Session 1

# Setting: Nulvac

Nulvac is a medium sized western town in the nation of Oslo. 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.

Many people here speak a local language, Hestan, and worship an old religion, Heatanism.

## Oslo

The country of Oslo 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: [Half Scrapped] The construction of the chapel is seeing unexpected setbacks.*

## 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)

## Hasgerbal (Hestan Priest Disguised as Guard) (X)

## Gano (Refinery Tycoon) (X)

## Zin (sister of mayor) (X)

# 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

**Broken Hound (x7) LV2**

Health: 6

Damage Inflicted: 4

Movement: Short

* Perception at LV5 due to scent
* Four to six of them can concentrate on one foe and make one attack as if they were a level 4 creature, inflicting 8 points of damage.
* If numbers reduced to 4 they flee

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

As the party reaches the bottom of the stairs, glowing blue fungus begins to light their way. Most of the entrance room is covered in these blue mushrooms, mostly on the walls and ceiling. There are a couple of carts in the corner of the room with a green bar on the front of them.

* If the fungus is touched, anyone in the room is attacked by a level 3 INT attack. If it hits the PC is stunned.

The fungus has 6 health and can be hurt by fire or INT attacks.

* This room has 3 doors.
  + There is a mechanical lock on the heavy metal door on the left. Picking it is a LV 4 INT task. Leads to R2.
  + The door ahead will not open until power is restored. And opens to the carts. It also has a green bar across the top of the door. Leads to R4.
  + The door on the right is also not accessible without power. Hacking the lock is LV 4 INT task. Leads to R3.

### 2: Generator Room

The room is dark on first entry with a large machine with glowing green light creeping out through windows in the side of it. There is also a control panel on the opposite wall.

* There is a Geiger counter in one corner of the room. It is initially silent. (Oddity)
* Repairing the reactor is a LV 5 INT task and reactivating it is a LV 3 INT task. This activates power in the facility and turns on all lights. The green glow gets brighter.
* 6 Shins can be found in the room in components.
* There is one door to R1

### 3: Cryo Room

This room contains in the middle of it a huge tank of blue fluid. There are many pipes going to and from the tank along the ceiling and walls. Many have ice crystalizing on them. There is a bank of valves and controls along one wall.

* The room contains 7 shins in components. Also a Frigid Wall Projector.
* The cryochamber can be shut off by a LV 3 INT check at the valves. Failure sprays the PC with a freezing mist inflicting 4 damage.
* There are 2 unlocked doors
  + The north door goes to R4
  + The west door goes to R1

### 4: Main Hallway

The hall is overgrown with vines and plants coming out of cracks in the wall. A few vines hang down in front of the door to R7.

The vines will try to pull in and strangle anyone under them. Two blossoms on the East wall spit venom.

* Encounter initiates when plants attacked or vines touched
* There are 5 doors in this hall
  + The door to R7 requires a cart
  + The door to R3 is a LV4 INT check if not opened from the inside
  + The door to R1 requires the cart
  + The doors to R5 and R6 are unlocked.

**Encounter**

**Vines LV3**

Health: 12

Damage Inflicted: 4

Movement: None

* PCs under the vines are attacked. If it hits, they are stunned and pulled to the ceiling. They get attacked each turn until one is resisted.

**Spitters (x2) LV2**

Health: 6

Damage Inflicted: 3

Movement: Short

* Attacks are ranged and remove armor on hit

*Loot: Explosive Poison Sack*

### 5: Storeroom

This room is heavily overgrown with fruit bearing plants.

*Loot: 10 glow fruit*

### 6: Research Room

This room is full of microscopes and lab equipment

*Loot: 8 Shins, Coffee maker*

### 7: Cold Storage

This is a vast room filled with racks with circular drawers

* If the Cryochamber has not been deactivated, the drawers are locked. Otherwise they can be opened and have steam pouring out of them.
* The drawers contain unidentifiable seeds
* Once a drawer is opened, red lights will come on throughout the facility. A siren and an untranslatable voice will come on. The door to the vault will begin to close. The door will lock when it closes.

After the warning lights come on, the PCs will have to flee. After closing the door at the entrance, the generator will explode destroying everything in the vault.

# The Rolling Fortress

Nulvac has been having some problems with a group of raiders that have been attacking caravans and wagons to the west of town, between Nulvac and the mountains. They are highly mobile and the guards have been trying to fight them back for a while but nobody can seem to track down their base or figure out where they are coming from.

## Tracking the Raiders

There are many ways to track down the raiders. The PCs could make a fake caravan and use it as bate. They may also find an irritated merchant that can sell (or give) them a tracking beacon to track one of their vehicles back to base. They can also find tracks in the wilderness to the West. Any other reasonable option will also be allowed.

The Raiders have a handful of vehicles that are Mad Max like machinations of alien technology. They range from motor bikes to chariots to buggies. They like to use hit and run tactics. A head-on conflict with them may lead to a chase sequence where players can make jump saves to leap between vehicles.

## The Camp

## The Fortress

This thing is like a moving fortress. Four tank treads carry the structure and a huge engine powers it, belching steam. The building creaks as it moves.

Every turn of combat, roll a d10 on this table for what happens.

* 1-6: Nothing unusual
* 7-8: The fortress hits a bump. LV 2 speed check to stay standing. Otherwise they fall over and can use their action to stand.
* 9: Fortress turns. LV 3 speed check to stay standing. Otherwise they fall over and can use their action to stand.
* 0: Fortress goes uphill or downhill. LV 3 speed check or moved to first wall in that direction.

### 1: Garage

This room contains a vehicle more elegant and well-constructed than the others. Off to one side is an array of mechanic’s tools used to repair this and other vehicles.

* One of the mechanics is carrying a key.
* This room has 3 doors and a staircase.
  + The door to the outside is a drawbridge like ramp.
  + There is an unlocked door to R3
  + There is a door to R10 that is locked. Without a key, it’s an INT 4 check or SPD 4.
  + The staircase leads to R8.

*Loot: 8 shins in parts*

**Encounter:**

**Raider (x2) LV3**

Health: 9

Damage: 3

*Loot: One is carrying a key to R10*

### 2: Engine Room

This room contains a huge machine emitting red light and humming. It has many pipes of various sizes going up the walls.

* There is one door to R10. It has a level 4 mechanical lock
* Tampering with the engine is a INT 4 check. Or, you know, explosives.

*Loot: 3 Shins*

### 3: Guard’s Quarters

This room has 9 beds and at the foot of each is a chest.

* Door to R1

*Loot: 10 shins, oddity: Tiny awl that inflicts no pain when it pierces flesh*

### 4: Chief’s Room

As cobbled together as everything here is, this room was built with a higher level or ornateness and care. It contains a large bed, a dresser and a trophy case with an artifact.

* Door to R9

*Loot: 3 shins, Mind Imager*

### 5: Kitchen

A room with an oven, stove, and other cooking stuff. Inside is a chef who just looks like a raider with a chef’s hat, because why not.

* Door to R8

**Encounter:**

**Raider LV3**

Health: 9

Damage: 3

### 6: Bathroom

It’s a bathroom.

* Door to R8

### 7: Living Area

Oops, forgot to add it.

### 8: Grand Hall

This is the largest room in the building. In the center of this room is a large table surrounded by eclectic chairs.

* There are 3 doors and stairs to R1.
  + Door to R5
  + Door to R6
  + A locked door leads to stairs to R9
* A fight here will attract the chef in the kitchen

**Encounter:**

**Raider (x2) LV3**

Health: 9

Damage: 3

**Seskii LV2**

Health: 6

Damage: 2

Armor: 2

Movement: Long

Modifications: attacks as level 3

### 9: Helm

The front of the fortress has a curved viewing dome. It’s a mosaic of different kinds of glass from different wrecks. In the middle of this viewing area is a large wooden wheel attached to a control panel of levers and buttons. In this room are a helmsman who will continue to steer the ship indifferent to what’s going on, and Vanko the Wraith.

* Removing the Helmsman will cause the fortress to crash in 1d4+3 turns unless control is wrestled back.
* There are stairs going down to R8
* There is a door to R4

**Encounter:**

**Raider LV3**

Health: 9

Damage: 3

**Vanko the Wraith LV4**

Health: 20

Damage: 4

Armor: 2

Movement: short

### 10: Workshop

This room is filled with bits and pieces of half built machines. A small man with large ears works with a blow torch on some scrap. He is not happy about the party’s presence in his workshop, but not immediately violent.

**Encounter:**

**Engineer LV3**

Health: 9

Damage: 3

Can throw grenades that hit all PCs standing together

*Loot: 12 shins in scrap, Magnetic Attack Drill*

# The Church’s Struggle (X)

The church’s construction has been obstructed by faithful Hestian locals.

## The Hestans

The Hestan faith and language were a part of this region long before the Order of Truth moved in. As such, many of the locals keep the old ways. Many people in Nulvac speak both The Truth and Hestan, though some speak Hestan exclusively. Most traders in the region are bilingual or have an interpreter.

It is found that around town that some of the more devout among them resent the Order of Truth. They think their focus on material things bringing salvation is short sighted and that their insistence that their treatment of the Living God as another story is heresy. There is also some general xenophobia mixed in there.

### Beliefs

Hestans follow Hestor, the Living God. He is said to be as old as the world itself and yet a being of flesh and blood. The Hestans and the people of the world are all the mortal children of Hestor and by their mortality inferior to him. Some accept this fact and dedicate their life to serving the one immortal being, others try to change it and extend their own lives. Hestan beliefs are primarily carried via oral tradition. As such they can vary from place to place.

In Nulvac, a couple pillars of the Hestan faith are self-sufficiency, the preservation of health (which sometimes leads to spirit healing and strange health myths), and a love of fellow man (at least the strong among them) as with mortality, only cooperation allows progress.

## The Preacher from the Forrest

*This is uncovered by the players, not given*

A disciple of Hestor has entered Nulvac without much fan fair. He has been whipping up the more devout followers and planting the seeds of distrust of the Order of Truth and organizing hits against them. This man is smart and has kept his actions subtle, but he has found allies in the city that also want the Order gotten rid of. Just as Nulvac is seen as a frontier town against the unknown by the Order, it is too seen as a border town against the Amber Papacy by the Hestans.

The preacher from the forest is named Hasgerbal and claims to have personally served the Living God. He is staying in the Garrison disguised as one of the town guard. This is how he moves around the city unnoticed and knows when supplies are coming to the church. The more protection they put them under, the more he knows. If he finds that the PCs are on to him he is liable to flee, ending most of the sabotage.

## Allegiances

## Disappearance of Rask

While the PCs investigate the town, Rask goes missing. It was in the middle of the Triangle Market. He had been taken and caged in the basement of a refinery. He is planned to be an offering to Hestor and so is going to be shipped out in a couple days’ time. This was the idea of Hasgerbal but executed by Gano and his connection to the traders in the town.

## The Strange Nano

As the investigation continues a mysterious nano shows up and attempts to burn down the church. This sets back the construction. The Nano is the sister of the Mayor, who attempts to protect her. Her name is Zin.

## Defeating the Zealots

The Zealots are defeated if Hasgerbal is killed or driven out, or some form of protection is set up around the chapel.