Pale Moon Knights – Demonsbane

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# Plot Summary

The blood moon is a result of a war between the demons and the other races of the world called the Great Demon War. It ravaged the land of Gaea and reality itself… About once a century the energy of void leaks into the Gaea and causes its moon to turn blood red. While this happens, wild animals begin acting strangely and void creatures appear. The first three blood moons lasted between six and seven months, the 4th blood moon just past a year in length and the people are struggling to hold out.

A young group of knights set out on a journey hoping to find a legendary sword to turn the fight in humanities’ favor.

# Full Game Outline

## Prologue

* The party arrives in the mining town Bannack.
* After meeting with the elder Nicholas, the party decides to clear out the monsters out of the mine in exchange for a place to rest and supplies.
* After clearing out the mine Nicholas suggests heading to Ancona and meeting with George Atreides.

## Chapter 1

* Upon arriving in Ancona, they speak with George who tells them that contact with Gades and Karoltown has been cut off.
* The road to Karoltown has become overrun with monsters and George would like you to contact the town.
* After fighting through the monsters to Karoltown they decide to stay at the inn. The innkeeper informs them that an injured knight is staying there.
* The party talks to the injured knight Teddy who confirms the fate of Maria’s brother Xander and informs the party of the demons.
* He asks the party to talk to Norman as he thinks some of the demons are in the cave on Karol Hill
* Norman says the farmers have sighted silhouettes in the direction of the cave and asks the party to investigate.
* Hugo joins the party as a guest.
* Upon arriving at the cave at the top of Karol Hill the demon’s attack.
* The Battle of Karol Hill commences.
* After the battle the demons retreat inside the cave and Hugo joins the party as a guest.
* Hugo holds off the other demons while the party fights Kamandol
* The party battles Kamandol and after the fight Mael finishes the demon with a holy arrow provided by her grandfather.
* The party regroups in Karoltown.

## Chapter 2

* The party travels back to Ancona to report to George just in time to stop an attack from the undead from the east.
* The party decides to travel Gades fighting through the undead.
* Once Gades is in sight The Battle of Gades gate commences
* The party meets and helps Tir, Alia, Ian, and John at the gates of the town fighting off the undead.
* The team meets Robert, an injured captain and commander of the Gades region.
* Robert surmised that a necromancer is in Mossdeep Forrest. He asks the party to travel to Mossdeep Village to search for the Necromancer.
* Katherine joins the party as a guest to lead them to the village.
* Once the party reaches the village, they confirm the necromancer has set up deeper in the forest and return to Gades and speaks to Robert.
* It’s decided after the battle that Tir should report to Jules in Rhodes while one team formed by the party and second team led by Aila including Katherine, Ian, and John chase the remaining undead through the forest to the Necromancer.
* This starts the battle of Mossdeep forest.
* Aila’s party finds Gezel first but are surprised by the appearance of Xander and Ian is slain while Aila is injured.
* The party arrives and saves Aila. The others retreat and the party fights Xander and Gezel.
* After the fight Mael tries to defeat Gezel with holy arrows but fails. Mael hears the voice of a dragon and is blessed with their magic changing her class.
* Gezel leaves but heals Xander and raises Ian to fight the party.
* A funeral pyre is built for Xander and Ian while Robert informs Aaron that Gezel headed into the marshes where other demon activity has been noted.

## Chapter 3

* The party decides to travel to Rhodes but is advised to visit Mosscreek first.
* In Mosscreek, Leene gives the party mosscreek mushrooms which unlock potential for humans.
* After taking the mushrooms Aaron, Maria, and Declan pass out and enter a dream world.
* In the dreamworld Leene’s cat Oskar guides the humans through trials and upgrades their classes
* Once back in the real world the party is met by a recovered Aila who joins the team as a guest, and they leave for Rhodes.
* In Rhodes they meet with Jules Demure and Tir who open the gate to the east for them.
* The advance scouts Jules sent out encounter demons and the Battle of Rhodes begins.
* The party reaches the shrine and the battle of the shrine of the 12 founders begins.
* At the mausoleum the party meet Gezel in the room where Demonsbane is held.
* Gezel is defeated but clarifies her remark from earlier about being an upper-level demon and transforms into a stronger form.
* The party cannot scratch the new form when Demonsbane begins to react.
* The rest of the party distracts Gezel and Aaron grabs the sword, and the party is now able to damage Gezel.
* After the fight Aaron slays Gezel with Demonsbane.
* Aila leaves the party.

## Chapter 4

* The party returns to Rhodes and learns of the demon’s base in the wetlands.
* Tir joins the party as a guest.
* Upon entering the marsh the Battle of Drakenbone marsh begins,
* Once the party reaches the for the Battle of Dragonview Fort begins.
* With Demonsbane the party assaults the fortress and encounter Mazus at the entrance
* They battle Mazus and drive him further into the fort.
* They encounter Mazus again at the midpoint where he transforms and is defeated and slain by Aaron.
* Tir leaves the party and joins the reinforcements.
* The party finally encounter Lycus and after defeating both his forms they end the demon threat and credits roll.

# Gameplay

## Battle System

Regular Battles are split into two phases per turn. The move phase and the action phase.

### Stats

#### CP

Combo points. This is shared by the party and can be used for dual techs and some skills.

#### HP

#### ENG

Energy. Each action will cost energy.

#### Attack

#### Strength

#### Defense

#### Resilience

#### Magic

#### Magic Defense

#### Resistance

#### Speed

#### Dexterity

#### Evasion

#### Luck

#### Move

#### Weight

### Status Effects

#### Poison

#### Venom

#### Numb

#### Paralyzed

#### Shock

#### Dazed

#### Confused

## War Battles

### The Battle of Karol Hill

This is a tutorial battle where you have two set units. The first is the party and the second is Gilbert Unit consisting of Gilbert, Elliot, Hugo, and Maylene. The second is a single demon unit led by Kamandol.

### The Battle of Gades Gate

This battle starts when you spot Gades gate under attack. At the start of the battle, you have two set teams. The first is your party and the second consists of Tir, Alia, Ian, and John. Tir’s unit is surrounded by 4 undead units. Once one of those units is defeated two more appear behind the party’s unit. The causes your reinforcements to appear which are Gilbert accompanied by Hugo, Maylene, and Teddy.

### The Battle of Mossdeep Forest

### The Battle of Rhodes

### The Battle of The Shrine of the 12 Founders

### The Battle of Drakenbone Marsh

### The Battle of Dragonview Fort

# Playable Characters

## Aaron Pendragon

### Bio

Age: 20

The son of grandmaster Albert Pendragon and grandson of Alexander Pendragon the first grandmaster and one of the founding twelve members of the order. He was knighted shortly after the battle of Merchant’s Run. He was given command of the mission to find the sword Demonsbane that was once wielded by his grandfather.

A quiet individual who has an air of strength about him. Despite his stoic nature he is a natural leader who uses his allies’ strengths effectively. He recognizes Maria’s strategic mind and Declan intuition and will often use both to plan. As for his own skills, he is a sound strategist on his own as well as being a gifted swordsman. At the time of knighting, he was already one of the finest knights in the order with only Xander beating him in sparring. Maria notes that she believes he has since surpassed her brother whom Aaron squired under.

### Gameplay

A swordsman who wears light armor. He has average defense; he makes up for it by evading physical attacks. His resistance is higher than Declan’s, making him stronger against magic. His attacks and techniques also do more damage than Declan’s.

### Passive Abilities

#### Parry and Thrust

* Lv1. Chance of increased evasion and 100 % counterattack at the time of attack.
* Lv2. Increased chance of increased evasion and 100 % counterattack at the time of attack.
* Lv3. Increased chance of increased evasion and 100 % counterattack at 1.5 times strength at the time of attack.
* Lv4. Increased chance of increased evasion and 100 % counterattack at double strength at the time of attack.

## Maria Alimentazione

### Bio

Age: 19

Daughter of former grandmaster Thomas Alimentazione. She is a genius capable of using a mage staff to simulate magic. Calm, cool, and collected Aaron often relies on Maria for strategy. She is a bit of a tomboy who followed around her father and brother. While slight of build she uses every bit of her genius in fighting.

As a child she injured Declan in an argument earning her his undying respect. She was the squire of her brother’s best friend Jules Demure and studied under his mother Julia. Like Aaron and Declan she was knighted at the beginning of the blood moon following the battle of merchant run.

### Gameplay

### Passive Abilities

#### Tactician

Activates at the beginning of the action phase.

* Lv1. A chance of any expiring buffs to party being extended by a turn.
* Lv2. A chance of any expiring buffs to party being extended by two turns.
* Lv3. A chance of any expiring buffs to party being extended by two turns and any de-buffs removed.
* Lv4. A chance of any expiring buffs to party being extended by two turns, any de-buffs and negative statuses are removed except KO.

#### Novice Mage

* Lv1. Add +25 to magic when a spell executes.
* Lv1. Add +50 to magic when a spell executes.
* Lv1. Add +75 to magic when a spell executes.
* Lv1. Add +100 to magic when a spell executes.

### Skills

#### Chess Master

* Lv1. Uses CP to move one party member to a desired location.
* Lv2. Move up to two party members to a desired location at a CP cost per party member.
* Lv3. Move up to three party members to a desired location at a CP cost per party member.
* Lv4. Can move entire party to a desired location at a CP cost per party member.

## Declan

### Bio

Age: 19

An orphan taken in by the Pendragon family. He is built like a tank and is handy with an ax. He tends to be headstrong and crack jokes. He will often defer to his companions saying he sticks to what he does best smashing things. He claims to be dim compared to Aaron and Maria but they both claim he has an intuition that surpasses their own.

He took up the ax as a child when he realized he could not keep up with Aaron with the sword. He is an expert hunter and tracker.

### Gameplay

### Passive Abilities

#### Stonewall

An ability that will trigger when an enemy tries to move past Declan in the move phase. He will halt the enemy’s movement with a strike and knock them back if they weigh less than him.

## Mael

### Bio

Age:

An elf of the Frozen Forest. Granddaughter of Macc Ercae, she was born during the previous blood moon and was travelling with the merchant caravan during the battle of Merchant’s Run. She has been helping the Knights since and joins Aaron, Maria, and Declan on their mission as a representative of the elves.

She travelled to the land to learn the mystery of her birth. Elves should only be able to be born in the magical forests of Crimea, but Mael was born in Mosscreek Forest which does not possess the blessing of the spirits.

### Gameplay

### Passive Abilities

#### Healer

* Lv1. Lightly heals the party member with the lowest HP at the end of the action phase.
* Lv2. Mid heals the party member with the lowest HP at the end of the action phase.
* Lv3. Lightly heals the party at the end of the action phase.
* Lv4. Mid heals the party at the end of the action phase.

#### Pathology

* Lv1. Chance at curing poison when healing
* Lv2.
* Lv3.
* Lv4.

# Guest Characters

## Hugo

### Bio

Age: 18

Pale Moon Knight. One of the two knights assigned to Karoltown. He is eager to prove himself but has been overwhelmed by the new monsters that appeared in Karol Hill. He was in the academy at the same time as Aaron, Maria, Declan, and Katherine so he knows as four as well as Jenny.

### Gameplay

### Passive Abilities

## Katherine

### Bio

Age: 19

A knight of the pale moon and is Robert’s Lieutenant. She is from a region that has an Elven population where she was taught archery. She is a childhood friend of Jenny who is from the same town and acts like her older sister, being three years older than her. She met Jules and Alia when they helped her village defend against a monster. Jules and Alia were amazed that Jenny and Katherine were considered the best hunters in the village. Jules arranged for a knight to be stationed in the village and brought both girls to Camelot. Since Katherine was 16 at the time she was allowed to begin studying immediately and soon became Alia’s squire.

At the start of the blood moon most masters are expected to decide on their squires. Alia decided Katherine was ready and knighted her. She was then assigned to Gades and soon became Robert’s trusted Lieutenant. She is first encountered along when the party enter Gades to speak with Robert. She is part of Aila’s party in the climax of Chapter 2.

### Gameplay

### Passive Abilities

## Aila

### Bio

Age: 28

A Female Pale Moon Knight from Sumeria who assists the party. She is a tall woman with an athletic build. She is the last squire of Julia Demure about 10 years before the start of the story. Julia decided to ignore the tradition of council members not taking new squires because she felt she was the best teacher for the young girl. She often spared Julia’s son Jules and became his subordinate once they both became knights.

She is a master of the bow and deadly with a knife in close range combat. She is the former master of Katherine whom she helped refine her archery and has also helped train Jenny. She notes both girls to be superior archers to her.

She is on a mission with Tir when she encounters the party in Gades. She assists the party throughout the rest of the chapter before being wounded by Xander and Gezel in its climax.

### Gameplay

### Passive Abilities

## Tir

### Bio

Age: 31

A Male Pale Moon Knight from Sumeria. He is one of four direct subordinates that report directly to Jules Demure. He is a large sturdy man who uses a war hammer as a weapon. He is a gentle giant he is known to be soft spoken and laid back. He is one of Jules’ most trusted soldiers and is considered the second strongest knight in the area next to Jules himself.

Now Grandmaster Albert Pendragon and his subordinate Robert met him and recruited him into the knights. He was Robert’s squire who taught him how to use the war hammer.

He and Aila are tasked with acting as advanced scouts and checking on the areas cut off from the knights. The party meets the duo fighting off undead hordes outside Gades having their progress stonewalled there. Once they return to Gades and the party tells them information about the other towns it is decided that Tir will return to Rhodes to report to Jules while Aila assists the party.

### Gameplay

### Passive Abilities

# Main Enemies

## Kamandol

Final Boss of chapter 1. A large monster demon, he is intimidating but is the weakest of Lycus’ lieutenants.

## Xander Alimentazione

A Pale Moon Knight and one of the councils of 12. He is the elder brother of Maria and is named after his father’s master Alexander. He has been missing since leading a company to eastern Atreides two months before the story began. He was killed and brought back as a wraith by Gezel. He is the final boss of chapter 2.

## Gezel

A female Necromancer from the Druid Tribe. Serves as primary antagonist for Chapter 2 and 3. Final boss of chapter 3 where she is the first demon shown to transform.

## Mazus

Winged Demon and right-hand man of Lycus. He is fought at the gates of the demon fort and again in the entrance once he transforms and confronts the party again.

## Lycus The Calamity

A member of the Infinity Demon Tribe named for their seemingly unlimited ability to pull energy from the void. Dagon and Azazel are both members of this clan and they led the great demon war. Lycus has been stranded on this side of the barrier since the war. He is believed to be responsible for the abnormal Blood Moon.

He is a well-known member of the Infinity Clan having battled Macc Ercae in the same battle Azrael was slain. He was thought to have perished in that battle but survived both the war and the purge. He has been planning with an underground group of demons.

# Setting

## Atreides

### Geography

Known as the central land and is currently a province of Avalon. To its North is Camelot which is inaccessible except for a path to the Northwest due to the Tabil Mountains. The Mountains run across the north of the province until they meet the Salt Hills in the east. The Tabil River runs along the south of the province from the Salt Hills all the way to Fire Bay. The Western part of the province is mostly on the eastern side of the grey river which runs on the eastern side of the Tabil Mountains as they move south and separate the area from Brenton to the west. A small section of the southwestern land west of the grey river and south of the mountains stretches to Fire Bay.

The northern part of the land by the mountains is elevated with the western part being rocky and full of minerals and ores in the mountains. The northeast is covered by a large forest which due to the mountain ranges to the north and east are temperate rain forests. The southeastern lowlands are mostly marshes and swamps. The western area between the rivers are flood plains that provide ample farming area.

Due to the forest, marshlands, and ore deposits most of the towns are along the trade route involving those.

### Bodies of Water

#### Tabil River

A river in the south of Atreides which marks its southern border. It flows east to west from the salt hills to Fire Bay in the west.

#### Grey River

A river that flows from the Tabil Mountains south until it meets the Tabil River. It got its name from the early settlers that used to shift iron from the northern parts of it and not by the color itself.

#### Bryce Creek

A creek that flows through Mossdeep forest and ends at Gades. It begins at Mossdeep Falls to the north and splinters off with Bryce Valley being at the source of the split by the falls and Mossdeep Village to the south of that and the branch that extends all the way to Gades to the Southwest.

#### Opal Lake

Lake that Gades sits on the western edge of.

### Towns and Cities

#### Bannack

A small mining town to the Northwest of the Tabil Mountains in the highlands. The mines to the North of town are an important source of iron for Atreides and the surrounding area. There are also mines to the northeast of town that contain tin and copper as well. The northern mountain path is also one of the two roads in Atreides that lead to Avalon.

The town was built at the northwestern edge of the Mosscreek forest with the western part of the town built on the base of the mountain path that leads to many of the mines.

#### Ancona

Small farming village in the north of the highlands. Built a couple of decades ago on fertile land along the trade route between Karoltown and Bannack. The villagers farm the fields to the North and East of town and get lumber from the Mosscreek forest to the east.

#### Karoltown

Large farming village to the south of Ancona in the lowlands. It is north of the Tabil river and west of the grey river. Many of the crops are taken west down the river to Tabil City or east to Rhodes and Gades.

#### Gades

Walled town on the shore of Opal Lake in Central Atreides. The lake is stocked with fish and the woods around the city provide ample hunting grounds. This makes Gades self-sufficient even during the blood moon and the walls provide protection from the beasts. A fortress belonging to the Knights of Pale Moon exists within the walls. To the north of the town is the Mosscreek forest. T city of Rhodes is to the South. The birthplace of Bryce Atreides.

#### Mosscreek

Forest village deep in the eastern part of Mosscreek forest.

#### Rhodes

Eastern most city in Atreides. It is a large walled city surrounded by marshland. It is home to the Atreides University where most of the children in the region are educated. It also serves as the base of operations in the area for the knights of the pale moon. A council member of knights oversees the knightly affairs of the area since the Knights founding and the city itself was built by them. The city serves a secondary function as the university was placed there so during blood moons the children of the area will have a safe place guarded by knights ensuring the future.

#### Bryce Valley

Secluded mountain village in Mossdeep forest at the base of the Tabil Mountains. It was built for the waterfall in the back of the village. The water flows from the land of the water nymphs to the North, the only non-human residents of the continent. At the base of the waterfall the water contains their magic before it dissipates in the creek that flows from it. The water is used by blacksmiths. The creek flows south to Mosscreek before spitting just outside the village and flows southeast to Opal Lake and west to Bannack and the Gray River.

### Trails and Roads

#### Bannack Mine Path

A mountain path in the Tabil Mountains that leads to the Bannack mines.

#### Ancona Trail

A road that runs along the Grey River just east of the Tabil Mountains. Once you get past the Tabil Mountains there is a valley that connects Bannack and Ancona.

#### Karol Road

The road connecting Ancona and Karoltown. The northern area along with Ancona is at the bottom of the Tabil mountains and as you move south past the Ancona fields there is a mountain path leading to Karoltown. The is a cave along the road that has been taken over by slimes.

#### West River Fields

The western farming fields of Karoltown. Karol Hill is at the edge of fields as is the road to Tabil City.

#### East River Fields

The eastern farming fields of Karoltown. In the winter and fall the marshlands are passable to the east all the way to Rhodes.

#### Mosscreek Trail

A trail that starts to the east of Ancona and run through Gades through the forest to Mosscreek.

### Dungeons

#### Bannack Mine

An iron mine in the Tabil Mountains. Known for its pure iron. It is the only mine available during the blood moon in the area. The iron in the mines is known to be stronger than most iron but still weaker than bronze.

#### Slime Cave

A cave on the mountainous part of Karol Road.

#### Karol Hill

A hill in the farming fields west of Karoltown. There is a cave in it that leads to an underground cavern. The advance forces of Kamandol have taken up residence in the cave to scout the human cities but have attracted the attention of the Knights leading to the party confronting them at the end of chapter 1.

#### Drakenbone Marsh

A marshland that covers much of the southeastern part of the land. It was the site of many battles between the dragons of the area before it was declared neutral and got its name by the many dragon fossils scattered throughout.

#### Mosscreek Forest

Largest forest in Atreides. Like most of the forests on the continent there are almost no magical properties and therefore no elves. The {Wind Elf Twins} of the 12 Knights blessed a large oak tree turning it into a potential elder tree. Mael also comments on a strange non-elven magic in the forest.

#### Shine of the 12 Founders

A small shrine to the northeast of Rhodes. The 12 founders of the order found themselves in a small village at the apex of the blood moon. They defended the village against a series of monster attacks and even a demon, though this is unconfirmed. Alexander Pendragon was declared a knight of the pale moon in the conflict and became the founder of the order of knights. The villagers founded the city of Rhodes and built a shrine in its place where Alexander left the sword Demonsbane.

#### Dragonview Fort

A fort built on a hill to the southeast of Rhodes in Drakenbone Marsh. It was the site of the attack on Xander’s unit. Lycus’ group of demons later made it the base of operations in the area. It is the sight of the final battle.

# History

Atreides lies in the center of the continent and is the border of several dragon clans which led to it being uninhabited by humans. Its people today consist mainly of immigrants from Avalon and refugees from the land of Sylph to the east which was destroyed during the first blood moon.

# NPCs

## General

### Bryce Atreides

One of the twelve founders of the Pale Moon Knights. He was the second youngest and the last to join. He was a great swordsman, but his true talent lies in the administration of lands. He was an adept advisor to both the first and second grandmaster and is credited with many of the actions that saw the knights expand through the human realms.

He also is credited with the rise of his area of birth into a bustling province named Atreides in his honor where he established several cities for the people devastated by the Blood Moon. He married his childhood sweetheart Kayla and had three children all of which played roles in the early days of the providence’s expansion.

### Leene

Merchant who helps the party. She lives in Mosscreek and owns a row of shops in Rhodes. Her family have been merchants since the days of the dragons.

### Oskar

Leene’s cat who she named her store after.

## Knights

Albert Pendragon

The grandmaster of the Knights of The Pale Moon and Aaron’s father. The son of Alexander the first grandmaster of the Knights. He is the third grandmaster succeeding Thomas Alimentazione his teacher and Maria’s father.

Upon receiving his knighthood, he led a team of knights into Sumeria and went on a campaign to eliminate all remaining monster nests. His campaign to Sumeria allowed the knights to establish themselves in the region and locals joined the order as a result and swelled the Knights ranks. This earned him his place among the council of twelve.

He later travelled to Dysteria where he obtained cooperation with their government and even learned to ride their signature Wyverns earning him the nickname “Alex the Dragonmaster” from the locals though his dislikes the moniker because it mistakes him for his father. By the time he was named Grandmaster it is said he was even more famous than his father.

Julia Demure

Daughter and youngest child of Bryce Atreides. She joined the Knights of the Pale Moon and later was chosen as one of the original of the council of 12 by Thomas Alimentazione. She married the son of a merchant named James of the Demure family. She currently still serves under Albert in the number two chair of the council as his main advisor.

Her son Jules is also a member of the council and currently in charge of the Atreides providence. She taught her son Jules the fencing style he uses but she acknowledges her days on the battlefield are over and she acts as the Knights chief strategist instead. She took an interest in Jules former squire Maria and instructed her in various subjects including strategy. She is also close with her nephews.

### Charles

Pale Moon Knight who oversaw the defense of Bannack. He fell victim to the Queen spider in the mine.

### Teddy (Theodore) Clarke III

Age: 25

A Pale Moon Knight from Xander’s unit. Injured in the Inn in Chapter 1. He is the one that informs the party of Xander’s death. By Chapter 2, he has recovered and is patrolling Ancona. By Chapter 3, he has returned to Gades to reunite with his wife.

His family are renown adventurers, and he used his knowledge to become a scout in the knights. When the battle against the demons and undead turned against the knights Xander orders him to flee and inform Jules Demure of the threat. He is wounded in the process but makes it to Ancona and falls under the care of Jules’s cousin George.

### Maylene

Age: 22

A Pale Moon Knight. Once chapter 1 has been cleared she can be seen patrolling between Bannack and Karoltown along with Elliot and Teddy. Talking to her will activate the side quest for the slime cave.

### Elliot

Age: 23

A Pale Moon Knight. Once chapter 1 has been cleared he can be seen patrolling between Bannack and Karoltown along with Maylene and Teddy. He is an older bold knight but still prefers patrol work.

Gilbert

Age: 46

A Pale Moon Knight assigned to Karoltown. Gilbert is a middle-aged knight with a sense of duty but considers himself an unremarkable knight. He does not share Hugo’s eagerness for combat but recognizes the potential of the young knight. He has served the area since becoming a knight. He settled down and had a wife, but she passed of illness five years before the story began

### Robert

Age: 42

Pale Moon Knight Captain of Gades. An older burly man with jet black hair. He was a long-time subordinate of the current grandmaster and was appointed to Gades at the start of the blood moon. He is a veteran knight who has been considered for positions on the council. He has declined and instead has supported younger candidates such as Xander and Jules.

Like Tir he wields a war hammer and is known to be deadly with it. He suffered a leg injury in the first wave of undead when he was distracted by a deceased friend among them. Since has had to command from inside the city. He also has been given the honorific of Ser, an honorary title among the knights only possessed by a few.

### Ian

Age: 27

Knight of the Pale Moon. One of the survivors of Xander’s unit was able to reach Rhodes where Jules later assigned him to assist Gades after Robert’s injury. He is with Tir, Alia, and John fighting off the undead outside Gades when he meets the party. He later part of the Alia’s group that meets Xander and Gezel. He is surprised by the face of his former commander and killed.

His death breaks the formation and leads to Alia being wounded. He is soon risen by Gezel as backup for Xander to battle the part to end Chapter 2.

### John

Age: 20

A young knight who wields a mace in combat. John is first met by the party as part of the group of knights fighting off the undead outside Gades. He is later part of Alia’s team at the end of Chapter 2. He fights well but is knocked backwards by Xander during the battle after Ian’s death and is forced to watch as Xander prepares to deliver the finishing blow to Alia before the party intervenes.

### Jules Demure

Age: 35

Knight of the Pale Moon and acting Commander of Rhoades. He is the grandson of Bryce Atreides and son of James and Julia Demure. Born in Camelot where his father’s business is located, he is familiar with the area due to his mother’s family and was even taught by his older cousin Roland as a youth. Jules is proud of his families’ legacies and was pleased when appointed commander of the region of his grandfather, believing protecting the land to be in his blood.

While a strong knight his greatest strength may be his eye for talent as many talented knights such as Jenny, Katherine, Tir, and Maria were either trained or recruited by him. He also readily agreed with Hugo’s master that the young man was ready to be a knight.

He was appointed to the council of 12 shortly before the Blood Moon and about six months after his friend Xander. He asked for his home region and knights as direct subordinates. Those four knights are his former squire Tir, Alia, Michael, and his current squire Jenny.

He was a friend and training partner of Xander as squires and feels some responsibility for his friend’s failed mission and death. The failed mission also led to a lack a manpower and his communication and supply lines collapsing something he is working on fixing.

### Michael

Age: 35

Knight of Pale Moon and the third of Jules Demure’s direct subordinates. He is a longtime friend of Jules and knows Xander well. He is Jules right hand man and often leads the knights into battle in Jules’ stead.

### Jenny

Age: 17

Knight of Pale Moon and Jules Demure’s current squire. She was recruited due to being a prodigious archer at a young age. For candidates younger than 16 the knights place into school in Camelot. She thrilled there as well and was allowed to officially enter the academy a year early at 15. Her friend Katherine’s master Alia began training her at this time.

After the battle of merchant run when Jule’s former squire Maria was knighted so he chooses Jenny as his new squire despite being a member of the council. He said he needed a young knight to help him with administrative duties that could defend themselves as needed. He has no intention of Jenny seeing combat during the blood moon as he sees her talents as needed for the next generation.

## Bannack

### Nicolas

The elder of Bannack. A former Pale Moon knight, he has the distinction of being Bryce Atreides’ last squire. He was known to be able to hold his own with a sword, but his master made him a capable leader as well, which is why Paul’s father offered him the role of elder once he retired from the knights. He has two daughters, Allie and Louise who left to other areas of the province.

### Anne

The wife of the elder Nicolas, she is a lifelong resident of Bannack. Her father was one of the original miners who settled the village. She met Nicolas when arrived in town as a knight on a mission. They kept in touch and were eventually married. Despite being a proud resident, she recognizes it is not for everyone and encouraged her two daughters to find their own path.

### Gen

An Apprentice Blacksmith. He is from Bryce Valley and is an apprentice of Isiah. He is young and skilled, but his master felt he needed real life experience and sent him to Bannack where he opened a shop. His skills grow with every weapon he crafts. He is close with his master’s granddaughter Kristen.

### Pohl

Merchant of Bannack. He is originally from Camelot and is operating his shop with the help of the Demure family. Prior to the blood moon he was close to paying off his initial loan to have his store all to himself.

### Phillip

Young Miner who was born in Bannack but spent a few years in the Rhodes orphanage after his parents were killed in a monster attack. He returned to his hometown and became a miner like his father.

### Barry

Husband of Rachel, father of Bert, and a miner. He likes to drink but his wife felt he went too far when the mine shut down. Prior to the Bloodmoon he would frequent the inn at Ancona.

### Rachel

Wife of Barry

### Bert

Son of Barry and Rachel

### Ruby

Daughter of Bonnie and Paul

### Paul

He is the Mine chief of Bannack like his deceased father before him. He has a wife Bonnie and a daughter Ruby. He also has an older son who is studying abroad in Camelot. It was his father who invited Nicolas to be the village chief after his days as a knight. As the boss of the mine, he often consults and coordinates with Nicolas.

### Bonnie

Wife of Paul

### Troy

Miner

## Ancona

### George Atreides

Mayor of Ancona grandson of Bryce Atreides. He left Rhodes as a youth and became a farmer. Many credit him with the growth of the town. He works in the fields with the rest of the farmers.

He is the one that asks you to investigate the Karol Hill caverns but asks that you go to Karoltown first to gather information. His son Bryson is on the council and is currently in Camelot.

### Robin Atreides

Wife of George. She was born in Karoltown but met and married George and helped him build the town. Coming from a line of farmers, she helps in the fields like many of the townswomen. She grew up with Nancy and Marion who also grew up in Karoltown.

### Nancy

Owner of bar and inn. She is a widow who has taken in two young orphans, Luna and Ada, who help her run the business. She was one of the original settlers of the town. Her and her husband built the bar and inn which he named “Mountain View Inn” a name Nancy always found boring. Five years ago, her husband died of illness a short while later she learned of an orphan named Luna and offered her a job and a home.

### Luna

Barkeeper. Her parents died in a monster attack five years ago. Nancy took her in, and she began to help at the Inn. Once she was old enough, she learned to bartend and quickly became popular with the patrons due to her charm and charisma. She is known to sing as well especially when Russel brings by new instruments. She has bonded with Ada as she was around the same age as Nancy took her in.

### Ada

Young innkeeper. Her parents were killed at the beginning of the blood moon. She had recently graduated and had nowhere else to go so Nancy took her in. She is still processing her parents’ death but works hard at the Inn as payment to Nancy.

### Russel Trombone

Blacksmith and music lover. His friends call him Rusty and he dreams of opening a music store. He comes from a family of musicians and took up smithing mainly to make instruments. He is a competent blacksmith who specializes in constructing brass.

### Ronald

Merchant of Ancona. You first meet Leene in his shop as she is his supplier. He has been the town provisioner since the founding.

### Matthew

Farm Manager, husband of Caroline, father of Tammy. He was one of the first people to take George up on his offer to move to Ancona and soon was named manager of the farms. He is knowledgeable in farming and even George defers to his expertise.

### Caroline

Wife of Matthew and mother of Tammy. She is from Rhodes and met her husband there when he was in the city on business. She fully embraces the farmer lifestyle and helps in the fields but thinks her daughter is destined for the city.

### Mortimer

Young Farmer who works on the fields in Ancona. As the youngest farmer in the town Matthew has taken him under his wing and is grooming him to be the manager of the next generation.

### Marion

Wife of Simon and mother of Louie. She was one of the first settlers of the village with her husband Simon who followed his mentor, Matthew. She helps in the fields with some of the other townswomen.

### Simon

Farmer, Husband of Marion, father of Louie. Most experienced farmer besides Matthew. Though Mortimer is being groomed for future leadership the job may go to him first.

### Bret

Farmer, Husband of Lisa. A farmer who minds the fields of Ancona. He is a newlywed and is looking to start a family. He was born in town, one of the first babies to call it his hometown.

### Lisa

Wife of Bret. Raised in Mosscreek, she is quite handy and often fixes the equipment in the fields.

### Bart

Former farmer who hurt his leg in an accident and now works as the town crier. Since the start of the blood moon, he has spent most of his time in the bar.

### James

A farmer who spends most of his off time drinking with his friend Bart. He works in the furthest fields, so he finds himself unable to work during the blood moon.

## Karoltown

Norman

Owner of [farm 1]. His family has owned the larger of the two farms that make up Karoltown for generations. He does not see Billie as a rival but as a partner in the prosperity of the town.

### Harry

First son of Norman.

### Billie

Owner of [farm 2]. Husband of Eliza and Father of Lilly and Sylvia. His family has owned the farm since the time of Bryce Atreides. He works together with Norman for the prosperity of the town.

### Eliza

Wife of Billie. Mother of Lilly and Sylvia.

Eileen

A cheerful Barmaid who run the bar at Karol Inn.

Linus

Sailor who works at the supply port on Tabil River south of town.

### Olivia

Young adult woman who lost both of her parents recently. Harry seems to have taken interest in her.

Kevin

Farmer

Nate

Farmer

### Seth

Farmer

### Candice

Farmer

### Todd

Farmer

### Carl

Farmer

Chris

Farmer and husband of Gwen

Gwen

Wife of Chris

### Chad

Runs the Item shop.

### Shane

Inn Keeper at Karol Inn.

### Gabriel

Runs the Armor shop. Prior to the blood moon he sold farming supplies.

## Gades

### Lucy

She runs the general store, but it is owned by Leene.

### Dante

Weapon and Armor shop owner. He gets his goods from Leene by way of Bryce Valley.

### Sebastian

Barkeep

### Joanne

Barkeep

### Louise

Oldest daughter of Anne and Nicolas from Bannack. She runs the Inn in town.

### Rose

Wife of Teddy. She worries for her husband and asks the party to deliver things to him until he is back home in Chapter 3. She reveals during the story she is pregnant with the couple’s first child.

### Priscilla

Young Adult Villager.

### Lucas

Age: 40

Townsperson. He is the captain of the fishing boat that is docked at Opal Lake. He is joined by Grant and Kenneth.

### Kenneth

Age: 32

Townsperson and widower. He is a fisherman and the father of Kimberly.

### Leslie

Bar Customer

### Grant

Age: 32

Bar Customer and father of Rebecca. He is a fisherman who works for Lucas.

## Mosscreek

### Dennis

The leader of Mosscreek.

### Tobias

Leene’s warehouse manager and runs the item shop in town.

### Ethel

Wife of Landon

### Landon

Husband of Ethel

### Amelia

Widower and mother of Allen

### Emily

Friend of Leene.

## Bryce Valley

### Kristen

Granddaughter of Isiah, she runs the inn in the town. She was orphaned at a young age and was raised by her grandfather. By all accounts she takes care of him instead as she cooks for both and cleans the studio as well as the inn. The inn can be surprisingly busy in peaceful times as people, elves, and dwarves all visit her grandfather. She tends to take care of his apprentices as well and in turn they help her out. She is childhood friends with Gen and Lisa.

### Isiah

Known as the greatest human blacksmith in the world. He runs the workshop in Bryce Valley and most of the blacksmiths in the area and members of the town are his apprentices. He was the human apprentice of the legendary dwarven smith Gamrin who forged Demonsbane. He has taken a particular interest in Gen who he sent to study. His granddaughter Kristen takes care of him.

### David

An inventor who works with Isiah. Unlike most of the town he is not Isiah’s apprentice and instead works with him to improve fortresses, walled cities, and other defensive measures. He met and married Nancy.

### Stephan

General Store owner. Works hard to keep the town stocked which is appreciated by the craftsman.

### Nancy

Wife of David and working blacksmith of Bryce Valley. Isiah’s prized pupil though she acknowledges Gen has more raw skill.

### Doug

Weapon and Armor shop owner. He has high quality weapons and armor due to access to Isiah. He also has a distribution agreement with Leene so most of the weapons and armor in the region are his overstock.

### Orwin

A carpenter who works at the workshop with David and Isiah. He is a third-generation carpenter and his family helped build much of the area.

### Cooper

Isiah’s young apprentice. He is still early in his internship and not ready to forge weapons.

## Rhodes

### Grady

The elderly Inn keeper. He lost his wife years ago and Joanne of Gades is his daughter.

### Analiese

Barkeeper

### Edward

Weapons Dealer

### Marcus

Armorer

### Evelyn

Item Shop

### Sophia

Blacksmith

### Tiffany

Cook and owner of Tiffany’s Diner

### Ashley

Waitress at Tiffany’s Diner

### Benjamin

Waiter at Tiffany’s Diner

### Daniel

Captain of the townguard.

### Joseph

Town guardsman

### Janice

Town guardswoman

### Mary

A wealthy aristocrat from Camelot who married Ernst.

### Ernst

A wealthy aristocrat. His family emigrated from Slyph during the last blood moon. Unlike many other immigrants his families’ fortune was mostly intact.

### Heidi

The wife of Freidreich.

### Freidreich

The husband of Heidi. He is originally from Newbonn the largest settlement in Slyph.

### Fritz

His grandparents were servants of Ernst’s. As repayment for helping them save their wealth they were compensated and as a result the family lives well. He grew up with Ernst as a best friend.

### Emil

A young man who works for Ernest. He is an immigrant from Slyph

### Gunter

A young townsman of Slyph descent

### Gina

A young townswoman of Slyph descent

### Brenda

Widow who runs the orphanage.

### Zachary

A younger orphan lost his parents in a wolf attack.

### Vanessa

Younger orphan who looks forward to school.

### Tara

Younger orphan

## Rhodes University

### Roland Atreides

Another member of the Atreides. He is the younger brother of George and runs the University.

### Peter

Middle aged man and teacher at the University

### Allie

Youngest daughter of Anne and Nicolas from Bannack. She is a teacher at the University.

### Elisa

Child of Bret and Lisa from Ancona and student at the University

Thomas

Son of Matthew and Caroline from Ancona and student at the University

### Tammy

Daughter of Matthew and Caroline from Ancona. Student at the University

### Louie

Child of Simon and Marion from Ancona and student at the University

Sylvia

First daughter of Billie and Eliza from Karoltown. Student at the University.

### Lilly

Second daughter of Billie and Eliza from Karoltown. Student at the University.

### Bobby

Second son of Norman from Karoltown and student at the University

### Allen

Son of Amelia in Mosscreek and student at the University

### Kimberly

Daughter of Kenneth of Gades and student at the University

### Rebecca

Daughter of Grant of Gades and student at the University

### Peyton

Son of Kristen and Cooper of Bryce Valley and student at the University

### Anthony

Older orphan and student at the University

Katie

Older orphan and student at the University

# Item

## Healing

### Green Herb

Heals HP

### Green Herb Oil

Heals More HP

### Green Herb Extract

Heals All HP

### Water

Heals CP

### Purified Water

Heals CP

### Spring Water

Heals CP

### Smelling Salts

Heals KO

## Blacksmith Materials

### Iron Ore

### Copper Ore

### Tin Ore

### Coal

## Sellable

## Weapons

### Swords

#### Iron Sword

Level 1 – Broken Iron Sword

Description: An iron sword that is missing part of the tip and in need of maintenance.

Obtained: Aaron starts with it.

Level 2 – Iron Sword

Description: A sturdy iron sword.

Obtained: Once you have access to iron ore, have a blacksmith improve the broken iron sword.

#### Bronze Sword

Level 1 – Worn Bronze Sword

Description: A bronze sword that has seen better days.

Obtained: Given to you at the end of the prologue by Nicolaus.

2 – Bronze Sword

Description: A fine bronze sword restored to some of its former glory.

Obtained: Once you have access to copper ore, have a blacksmith improve the worn bronze sword.

3 – Noble Sword

Description: A fine bronze sword with a custom handle

Obtained: Once you have access to tin ore, have a blacksmith improve the bronze sword.

#### Steel Sword

Level 1 – Steel Sword

Description: A sword made of steel.

Obtained: Can be bought at Rhoades

Level 2 – Knight Sword

Description: An improved Steel Sword made specifically for a knight.

Obtained: Once you have access to coal, have a blacksmith improve the steel sword.

Level 3 – Shining Steel Sword

Description: A sword tempered with a technique made by Isiah.

Obtained: Complete the sidequest “Shining Steel”

#### Demonsbane

Level 3 – Demonsbane

Description: A sword created by the famed dwarven blacksmith Gamrin made from the metal native to western Sumeria called red steel.

Obtained: Obtained at the end of Chapter 3.

### Axe

#### Iron Axe

Level 1 – Dull Iron Axe

Description: An iron axe with a dull edge.

Obtained: Declan starts with it.

Level 2 – Iron Axe

Description: A sturdy iron axe.

Obtained: Obtain iron ore and take the Dull Iron Axe to a blacksmith.

#### Bronze Axe

Level 1 – Chipped Bronze Axe

Description: A chipped bronze axe, its beat up but still effective

Obtained: Given to you by George after agreeing to go to Karoltown.

Level 2 – Bronze Axe

Description: A bronze axe with a sharp edge

Obtained: Once you have access to copper ore, have a blacksmith improve the chipped bronze axe.

Level 3 – Heavy Axe

Description: A reenforced bronze axe built for someone of great strength

Obtained: Once you have access to tin ore, have a blacksmith improve the bronze axe.

#### Steel Axe

Level 1 - Steel Axe

Description: A run of the mill steel axe.

Obtained: Can be bought at Rhoades

Level 2 – Warrior Axe

Description: A steel axe with sharp edge.

Obtained: Once you have access to coal, have a blacksmith improve the steel axe.

Level 3 – Shining Steel Axe

Description: An axe tempered by Gen with a technique made by Isiah.

Obtained: Once you complete “Shining Steel” return to Bannack and talk to Gen.

### Staff

#### Maple Staff

##### Description

A staff made of maple wood with a magic crystal at the end.

##### Obtained

Maria starts with it.

#### Oak Staff

##### Description

A staff made of oak wood with a magic crystal at the end.

##### Obtained

Can be bought at Gades.

#### Blessed Staff

##### Description

An enchanted oak staff with a magic crystal embedded.

##### Obtained

Can be bought at Rhoades.

### Bow

#### Wooden Bow

##### Description

A bow made from common wood.

##### Obtained

Mael starts with it.

#### Oak Bow

##### Description

A bow made of oak wood.

##### Obtained

Can be bought at Gades.

#### Elven Bow

##### Description

A blessed bow made of oak wood.

##### Obtained

Can be bought at Rhoades.

## Armor

### Heavy

#### Iron

Level 1 – Worn Down Armor

Description: Iron armor that has been worn down through battle.

How Obtained: Declan starts with it.

Level 2 – Iron Armor

Description: Iron armor that has been reinforced by a blacksmith

How Obtained: Once you have access to iron ore, have a blacksmith improve the Worn-Down Armor.

#### Bronze

Level 1 – Beat Up Bronze Armor

Description: Bronze armor that has been dinged and scratched.

Obtained: Buy at Karoltown

Level 2 – Studded Bronze Armor

Description: Bronze armor that has been improved by a blacksmith

Obtained: Once you have access to copper ore, have a blacksmith improve the Beat-Up Bronze Armor.

Level 3 – Warrior Armor

Description: Bronze armor fit for a powerful warrior

Obtained: Once you have access to tin ore, have a blacksmith improve the Studded Bronze Armor

#### Steel

Level 1 - Steel Armor

Description: A fresh suit of steel armor

Obtained: Can be bought at Rhoades

Level 2 – Spiked Armor

Description: Steel Armor which spikes added to it. Causes damage to the attacker.

Obtained: Once you have access to coal, have a blacksmith improve the

Level 3 – Shining Spiked Armor

Description: Shining Steel Armor which spikes added to it. Causes damage to the attacker.

Obtained: Complete the sidequest “Shining Steel”

### Mail

#### Iron

Level 1 – Torn Iron Mail

Description: Iron mail with several rips in it.

Obtained: Aaron starts with it.

Level 2 - Iron Mail

Description: Iron Mail restored by a blacksmith.

Obtained: Once you have access to iron ore, have a blacksmith improve the Torn Iron Mail

#### Bronze

Level 1 – Dented Bronze Mail

Description: Bronze mail that has seen heavy combat.

Obtained: Buy at Karoltown

Level 2 – Bronze Mail

Description: Bronze Mail restored by a blacksmith.

Obtained: Once you have access to copper ore, have a blacksmith improve the Dented Bronze Mail.

Level 3 – Knight Mail

Description: A padded bronze mail fit for a knight.

Obtained: Once you have access to tin ore, have a blacksmith improve the Bronze Mail

#### Steel

Level 1 – Steel Mail

Description: Chain mail made of steel

Obtained: Can be bought at Rhoades

Level 2 – Studded Steel Mail

Description: Chain mail made of thick steel

Obtained: Once you have access to coal, have a blacksmith improve the

Level 3 – Shinning Steel Mail

Description: Steel Chain mail made by a special process

Obtained: Complete the sidequest “Shining Steel”

### Light

#### Linen

Level 1 – Linen Armor

Description: Armor crafted from tightly woven linen.

Obtained: Maria starts with it.

Level 2 – Padded Armor

Description: Linen Armor with extra padding added.

Obtained:

#### Leather

Level 1 – Leather Armor

Description:

Obtained: Buy at Karoltown

Level 2 – Woven Armor

Description:

Obtained:

Level 3 – Studded Leather Armor

Description:

Obtained:

#### Hemp

Level 1 – Hemp Shirt

Description: A shirt made of hemp that grows in mossdeep it has magical properties.

Obtained:

Level 2 – Hemp Armor

Description: An armor made of hemp that grows in mossdeep it has magical properties.

Obtained:

Level 3 – Mage Armor

Description: Magical armor made of hemp.

Obtained:

### Elven

#### Fur Vest

Level 1 – Patched Fur Vest

Description: A fur vest with patches in it infused with elven magic.

Obtained: Mael starts with it.

Level 2 – Fur Vest

Description: An expertly woven fur vest infused with elven magic.

Obtained:

#### Silk Vest

Level 1 – Silk Vest

Description: A blessed vest made of silk

Obtained:

Level 2 – Moss Vest

Description: A silk vest covered in the magical moss of mosscreek forest.

Obtained:

Level 3 – Spider Silk Vest

Description: A silk vest made from the silk of the spider queen.

Obtained:

#### Cotton Vest

Level 1 – Cotton Vest

Description: A vest made of cotton and blessed by elven magic.

Obtained: Buy at Karoltown

Level 2 – Elven Vest

Description: An elven style cotton vest blessed by magic

Obtained:

Level 3 – Blessed Vest

Description: An elven vest blessed by a recently empowered Mael.

Obtained:

## Head

### Helmet

#### Iron

Level 1 – Iron Helm

Description: A basic helmet made of iron

How Obtained: Aaron and Declan start with it.

Level 2 –

Description:

How Obtained: Once you have access to iron ore, have a blacksmith improve the .

#### Bronze

Level 1 – Bronze Helm

Description:

Obtained:

Level 2 – Studded Bronze Helm

Description:

Obtained: Once you have access to copper ore, have a blacksmith improve the .

Level 3 –

Description: Bronze armor fit for a powerful warrior

Obtained: Once you have access to tin ore, have a blacksmith improve the

#### Steel

Level 1 -

Description:

Obtained: Can be bought at Rhoades

Level 2 –

Description:

Obtained: Once you have access to coal, have a blacksmith improve the

Level 3 –

Description:

Obtained: Complete the sidequest “Shining Steel”

### Hats

#### Fur

Level 1 –

Description:

Obtained: Maria and Mael start with it.

Level 2 –

Description:

Obtained:

#### Leather

Level 1 – Leather Cap

Description: A thin leather helmet.

Obtained:

Level 2 –

Description:

Obtained:

Level 3 –

Description:

Obtained:

#### Hemp

Level 1 –

Description:

Obtained:

Level 2 –

Description:

Obtained:

Level 3 –

Description:

Obtained:

## Hands

### Gauntlets

### Bracer

## Feet

### Greaves

### Boots

## Accessories

# Shops

## Location

### Bannack

#### Blacksmith

Gen

#### Item Shop

Pohl

##### Inventory

|  |  |  |
| --- | --- | --- |
| Item | Price | Pre-req |
| Green Herb |  | NA |
| Water |  | NA |
| Smelling Salts |  | NA |
| Green Herb Oil |  | Complete Supply and Demand side quest. |

### Ancona

#### Blacksmith

Russel

#### Item Shop

Ronald

##### Inventory

|  |  |  |
| --- | --- | --- |
| Item | Price | Pre-req |
| Green Herb |  | NA |
| Water |  | NA |
| Smelling Salts |  | NA |
| Green Herb Oil |  | Complete Supply and Demand side quest. |

### Karoltown

#### Armor Shop

Gabriel

##### Inventory

|  |  |  |
| --- | --- | --- |
| Item | Price | Pre-req |
| Beat Up Bronze Armor |  | NA |
| Dented Bronze Mail |  | NA |
| Leather Armor |  | NA |
| Cotton Vest |  | NA |
| Iron Ore |  | Completed Upgrade Your Weapons side quest |
| Bronze Ore |  |  |

#### Item Shop

Chad

##### Inventory

|  |  |  |
| --- | --- | --- |
| Item | Price | Pre-req |
| Green Herb |  | NA |
| Water |  | NA |
| Smelling Salts |  | NA |
| Green Herb Oil |  | Complete Supply and Demand side quest. |

# Main Quest

## Prologue - The Monster in the Mine

### The Monsters in the Mine

#### Client

Nicolas

#### Location

Bannack

#### Description

Kill the monsters in the mine. The mine has been infested with cave spiders that have grown large from the influence of the Blood Moon.

#### Rewards

Chapter 1 unlocked

## Chapter 1 – The Journey East

Chapter deals mainly with making you way east and securing a route to both Ancona and Karoltown and ends with the fight against Kamandol

### Head to Ancona

#### Client

George Atreides

#### Location

Ancona

#### Description

Head to the town of Ancona.

#### Rewards

### Head to Karoltown

#### Client

Teddy

#### Location

Karoltown

#### Description

Teddy asks you to head to the town of Karoltown and meet with Norman.

#### Rewards

## Chapter 2 – The Dead Should Stay Dead

Mainly the battle with Gezel and Xander which ends in Mosscreek Forest

### Report to the knights in Gades

#### Client

#### Location

#### Description

#### Rewards

### Travel to Mosscreek

#### Client

#### Location

#### Description

#### Rewards

### Hunting a Necromancer

#### Client

#### Location

#### Description

Search for the Necromancer in Mosscreek forest

#### Rewards

## Chapter 3 – The Ancient Evil

Gezel is still the main enemy. You defeat her second form after retrieving Demonsbane to end the chapter.

### Travel to Rhodes

#### Client

#### Location

#### Description

#### Rewards

### The legendary blade and an old grudge

#### Client

#### Location

#### Description

#### Rewards

## Chapter 4 – Demonsbane

### Assault on demon fort

#### Client

#### Location

#### Description

#### Rewards

# NPC Quests

These quests are given NPCs and cannot be completed often cannot be completed right away. They involve sending messages or checking up on family members in other parts of the region.

## A Mother’s Love

Prerequisite

Client

Anne

Location

Bannack

Description

Rewards

My Respects

Prerequisite

Do You have a moment to discuss the spirits is completed.

Head to Karoltown is completed.

Client

Mary

Location

Ancona

Description

Mary wants to put flowers on her parents’ grave.

Rewards

## Missing Man

### Prerequisite

Head to Karoltown is completed.

### Client

Olivia

### Location

Karoltown

### Description

Olivia mentioned to Harry that her mother lost a precious brooch when she was killed on the outskirts of town. He has not returned since he said he would retrieve it.

### Rewards

## A path to the future

### Prerequisite

Chapter 3

Ancona Valley Monster Extermination complete

### Location

Bannack

### Description

Escort Ruby and Bert to Karoltown.

### Rewards

## Tuning the rusty trombone

### Prerequisite

### Client

Rusty

### Location

Ancona

### Description

### Rewards

## Shining Steel

### Prerequisite

### Client

Isiah

### Location

Bryce Valley

### Description

### Rewards

Ability for blacksmiths to forge shining steel.

# Development Quests

Development tasks improve the towns of the game.

## Upgrade Your Weapons

### Prerequisite

Cleared Prologue

### Client

Gen

### Location

Bannack

### Description

Gen asks you to gather materials so he can upgrade bronze weapons.

### Rewards

Access to iron ore.

### Completion

You will have to defeat a sub boss on the way to the mine and the sample is just inside the mine.

## Supply Chain

### Client

Leene

### Location

Ancona

### Description

After you meet Leene talk to her at the Inn to trigger the quest. Leene asks you to clear out the road to Bannack.

### Rewards

More Items in Ancona and Bannack. Unlocks Supply and Demand.

### Completion

Clear out all monsters from Ancona to Bannack.

## Supply and Demand

### Client

Leene

### Location

Ancona

### Description

After you complete the supply chain side quest, Leene will ask that you escort her to Karoltown.

### Rewards

More Items in Karoltown.

### Completion

You reach Karoltown with Leene in the party as a quest.

## Do You have a moment to discuss the spirits?

Prerequisite

After speaking with George Altreides for first time

### Client

Maylene

### Location

Ancona

### Description

A group of slimes have been influenced by the blood moon and have taken up residence in the cave to the west.

### Rewards

Unlocks Ancona Valley Monster Extermination.

## Ancona Trail Monster Extermination

### Prerequisite

Do You have a moment to discuss the spirits is completed.

### Client

Nicolas

### Location

Bannack

### Description

Clear out the remaining monsters between Ancona and Bannack

### Rewards

Bannack Shops Lv 3

Ancona Shops Lv 2

## The Terror in the Fields

### Prerequisite

Do You have a moment to discuss the spirits is completed.

Head to Karoltown is completed.

### Client

Matthew

### Location

Ancona

### Description

Slay the large monster in the fields.

### Rewards

## Monster in the Valley

### Prerequisite

Head to Karoltown is completed.

### Client

Gilbert

### Location

Karoltown

### Description

There is a monster in the valley that is too much for Gilbert and Hugo to handle.

### Rewards

## The return of the spiders

### Prerequisite

Chapter 2

Ancona Valley Monster Extermination complete

### Location

Bannack

### Description

The spiders have returned in the mine.

### Rewards

Bannack Blacksmith Lv 4

## The Spider Queen

### Prerequisite

Chapter 4

### Client

### Location

Bannack

### Description

A spider queen has appeared in the Bannack Mines

# Bosses

## Kamandol

## Xander Alimentazione & Gezel

## Xander Alimentazione & Ian

## Gezel – 2nd Form

## Mazus – 1st Form

## Mazus – 2nd Form

## Lycus The Calamity – 1st Form

## Lycus The Calamity – 2nd Form

# Quest Bosses

## Queen Spider

## White Bunny

### Description

A cute white bunny that is the devil incarnate. After a long battle it will transform like its emo bunny cousins. At this point you can weaken it with the holy hand grenade. It must be used on the third turn after transformation no more no less. Not four but one after two and five is right out.

# Regular Enemies

## Rabbits

### Bunny

#### Description

Cute grey bunnies with sharp teeth. Known to reproduce quickly during battle.

#### Location

Ancona Trail

#### Time

Chapter 1

### Hare

#### Description

Rabbits with sharp teeth. Known to reproduce quickly during battle.

#### Location

#### Time

### Emo Bunny

#### Description

Google emo bunny. Will throw a stomping fit and transform into a bipedal monster rabbit.

#### Location

#### Time

## Birds

### Hawks

#### Description

#### Location

Ancona Trail

#### Time

Chapter 1

### Ravens

#### Description

#### Location

Karol Road

#### Time

Chapter 1

## Badgers

### River Badger

#### Description

#### Location

Ancona Trail

#### Time

Chapter 1

### Forest Badger

#### Description

*Location*

*Time*

### Honey Badger

*Location*

*Time*

## Spiders

### Trail Spider Black

#### Description

#### Location

Bannack Mine Path

#### Time

Prologue

### Mine Spider Black

#### Description

#### Location

Bannack Mine

#### Time

Prologue

### Trail Spider Red

#### Description

#### Location

#### Time

### Mine Spider Red

#### Description

#### Location

#### Time

### Mine Spider Warrior

#### Description

#### Location

#### Time

## Piranha

## Snakes

### Gardener Snake

#### Description

#### Location

Karol Road

#### Time

Chapter 1

## Boars

### Field Pig

#### Description

#### Location

Karol Road

#### Time

Chapter 1

## Bats

### Cave Bat

#### Description

#### Location

Karol Hill Cave

#### Time

Chapter 1

## Insects

### Worker Ant

#### Description

#### Location

Karol Hill Cave

#### Time

Chapter 1

## Demons

### Scout Demon

#### Description

#### Location

Karol Hill Cave

#### Time

Chapter 1

## Wolves

## Slimes

## Zombies

# Books

# Dialogue

## Main Quest

### Prologue

Starts after opening.

Aaron: Let’s find the elders house and start there.

Maria: Hmm…

Declan: Something wrong Maria?

Maria: The town seems a little lively for midday.

Aaron: Your right something to ask the elder.

Talk to the elder Nicolas.

Nicolas: Well, met young knights. I am Nicolas the elder of Bannack.

Aaron: Greetings, I am Aaron, and this is Maria, Declan, and Mael.

Maria: Gooday sir

Declan: Hey

Nicolas: Ah you are the heroes of the battle of merchant run.

Aaron: …Yes… Nicolas, we have two reasons to be here. The first is to check on the state of the town and the second is to see if you have any information on the missing knight expedition.

Nicolas: Those two things are related…

Aaron: Is that so? Please explain.

Nicolas: A few days after the expedition passed through the road to Ancona became full of monsters. Then the bridge to Mossdeep was destroyed. Lastly the monsters spread to the mines and the path to them.

Maria: That explains so many villagers in town.

Aaron: How many monsters are in the mine?

Nicolas: Spiders at least 15 counting the ones in the mine. There was a knight station here Charles, he left two days ago and hasn’t returned.

Declan: Doesn’t sound good.

Aaron: We can take care of the spiders in return could we rest and resupply on our way to Ancona.

Nicolas: We don’t have much, but we can offer what we do have. Speak to my wife if you need to rest.

The party enters the Bannack Mine Path.

Aaron: Stay alert everyone the spiders are everywhere.

Mael: They have been enhanced by the dark energy of the blood moon.

Declan: Well, that explains the fact that they are the biggest spiders I have ever seen.

Maria: Should be easier for you when you swing your axe around.

The party enters Bannack Mine.

Aaron: All right let’s take the rest out all at once.

The spiders are defeated.

Maria: Hmm…

Aaron: Something wrong Maria?

Maria: We never found the knight.

Declan: Maybe the spiders ate him?

Mael: I doubt it and I dare say the average knight handles these spiders.

Aaron: We won’t solve that here time to report back to Nicolas.

The party returns to the elder.

Aaron: The spiders have been dealt with.

Nicolas: I see and Charles?

Aaron: We didn’t find his body but must assume the worst.

Nicolas: A shame he died a hero fighting for the people. Thank you for what you have done. I want you to have this…

Nicolas hands Aaron an Old Bronze Sword.

Aaron: This sword I have seen knights with it.

Nicolas: In my youth I was a part of the order. That sword was gifted to me by my master Bryce Atreides. Until recently I kept it well taken care of, but the lack of tin made it harder to maintain.

Aaron: Thank you, it will come in handy.

Nicolas: When you reach Ancona, you will be looking for my master’s grandson, George Atreides. He is the mayor of the town and should be able to help you.

Aaron: We appreciate it.

The party talks at the exit.

Flashback – A week ago at Pale Moon Fortress in Camelot

Grandmaster Albert Pendragon: For you actions during the battle of merchant run I appoint you Aaron, Maria, and Declan… Knights of the Pale Moon. Rise…

Aaron, Maria, Declan: Sir.

Albert: I would like for you to be able to celebrate your accomplishment. Unfortunately, we are in a blood moon, and I have a mission for you. Julia the details please…

Julia Demure: As you are aware Xander Alimentazione and his advance team have gone missing in the land of Atreides while searching for the sword Demonsbane. Your mission is to locate both the sword and the missing knights.

Albert: Aaron you will command this mission.

Aaron: Yes sir.

Julia: Xander gathered his advance team from the knights in area to confirm reports of demon sightings. Our last report from him states that he decided to lead his company to the shrine where the Demonsbane is kept.

Albert: Thank you Julia. Your elven friend Mael has agreed to accompany you and while your main mission is the sword, and the knights help the people of the area as much as you can in the process.

Aaron: Understood we will do what we can.

The flashback moves back to the part as they leave Bannack.

At this point the opening credits would run going into chapter 1.

### Chapter 1

Halfway through Ancona trail.

Declan: No people, just monsters.

Maria: The knights who were not part of the expedition must have decided patrols were too risky.

Mael: With no one to cull the beats who have been influenced by the blood moon they multiple a problem without a clear solution.

Aaron: The solution for now is to do what we can. We will know more once we reach Ancona.

The party arrives in Ancona.

Declan: Well, it could be worse.

Aaron: It’s a farming town so it’s self-sustaining.

Mortimer: Excuse me but you travelers wouldn’t happen to be knights, would you?

Aaron: That’s right we were on our way to visit George Atreides.

Mortimer: He will be happy to see you.

Maria: Trouble?

Mortimer: I’ll let him explain.

Aaron: Thanks, we will pay him a visit.

The party enters George’s residence.

George: Ah more knights and some familiar ones. Maria, how have you been?

Maria: Master George, it is good to see you again.

George: No need for my cousin’s former squire to be so formal. Besides I am afraid I have terrible news to share please come in and sit down I will call for the other knights.

The party sits down at a table and is joined by George, his wife Robin and two knights, Maylene and Elliot.

George: I take you are the commander of the mission Aaron Pendragon.

Aaron: I am sir.

George: You are the grandmaster’s squire Declan?

Declan: I am.

George: A fine group of knights with a powerful elf as well.

Mael: I am helping where I can.

George: These two are Maylene and Elliot, they have been assigned to Ancona and defending it.

Elliot: A pleasure.

Maylene: We have heard a lot about you all.

George: I’ll start with the news weighing heavy on my heart. I don’t know how to say this so I will speak bluntly. A knight under the service of Xander Alimentazione made his way wounder to the village. He is the only survivor of his unit.

Maria: …

Declan: An entire platoon under the commander of one of the council…

George: I understand if you need a moment and Maria, you have my deepest condolences.

Maria: Thank you but please go on.

Aaron: I agree I am shocked by the death of master Xander, but our mission is dire at the risk of sounding cold we can process it later.

George: Understood dark times that we must wait to mourn the dead. Maylene and Elliot, if you would with our current state then.

Maylene: Two weeks ago, a knight wandered into town wounded, he collapsed, and we took him to the inn to rest. I began to venture to Karoltown, however the monsters were too much for myself alone so I turned back.

Elliot: I decided to make for Gades to pass the message along there, but the result was the same.

Maylene: In both cases we encountered beasts in both volume and ferocity we hadn’t seen before.

Elliot: We couldn’t risk leaving the village and had to protect it instead. I fear the other knights are in a similar predicament.

Maylene: Teddy, the knight from the unit awoke shortly after and informed us of Commander Xander’s defeat. It was at the hands of demons!

Mael: Demons!

George: Yes, the knights were attacked by demons and trouble in the area is likely their doing as well. You should speak to Teddy to get the full story from him, he should be resting now but the girls at the inn get you a room.

Aaron: Thanks, we will go to the inn when we are ready.

The party disperses. You cannot leave the town and must talk with everyone before heading to the inn.

Aaron approaches Maria.

Aaron: My condolences for Xander.

Maria: Thanks Declan was just by as well. Mael also in her own way. I can’t mourn him not yet… Not until this is all over.

Aaron: I’m sorry it must be this way, but I am going to be relying on you.

Maria: I understand I am a knight and so was my brother. We will live on to teach his son and daughter.

Aaron: We will get the sword.

Maria: And we will avenge him then end this nightmare.

Aaron approaches Declan.

Declan: Demons and a platoon of knights gone I guess this got real quick.

Aaron: Yeah, even more reason for us to get the sword.

Declan: Agreed you okay Xander was your master.

Aaron: Its hard for me to believe someone as strong as Master Xander was defeated. We are dealing with the kind of demons you can’t defeat without special weapons.

Declan: Yep, back to the sword, Maria is taking this surprisingly well but then again she probably figured it out a while ago.

Aaron: I think she did as for our mission it looks like the council had the foresight to see the need for the sword.

Declan: Too bad they didn’t have the foresight to store it at Pale Moon Keep.

Aaron approaches Mael.

Aaron: How are you doing, Mael you seemed to tense up at the mention of demons.

Mael: I am the same as always, but I do admit the mention of them makes me a bit uneasy. Especially the thought of powerful demons outside the barrier.

Aaron: You believe the demons to be that strong?

Mael: I never met Maria’s brother Xander, but I heard of him. He is at least as powerful as you three correct.

Aaron: Master Xander would have probably wiped the floor with all three of us. My father is handier with an ax than a sword from his time in Sumeria learning under the family of Garek. My swordsmanship was taught to me by Xander.

Mael: I see in that case I am sure of it we deal with demons from powerful tribes.

Aaron walks into the Inn and speaks to the girl at the desk.

Ada: Hello, you must be the knights George and Nacy told me about everything is ready for you.

You are given the choice to rest.

Choose No

Aaron: I think we still need some time.

Choose Yes

Aaron: Thanks, I think we will get some rest.

The next morning.

Ada: The knight is awake, and you can speak to him whenever you’re ready.

Aaron: Thanks.

The party enters the room where the knight is resting.

Teddy: Ah I have been expecting you my name is Theodore Clarke the Third. I was a scout in your brother Xander’s platoon. Most call me Teddy.

Declan: Your name sounds familiar, have we met?

Teddy: No but the reason you have probably heard my name I will explain. First, Maria, you have my deepest condolences for your brother. Commander Xander was a fine man.

Maria: Thank you for your words. He was.

Teddy: The hardest order I ever had to follow was when he told me to run and report what happened. I survived in disgrace, but this is a message that needed to be heard.

Aaron: There is no disgrace besides we heard the enemies are demons.

Teddy: Yes, I suppose I should start at the beginning. I was with Commander Xander from the beginning. From the time we left Pale Moon Keep our journey was wrought with turmoil. It only got worse as we entered Atreides. You see the reason you know my name is because my grandfather was the explorer Theodore Clarke, and my dad is his cartographer Theodore Clarke Jr.

Maria: The famous explorers.

Teddy: Yes, so let’s just say my upbringing made me a perfect scout plus I was born in this area but when we returned there was something unnatural about things here.

Mael: I have sensed many odd things since we arrived as well.

Teddy: Yes, an elf would be able to sense it, but I am sure most humans would be oblivious to it especially with the travel restrictions of the blood moon. As we travelled, I couldn’t help but notice the plants and animals being off as well. The commander seemed convinced it had something to do with the long blood moon.

Aaron: That’s when you began to gather the knights of the area.

Teddy: Yes, and we marched to Rhodes to discuss with Commander Demure. He agreed and provided support. The commanders decided our unit should retrieve Demonsbane, reinforce the area and investigate. However, we never reached the sword.

Nancy: Sorry to interrupt but it is time to change your wound dressings.

Teddy: Thankfully this village has good medicine.

Nancy: Farmers get hurt a lot we have to patch them up.

Aaron: Sure, we will take a break.

Nancy: Why don’t you check out the shops in town, we are better stocked than Bannack.

The party walks into a shop and is greeted by a black cat.

Oskar: Meow.

Maria: Are you minding the shop?

Ronald: Actually, I guess you could call him one of our investors.

Oskar: Meow!

Ronald: His owner Leene is our supplier. She is at the Inn; you should introduce yourselves.

Aaron: Thanks, we will do that.

The party arrives back at the Inn.

Nancy: I admire your optimism and work ethic Leene.

Leene: You did tell me some new knights arrived; I have a good feeling.

Nancy: That is them now come and sit down. I just took Teddy his meal you guys can have some food while you wait. Luna, get our guests some supper.

Luna: Coming right up.

Nancy: George said you are going to help us out can’t have you do it on an empty stomach.

Aaron: Thank you, it is much appreciated.

Declan: Let’s eat.

Teddy: Mind if I join you and finish the story?

Maria: Should you be out of bed?

Teddy: Thanks to the medicine Leene has been delivering I am doing pretty good. I am getting antsy in bed.

Leene: Well, I wouldn’t be able to explain to Rose if something happened to you. As for you knights, I have some errands to run but then I may have a job for you. Talk to me back here.

Teddy: Picking up where I left off… We left Rhodes and encountered what best can be described as zombies…

Mael: A necromancer of the Druid clan no doubt.

Teddy: Yeah, we dispatched them easy they were clumsy and not very combat adapt.

Mael: Likely either a low-level spell or an inexperienced necromancer.

Teddy: I would assume the latter they seemed to be scouts and while we fought them, we spotted a few winged creatures we later learned to be demons. We tailed them to the marshlands and decided to set up camp in a fort in the marsh.

Aaron: I remember it from our report. Most of the marsh is not habitable but that fort is on a hill and out of the actual marsh.

Teddy: That’s the one. The demons attacked in waves first at the gate with the undead. Next the winged demons dropped a demon in the courtyard. His power was unreal, he killed more men than I could count.

Declan: Sounds awful.

Teddy: Commander Xander ordered us to break through the undead and retreat. We broke through and the commander managed to wound the leader of the winged demons.

Mael: The rumors of his prowess were not exaggerated but the winged demon must have been a lower class to be wounded with a normal weapon.

Teddy: The two that showed up after were more like the one in the courtyard. They completely outclassed us. The Commander knew I had the best chance to escape so he ordered me to deliver a message to Commander Demure and said he would create a distraction.

Aaron: He knew how important this information would be.

Teddy: Yeah, and so did the demons so they chased me off course and I ended up here but as I was fleeing, I did see the commander impaled through the chest by the necromancer. I feel like such a coward I ran, and they all died…

Maria: You followed your orders; my brother chose wisely. Thank you for letting me know what happened to him.

Teddy: Your words are kind you remind me of him. If you will excuse me, I need to get my rest so I can go back to work oh and Aaron?

Aaron: Yes.

Teddy: Since you are going to Rhodes could you please let Commander Demure know what happened.

Aaron: I will deliver the message when we reach Rhodes.

Teddy: Thank you.

Nancy: Now that you are done with your talk and dinner you should go see George when you are ready.

The party returns to George’s house.

George: Now that you have spoken to Teddy you know the situation is dire.

Aaron: Indeed, we must deliver the message to Commander Demure.

George: Before that we have a request.

Aaron: What do you have in mind?

George: We have reason to believe the winged demons from Teddy’s report are in the west of Karoltown south of here.

Maria: You haven’t been able to contact the town.

George: No not since we found Teddy. We can’t send Maylene and Elliot. If the town were attacked while they were gone, we are farmers and we wouldn’t last very long.

Aaron: I understand what makes you think the demons are there?

George: The farmers the work the eastern fields reported seeing something flying to the south. Since then, the animals of the area have grown more furious and aggressive.

Aaron: We will head to Karoltown and look.

The party arrives in Karoltown a man greets them.

Norman: Travelers huh and young ones at that. You seem to be knights.

Aaron: We are. I am Aaron Pendragon. This is my squad Maria, Declan, and Mael.

Norman: Nice to meet you. I am Norman, I own the farm that works the fields to the east of town.

Aaron: Nice to meet you as well we came to check on the town and we heard reports there may have been flying creatures.

Norman: Yes, my workers reported seeing them heading west towns Karol Hill. The knights assigned to the town are meeting with Billie about it now. He is the owner of the western farm.

The party enters Billie’s house.

Hugo: We should investigate the cave!

Gilbert: We needn’t be hasty Hugo. We are the only ones to defend the town.

Billie: It seems we have more guests.

The party introduces themselves.

Aaron: If you don’t mind, we would like to look at the cave. We have a report from Ancona that they may be demons.

Billie: Demons you say…

The party explains what they heard in Ancona.

Gilbert: Hmm that makes things difficult.

Hugo: Yeah, we can’t handle that alone. When you’re ready let me know, I can guide you there and be your backup.

Gilbert: Ill stay and guard the village.

Hugo joins the party as a guest

Once the party enters the cave.

Hugo: Here we are, the cave is about four levels deep.

Aaron: You have been in this cave.

Hugo: I’m from Tabil City. In normal times this road is probably the safest in the land, so I explored the cave quite a few times as a kid with some friends.

Declan: Ironic now with demons and the blood moon its anything but.

Maria: Hmm I wonder…

Aaron: What is it, Maria?

Maria: If the demons wanted, they could have ransacked the villages along the way instead they choose to attack a fort and occupy a cave.

Aaron: You think there is a greater scheme.

Mael: They likely want to use this land as a staging ground to attack Avalon.

Maria: Having control of Avalon would allow them to attack Crimea.

Mael: Yes, assuming we are dealing with demons that escaped the sealing they likely hold a grudge against my people.

Declan: For a way that ended over 500 years ago.

Mael: To humans a couple of lifetimes to demons and elves a lifelong grudge.

The party reaches the bottom of the cave where Kamandol waits.

Kamandol: What do we have here four humans and an elf. Kill them all!

The party fights several henchmen and defeats them. Several more then appear.

Hugo: I’ll handle the reinforcements you take the leader.

Kamandol: Interesting you may be entertaining. Like that knight…

Declan: That wound on his chest…

Maria: Are you the one that killed my brother?

Kamandol: Your brother huh… No, I intended on it as repayment for this wound, but Gezel beat me to it. I suppose I can make up for it by killing you.

Aaron: You’re the one who dies here demon!

The party defeats Kamandol who stumbles but regains his feet.

Kamandol: Quite good but I am afraid it’s not good enough.

Mael: Everyone I will handle this.

Mael pulls out a single arrow and says an elven incantation. She then draws her bow and fires at Kamandol who screams in agony before exploding.

Mael: My holy arrow can handle demons of that level.

Aaron: Good job Mael let’s head back.

The scene fades and the party heads back to Karoltown.

Billie: We owe you a debt of gratitude.

Aaron: We were just doing our duty.

Gilbert: Hugo, you deserve praise as well.

Hugo: I didn’t do much.

Declan: Nonsense we needed a guide, and you fought well.

Maria: Not to mention you defeated a couple of those demons.

Mael: Indeed, but I fear our battles down the line will be much harder.

Gilbert: You should head to Gades and speak with a knight named Robert. He is the commander of the garrison there. He should be able to help you get to Rhodes.

Aaron: Thank you. Gades would be east of Ancona correct.

Hugo: Yes, if you follow Mosscreek trail you will reach the city before you hit the forest.

Aaron: Appreciate it. We will be on our way.

### Chapter 2

The party meets at the northern exit of Karoltown.

Aaron: First, we will head back to Ancona and discuss it with George.

Declan: Sounds like a plan.

The party arrives at Ancona and meets with George.

George: Welcome back. I hear you were successful in eliminating the demons near Karoltown. You have my thanks.

Aaron: We were just doing our duty. Now we need to get to Gades so we can continue onto to Rhodes.

George: Yes you want to go east past the fields and then into the plains. If you follow Mosscreek Trail, you will hit Gades at the start of the forest.

Aaron: Thank You.

George: Before you leave feel free to rest up and resupply the merchants have restocked thanks in part to your efforts.

The party approaches the eastern exit of Ancona and is stopped by Leene.

Leene: Well… If it isn’t the knights everyone is talking about.

Aaron: Leene I didn’t know you were still in town.

Leene: I was about to leave I could use an escort. Gades is my home I could guide you there.

Declan: We could use the help but it will be dangerous.

Leene: I am a merchant, so I know how to keep away from fighting.

Aaron: We can use all the help we can get.

Leene: You heard them lets go Oskar.

Oskar: Meow!

The party notices the undead at the entrance to Gades and knights fighting them.

Maria: There is a battle at the gates of Gades.

Aaron: Let get in there and help them out.

The Battle of Gades Gate begins.

Tir: To think it would be you three to come to our aid.

Alia: Your training has paid off well.

Aaron: Good to see you Tir and Alia. We were on a mission to Rhodes when we heard of Gades’ plight.

Tir: Alia and I are on a mission under orders from Commander Demure to scout the area. When arrived at Gades were pinned. Let’s continue this conversation inside the wall.

Leene: Thanks for the escort guys I have some business to attend to.

Leene and Oskar split from the group once inside the walls of Gades. They enter the fortress they are met by a burly knight with a noticeable limp and a young blonde knight.

Robert: Aaron, Declan, Maria, I have heard of your exploits.

Aaron: Thank you, this is our Elven companion….

Mael: Greetings, I am Mael.

Aaron: This is Ser Robert one of my father’s former men.

Robert: These are my subordinates you may know some of them.

Ian: Well met. I am Ian.

John: Name’s John.

Katherine: I am Katherine.

Aaron: Before we discuss the situation here. I must relay news to you.

Robert: Go ahead…

Aaron: The strike force led by Commander Alimentazione was attacked by demons. The unit was wiped out except one survivor a man named Teddy who relayed the news.

Robert: Yes Teddy is from here a good lad. A shame about the unit but demons make what is happening here a little clearer.

Mael: The undead no doubt.

Robert: Precisely they began flooding out of the eastern lands a couple weeks after Xander left here. I was injured shortly after in a skirmish with them. I was distracted by one of the undead it was a man that left with the unit. Katherine, John, and Ian have been handling defense since and then Tir and Aila broke through from the east. Damn leg.

Aaron: The Necromancer must be to the east then.

Robert: No we believe they are in Mossdeep Forest. Katherine if you will.

Katherine: Yes Sir Robert. The attacks have shifted from the east to the Northeast. At least we have been able to push them back that way a few times.

Robert: We worry about the village of Mossdeep. It is isolated so no knights are stationed there.

Aaron: We are on a mission to retrieve Demonsbane and have a message for Commander Demure, but we can detour to the village.

Robert: What else do you know of our demons? I may have a way to help you with your missions while you check on Mossdeep.

Aaron: Maria…

Maria: Based on the information from Teddy there are four commanders. We defeated one of them in Karoltown and the Necromancer is also one of them. In total number there are no more than 20 left but at least one if an upper-level demon.

Robert: Hmm we will need the sword to take them on. However, we may be able to take out the Necromancer. Tir…

Tir: Yes sir.

Robert: I want you to head to Rhodes and report to Commander Demure. Alia and Ian support him and return once you break through the enemy.

Tir: I will deliver the message and make sure the Commander knows of the mission to get the sword.

Robert: Good. While they do that Aaron your group can head through the forest with Katherine as your guide.

Aaron: Sounds like a plan we will check on the village and report back.

Robert: Katherine how long will it take to get everything ready.

Katherine: We should be able to get resupplied and be ready to go in the morning sir.

Robert: Good we commence tomorrow at noon.

The party splits up.

Aaron approaches Robert.

Robert: Command seems to suit you well. You are your father’s son after all.

Aaron: A tough act to follow. He and Grandfather set the bar quite high.

Robert: Somehow, I get the impression that doesn’t faze you lad.

Aaron: Thanks in part to your training sir.

Robert: All I saw was potential and helped hone it. My injury made me realize that to make it through this blood moon we will need to rely on the next generation. We need to all survive this and build a stronger order but especially your young ones.

Aaron: We will need you as well Sir Robert don’t push yourself too much.

Aaron approaches Katherine and Maria.

Katherine: Sorry about your brother Maria.

Maria: I appreciate it Ser Robert just gave just condolences as well.

Katherine: How are you holding up.

Maria: I am focusing on the mission.

Katherine: That’s very you but remember to grieve.

Maria: Thank you, you are a good friend.

Aaron decided it was best not to disturb them. Instead, he spoke with Mael and Declan.

Mael: Ser is an honorific to the knights, correct?

Declan: Yep, only a couple of them in the whole order.

Robert: Ser Robert has been in the knights for over 20 years and served directly under my father before he was grandmaster.

Declan: He also trained the three of us before we became squires some and man packs a punch. I’m surprised he was injured.

Aaron: Yes knights that have been named Ser are the best of our order. We cannot underestimate our enemy.

Declan: Yep can’t get cocky because we beat one.

Mael: It will be a long conflict.

Aaron approaches Tir, Alia, Ian and John.

John: Man, are we happy to have reinforcements.

Tir: Yes its is good to see you well.

Ian: Aila, Tir, you know these knights?

Tir: Yes I was Ser Robert’s squire I met them a few times during dinners at the Grandmaster’s house before I transferred to Altreides.

Aila: I travelled with Ser Robert about 4 years ago to train them before they entered the academy.

Aaron: It is thanks to you and Ser Robert that we were so prepared.

Aila: Your being modest all three of you have great skill and your teamwork is impeccable.

John: Well glad to have you aboard.

Aaron decides to explore the town and the part reforms.

Robert: We will handle preparations for the mission. See the town, resupply, and rest up. Talk to me when you are ready to turn in for the night.

The party encounters Leene and Oskar on the way out.

Leene: Hey guys long time no see.

Oskar: Meow.

Maria: Do you have business with knights Leene?

Leene: Yep I have some supply negotiations to do.

Aaron: Good Luck.

At this point side quests in Gades open.

Once the party decides to talk to Robert.

Robert: We have extra beds in the back get some rest.

The next morning.

Robert: We have noticed a pattern in the enemies. Katherine, if you will.

Katherine: When the undead first appeared in the east they were strong and nearly as fast as living creatures. However, the past few days they were slow and weak and seemed to be just trying to overcome us with numbers.

Maria: Like they attempted to at the gate.

Katherine: Precisely and the ones you fought to the west as well. We believe that as we get deeper in the forest the undead will grow stronger.

Mael: Sound strategy even a powerful necromancer’s spell would weaken over distance so the weaker the undead the further and more stretched thin that magic is.

Robert: That’s the plan you head north through the forest to Mosscreek. You leave in an hour.

Aaron: We’ll be ready sir.

Katherine: Meet me at the north gate when you are ready to go.

The party heads for the gate. They see Katherine and Leene there.

Leene: Hi again hope you don’t mind me tagging along again.

Katherine: Leene gave us a good deal provided we escort her to Mosscreek.

Leene: It’s my hometown and I am a bit worried.

The party leaves towards the forest.

### Chapter 3

### Chapter 4

# Organizations

## Knights of the Pale Moon

Established after the prior blood moon by a group of warriors that came together to confront a demon threat. The warriors decided to form an order of knights to combat any threats during the blood moon and invited other warriors to join them. Alexander Pendragon the youngest of the warriors and the holder of the holy sword Demonsbane was chosen as the first grandmaster. He established an academy to teach young knights and established the squire system taking the grandson of the one of the original 12 Thomas Alimentazione as his own squire.

Thomas would eventually succeed his master as the second grandmaster and oversaw the growth of the order. Recognizing that the grandmaster alone was not enough, he established the council of 12. He also decided to no longer take on squires and focus on leadership, something the other council members followed until Julia Demure decided to take on Aila. He appointed his master’s son Albert Pendragon to the council who had become a famous knight in his own right. Thomas recognized there would be a blood moon in the next generation and much of his tenure was spent preparing.

Albert succeeded Thomas and continued mainly with the defense. He had been the former grandmaster’s right-hand man and developed many of the knight’s tactics.

### Squire System

The squire system was established by the first grandmaster. Once a knight completed the academy, he was squire under an established knight. During Blood Moon’s squire often are given mundane tasks out of danger but during normal times they go on missions with their masters. Once a blood moon begins current squires are evaluated by their masters and promoted if deemed ready. Either way the decision on when to knight a squire is entirely on their master or the council in the case of a master’s death.

### The Council of 12

The ruling body of the knights. It was established by the second grandmaster based on the 12 original knights. The grandmaster leads the council and many of the knights on it are either commanders of regions or serve a special purpose. The Demure’s are examples of this as Julia is the order’s lead strategist while Jules commands the knights in the region of Atreides.

# Art

## Character Sprites

Aaron Pendragon

Maria Alimentazione

Declan

Mael

Hugo

Katherine

Aila

Tir

Kamandol

Xander Alimentazione

Gezel

Mazus

Lycus The Calamity

Teddy (Theodore) Clarke III

Maylene

Elliot

Gilbert

Robert

Ian

John

Jules Demure

Michael

Jenny

Nicolas

Anne

Gen

George Atreides

Robin Atreides

Rose

Isiah

Roland Atreides

## Enemies Sprites

# Music