask about the children with the Faouro and Go’ba’dan  **Child Slavers**
* Ask for entry into the Monastery  **Entry to the Monastery**
* Force your way into the Monastery  **Forcing Your Way into the Monastery**
* Bid her farewell and leave  **Leaving the Monastery**

## The Monastery Go’ba’dan Activities

We are guests of the Go’ba’dan they have given us authority over the temple and the surrounding land. Even so we obey Goblyn Law, as should you when you are in Goblyn territory. You take care to follow Goblyn Law and always make sure you know whether you are in Goblyn territory before you act. Your actions will most likely be observed when you are in Goblyn territory do not forgo becoming Goblyn Kin through foolish actions.

 **The Entrance to the Monastery**

## Freed Slave

Yes, I was a slave in the tribes of men.

 **The Entrance to the Monastery**

## Slave Soldier

Yes, I am a fellow soldier you speak to General Nurakai Iron Heart. You are stunned by this revelation; the tale of the Iron Heart General is well known. She was freed during the psionic event that freed thousands of Faouro, but it was through her efforts alone that all managed to escape. She single handedly held a pass and held back several hundred pursuing men. Unbelievably she displayed psionic armor, something many attribute to a blessing from the Lonely Moon.

* **Learned**  *General Nurakai Iron Heart*

 **The Entrance to the Monastery**

## Child Slavers

As a former slave I can assure you there is no slavery here.

 **The Entrance to the Monastery**

## Entry to the Monastery

The Monastery is closed to outsiders.

 **The Entrance to the Monastery**

## Sihla at the Monastery

*  **Gather-Intelligence +1**

Sihla was here she delivered a consignment we had place with her father three months ago. The date and person who was to deliver our order was set at that time, she was expected, but she did not stay. Have you spoken with her father? Did he receive the payment that was entrusted to her? If you know this, then you will know whether we were the last to see her. We have already made inquiries so we will spare you the trouble. We are certain that her father saw her after she left here for, he has with him the Faouro Esaft Blade that was his payment. Did he tell you this? We can also tell you this Sihla is a supplicant here, but she has yet to pass the threshold she still waits at the door. If you understand the ways of the Order of the Twin Suns, you know that for us to lie is to turn our back to Auron who cannot be abandoned and face Orun who cannot be deceived. The judgement of our fellow daughters would see us excommunicated from the Order. So, you have come on a fool’s errand only waste time she is not here we too search for our little sister yet still have not found her I will pray that you will fare better than us. We will now return to our ablutions then head to what you call the far eastern field to seek out any sign of her.

 **The Entrance to the Monastery**

## Forcing Your Way into the Monastery

*  **Fire-Breathing Dragon +2**

Who knows what got into you but trying to force your way was a mistake. Nurakai grabs you and throws you about twenty feet you land on you face. She does not seem to care either way that you tried to force your way in.

 **The Entrance to the Monastery**

## Leaving the Monastery

I believe we are done here. Nurakai takes a step back and with the ease that the doors were opened they are shut without a noise.

 **The Wilds**

## Secret Entrance

The path is long and dark, but the way is relatively easy. After a relatively long while the path opens upon a ledge. This ledge is not natural, but part of a building and it has been designed to be hidden it overlooks a library. Upon close inspection there is a way down but there is a scene playing out below.

Prompt

* Observe what is going on below.  Monastery Library
* Leave  **Hidden Passage**

### Monastery Library

* **Psychic Stain +1,**  **Hidden Dragon +1,**  **Lunar Flower +1**
* ⚛ Lonely Moon | *Mega-Being* | Human | ‘Living God’
* **❂** Nurakai Flower Heart ( Nurakai the Iron Heart ) | *Super-Hero* | Faouro | Seeker ( Senior General )
* ❁ Noor the Dying Light | *Mortal* | Faouro | Seeker
* ❁ Children | *Mortal* | Faouro, Human, Go’ba’dan, El’Aldar, Dunwaer | Children

You see a large group of children sitting in a group, but they are not only Faouro children curiously it seems to you they are children from every race here, perhaps even one of each as it is difficult to tell from such a distance, but they are definitely not all Faouro and what they are doing here is a mystery. It is only then that you notice that all the children are watching a young girl speak and to your surprise she begins to glow, and a white aura surrounds her. But she does not act like a child. Instead, she moves and gestures more like one of your old instructors from the academy. and it is just that, which she seems to be doing. Lecturing the children, you cannot see their eyes but are obviously transfixed by the way the follow her with their gaze.

****  **Lip Reading** *Skill Check*

**** ***Success***  **Listening to the Mysterious Girl**

then out of nowhere all the children start jumping laughing and screaming with joy and with a little bow the young girl who was speaking vanishes instantly only her faint glow remains for a second then too it is gone.

* [  *Nurakai Flower Heart* ] You then notice Nurakai take off one of her rings and place it down, on a side table, it glows.
* [ ***not***  *Nurakai Flower Heart* ] You then notice an extremely large Faouro female take off one of her rings and place it down, on a side table, it glows.

It is then that two older Faouro enter the room gather all the children who then proceed to walk through a secret door they just opened in the far wall, and they vanish too. One thing you know for certain none of them were Sihla as they were all too young to be her. But you can only wonder who the children are, what just happened and who was the mysterious little girl that just vanished.

***Prompt***

* Jump down  **Monastery Library Floor**
* Leave  **Hidden Passage**

### Monastery Library Floor

 ***Prompt***

* [ ***not***  *The Iron Heart* ] pick up the ring.

 ( the Iron Heart [ Ring: Increase Max Absorbable Damage +1 ] )

 ***stay on prompt***

* Examine the Prayer Rooms  **Prayer Rooms**
* Go into the Hidden Temple  **Hidden Temple**

### Listening to the Mysterious Girl

*  **Heart Flower +1**

I know a lot of you have been having a hard time and it has not been easy. Let’s see if we can do something to make you feel a little better. We are going to use a meditation to heal our hearts I want all of you to close your eyes and listen carefully do not be scared it is all going to be all right. The young girl begins.

This is called the Heart Flower

Imagine that your heart is a giant flower bulb.

It is closed and has yet to flower.

Place your hands around it and turn it either to the left or right.

It will open, bloom, and get bigger.

As you do this pull the flower up from your body, so the petals lay on top of chest.

Now take a deep breath and blow cold wind over the petals and blow them all away.

If some petals remain take another deep breath and blow the remaining petals away.

Your chest may feel empty, but I want you to look at the remains of the flower.

You will see there is a stem that extends deep inside you to a flower bush.

On this bush there are an infinite number of little flower bulbs.

Now pick anyone they are all the same.

It is going to be small but place your hands around it and pull it up into your chest.

It will grow slightly as you do this.

Be careful opening the flower bud even though it is small there will be a very bright light when you open it.

Now close the flower all the way.

We are going to finish by covering it with gold and silver.

First pour molten gold over the flower and cover it completely.

then pour molten silver over the flower and cover it completely.

Now when you open your heart flower the light will shimmer.

It is up to you whether to keep your heart flower open or closed.

Open or closed it can give and receive love equally.

But when it is open you will shine.

**⭯ return**

### Prayer Rooms

You enter a round room surrounded by doors some of the doors are open others are shut. The doors lead to small rooms with a carpet and a single pillow on the floor these are meditation rooms.

 ***Prompt***

* Return to the Library  **The Library Floor**

### Hidden Temple

*  **Rising Phoenix +1,**  **Flying Dragon +1**

The secret entrance leads down a large staircase leading to a large temple. It seems empty but then.

Nurakai appears seemingly out of nowhere and speaks in a tone that is familiar and jovial. “You have entered a place you cannot leave. Let me do you a favor.” You failed to notice the moment she exposed her claws, but you now see they are ōn-madū magically replaced claws hers are immidium made as is her ōn-hamē her magically replaced skin stronger than steel which now glimmers like quicksilver. All you see is flashing light as you are cut down.

* **⛨ End of Game**
*   **Save Point** *the Secret Passage*

# Go’ba’dan Patrol

* 🟈 Go’ba’dan Patrol | *Elite* | Greater Go’ba’dan |Scouts

You stumble onto a Go’ba’dan Patrol. They are far afield clearly they are up to something.

 **Prompt**

* Observe Them  **Observing and Assessing the Goblyns**
* [ ***not***  **Goblyn Mouse** ] Filthy Go’ba’dan Attack  **Attack the Go’ba’dan Patrol**
* Leave Them **⭯ return**

## Attack the Go’ba’dan Patrol

* **Fire-Breathing Dragon +4**
* 🟈 Go’ba’dan Patrol | *Elite* | Greater Go’ba’dan | Scouts

They are not in the mood to fight they flee; they are faster than you. You cannot keep up.

**⭯ return**

## Observing and Assessing the Goblyns

*  **Tactics +1,**  **Strategy +1**
* **each time**  **Goblyn Mouse -1**
* **if**  **Goblyn Mouse equals 0**

**then remove**  **Goblyn Mouse**

* 🟈 Go’ba’dan Patrol | *Elite* | Greater Go’ba’dan | Scouts

You watch and observe the Go’ba’dan from a safe distance.

**** ⭘ **Mind** or ⬠ **Heart** *Ability Check*

**** ***Success***

**1st Time**  **“**Watching from a distance it is clear that something unusual is going on. The Go’ba’dan are engaged in two separate activities. First, they are patrolling. Though clearly it is within their own territory. Second, they are looking for something. They are taking great care to search the area thoroughly. The overall posture is defensive the Go’ba’dan do not seem interested in the area outside their own territory. If you do not witness any outside the area near the settlement it would be safe to assume that something is troubling them not that they are preparing to claim land.” Though you should observe other Go’ba’dan patrols to be sure.

**2nd Time** The Go’ba’dan look tired, they are still beating the bushes looking for something. You should continue scouting out positions.

**3rd Time** “The Go’ba’dan are handling some heavy tech from their appearance it looks to be a Kriegspinne a Dunwaeri Battle Spider, though you have never seen one... They are extremely interested in it.

**and Learned**  *Kriegspinne/Crystal Spider*

**4th Time** “The Go’ba’dan suddenly jump into action it another Kriegspinne but it is attacking them, then another Kriegspinne, Go’ba’dan rush to reinforce the attackers. There is heated battle, the Go’ba’dan are victorious. This must be the reason for their patrols, something, somewhere has awoken and is attacking the Go’ba’dan. The go’ba’dan leave the remains you go to inspect them there isn’t much left.

**and learned**  *Reason for the Go’ba’dan Patrols*

**and acquired**  *Kriegspinne Remains*

**5th Time** The Go’ba’dan have just finished dispatching a Kriegspinne this one is largely intact.

**and**  **Inspect the Kriegspinne**

**and acquired**  *Intact* *Kriegspinne Remains*

**** ***Failure***

**1st Time** The Go’ba’dan are preparing for something. They are scouting out positions.

**2nd Time** The Go’ba’dan gloating over a kill.

**3rd Time**  **“**The Go’ba’dan are looking over what looks to be one of their contraptions, its broken.

**4th Time or more** They are definitely up to something though what you don’t know

**⭯ return**

## The Mouse

Reread “You see goblyns… you dare not approach….”

 **Prompt**

* Observe Them  **Observing and Assessing the Goblyns ⭯ return**
* Leave Them Be **⭯ return**

Chapter 5

# Approaching The Goblyn Settlement

* **each time**  **Traveler +2**

 **Save Point** *the Goblyn Settlement*

The road is narrow, but it soon widens you feel a sense that you are not alone.

* **if transpired** 🔀 *Ended the Infestation*

**then** Horakar is guarding the pass to the Go’ba’dan Territory he tells you they are still clearing out Kriegspinne and that it is not safe

**and then**  **Outskirts of Elwaer**

* **each time 50% Chance**  **Go’ba’dan Patrol**
*  **Falling Star +1**
* **once**  **“**As you approach the area surrounding the goblyn settlement you see two giant birds fly off in the distance.”
* ❁ Simisar | *Mortal* | Kheseril | Seer
* ❁ Olaskintor | *Mortal* | Kheseril | Seer
* **if**  **Moro** **placed** 📥 **The Goblin Settlement**

**then Set** ⛨ **Bookmark** *the Goblin Settlement*

**and then**  **Moro the Merchant**

**and then Place**  **Moro at** 📥**The Witches House**

 **Prompt**

* Continue down the path to the settlement  **The Path to Goblyn Settlement**
* Go back to Elwaer  **The Outskirts of Elwaer**

# The Leaves on the Path

* **add**  **Falling Star +1**

 **“**As you approach the area surrounding the goblyn settlement you see two giant birds fly off in the distance.”

* ❁ Simisar | *Mortal* | Kheseril | Seer
* ❁ Olaskintor | *Mortal* | Kheseril | Seer

 **return**

# The Path to the Settlement

* **each time 66% Chance**  **Go’ba’dan Patrol**

Your way has been clear so far it is well maintained, and well traveled, it is obvious that there is a settlement nearby. You hear Warrogs.

**each time** **** ⭘ **Mind** **and** □ **Body** *Ability Check*

** *Success*** 🔀 *Spotted the Fire*

**and**  **“**You see smoke in the distance, not in the direction of the path.”

**Prompt**

* Continue down the path to the settlement  **The Winding Road**
* [ 🔀 *Spotted the Fire* ] Look for the source of the smoke

 **Back Entrance to the Go’ba’dan Settlement**

* Approach the Warrog Pen  **Warrog Pen**
* Go back to Elwaer  **The Approaching the Goblyn Settlement**

# Warrog Pens

Some distance from the Go’ba’dan settlement there are a series of pens housing warrogs. The pens are sturdy and warrogs are calm but perhaps it is best not to approach them.

**Prompt**

* Go up to the Warrogs **Approaching the Warrogs**
* Go back to the path  **The Path to the Settlement**

### Approaching the Warrogs

*  **Skilled Dragon +1**
* 🟈 Warrog Pack | *Elite* | Warrogs

Though menacing in appearance in demeanor the Warrogs are quite friendly. They all gather near you and are jumping slightly and yipping, their tails are also wagging. They are more like dogs than horses.

 **Prompt**

* Watch the Warrogs

 (  **Skilled Dragon +1 )**

(  **“**You get an appreciation for them…” )

 ***stay on prompt***

* Ride a Warrogs

 **(**  **Skilled Dragon +1 )**

 ( 🔀 *Rode the Warrog* )

 **( each time sustained 1** 💔 ***Heavy Wound*, sustained 2 💔 *Light Wounds*** )

 ( “It’s a wild ride, the warrogs are really enjoying it, but you are thrown.” )

 ***stay on prompt***

* Go back to the path  **The Path to the Settlement**

# The Winding Road

* **75% Chance**  **Go’ba’dan Patrol**

You are near the Go’ba’dan Settlement it is obvious that, you are in their territory, and you wonder if there are eyes upon you.

 **Prompt**

* Continue down the path to the settlement  **Goblyn Settlement**
* Go back to Elwaer  **The Outskirts of Elwaer**

# The Goblyn Settlement

* **each time 33% Chance**  **Go’ba’dan Patrol**
* **if**  **Traveler equal or greater than 12**

**then transpired 🔀** *Sihla Returns*

**and then**  **Sihla at the Goblyn Entrance**

* **if**  **Traveler equal or greater than 8**

**then transpired 🔀** *Skirmish*

**and then**  **Guarded Entrance**

* **if**  **Traveler equal or greater than 6**

**then transpired 🔀** *Horakar Guarding the Entrance*

**and then**  **Guarded Entrance**

* **if** **🔀** *Horakar Guarding the Entrance*

**then**  **Guarded Entrance**

* **if** 🔀 *Clear Entrance,*

**then**  **Abandoned Entrance**

You approach two goblyns deep in conversation. They appear to be arguing intently but you have no way of knowing. Their spears lie against the cave entrance some feet away. They are dressed in fine clothing with thick leather jerkins over them. They have bands tied around their heads with a symbol you do not recognize.

* **if**  **Goblyn Mouse**

**then**  **The Mouse**

* **if**  **Goblyn Mouse**

**then**  **“**You Leave them To It”

**and then**  **The Winding Road Settlement**

****  ***Sneak*** *Skill Check*

**** ***Success***  **The Dilemma**

**** ***Failure***  **The Being Noticed**

## Fight at the Entrance

*  **Sister Night +1,**  **Open-Door +4,**  **Fire Breathing Dragon +4,**  **Bright Star +2**
* ❁ Iro Sor Tomor | *Mortal* | Lesser Go’ba’dan | Guard
* ❁ Iro Sor Fera | *Mortal* | Lesser Go’ba’dan | Guard

“The two goblyns bare their teeth and point their spears at you. Your approach had not been as stealthy as you had hoped Isil screams and hits the goblyn hard over the head. It slumps to the ground. The second bites down so hard that it breaks a tooth and yells. “Morhar!” It swings its spear in a broad stroke just a few feet from you. He digs in his heels and points the spear at you blood flowing from its mouth. It is time to fight.

* **Transpired** **🔀** *Attack on the Goblyn Settlement*

 **The Aftermath of the Fight at the Entrance**

## Attack on the Goblins with Isil

*  **Open-Door +4,**  **Fire Breathing Dragon +4,**  **Bright Star +2,**  **Black Knight + 1,**  **Sister Night +2**
* 🟍Isil Durve | *Demi-Hero* ( 🌣 *God’s Gift* ) | Human | Smith
* ❁ Iro Sor Tomor | *Mortal* | Lesser Go’ba’dan | Guard
* ❁ Iro Sor Fera | *Mortal* | Lesser Go’ba’dan | Guard

Two goblyn stand guard high above the field. You can see smoke rising just behind them. Yes, this is their home. “You see they are up to something, why are they armed? They are never armed. We will take them from the side.” He commands. “I will take the right you sneak and take the left.”

 **“**Isil jumps from the small ledge above instantly killing the goblyn with his hammer. Before you can understand what is happening you see Isil’s head fall then you notice the spear has run clean thru him. The second goblyn has killed him. Isil coughs and collapses dead. The goblyn cradles his comrades head on his lap, then you see the kindest expression on its face as it talks to the lifeless body. It laughs gently as it strokes its head. Even from a distance you see large tears fall. The goblyn pulls a knife out and draws it across his face leaving a deep would flowing in blood and he begins to sing.

 ***“*** The goblyn stops singing drops its spear and flees into the cave.”

* **transpired** **🔀** *Isil was Killed*
* **transpired** **🔀** *Attack on the Goblyn Settlement*

 **The Aftermath of the Fight at the Entrance**

## The Aftermath of the Fight at the Entrance

* **transpired** 🔀 *Clear Entrance*

You look at the after math of your actions…

* 50% Chance  Confrontation with Horakar

But what you didn’t see is that you were noticed you hear Khaubold scream and run into the cave.

* **[ Optional ] ⛨ End of Game**
* **[ Optional ] ⛨ World Change**  **Goblyn Mouse +4, Remove**  **Black Knight**

**Transpired** 🔀 *Secret Entrance Blocked,* **prevent** 🔀 Horakar Guarding the Entrance

* **[ Optional ]**   **Save Point** *the Goblyn Settlement*

 **Prompt**

* Go into the cave  **Continue**
* Leave the settlement  **The Goblyn Settlement**
* If  **using** [ 1 ]  *Torch*

**then** The torch has gone damp, it is going to take some time to light, Half an hour

later you get it to light.

* If  **using** [ 0 ]  *Lamp*

**then** The wick is stuck you need to fix it; it will take some time. Half an hour later you

are done.

* If  **using** [ 1 ]  *Ocuran* Device

**then** The device is stuck you can’t get it to turn on you fiddle with the control. Half an hour later you manage to get it to turn on.

* If  **using** [ 2 ]  ***nothing***

**then** You make your way by touch; it is slow going. It takes you an hour to make your

way”

**and then**  **Abandoned Main Room**

* If  **using** [ 0 ]  *Mage-Light*

**then** The mage-sphere is getting finicky the light won’t come on. Half an hour later you are done fiddling with it just turns on.

 **Entering the Cave**

## Entering the cave

The entrance of the cave is dark and unlit it is slow and difficult going. Even so the floor is smooth and well worn. This path is traveled often and by memory.

 **Abandoned Main Room**

## The Dilemma

* ❁ Iro Sor Tomor | *Mortal* | Lesser Go’ba’dan | Guard
* ❁ Iro Sor Fera | *Mortal* | Lesser Go’ba’dan | Guard

You spot two Go’ba’dan at the entrance of a cave they have not seen you yet perhaps it would be best to…

 **Prompt**

* Announce yourself  **Being Noticed**
* They are filthy Go’ba’dan attack them stealthily  **Ambush at the Entrance**
* Fight them head on Go’ba’dan

 (  **Fire-Breathing Dragon +4 )**

 **Being Noticed**

* Head back down the path to Elwaer  **Goblyn Settlement**

## Ambush at the Entrance

* ❁ Iro Sor Tomor | *Mortal* | Lesser Go’ba’dan | Guard
* ❁ Iro Sor Fera | *Mortal* | Lesser Go’ba’dan | Guard

You manage to get behind the Go’ba’dan you position yourself you think you can take care of both of them one after the other, as they have separated. This is your chance.

 **Prompt**

* Assassinate them one by one  **The Kill at the Entrance**
* Subdue them. **Sleeping at the Entrance**

## The Kill at the Entrance

*  **Bright Star +4,**  **Open Door +4,**  **Fire-Breathing Dragon +8**
* ❁ Iro Sor Tomor | *Mortal* | Lesser Go’ba’dan | Guard
* ❁ Iro Sor Fera | *Mortal* | Lesser Go’ba’dan | Guard

****  ***Assassinate*** *Skill Check*

**** ***Success*** You manage to kill the first *Go’ba’dan Guard*

**and has transpired** 🔀 *Killed the First Go’ba’dan Guard*

**and**  **Sister Night +1**

**** ***Failure***  **Fight at the Entrance**

****  ***Assassinate*** *Skill Check*

**** ***Success*** You quickly and quietly kill the two *Go’ba’dan Guard*

**and has transpired** 🔀 *Killed the Second Go’ba’dan Guard*

**and**  **Sister Night +1**

**** ***Failure***  **The Spare**

## The Spare

* ❁ Iro Sor Tomor | *Mortal* | Lesser Go’ba’dan | Guard

The Go’ba’dan bares its teeth and point ifs spear at you. Your approach had not been as stealthy as you had hoped The Go’ba’dan bites down so hard that it breaks a tooth and yells. “Morhar!” It swings its spear in a broad stroke just a few feet from you. It digs in his heels and points the spear at you blood flowing from its mouth. It is time to fight.

 **Sister Night +1**

 **The Aftermath of the Fight at the Entrance**

## Sleeping at the Entrance

*  **Bright Star +1,**  **Open Door +1,**  **Fire-Breathing Dragon +4**
* ❁ Iro Sor Tomor | *Mortal* | Lesser Go’ba’dan | Guard
* ❁ Iro Sor Fera | *Mortal* | Lesser Go’ba’dan | Guard

****  ***Subdue*** *Skill Check*

**** ***Success*** You manage to kill the first *Go’ba’dan Guard*

**and has transpired** 🔀 *Subdued the First Go’ba’dan Guard*

**** ***Failure***  **Fight at the Entrance**

****  ***Subdue*** *Skill Check* Marauder

**** ***Success*** You quickly and quietly subdue the *Go’ba’dan Guard*

**and has transpired** 🔀 *Subdued the Second Go’ba’dan Guard*

**** ***Failure***  **The Spare**

## Being Noticed

* ❁ Iro Sor Tomor | *Mortal* | Lesser Go’ba’dan | Guard
* ❁ Iro Sor Fera | *Mortal* | Lesser Go’ba’dan | Guard

As you approach one goblyn looks back at his spear before yells in what shocks you the common tongue. “No go further.” Followed by a cough. “All trading done for season. You go not safe here.” The second goblyn has retrieves its spear and rests against it with one foot pressed against his knee.

 **Prompt**

* Engage in a conversation  **Hro’kol Sor Horakar**
* They are filthy Go’ba’dan attack

  **Fire-Breathing Dragon +4**

 **Fight at the Entrance**

* Head back down the path to Elwaer  **Goblyn Settlement**

## Guarded Entrance

* **❂** Hro’kol Sor Horakar | *Super-Hero* | High Born Go’ba’dan | Elder
* **Flying Dragon +1**

You see what is a truly terrifying sight. A high-born Go’ba’dan in a hard armored skeleton. A half a dozen pods float behind it. It has enough fuel and tech to take on a small army. It looks vigilant and spoiling for a fight.

* **if transpired 🔀** *The Skirmish*

**Then** “The strewn remains of armor and weapons litter the battlefield, but there are no bodies. Either nobody was killed or remains were moved elsewhere.”

**** **Soul** *Ability Check*

**** ***Success***  **“**Approaching would be suicide”

**** ***Failure*** “It is safe to approach”

 **Prompt**

* [  **Feruk Hesim is equal or greater than** 3 ] Signal that you are safe and are goblyn kin.  **Hro’kol Sor Horakar**
* Engage in a conversation  **Confrontation with Horakar Guarding the Entrance**
* They are filthy Go’ba’dan attack  **Confrontation with Horakar Guarding the Entrance**
* Head back down the path to Elwaer  **Goblyn Settlement**

## Abandoned Entrance

The cave entrance is clear. Nobody will stop you from coming and going. There is a path that leads into the cave.

* Go into the cave  **Entering the Cave**
* Leave the settlement  **The Goblyn Settlement**

## Confrontation with Horakar Guarding the Entrance

* **❂** Hro’kol Sor Horakar | *Super-Hero* | High Born Go’ba’dan | Elder

You’ve made a terrible mistake; you realize only too late. As the highborn Go’ba’dan throws off her robe she is equipped with a powered hard skeleton you have no time to think as she pulls out a thin metal plate with a handle it is ornately carved and covered in mage script: glowing runes as she slides it into the side of her rig you hear her bark out an order. Orot haroc ta erim ovo na sero. Requesting autoreconfiguration using the red card. Runes light up covering her entire armored skeleton. To your horror the fuel pods begin to undergo reconfiguration they are really omni pods in disguise. The omni pods explode into their constituent parts. Thousands of precisely magically machined parts rotate and move into their new position at blinding speed then clamp down into their new form. The devices are disassembled and reassembled. Machine hardware magical-mechanical autoreconfiguration: you know the words but have never witnessed it. There is both wonder and horror in the unparalleled power of Go’ba’dan. Horakar now has three mage spheres hovering above her.

Horakar launches backwards into a more tactically advantageous position as each mage-sphere now supports an autocannon. You are barraged with rubber ammunition and are nearly instantly incapacitated.

* **⛨ End of Game**
* **⛨ World Change Remove**  **Black Knight, add**  **Goblyn Mouse +4,**

🔀 *Secret Entrance Blocked,* **prevent** 🔀 Horakar Guarding the Entrance

*   **Save Point** *the Goblyn Settlement*

## Confrontation with Horakar

* **❂** Hro’kol Sor Horakar | *Super-Hero* | High Born Go’ba’dan | Elder

You’ve made a terrible mistake; you realize only too late. As the highborn Go’ba’dan throws off her robe she is equipped with a powered hard skeleton you have no time to think as she pulls out a thin metal plate with a handle it is ornately carved and covered in mage script: glowing runes as she slides it into the side of her rig you hear her bark out an order. Orot haroc ta erim ovo na sero. Requesting autoreconfiguration using the red card. Runes light up covering her entire armored skeleton. To your horror the fuel pods begin to undergo reconfiguration they are really omni pods in disguise. The omni pods explode into their constituent parts. Thousands of precisely magically machined parts rotate and move into their new position at blinding speed then clamp down into their new form. The devices are disassembled and reassembled. Machine hardware magical-mechanical autoreconfiguration: you know the words but have never witnessed it. There is both wonder and horror in the unparalleled power of Go’ba’dan. Horakar now has three mage spheres hovering above her.

The last pod opens. You can see what are organic devices floating in magical stasis. She pulls out a clear organism resembling an aquatic jellyfish throwing it onto the lifeless body. A thin membrane begins to expand covering the whole corpse. Clear gelatinous fluid begins to fill the sack tendrils extend from the organism probing the wounds and slither into the mouth you can see fluid is being pumped down the throat. The body arches its back as if it is being reanimated which is exactly what is occurring for several seconds the Go’ba’dan struggles against the life-giving being, then she calms you can see her take long deliberate breaths of the organic fluid in the cell membrane. She is alive.

Her rig no longer has any fuel cells. She has no virus tank fuel cell she must be using a poison drive a special forces power core.

Horakar launches backwards into a more tactically advantageous position as each mage-sphere now supports an autocannon. You are barraged with rubber ammunition and are nearly instantly incapacitated.

* **⛨ End of Game**
* **⛨ World Change**  **Goblyn Mouse +4, Remove**  **Black Knight**
* **transpired** 🔀 *Secret Entrance Blocked*

**prevent** 🔀 Horakar Guarding the Entrance

*   **Save Point** *the Goblyn Settlement*

# Hro’kol Sor Horakar

* **if transpired 🔀** *Met Horakar*

**then**  **Making Conversation**

* **transpired 🔀** *Met Horakar*
* **❂** Hro’kol Sor Horakar | *Super-Hero* | High Born Go’ba’dan | Elder
* ❁ Iro Sor Tomor | *Mortal* | Lesser Go’ba’dan | Guard
* ❁ Iro Sor Fera | *Mortal* | Lesser Go’ba’dan | Guard

A very large Go’ba’dan emerges from the cave. It is clad in an ornate robe with a thick cloth belt which is wrapped around its waste several times and tied in the back. Its face is heavily scared and appears quite grim to you. The Go’ba’dan begins to speak in perfect common tongue. “I am Hro’kol Sor Horakar and you have met my kin Iro Sor Tomor and Iro Sor Fera. You are not traders what is your business with us?” It looks like…

* **On Condition**

[  *Assassin* ]

**then**  **“**you are out to kill somebody. I hope that it is not the case. Normally you would need to ask permission to carry a weapon where it is Goblyn. But these are dangerous times, I grant you permission to carry a weapon.

[  *Special Forces,*  *Shock Trooper* ]

**then**  **“**you come seeking war. Normally you would need to ask permission to carry a weapon where it is Goblyn. But these are dangerous times, I grant you permission to carry a weapon.

[  *Mercenary* ]

**then**  **“**You are looking for work, we can give you that. Normally you would need to ask permission to carry a weapon where it is Goblyn. But these are dangerous times, I grant you permission to carry a weapon.”

[  *Magister,*  *Battle Mage,*  *Mage* ]

**then**  **“**It looks like you are schooled. Normally you would need to ask permission to carry a weapon where it is Goblyn. But these are dangerous times, I grant you permission to carry a weapon. You understand a mage-sphere is a weapon.

[  *Psionics Master* ]

**then**  **“**Impressive tech, for a human. Normally you would need to ask permission to carry a weapon where it is Goblyn. But these are dangerous times, I grant you permission to carry a weapon. You understand a mage-sphere is a weapon.

[  *Officer* ]

**then**  **“**You are here on official business; how can we help this human officer. Normally you would need to ask permission to carry a weapon where it is Goblyn. But these are dangerous times, I grant you permission to carry a weapon.”

[  *Scout* ]

**then**  **“**Are you reconning your enemy’s territory, or here on official business. Normally you would need to ask permission to carry a weapon where it is Goblyn. But these are dangerous times, I grant you permission to carry a weapon.”

[  *Jocker* ]

**then**  **“**are you a pilot in that flight suit, where is your ship?”

[  *Citizen* ]

**then**  **“**What is a traveler doing so far from Elwaer.”

It remarks in a calm and clear voice though heavily accented in Go’ba’doro.

 **Making Conversation**

## Making Conversation

* **if**  **Telenge Akin or**  **Eso Akin or**  **Ferun Akin then**  **Akin**
* **if**  **Neke**

**then**  **“**We have no further business with you now leave.”

**and then** **transpired** 🔀 *Horakar Guarding the Entrance*

**and then**  **The Winding Road**

* **if**  **Feruk Hesim is equal or greater than** 2  **Khaubold Foragers**

“We are at peace with you.” The Go’ba’dan voice lulls. “We have concerns of our own which are not yours.” It continues. “If you show us goodwill and listen to our concerns, then we shall speak with you further, perhaps we will find out whether you are goblyn kin.”

 **Prompt**

* Ask about their concerns  **Horakar Concerns**
* **[**  **Bound Marauders and/or**  **Prisoner Gang ]** Hand over the prisoners for trial.

 **The Fate of the Marauders**

* [  *Slavers* ] Ask about the slavers and children.  **Horakar Slavers**
* [  *Sihla is Missing* ] Are you familiar with Sihla Durve  **Horakar Sihla**
* [  *Missing Child* ] Ask about the missing child.  **Horakar Sihla**
* [  *Izzy is Sick* ] Ask for aid for Izzy  **Horakar Izzy**
* [ 🔀 *Jalu is Attacked* ] Ask for aid for Jalu  **Horakar Jalu**
* [ 🔀 *Jalu is Attacked* and  *Jalu is Dying* ] Ask for aid for Jalu  **Horakar Jalu Dying**
* [ **two of** (  Strange Wounds,  Strange Carrion,  Strange Killing,  Strange Perforations) ] Share findings about the wildlife Killings

 Analysis Of Wildlife Killing

* [  *Kriegspinne Remains* ] What can you tell me about this  **Not Much**
* [  *Intact Kriegspinne Remains* **and**  **Feruk Hesim is equal or less than** 5 ] Here are the intact remains

 **Kriegspinne and not Barunku**

* [  *Intact Kriegspinne Remains* **and**  **Feruk Hesim is equal or greater than** 6 ] Here are the intact remains and I am Barunku  **Kriegspinne Infestation**
* [  *Caru Corpse* ] Here is the Caru Corpse  **The Cause** **Caru Infestation**
* [  *Wolves Head* ] Here is Dead Wolf’s Head  **The Dead Wolf**
* [  *The Strange Egg* ] Here is the Caru Egg  **Caru Youngling**
* [  *Krug’hol* ] Here is the Missing Tech  **Retrieved the Tech**
* [  *the Imperial Claim* **and**  *the Go’ba’dan Claim* ] Show her the competing claims.

 **Horakar Dual Maps**

* [  *Go’ba’dan Troubles* ] What can you tell me about the Patrols  **Caru Infestation**
* [ 🔀 *Mercenaries are Disbanding* ] You are clear of the Mercenaries  **War Averted**
* Ask about Goblyn Law  **Goblyn Law**
* Ask about Goblyn Tech  **Goblyn Tech**
* Ask about Goblyn Kin  **Goblyn Kin**
* Go back to Elwaer  **The Winding Road**

## Ask about Concerns

There are many things troubling us, of which do you want to know, there have been mysterious kills in the wilderness animal mutilated, there is wolf that is ill and needs to be transmigrated, there is a Caru infestation in the mine, the mercenary camp needs to be dealt with, there a patrol lost a piece of tech at the Imorwaer.

Since you are new to Goblyn you should perhaps be escorted. This is Sisili. A khaubold dressed in leather carrying a spear and small shield emerges from the cave. He will not fight and will only remain by your side when you are in Goblyn (Land). But you will find his senses are far superior to yours he will alert you if he senses danger or finds anything interesting. Remember to obey Goblyn Law. Oh, he can understand you, but I am afraid unless you can signal in Khaubold you will not be able to communicate with him. Let me show you the gesture for danger.

* **has joined the party**  Sisili [ Mind +1 ]

 **Prompt**

* Ask about Mysterious Kills  **Mysterious Killings**
* Ask about the sick wolf  **The Wolves**
* Ask the Caru brood at the mine  **Killing the Caru Brood**
* Ask About the Mercenary Camp  **The Mercenary Camp**
* The Missing Teck  **The Missing Tech**
* Ask about something else  **Making Conversation**

**⭯ return**

### Akin

But it has come to our attention that you have broken goblyn law. You have killed without permission and what you killed was goblyn.

* **On Condition**

[  **Telenge Akin** ]

**then** The Caru in the tunnels must have threatened you but were you corned? A goblyn can always get out of a difficult situation. If you wish to be goblyn kin, you must find and return the egg that was lost in the mine. And bring us a Caru corpse. You may need these.

**and then** **acquired**  *Rope* and  *Lamp*

[  **Eso Akin** ]

**then** The wolves were friendly though defensive around strangers. Could you have

not backed away. It was not very goblyn of you. Bring us back the head of the white wolf. If you wish to make this right.

**and then** **acquired**  Carving Knife [0] (***tool***)

[  **Ferun Akin** ]

**Then** The men in the Imorwaer needed to stand trial. Could you not have arrested them? You will never be considered goblyn kin.

**and then Transpired** 🔀 *Not Goblyn Kin*

**and then**  **Neke**

**⭯ return**

### The Fate of the Marauders

We will see that these men are fed and well taken care of, they will be tried for their crimes, once we arrive at the truth of the matter, we will send them off to the city where they will be housed until trial.

* **if** **is in party**  **Bound Marauders**

**then remove**  **Bound Marauders from the**  **Game World**

**and then** **have left the party**  **Bound Marauders**

* **if** **is in party**  **Prisoner Gang**

**then remove**  **Prisoner Gang from the**  **Game World**

**and then** **have left the party**  **Prisoner Gang**

**⭯ return**

### Khaubold Retinue

Since you are new to Goblyn you should perhaps be escorted. This is Sisili. A khaubold dressed in leather carrying a spear and small shield emerges from the cave. He will not fight and will only remain by your side when you are in Goblyn (Land). But you will find his senses are far superior to yours he will alert you if he senses danger or finds anything interesting. Remember to obey Goblyn Law. Oh, he can understand you, but I am afraid unless you can signal in Khaubold you will not be able to communicate with him. Let me show you the gesture for danger.

* **has joined the party**  Sisili [ Mind +1 ]

**⭯ return**

### Horakar Izzy

We know about this from the doctor, yes, he was here. But we could not tell him anything that he did not already know. Izzy is dying she needs medicine that can be found at the estate. We are willing to lend you a *Sekisian* key if you would also retrieve the maps that the Imperials are in possession of. Is this agreeable?

 **Prompt**

* Agree  **continue**
* Do not agree to the bargain **Making Conversation**
* **acquired**  *Sekisian Key*

 **Making Conversation**

### Horakar Jalu

We are sorry to hear Jalu has been attacked, he is a favorite of the Khaubolds. We can provide you with some aid, but it will do him no good if he is mortally wounded.

* **acquired**  *Cure Critical Wounds Tincture*

 **Making Conversation**

### Horakar Jalu is Dying

Moro is bringing us a Resurrection Elixir it has been promised but if it is as you say we give you permission to take possession of it hopefully you will not be too late. We will tell you where to find him. Tell him “Gero etok finil Jalu.”

* 🔀 *Permission to Seize Resurrection Elixir*
*  *Where to Find Moro*
*  *Moro*

 **Making Conversation**

### Horakar Slavers

There are no slavers anywhere near hear whatever they saw was not what they thought it was. We have permission to kill slavers though we do not we prefer to bind. You do not have permission to kill slavers.

**⭯ return**

### Not Much

It is impossible to tell what that is it is Dunwaeri of that I have no doubt, but where did you get it perhaps you should be more careful, it would hurt if you accidentally stepped on something like that.

**⭯ return**

### Horakar Sihla

* **1st Time** “Yes, the smith’s daughter she is known to us. Sihla Durve is missing, our patrols

have not seen her”

* **2nd Time** “We have not seen her in a while”
* **3rd Time** “She passes through here often to go to the monastery; she knows a secret way.
* **4th Time** “We hear she is devout, and a worshiper of the Lonely Moon”
* **5th Time** “She takes care of the children of Elwaer and finds time to play with the Khaubold”
* **6th Time** “She is Known to have a hot temper”
* **7th Time** “She nearly killed a man; she would have not been kin then”
* **8th Time** “She is kin”
* **9th Time** “Her father is unwell”
* **10 Time** “Isil suffers trauma from the loss of his wife.”
* **11th Time** “Sihla takes care of him mostly”
* **12th Time** “Sihla is a fine smith”
* **13th Time** “In fact she is a better smith already than her father. She truly gifted.”
* **14th Time** “She in fact is the real smith of Elwaer”
* **15th Time** “She already can make armor and weapons worthy for a Goblyn”
* **16th Time** “We purchase much from her”
* **17th Time** “We purchase much from the town”
* **18th Time** “The town in fact survives because of us”
* **19th Time** “We form a symbiotic partnership”
* **20th Time** “We are they and they are us”
* **21st Time** “Elwaer is and has always been Goblyn the maps are stored in the great library of

Lai, I myself have seen them.”

**and** **Learned**  *Being Goblyn,*  *Elwaer is Goblyn*

* **Learned**  *Sihla is Missing*

**⭯ return**

### Retrieved the Tech

*  **Feruk Hesim +1**

Yes, that is it, a clever device really, I will not bore you with the details. The scout who lost it will be glad to have it back, you really cannot have too many of these.

**⭯ return**

### War Averted

*  **Feruk Hesim +2**

It does not matter how you did it, but that you did it. We are glad to be rid of them, I did not want to humiliate them in battle, but we would have had no other choice.

**⭯ return**

### The Dead Wolf

*  **Feruk Hesim +1**

Right that is really unpleasant but I will take that from you we need to analyze it carefully make sure it is not something worse than we think. You have probably saved the other Wolves from this fate.

* **lost**  *the white wolf’s head*

**⭯ return**

### Caru Youngling

*  **Feruk Hesim +1**

Yes, this is royal brood. Come back in a few days I will have a nice pet for you. Royal Caru are nearly unkillable their shells are incredibly tough. It should be easy enough to train, perhaps it will even be able to fly.

* **lost**  *The Strange Egg*

**⭯ return**

### Khaubold Foragers

Now that you are kin let us make you more comfortable, here have a camp kit, and these Khaubolds will forage for you anywhere you are, but here this area has been picked clean, let me show you the gesture for foraging.

* **has joined the party**  Vercut, Anoni, Ibala
* **acquired**  *Go’ba’dan Light Camp*
* **acquired**  *3 Go’ba’dan Rations*

**⭯ return**

### Missing Tech

While on patrol near the Imorwaer on of our goblyns dropped a piece of tech, it is very important that we get it back, we are planning on sending Khaubolds to search the area, but you could save us the trouble.

* **learned**  *Missing Tech*

**⭯ return**

### Goblyn Law

I will share three laws which are essential, they are not the only essential laws but a good beginning. You must take great care to follow these three. One: Goblyn is a people, animals, and some objects not a race. Two: Must never harm a Khaubold. Three: You must only kill with permission. Though nobody will ever tell you how to ask for this permission it can only be granted to you.

**⭯ return**

### Goblyn Tech

It is quite simple. Goblyn tech is for Goblyn Kin Only. If you have Goblyn Tech and are not Goblyn Kin, then you are the enemy. You must never take Goblyn Tech into human lands without permission. Goblyn Tech is illegal in all human nations. They take our tech to arm themselves against us. They could have just become Goblyn Kin and had what ever Tech they wanted, but instead they choose conflict.

**⭯ return**

### The Wolves

There is a pack of wolves that have coming near the settlement and have nearly attacked some of the young ones. Even though the whole pack has often traveled nearby it seems one of them has become more aggressive and is breaking away from the pack and attacking us and animals at random. We believe this wolf to be ill, perhaps ear rot has taken hold and he has a parasitic worm. We do not want the wolves harmed they do well to keep the mice population down, but the ill wolf must be identified and disposed of. You must bring us its head for examination. We believe the pack know it is ill and will not attack you if you kill that wolf only. I must make it clear attack only the ill wolf or you will have to face the entire pack and remember under no condition can you harm the other wolves. You will find them in the Far Northern fields. You have permission to kill the one wolf. You have no other permission other than what we have given you. Oh here have a sharp blade, mind you it is not a weapon.

* **learned**  *Ill Wolf*
* **acquired**  Carving Knife [0] (***tool***)

**⭯ return**

### Analysis Of Wildlife Killing

*  **Feruk Hesim +1**

A close examination of the wounds revealed that no normal human weapon could have caused them. Whatever is killing the wildlife is not human or Go’ba’dan.

**⭯ return**

### The Cause Caru Infestation

*  **Feruk Hesim +1**

Yes, that is right a good specimen too, please take it to the mercenary camp and explain to them that a false queen has taken residence somewhat in our caves, she is producing weak infertile brood, though still quite troubling, and possibly deadly to Khaubolds, you have seen them they will believe you. Caru are rare but breed efficiently.

* **learned**  *Caru Infestation*

**⭯ return**

### Mysterious Killing

There is a potentially unrelated incident to the wolves we have found dead animals which have not been consumed. Has someone in the village taken to cruelty? Or is there something else doing this killing. We need you to ask around if anyone is killing animals for fun and check the fields for any fresh carcasses so we can examine the wounds.

* **learned**  *The Wildlife Killing*

**⭯ return**

### Killing the Caru Brood

In the abandoned mine you will find there are several Caru brood. They have been separated from their nest and will not be accepted back. They will be unable to feed. They are extremely dangerous and need to be killed before they harm someone. Lost in the mine is a Caru Egg it is of immense value please retrieve it. And bring us a body of one of the broods. You have permission to kill the Caru Brood you find in the mine; you have no other permission other than what we have given you.

* **learned**  *Missing Egg,*  *Caru Corpse*
* **acquired**  *Rope* **and**  *Lamp*

**⭯ return**

### Mercenary Camp

We are aware that a mercenary camp has been formed at the estate. We have a right to claim land. Though that is not what we are doing. But we need them to know that their claim is false and will not stand, nor will we withdraw our patrols. Our patrols are on Go’ba’dan territory and are on our business. Go to them and get them to withdraw, and we may consider you goblin kin and as such you may have access to goblyn tech. You cannot withdraw our right to land but we can assure you we will not annex land, but they cannot know this as they will claim we are relinquishing our right to land.

* **learned**  *Go’ba’dan Troubles*

**⭯ return**

### Goblyn Kin

If you are considered Goblyn Kin by one Goblyn you must be considered Goblyn Kin by all.

**On Condition**

[  **Feruk Hesim is equal or greater than** 6 ]

**then** “You are considered Barunku, better kin. We can offer you good tech.”

[  **Feruk Hesim is equal or greater than** 4 ]

**then** “You are considered Isomel, good kin. We can offer you tech.”

[  **Feruk Hesim is equal or greater than** 2 ]

**then** “You are considered Itaro, kin. We cannot offer you tech, yet we need to know you can be trusted. But we will return your tech to you.”

[ ***not***  **Feruk Hesim or**  **Feruk Hesim is equal or less than** 1 ]

**then** “You are considered Abor, not kin. We will take your tech as you are on Goblyn Land. Please stand still while we search you.”

 ***Prompt***

* [  **Feruk Hesim is equal or less than** 1 ] Give up your tech  **Give Up Your Tech**
* [  **Feruk Hesim is equal or less than** 1 ] Fight they are not taking your tech

 **Confrontation with Horakar**

* [  **Feruk Hesim is equal or greater than** 6 ] Ask for good tech. **Ask for Good Tech**.
* [  **Feruk Hesim is equal or greater than** 4 ] Ask for tech.  **Ask for Tech.**
* [  **Feruk Hesim is equal or greater than** 2 ] Ask for your tech back.

 **Get Your Tech Back.**

* Talk About something Else  **Making Conversation.**

### Give Up Your Tech

* **if**  *ocuran* device

**then** **put aside**  ***Items***

**and then**  **“**Yes this is Goblyn tech, we will be holding that for you until you are kin.”

* **if**  *Dunwaeri Bolt-Cater*,  *Sekisian* *Key*

**then** “This is nice tech but not Goblyn, please put it away”

“Ok we are done here”

**⭯ return**

### Get your tech Back

* **Acquired** **put aside**  ***Items***

There you go but are you sure that you know how to use it properly.

**⭯ return**

### Ask for Good Tech

A kinetic shield generator will do nicely, perhaps I can lend you a mage-sphere if you do not have one.

* **acquired**  *modular kinetic shield generator*
* **if not**  *modular mage-sphere* **then** **acquired**  *modular mage-sphere*

**⭯ return**

### Ask for Tech

A modular attack predictor will serve you nicely, you will need a modular mage-sphere for perhaps I will offer you one when you are good kin. The predictor should make you harder to hit.

* **acquired**  *modular* *attack predictor*

**⭯ return**

### Horakar Dual Maps

 **“**It is as we suspected the claim from the imperials at the estate is a forgery. It must have been a surprise to them when they saw the claim to all this land is Goblyn. This map belongs in the library in Lai but be careful they will be curious as to how it was removed from the library, we believe the penalty for theft from the library is death. We are Goblyn and do not agree with this no matter the trouble the Imperials have brought down upon us and the threat to life that they now wage. We would council that you burn the fake map and return the other to your group leader Kazu.” The fact that Horakar knew your group leader was Kazu did not go unnoticed. Horakar is very well informed. “Though we do not believe that this will be enough proof to have the mercenaries retreat. You will have to think of another way.”

**⭯ return**

### Kriegspinne and not Barunku

It must be obvious to you by now that you are not good kin yet, when you are Barunku we will confide more in you. Until then continue to prove yourself, only then will you know what we know.

**⭯ return**

### Kriegspinne Infestation

Since you have proven yourself that you are goblyn kin we can share with you has occurred and why we are on patrol. We are experiencing an infestation and we are trying to locate its source. So far it has just been a nuisance and the khaubolds have done well to keep them at bay. On a related matter we believe the person who you have been seeking is here. The situation is quite delicate. Sihla has been crowned queen by the khaubolds and they are refusing to let her leave and she has taken quite well to the position and is refusing to leave as well. In fact, the situation is far more complicated. She is not twelve as everyone has led you to believe they lie because her father is unwell, she is in fact eighteen. We tried to send her away, but the Khaubolds threatened to leave with her abandoning our settlement. I do not know if you are familiar with what happens to a settlement when the Khaubolds leave. Well, suffice it to say we would have to move elsewhere or convince another group of Khaubolds to move here, and it is getting harder and harder to convince anyone to move to settlements outside the Goblyn homeland. I guess we better go and take care of this now follow me to the settlement.

 **Main Room**

# Back Entrance to the Goblin Settlement

## The Fire

In the distance you can see smoke rising from the Go’ba’dan settlement.

**** ⭘ **Mind** *Ability Check*

** *Success***  **continue**

** *Failure* ⭯ return**

 **“**You check your bearing and decide the fire is actually some distance from the Go’ba’dan settlement perhaps someone has made a makeshift camp.”

 **Prompt**

* Go towards the makeshift camp.  **Examining the Makeshift Camp.**
* It is probably just some Khaubolds camping continue on your way. **⭯ return**

## Examining The Makeshift Camp

There is smoke rising from a rather large hole in the ground this must be the smokestack from the goblyn settlement in the hill nearby.

 **Prompt**

* Search the area thoroughly .  **continue**
* The mystery has been solved go on your way. **⭯ return**

****  ***Search*** *Skill Check*

**** ***Success***  **Secret entry Way**

** *Failure***  **“**You find nothing of note.”

**and ⭯ return**

## Secret entry way

Upon close inspection it is clear that you could safely descend into the smokestack, and it appears that there is actually a passage.

* **If** **transpired** 🔀 *Secret Entrance Blocked*

**then**  **Blocked Secret Entrance**

**else**  **Open Secret Entrance**

**⭯ return**

### Blocked Secret Entrance

You make your way down. But you reach a point where a boulder makes the way impassible, perhaps a small child could get through.

**⭯ return**

### Open Secret Entrance

* **Hidden Dragon +1**

The way is treacherous, and the smoke does not make it easy to maneuver eventually the path leads to a ledge high above the goblyn settlement. You can see the settlement below.

* **if**  **Traveler is greater or equal to 6**

**then** **transpired** 🔀 *The Queen Entered the Breach*

**and then** **transpired** 🔀 *The Goblyn Settlement is Abandoned*

**and then**  **Abandoned Overlook**

 **Battle with the Kriegspinne**

## Abandoned Overlook

The settlement has been completely abandoned. The dwelling is in a large cave with a huge hole in the ceiling. The living areas are neatly divided in two. There is a large wall dividing what is obviously the kobold dwelling area and the goblin dwelling area. The goblin area is comprised of a large room with pathways extending out to smaller chambers. The large room has a fire pit with a fine-looking stove hanging above it. The Kobold dwelling is composed also of a fire pit but with what looks to be a rudimentary forge. Hammocks line the walls and are hung in rows one over the other. Twenty or so hammocks both with beds and goods sit against the cave wall. “

 **The Way Down**

## Battle with the Kriegspinne

* **Flying Dragon +1**

“The dwelling is in a large cave with a huge hole in the ceiling. The living areas are neatly divided in two. There is a large wall dividing what is obviously the kobold dwelling area and the goblin dwelling area. The goblin area is comprised of a large room with pathways extending out to smaller chambers. The large room has a fire pit with a fine-looking stove hanging above it. The room is bustling with activity. Half a dozen goblyns are sitting around a circle working with clay. Several others are butchering birds. While a high-born goblyn sits with the children with a stack of books from which they are being instructed. Even though things are calm the doorway to the kobold room is barricaded. and a goblyn stands guard looking at his feet. The Kobold dwelling is composed also of a fire pit but with what looks to be a rudimentary forge. Hammocks line the walls and are hung in rows one over the other. Twenty or so hammocks both with beds and goods sit against the cave wall. Kobolds are running around with spears and small shields. You see them place them against the wall and feverishly gesture with each other. From behind a curtain a figure emerges. Larger than the kobolds and about the size of a lesser goblyn. Unlike the kobolds it is clad in full plate armor of goblyn design. Suddenly a shriek pierces your ears. The goblyns turn their heads but quickly go back to their activities. The noise came from a kobold which broke through the barricade. The goblyn standing guard grabs it by its tail gives it a thorough spanking and tosses it back over the wall. You hear what is obviously laughter. then a more chilling sound emerges from a kobold standing guard near a bridge. This time the goblyns leap into action with half rushing to the barricade while the other rush the children into a side passage. The figure in armor rushes towards the bridge pulling from its back a war hammer. The kobolds have formed a shield line and have their spears pointed out over the bridge. From the darkness you see sparkling then on the other side of the bridge two giant spiders emerge. The spiders are smooth white skinned and appear to be magical-mechanical with a giant crystal protruding from their rear carapace. One of the giant spiders’ lunges through the air only to be met by the armored knights hammer, you hear a loud crack like wood snaping as it is flung into the crevasse beneath the bridge. Seconds later a blinding flash and an explosion. The second spider retreats quickly. The kobolds bark and yip with excitement. The armored figure kneels on the bridge and looks down then retreats to a large chair that sits like a throne in the middle of the room.”

 **Prompt**

* Continue Down the ledge  **The Way Down**
* Wait and Watch  **continue**
* Go Back to secret entryway entrance  **Secret Entry Way**

 You’ve fallen asleep you awake to find…

*  **traveler +6**
* **transpired** 🔀 *The Queen Entered the Breach* **and**🔀 *the goblyn settlement is abandoned*

 **the abandoned Overlook**

## The Way Down

You notice that it is possible to reach the other side of the bridge via carved out stairs near the ledge.

****  ***Search*** *Skill Check*

**** ***Success*** **Learned**  *Hidden Passage*

**and**  **Hidden Passage**

 **Prompt**

* [  *Hidden Passage* ] Take the Hidden Passage  **Hidden Passage**
* Climb Down  **Back Entrance Bridge**
* Go Back Out the Back Entrance.  **Secret Entry Way**

## Hidden Passage

*  **Hidden Dragon +1**

It is barely noticeable but there is an illusion created by a gap in the cave wall the passage does not actually end at the ledge it is possible to make a sharp corner and continue through a concealed passage that leads away from the settlement.

 **Prompt**

* Continue Down the Passage  **Secret Entrance**
* Go Back  **The Way Down**

# Abandoned Settlement

## Abandoned Main Room

What must have been a well lived in settlement is now completely abandoned. You find the fire is still burning, wet clay pots lay on their sides some obviously dropped. There is a strange collection of items piled near a door, large boxes, and furniture, it is unclear what their purpose was.

 **Prompt**

* Go back to the Khaubold Settlement  **Abandoned Khaubold Settlement**
* Enter the living quarters  **Abandoned Living Quarters**
* Leave the Go’ba’dan Settlement  **Abandoned Entrance**

## Abandoned Living Quarters

The rooms are neat, clean, and sparse. They have beds which lay on the floor on top of intricately woven reed mats. There are small chests of varying size in most rooms. They are filled with papers and small pieces of jewelry; others have children’s toys and clothes. There is nothing of any value, perhaps the books if you read Go’ba’doro.

****  ***Search***

**** ***Success***  **Hidden Cache**

****  ***Search***

**** ***Success***  **Hidey Hole**

****  ***Search***

**** ***Success***  **Stowaway**

**Prompt**

* Search the Area  **Searching Abandoned Living Quarters**
* Go back to the Main Room  **Abandoned Main Room**

### Searching Abandoned Living Quarters

**1st Time** ****  ***Search***

**** ***Success***  **Hidden Cache**

**2nd Time** ****  ***Search***

**** ***Success***  **Hidey Hole**

**3rd Time** ****  ***Search***

**** ***Success***  **Stowaway**

**4th Time or more**  “Nothing.”

 **Searching Abandoned Living Quarters**

### Hidden Cache

You find a hidden cache beneath a bed. There is a curious clothing made out of spider silk on close examination it appears to be quite tough, in fact it looks to be more supple and durable than leather.

* **acquired**  *Spider Dress* [ Light Armor, Light Wound Reduction, Max Wound Critical, No Penalty ]

**⭯ return**

### Hidey Hole

You find a hidey hole behind a curtain, you find what you believe to be an Ocuran Device, you test it out and you find that not can you see better inside the bubble but that the device actually creates darkness, this will allow you sneak around almost anything. There is also what is obviously a turret for a mage sphere, it looks particularly nasty, it should be incredibly useful.

* **acquired**  *Ocuran Device Configured Correctly*
* **acquired**  *Ikhom* [ Automated Turret, Accuracy 12, Heavy Damage ]

**⭯ return**

### The Stowaway

There is a goblyn hiding in the closet. Just behind the curtain, you can hear it breath, and you see it feet.

 **Prompt**

* It is undoubtably going to attack strike first  **The Dead Goblyn Child**
* Filthy Go’ba’dan Cut it down where it stands  **The Dead Goblyn Child**
* Leave them be they are hiding. **⭯ return Abandoned Living Quarter**
* Pull back the curtain.  **The Goblyn Child**

### The Dead Goblyn Child

*  **fire-breathing dragon +8, Bright Star +4, Open-Door +4,**  **Sister Night +1**

You strike quickly with, and it is over with before you know it. Then you realize you mistake the corpse of young goblyn high-born falls out of the closet, he is large for a child, but you can tell its age by the way it is dressed and as it was clutching a doll.

**⭯ return**

### The Goblyn Child

You pull the curtain to reveal a terrified goblyn child. Now what to do with it.

 **Prompt**

* Kill it, it has been abandoned it is a mercy  **The Dead Goblyn Child**
* Filthy Go’ba’dan Cut it down where it stands  **The Dead Goblyn Child**
* Abandon them.  **continue**
* Take the Goblyn by the hand comfort it and tell her to follow you.  **The Goblyn Squire**
*  **fire-breathing dragon +8,**  **Bright Star +4,**  **Open-Door +4**

**⭯ return**

## The Goblyn Squire

* **joined your party**  *Asasilana*

The Go’ba’dan understands you well, it lets out a little ok and ask will you protect me? You assure it and tell it to hide if you encounter danger and not to come until I say it is clear. The child has a measurable sign of relief.

**⭯ return**

## Abandoned Kobold Settlement

The second room has a fire as well as forging materials. There are hammocks lined up and down the walls. A large throne like chair sits in the middle of the room. There is a natural bridge over a crevasse.

 **Prompt**

* Go back over the bridge  **Back Entrance Bridge**
* Enter the Go’ba’dan Settlement  **Abandoned Main Room**

# Settlement

## Main Room

The large room has a fire pit with a fine-looking stove hanging above it. The room is bustling with activity. Half a dozen goblyns are sitting around a circle working with clay. Several others are butchering birds. While a high-born goblyn sits with the children with a stack of books from which they are being instructed. Even though things are calm the doorway to the kobold room is barricaded. and a goblyn stands guard looking at his feet. Horakar now motions you to follow him further. The doorway to the Khaubold area is unblocked.

 **Khaubold Settlement**

## Khaubold Settlement

The Kobold dwelling is composed also of a fire pit but with what looks to be a rudimentary forge. Tiny hammocks line the walls and are hung in rows one over the other. Twenty or so hammocks both with beds and goods sit against the cave wall. Kobolds are running around with spears and small shields, yipping and barking.

 **Sihla Arriving Too Late**

# Kobold Queen

## Sihla Arriving too Late

Horakar spends some time talking to the Khaubolds and returns to inform you that in interim it seems she has taken a group of Khaubolds and ventured deep into the caves. Horakar does not seem amused. You might as well see to follow her she will have most likely cleared a path. This is not the only point of incursion I must stay behind and guard the settlement. Here take Ikhom it is better than any weapon you are carrying and a darkness caster an Icarian Device configured correctly, it works as a darkness caster. Remember goblyn tech is for goblyn kin only. Also, it is best if Ajharu joins you he is Goblyn not Khaubold do not confuse the two, he can speak. An extremely small Khaubold introduces himself as Ajharu.

* **has joined your party**  *Ajharu* [ Reduces Enemy Accuracy by 2 ]
* **transpired** 🔀 *The Queen entered the breach* **and** 🔀 *Horakar Guarding the Bridge*
* **learned**  *Sihla is the Khaubold Queen*
* **acquired**  *Ikhom*,  *Ocuran* *Device Configured Correctly*

 **Back Entrance Bridge**

## Back Entrance Bridge

You find yourself across the bridge from the Khaubold camp, it is on the edge of a giant pit, there is small debris from the kriegspinne littering the whole area.

 ***Prompt***

* Go deeper into the cave.  **Entrance to the Mushroom Caves**
* Look down the giant pit.  **The Carnage**
* Climb back up, out of the Cave.  **The Way Down**
* [  *Rope* ] Tie a rope and climb down.  **The Pit**
* [  *Ajharu* ] Ajharu stops you and says he has spider silk rope. Tie a rope and climb down  **The Pit**
* Cross the Bridge to the Khaubold Settlement.  **The Encounter at the Bridge**

### The Pit

You make your way down carefully. You are standing in the wreckage of dozens of crystal spiders. Perhaps there is something of value there.

 ***Prompt***

* Inspect the Kriegspinne  **Inspect the Kriegspinne**
* Climb back up the Back  **Back Entrance Bridge**

### The Carnage

There are the strewn remains of all the kriegspinne down there perhaps there is something of value.

 **Back Entrance Bridge**

## Encounter at the Bridge

* **On One Condition**

[ 🔀 *Horakar Guarding the Bridge* **and** ***not*** 🔀 *You killed the Khaubold Queen* ]

**then** “Horakar is standing guard, she is waiting for you to do your job and end the infestation, you do not think it is possible to get around her, better go back.

**and then**  **Back Entrance Bridge**

[ 🔀 *Ended the Infestation* **and** ***not*** 🔀 *You killed the Khaubold Queen* ]

**then**  **Horakar End of Infestation**

[ 🔀 *the Goblyn Settlement is Abandoned* **]**

**then** “the bridge goes over a pit and into the Khaubold Settlement”

**and then**  **Abandoned Khaubold Settlement**

[  **Goblyn Mouse** ]

**then**  There is a goblyn over there you dare not approach it.

**and then**  **Goblyn Mouse -1**

[ 🔀 *You killed the Khaubold Queen* ]

**then** “the Khaubolds are inconsolable they are still huddled around body.”

**and then**  **Back Entrance Bridge**

[ 🔀 *Ajharu Has Joined your Party* **]**

***then*** “the Khaubolds are making it impossible to go any further. “

**and then**  **Back Entrance Bridge**

**and then**  **Back Entrance Bridge**

[ 🔀 *Working for the Queen* **]**

**then**  **The Khaubold Trade**

[ **🔀** *Refused to Work for The Queen* **]**

**then**  **Attack on Sihla**

[  *Sihla the Khaubold Queen* **]**

**then**  **Found Entrance with Jalu’s Help**

[ **DEFAULT** ]

**then**  **Found Entrance Without Jalu’s Help**

### Horakar End of Infestation

As you approach the bridge Horakar greets you and asks if you ended the infestation.

 ***Prompt***

* [ 🔀 *Sealed the Infestation* ] Tell Horakar that you sealed the Kriegspinne behind a bulkhead.  **continue**
* [ 🔀 *Ended the Infestation* ] Tell Horakar that you used the Krug’hol and destroyed the machinery.

 **continue**

Horakar informs you that as you will be leaving for human territory it is your obligation to hand over any tech that you borrowed.

 ***Prompt***

* [ ***none of*** (  *Modular Mage Sphere*,  *Ikhom*,  *Modular Attack Predictor*,  *Modular Kinetic Shield,*  *Ocuran Device Configured )* ] You have no Goblyn Tech to hand over.

 **Escorted out the Front Door**

* [ ***any of*** (  *Modular Mage Sphere*,  *Ikhom*,  *Modular Attack Predictor*,  *Modular Kinetic Shield,*  *Ocuran Device Configured )* ] Hand over any Goblyn Tech you may have.

 **Handing over Borrowed Tech**

* [  **Oani** ] Ask if Oani will be safe in human territory.  **Marriage Proposal**
* You are not handing over anything fight Horakar.  **Confrontation with Horakar**

### Handing Over Borrowed Tech

You hand over whatever tech you borrowed.

* **lost**  *Modular Mage Sphere*,  *Ikhom*,  *Modular Attack Predictor*,  *Modular Kinetic Shield,*  *Ocuran Device Configured*

 **Escorted out the Front Door**

### Marriage Proposal

 Horakar inspects Oani, then steps back stunned, this is no ordinary Goblyn. You are a true Goblyn born and not created. I believe your body would have died shortly after birth, the only way to save you was to transfer your soul, mind, and heart to a new body. Yes, I believe if they realized this she might be in danger, I have never seen this process, but we know it can be done, thought the will and power necessary to carry out such a task would have most likely exhausted and killed who ever facilitated the transfer. I sense there is residual soul energy from a second host. You were born out of a great love my dear little one. The only safety I can offer her is to leave her in my care, though I believe a second arrangement might also be possible, but it would require your willingness. I will be blunt, I am unmated, and my status would grant you diplomatic immunity in human lands, my real name is, Fenruk Kasol Horakar, I have undergone flesh sculpting so my appearance would be unknown to you. The marriage would be of course a marriage of convenience and I would require anything but your acceptance of the status of my wife. You are taken aback, Fenruk Kasol Horakar is the Go’ba’dan ambassador, you must consider her offer carefully.

 ***Prompt***

* Ask politely if Horakar is male or female sexed.  **A Go’ba’dan Education**
* Accept the offer and provide safety for Oani  **continue**
* Reject the offer you will manage well enough on your own, you are allowed to keep one item you have gained in the field, and you will claim Oani, she will have to keep her true nature hidden.  **return Horakar End of Infestation**

 You tell Horakar of you decision to accept her offer, and frankly you are not sure if she is pleased or not. But then Horakar informs you that it is traditional to give each other a gift of their choosing and it traditional for the wife to go first.

 ***Prompt***

* Tell Horakar that you wish to keep the Go’ba’dan Tech you borrowed.  **continue**
* Tell Horakar that you will have a kiss.  **continue**
* Tell Horakar that you do want not anything.  **continue**

 Horakar agrees and tells you she will have your heart if you give it willingly.

 ***Prompt***

* Tell Horakar that you give her your heart.  **continue**
* Tell Horakar that you give her a kiss instead.  **continue**
* Tell Horakar that she will have to earn your heart.  **continue**
* **if choice**  “Tell Horakar that you will have a kiss.” **or** “Tell Horakar that you do not want anything” **and**  “Tell Horakar that you give her your heart.”

**then** **permanent** **Heart + 1**

**and then transpired** 🔀 *Married for Love*

**else then transpired** 🔀 *Marriage of Convenience*

* **if choice**  “Tell Horakar that you wish to keep the Go’ba’dan Tech you borrowed.”

**then acquired** *Previously Borrowed Goblyn Tech*

 Horakar seems moved by your answer, but tells you there is not time for celebrations you must return to Elwaer and then report back to central. Horakar escorts you to the edge of Goblyn territory.

 **The Outskirts of Elwaer**

### A Go’ba’dan Education

You are not quite sure, but you think Horakar is blushing. But tries to explain, I am what you would call a female in your culture, even though all Goblyns are considered female gendered my sex like all childbearing Goblyns contains both male and female sexual organs so we would be compatible both ways. You had no idea. And now think perhaps it was better not to ask.

* **learned**  *Goblyn Sexuality*

**⭯ return  Marriage Proposal**

### Found the Entrance without Jalu’s Help

As you approach the bridge, the armored Go’ba’dan moves to block you she is impressively large.   
You are intruding in my kingdom. There is nothing here for you.” A strange gruff voice barks out. The kobolds form two spear lines one behind the other. Six kobolds and one armored goblyn stand before you.

The Goblyn Knight brings down the hammer hard before you and screams “go”! then hefts it once more over its shoulder. You are sure the next blow will strike you down, it is time to flee or fight.

**** ***Susceptible* to**  ***Persuasion***

** *Success***  **Silver Tongue +1**

**and transpired 🔀** *Working for the Queen*

**and** The Goblyn Knight accepts your offer to help.

 ***Prompt***

* + Offer To Help  ***Bond*,**  ***Charm*,**  ***Persuade*,**  ***Intimidate***
  + **[ 🔀** *Working for the Queen* **]** You will End the Infestation of Kriegspinne **Accepting to Help**
  + It’s a filthy Go’ba’dan Attack  **Attack on Sihla Durve**
  + Flee  **Back Entrance Bridge**

### Found the Entrance with Jalu’s Help

“We are looking for the point of incursion. We are sorry we have ventured so near your settlement.” The figure continues in a hoarse sounding voice. The figure weighs the hammer then sets it down.

“Unless you are here to help us fight this infestation. We are done.” The armored knight lowers its hammer as to say you are no threat to it.

 ***Prompt***

* Offer To Help  **Accepting to Help**
* Refuse To Help  **Refusing to Help**
* You are Sihla Durve  **The Goblyn Queen Sihla Durve**
* Go back over the bridge  **Back Entrance Bridge**

### Accepting to Help

We have almost completed widening the tunnel from where the spiders are attacking. We will return and finish the work. In the meantime, you can check on the health of Hzraku she is a Caru but a elder female and will not attack you. She owes silk for the food we provide, so make sure she is unharmed and bring back the silk.

* **transpired 🔀** *Working for The Queen*

 ***Prompt***

* Go back over the bridge  **Back Entrance Bridge**

### Refusing to Help

The knight brings down the hammer hard before you and screams “go”! then hefts it once more over its shoulder. You are sure the next blow will strike you down, it is time to flee or fight.

**transpired 🔀** *Refused to Work for The Queen*

***Prompt***

* It’s a filthy Go’ba’dan Attack  Attack on Sihla Durve
* Flee  Back Entrance Bridge

### The Khaubold Trade

You return to the bridge where the Khaubolds have been gathering, there are about fifty Khaubolds and they are preventing access to the Go’ba’dan Settlement, you just about decide to just to go back then one speaks! You nearly fall off the bridge. “Yes, I am Goblyn not Khaubold I see you have brought something to trade. Would you like to trade? I have a spider’s dress it is lighter and tougher than leather, Ikhom a weapon for your mage-sphere, danhjer a rapier, and an ocuran device and I will show you how it really works, it can create a large bubble of darkness that you can see through, but others cannot, you will be able to sneak past almost anything.”

* **if** **choice** **Spider’s** **Dress**, **then** **acquired**  *Spider’s Dress* **and then** **lost**  *4 bundles of silk*
* **if** **choice** **Ocuran** **Device**, **then** **acquired**  *Ocuran Device Configured* **and then** **lost**  *Caru Egg*
* **if** **choice** **Ikhom** **then** **acquired**  *Ikhom* **and then** **lost**  *Caru Egg*
* **if** **choice** **danhjer** **then** **acquired** *Danhjer (rapier)* **and then** **lost**  *Caru Egg*

 ***Prompt***

* [  4 *bundles of silk* ] I will take a Spider’s Dress for the silk

 **acquired**  Spider Dress

 ***stay on prompt***

* [  *One Caru Egg* ] I will take the Ocuran Device

 **acquired**  Ocuran Device

 ***stay on prompt***

* [  *One Caru Egg* ] I will take Ikhom

 **acquired**  Ikhom

 ***stay on prompt***

* [  *One Caru Egg* ] I will take danhjer

 **acquired**  danhjer

 ***stay on prompt***

* [  *All bundles of silk* ] Your arms are full best leave the remaining bundles of silk.

  **is** ***carrying*** **[ 2 ]** **Nothing**  **Lost**  *All bundles of silk*

* Done trading  **continue**

One last thing I am Ajharu, and I will be coming with you. The queen has gone ahead of you she seeks the prize. You are in Goblyn territory the choice is not really your own.

* **transpired** 🔀 *The Queen Entered the Breach*
* **has joined your party**  Ajharu [ Increased Defense by 2 ]
* **transpired** 🔀 *Ajharu has joined your party*

 “Now we need to leave.”

 **Back Entrance Bridge**

### Attack on Sihla

 **Fire-Breathing Dragon +8**

The Go’ba’dan Knight lifts its hammer in an attack as they lunge at you…

* **if**  **using** *Hand-to-hand,*

**then** you grab them by the neck and turn abruptly killing it, the helmet comes off it is a very young woman.

* **if**  **using** *Weapon* *,*

**then** you duck down and angle the blade upward and it goes through the armpit, killing it instantly, the helmet comes off it is a very young woman

* **if**  *Sihla Is Missing*

**then** by her description you can only guess that this is Sihla Durve.

Her white hair and scar betray her identity, but she is definitely not twelve as everyone has led you to believe.

**and then learned**  *Sihla is the Khaubold Queen*,  *Sihla is not twelve*

* **acquired**  Moon Light (Warhammer)
* **transpired** 🔀 *You killed the Khaubold Queen*
*  **Black Knight +1**

The Khaubolds rush to her side and begin weeping, it is a pitiful sight, all you can do is leave, you cannot push through the morass of Khaubolds.

* **[ *optional* ] ⛨ End of Game**
* **[ *optional* ] ⛨ World Change remove**  **Black Knight add**  **Goblyn Mouse +5,**

🔀 *Secret Entrance Blocked,* **remove** 🔀 Horakar Guarding the Entrance

* **[ *optional* ]**   **Save Point** *the Goblyn Settlement*

 **Back entrance Bridge**

# Inspect the Kriegspinne

You spend some time dissecting the various magical-mechanical components and gain an understanding of their working.

* **if**  *Crystal Spider Workings* **A second Analysis and** **⭯ return**
* **if**  *Crystal Spider Minor Weakness* **A Third Analysis and** **⭯ return**
* **if**  *Crystal Spider Catastrophic Weakness* **A Fourth Analysis and** **⭯ return**

****  **Analysis** *Skill Check*

** *Success* Learned**  *Crystal Spider Workings*

**and****transpired 🔀** *First Crystal Spider Field Analysis*

**and** **acquired**  *3 Power Crystals*

**⭯ return**

## Second Analysis the Kriegspinne

 Your second go at analyzing the crystal spiders’ yields welcomed results.

****  **Analysis** *Skill Check*

** *Success* Learned**  *Crystal Spider Minor Weakness* [ Max KriegSpinne Enemies Engaged +1 ]

**and****transpired 🔀** *Second Crystal Spider Field Analysis*

**and** **acquired**  *5 Power Crystals*

**⭯ return**

## Third Analysis the Kriegspinne

There is even more to go on the third time around. You find a catastrophic weakness. The correct way to dispatch a Kriegspinne is to grapple it then subdue it removing its power crystal. The technique to do it should not be that hard. You simply depress the sides and pull, and the power crystal is jettisoned with some force.

****  **Analysis** *Skill Check*

** *Success* Learned**  *Crystal Spider Catastrophic Weakness* [ Grapple then Subdue to Disable ]

**and****transpired 🔀** *Third Crystal Spider Field Analysis*

**and** **acquired**  *7 Power Crystals*

**⭯ return**

## Fourth Analysis the Kriegspinne

You are able to refine your technique, the correct pressure is key, you manage to do it just right with a single move. Simply subduing it will renderer it useless.

****  **Analysis** *Skill Check*

** *Success* Learned**  *Crystal Spider Mortal Weakness* [ Subdue to Disable ]

**and****transpired 🔀** *Fourth Crystal Spider Field Analysis*

**and** **acquired**  *2 Power Crystals*

**⭯ return**

# Entrance to the Mushroom Caves

Over the natural bridge there is a large cave with two passages leading off.

 **Prompt**

* [ **🔀** *Working for The Queen* ] Check on the Point of Incursion  **Point of Incursion**
* [ **🔀** *Working for The Queen* ] Go to Hzraku’s Lair  **Hzraku’s Lair**
* Go Left  **Point of Incursion**
* Go Right  **Hzraku’s Lair**

## Point of Incursion

* **if**  **Traveler** **is greater or equal to** 6 or **is in party**  **Ajharu**

**then** **transpired** 🔀 The Way Is Clear

**and then**  **Dugout Passage**

**else**  **Digging Out the Passage**

### Digging Out the Passage

* **if**  **Traveler** **is greater or equal to** 6

**then** **transpired** 🔀 *The Way Is Clear*

**and then** “then all of a sudden the sides fall away, and the passage is open”

**and then**  **Dugout Passage**

* **if not transpired** 🔀 *Attack on Khaubolds*

**then** A small retinue of khaubolds is feverishly working to expand a newly dug out passage.

 It is still not clear.

 ***Prompt***

* Go back  **Entrance to the Mushroom Cave**
* [ **not** 🔀 *Attack on Khaubolds* ] Wait a while **Waiting Khaubolds**
* [ **not** 🔀 *Working for the Queen* **and** **not** 🔀 *Attack on Khaubolds* ] Filthy Khaubolds Attack Them

 **Attack on Khaubolds**

* **[ if  Tired ]** Sleep and rest a while

 (  **Traveler +6** )

 ( **set**  ***Rested* )**

 **Digging Out the Passage.**

* [🔀 *Attack on Khaubolds* ] Dig the Passage Yourself  **continue**

 You work to clear the passage.

*  **Traveler +2**

 **Digging Out the Passage**

### Waiting on Khaubolds

*  **Traveler +2**

The Khaubolds feverishly dig.

 **Digging Out the Passage**

### Attack on Khaubolds

*  **fire-breathing dragon +8,**  **Bright Star +4,**  **Open-Door +4**

The Khaubolds screech and scatter, they run past you beneath your legs, and around you, they inadvertently hit you with their digging instruments as they rush past you.

* **sustained 2 💔 *Light Wounds***
* **transpired** 🔀 *Attack on Khaubolds*

**⭯ return**

### Dugout Passage

A passage leads to small cave where a new passage has been dugout the passage is narrow but passable.

 **Prompt**

* Go back  **Entrance to the Mushroom Cave**
* venture into the unknown  **Mushroom Caves**

## Hzraku’s Lair

The small passageway begins to show sign of life the walls have wisps of silk which grow denser are you progress deeper. The passage widens into a large cave which is dense with silk the body of a large mantis like creature lies dead on the ground surrounded by the remains of a dozen kriegspinne. In the corner bundles of silk are neatly wrapped into packages.

****  ***Search*** *Skill Check*

**** ***Success*** **Learned**  *Hidden Room*

 **Prompt**

* Collect the Silk  **Collect the Silk**
* Inspect the Kriegspinne  **Inspect the Kriegspinne**
* [  *Hidden Room*] Go into the Hidden Room  **Hidden Room**
* Go Back  **Entrance to the Mushroom caves**

### Collect The Silk

* **acquired**  6 Bundles of Silk
*  **is carrying** **[ 2 ]**  6 Bundles of Sil

**⭯ return**

### Hidden Room

*  **Golden Idol +1**

Behind a thick mat of silk which looked as if it were simply covering part of the cave wall is a small passage. Past the passage you find a small room you find thick bundles of silk with two eggs resting on them.

 **Prompt**

* Collect the Eggs and silk and Go Back  **continue**
* Go Back  **Hzraku’s Lair**
* **acquired**  *2 Caru Royal Eggs (Unique)*
* **acquired**  *8 Bundles of Silk*
*  **is carrying** **[ 2 ]**  8 Bundles of Silk

 **Hzraku’s Lair**

Chapter 6

# The Mushroom Caves

The tunnel widens into a large cavern with a fungal forest, large mushrooms some as tall as a person and just as wide appear before you. The canopy of the cave is covered in mushrooms which glow and provide enough illumination that you can see dimly this is aided by moss that covers the ground and glows in places as well. There are large centipedes some several feet in length which scurry across the cave floor. Strangely the mushrooms seem to form a path through the cave where you can see the bare ground, something has kept moss from growing.

 ***Prompt***

* Go back  **Dug out passage**
* [ 🔀 *Cleared the Collapsed Tunnel* ] A tunnel leads off the to the side. **Cleared Collapsed Tunnel**
* [ ***not*** 🔀 *Cleared the Collapsed Tunnel* ] A tunnel leads off the to the side.

 **Mushroom Cave Newly Collapsed Tunnel**

* Go Further into the Cave  **Egg Sack**

## Mushroom Cave Newly Collapsed Tunnel

This is newly dug out tunnel goes on for a while where it reaches a dead end. You can smell explosives this tunnel was collapsed.

 ***Prompt***

* Go back  **the Mushroom Caves**

## The Egg Sacks

* **if is**   ***Sneaking*** **then**  **Haunted +1**

You reach the center of the cave and where you see odd fungi it takes you a minute to realize they are egg sacs.

* **if not**   ***Sneaking***  **King of Centipedes**

 ***Prompt***

* Go back  **the Mushroom Caves**
* [ **is**  ***Sneaking*** ] Venture Further into the unknown  **Ambush at the Entrance**
* [ **is not**  ***Sneaking*** ] Venture Further into the unknown  **Stumbled into an ambush**

## King of the Centipedes

You have no time to ponder your mistake you hear chittering behind you. You turn to see a nearly twelve-foot-tall centipede standing high, its mandibles click, it is well armored and aggressive.

 **Prompt**

* Flee  **Stumbled into and ambush**
* Attack  **The Giant Bug**

## The Giant Bug

 **The Egg Sacks**

## Ambush At the Entrance

The mushrooms in the cave slowly die off and the cave grows dimmer but continues for quite a way making several turns. It is following a blind corner that you stumble yet again into another ambush this time it is a phalanx of kriegspinne and behind it a terrifying sight an extremely large and well-armed war spider this must be the main line of defense guarding the entrance to their fortress. This is a fight you cannot win.

 ***Prompt***

* Flee  **the Rescue**
* Attack  (  **fire-breathing dragon +8 )**  **the Rescue**
* [  *Ocuran Device* ] You will not be able to sneak past them, its too close.  **the Rescue**

## Stumbled into an Ambush

You have been foolish you stumbled into an ambush it is a phalanx of kriegspinne and behind it a terrifying sight an extremely large and well-armed war spider this must be the main line of defense guarding the entrance to their fortress. This is a fight you cannot win.

 ***Prompt***

* Flee  **the Rescue**
* Attack

 (  **fire-breathing dragon +8** )

 **the Rescue**

### The Rescue

*  **Flying Dragon +1,**  **Rising Phoenix +1,**  **Lunar Flower +1**

Nurakai leaps from the shadows her ōn-madū, magically implanted claws, glitter in the lights of the kriegspinne. She lands short of the now forming phalanx of the Dunwaeri war spiders. Her nostrils flare as she emits a deep breath and lunges forwards destroying two spiders with a single blow as she lands, she turns her rear claws kicking up dirt she sinks her weight and prepares for a further assault. It is only then that you notice Horakar is here too she has removed her long flowing robe revealing her magical-mechanical armored skeleton which is undergoing auto-reconfiguration. Three mage spheres have aligned above Horakar and several omni pods quickly float and begin to disassemble and reassemble in a speed that can only be described as magical. Now a giant lance protrudes from the mage spheres it pivots aiming at the greater kriegspinne and with a deafening blast it is propelled forward unceremoniously impaling the spider and rendering it lifeless. Nurakai in the meantime has in the short seconds since her last attack dispatched the remaining four spiders now, she is scrambling out of the way of Horakar’s attack. The battle is at an end in seconds.

Horakar addresses Nurakai in a tone that is both deferential and with the respect of someone in the lower chains of command. “I can hold this position do not worry I will not fail in my duty.” then to your surprise she betrays who Nurakai was in a past life, her slave identity before she was freed by Lonely Moon. “General Iron Heart you must defend the temple the lives of hundreds are at stake.” This was also hidden from you the abandoned temple did not house dozens but hundreds. Much has been hidden here and you feel this is but small truth that has been revealed. You fail to notice Nurakai depart she simply disappeared into the shadows from where she had so suddenly appeared. Horakar now addresses you. I like Nurakai have many to protect I am afraid that I can offer little aid to you. I must remain here and guard this pass; it falls on you to stop this infestation of Kriegspinne. You must venture forth and find the source for these machines you must determine whether there is a foundry or depot from where they are originating, and you must then find a way stop if you can. I can offer you the following assistance a Krug’hol this is a technology killer so be very careful. Horakar shows you how to operate it. There are wheels for a timer device he sets it at three minutes, then continues. Do not use it even as a last resort unless you have found the source the area of effect is great but contained it would most likely not work from here. It must be placed at the source without fail. I cannot guarantee that it will be effective against the Dunwaeri Spiders so you must prepare yourselves for the worst. Do any of you wish to leave a message with me in case you fail to return? Well then you better get on with it.

* **acquired**  *Krug’hol*
* **transpired** 🔀 *Horakar Guarding the Bridge*

 ***Prompt***

* Go Back to the Mushroom Cave  **Egg Sack**
* Go past the Unknown  **The Imorwaer**

Chapter 7

# The Imorwaer

There is a light at the edge of the cavern, and a thin mist. You can see white stone marbled with green, which must be a moss. As you approach it gets warmer and the light brightens. The rocky cavern gives way to a white stone wall, which is lit by mage light. At the edge of the cavern there is dense moss growing in the light and it is considerably more humid. Your eyes are drawn to the white walls. The material looks warm and soft but is cold, hard, and smooth to the touch. The smoothness requires a precision to hew that the construction can only be magical. The stone itself could be magical in origin. You marvel at the material. You notice the magnitude of the construction the hallway is nearly twenty feet tall. You look down the hallway and see an archway that must be at least fifteen feet tall and past that a door is shut it is the same height. Nothing but an Efeni or Sun-Born Dunwaer is that tall you think to yourself. Elwaer means Dunwaer Outpost in Adjahari but the outpost it refers to is top side and long abandoned just some walls. This is something totally different. Could this be part of the lost hold: the Sun-Born Tribe of Dunwaeri legend?

* **🔀** *Found the Imorwaer*
*  **Hidden Dragon +1,**  **Lunar Flower +1**
* **once if** [  **Traveler >= 12 ]**

**then** 🔀 *Sihla Returns*

[ **not** 🔀 *Sihla Returns* ]  **“**you have found the Imorwaer and made it in time do not lose sight of the goal and become lost, you will only lose the prize, but do not overlook a greater prize.”

* **place** **only one**  **Kriegspinne Patrol** **at one** **of (** 📥 **Mess Hall,** 📥 **Repair Room,** 📥 **Throne Room,** 📥

**Storage Area,** 📥 **Engineering Room,** 📥 **Control Room,** 📥 **Repair Room,**

**or** 📥 **Workroom )**

* **place only one**  **Kriegspinne Patrol** **at one** **of (** 📥 **Mess Hall,** 📥 **Repair Room,** 📥 **Throne Room,** 📥

**Storage Area,** 📥 **Engineering Room,** 📥 **Control Room,** 📥 **Repair Room,**

**or** 📥 **Workroom )**

* **place only one**  **Kriegspinne Patrol** **at one** **of (** 📥 **Mess Hall,** 📥 **Repair Room,** 📥 **Throne Room,** 📥

**Storage Area,** 📥 **Engineering Room,** 📥 **Control Room,** 📥 **Repair Room,**

**or** 📥 **Workroom )**

* **when** 📥 **encountering**  **Kriegspinne Patrol**  **Attack on Kriegspinne**

 ***Prompt***

* Go Back to the Mushroom Cave  **Egg Sack**
* Enter the Imorwaer  **The Long Hallway**

# Ruined Area

## Long Hallway

The hallway extends for some length it impossible to tell exactly how far it does. You have found what was not known. Well perhaps at some time in the distant past people knew of its existence but it must have lain here undisturbed for centuries.

[ 🔀 *Queen Entered the Breach* ] “the floor has been disturbed and quite recently.”

[ 🔀 *Sihla Returns* ] “There is two-way traffic here, clearly someone has come and gone.”

 ***Prompt***

* Go back to entrance of the Imorwaer  **The Imorwaer**
* Enter the Imorwaer  **Dark Intersection**

## Dark Intersection

You reach an intersection you see hallways and doors on all sides but one, forwards. This hallway is dim dark even, but there is still enough light to make things visible.

[ 🔀 *Queen Entered the Breach* ] “here too the ground is disturbed.”

[ 🔀 *Sihla Returns* ] “Tracks go on in all directions.”

 ***Prompt***

* Follow the bright way forward  **Fault Breach**
* Take the East Branch  **The West Branch**
* Take the West Branch  **The East Branch.**
* Follow the long hallway back to the entrance  **The Long Hallway**

## The east branch

There are two doors here and a path forward. The hallway goes on for quite some ways.

[ 🔀 Queen Entered the Breach ] “someone has been here; you can see there are footsteps.”

[ 🔀 *Sihla Returns* ] “The footsteps in the dust go both ways.”

 ***Prompt***

* Follow the bright way forward  **The End of the Line.**
* Enter the second door  **Kitchen**
* Enter the first door  **Mess Hall**
* Return to the Dark Intersection **Dark Intersection.**

## The west branch

There is a door here to your right and you can see ahead that there are two other doors to your right some way down the passage.

[ 🔀 Queen Entered the Breach ] “you see signs of activity.”

[ 🔀 *Sihla Returns* ] “Whose ever been here has come and gone the tracks end here.”

 ***Prompt***

* Move forward towards the other doors **Workshop Hallway**
* Enter door to the right  **Armory**
* Go back to the dark intersection  **Dark Intersection**

## Workshop hallway

Again, here is a door here to your right and you can see ahead that there is one door to your right some way down the passage.

 ***Prompt***

* Move forward towards the other doors  **The Last Door**
* Enter door to the right  **Workshop**
* Go back towards the dark intersection  **West branch**

## The Last Door

One last time there is a door here to your right the hallway ends here.

 ***Prompt***

* Enter door to the right  **Repair Room**
* Go back towards the dark intersection  **Workshop hallway**

## Mess Hall

The room is neatly arranged with rows of tables and chairs. It looks like a communal gathering place most likely a dining area or mess hall. A door connects two rooms together perhaps it is the kitchen.

 ***Prompt***

* Go back out to the hallway  **The east branch.**
* Go into the adjoining room  **Kitchen**

## Kitchen

The area just off the eating area must be one for preparing food and this room looks like it served this purpose. There is a large collection of counters that can be used prepare food. There is also what must be Dunwaeri stoves and ovens. There are three doors into this room including the mess hall.

 ***Prompt***

* Go out the door to the east branch.  **The east branch.**
* Enter the far door in the corner of the room  **Kitchen Storage Room**
* Go into the mess hall  **Mess Hall**

### Kitchen Storage Room

This is a rather large area that would have supported the storage of food there are racks and the remains of boxes as well as hooks hanging from the ceiling. There are two separate walk-in compartments that still retain the cold used for storage, there are still the remnants of food here but they are frozen solid and most likely inedible.

 ***Prompt***

* + Go back to the kitchen  **Kitchen**
  + Search the room thoroughly  **Continue**
* **1st time found** *Ancient Liquor*
* **2nd time found**  *Ancient Liquor*

 **Kitchen Storage Room**

## The End of the Line

The hallway ends with two three doors, two look serviceable, the other is ajar, you will need to see if it moves.

* + Test the Ajar Doorway  **Left Room**
  + Enter the left door  **Desiccated Room**
  + Enter the right door  **Right Room**
  + Return to the East branch **East Branch**

## Bunk Rooms

### Left Room

 ***Prompt***

* + [  *Melee* *Weapon* **or** *Shovel* ] Use your weapon to pry the door open.  **Continue**
  + Stay in the hallway  **End of the Line**

You instantly recognize this room for what it is a small bunk room. There are sleeping platforms carved directly into the wall, four in total, two sets of two bunk beds. In the center of the room a table rises from the floor with four stools arranged in a circle.

There is a small room to the side which looks to be a bathroom.

 ***Prompt***

* Go back out into the hallway. **End of the Line**
* Search this room **Continue**
* **[ 1st time ]** There is nothing of note here. Maybe look again**.**
* **[ 2nd time ]** Again you search and come up empty.
* **[ 3rd time ]** You find what you were looking for.

**and found ** *Strange Tech*[⦰]

* **[ 4th Time ] found ** *Unique Tech*

 **return to prompt**

### Right Room

 ***Prompt***

* Go back out into the hallway. **End of the Line**
* Search this room **Continue**

This is another bunk room much like the last except the mage light has begun to fade. then you notice it flicker, it goes out for a moment then returns much brighter then begins to fade, then flicker and the pattern repeats.

A small room sits to the side which could very well be a bathroom.

 ***Prompt***

* Go back out into the hallway. **End of the Line**
* Search this room **Continue**
* **[ 1st time ] found**  *Exquisite Machine Parts* [⦰]
* **[ 2nd time ]** Nothing left here.
* **[ 3rd time ]** You find some unusual.

**and found ** *Lost Tech*

 **return to prompt**

## Desiccated Room

The door has a glass portion which allows you to see into the room. The room is decorated in such fashion. There are thick tapestries covering the walls and floor in multicolor with strange but pleasant design. There appear to be books of some sort on the table and from a distance what look to be writing utensils. There is a panel on the door but no handle. You sense energy emanating from the room behind the door.

 ***Prompt***

* Go back out into the hallway. **End of the Line**
* Open the door **Pry the Door Open**

### Pry the door open

You press on the panel the door makes a sucking sound followed by a pop. then a hiss and as the door open the entire room turns to dust. A thick cloud hangs around the floor and flows out of the room.

 ***Prompt***

* Go back out into the hallway. **End of the Line**
* Search this room **Continue**
* **1st time found**  *Dust*
* **2nd time found**  *Dust*
* **3rd time found**  *Dust*

 **Pry the door open**

## Repair Room

There are several tables in the center of the room. The light is brighter here than in other places, especially above the tables. You notice several kriegspinne on the table in various states of disassembly. On the walls there are cubbies carved like cylinders in the wall. At some point they might have contained something of value, now only rusted pieces of metal and small particulate matter remain.

You touch the kriegspinne and they break apart like a bird’s eggshell. They collapse into powder. Small pieces still remain though of what use, or value could they have? As they too crumble under your touch.

 ***Prompt***

* Go back out into the hallway.  **End of the Line**
* Search this room  **Continue**
* **1st time found**  *Rusted Metal* [⦰]
* **2nd time found**  *Wire Remains* [⦰]
* **3rd time found**  *Dust*

 **Repair Room**

## Armory

Shelves and racks fill this rooms all neatly arranged for easy access. Clearly this was a depot of some sort, the remains of magical technology lay here completely useless there are a few boxes which still look sealed.

 ***Prompt***

* Go back out into the hallway.  **The West Branch**
* Open the first Box.

 ***nothing***

 ***stay on prompt***

* Open the second Box.

 ( **found**  *Power Frame Backpack*[12 Slots, **requires**  *1 Power Crystal* ] )

 ***stay on prompt***

* Open the third Box.

 ( **found**  *4 Power Crystals* )

 ***stay on prompt***

## Workroom

There are rows of tables and small stools in this room which rise from the floor as one, made from the same material as the walls and floor. You are certain that such accuracy and consistency was achieved through magic. Only an elemental master of extraordinary ability could have carved out this room and they probably created it all at once. What purpose such a room could have had is of some wonder. Perhaps a school or work room it is impossible to tell. Moss has taken hold here and carpets a large area in the center of the room. If it did not crawl up on the table, it could have been mistaken for part of the room.

 ***Prompt***

* Go back out into the hallway.  **Workshop Hallway**

## Fault Breach

This long hallway ends in a door which is strewn on the floor.

 ***Prompt***

* Enter the door.  **Catastrophic Fault Room**
* Go back to the dark Intersection  **Dark Intersection**

## Catastrophic Fault Room

Something catastrophic occurred in this room like an immensely powerful explosion or an earthquake, tearing the ceiling open and exposing the natural rock. Stalagmites and stalagmites have formed throughout the room. Some are so large that they nearly form pillars. Water drops from the ceiling and gathers in small pools on the floor among the deposited sediment. Nothing else remains of what previously inhabited this room. There is a door at the other end of the room.

 ***Prompt***

* Continue Forward. **Throne Room**
* Go back to the dark Intersection **Fault Breach**

## Throne Room

The doorway gives way to a large circular room. Prominent in the center of the room is a large chair. Like all the furniture it is simple and constructed out of the same material as the floor, wall, and ceiling. Two semi-circular table buttress the chair on either side, with a second set of larger semi-circular tables some distance away forming a radiating pattern from the center of this room. The entire walls are adorned by large, recessed panels that could have at some time held tapestries.

 ***Prompt***

* Continue Forward.  **Storage Hallway**
* Go back to the dark Intersection  **Catastrophic Fault Room**

## Storage Hallway

You exit into the hallway which goes for a short way there is a door to your left. A giant door looms in the distance.

[ 🔀 *Queen Entered the Breach* ] “someone has been here recently.”

[ 🔀 *Sihla Returns* ] “tracks go both directions.”

 ***Prompt***

* Continue Forward to the Giant door.  **Sealed Area**
* Enter the door to the left.  **Storage Area**
* Go back to the dark Intersection  **Throne Room**

## Storage Area

The room contains rows of boxes pilled orderly in rows on the floor. By your estimation there are nearly fifty or sixty boxes. It is only after a second that you notice the room is completely clean of dust or moss. There is a strong chemical smell like petroleum, but there is nothing which is emanating the scent, perhaps there is still something liquid in one of the boxes.

 ***Prompt***

* Examine a Box.  **Examining the Boxes**
* Go back.  **Storage Hallway**

### Examining the Boxes

The boxes seem nearly same, perhaps they all are identical. The material of which the boxes are constructed is soft to the touch in texture but not pliable. It is not metal nor wood, it is a magical composite of some sort. You have seen similar material covering other mage-manufactured items, though never for such a mundane item as a box. Aside from lines of a distinct color around the edges of the dark boxes there are three small panels on the front, two round panels followed by a square panel. The panels look like if they could be pressed down to unlock the well-constructed boxes which are too solid to break open and have no visible gap between the lid and body. Perhaps a combination or sequence depressing the panels could open the boxes.

 ***Prompt***

* Pick up a box and examine it, try to open it. **Combination**
* Search the area.

 (  **Traveler +1 )**

 ( “ It is just a bunch of locked boxes.” )

 ***stay on prompt***

* Go back to the hallway. **Storage Hallway**

### Combination

 **Analysis** *Skill Check*

** *Success***  **Contents of the first Box**

** *Failure*** You fail to unlock the combination to the box, this attempt was beyond your ability, maybe give another try.

**and**  **Traveler +1**

**and**  **Examining the Boxes**

### Contents of the first Box

*  **Strategy +1,**  **Tactics +1**

You hold down the two round panels and press the square panel and the lid pops open with a satisfying click. You notice there is no visible locking mechanism.

You open the box and there is a thick powder on the bottom obviously whatever was in the box did not weather time and decomposed long ago. Perhaps there is something in one of the boxes but not this one.

 ***Prompt***

* Open another Box. **One Box at a time**
* Open all the Boxes it is going to take a long, long, time. There might be over a hundred.

 **Opening all the boxes**

* Go back to the hallway. **Storage Hallway**

### Opening all the Boxes

*  **Jocker +2, Traveler +2**

You have gone through nearly all of the boxes and it is the same in each box, only powder remains lining the bottom of the box. The only thing that is different is the color of the debris and its scent. You believe you can tell the difference between organic and inorganic detritus by now. You feel like quitting as you pick up another box, in this one something is still rattling about. You feel a thump as you move the box. You notice the box is actually much finer construction than all the other boxes and if you were not so tired of sifting through dust you would have actually noticed it. You open the box and find a single handed bolt-caster. It is Dunwaeri design and there are power crystals. The weapon is immaculate. The crystal is still in it and it hums. You will have to experiment with it later to see just how it works, for now there are more important things.

* **found**  *4 Power Crystals,*  *One handed holdout bolt-caster* [ unique ]

 **Storage Area**

### One Box at a time

* **1st through 60th Time** “You find nothing maybe open another box.”
* **61st Time**  **Opening All the Boxes**

 **Combination**

# Sealed Area

You arrive at a large glass door covered in runes, this is a hermetic seal, and it has held. It is only now that you notice the large amount of dust on the floor, and you can see beyond this door that it is completely clean all the runes and wards must have failed here but are holding beyond the sealed door. You also notice that this area lacks lighting just beyond the hallway is illuminated. The sconces that you had ignored throughout the complex are revealed as having held plants for that is what really is impressive beyond beautiful sconces filled with plants and flowers dot the hallway beyond each is lit by a brighter light which hovers just above, and a dense mist is being currently dispensed. How is this possible you wonder who has tended these flowers for so long as this complex surely is thousands of years old. Does someone remain or has someone made their home here recently? Now you must attend to the door usually seals have locks and Dunwaeri locks use coded cipher keys. To your surprise there is a panel just to the side of the door with three keys one is missing but you’re in luck there are just on the floor. It looks like it was ejected from the lock after use. Looking down you see what are surely tracks in the dust from the Kriegspinne on the floor leading from just beyond the door. So, this door must open automatically from the other side, or the spiders are magically coded for entry. The key on the ground is a rectangle and is covered in runes exquisitely carved in the strange material and you can hear it hum slightly.

* **found**  *poly-encryptic key*

 ***Prompt***

* [  *poly-encryptic key* ] Place the key in the slot.  **Door Opens and the Sealed Area**
* Go back towards the throne room. **Storage Hallway**

## Door Opens and the Sealed Area

Upon inserting the key, the door opens effortlessly. There is a noticeable change in the air in this area. The air smells fresh like right after a rain shower. You notice that the air has the quality of the outdoors you can almost smell vegetation. Also, the material that makes the walls and floors is a slightly different hue from the other areas. This area looks newer or perhaps it has been better preserved in time. Lastly there is the light the light here is bright. Unlike in the rest of the complex you now realize that even though previous areas were lit they were not lit properly the mage light had dimmed, yet here it remains strong.

* [ 🔀 *Defeated the Dancing Dolls* ]  **The Small Room**

the area just beyond the door opens into a small room with corners that had been hidden from view. After adjusting to the bright light, you see that you are not alone. Two small marionettes about four feet in height stand at either corner opposite each other they are standing guard. Either they are inoperable or are waiting for you to make the first move.

 ***Prompt***

* Try to sneak past them.  **Combat Marionettes the Dancing Dolls**
* [  *Ocuran Device True* ] You have the darkness caster go by silently  **Silent Pass**
* Go back towards the throne room. **Storage Hallway**

## The Small Room

the area just beyond the door opens into a small room with corners that had been hidden from view.

 ***Prompt***

* [ 3 ***Times*** **and** 📥 *2 Dead Doll* ] Disassemble the Marionettes  **Examine the Dancing Dolls**
* Go back through the Sealed Door  **Sealed Area**
* Go forward through to the lit doorway  **Lit Hallway**

### Silent Pass

* **** **Hide** *Skill Check*

** *Success***  **The Lit hallway**

** *Failure*** “You are out of luck, you are heard.”

**And**  **Combat Marionettes. The Dancing Dolls**

### Combat Marionettes. The Dancing Dolls.

the dolls pirouette they are obviously magical-mechanical in origin with the space between their ball joints empty where the magical fields connect and provide for movement. They are admirable in their design as they continue to twist and turn in a dancing motion then as if from nowhere blades extend from their fore arms these marionettes are combat models, though highly feared they are more commonly known as dancing dolls. and that is what they are doing dancing with their movements designed to confuse and cause dismay and both are working.

* **place**  *2 Dead Doll* **at** 📥 **The Small Room**

 **the small room**

### Examine the Dancing Dolls

**if** [ ***not***  *Dancing Doll Basics*]

**then** **** **Analysis** *Skill Check*

** *Success* Learns**  *Dancing Doll Basics*

**and** “You learn some about the machine.”

**and**  **Small Room**

** *Failure***  **Small Room**

**if** [  *Dancing Doll Basics*]

**then ** **Analysis** *Skill Check*

** *Success* Learns**  *Dancing Doll Minor Weakness* [ Dodging +5 Accuracy ]

**and** “You learn much about the machine.”

** *Failure***  **Small Room**

 **Small Room**

## The Lit Hallway

the atmosphere is totally different here, it is clean well lit. The air smell pure, it is no longer possible to tell where someone has been. The hallway expands and goes on for some time. You can see two doors in the distance and still the hallway goes further.

[ 🔀 *Queen Entered the Breach* **and** ***not*** 🔀 *Sihla Returns* ] “You think you can sense another person nearby.”

[ 🔀 *Sihla Returns* ] “You can’t shake the feeling that something has already happened here.”

 ***Prompt***

* + Continue ever onward.  **The Hallway Near the End**
  + Take the door to your left.  **Research Room**
  + Take the second door to your left.  **Engineering Workroom**
  + Go back to the lit hallway.  **The Small Room**

## Research Room

A circular room with a raised platform with a railing at its periphery surround a large table. On the table there can only be what can be described as a large Kriegspinne but unlike the other spiders this one is quite different. It has been partially disassembled and it seems like it is being studied here. The material is far more organic then the Dunwaeri Kriegspinne and they lack a power crystal which is their hallmark. This room seems central to the complex due to its size and its curious contents they must have been studying this unknown spider to learn its secrets.

 ***Prompt***

* + Examine the Contraption  **Examine the Contraption**
  + Disassemble the Machine  **Dissemble the Machine**
  + Take the door to your left.  **Lit Hallway**

## Engineering Workroom

Another workroom it is obvious by its state, it was left with work unfinished. Work that had been undertaken but never had the chance to complete. There are several machines in various states of disassembly. There is a collection of tools which you do not recognize. Most of the work is on one large table in the center of the room. The walls are relegated to storage space.

 ***Prompt***

* + [ 3 ***Times*** ] Examine the Contraption.  **Examine the Contraption**
  + [ ] Disassemble the Machine.  **Dissemble the Machine**
  + Take the door to your left.  **Lit Hallway**

### Examine the Contraption

**on one condition**

**[ *not***  *Ihar Basics* **]**

**** **Analysis** *Skill Check*

** *Success* Learns**  *Ihar Basics*

**and** “You learn some about the machine.”

**and**  **Engineering Workroom**

** *Failure***  **Engineering Workroom**

[ **not**  *Ihar Advance Knowledge* ]

**then ** **Analysis** *Skill Check*

** *Success* Learns**  *Ihar Advanced Knowledge*

**and** “You learn much about the machine.”

**and**  **Engineering Workroom**

** *Failure***  **Engineering Workroom**

[ **not**  *Ihar Biomechanics* ]

**then ** **Analysis** *Skill Check*

** *Success* Learns**  *Ihar Biomechanics*

**and** “You gain a deeper understanding about the machine.”

**and**  **Engineering Workroom**

** *Failure***  **Engineering Workroom**

“You have learned all you can from this specimen.”

 **Engineering Workroom**

## The Hallway Near the End

The hallway branches off here to the left, there are two doors to the right and a path straight ahead to your destination.

* **if** [  **Traveler >= 12** ]

**then** 🔀 *Sihla Returns*

[ ***not*** 🔀 *Sihla Returns* ] “You hear strange activity and talking from the first door to your right.”

 ***Prompt***

* + Go Straight ahead to you destination.  **Before the Entry Way**
  + Go down the left corridor.  **The Last Intersection**
  + Go through the first door through the right. **The Box Room**
  + Go through the second door through the right. **The Library**
  + Go back to the lit hallway.  **The Lit Hallway**

## The Box Room

There is a large room full of boxes.

* **if** [  **Traveler >= 12 ]**

**then** 🔀 *Sihla Returns*

* **if** [ **not** **placed** 📥 ***here***  *broken heart* ]

**then** **Oani**

* **if** [ **placed** 📥 ***here***  *broken heart* ]

**then** **found**  *broken heart*

* **if** [ **not** 🔀 *Sihla Returns* ]

**then** **Oani**

 ***Prompt***

* + Check the boxes.

 ( “The boxes are all empty.” )

 ***stay on prompt***

* + Leave.  **The Hallway near the end**

## Oani

 You see what looks to be a marionette in the corner stacking boxes.

 ***Prompt***

* + It’s a combat marionette attack before it notices you.  **attacking Oani**
  + It hasn’t noticed you yet, leave quietly.  **the hallway near the end**
  + Approach it carefully.  ***continue***
  + See what it does.  ***continue***

There is a in the corner a curious creature. Intricately carved like lace and made of a material which looks to be ivory is a small marionette she is moving boxes which have been meticulously stacked on top of the other with the edges misaligning almost in an artistic way. There are two piles, and she is moving boxes from one pile to the other.

**** **Hide** *Skill Check*

** *Success***  ***continue***

** *Failure*** “You are out of luck, you are heard.”

**and**  **Oani Turns**

 ***Prompt***

* + It’s a dancing doll better strike fast, assassinate.  **attacking Oani**
  + It hasn’t noticed you yet, leave quietly.  **the hallway near the end**
  + Approach it carefully.  **Oani Turns**
  + Observe it see what it does.  **Oani Turns**

### Oani Turns

She stops and turns abruptly this golem is quite unusual she has a face with a warm expression perhaps it can be called a little smile. Its face is carved with more care than the body and she speak without moving her mouth. “Hi, I am Oani I have nothing to do? Who are you?” She waits for a reply. Someone took great care in building this magical-mechanical marvel they have given it an intellectual imprinting it seems to be programed to carry out simple tasks and perhaps for basic companionship. then to your surprise in a tone that is genuine Oani remarks “I am bored do you have something for me to do? I like to fix broken things, everything in the Imorwaer that can be working is working I have kept everything running. Except for the spinne they fix themselves and never let me near them when they are broken. I don’t like the spinne, but they leave me alone, so I am lonely. Please tell me you have something broken. I am really good at fixing things let me show you please break something for me to fix” You can hardly believe yourself what you are witnessing. You have found a soul bound marionette with an intellectual programing imprint, a rudimentary artifact mind but with a living soul. Someone upon their death allowed part of their soul to be attached to the golem giving it emotions. “O let me get my tools.” Oani walks very deliberately and quickly to a chest in the corner of the room. A small sphere rises from the chest and settles over her left shoulder two simple storage pods attach themselves to the rear of the sphere. Oani returns and in an exciting voice “I am equipped and ready for work. How can Oani help you today.” Even though her face is motionless the emotion in her voice gives life to the kind face.

* 🔀 *Met Oani*

 ***Prompt***

* + Soul Bound Marionettes are abominations kill it.  **attacking Oani**
  + [  *Broken Artifact* ] Give it the broken artifact.  **Oani Working**
  + [  *Artifact* ] Smash one of your artifacts on the floor and give it to Oani

  **Lunar Flower +1**

 **Oani Working**

* + Tell her you are sorry but have nothing to fix  **The Gesture**

### Oani Working

Oani takes the artifact in her hands and studies it carefully. Turning it over every which way. “Hmmm, I need to scan this.” The storage pods float down and land on the ground little feet steady them they pop open revealing a myriad of tools. Oani picks up a disk-shaped object and passes it over the artifact, stopping and examining some areas more carefully. “No, it’s not broken the magical fields are misaligned, this is not a problem. Do I have permission to attempt a fix?” Oani stops and looks at you, for a second then continues working. Oani picks to tools from her storage pods and begins to work, she starts humming a small tune. Oani works intently for some time humming all the while. She really seems to be enjoying what she is doing. “All done! Better than new.”

 **The Gesture**

### The Gesture

Oani looks at you and asks so can we go now? And extends her small beautifully carved hand.

 ***Prompt***

* + Soul Bound Marionettes are abominations kill it.  **attacking Oani**
  + It has no place in your world leave it.  **Abandoning Oani**
  + Take its hand.  **Taking Its Hand**

### Taking Its Hand

You take the poor child’s hand and tell her it is time to go, her family is finally here to help and your sorry it took you so long to find her, and that she is no longer alone, and you will find her work if she pleases or help her find what she wants, and you will never leave her side as long as you live, and before you die you will always find her family, she will always have family and never be alone again. You fall to your knees in tears, your heart is broken. You have found a heart of gold, alone for centuries and untouched by loneliness.

Oani comforts you, her heart is bright.

* ***permanent*** ⬠ **Heart** **+1**
* **joined the party**  **Oani as *soul-bound***
* 🔀 *You Found Your Lost Daughter*

 **The Box Room**

### Attacking Oani

*  **Fire Breathing Dragon +8,**  **Bright Star +4,**  **Open-Door +4,**  **Sister Night +1**

You lunge at the marionette you are not sure if you even hit it collapses to the floor. The body turns to dust all that is left behind is a broken heart.

* **place**  *Broken Heart* **at** 📥 **the box room**

 **The Box Room**

### Abandoning Oani

*  **Fire Breathing Dragon +8,**  **Bright Star +4,**  **Open-Door +4**

You leave the marionette to its own devices. And leave the room.

* **place**  *Broken Heart* **at** 📥 **The Box Room**

 **Hallway Near the End**

## The Last Intersection

This seem like the last turn there can’t be much more of this. There is a door to the right and the hallway goes on up ahead.

 ***Prompt***

* + Go Straight ahead to you destination.  **The Intervening Hallway**
  + Open the door the right.  **The Library**
  + Go back to the last hallway.  **Hallway Near the End**

## The Dead End

the hallway ends here a door to either side, and a door ahead.

 ***Prompt***

* + Open the door to the left.  **officers’ office**
  + Open the door to the right.  **officers’ quarters**
  + Open the door ahead.  **the bathrooms**
  + Go back to the last hallway.  **the hallway near the end**

### Officers’ Quarters

These are quarters though sparse seems large and well equipped. There are plenty of shelf space which contain books and what looks to be memorabilia. There is some closet space though the clothing has disintegrated.

 ***Prompt***

* + Search Quarters.  ***continue***
  + Go back out into the hallway.  **the dead end**
* **2nd Time found ** *Book Dunwaeri Hidden Knowledge*
* **4th Time found ** *Unusual Part* [⦰]

 **Officers’ Quarters**

### Officers Office

This room is comprised of a desk sitting in the center of the room with one chair behind it. There are cases on one wall and on the other weapons of various kinds are displayed. There is a war hammer whose style is unfamiliar to you as is the long and short sword. A quick examination reveals them to be ceremonial and they lack the weight and sharpness to be used in combat. On the shelves there are several small statues and what look to be medals displayed there are also several bound leather books which have disintegrated with time. Aside from these there are an assortment of fragments of weapons and tools most likely trophies of a bygone era.

 ***Prompt***

* + search office  **continue**
  + go back out into the hallway.  **the dead end**
* **2nd Time found ** *Acran (War Hammer)*
* **4th Time**  **Traveler +1**

 **Officers’ Office**

### The Bathrooms

Glass cylinders with a door opening occupy this room ordered in rows. There is a fine mist still being dispensed from one of the cylinders which is overgrown with moss and mold. Along the wall are cubicles each one housing a toilet.

 ***Prompt***

* Go back.  **The Dead End**

## Intervening Hallway

There is a door here to left and one to the right and, in the distance, more doors and a strange door in the far distance.

 ***Prompt***

* + Go Straight  **Before the Entryway**
  + Open the door to the right.  **Library**
  + Open the door to the left  **The Briefing Room**
  + Go back  **Last Intersection**

## Before the Entry Way

“You have reached a hallway where there are two doors here and there is a large strange looking door looming ahead in the distance.“

**once if [**  **Traveler >= 12 ]**

**then**  🔀 *Sihla Returns*

[ ***not*** 🔀 *Sihla Returns* **and**🔀 *The Queen Entered the Breach* ] You can see a group of Khaubolds and an armored Go’ba’dan up ahead.

 ***Prompt***

* + Go Straight ahead to the large strange looking door.  **Before the Interlock**
  + Open the first door.  **Control Room**
  + Open the second door.  **The Power Room**
  + Go back toward the Entry.  **Intervening Hallway**

## Control Room

This is a circular room with a wide window overlooking another room. From the entrance you can see that there are tables arranged around the perimeter of the room with chairs beside them. There seem to be control panels of some sort on some of tables, you can see what look like buttons and knobs glowing under the mage light. There is also a visual projection above each control panel a magical image of nebulous shapes in changing and varying color.

There is a large table in the middle of the room with an equally large projection which shifts in shape and color. Whatever they are they will require interpretation to understand.

The window peers down on a room in which a large magical device is operating. You can see multiple mage-spheres circling a large core.

 ***Prompt***

* + Tinker with some of the controls.  **Tinker with the Controls**
  + Go Back.  **Before the Entry Way**

### Tinker With the Controls

“You fiddle with the controls…”

* **1st Time**  **Jocker +1**

**and**  **return to prompt**  **Control Room**

* **2nd Time**  **Jocker +1**

**and**  **return to prompt**  **Control Room**

* **3rd Time**  **Ash Phoenix +1**

 **⛨ End of Game**

## Power Room

a large machine makes up the bulk of this room it is set squarely in the middle with a guard rail around it. The magical machine is comprised of several spheres which rotate and circle each other in a seemingly random yet controlled motion. Magical energy arcs from one of the spheres which is larger than the other. You surmise this must be the core. The machine seems to be in perfect working order.

 **Prompt**

* + Remove the Spheres.

 **( *Sustained*  *Critical* *Wound* )**

 **stay on prompt**

* + Go Back.  **Before the Entry Way**

## Library

There are rows and rows of shelves filled with books. There are several desks in the room. Most of the books have disintegrated though several large volumes have survived though they do not appear to be regular books.

These books are actually metal plates that have been bound together the plates have images and writing which changes as they are handled. You can glean that this is some sort of manual for disassembly of the kriegspinne but the language and how to control the information being displayed is beyond you. The second book displays maps again the manner of control is not apparent.

 **Prompt**

* + Take the books.  **Continue**
  + Go Back.  **The Last Intersection**
* **found**  *2 External Memory Devices (Kriegspinne Design, Topographical Maps)*

 **Library**

## The Briefing Room

A small amphitheater with a podium comprises this simple and practical room. The places to sit are not designed for comfort nor do they seem to be designed for a prolonged stay. The podium is well lit and has ample space on the stage to house items on display. There are several small tables on wheels unlike any in the rest of the complex. There is also a board which could hold a tapestry or document as there are latches at the edges to hold such things in place.

 **Prompt**

* Go back out.  **The Intervening Hallway**

## Before the Interlock

* **once if [**  **Traveler >= 12 ]**

**then** 🔀 *Sihla Returns*

* **once if [**  **Traveler >= 6 and**  **Traveler <= 8 ]**

**then** 🔀 *Arrived at the Golden Hour*

* **once if** [ ***not***  **Sister Night and**  Oani **and**🔀 *Arrived at the Golden Hour* **and**  *Giant Purple Hat* ]

**then**  **The Moon Knight**

**else if [ *not*** 🔀 *Sihla Returns* **and**🔀 *The Queen Entered the Breach* ]

**then**  **Sister Night**

“There is a very strange looking door up ahead and a large double door to the right,

[ ***not***🔀 *Ended the Infestation*]  **“**from where a lot of noise is emanating it sounds like active manufacturing.”

[ 🔀 *Ended the Infestation*]  **“**The Foundry is quiet all activity has come to an end.”

 ***Prompt***

* + Open the strange looking door up ahead.  **The Hermetic Seal Room**
* [ ***not***🔀 *Ended the Infestation* ] Open the double door to the right.  **The Foundry**
* [ 🔀 *Source of Infestation* **and*****not***🔀 *Ended the Infestation* ] Try to seal the door to the Foundry.

 **Sealing the Door**

* [ 🔀 *Ended the Infestation* ] Open the door to the Foundry  **The Destroyed Foundry**
  + Go Back towards the entrance.  **Before the entry way**

## The Moon Knight

**❂ Demi-Hero Sihla Durve**

You see and armored goblyn knight with a dozen khaubolds it is wielding a light war hammer. The goblyn knight removes its helmet revealing the face of a young women.

 she speaks, “I am Sihla Durve I have been waiting for you sister Moon. I am so happy you have found your daughter. Now before we take care of this mess, we should be crowned as the prize is ours.” Sihla puts down her war hammer. Then in each hand she materializes two crowns.”

[  *Giant Purple Hat* ]  Here do you want for me to take this off, she points at the giant purple hat, but you can always wear two crowns if you like.

 ***Prompt***

* + Let Sihla take off the Giant Purple Hat

 ( **unequip**  *Giant Purple Hat* )

 **continue**

* + Keep the Giant Purple Hat  **continue**

 Now sister Knight I kneel before my better and let you crown me best. Sihla kneels before you and hands you one of two crowns.

 ***Prompt***

* + Take it and crown Sihla.  **continue**
  + Refuse to crown Sihla.  **The Moon Fight**

 Sihla stands and speaks, I accept my place as Moon Night I will be the New Moon. Now sister Moon kneel before your better and let me crown you best. Sihla holds out the crown.

 ***Prompt***

* + Kneel before Sihla.  **continue**
  + Refuse to kneel before Sihla.  **The Moon Fight**
* **acquired**  *Kier Velaru* (*The Knight’s Crown*) [ **Body** **+2 - cannot be**  **unequipped** **by Player** ]

 Sihla crowns you and speaks, you have accepted your title as Moon Knight you will be the Full Moon.

* 🔀 *Crowned Full Moon*
* 🔀 *Sihla Durve is Moon Night*
* 🔀 *You are the Moon Knight*

 Sihla kneels once more this time before Oani and speaks “Now little one will you please tell us how to undo this mess. Oani looks down, then shuffles her feet, then asks “Did I do something wrong? I just wanted some company, but the Kriegspinne don’t care about anything but each other. They are not very nice, did they hurt someone.” Sihla chuckles, “No dear the Krul Tamer used them for target practice we had a lot of fun, nobody was hurt, but we are tired, and it is time our fun come to an end. So, I need you to shut down the foundry. Oani hops to attention. Ok, give me just a minute. Oani walks through the foundry doors. A minute later all the noise stops. Oani comes out skipping all done, I never liked the spinne anyway, but they were so much fun to watch being put together, but they never wanted to play.” Sihla bends down once more and puts a hand on Oani’s shoulder and speaks “well done child.” Sihla stands and addresses you. What lies beyond this strange door here is not for me. I will return to Elwaer. But I fear there are challenges before us of which we are unaware of. Safeguard the child, beware of those who would use her. I think she is far more important than either of us. I think the Kheseril are up to their old tricks and have handed us down a false prophesy. They have counseled me, and I know they counseled your Empress. I feel like a pawn in a game not of my own design in which the rules can be changed at will.

[ ***not***  **Ajharu**]  I leave you with this aid. Commander Ajharu and my Honor Guard.

[  **Ajharu**]  I leave you with this aid. Sihla speaks to Ajharu, “I give you my Honor Guard.”

* **has joined the party**  **Honor Guard: Akor, Eksot, Nator**
* **if** [ ***not***  **Ajharu**]

**then has joined the party**  **Ajharu**

 “Now I must go attend to my father. Sihla leaves.”

* 🔀 *Oani the Key*
* 🔀 *Ended the Infestation*

 **Before the Interlock**

## Sister Night

**❂ Demi-Hero**

You see and armored goblyn knight with a dozen khaubolds it is wielding a light war hammer. The goblyn knight removes its helmet revealing the face of a young women,

She speaks, “I am Sihla Durve we have gotten this far and can go no further. I will return to Elwaer and leave you with this mess. Sihla puts her helmet back on and turns her back and begins to walk away. The Khaubolds solemnly follow. Then she turns…”

[ 🔀 *Jalu Died* ] “Is it true Sister Night” she addresses you by an ancient title. My ex-husband Jalu is he really dead? She performs the ritual of disfigurement across her entire face, this Go’ba’dan tradition you know. The loss of your other half. Sihla has indicated she will be half dead until her wound fully heals then she will resume her life. The Faery Mother tradition.

[ 🔀 *Izzy Died* ] “Sister Night you were tasked with leading Izzy through the door, did we not deserve her a little longer.”

[ 🔀 *Isil Died* ] “Oh, Sister Night I had so much left to tell my father, did you need to bring him to the ground so soon?”

[  **Sister Night and**  **Oani** ] “Sister Night do not forsake the child, you cannot survive without her.”

[  **Sister Night and** ***not***  **Oani and** ***not***  *Broken Heart* ] “but Moon Night the child is not yours? Sihla falls to her knees weeping. The hiding ivory marionette steps from the shadows. And climbs up into her arms and consoles her “don’t cry mommy.”

[ ***not***  **Sister Night and** ***not***  **Oani**] “Moon Knight your daughter is here, go back into the Imorwaer and search for her. If you broke her heart, give it a kiss it with love and she will be restored.”

[  **Sister Night and**  **Ajharu** ] “Moon Night, Ajharu speaks to you. We have found the Queen we will be leaving. Ajharu leaves you side...”

[  **Sister Night and**  **Vercut**, **Anoni**, **Ibala** ] The Khaubold Foragers Vercut, Anoni, Ibala join Sihla.

[  **Sister Night and**  **Sisili** ] The Khaubold Scout Sisili gives you a look and goes to join the other Khaubolds.

[ ***not***  **Sister Night and**  **Ajharu**] “Ajharu signs to Sihla’s Khaubolds three armored Khaubolds leave her side. And join you. Ajharu addresses you “Moon Knight your honor guard are here.”

“Sihla looks at you and then leaves.

* 🔀 *Sihla has Failed*
*  *Sihla is not Twelve*
* **if** [  **Sister Night** ]

**then** 🔀 *Sihla Durve is the Moon Knight* **and** 🔀 *You are Moon Night*

**else** 🔀 *Sihla Durve is Moon Night* **and** 🔀 *You are the Moon Knight*

* **if** [  **Sister Night and** ***not***  **Oani** **and** ***not***  *Broken Heart* ]

**then** **remove**  *Broken Heart* **and**  **Oani** **from the**  **Gameworld**

* **if** [  **Sister Night and**  **Ajharu** ]

**then has left the party**  **Commander: Ajharu**

* **if** [  **Sister Night and**  **Vercut**, **Anoni**, **Ibala** ]

**then has left the party**  **Foragers: Vercut**, **Anoni**, **Ibala**

* **if** [  **Sister Night and**  **Sisili** ]

**then has left the party**  **Scout: Sisili**

* **if** [ ***not***  **Sister Night and** ***not***  **Oani**]

**then**  *How to* *Restore Oani*

* **if** [ ***not***  **Sister Night and**  **Ajharu**]

**then has joined the party**  **Honor Guard: Akor, Eksot, Nator**

* **if** [  *Broken Heart* ]

**then**  **Broken Heart**

 **Before the Interlock**

## The Foundry

* 🔀 *The Source of the Infestation*

“you enter a large room bustling with activity.”

**[**  **Oani** **]** “it took me a long time maybe hundreds of years, but I just finally figured out how to make it work! Oani is proud that she managed to revive the foundry.”

“at first you cannot help but notice the automated forge. The blast furnace is melting metal while already molten metal is being poured into molds. But there is more. The pieces of cooled metal all being collected by tiny spiders which move the parts between many moving in unison. The collected parts are being assembled into Kriegspinne several at a time. A greater Kriegspinne is currently near completion, it is already active. It is missing one of its attack claws and part of the armor is incomplete. It stands and shakes off the working kriegspinne. It has noticed you. You have found the source of the infestation”

 ***Prompt***

* Go back and try to seal the doors.  **Before the Entryway**
* Attack the Greater Kriegspinne.  **Attack on the Greater Kriegspinne**
* **[**  *Krug’hol* **]** Set the Krug’hol for 10 seconds and run.

 ( 🔀 *Ended the Infestation* )

 **Before the Entryway**

## Hermetic Seal Room

Two identical doors flank this room. In the room are shelves which contain the remains of what appear to be suits or clothing. The helmet, gloves and boots remain well preserved along with a thick belt. But the material that connects them is missing. The helmets do not appear to let the wearer breath, wearing them without some way of supplying oxygen would cause death. It does not seem that both doors can be opened at the same time. Opening one door closes the other.

* **found**  *Ancient Breathless Helmet,*  *Ancient Sealed Gloves,*  *Ancient Tool Belt* [ 4 slots ]

 ***Prompt***

* Go Back.  **Before the Entry Way**
* Go forward.  **The Interlock**

## The Interlock

You are standing before a set of strange and great circular doors and before them lies a dreadful scene. This large room has been the site of some large event which left what is probably all the inhabitants of the Imorwaer dead. Skeletal bodies of Sun-Born Dunwaer in armor and heavily armed litter the floor of this room. From their positioning and condition, you can tell their deaths were violent. Bones are severed and skulls have multiple puncturing wounds. Weapons and armor lay broken. Among them Kriegspinne in multitudes lay destroyed and in pieces at the center a dark creature organic and insect like lays dead, though it does not appear to be natural in its shape and preserved nature show it to be technological in nature though whether it was also magical it is unknown. It has a segmented body with twelve legs, some fit for walking others clearly built for battle. Incredibly this creature seems to have caused the death of everyone in the complex. From the positioning of the Dunwaeri Kriegspinne you can deduce what happened here. The Dunwaeri engaged the creature first in battle, and they all fell, they were reinforced by Kriegspinne which must have attacked in both a first and second wave with the second wave of Kriegspinne defeating the large machine. All this occurred before a giant portal which is sealed and is quite unusual. It seems to be hermetic and armored. The door is impassible and their does not seem to be any means of opening it nor panel nor key. This is as far as you can go for now perhaps there is something of value left in the carnage.

 ***Prompt***

* [ 4 ***Times*** ] Search the Remains.  **Search the Interlock**
* Try the door.

 **(** “There are no controls for the door, and it cannot be pried open”)

 **stay on prompt**

* [ 5 ***Times*** ] Inspect the creature.  **Inspecting the Devourer**
* Go Back.  **The Encounter**

### Search the Interlock

“You search the interlock…”

* **1st Time** “All the weapons and armor have been destroyed in battle…”
* **2nd Time found**  *31 Power Crystals*
* **3rd Time found**  *Ancient Earth Elemental Frame*
* **4th Time found**  *2 Dunwaeri Bolt Casters*

 **the Interlock**

### Inspecting the Devourer

**if** [  *Devourer Basic Knowledge* ]

**then** **** **Analysis** *Skill Check*

** *Success* Learns**  *Devourer Minor Weakness*

**and** “You gain a deeper understanding about the machine.”

**and**  **The Interlock**

** *Failure***  **The Interlock**

**if** [  *Ihar Basics Knowledge* ]

**then** **** **Analysis** *Skill Check*

** *Success* Learns**  *Devourer Basic Knowledge*

**and** “You learn much about the machine.”

**and**  **The Interlock**

** *Failure***  **The Interlock**

**if** [ ***not***  *Ihar Basics Knowledge* ]

**then ** **Analysis** *Skill Check*

** *Success* Learns**  *Ihar Basics Knowledge*

**and** “You learn some about the machine.”

**and**  **The Interlock**

** *Failure***  **The Interlock**

“You learned everything you can about the machine.”

 **the Interlock**

# The Lonely Moon

⚛ **Mega-Being**

You turn to leave, and you sense a darkness has come for you, there is nothing you can do, you are instantly crippled. This is either the end or the beginning, of this you are certain. You have never felt so sure of anything.

This is it, what was hidden is still here, but it was not what thought you would find. Your heart is pierced, you have felt a million wounds upon it, it is torn to shreds nothing remains you are dead but still living. You are undergoing the transformation; your time has come Hoauraka is the only thing that you can say to yourself now.

Oani struggles under your weight, moon tears appear on her eyes. And she screams, Mother I am here don’t leave me. I am not dying Oani I am changing I don’t who I am or who I will become, I am scared please daughter hold me. Oani Embraces you; you can feel the depth of her soul upon you. It is only then through your soul bind you learn she has an unbreakable heart; she is not a soul bound marionette she is truly alive, unique and your only hope to survive the change. What you have carried as a great burden but decided never to dwell on is that nearly all Hoauraka die during the change. And none have ever lived as long as you have without changing, with most dying shortly after birth as loves children as the faeries call them. You do not think you will survive, and fear for Oani, you must tell her how to survive and tell her to get clear of here if you die, you must choose where to send her… you summon all your strength to speak, My beautiful daughter, I don’t think I have ever known what love truly is thank you if I die I want to know that I will always love and take my heart and soul if can, I want nothing more than to spend one more day with you, I am so sorry... but I will send you to where there is family, if I die Oani go out the Imorwaer the path is straight and will be clear to you and …

 ***Prompt***

* + Make your way to the capital Lai there is a great library, you will have to travel in secret and at night my, beautiful heart, take great care nobody sees you, The Uxacanon will protect you it is soul bound too, though it bound by the mind as well. Together you can have what we cannot give, a soul mate.  **continue**
  + I want you to have what I have been given it is your right, seek out my parents, I will tell you which direction travel and you need to travel until you reach the sea, it will be a long a lonely journey, prepare your heart well, my darling one.  **continue**
  + Find Sihla Durvē, I believe her to be God called, but first you must heal her wounded heart. I know you can do it and will take great care not to hurt her.  **continue**
  + there is a child in Elwaer, she is god’s gift, and the best among us, go to her. Her name is Elsa, she is your sister, you will need to take care of her your entire life, she will depend on you for everything, but her gifts are god’s gift’s and I know you will accept them willingly.  **continue**
  + Go to sister Nurakai I will tell you the path to the monastery listen closely. Seek her out, she follows the lonely moon she is the iron heart no living man has ever bested her. With the lonely moon’s blessing she single handedly stopped an entire army so her people could escape from their bondage.  **continue**

the road is long so you must be prepared, please daughter take strength.

You are frightened by Oani’s screams, she yells at you “If you die, I will never leave your body, so don’t die, her blessing flows down her face, a child’s obstinance and their last resort if the face of impending doom, the empty threat, you know Oani would not stay and would honor her mother’s dying wish for her to have a family. And you draw comfort in knowing she will survive; you begin to succumb to the change. And fall lifeless as all Hoauraka do, now only time will tell if there will be a transformation. Oani is inconsolable she has sensed your death, and if the pain of her screaming would take shape it would have shaken the ground. There is not darkness there is not time. You exist in the place that has no meaning and cannot be described. You are both aware and not aware, and both aware and not aware at the same time, and both, and neither. You… You… You… You awaken.

You sense reality, and the beating of a heart but it is not yours, you hear Oani screaming you are terrified for her. She is close to breaking her own heart you sense she no longer wants to live, and you call to her “Daughter No Stop I am alive”! Oani shimmers, moon dust settles around you glowing she has called Her forth with her pain and loneliness.

[  *Mauf* ] A psionic gate opens and through steps the Moradune Mauf holding the hand of young girl, she takes your face in her hands and speaks...

[ ***not***  *Mauf* ] A psionic gate opens and through steps a Moradune holding the hand of young girl, she takes your face in her hands and speaks...

“I am the lonely moon.” the air begins to vibrate and becomes cold, it come in waves. And she too undergoes a transformation; and her visage blackens; and now a tall tusked being with horns stands before you, you can barely focus, and darkness flows down like a cloak engulfing the light. The creature breaths smoke and it billows around its face. “ Your time has come and so has mine. I am not who you think I am. I am no god I am you. Know this…”

“It speaks but you cannot hear anything you feel the words inside your head. Thoughts form meaning and meaning form understanding. You understand the following from the being’s memories. “I have lost nearly all. I do not belong here. Though I am you.” There is another small pause. “I know I am Nikita Singh and my home planet in not yours it is Tera Sol.” You notice that cadence of his speech speaks to some deep confusion, you are beginning to understand that this is a being which has been largely alone for thousands of years and is worshiped like a god though he is not one. He has born a great burden which must have damaged his mind, or his mind was already damaged. You are drawn back to the words that are forming in your mind. “You may think we don’t belong here, but this is not so. I cannot fully explain to you how or why, but we have been allowed to travel here. To save the best among us.” Now it is completely clear this is not a God and they are in a state of confusion. You are trying to make sense of the thoughts in your mind, you do not know what to believe, whether they are telling the truth and have deluded themselves, but you sense your confusion is his confusion. You can only try to make sense of what is unfolding. You are beginning to see images in your mind. You sense panic then confusion you cannot tell what is real and what it is not. “I must leave now before I permanently psychically damage you. On Tera Sol I had aid to keep my mind together. The word for what I have does not exist here as such and would mean nothing to you. Know this what you call God’s gift, we called a weakness. You must reach my body on Kier Ver and bring me a Gedankenschild, lastly no one can know we have met, though you cannot remember we have met before, I broke your chains then and I break your chains now. The way to Kier Ver will become apparent to you continue on this path I am clearing the way for you, find the Moon Gate. Lastly, I will mark you with god’s gift the dual nature, and the five symbols upon your chest the sun, the moon, the planet, the comet, and the star so that you may be recognized. I have given you all I can give you for now. So will you be my champion, or will you hunt me I have given you what you need so that you may come to me, the choices you make are your own and but know you will determine the outcome of many things. This has been ordained. I grant you the title of Moon Knight the One Who Bring About the End and Closes the Door“ The air hums, and the dark being is gone now there is a body of a little girl laying on the ground the Moradune walks up to her and exhales a breath turning her into moon dust. He turns, walks into the psionic gate, and vanishes.

You are in a state of confusion, you see all your recent actions playing out, then you see alternate paths you could have taken if you had chosen to act differently and you play out those possibilities this process plays out thousands, millions, of times each time a new possibility you are locked in a cycle. But this is not your mind it is the Lonely Moons then slowly you begin to return to yourself.

You have survived the transformation and an encounter with a would-be God. Now there are choices to make.

*  **Celestial Marks +1,**  **Psionic Stain +5,**  **Rising Phoenix +3,**  **Hidden Dragon +3,**  **Lunar Flower +3,**  **Dual Nature +1**
* **permanent** ○ Soul +2, ⃞ Body +2, ⃤ Mind +2, ⬠ Soul +2,  Life +2
* **lose Trait Blessing ✺** *Heart Flower*
* **you have become** 🟈 **Elite**
*  *Moon Gate*
*  *The Lonely Moon is Not a God*
*  *Oani Is a True Being*
* 🔀 *You are the Moon Knight*
* 🔀 *You were Marked by the Lonely Moon*

 **Hermetic Seal Room**

# Born Nora

We are here. Are the first words you hear. Though you have just been born you understand and can remember all that has happened to you so far since your birth. This the result of the Fel Satil, Forced Growth for all reborn divine creatures. Five injections so far and five left. They Pass. Then again the voices speak you are now recognized as the Prophet Nohira Namor Fes Hiraku the eighteenth And the moons have entered into a period of reconfiguration. Fifteen consecutive patterns stream across the sky. The sign that a prophesy has begun to unfold. Yes the Khesiril Prophet the Sleeping Dragon has been reborn as you. The voices continue speaking we will now bind the soul … reject all current memories … pass the the visions through the external memory device and triplicate the life of Nohira the Seventeenth, her life is fully recorded. Then a heavenly portal opens and the nebulous bodies disappear. You are still young but you are growing quickly. Then time stops and a psionic gate now opens and three Caru Techno-mages pass through. Again you the words we are here now chittered by the insect hosts. They continue we will begin transfiguration.

Though you have just been born. You can now remember everything that has happened to you so far. Five Injections of the Fel Satil the Forced Growth Process for all heavenly creatures. You have been recognized as the Prophet Nohira Namor. The moons have entered into a period of reconfiguration and a prophesy has begun to unfold fifteen consecutive patterns stream across the sky. Yes the sleeping dragon, the Khesiril Prophet has been killed and reborn as you. Your face is that of a hawk but it has begun to undergo flesh sculpting. And a voice speaks, I will now bind the soul … reject all current memories … pass the the visions through the external memory device and triplicate the life of Nohira the Seventeenth, her life is fully recorded. The Celestial vaults had been unlocked and the period of transfiguration was just beginning to take shape in the Child, now no wings nor hawk like face but that of a young girl age five perhaps. How exact is the science is always the question. The Hidden Dragon has been born. Injecting Lexicon and History. The intellect is primed. Draw the veil. Yes I agree. I am Oani. No Nora. The now standing child falls to her knees. Her consciousness is fractured across identities. Insert new Rune and Reconfigure. Now you can see those behind the voices Caru Techno Mages. Yes brothers I am Nora. The young girl now twelve stands and is beginning to clothe herself. The Celestial Empire Serves Chime The Three Mages who Withdraw through projected gates. You are left alone. The room is filled with a myriad of goods.

Yes this was always the plan Viral Memory Engrams Self Injecting and Executing were used, the Mind control device with permanent and mage-tech, the most vile of all mage devices fall in this category. You are the true Saint Nora who was born nearly twenty years ago. Not the force growth slug that they were going to try to pass off as a human. No this room is equipped with cloning technology. Yes you must finish the transfiguration. She unpacks a box here it is. The wish for the mightiest weapon. To be real. Your wish is granted. You are the same girl but different.

Yes this is the trap. Nora begins to recite her training. I must leave all equipment here less my clothing. If I am to fit into the host shell. Nora Rips open a bag and ejects a large aqueous sack the size of a large human. She kicks it and it stands. Nora climbs into the shell that closes around her and the body of young women stands before you nude.

It is now that you understand that the only function you have is to watch. She touches you then it goes black. There is nothing and then there is light and you can move. Nora speaks up yes I am here but you are now in control. You need Moon Geist the displacement generator the lunar tech vault. Yes it is there. You see the chest in your minds eye and your field of view.

**has absorbed**  Moon Geist | Lunar-Gear | Alien-Tech | set Being Type ***Divine******Dragon*** ⚛| Hard Contact Illusion

# Omni Actions

#  Strategy Stealth 

* ***always* assume** **Player**  ***sneaking*** 

##  Sneaking 

* **set** **Player**  ***sneaking*** 

**⭯ return**  ***Sneaking*** 

##  not  Sneaking

* **set** **Player**  ***not Sneaking*** 

**⭯ return**  ***not Sneaking*** 

##  Carrying  *Item* | x

*  *Item* **denotes** ***what is being carried***
* **| x |** **denotes** **how many *hands* are required to carry**  *item*

**⭯ return**

##  Using [ x ]  *Item*

*  *Item* **denotes** ***what is being used***
* **[ x ]** **denotes** **how many *hands* are required to use**  *item*
*  *Item* **is considered**  ***Equipped***

**⭯ return**

##  Eating  *Item*

*  *Item* **denotes** ***what is being eaten***
* **Player has lost**  *Item*
* **Set**  ***Full***

**⭯ return**

## Set ***Condition***

* On Condition

[  ***Hungry*** ] **then** ○ Soul -1 ⃞ Body -1 ⃤ Mind -1 ⬠ Soul -1

[  ***Full*** ] **then clear**  ***Hungry***

[  ***Rested*** ] **then** **clear**  ***Tired***

[  ***Tired*** ] **then** ○ Soul -2 ⃞ Body -2 ⃤ Mind -2 ⬠ Soul -2

[  ***Sneaking*** ] **then** Player is actively using  **Sneak** *Skill.*

[ ***not***  ***Sneaking*** ] **then** Player is not actively using  **Sneak** *Skill*.

**⭯ return**

## Brandishing

* the Player can choose to play this Section at any timetell them this now.
* Give the Player a choice of equipping what is in their  **Inventory** they may equip one weapon and one piece of clothing. The  *Mage-Sphere* is not a weapon.
* Any time the Player wants to change equipment the unequip all items and remove  Outfit and Mage-Tech if the Player has that **Mark,** then give them the choice of equipping what is in their  **inventory**.
* Do this the first time the Player equips street clothes, uniform or armor add  *Flight Suit* to your  **Inventory**
* If the Player wears the  *Street Clothes* **Nothing**
* If the Player wears the  *Flight Suit*  **Mage-Gear +2**
* If the Player wears the  *Uniform*  **Outfit +2**
* If the Player wears the  *Spider’s Cloth*  **Outfit +4**
* If the Player wears the  *Maumiun*  **Mage-Gear +2**
* If the Player wears the  *Leather*  **Armor +4**
* If the Player wears the  *Chainmail*  **Armor +16**
* If the Player wears the  *Plate Mail*  **Armor +16**
* If the Player equips the  *Dagger*  **Outfit +8**
* If the Player equips the  *Longsword*  **Outfit +32**
* If the Player equips the  *Toolbelt* **Nothing**
* If the Player equips the  *Xyphos*  **Outfit +8**
* If the Player equips the  *Moon Light*  **Outfit +64**
* If the Player equips the  *Dunwaeri Bolt-Caster*  **Outfit +64**
* If the Player equips the  *Battle Axe*  **Outfit +64**
* If the Player equips the  *Mage-Sphere*  **Mage-Gear +16**
* If the Player equips the  *Modular* *Mage-Sphere*  **Mage-Gear +32**
* If the Player equips the  *Tracking-Sensor*  **Mage-Gear +8**
* If the Player equips the  *Mage-Light*  **Mage-Gear +4**
* If the Player equips the  *Modular* *Ikhom*  **Stealth-Gear +8 [ Stealth Gear ]**
* If the Player equips the  *Modular Attack Predictor*  **Stealth-Gear +4 [ Stealth Gear ]**
* If the Player equips the  *Modular* *Kinetic Shield*  **Stealth-Gear +2 [ Stealth Gear ]**
* Do not reveal this. Players are unskilled in the use of  *Chain* *Mail*. They will be unable to sneak while wearing chain. They should have looked at the character closely. Fail all sneaking checks.
* Do not reveal this. Players are unskilled in the  *Longsword*. Their attacks will be weaker. They should have looked at the character closely. All Attack Suffer Untrained Penalty.
* Note Whether the Player is wearing  *Flight Suit (*Do not reveal this),  *Uniform*, or either  *Armor* or whether they have their  *Weapon* equipped in the  **Inventory**

 **go to** **Demeanor** **⭯ return**

## Demeanor

 Pick the first choice and only one go in order from top to bottom. Compact version follows.

* If the Player has the mark  Outfit equal to 48, or 80 and if the Player has the mark  Mage-Gear greater than 16 then set  **Demeanor** to  *Shock Trooper*
* If the Player has the mark  Outfit equal to 12, 36, 68 and if the Player has the mark  Mage-Gear greater than 16 then set  **Demeanor** to  *Special Forces*
* If the Player has the mark  Outfit equal to or greater than 48 then set  **Demeanor** to  *Soldier*
* If the Player has the mark  Mage-Gear equal 2, 18, 22, 26, or 30 and if the Player has mark  **Outfit**, then set  **Demeanor** to  *Assassin*
* If the Player has the mark  Mage-Gear equal to 18, 22, 26, 30 and if the Player does not have mark  **Outfit**, then set  **Demeanor** to  *Psionics Master*
* If the Player has the mark  Mage-Gear equal 16, 20, or 24, 28 and if the Player does not have the mark  **Outfit**, then set  **Demeanor** to  *Magister*
* If the Player has the mark  Outfit equal 2, 10, 34, 66 and **Mage-Gear** equal or greater than 16 then set Demeanor to  *Mage*
* If the Player has the mark  Outfit equal to 4, 12, 16, or 24 and if the Player has the mark  Mage-Gear equal or greater than 16 then set  **Demeanor** to  *Battle Mage*
* If the Player has the mark  Outfit equal to 2, 10, 34, or 66 then set  **Demeanor** to  *Officer*
* If the Player has the mark  Outfit equal to 12, 36, or 68 then set  **Demeanor** to  *Scout*
* If the Player has the mark  Outfit equal to 8, 32 then set  **Demeanor** to  *Mercenary*
* If the Player does not have the mark  Outfit and does not have the mark  Mage-Gear **,** then set  **Demeanor** to  *Citizen*
* Set  **Demeanor** to  *Jocker*

Compact Version

* **on condition**

[  Outfit **is one of** [ 48, 80 ] **and** **if**  Mage-Gear >= 16 ]

**then** **set**  ***Demeanor*** =  *Shock Trooper*

* [  Outfit **is one of** [ 12, 36, 68 ] **and** **if**  Mage-Gear >= 16 ]

**then** **set**  ***Demeanor*** =  *Special Forces*

* [  Outfit >= 48 ]

**then** **set**  ***Demeanor*** =  *Soldier*

* [  Mage-Gear **is one of** [ 2, 18, 22, 26, 30 ] **and** **if has**  **Outfit** ]

**then** **set**  ***Demeanor*** =  *Assassin*

* [  Mage-Gear **is one of** [ 18, 22, 26, 30 ] **and** **if has not**  **Outfit** ]

**then** **set**  ***Demeanor*** =  *Psionics Master*

* [  Mage-Gear **is one of** [ 16, 20, 24, 28 ] **and** **if has not**  **Outfit** ]

**then** **set**  ***Demeanor*** =  *Magister*

* [  Outfit **is one of** [ 2, 10, 34, 66 ] **and** **Mage-Gear** >= 16 ]

**then** **set** ***Demeanor*** =  *Mage*

* [  Outfit **is one of** [ 4, 12, 16, 24 ] **and**  Mage-Gear >= 16 ]

**then** **set**  ***Demeanor*** =  *Battle Mage*

* [  Outfit **is one of** [ 2, 10, 34, 66 ] ]

**then** **set**  ***Demeanor*** =  *Officer*

* [  Outfit **is one of** [ 12, 36, 68 ] ]

**then** **set**  ***Demeanor*** =  *Scout*

* [  Outfit **is one of** [ 8, 32 ] ]

**then** **set**  ***Demeanor*** =  *Mercenary*

* [ **not** **has**  Outfit **and** **not has**  Mage-Gear ]

**then** **set**  ***Demeanor*** =  *Citizen*

* [ Default ]

**then** **set**  **Demeanor** =  *Jocker*

**⭯ return  Brandishing**

## Harming Innocent People

## Threatening Innocent People

## Doing Good, Bad, Neutral

## Doing Nothing, Killing Time

#  Khaubold Forage

* **if** **in** 📥 **Elwaer**
* 1st Time  50 *Imperial Marks*
* 2nd Time  *Elsa*
* 3rd Time  *Hammer* (Tool)
* 4th Time  Fruit and Nuts
* 5th Time  300 *Imperial Marks*
* 6th Time  2 Cure Light Wounds,  1 Cure Heavy Wounds
* 7th Time  *Rags*
* **if** **in** 📥 **the Estate**
* 1st Time  550 *Imperial Marks*
* 2nd Time  2 *Stimulant*
* 3rd Time  *Jewelry 1000 Marks*
* 4th Time  *Rich Rations*
* 5th Time  *Rich Rations*
* 6th Time  2 *Cure Critical Wounds*
* 7th Time  *Cutlery*
* **if** **in** 📥 **The Wilds**
* 1st Time  Glow Bug Lantern ( brighter than a regular lantern )
* 2nd Time  Shovel
* 3rd Time  *Gold Nugget 5000 Marks*
* 4th Time  *Nuts*
* 5th Time  *Bones*
* 6th Time  *Exquisite Rare Flower* ( roots and all )

 **Inspect Flower**

* 7th Time  *Expensive Herbs*
* **if** **in** 📥 **the Goblyn Settlement**
* ***nothing***

**⭯ return**

#  Broken Heart

 You take the cracked heart out and look at it is dull and lifeless.

 ***prompt***

* [  *Broken Heart* **and** *How to* *Restore Oani* ] Give the Broken Heart a kiss.  **stay on prompt**
* [  *Broken Heart* **and** *How to* *Restore Oani* ] Give the Broken Heart a kiss with love.  **continue**
* [  *Broken Heart* ] Put Broken Heart away. **⭯ return**

 Moon dust pools around you and forms before you the marionette body of a young child. The broken heart comes together and heals and is pulled from your hands and completes the body.

* **if** [ 🔀 *Met Oani* ]

**then**  “She looks at you and speaks mom your back, Oani takes your hand.”

**and then joined the party  Oani**

**and then** 🔀 *You Found Your Lost Daughter*

**and then ⭯ return**

This golem is quite unusual, she has a face with a warm expression perhaps it can be called a little smile. Its face is carved with more care than the body and she speak without moving her mouth. “Hi, I am Oani I have nothing to do? Who are you?” She waits for a reply. Someone took great care in building this magical-mechanical marvel they have given it an intellectual imprinting it seems to be programed to carry out simple tasks and perhaps for basic companionship. then to your surprise in a tone that is genuine Oani remarks “I am bored do you have something for me to do? I like to fix broken things, everything in the Imorwaer that can be working is working I have kept everything running. Except for the spinne they fix themselves and never let me near them when they are broken. I don’t like the spinne, but they leave me alone, so I am lonely. Oh I recognize you now you are my mother, Oani takes your hand.”

* **joined the party  Oani**
* 🔀 *Met Oani*
* 🔀 *You Found Your Lost Daughter*

**⭯ return**

#  Inspect Flower

[ 🔀 *Held Aseri* **or**   *Aseri* ]  This plant is not from this planet. It is extremely poisonous but also extremely valuable we should sell it. Aseri speaks to you.

[  *Uxacanon*]  No the Uxacanon commands you as you go to touch the flower. No do not touch it is bloomed eat it instead, you will be enhanced.

[  *Nora*]  I know I should eat the flower, but do I do it or does my host body? I must decide now whether I will be absorbed and will assume this new form. Nora says to herself. Then decides you will decide.

[  *Giant Purple Hat*]  A lunar flower, most likely a celestial boon. There is a game at play here.

* **on condition** [  *Nora* ] **then**  **Nora Consume Flower and then** **⭯ return**

 ***Prompt***

* [ 🔀 *Held Aseri* **or**   *Aseri* ] The Plant is Dangerous. Sell it. **⭯ return**
* [  *Uxacanon*] Eat the flower.  **Consume Flower Fen**
* Put the flower aside. **⭯ return**

##  Nora Consume Flower

 You can no longer move Nora has ejected herself from the host shell. She takes the Flower from your hand and looks at it, you can still speak. Should you try to instruct Nora.

 ***prompt***

* [ 🔀 *Held Aseri* **or**   *Aseri* ] Tell Nora that the Plant is Dangerous do not eat it. Sell it.  **continue**
* Tell her to eat the flower.  **continue**
* Tell her the host body should eat the flower 
* Tell her to wait and decide.  **continue**

 Nora looks at you smiles and swallows the flower whole. Instantly she falls to the ground her back arching, genuflecting. Her body has become translucent you can see the flower wrapping itself around her heart. Moon dust begins to pool around her. It begins to draw itself to her feeding the roots which now extend across her whole body. She is lifted from the ground and begins to float gently the process has taken and she is now undergoing full conversion. The roots absorb the last of the moon dust and Nora settles to the ground. The color returns to her body.

[ ]

As she begins to wake, a psionic portal opens behind her and through it walks a small child with a crown held in both hands. You cannot hear her or see her speak but you see her placing the crown on Nora’s head, Nora is transformed instantly into an armored valiant, nearly doubling in size, she falls over then regains her footing it is difficult for her to stand at first. Begins to walk towards you removing the crown. Nora shrinks to the size of a child.

Nora walks up the host shell. I am ejecting your rune. She speaks to you straight in the face. You go blank the next thing you see is the host body. You are now in control of Nora’s new body. You can feel the flower wrapped around your heart and a port protrudes from your chest for ingestion of foreign bodies. She puts on the crown you lose control the armored valiant speaks. “I am Kier Manmun Eri.” The hidden moon.

Two Kheseril envoys were here in the interim. Tahrihrihar have failed to defend the Hidden Dragon, he has been reborn. We have to move more than earth I fear heaven is at war. This prophesy is showered in gold. How to kill a prophesy she murmurs you feed it gold. Yes Nora speaks perhaps it is best that I feed on these Imperial Crown Marks.

**has become** 🟈***Elite***

**has absorbed**  Body Lunar Flower | Lunar-Gear | Alien-Tech | Body + 1 | Heart Ingestion Slot | 2 Ingested Material Containers

 **Nora Feeds the Flower**

#  Nora Feeds the Flower

 Nora looks at the ingestion port. Pressing the gold button, a black disk appears and floats before you. Now what shall we feed you.

 ***prompt***

* [  *Imperial Crown Mark*] Consume
* [  *Broken Heart* **and**  Aseri ] Consume the Broken Heart with a kiss.

 **permanent** **Body + 1**

 **permanent** **Heart +2**

  **Nora has left  the party** 

  **Aseri has left  the party** 

  **Nora Oani Aseri has joined  the party**  **as**  ***Player***

 **Oani Again**

* [  *Broken Heart*] Consume the Broken Heart.

 **permanent Heart +1**

* [  *Broken Body*]

 **permanent Body + 1**

 **permanent Armor Damage Resistance + 1**

 **temporary One Use - 1 Annihilating Damage Slots**

* [  *Lifeless Aseri*]

 **permanent Body + 1**

 **permanent Armor Max Damage Resistance + 1**

 **temporary One Use - 3 Devastating Damage Slots**

* [ 3 ***Times*** |  Exquisite, Rare Flower]

[ 1st Time ]

 **has absorbed**  Mind Lunar Flower | Lunar-Gear

| Alien-Tech

| Mind +1

| 2 Empty Ingested Material Container

[ 2nd Time ]

 **has absorbed**  Heart Lunar Flower | Lunar-Gear

| Alien-Tech

| Heart +1

| 2 Empty Ingested Material Containers

[ 3rd Time ]

**has absorbed**  Soul Lunar Flower | Lunar-Gear

| Alien-Tech

| Soul +1

| 2 Empty Ingested Material Containers

* **if** **Mind + Heart + Soul + Body** **is greater or equal to** **32** **then has become** 🟈***Elite***
* **if** **Mind + Heart + Soul + Body** **is greater or equal to** **40** **then has become** ✯ ***Champion***