Session 1

# Setting: Nulvac

Nulvac is a medium sized western town in the nation of Benko. To its west are the Grandwall Mountains and beyond that the land is largely unexplored. To the north is the Outlaw River which provides water and some shipping routes to the city. To the east is the city of Woodhaven.

Nulvac is known for its industry. Being a trade city near the Grandwalls, it sees much of the ore mined and firs trapped in by those who brave the mountains. The Order of Truth has a particular interest in the city for numenera that pass through it in the hands of those who have ventured out.

The inner portion of the city is walled and contains many of the smelters, hide tanners, and other industrial buildings that keep the city alive, as well as the downtown and a number of inns and taverns there to cater to the mountain men coming back to sell their goods. Beyond the walls, houses and other buildings sprawl for a ways, a clear marker that the city has grown up since their construction.

## Benko

The country of Benko is a frontier nation. It has no official western neighbor, only unexplored land. Civilization has yet to take hold in much of the nation and its western reaches see as many legends and rumors as official reports. It is ruled from the City of Glass near its eastern border. On its western front, it bleeds into the Grandwall Mountains.

## The Barrel Burrow

One of the taverns near the middle of the city. It’s owned by Bliss and is rather well kept up. It occasionally gets rowdy when the mountain men come through, but any outright fights are “escorted” outside by Bliss. Rooms above the bar run 2 shins per night and house 4.

*Hook: a drunk fur trapper mentioned a door he found in the mountains. He can be found in the Market.*

## The Amber Chapple

This place doesn’t look like a church. It looks like a gray stone workshop with a few of the church’s emblems put up, and that’s because it is. The Presence of the Order is recent in this town and parts of the building are still seeing renovation. The two priests who staff it for the time being are named Ella and Rask.

*Hook: The construction of the chapel was vandalized two nights ago and nobody is sure who is doing it.*

## The Triangle Market

Named for the fact that from a bird’s eye view it’s a triangle with three arterial roads intersecting in it. This is the main trading hub of the city. It contains stalls toward the middle, lined with more permanent vendors around the perimeter.

*Hook: Can find a fur trapper here who found a door in the mountains, if haven’t talked to the Garrison, a merchant may mention the presence of the raiders to the west.*

## The Garrison

Because the town is so close to the unsettled lands, it has a robust city guard who man the walls and patrol the town. The sheriff is Sonto. Most of the guards are very well trained and commanded from this building, as well as housed.

*Hook: Guards have heard reports of a large raiding band to the west but nobody had been able to figure out where they are coming from.*

## Mayor’s Mansion

It’s a gray stone building like many of the others in this town, but three stories tall and accented with red banners and curtains. It’s the largest residential building in the city with a well kempt courtyard out front. It is owned by Mayor Oslow.

The elite guardsmen do not allow anyone into the building without official documentation.

# Characters

## Bliss (Barkeep)

Bliss is a surly and feared woman with a gruff Cockneyish accent. She enjoys watching things get heated in her bar, but not out of control. That’s why she has Brux, the largest seskii anyone has ever seen who helps her keep the peace.

## Ella (Order of Truth)

## Rask (Order of Truth)

## Sonto (Sherif)

## Oslow (Mayor)

# The Seed Vault

## The Fur Trader

A Burley man is in town selling his furs. His name is Hunick. He may be found at the bar or the market. He informs the party that while he was out trapping one day he stumbled upon a huge steel door in the mountains. Offers to escort the party to it on his next trip back to the mountains the next day, in exchange for protection.

## Journey to the Mountains

Reaching the Door is a three day journey. During one day, the Party is set upon by broken hounds.

Encounter

At the door, Hunik thanks them for protecting him and continues on his way into the mountains.

## A Door in the Mountainside

Beside the door is a device. Placing things in front of it causes a green light to scan over it. The machine has a leaf symbol and will only activate if presented with a plant. When activated, the massive door in the mountains opens, revealing a darkened staircase down into the earth that extends far beyond human sight.

## Inside the Vault

### 1: Entrance Room

### 2: Generator Room

### 3: Chryo Room

### 4: Main Hallway

### 5: Storeroom

### 6: Research Room

### 7: Cold Storage

# The Rolling Fortress

## Tracking the Raiders

## The Camp

## The Fortress

### 1: Garage

### 2: Engine Room

### 3: Guard’s Quarters

### 4: Chief’s Room

### 5: Kitchen

### 6: Bathroom

### 7: Living Area

### 8: Grand Hall

### 9: Helm

# The Church’s Struggle

## The Hestans

## The Preacher From the Forrest

## Allegiances

## Disappearance of Rask

## The Strange Nano

## Defeating the Zealots