
Phoenix Roleplays
Ring of Vitannis
An introductory adventure for the Barbarus setting
Levels 1-3, 2-4 Players

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Introduction and Setup

Welcome to *Ring of Vitannis*, an introductory adventure taking place in the Barbarus setting and designed for a group of two-to-four player characters (or PCs) and a GM. This adventure is designed to be an introduction to the PHOENIX system and the world of Barbarus, and is an ideal first adventure for new players and new GMs. If you haven't read the *PHOENIX Barbarus Guide*, don't worry! This adventure will give you all the information you need to understand and enjoy the adventure. This adventure has a smaller scale, more linear plot, and goes into more detail regarding the game mechanics than an ordinary adventure, to help guide new GMs through the plot, while still providing space for the players to come up with creative solutions and make their own decisions that affect the story.

NOTE: Although this adventure does provide some tips and summaries of mechanics to aid new players and GMs, this adventure assumes you have read and can refer to the *PHOENIX Player's Guide* and (if you are the GM for this adventure) the *PHOENIX Game Master's Guide*. Many of the systems demonstrated here are described in more detail in the two guides.

Basic Setting

If the players are not familiar with the setting, read them the following section:

Barbarus is a medieval fantasy setting where Great Beasts of immense power roam the wilds and barbarian clans and mighty civilisations war with each other over resources and ancient magical relics, as hidden societies strive to protect the world from malevolent forces. It is a world of heroes taking on legendary monsters, but also a world of ordinary people rising to the occasion and proving their greatness. Although magic is present in the form of the Gods and magical items, mages themselves are considered by most to be extinct, or even mere myths.

Many factions inhabit the main continent of Daeazeme, but the focus of this adventure is on the Civilised Empire. Humanoid settlers from a distant land to the west, the self-styled Civilised, or Mannis as they are otherwise known, landed and quickly began expanding across the endless dune seas of the Kalsean Desert, before attempting to colonise the lush forests of Amitor to the east, home of the Sur-human Barbarian clans. After multiple attempts to conquer Amitor, the Civilised were forced to retreat back into the desert, using border forts to try and maintain a hold on the edges of Amitor. Over a century later, the Civilised are keen to distance themselves from their former, expansionist ambitions, and hostilities between the two groups have lessened. This roleplay takes place in and around the small town of Calcaria. Originally a border fort, the continued growth of the Civilised population has led to the development of the fort into a small town. Being situated on the eastern edge of Civilised territory, far away from the heart of the empire, the strict laws that govern the rest of the Civilised are usually less enforced here, leading many to come here seeking opportunity and personal gain.

Characters

This adventure comes with six pre-made characters created specifically for this adventure. Playing as these characters will provide you with the most balanced experience and is recommended for both new players and GMs. The premade character's backstories and character sheet details are given across the next pages, but how you play the character in terms of personality is up to you, and should be done in a way that is enjoyable for you and the rest of your group.

This adventure uses the Fantasy Weapon Set to determine weapon groups, damage types and armour types, as detailed on this page. This is also covered in more detail in Chapter 1 of the *PHOENIX Player's Guide*.

Slashing Weapons (S)
Axes (A), Medium Blades (Mb), Heavy Blades (Hb)
Crushing Weapons (C)
Bludgeons (B), Brawling (Br), Staves (S)
Puncturing Weapons (P)
Light Blades (Lb), Light Ranged (Lr), Heavy Ranged (Hr), Polearms (P)

Slashing Damage
+1 damage against Natural armour, no extra damage against Light armour, -1 damage against Heavy armour.
Crushing Damage
No extra damage against Natural armour, -1 damage against Light armour, +1 damage against Heavy armour.
Puncturing Damage
-1 damage against Natural armour, +1 damage against Light armour, no extra damage against Heavy armour.

Creating New Characters

Although we recommend using the pre-made characters for this adventure, you may wish to create your own characters to play as. If you want to have a go making your own character, feel free to do so, either by making a character from scratch or by editing one of the pre-existing characters to your liking. However, all characters must start with:

- 10 Health (+2 for each Endurance Point/ -2 for each negative Endurance Point)
- 5 Statistic Points
- Up to three extra stat points (you gain 1 negative point for every extra stat point)
- Three Specialty Points
- Up to two extra Specialty Points (you gain 1 Failing for every extra Specialty Point)
- Two Weapon Skills
- EITHER a D8 or 2D4 weapon in any weapon group and no armour
  OR a D6 weapon in any weapon group and 1 armour in any armour group
  OR a D4 weapon in any weapon group and 2 armour in any armour group.
- 15 Focus
- Two Overcharges
- One non-upgradable (one-level) ability and two upgradable (five-level) abilities, all starting at level one.

If you are unsure about what any of these things mean, refer to Chapter 1 of the *PHOENIX Player's Guide*. The *PHOENIX Game Master's Guide* also goes into further details on creating and costing abilities. A database of abilities can be found online at www.phoenixroleplays.com.

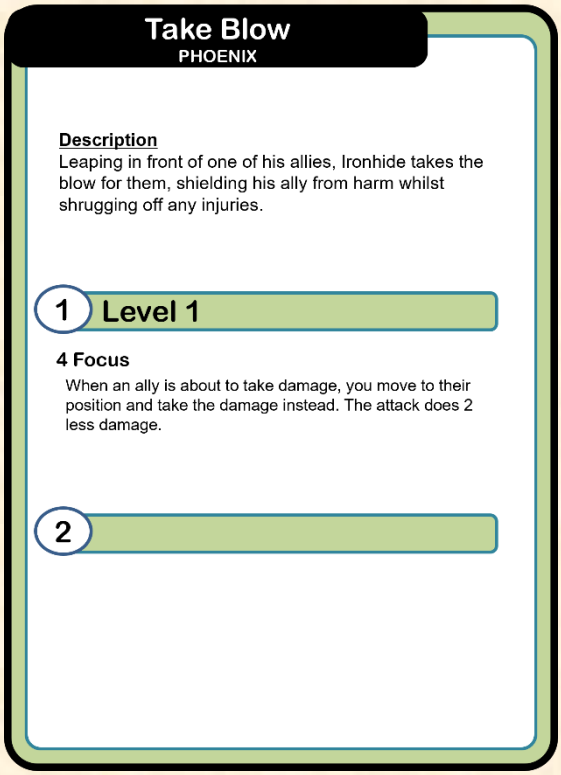
Character 1: Ironhide

Once a great gladiator from the desert arenas of Strife's Edge, far to the south-east, Ironhide was on the verge of retiring when disaster struck. In a fight against a hyenadon, his leg was badly bitten, and the bone crushed. A botched surgery from a novice doctor left him lame, greatly reducing his fighting ability. His savings spent on the surgery, he left the arena, wandering across the land, lending his fighting knowledge to others, and living hand-to-mouth.

Name: Ironhide
Concept: Crippled Gladiator
Age: 56
Gender: Male
Weight: Above Average
Height: Above Average
Distinguishing Features: One leg shorter than other, dark hair, beard
Health (Including changes due to END): 18
Stat Points: +4 END, -1 DEX, +3 WIL, -1 CHA
Specialties: Willpower (Pain) II, Willpower (Morale) I, Intelligence (Anatomy) I
Failings: Endurance (Running) -I
Weapon Skills: Staves, Axes
Race: Human
Group: Ex-Gladiator
Weapons: Walking Pole: D6 Crushing Stave (Melee only)
Armour: Gladiator Leathers (1 Light Armour)
Focus: 15
Overcharges: 2
Abilities: Take Blow, Rope Tools, Combat Instructor

Optional Motivations:

- *Ironhide wants to try and keep others safe.*
- *Ironhide wants to pass on his considerable experience to others.*



Rope Tools
PHOENIX

Description
When he fought in the arena, Ironhide was known for using rope to pull items towards him and hinder his enemy's movements. Although he is no longer the fighter he once was, he has retained his skills with a rope.

1 Level 1

3 Focus

You have a lasso which you can use to pull small items up to a turn away into your hand. This level can be done as a minor action.

2 Level 2

4 Focus

You can now throw a lasso made of stronger rope. This lasso can be used to climb with, or pull an enemy from ranged to melee.

3 Level 3

6 Focus

You can now throw a net which can stop someone from moving, charging, falling back or fleeing for a round. You can also pull anything netted towards you for an additional 2 Focus.

4 Level 4

Passive

Your net is now a spiked net, dealing 2 damage a round to anyone or anything netted. The spiked net can also be laid out as a trap to catch enemies.

5 Level 5

Passive

Rather than an enemy automatically escaping the net after a round, they must now pass a 12+ Strength (Might) check to escape your net. Escaping the net is a major action.

Combat Instructor
PHOENIX

Description
Ironhide has spent years fighting almost every kind of foe imaginable. He is a master of combat, and although his own fighting ability is reduced, he can pass his knowledge on to his allies.

1 Level 1

4 Focus

Select an enemy. You and your allies gain a +2 to hit against that enemy for a round. When this ability expires, it can be extended by a round for 2 Focus. This doesn't take up an action and can be used over multiple rounds.

This ability can only be used on one enemy at a time.

2 Level 2

4 Focus

When you or an ally roll a natural 19 on your Strength (Attacking) check, you can spend 4 Focus to make it a critical hit (assuming you/they pass the roll).

3 Level 3

Passive

Once per fight, you can make a combat manoeuvre you or an ally perform cost no Focus.

4 Level 4

3 Focus

When combat begins, you can spend 3 Focus to pick an ally. That ally automatically goes first in the turn order. Everyone else rolls Initiative as usual. You cannot use this ability to go first yourself.

5 Level 5

Passive

When you deal the final blow to an enemy, you can automatically knock them out without having to make a Strength (Control) check, regardless of what weapon you are using.

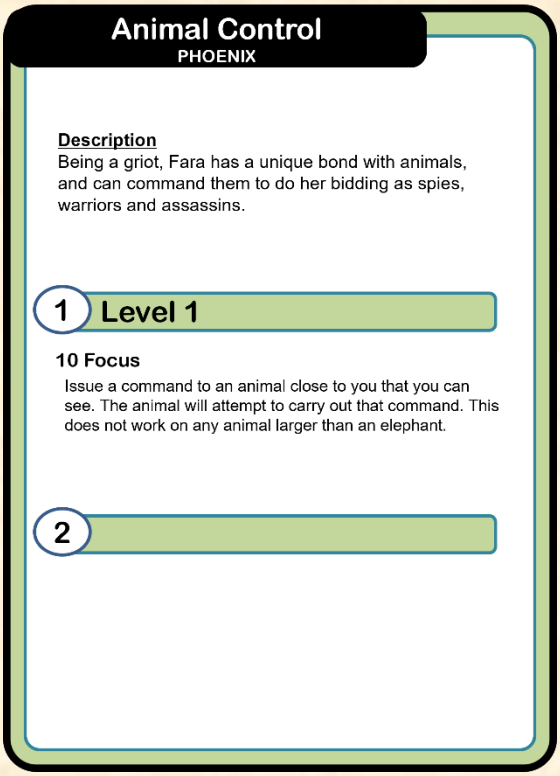
Character 2: Fara

Once a member of the Meerkat Clan of Barbarians, Fara was born a griot, giving her a unique affinity with animals and animalistic traits beyond that of an ordinary Barbarian. She stayed with her clan for a while, using her animalistic features and bond with the local wildlife to cause havoc, but grew bored. She has now set out on her own, hoping to see more of the world and go on adventures. As a griot, she has a natural affinity with animals and uses this in battle.

Name: Fara
Concept: Meerkat Griot
Age: 24
Gender: Female
Weight: Average
Height: Above Average
Distinguishing Features: Yellow eyes, small claws, brown hair with pale streak
Health (Including changes due to END): 8
Stat Points: -1 STR, -1 END, +1 INT, -1 WIL, +6 PER, +1 CHA
Specialties: Perception (Searching) I, Intelligence (Nature) I, Charisma (Animal Handling) I
Failings: None
Weapon Skills: Light Ranged, Light Blades
Race: Sur-Human
Group: Meerkat Barbarian Clan
Weapons: Shortbow: D8 Puncturing Light Ranged (Ranged only)
Armour: None
Focus: 15
Overcharges: 2
Abilities: Animal Control, Meerkat Griot, Herbalist

Optional Motivations:

- *Fara is looking for thrills and exciting adventures.*
- *Fara wants to be the centre of attention.*



Meerkat Griot
PHOENIX

Description
Fara was born with fully black eyes, sharp claws and a penchant for sentry duty. She can use these traits to her advantage, allowing her to spot threats and increasing her fighting skills.

1 Level 1

3 Focus
Activate your animal vision, allowing you to see heat sources through walls for ten minutes.

2 Level 2

Passive
Falling back costs no Focus.

3 Level 3

Passive
You gain the Brawling weapon skill, and your unarmed attacks now deal 2D3 Slashing damage.

4 Level 4

Passive
You gain a +5 to all checks relating to digging, and add a D6 to all checks when underground.

5 Level 5

Passive
When keeping watch alone at night, any Perception (Seeing) or (Hearing) checks you make have a minimum final check result of 17.

Herbalist
PHOENIX

Description
Growing up in the northern woods of the Allseer Wilds, Fara was trained to use various herbs and plants to heal wounds, and reinvigorate herself and her allies.

1 Level 1

4 Focus
Heal a target in melee range of you for 4 Health. The target suffers a -3 to Strength for a round.

2 Level 2

Passive
Food prepared and cooked by you grants an extra 0.5 Sustenance than it otherwise would.

3 Level 3

6 Focus
Instantly pass an Intelligence (Anatomy) check. This can't be used after you have rolled.

4 Level 4

Passive
When you use a Healing item on yourself, regain 1D5 Focus. Using First Aid does not bestow this bonus.

5 Level 5

Passive
Your Level 1 Herbalist ability no longer gives your target a Strength decrease.

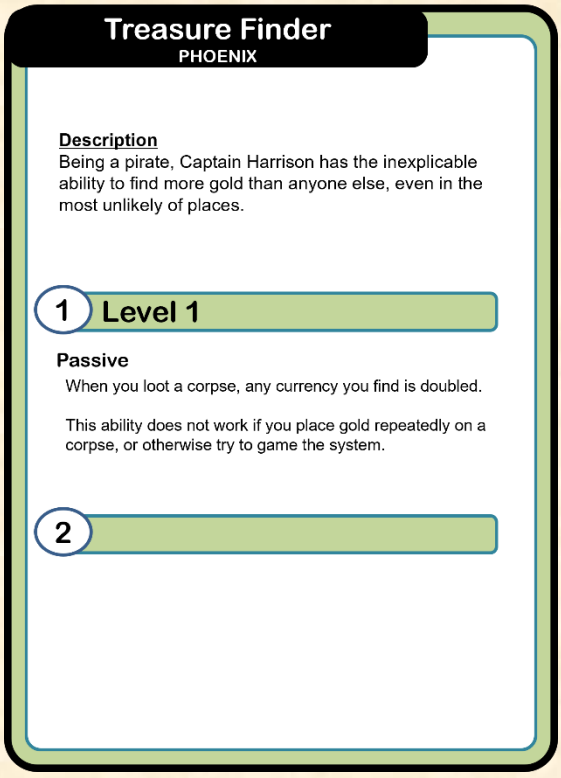
Character 3: Captain Harrison

Born on an island to the south, Harrison lived a hard life. His family was taxed heavily by the noble who owned his island, and they often went days without food. After his father died in poverty, Harrison stole a ship, signed up with the Fleet of Wood, and set sail, determined to gain riches. However, his pirate career was cut short, as he was arrested after his first raid. As he was being transported to prison, Harrison escaped and fled to the Kalsean Desert, where he now seeks to make his fortune.

Name: Captain Harrison
Concept: Amateur Pirate
Age: 39
Gender: Male
Weight: Above Average
Height: Average
Distinguishing Features: Pirate bandana, fancy coat
Health (Including changes due to END): 10
Stat Points: +1 STR, +3 DEX, -1 INT, -2 WIL, +4 CHA
Specialties: Intelligence (Engineering) I, Charisma (Deception) II, Perception (Evaluation) I, Dexterity (Initiative) I
Failings: Willpower (Self Discipline) -II
Weapon Skills: Medium Blades, Brawling
Race: Human
Group: Pirate
Weapons: Cutlass: D6 Slashing Medium Blade (Melee only)
Armour: Dashing Coat (1 Light Armour)
Focus: 15
Overcharges: 2
Abilities: Treasure Finder, Pistol Barrage, Smooth Talker

Optional Motivations:

- *Captain Harrison wants to make money.*
- *Captain Harrison seeks to avoid the attentions of the authorities.*



Pistol Barrage
PHOENIX

Description
Captain Harrison pulls pistol after pistol from their brace, unleashing a volley of shots that can tear through even the toughest of foes.

1 Level 1
5 Focus
You launch a barrage of (D3+1) shots at an enemy. Each shot does 2 damage to the enemy.

2 Level 2
7 Focus
You launch a barrage of (D5+1) shots at an enemy. Each shot does 2 damage to the enemy.

3 Level 3
12 Focus
You launch a barrage of (D5+1) shots at an enemy. Each shot does 2 damage to the enemy, and causes them to take 1 damage, ignoring armour, on their next turn.

4 Level 4
13 Focus
You launch a barrage of (D3+3) shots at an enemy. Each shot does 2 damage to the enemy, and causes them to take 1 damage, ignoring armour, on their next turn.

5 Level 5
17 Focus
You launch a barrage of (D3+3) shots at an enemy. Each shot does 2 damage to the enemy, and causes them to take 1 damage, ignoring armour, on their next turn. Each shot can target a different enemy.

Smooth Talker
PHOENIX

Description
Having been in numerous tense situations, Captain Harrison has developed the skill to be able to talk himself out of almost anything, or to talk other people into almost anything.

1 Level 1
Passive
You get a +2 to all Charisma checks made against outlaws, fugitives and other criminals.

2 Level 2
2 Focus
When you need to make a Charisma (Charm) check, you can instead make a Charisma (Deception) check.

3 Level 3
Passive
Whenever you lose when gambling, or during other games of chance, you talk the winner into giving back 10% of any money you gambled.

4 Level 4
9 Focus
When combat begins, you can spend 9 Focus. If you do, then enemies will not attack you during the first round of combat unless there are no other targets.

5 Level 5
Passive
When you use your Level 4 Smooth Talker ability, enemies will now no longer attack you during the first round of combat, even if there are no other targets.

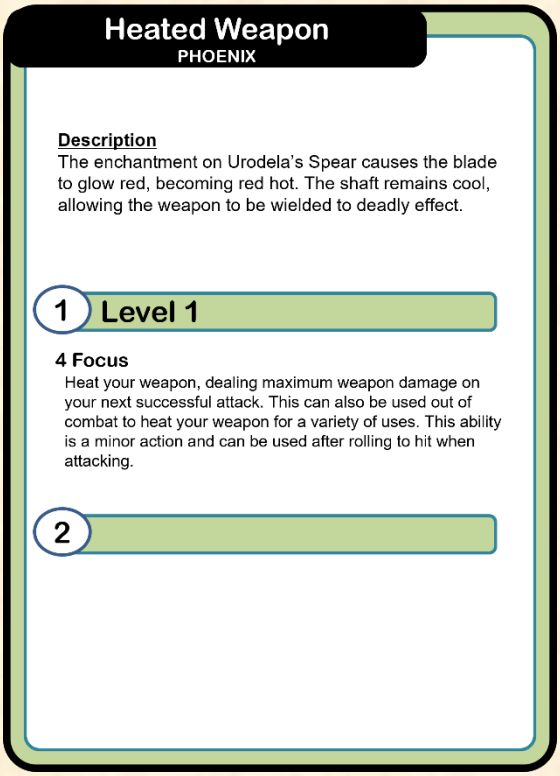
Character 4: Urodela

Urodela was born into the Doedicurus Clan of Barbarians to the east, renowned for their strong armour, crossbreeding with the Civilised, and martial prowess. Urodela trained for years to be allowed the honour of becoming a warrior, throwing herself into ever more perilous situations to try and prove herself, recovering an enchanted spear in the process. As the years went on and her skill was never recognised, Urodela got bitter. Leaving her clan, she set out to prove her skills, hoping to one day return a hero.

Name: Urodela
Concept: Doedicurus Warrior
Age: 42
Gender: Female
Weight: Above Average
Height: Above Average
Distinguishing Features: Blonde hair, large and muscular
Health (Including changes due to END): 10
Stat Points: +4 STR, +1 DEX
Specialties: Strength (Might) II, Strength (Attacking) I, Charisma (Intimidation) I
Failings: Perception (Empathy) -I
Weapon Skills: Heavy Blades, Polearms
Race: Sur-human
Group: Doedicurus Barbarian Clan
Weapons: Enchanted Spear: D4 Puncturing Polearm (Melee only)
Armour: Plate Armour (2 Heavy Armour)
Focus: 15
Overcharges: 2
Abilities: Heated Weapon, Duel, Barbarian Warrior

Optional Motivations:

- *Urodela wants to prove herself a capable fighter and hero.*
- *Urodela wants to overcome challenging foes.*



Duel
PHOENIX

Description
Urodela bellows a challenge at an enemy, forcing them to focus their attention on her as she hits away at them with crippling blows.

1 Level 1
4 Focus
You challenge an enemy. You and the enemy can't attack or be attacked by anyone other than each other. Duel can be cancelled as a major action.

2 Level 2
6 Focus
You challenge an enemy. You and the enemy cant attack or be attacked by anyone other than each other. Your first attack against the target ignores armour. Duel can be cancelled as a major action.

3 Level 3
9 Focus
You challenge an enemy. You and the enemy cant attack or be attacked by anyone other than each other. Your attacks against the target ignore armour. Duel can be cancelled as a major action.

4 Level 4
13 Focus
You challenge an enemy. You and the enemy cant attack or be attacked by anyone other than each other. Your attacks against the target ignore armour and your first attack deals double damage. Duel can be cancelled as a major action.

5 Level 5
22 Focus
You challenge an enemy. You and the enemy cant attack or be attacked by anyone other than each other. Your attacks against the target ignore armour and deal double damage. Duel can be cancelled as a major action.

Barbarian Warrior
PHOENIX

Description
Having trained her whole life as part of the Doedicurus Clan, Urodela is incredibly strong, and has learnt to use her armour to it's full effect.

1 Level 1
4 Focus
Gain +5 to a Charisma (Intimidation) check. This can be done after rolling for the check.

2 Level 2
Passive
If you go down and are revived, your Health is brought up to 5 (assuming you were not healed above 5 Health when revived).

3 Level 3
Passive
You gain a +4 to your Dexterity (Initiative) check when rolling to prevent someone from disarming you.

4 Level 4
Passive
Your armour now blocks all damage equally, regardless of armour type and is not affected by attacks that ignore armour.

5 Level 5
Passive
Once per two fights you can negate one attack made against you.

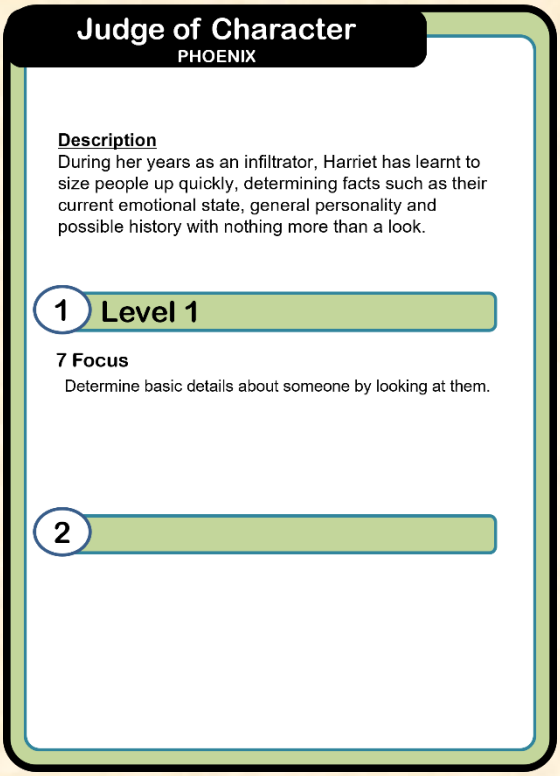
Character 5: Harriet Fen

Harriet Fen grew up in the heart of the Civilised Empire, in the capital city of Ingenion to the west of Calcaria. Training for years as a spy, she dedicated herself entirely to the empire, eventually becoming an infiltrator whose job it was to sniff out corrupt officials or traitors to the Civilised. However, the stress of the work drove her to gambling, and after gambling away important items she was meant to recover for the empire, she was fired. Now she wanders the empire, doing odd jobs in order to get by.

Name: Harriet Fen
Concept: Discharged Civilised Infiltrator
Age: 49
Gender: Female
Weight: Above Average
Height: Average
Distinguishing Features: Backwards jointed legs, thin, missing finger on left hand
Health (Including changes due to END): 10
Stat Points: -1 STR, +4 DEX, -1 INT, +1 PER, +2 CHA
Specialties: Charisma (Deception) III, Dexterity (Precision) I, Perception (Searching) I
Failings: -Charisma (Gambling) -I, Strength (Attacking) -I
Weapon Skills: Bludgeons, Light Blades
Race: Mannis
Group: Civilised Empire
Weapons: Stolen Mace: D4 Crushing Bludgeon (Melee only)
Armour: Animal Shell Armour (2 Natural Armour)
Focus: 15
Overcharges: 2
Abilities: Judge of Character, Infiltrator, Poisoned Weapon

Optional Motivations:

- *Harriet Fen wishes to serve the Civilised Empire and its people*
- *Harriet Fen dislikes corruption or those who seek power at the cost of others.*



Infiltrator
PHOENIX

Description
Harriet has become adept at blending in with people, concocting elaborate lies, manipulating people and using every tool at her disposal to its maximum effect.

1 Level 1

Passive
You gain +2 to Charisma checks when assuming a false identity.

2 Level 2

Passive
You gain a Puncturing D3 Concealed Dagger. This dagger can be hidden on your person and concealed through most searches.

3 Level 3

Passive
Choose one of the two following options. You get a +2 Charisma bonus when interacting with them.

Higher class people in positions of leadership or power
OR
Lower class people who struggle to get by.

4 Level 4

Passive
You have a photographic memory, and don't need to roll Willpower (Memory) checks to remember information.

5 Level 5

Passive
You can spend ten minutes to create a falsified or slightly edited copy of any document you are holding. The copy is very high quality, but can be detected by a skilled eye.

Poisoned Weapon
PHOENIX

Description
Although infiltration and words are Harriet's primary weapons of choice, sometimes she has to get her hands dirty. Her weapons are coated in a Civilised poison that increases bleeding and weakens her foes.

1 Level 1

Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 1 damage on their next turn, ignoring armour.

2 Level 2

Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 2 damage on their next turn, ignoring armour.

3 Level 3

Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 2 damage on their next turn, ignoring armour, and their STR and DEX are reduced by 1 until the end of combat. This effect doesn't stack.

4 Level 4

Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 2 damage on their next turn, ignoring armour, and their STR and DEX are reduced by 2 until the end of combat. This effect doesn't stack.

5 Level 5

Passive
Whenever an enemy is damaged by one of your weapons, they take an additional 2 damage on their next turn, ignoring armour, and their STR and DEX are reduced by 2 until the end of combat.. This effect doesn't stack. If you roll a critical hit on your attack roll, you deal maximum damage.

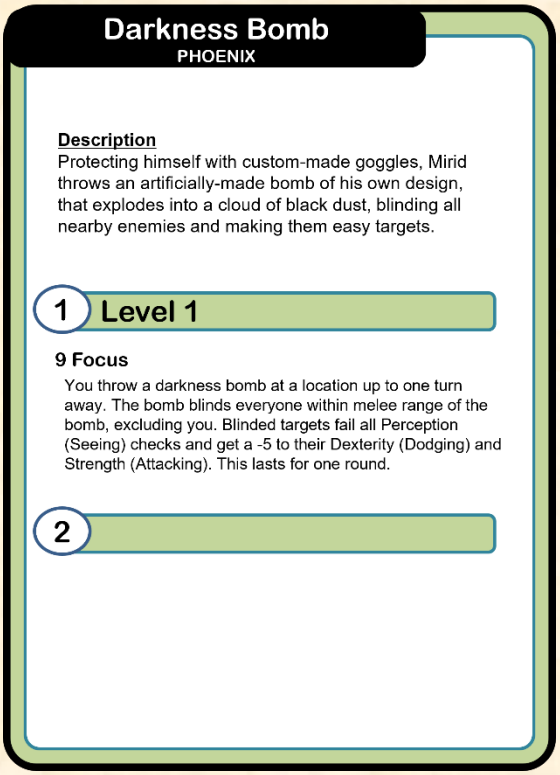
Character 6: Mirid

One of the lizard-like Reptiliae race, Mirid was recruited at a young age into the Collective Guild, a worldwide organisation dedicated to collecting and hoarding rare knowledge. Eager to travel the world, Mirid became a skilled survivalist and, when he was trained, he left for the Kalsean Desert. As the lowest rank of the Guild, Mirid wanders the world for years at a time, only occasionally being contacted to share the information he has learned, but he is eager to prove his worth.

Name: Mirid
Concept: Collective Guild Traveler
Age: 21
Gender: Male
Weight: Below Average
Height: Average
Distinguishing Features: Green, scaled skin, large tail, bald, large coat with numerous pockets
Health (Including changes due to END): 12
Stat Points: +1 END, +4 INT, +1 WIL, -1 CHA
Specialties: Intelligence (Cultures) I, Dexterity (Bushcraft) I, Perception (Tracking) I
Failings: None
Weapon Skills: Axes, Heavy Ranged
Race: Reptiliae
Group: Collective Guild
Weapons: Handaxes: 2D4 Slashing Axes (Melee only)
Armour: None
Focus: 15
Overcharges: 2
Abilities: Darkness Bomb, Enhanced Tracking, Badger Companion
NOTE: You will need a mob sheet for Mirid's Badger Companion

Optional Motivations:

- *Mirid is trying to learn as much as he can about the area.*
- *Mirid is always trying to understand how things work.*



Enhanced Tracking
PHOENIX

Description
Mirid has learnt the art of tracking, using it to not only track animals, but to determine the location of people, and even leave scent marks on them that he can follow up on.

1 Level 1
Passive
You can use Perception (Tracking) to tell if you are being followed or tracked.

2 Level 2
Passive
When examining footprints, you can automatically tell what species the footprints belong to, even if you fail a Perception (Tracking) check to follow them.

3 Level 3
Passive
You know the last person to have touched/been in proximity to any inanimate object.

4 Level 4
5 Focus
Instantly pass a Perception (Tracking) check. This can be done after rolling.

5 Level 5
9 Focus
Secretly mark a target with a touch. You can then track that person's movements from where you marked them for 24 hours, or until they wash the scent mark off/change clothes if their clothes were touched. Multiple targets can be marked at once.

Badger Companion
PHOENIX

Description
Mirid travels with his trusty badger companion Brusk. A steadfast and loyal friend, Brusk is quite durable, and is an expert at sniffing out rare items and gold.

1 Level 1
Passive
You have a normal-sized badger that can be used out of combat for a variety of uses. Your badger has 10 Health, +1 STR and +2 END (Its endurance modifier is already added to his Health). If your badger loses all his Health it is not killed, but must recover for 6 hours before it can be used again.

2 Level 2
4 Focus
When entering or in combat, you can spend 4 Focus to have your badger take part in the battle. Your badger has Slashing D4 Claws. If your badger loses all of its Health in combat, it can be used again after only 3 hours.

3 Level 3
4 Focus
Your badger can instantly pass a Perception (Searching) check.

4 Level 4
Passive
Your badger gains +1 STR, +1 PER and +1 Natural armour.

5 Level 5
5 Focus
Restore your badger to full health. If your badger has lost all its Health and is recovering, using this ability allows it to be used again immediately. This ability can't be used whilst in combat.

Roleplay Layout

The rest of this information is for GMs only! Players are advised to stop reading here in order to avoid spoiling the adventure.

This adventure is split into parts, which are further split into scenes. These scenes can, and most often will, change according to the actions of the players. Scenes may go in vastly different directions to what is presented in the adventure, new scenes may have to be added, or players may skip some scenes entirely. This is to be expected and often encouraged. The scenes are meant merely as a guideline as to how the adventure should go. If the players do something unexpected, it is important not to force them along one path, and instead to slowly and subtly guide them into re-joining the chain of scenes at some point.

Throughout the adventure, various pieces of text will be formatted in different ways, and should be used differently:

- *Some scenes will contain italicised text. This is text that should be read aloud to the player, however, it may need to be altered based on the actions of players, so you should feel free to change, summarise or embellish it as you see fit.*

- Names that are in **bold and underlined** have character/mob sheets. These can be found in Appendix A, at the end of the adventure.

- **Some scenes will contain text that is in bold. This text is used to summarise what is going on in a scene, to give important context regarding what is happening in a scene, or give information on later reveals, such as the details behind a murder mystery the players must solve. This information can be referred to when you have to improvise based on the players actions, and should not be told to the players, as it will spoil the adventure.**

Many scenes will have boxes like this. These boxes will talk about possible ways in which the players may defy expectation, alternate ways the story might play out and how to deal with it, information on side quests, and possible changes to the story based on what characters are being played or whether the adventure is part of a larger campaign.

When a new major non-player character (NPC) is introduced, there will often be a short summary describing their personality and basic background in a box like this. These boxes are to better aid you in voicing and playing these characters, and can also be found in Appendix C.

NOTE: Some mob sheets have numbers in brackets next to their values, for example: Health: 12 (+4). This means that for every player, you add that amount. So, in the example above, a group of two players would fight a mob with 20 Health, whereas a group of four players would fight the same mob, but with 28 Health.

Information on the various items that can be obtained in the roleplay can be found in Appendix B.

Background

Almost 350 years ago, during the height of the Civilised's first attempted expansion into the Barbarian's homelands of Amitor, in the region around what would one day become the town of Calcaria, the Civilised found themselves in dire straits. Their attempted conquest of Amitor had failed, with the Civilised held back by the clans to the east, who launched devastating raids on Civilised outposts before fleeing back into the forests across the border. It was during one of these battles that a young Civilised captain named Vitannis found himself separated from his squad. Alone, injured, and half-delirious from dehydration, he stumbled across the ruins of an ancient facility, built long before the Civilised ever arrived on Daeazeme. In the heart of the ruins, Vitannis found a glowing brown gem. Taking it, he found his endurance and constitution greatly enhanced. Upon leaving the facility, he had the gem placed into a ring, to keep it on him always.

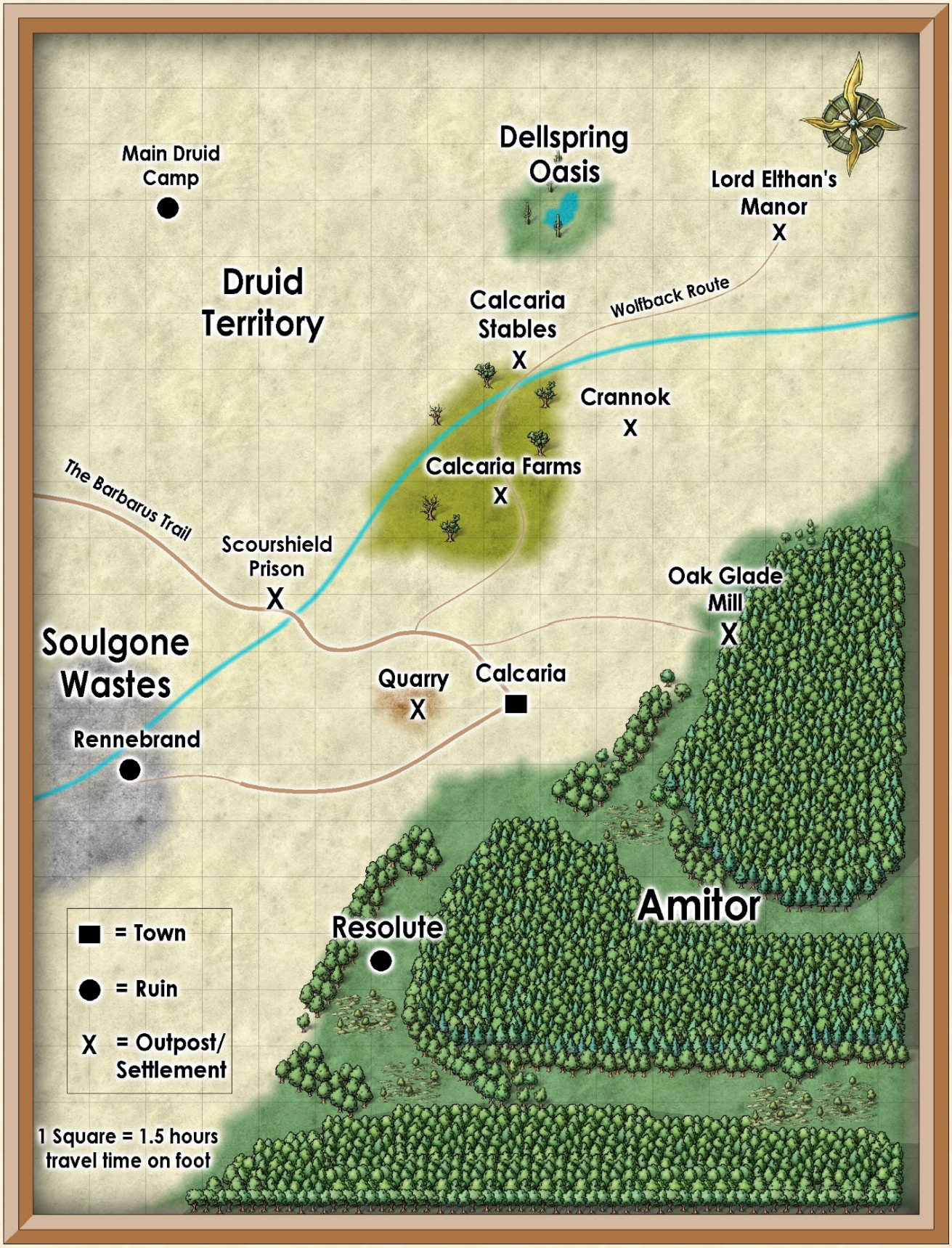
Using his newly gifted endurance, Vitannis was able to win victory after victory against the Barbarians, being able to march without rest and keep fighting long after his men had collapsed from exhaustion. He became a local legend amongst the soldiers, as did his ring, which rumour said was the source of his military accomplishments. However, as the Civilised realised the futility of the invasion and started pulling back their forces, Vitannis refused to stop fighting, and was eventually abandoned by the rest of his troops. Without the support of the Empire, even he could not see the path to victory over the Barbarians. Unable to accept the end of the war, he left for the facility where he first found the gem, convinced he could find more crystals to boost the resilience of his men. However, within the ruins, he found himself cornered by wild animals and ripped apart. For although the ring increased his endurance, it also gave him a subtle unsettling presence that drove beasts around him mad, increasing their power and heightening their aggression toward whoever wields the gem.

In the centuries since his disappearance, numerous groups have been searching for his resting place, hoping to find the ring. But the shifting sands of the desert make finding anything difficult, with many ruins buried and uncovered as the sands rise and fall. Recently, Donnic Aile, a local information trader and explorer of ruins, discovered the location of the facility Vitannis once stumbled upon and seeks to recover the ring from it. However, the magistrate that rules over Calcaria, Magistrate Decila, has also heard these rumours and is keeping an eye on Donnic, hoping to claim the ring for herself and use its gifts to rule Calcaria with an iron fist.

Adventure Summary

Ring of Vitannis is split up into three parts, which the players progress through in a linear fashion.

- In 'Part 1: Adventures in Calcaria', the party make their way to the town of Calcaria to meet Donnic. Whilst there, the players can explore and complete various jobs around the town and surrounding area.
- In Part 2: Retrieving the Ring', the group meet Donnic, learn the location of the ring and retrieve it, dealing with a group of fanatical monster worshippers and ancient magical defences as they do.
- In 'Part 3: Magistrate's Rule', the party is attacked by guards belonging to Magistrate Decila, who is enacting martial law to obtain the ring. They join up with a resistance group outside Calcaria and launch a counterattack, making their way to the fort and killing Decila.



The players are allowed to see this map and use it when planning where to go.

Starting the Adventure

When the players have picked their characters, start the adventure here by reading the introduction text below, then have the players pick their equipment from the 'Starting Equipment' section.

Through various means, you have all been contacted by a local explorer named Donnic Aile, who says he has a job for you. He has asked you to come to the desert town of Calcaria, a repurposed fortress on the edge of the sprawling Civilised Empire, home of the Mannis race. Due to Donnic's profession as an explorer, you are aware that whilst the job may not be for the good of all, it is unlikely to be too morally questionable. You are travelling together and your characters start the roleplay knowing each other and having agreed to work together, although the exact level of friendship between players is to be determined amongst yourselves.

How the characters know Donnic, and each other, is up to each player. They could be good friends, having worked together on many jobs, or be distrusting of each other, yet recognising each other's skills enough to still take the job.

Character Death

If players die at any point in this adventure and you wish to have them re-enter the game, either as an unplayed pre-made character or a new character, there are several points where new characters can be introduced. Characters can be introduced as travellers in Calcaria, freelance explorers or, in Part 3, resistance members. A new character is introduced into the roleplay at the same level as the other existing characters. Don't forget to sort out starting equipment for new characters.

Newly introduced characters should not be guards or other characters working for Magistrate Decila, as she and her men are the main antagonists of the roleplay. Players should not also play as Donnic, as he is killed by Decila's men at the start of Part 3.

Starting Equipment

In the Barbarus setting, currency is split up into gold and silver, with 1 gold being worth 100 silver. Each character starts with 1 gold and 50 silver. Before the roleplay starts, they may use that money to buy any items they want from the Starting Equipment table. Each item can be bought multiple times. Information on the items shown in this table, and throughout the roleplay, can be found in Appendix B at the end of the adventure. Any money not spent remains in the player's inventories, and can be used throughout the roleplay.

Additionally, each of the pre-made characters in this adventure can choose one item to obtain, free of charge, from their personalised gear table. Only one item can be chosen. Characters made from scratch gain 50 extra silver to compensate for this, which can be spent on starting gear or kept for the roleplay.

NOTE: Make sure the players know what each item does, and explain any relevant systems to them, notably the Needs System and the importance of eating and drinking throughout the day, as well as having suitable sleeping arrangements. (See Chapter 2 of the *PHOENIX Player's Guide*, or Scene 3.5 of this roleplay for information on the Needs System).

Starting Equipment Table		
Item	Description	Cost
Tent (2-person)	*Improves sleep*	90 Silver
Crown of Leadership	*Bonus to Presence checks*	90 Silver
Horn of Haste	*Allows movement as minor action*	90 Silver
Flint and Steel	*Bonus to lighting fires*	50 Silver
Minor Healing Potion	*Heals 3+D3 Health*	30 Silver
Minor Focus Potion	*Restores 3+D3 Focus*	30 Silver
Sleeping Bag	*Improves sleep*	20 Silver
Torch	*Source of light and fire*	15 Silver
Rope (5 metres)	*Rope*	10 Silver
Waterskin (Filled)	*Drink (0.75)*	5 Silver
Dried Jerky/Fruit	*Food (0.3)*	2 Silver

Pre-made Character Equipment	
Ironhide Equipment (Choose One)	**Description**
Phu Naan Marble	*Temporarily negates magic*
Warrior's Blood Potion	*Attack twice, but attack randomly*
Writing Kit	*Allows message writing*
Fara Equipment (Choose One)	
Cooking Equipment	*Increases sustenance of prepared food*
Potent Healing Potion	*Heals 8+D8 Health and 3 Focus*
Reedhide Cloak	*Bonus to stealth in vegetation*
Captain Harrison Equipment (Choose One)	
Fireweed Grenade	*Area of effect damage*
Musical Instrument (Player's Choice)	*Musical Instrument*
Spyglass	*See distant places*
Urodela Equipment (Choose One)	
Doedicurus Signal Horn	*Produces loud noise for signalling*
Greatsword: D4 Slashing Heavy Blade (Melee Only)	*Weapon*
Potent Focus Potion	*Restores 8+D8 Focus and 3 Health*
Harriet Fen Equipment (Choose One)	
Civilised Documents of Access	*Allows entry to restricted areas*
3x Guard Costumes	*Allows disguising as guard*
Lockpicking Set	*Bonus to Lockpicking checks*
Mirid Equipment (Choose One)	
Meaty Badger Food	*Gives Brusk stats (used immediately)*
Overcharge Potion	*Gives overcharge*
Rust Ant Vial	*Destroys metal object*

When the players have picked their starting equipment, you are ready to begin the adventure! Good luck, and remember that the ultimate goal is for you and your players to all have fun.

Part 1: Adventures in Calcaria

Part Summary

The players make their way to Donnic's house in Calcaria, travelling with a merchant. After some trouble with jackals, they arrive in Calcaria to find it struggling due to a nearby group of fanatical monster-worshipping druids. Here, the players can take part in several tasks to aid the citizens, guards, or protestors of Calcaria, gaining favour with them.

Part Goals

The goals of this part are to introduce the town of Calcaria, as well as introduce the players to some of the NPCs in the town. The side quests allow the players to choose which small adventures they want to do, and allows the GM to gauge which NPCs the players like and dislike.

Modify the following encounters as needed depending on the PC's backstories and actions. Be prepared for the PCs to make unexpected decisions.

1. Travelling to Calcaria

Summary: The PCs travel to Calcaria with a merchant and his cart, talking with the merchant and each other.

The adventure begins with the players sitting in the back of a cart laden with supplies, driven by Arrik Ramsbuckle, a travelling tradesman. The PCs have been travelling with Arrik for a couple of days and it is up to them how friendly they have become with him. Read the following text to start off the adventure:

The roleplay begins with you on your way to Calcaria to meet with Donnic. The desert sun beats down mercilessly upon you, and around you, sand stretches in every direction as you sit in the back of a small, open-topped cart, surrounded by various crates of supplies. Your driver, a cheerful man named Arrik Ramsbuckle, hums merrily to himself, occasionally flicking his whip in the direction of the horses pulling you along.

This is an opportunity for the players to introduce their characters (assuming they haven't already done so) and engage in conversation with each other.

The players can also talk with Arrik. Although Arrik is not a major character, the box below is an example of what to expect when a major character is introduced, and can be used to practise your roleplaying.

Arrik - Cheerful Trader

Arrik has made a living as a travelling tradesman, delivering supplies to the various towns on the edge of the empire. He is quite knowledgeable about the area but does not know the details that can only be gained by living here.

Appearance: Middle-aged Civilised citizen. Simple, colourful clothes.

Personality: Arrik is a cheerful individual. He enjoys his simple life and tries to stay positive, often facing difficult situations with humour or forced cheer.

Values: Money, Positivity

Goals: Live a simple life, stay alive and make money, spread happiness

Skills: Tradesman, Limited Knowledge of area, Poor Combatant

The players can look inside the boxes and bags surrounding them, and find them filled with dried fruit and waterskins. If they take any food, Arrik will notice and chastise them, but allow them to keep a couple of portions

of dried fruit and a few waterskins, although he will not tolerate any further stealing.

Talking with Arrik

Himself: Alric will be flattered that the players are interested in him. He will tell them that his family have acted as a travel service, ferrying people across the Civilised Empire for generations, until he came up with the idea of trading goods instead. He says that his family are very proud, and that his father would be happy to see that he is still willing to take on passengers from time to time.

Calcaria: If asked about Calcaria, Arrik tells them that over a century ago, it used to be a fort to hold off the Barbarians, but after the war ended, it was turned into a town. He says that it's out of the way, and a good place to go if you're looking for opportunity, but that the magistrate has been coming down hard on criminals lately. He also says that he's heard from people coming out of Calcaria that they've been having problems in the area with travellers attacked or robbed, but he isn't sure exactly who is behind it, and he seems to have got by ok, probably due to the fact he's only a minor trader.

When the players are done talking, or you feel that when sufficient time has passed, move on to the next scene.

2. Jackal Pack

Summary: The cart is held up by a group of hungry jackals, which the players must deal with.

Suddenly, the horses whinny loudly, and the cart comes to an abrupt halt. Looking ahead, you see three jackals on the road, growling at the horses, who rear up in alarm. Arrik curses, before putting on a smile. "I don't suppose you could give us a hand here?" he asks.

The following scene is a very basic combat encounter between the players and a group of three **Jackals**, and is designed to introduce the players to combat with a simple encounter. The jackals are aware of the players and can't be taken by surprise. A step-by-step guide to attacking is given below to help guide you through the process of attacking.

When the players engage the jackals, roll **Dexterity (Initiative)** to determine the turn order, with higher check results going first. More detail on this, as well as advanced combat techniques, such as combat manoeuvres and Stealth, can be found in the *PHOENIX Player's Guide*.

NOTE: Make sure to always keep track of the player's and jackal's positions (the players start in melee with the jackals, who are in front of the cart), and don't forget that the player's armour, and what type it is, will affect how much damage the jackals deal.

Step-by-step Attacking Summary

1. A character (called the attacker) chooses to attack a target with a certain weapon. The GM tells them if this is possible based on the attacker's distance to the target, what weapon they want to attack with, and any other information they need to know, such as any relevant modifiers.
2. The attacker makes a Strength (Attacking) roll, known as an attack roll or roll to hit, and the target makes a Dexterity (Dodging) roll, known as a dodge roll. Any modifiers to Strength (Attacking) or Dexterity (Dodging) are applied to get the final check result and any natural 20s or 1s are remembered.
3. If the target wins, the attack has been dodged and the attack is over (although the attacker can still do a minor action if they haven't already). If the attacker rolled a natural 1 or the target rolled a natural 20 then the target can counterattack. If both occurred, the counterattack is for double damage.
4. If the attacker wins, then they deal their weapon damage to the target (unless attacking with a ranged weapon in melee, which is a D4). This damage is doubled if the attacker rolled a natural 20 or if the target rolled a natural 1, or quadrupled if both occurred.
5. The damage is reduced by the target's armour (if they have any).
6. If the target has armour, the damage is then modified by up to 1 based on what weapon type is attacking what armour type (as seen in the 'Step 9: Weapon Skills, Weapons and Armour' section in *Chapter 1: Character Creation* of the *PHOENIX Player's Guide* or the Weapon Set information earlier in this document.)
7. Once this has been calculated, the overall damage is subtracted from the target's current Health.

As mentioned on the jackals mob sheet, when only one jackal remains, it will attempt to flee. Each player can either launch one last attack against the fleeing jackal (assuming they can hit it with their current weapon) or make an **Endurance (Running)** check against the jackal's Endurance (Running) check to stop it from fleeing, or let it go. If the jackals bring a player to zero Health or below, then they will take any food items that person has and flee.

When the jackals are dealt with, Arrik will give each player 15 Silver as thanks. A player can work this up to 20 silver per player with a **9+ Charisma (Bargaining)** check. With the jackals gone, the players can get back on the cart and you can move on to the next scene.

3. Exploring the Town

Summary: The players arrive in Calcaria and explore the town, meeting people in need and learning about the area.

Another hour of travel later, you see the shimmering outline of a settlement on the horizon. The shimmer grows and grows as the cart trundles closer to the town. "Welcome to Calcaria," Arrik says as you enter the settlement. Simple sandstone buildings, built haphazardly, hug the road and the smell of sweat fills the dusty air. People dressed in simple coloured robes and togas stroll down the edges of the road, interspersed with the odd guard dressed in shining golden metal, the lithe frames and reverse-jointed legs of the Mannis allowing them to patrol the streets with great speed. Arrik leads the cart along the main road before turning off, stopping the cart at the north end of a small courtyard that seems to be acting as a market. "This is where I stop, my friends," he says.

Ring of Vitannis

After saying goodbye to Arrik, the players are now free to explore Calcaria. If they so wish, they can head straight to Donnic's house to continue their task (the players all know the location of Donnic's house, having been told when messaged by him that it is the last house on the small street running parallel to the main road). However, Arrik will remind them since they made good time, they aren't expected for a few days.

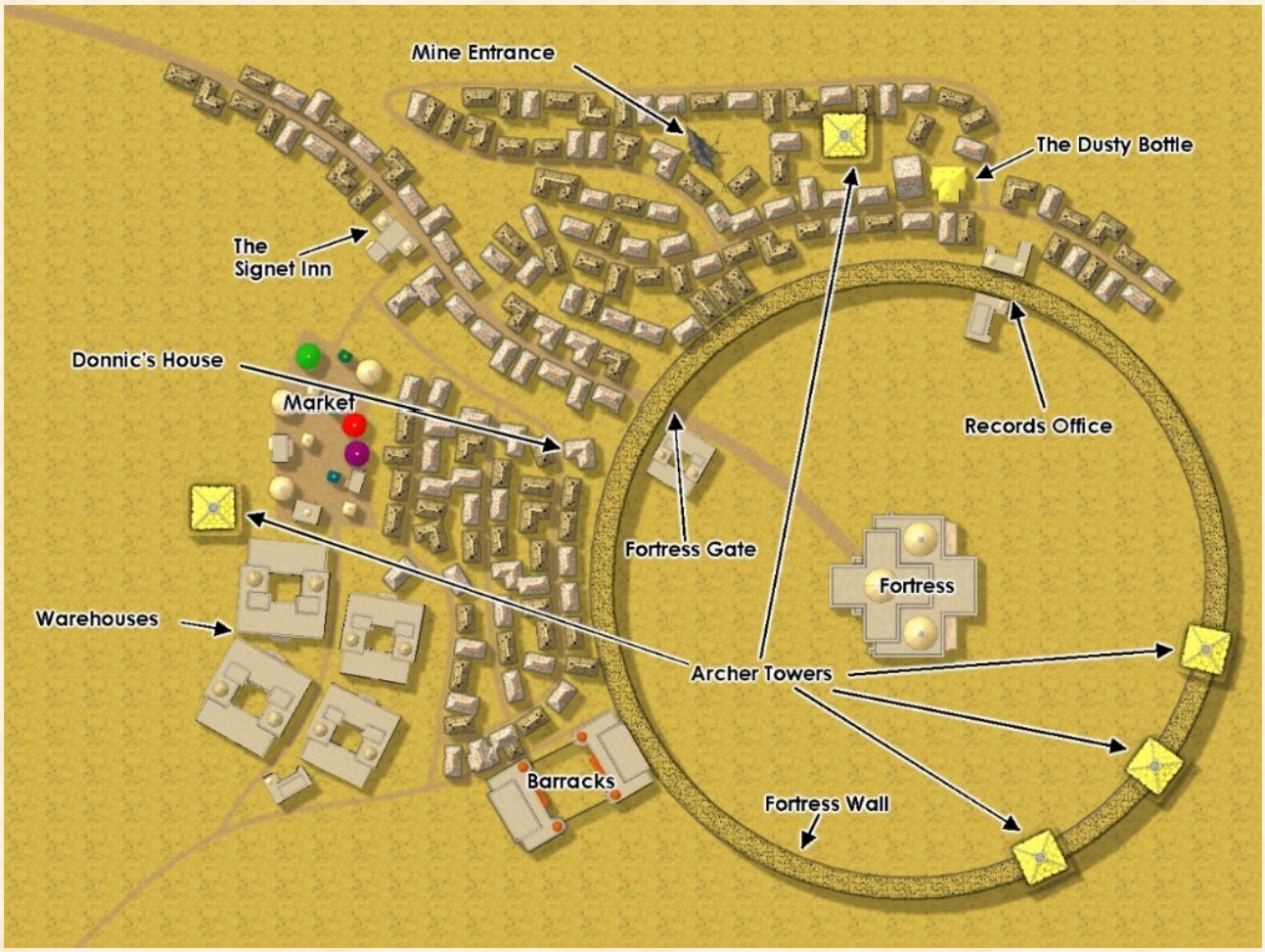
If the players decide to head to Donnic's house anyway, turn straight to Part 2: Retrieving the Ring. If not, then they are free to explore Calcaria. The rest of this scene has sections containing information on the various locations in the town that can be visited.

The town has:

- A Market (the player's current location)
- Two inns (The Signet Inn and The Dusty Bottle)
- A Barracks
- A Records Office
- The Fortress gate
- The Mine Entrance (which is locked off and guarded).

You can show the players the Calcaria Map below, as it contains no secret information the players should not know, and they can use it to decide where to go.

NOTE: When the players go to sleep or leave Calcaria (either to head to the Main Druid Camp after talking to Donnic, on a side quest, or just to explore the surrounding area), please go to Scene 3.5: The Overworld, for information on sleeping (including the Needs system and where the players can sleep), travelling and random encounters.



The Passing of Time

Calcaria is reasonably small, taking around fifteen minutes to walk from one side to the other, and has several small back alleys and pathways between the houses, making it easy to travel as the crow flies.

It is mid-afternoon when the players arrive in Calcaria. Whilst it is up to the players to decide what to do at each location, you must keep track of roughly how long they would spend at each location. It is expected that the players should have time to explore one or two locations before the sun starts to set. However, this is not a hard and fast rule, and it is more important to make sure that the adventure flows, rather than keeping track of how long each player would spend at a location.

As the players explore Calcaria, they can agree to help or do various tasks, known as side quests, for the inhabitants of the town. Whilst the circumstances regarding accepting these side quests is covered in boxes like these throughout the relevant location sections, detailed information on the side quests can be found in Scenes 4-10.

Market

You enter the market. Various stalls and tents of all sizes dot the square, as people move back and forth. Despite how busy it is, it appears most of the stalls and tents are unoccupied. A travelling forge sits in one corner of the market, belching smoke into the air as a large, stocky man hammers a sheet of metal. Nearby, a large stall selling various ingredients, herbs and potions has attracted a large gathering of people. By the middle of the market is a large golden tent, with a sign above it that reads 'Lance's Luxury Items', with a smaller sign bolted onto it that says '(and survival gear)'. And finally, a smaller, grey coloured tent near the far edge of the market appears to be open, although no one is going in or out of it. You also notice an old man standing in the middle of the market, yelling angrily.

There are four places in the market where the players can purchase goods:

- The travelling forge, which sells weapons and armour.
- A large stall that sells various cooking ingredients, herbs, and potions.
- A golden tent that sells rarer, more expensive items and survival gear.
- A smaller tent that sells black market goods, although it is off-limits to the players until they learn the code word to enter.

There is also a man in the centre of the market, who is trying to find someone to help him deal with druids digging on his land.

The following sections cover each of these in more detail and should be used as the players go to them. Each item has a small summary to help you and the players, with full item descriptions in Appendix B.

Stealing

Because this is an introductory roleplay, the items sold in this roleplay aren't considered stealable and if any players try, the shopkeepers will admonish them but won't call the guards unless the players repeatedly try. If this happens, feel free to discourage them since the players becoming criminals will derail the entire first part of the roleplay.

Describing Items

When describing the effects/stats of items, you have a few options:

- Tell the players what the items do from a statistical/mechanical standpoint (e.g. describe a Civilised Longsword as a D6 Slashing Medium Blade)
- Describe the items from an in-character perspective (e.g. have the merchant describe the Civilised Longsword as a well-made blade, comparing its effectiveness to the player's current weaponry)
- A combination of the two (e.g. have the merchant describe the weapon, then show the players its stats),

What option you prefer will depend on what works best for you and your players.

Travelling Forge

The travelling forge is owned by a muscular man named Hopper. As a very minor NPC, it is up to you to play Hopper however you like.

NOTE: The Chainmail Armour, and other armour in general, does not increase a player's current level of armour by the listed value (in this case, 1). Instead, it changes a player's armour **to** that value, and therefore the Chainmail armour is only of use to players with no armour, or players with 1 armour who wish to change to heavy armour.

Travelling Forge Goods		
Item	Summary	Cost
Chainmail Armour (1 Ha)	*Armour*	2 Gold
Civilised Militia Armour	*Improves Civilised Relations*	65 Silver
Heavy Bow: D4 Puncturing Heavy Ranged (Ranged only)	*Weapon*	75 Silver
Civilised Dagger: D4 Puncturing Light Blade (Melee only)	*Weapon*	75 Silver
Civilised Longsword: D6 Slashing Medium Blade (Melee only)	*Weapon*	1 Gold
Trainer's Whip: D5 (See Appendix B)	*Trainable Weapon*	80 Silver

A **Charisma (Bargaining)** check can be attempted to reduce the price of any item. A final score of 15-20 results in 10 Silver being reduced from the price of the item. A final score of 6-14 results in no price reduction or increase. A final score of 1-5 results in 10 Silver being added to the price of the item. This can only be done once per item per player.

Talking with Hopper

Calcaria: Hopper can provide the same information about the town as Arrik. However, he can also tell the players that a group of druids have been causing trouble outside the town. The PCs can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, with each group worshipping a particular monster.

Yelling Old Man: If asked about the old man yelling in the market, Hopper will tell them that he's seen druids digging on his land, and that the guards are stretched too thin with other problems to help. Hopper is sympathetic, but isn't a skilled fighter and so isn't willing to risk himself against the druids.

Reagent Stall

The large reagent stall is run by a brother and sister named Brokk and Mia respectively. As very minor NPCs, it is up to you to play the two however you like. The reagent stall is big, but its stocks are running low, and so it has a lower variety of goods than it normally would.

Reagent Stall Goods		
Item	Summary	Cost
Sequent Venom	*Extra damage dealt to sapient beings*	50 Silver
Chorbane Oil	*Lowers DEX of mammals*	45 Silver
Overcharge Potion	*Gives Overcharge*	1 Gold
Vial of Grease	*Slippery and Flammable*	45 Silver
Joltroot	*Gives Minor Action*	25 Silver
Minor Healing Potion	*Heals 3+D3 Health*	30 Silver
Minor Focus Potion	*Restores 3+D3 Focus*	30 Silver

The players cannot haggle with Brokk and Mia. If they try, the pair will tell them that the prices aren't set by them (instead being set by the people who run the chain they are part of) and they can't offer any lower prices.

Talking with Brokk and Mia

Calcaria: Brokk and Mia are from out of town and so know less than the other merchants and people in the town. They will tell the players that it seems like a nice town, but they generally keep to themselves. They will also mention that the surrounding areas seem to have been hit by a spree of attacks, but don't know anything more than that.

Yelling Old Man: If asked about the old man yelling in the market, Brokk and Mia will shrug, saying that they've been trying to ignore him and that he's been making people uncomfortable. They will encourage the players to talk to him, just to shut him up.

Lance's Luxury Items (and survival gear)

Lance's tent is owned by a merchant of the same name. Inside the tent are various shelves and racks with luxury items such as jewellery, silks and various runed objects. Lance himself stands behind a desk in the centre of the tent.

Lance – Very Knowledgeable Merchant
A very extravagant man, Lance is a merchant and loyal citizen of the empire. Although he may appear snobbish, he genuinely cares for the common citizen and is always up to date on current affairs. **In Part 3, the players discover he is a member of a secret civilian network called The Watchful Eye, which stands against oppression and corrupt use of power.**
Appearance: Tall and thin. Dressed in luxurious clothing.
Personality: Much of Lance's pomp and bluster is a façade. In actuality, he is quite a serious individual and is no stranger to discomfort. He is loyal to the empire, but against anyone who abuses their position for personal gain.
Values: Freedom, Serving and helping the common man, Loyalty to the empire,
Goals: Help the people of the empire, and hold those in power accountable for their actions.
Skills: Very Knowledgeable, surprisingly skilled in combat, good at deceiving others with his snobbish façade.

When you are describing Lance, have the players make a **14+ Perception (Seeing)** check to notice a small tattoo of an eye on Lance's collar, half-covered by his shirt. If asked about it, Lance will say that he got it when he was young and drunk just because he thought it looked nice.

In actuality this tattoo indicates that Lance is part of The Watchful Eye, a secret network across the empire holding corrupt officials to account).

Lance specializes in expensive items, and out of his stock, only a few items are within the player's possible budget. These items are the

ones listed in the table below. He also has a small collection of survival gear he reluctantly sells.

Lance's Goods		
Item	Summary	Cost
Ingenion Silks	*Valuable*	1 Gold 50 Silver
Erasmus Dawne's Guide to Desert Beasts and Monsters	*Desert Animal Information*	2 Gold
Elixir of Potential	*Powers up Abilities*	3 Gold
Tent (2-person)	*Improves sleep*	90 Silver
Sleeping Bag	*Improves sleep*	20 Silver

A **Charisma (Bargaining)** check can be attempted to reduce the price of any item. A final score of 13-20 results in 30 Silver being reduced from the price of the item (with the exception of the sleeping bag, which has 15 silver reduced). A final score of 2-12 results in no price reduction or increase. A final score of 1 results in 20 Silver being added to the price of the item. This can only be done once per item per player.

Talking with Lance

Calcaria: Lance does not know much about the history of Calcaria, save that it used to be a military fort that was expanded into a town centuries ago after the war between the Civilised and the Barbarians ended. If asked about the current state of Calcaria, roll a D6 to determine what information he tells the player. Alternatively, if a player asks about a particular topic, Lance can tell them the relevant information.

1 (The Magistrate): Lance tells the players that Magistrate Decila, who oversees the town, has been coming down hard on criminals, increasing guard patrols and expanding the nearby prison. Despite protests against her, she is refusing to back down, and is attempting to make protesting against her illegal.

2-3 (The Druids): Lance tells the players that over the last few weeks, a druid group has been raiding and attacking the lands around the settlement, killing people and stealing supplies. A player can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, with each group worshipping a particular monster.

4-5 (The Protestors): Lance tells the players that protests are going on outside of the Fortress gate, as the civilians are unhappy with the Magistrate's inability to deal with the druids and hard stance on criminal activities.

6 (The Ring): Lance tells the players that there are rumours that Donnic Aile, a local explorer and information broker, has discovered the location of the Ring of Vitannis, a relic from the town's past. He has heard rumours that the Ring is said to be cursed, but he does not know how.

Yelling Old Man: Lance will tell the players that the old man's name is Erman and that he has come here after seeing druids digging on his land. Lance will disdainfully mention that the guards are too busy focusing on small-time criminals in the town itself, causing Erman to come to the market in search of aid.

Small Shady Tent

The small grey tent is owned by a black-market tradesman and so will only let people in if they know the codeword 'Partition'. As the players approach the small tent, a voice from within the tent will tell them that they are closed and to go away. This shopkeeper will not give his name and is generally not talkative.

If the players have obtained the code word either through helping the Calcaria guards resolve their supply leak or by making a deal with the smuggler, then they can say 'Partition', at which point the shopkeeper will allow them access to the tent.

The inside of the tent is dirty and badly lit. The shopkeeper stands at the back of the tent, in front of a chest containing his wares.

Black Market Goods		
Item	Summary	Cost
Unregulated Healing Potion	*Heals 1+D8 Health*	40 Silver
Unregulated Focus Potion	*Restores 1+D8 Focus*	40 Silver
Krutian Blood Ampule	*Bonuses to Might checks*	68 Silver
Civilised Documents of Access	*Access Restricted Areas*	52 Silver

The black marketeer is unwilling to talk or haggle, and persisted attempts to get him to lower his prices or discuss things will result in him asking the players to leave.

The players may try and tell the guards about the black market, in an attempt to curry favour with the guards or gain a reward, especially if they received the code word for the black market from the Calcaria protestors. However, despite the Magistrate's tough stance on crime, the guards are well aware of the black market, and let it continue as it allows them access to goods they otherwise couldn't obtain. The guards will tell the players to keep their voices down and keep the black market to themselves.

Angry Old Man

You head towards the old man, who is yelling angrily at people as they pass him by. He sees you approaching, and his expression changes to one of hope. "You there!" he says. "You look like you're from out of town. Please, help me!"

Erman owns a small farm outside Calcaria and lives alone tending to his crops. However, recently, he has seen some druids digging on his land. The players can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, or Erman can tell them this if they don't already know. If questioned further about the druids, Erman will tell them that a group of druids arrived in the area around 3 weeks ago and has been causing havoc, pillaging farms and killing people.

If asked about the druids digging on his land, Erman says that he's only seen one or two druids and that they're clearly looking for something on his land. He will complain to the players that he went to the guards, but they don't care about events outside the town, and that he needs someone to go and clear them out. If asked about payment, he says he doesn't have any money to pay them, but that they can have whatever the druids are after. If the players agree to help, then he will tell them that he will be waiting here for them.

This conversation is the start of the optional side quest: Druid Excavations. If the players want to help, then they must travel to the Calcaria Farms and kill the druids digging on Erman's land. Erman will give them directions to his farm on the southern edge of the Calcaria Farms.

Remember that when the players leave the town to travel to the farm, to use Scene 3.5: The Overworld for information on travelling, sleeping and random encounters. When the players arrive at Emran's farm, go to Scene 7: Druid Excavations, which handles the side quest, reward and returning to Emran.

The Signet Inn

The Signet Inn is a large inn along the main road and is where most travellers go to eat and rest. It is clean and well-maintained and is considered the best place to get food and rooms in Calcaria. Because of this, it is normally quite busy, and people will sometimes post jobs on the notice board set up there.

You enter the inn. As you open the door you feel a cool refreshing breeze and hear the murmuring of several conversations. The inn is well-furnished, with several large wooden tables surrounded by chairs. Most of the tables have people on them, although you do spy a couple of empty tables near the back. Behind the counter is a portly man with a beard, who is currently serving drinks to a pair of well-armed women dressed in yellow leathers. In the centre of the room is a notice board with a couple of pieces of paper pinned to it, and there is a small staircase behind the bar, with a sign reading 'See barkeep for overnight stay'.

The players can talk to the barkeep, investigate the notice board, or talk to the other inn patrons, including the two leather-clad women at the bar.

Barkeep

As a minor character, feel free to make up a name for the barkeep and roleplay him however you want. As he is quite busy, he is unwilling to discuss past/current events with the players and may get annoyed with the players if they distract him too much without buying something, but is able to sell them food, drink and lodgings.

The Signet Inn		
Item	Summary	Cost
Dried Jerky/Fruit	*Food (0.3)*	2 Silver
Waterskin (Filled)	*Drink (0.75)*	5 Silver
Olive Bowl	*Food (1.4)*	12 Silver
Simple Stew	*Food (2.5)*	13 Silver
Charcuterie Plate	*Food (3.3)*	15 Silver
Bowon Red Wine	*Alcoholic Drink*	10 Silver
Tequila	*Alcoholic Drink*	25 Silver
Overnight 2-Person Room (for 24 hours)	*Accommodation*	30 Silver

Talking to the Inn Patrons

The only notable people in the inn are the two leather-clad women sitting by the bar. However, since the inn is busy, the players may wish to talk to various other people.

The Magistrate: Magistrate Decila, who oversees the town, has been coming down hard on criminals, increasing guard patrols and expanding the prison. This has proved controversial, as many people come here to get away from the harsher laws found further into the Civilised Empire and believe the resources could be put to better use.

The Druids: Over the last few weeks, a druid group has been raiding and attacking the lands around the settlement. A player can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, with each group worshipping a particular monster. Alternatively, they can be told this. The two leather-clad women in the Signet Inn came here to take on the druid's monster but are now leaving the town instead.

The Protestors: A group of protestors have risen up in the town, and currently protests are going on outside of the fortress gate, as the civilians are unhappy with the Magistrate's inability to deal with the druids and hard stance on criminal activities.

The Ring of Vitannis: There are rumours that Donnic Aile has discovered the location of the Ring of Vitannis, a relic from the town's past. The ring was said to have been found by a Civilised soldier named Vitannis

during the war against the Barbarians, and allowed him to win battle after battle. However, when the Empire abandoned the war, he refused to stop fighting and went alone into the desert to try and find more artifacts like it and was never seen again. There are rumours that the Ring is cursed and that it led to Vitannis' death, but other patrons will dispute that.

The Rooms at the Signet Inn provide a Location Rating of 4 when sleeping in them (if you are not sure what this means, please see Scene 3.5: The Overworld for information on sleeping and the Needs System).

Notice Board

The notice board has a few pieces of paper pinned to it. Of the papers, only one is of interest to the players (make up something boring if the players ask about the others, like a shopping list or request for a full-time cleaner). The paper reads:

Help Wanted! The Legionary Militia Guards of Calcaria request aid investigating a suspicious individual seen around town. Willing to Pay for assistance. Please see Captain Hyron outside the barracks if interested.

Leather-Clad Women

The two women's names are Alba and Lucia. They are hunters who came to the town after hearing about the druid group in the area. If the players don't already know about the druids, Alba and Lucia tell them that over the last few weeks, a druid group has been raiding and attacking the lands around the settlement, killing people and stealing supplies. A player can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, with each group worshipping a particular monster. Alternatively, Alba and Lucia will tell the PCs what druids are if they ask. The pair will also mention they are leaving town. If asked why, they will begrudgingly admit that they are used to hunting ordinary animals and that after seeing the monster the druids worship, they realised they were out of their league. If quizzed about the monster, they say they didn't know what it was, but that it looked like some kind of ape-like creature, with a large mouth on its stomach and a single eye. They will say that it is the very young offspring of a Great Beast of legend, but still beyond their capabilities. Once the players have learnt this, they can make a **22+ Intelligence (Nature)** check to identify the creature as a Maw Ape, a large mammal that leaves wounds that refuse to close and has magic capable of rooting a grown man in place with a glance.

NOTE: The high level of this check means it cannot be completed unless the player has some points in Intelligence, ranks in the Intelligence (Nature) specialty or has purchased Erasmus Dawne's Guide to Desert Beasts and Monsters from the market.

The Dusty Bottle

The Dusty Bottle is the smaller and more run-down of the two taverns in Calcaria, serving more as a drinking hole for those too poor or unpopular to frequent the Signet Inn.

You enter The Dusty Bottle. The voices of the tavern fall silent as the patrons eye you warily, before returning to their conversations. The building itself is dark and dingy, the sandstone walls cracked and chipped. A thin woman with a knife at her belt stands behind the small bar, and a man stands on a table, drawing a small crowd as he talks.

The players can talk to the Barkeep to buy food and drink or go and listen to the man on the table.

Barkeep

As a minor character, feel free to make up a name for the Barkeep and roleplay her however you want. If asked about the man on the table, she will say he's a protestor against the Magistrate, and that if they're so interested, then can go listen to him instead of bothering her.

The Dusty Bottle		
Item	Summary	Cost
Dried Jerky/Fruit	*Food (0.3)*	2 Silver
Waterskin (Filled)	*Drink (0.75)*	5 Silver
Simple Stew	*Food (2.5)*	13 Silver
Bowon Red Wine	*Alcoholic Drink*	10 Silver
Tequila	*Alcoholic Drink*	25 Silver
Calcaria Homeshine Brew	*Alcoholic Drink*	20 Silver
Yellow Bell Pepper	*Food (0.6-1.2)*	10 Silver
Lissen	*Increases Dexterity. Reduces Sustenance.*	15 Silver

Man on the Table

The man standing on the table is complaining about Magistrate Decila, the woman who runs the town. Recently the Magistrate has been coming down hard on local crime, whilst seemingly ignoring the larger threats of the druids that are raiding the land outside the town and killing people. A player can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, with each group worshipping a particular monster.

The magistrate's spending time, resources, hunting down petty thieves and vandals, whilst our farms are pillaged and razed! I'm sick of it! We're being treated like criminals while those fanatics are free to spread their evil?! (A few people nod, murmuring). *We aren't going to let her walk all over this town. We aren't going to resign this area to those druids and their damn monster. We must go to the Magistrate, and demand she send the guard out to fight this threat!*

Whilst the players are listening, a woman will approach them, and ask if they're interested in helping the town. She will tell them that there's a lumber mill; the Oak Glade Mill, to the east, at the border of Amitor. She says that recently, the number of serious injuries at the mill has increased rapidly, and people have even died, but that the Magistrate refuses to do anything. She asks the players to go to the mill, find out what's going on and stop the injuries. She will remain at the inn until they return. If asked, she says she can't pay them but will see what she can find to reward them when they're back.

> This conversation is the start of the optional side quest: Infestation at the Mill. If the players want to help, then they must travel to the Oak Glade Mill and investigate all the injuries occurring there.
>
> Remember that when the players leave the town to travel to the Mill, to use Scene 3.5: The Overworld for information on travelling, sleeping and random encounters. When the players arrive at Oak Glade Mill, go to Scene 10: Infestation at the Mill, which handles the side quest, returning to the woman and the players reward.

Barracks

The barracks is where the guards of Calcaria live and train and can be found at the south end of the town. Much of it is off-limits to the players, but they are allowed in the courtyard.

You arrive at the barracks. Made up of two imposing stone buildings separated by a small courtyard, the entire complex is in the shadow of the Calcaria fortress walls and is quite cool. In the courtyard, guards spar and talk with each other, and by one of the buildings stands a captain, his armour polished to a shine.

The players can talk with any of the guards, or the captain, Captain Hyron. The two buildings that make up the barracks themselves are off-limits, and the guards stationed by the entrances will refuse the players access.

Talking to the Guards

The off-duty guards in the courtyard are willing to talk with the players about current events.

The Magistrate: Magistrate Decila has grown tired of criminals using the fact that the town is on the edge of the empire as an excuse to commit crimes. To that end, the guards have been coming down harder on local criminals. However, some of the guards believe the Magistrate is trying to increase her control over the town, as she is known to be quite power-hungry.

The Druids: Over the last few weeks, a druid group has been raiding and attacking the lands around the settlement, killing people and stealing supplies. A player can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, with each group worshipping a particular monster. Alternatively, they can be told this. The guards are split on how to deal with them, with some believing they should take the fight to them, and others believing that doing so will leave Calcaria itself undefended.

The Protestors: A group of protestors have risen up in the town, and currently protests are going on outside of the Fortress gate, as the civilians are unhappy with the Magistrate's inability to deal with the druids and hard stance on criminal activities. The guards are sympathetic, but it's another issue they have to deal with, meaning they have less time to deal with other problems.

Captain Hyron

Captain Hyron– New Guard Captain
The Captain of the guard in Calcaria, Captain Hyron was promoted recently. He tries to do what he thinks is right, but is acutely aware of the limited capabilities of the guard. This makes him more amicable to help from outsiders than most of the figures of authority in Calcaria.
Appearance: Average Civilised. Quite Formal. Military Stance.
Personality: Captain Hyron is a loyal soldier of the Civilised Empire, and seeks to better the empire and its citizens through his actions. However, his young age makes him less sure of himself, and he often finds himself torn between doing what he thinks is right, and his loyalty to the Magistrate.
Values: Loyalty to the empire, Order, Doing the right thing
Goals: Maintain order in the empire and follow orders, whilst doing the right thing.
Skills: Skilled military combatant, strong moral code, good leadership and commanding abilities.

As the players approach Captain Hyron, he will ask them if they're here about the job notice the guards posted. If the players are, or they inquire further, Captain Hyron will tell them that a mysterious figure has been seen around town, and has been witnessed entering the mines on a regular basis, bribing the guards to get in. The guards have been replaced, but Captain Hyron wants the players to enter the mines and confront this person, as they could be working for, or even be, a druid. If they don't already know, players can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, with each group worshipping a particular monster. Captain Hyron can also fill them in on the situation with the druids, which is mentioned in the Off-Duty Guards section above. If asked about payment, the Captain says he will pay the players 80 Silver, to be split amongst them however they wish. He can be persuaded to give them 1 Gold instead with a

15+ Charisma (Bargaining) check. If asked why the guards can't handle this, he says that the guards aren't meant to interfere with the mines, and seeing guards entering the mines would only inflame the protestors.

> This conversation is the start of the optional side quest: Unauthorised Access. If the players agree to help, they must enter the mines under Calcaria and confront the mysterious individual. The mine can be accessed from the Mine Entrance in Calcaria, and Captain Hyron will give them a pass allowing them entry into the mine.
>
> When the players arrive at the mine entrance, go to Scene 4: Unauthorised Access, which handles the side quest, returning to Captain Hyron, and the offer of another side quest.

Record Office

The Record Office is where the records and ledgers of Calcaria are kept. It is a small building that backs onto, and goes through, the fortress wall.

You enter the record office. A man sits behind a small wooden desk, carefully transcribing a scroll. Behind him is a door leading to the back of the office. Most of the room is taken up by a large bookcase, on which a single book sits, covered in dust.

The Bookcase

The single book on the bookcase is entitled *A History of Calcaria*. If the players read it, read part of or all of the following, depending how much they read:

Over 300 years ago, during the Civilised Empire's first ill-intentioned expansion into the lands of Amitor, Calcaria was a border fortress to enable the early empire's attempted expansion. During a battle, a young Civilised Captain named Vitannis found himself separated from his men and lost in the desert. Injured and alone, he stumbled through the desert, where he found a small brown gem. Taking it, he found his endurance and constitution greatly enhanced, allowing him to make his way back to Calcaria alive. Upon leaving the facility, he had the gem placed into a ring.

Using his newly gifted endurance, Vitannis fought endlessly against the Barbarians, being able to march without rest and keep fighting long after his men had collapsed from exhaustion. He became a local legend amongst the soldiers, as did his ring, which rumour said was the source of his military accomplishments. However, as the war continued, and the Civilised realised the folly of the war, Vitannis found himself with limited troops. Disobeying orders to stop fighting against the Barbarians, he left Calcaria, allegedly to find more gems to increase his power. He was never seen again, and he remains a controversial figure; a war hero in an unjust war of aggression. Legend says that perhaps it was the ring that caused his death, but there is no known evidence for this.

Talking to the Record-Keeper

The record keeper is concentrating on transcribing a scroll, and so is not very willing to chat. However, if the players do convince him to talk, he can tell the players some information they don't already know about the town. This information can be found in the 'Signet inn' and 'Barracks' sections of this scene. If asked about the scroll he is transcribing, he says it is a decree from Magistrate Decila who is attempting to make protesting against her illegal, and that she wants 200 copies made, which is very boring for him.

Leaving the Office

As the players leave the record office, a woman comes up to them. She is wearing a leather shirt covered in many pockets. The woman will introduce herself as Sabina and will say she's studying the creatures of the area and was wondering if the players are willing to help her. If the players inquire further, she will tell them that a nearby village, Rennebrand, was attacked by the Soulgone. A player can make a **13+ Intelligence (Nature)** check to know that the Soulgone are a parasitic race of leeches that infect organisms, turning them to their will. If they fail the check then Sabina will tell them this. Sabina is studying the Soulgone and wants a live specimen. She wants the players to come with her to Rennebrand and help her collect a creature. She will mention that there is no risk of infection as the leeches have probably died by now, leaving just infected organisms behind. When asked about payment, she will falter, having not considered the players might want to be paid, and say she has no money. If the players say no then she is not deterred, thanking them anyway and leaving. If the players agree then she is determined to leave straight away. However, if the players have other things that they want to do first, then she agrees to wait in the record office until they are ready.

This conversation is the start of the optional side quest: Prime Specimen. If the players agree to help, they must go with Sabina to Rennebrand, help her catch a Soulgone-infected creature and return to Calcaria with her.

When the players leave to go to Rennebrand with Sabina, turn to Scene 8: Prime Specimen, which handles travelling with Sabina and catching an infected creature at Rennebrand.

Fortress Gate

The fortress gate is the main way to enter the fortress of Calcaria. There is currently a large group of protestors outside the gate, protesting against the Magistrate and her focus on local criminals over the druid threat outside their walls.

As you approach the fortress gate, you hear the shouting and chanting of many people. As the gate comes into sight, you see a large group of people standing outside the gate, yelling and holding up signs decrying the magistrate. Several people are also chanting "We are not the criminals." You see a woman holding a sign at the edge of the crowd, who seems to be directing people.

The fortress gate itself is closed and unmanned and will remain closed no matter what the players do to try and open it. The only real action the players can take here is to talk to the woman at the edge of the crowd.

Talking to the Protestors

The players can talk to the protestors and ask them questions, with most of the protestors being happy to fill the players in.

The Magistrate: Magistrate Decila, who oversees the town, has been sending the guards after petty vandals and smugglers, imprisoning them. This focus on local petty crime has allowed the areas outside the town to fall into chaos due to the druids. The protestors are here to show the magistrate that they are not the threat, and that the people will not let the surrounding areas be pillaged whilst the magistrate does nothing. However, it is having little effect, and some people want to take matters into their own hands.

The Druids: Over the last few weeks, a druid group has been raiding and

attacking the lands around the settlement, killing people and stealing supplies. A player can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, with each group worshipping a particular monster. Alternatively, they can be told this. The druids have been able to get away with this because the Magistrate and the guards refuse to do anything about it.

Protestor Woman

The woman at the edge of the crowd is thanking people for coming and directing them to various parts of the crowd. If the players come up to her, she will thank them for coming, before noticing their weapons and asking if they are able to help the cause, encouraging them to do some good.

The woman will say that they are trying to get weapons, just in case things get any worse, and that the Magistrate is stopping them, having made it illegal for protestors to be armed. If the players are willing to help the protestors, then she will tell them that there is a delivery of weapons they have arranged at the river crossing just southeast of Scourshield Prison. She asks the players to go there, collect the weapons crate, and bring it back to her behind The Dusty Bottle, an inn in Calcaria. In return, she says that the players can take a weapon each from the delivery. She also says that they will need to hand over 1 Gold for the delivery, and gives the players 1 Gold 50 Silver, telling them to keep the spare money.

As the players are leaving, a shifty man sidles up to them. He says that he overheard them talking about weapons and that he is willing to help them out. He says that instead of going out of Calcaria and risking getting caught by the guards with smuggled goods, that he can take care of everything for them if they pay him 2 Gold. He also says that he will give them the codeword to the Calcaria black market tent if they take his deal. The players can pay 2 Gold to automatically complete the quest, at which point the smuggler will tell them the code word to the black-market tent in the market: Partition.

The weapon delivery is part of the side quest: Rising Up. If the players choose not to take the smuggler's deal and make the delivery themselves, then remember to use Scene 3.5: The Overworld for information on travelling, sleeping and random encounters. When the players arrive at the river next to Scourshield Prison, go to Scene 9: Rising Up, which handles collecting the weapons and dropping them off.

Mine Entrance

The mine entrance is a large, crumbling hole in the ground, surrounded by a wooden fence. You see two Calcaria guards standing by the gate leading into the mine.

The mine entrance is off-limits, and the guards will turn the players away if they try to enter it.

The players gain access to, and must enter, the mines as part of the Side Quest: Unauthorised Access, and so information on entering and exploring the mines is covered in Scene 4, which covers the side quest.

3.5. The Overworld

This Scene gives information about living and exploring the map

This scene is split into two parts. The first part, 'Sleeping and the Needs System' goes over how eating, drinking and sleeping work in this roleplay, and should be referred to whenever a character decides to go to sleep. The second part, 'Travelling and Random Encounters' discusses how travelling around the map works, and should be used whenever the players are travelling between two locations on the map.

Sleeping and the Needs System

The Needs system is how the players regenerate Health and Focus naturally throughout the roleplay, which they do when sleeping. When a PC wants to sleep, they are rated on a scale of 1-5 (0-5 for sustenance) in three categories, giving them a total Needs rating out of 15. The categories are:

Location: Where the PC is sleeping, both in terms of their immediate location and comfort, and the broader climate.

Most locations such as inns tell you the rating. Sleeping out in the desert with no protection or bedding provides a location rating of 1. This can be improved with the tents and sleeping bags purchased at the start of the roleplay or from wandering merchants outside of Calcaria.

Sustenance: How well the character has eaten and drunk that day.

All food and drink in this roleplay has a sustenance value, which can be found in Appendix B. To calculate a player's sustenance value, simply add the values of all the food and drink they've consumed in the last 24 hours. It is advisable to ask each player to keep track of what they've eaten and drunk that day, to make it easier on you.

Mindset: A character's mindset and psychological state.

This is generally up to you and should be determined by the character's current situation, and whether they have had any victories or suffered any defeats in the last 24 hours.

Location	
Rating	Description
1	The character is not comfortable at all or the location is bad (sleeping on bare rock, out in the open during rain)
2	The location is below average, but the character has some way to offset it (sleeping in a tent in a bad location)
3	The location is average, and the character is reasonably comfortable (camping in a forest, average bed)
4	The character is quite comfortable, and the location is nice (Nice bed, peaceful land)
5	The character is incredibly comfortable (luxurious bed, idyllic landscape)

Sustenance	
Rating	Description
0	The character has eaten/drunk items with a combined value less than 1.
1	The character has eaten/drunk items with a combined value between 1 and 1.99.
2	The character has eaten/drunk items with a combined value between 2 and 2.99.
3	The character has eaten/drunk items with a combined value between 3 and 3.99.
4	The character has eaten/drunk items with a combined value between 4 and 4.99.
5	The character has eaten/drunk items with a combined value of 5 or above.

Mindset	
Rating	Description
1	The character is in a poor mindset and will have a lot of trouble sleeping (insane, night before a big battle)
2	The character is of below-average mindset and will find sleeping difficult (concerned, angry, slightly afraid)
3	The character is of average mindset (no strong emotions/feelings)
4	The character is of a good mindset and will sleep well (happy, feels safe)
5	The character is of incredibly good mindset (after great victory, in love with no problems)

Make sure to rate each player separately, as they may have different Mindset and Sustenance ratings, based on what they've done and how much they've eaten and drunk.

Ring of Vitannis

Each player should end up with a final rating between 2 and 15. Use the following table to determine how much Health and Focus each player regenerates based on their final rating and how long they slept for. If a player has a rating of 2 or slept for less than 3 hours, they regenerate nothing.

Overall Rating	Time Slept (Hours)				
	3	4	5	6	7+
2	0F, 0H	0F, 0H	0F, 0H	0F, 0H	0F, 0H
3	2F, 3H	3F, 4H	4F, 4H	5F, 5H	6F, 5H
4	3F, 4H	4F, 4H	6F, 5H	7F, 6H	8F, 6H
5	4F, 4H	5F, 5H	7F, 6H	9F, 7H	10F, 7H
6	4F, 4H	6F, 5H	8F, 6H	10F, 7H	12F, 8H
7	5F, 5H	7F, 6H	10F, 7H	12F, 8H	14F, 9H
8	6F, 5H	8F, 6H	11F, 8H	14F, 9H	16F, 10H
9	6F, 5H	9F, 7H	12F, 8H	15F, 10H	18F, 11H
10	7F, 6H	10F, 7H	14F, 9H	17F, 11H	20F, 12H
11	8F, 6H	11F, 8H	15F, 10H	19F, 12H	22F, 13H
12	8F, 6H	12F, 8H	16F, 10H	20F, 12H	Full Restore
13	9F, 7H	13F, 9H	18F, 11H	22F, 13H	Full Restore
14	10F, 7H	14F, 9H	19F, 12H	24F, 14H	Full Restore
15	10F, 7H	15F, 10H	20F, 12H	25F, 15H	Full Restore

Tiredness

If twenty-four hours pass where a character does not sleep, or has only slept for an amount of time and with a rating that causes them to end up in a red square on the table above, they become Tired and get a Tiredness debuff. If a player sleeps for over 7 hours and with a rating of 12 or above, their Health and Focus are restored to their max value.

The tiredness debuff is a negative modifier to all checks, and worsens every day the player remains tired. A player must sleep and not obtain a Tiredness debuff to clear their Tiredness debuff. The table below shows you the debuff a player gets each day they remain tired:

Tiredness Debuff	
Days Tired	Overall Debuff
1	-1
2	-3
3	-6
4	-10
5+	-15

Chapter 2 of the *PHOENIX Player's Guide* covers the Needs system and tiredness in more detail if you have any questions.

Travelling and Random Encounters

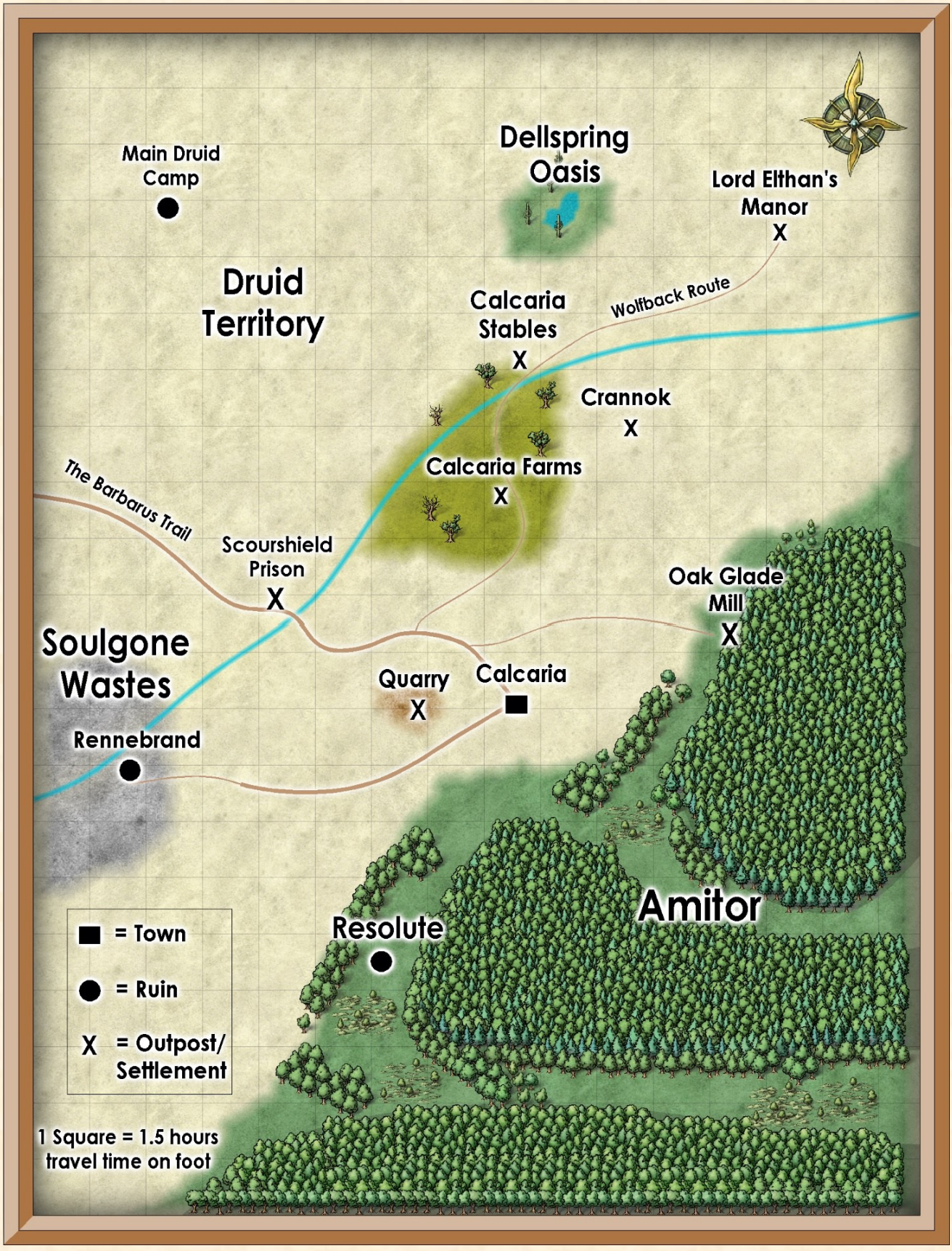
As the players travel across the region, they will encounter a range of people, creatures and hazards. Random Encounters are designed to add a bit of variety to travelling, and add danger and excitement to the world. When a random encounter occurs, roll a D20 to determine what the players stumble upon. Whether your players are following the roads or not also determines what they encounter, as the roads are often safer than the wilderness of the desert. If the players are on a path or road, then roll a D20 and look at the corresponding road encounter. If the players aren't on a road, roll a D20 and use the corresponding wilderness encounter.

The map of the region (which can be found on the following page) is split up into squares, with each square equating to roughly an hour and a half of travel time. A random encounter happens whenever the players have travelled across three squares. This equates roughly to a random encounter every 4.5 hours of travel time, with around 3 encounters a day if the players are travelling non-stop. When the players arrive at their destination, this resets (meaning that if the players have travelled two squares and arrive at their destination, they will need to travel three squares after leaving that location to trigger a random encounter). Don't worry too much if you aren't sure exactly how many squares the players have travelled. This is a rough system and does not need to be exact.

If you find players are getting bored of random encounters or are getting very unlucky, leading to the players repeatedly almost dying, feel free to manually choose random encounters for them or lessen the number of random encounters. Likewise, feel free to add more if the players are finding the game too easy or want more excitement when travelling.

Random Encounter Table

Roll	Road Encounter	Wilderness Encounter
1	Cabre Fight (with guards)	Cabre Fight (without guards)
2	Guard Patrol	Druid Camp
3	Merchant	Traveller's Camp
4	Broken Down Cart	Broken Down Cart
5	Merchant	Merchant
6	Guard Patrol	Guard Patrol
7	Well	Sand Bull
8	Druid Scouts	Druid Scouts
9	No Encounter	Traveller's Camp
10	Merchant	Merchant
11	Druid Scouts	Quicksand
12	Guard Patrol	Druid Camp
13	No Encounter	Mass Grave
14	Injured Refugees	Injured Refugees
15	Guard Patrol	No Encounter
16	Protestors	Druid Camp
17	Well	Small Spring
18	Guard Patrol	Merchant
19	Well	Small Spring
20	Dropped Purse	Abandoned Cart



The players are allowed to see this map and use it when planning where to go.

Below, all the random encounters, with details on what happens in them, are listed in alphabetical order.

NOTE: The Small Spring and Well encounters are very similar and so have been grouped together.

Abandoned Cart

The players come across an abandoned cart. Its axles are broken, and it is half-buried in the sand. The cart looks to have been torn open by animals, and there are no people in sight, with the cart's owners evidently having abandoned it.

A player can make an **8+ Perception (Evaluation)** check on the cart to determine that it has been picked clean by animals. They can make a **14+ Perception (Searching)** check to find a small lockbox. The lockbox can be broken open with a **13+ Strength (Might)** check or a **10+ Dexterity (Lockpicking)** check. When the lockbox is open, roll a D4 to determine its contents.

Lockbox Contents	
Roll	Loot
1	1 Minor Healing Potion and 2 Minor Focus Potions
2	1 Gold
3	2 Joltstem and 50 Silver
4	Overcharge Potion

Cabre Fight (with guards)

As the players are travelling along the road, they hear fighting. Up ahead, three guards are facing off against a **Cabre Spine-thrower**. Standing around 7-foot-tall, it resembles an emaciated, four-armed human. Its skinless body glistens, and it screeches in rage at the guards as it swings at them with its fists. The players can try and avoid the fight, and if they do this, skip this encounter. If the players choose to join the fight, they start one turn away from the battle.

Remember that at the start of the battle, all players must make a **9+ Willpower (Courage)** check or suffer a -1 to Strength (Attacking) checks for the rest of the battle due to the Spine-thrower's ability.

Rather than making attacking rolls for the guards, each surviving guard automatically deals 1 damage to the monster every round. Each round, as well as carrying out its turn as normal, the Cabre Spine-thrower kills one of the guards. The Cabre Spine-thrower does not target the guards outside of this, instead focusing on the players.

After the battle, any surviving guards will thank the players for their assistance. They will stay in the area, tending to their wounded/dead.

Broken Down Cart

The players come across a broken-down cart. A man is looking at it with dismay, and two horses attached to the front of the cart move about impatiently. The man sees the players and asks for their help. The man is transporting water to various locations around the area. He tells the players that if they help him, he will pay them (alternatively, if the players ask for water, he agrees to reward them with water if they help him). A player can make an **8+ Strength (Crafting)** check to repair the axle, after which the man will thank the players, giving them either 40 silver between them or two filled Waterskins each as a reward. If the players cannot help the man, then he thanks them for trying and wishes them good luck on their travels.

Cabre Fight (without guards)

As the players are travelling, they encounter a large monster, which screeches at them threateningly. The monster is a **Cabre Spine-thrower**. Standing around 7-foot-tall, it resembles an emaciated, four-armed human. Its skinless body glistens, and it hisses menacingly at the players. The players start the battle one turn away from the Cabre Spine-thrower.

Remember that at the start of the battle, all players must make a **9+ Willpower (Courage)** check or suffer a -1 to Strength (Attacking) checks for the rest of the battle due to the Spine-thrower's ability.

Once the battle is completed, the players may carry on as normal.

Dropped Purse

As the players are travelling along the road, they see a small coin purse lying on the side of the road. When the players open the purse, roll a D12 and times the result by 10. The players find that much silver (for example, a result of 4 is 40 silver, a result of 12 is 1 gold 20 silver etc.).

Druid Scouts

As the players are travelling, they come across a small scouting force of **Druid Zealots**. There is one Druid for each player. The players and druids spot each other at the same moment and start one turn away from each other. When the players have defeated the druids, they may loot them and continue.

Druid Camp

The players come across a druid camp. Nestled in between two sand dunes to hide it, the camp is a small collection of shelters with sand-coloured fabric stretched across sticks planted in the desert, to shield them from the sun. Three **Druid Zealots** patrol around the edge of the camp, and in the centre of the camp is a **Druid Clawed One**.

The players can choose to ignore the camp, skirting around it and continuing on their way. Alternatively, they can attack the camp, causing all four enemies to enter combat with them, or try and sneak in (the rules for Stealth can be found on Page 54 of the *PHOENIX Player's Guide,* and a brief description is found in Scene 7: Druid Excavations).

If the players kill a patrolling druid using a sneak attack, then they can enter the camp without being seen. However, if they fail to kill a patrolling druid with a sneak attack, or otherwise get caught, they enter combat with all four enemies.

Once the Druid Clawed One at the centre of the camp is dealt with, the players can notice a small, unlocked chest. Roll a D2 to determine the contents of the chest.

Lockbox Contents	
Roll	Loot
1	Blistering Vial x3
2	Soothing Herbs x2

Guard Patrol

The players come across a small guard patrol making their way back to Calcaria. The guards acknowledge the players, and the players can start a conversation with them if they wish, at which point the guards can give them any information they could've learnt in the 'Barracks' section in Scene 3.

Injured Refugees

The players come across a small group of six refugees. They have been attacked by the druids and are heading to Calcaria. Several of them have burns from the druid attacks, and they beg the players for help. The players can help the refugees by escorting them back to Calcaria, giving a refugee a food/drink item, or healing a refugee with items/First Aid. For each refugee the players help, they get 15 Silver, up to 90 silver if they help all the refugees or escort them all safely back to Calcaria. If the players refuse to help any of the refugees, they will continue onward to Calcaria, dejected.

Mass Grave

The players come across a small pit dug into the sand. In the pit are a dozen bodies. The bodies appear to be civilians killed by the druids, and have been haphazardly tossed into the pit. Any players who wish to interact with the bodies must pass a **12+ Willpower (Morale)** check or they find themselves unable to go any closer to the bodies. If any player rolls below a 5 on the check, then that night they suffer a -2 to their Mindset when attempting to sleep. If the check is passed then the bodies can be looted, and the players receive two Minor Focus Potions, 20 Silver and a Joltroot.

Merchant

The players come across a travelling merchant, pulling a small handcart behind him. He greets the players and asks them if they want to buy anything. The players can either decline, at which point he will wander off disappointed, or peruse his goods.

Travelling Merchant

Item	Summary	Cost
Dried Jerky/Fruit	*Food (0.3)*	2 Silver
Waterskin (Filled)	*Drink (0.75)*	5 Silver
Rope (5 metres)	*Rope*	10 Silver
Sleeping Bag	*Improves Sleep*	20 Silver
Minor Focus Potion	*Restores 3+D3 Focus*	30 Silver
Flint and Steel	*Bonus to lighting fires*	50 Silver
Tent (2-person)	*Improves Sleep*	90 Silver

The merchant can also chat with the players about the current state of the area. The merchant can tell the players the same information as the inn patrons in the Signet Inn in Scene 3. He can also tell the players that things are pretty bad outside of Calcaria, and recommends the players stick to the roads if they want to avoid being attacked by druids or creatures.

Protestors

Whilst travelling along the road, the players find their way blocked by a small group of protestors, who are crowding around and shouting at some guards. The protestors are angry that the guards, under orders from Magistrate Decila, are focusing on local criminals while druids ravage their land, and whilst the guards are sympathetic, they believe that striking out at the druids would leave Calcaria undefended, and that they are not equipped to handle the druids anyway. The players can ignore the protest and continue onward, or get involved. To get the guards to leave, the players can make a **13+ Charisma (Charm)** check, a **16+ Charisma (Intimidation)** check or an **11+ Charisma (Persuasion)** check. To get the protestors to disperse, the players can make a **16+ Charisma (Persuasion)** check, an **11+ Charisma (Intimidation)** check, or a **13+ Charisma (Charm)** check. Whichever group is driven off, the other group is thankful. The players can alternatively make an **18+ Charisma (Persuasion)** or **(Charm)** check to get the groups to get along, as the guards do sympathise with the plight of the protestors. Alternatively, if the players threaten violence towards any group, that group will leave.

Quicksand

As the players are travelling through the wilderness, they end up in a pit of quicksand. All players must make a **7+ Dexterity (Precision)** check (Precision is used here as a representation of how lightly each player is walking) to avoid sinking into the quicksand. The lowest rolling player ends up in the quicksand regardless. Any player trapped in quicksand cannot perform any action except try to leave the quicksand. Leaving the quicksand requires the player to pass a **13+ Strength (Might)** or **Dexterity (Acrobatics)** check. The quicksand is also the chosen hunting ground of a **Kalsean Sand Boa**, and it will attack any players trapped in the quicksand. Any players in quicksand start in melee range of the Kalsean Sand Boa, with all players not in the quicksand starting one turn away. Any player that moves into melee with the quicksand gets trapped. When the Kalsean Sand Boa is defeated and all trapped players are free from the quicksand, the players can continue on their way.

Sand Bull

As the players travel through the desert, what they thought was a small sand pile shifts in front of them. It is an ambushing **Sand Bull**, a dangerous creature found rarely in these parts. All players start one turn away from the Sand Bull, and the Sand Bull gets to go first in the turn order, due to the surprise nature of its attack. When the Sand Bull is defeated, the players can leave.

Small Spring/Well

The players come across a small spring (if in the wilderness) or well (if travelling along the roads). This can be used to fill up any waterskins and the players can drink from the spring/well. Drinking from the spring/well gives them a sustenance rating of 1.5.

Traveller's Camp

Whilst journeying through the desert, the players come across a small camp of travellers on top of a sand dune. The camp is a single, large tent painted in bright colours. The travellers are quite friendly and will give each player a free Beer, which has a sustenance rating of 0.3 (Information for Beer can be found in Appendix B). The players can ask the travellers about the druids. The travellers will tell the players that the druids are beast-worshippers, and that they are fanatical and can't be reasoned with, fighting to the death and refusing to surrender as long as their beast is still alive. They say that this group worships a creature that looks like some kind of large ape, with a large mouth on its stomach and a large, single eye. Once the players have learnt this, they can make a **22+ Intelligence (Nature)** to identify the creature as a Maw Ape, a large mammal that leaves wounds that refuse to close and has magic capable of rooting a grown man in place with a glance. Because of the druids, the travellers aren't staying in this area long.

In one corner of the tent is a small group of travellers that are gambling. The players can join in if they wish. Each player must also make a **9+ Willpower (Self Discipline)** check. If they fail, they must do at least one round of gambling, assuming they have the 10 Silver necessary to pay. To gamble, the player hands over 10 Silver. This is the only amount the travellers are willing to play with (this is to prevent the players gaining unbalanced levels of money through a lucky gambling streak). The game starts by rolling 2D10 to get a target number. The way to win is to get as close to the target number as you can, without going over it, by rolling a D4. Each gambler takes it in turn to roll the D4 and decides each turn whether to stick with their current total, or roll again next turn. A player can attempt to reroll any dice during the game with a **15+ Charisma (Gambling)** check. Once a gambler has decided to stick with their current total, they cannot roll again.

Once the players have talked and gambled as much as they want to, they can move on, leaving the travellers behind.

4. Unauthorised Access

Summary: The players enter the Calcaria mine and confront a Collective Guild member working for the druids.

This scene starts when the players arrive at the mine entrance.

The mine entrance is a large, open hole in the ground, surrounded by a wooden fence. You see two Calcaria guards standing by the gate leading into the mine.

The gate is locked, but the guards will let the players through if they have the pass from Captain Hyron allowing them into the mine. Once past the gate, the players travel down a long staircase built into the edge of the mine , ending up in the bottom of the hole. Numerous tunnels branch off from the hole, leading underground in all directions, and the players can hear the squeak of bats and rats coming from the mine tunnels.

The person the players are looking for went down the western-most tunnel. When the players try and look around, have them make a **12+ Perception (Tracking)** check to discover the person's footprints and follow them. Alternatively, if the players choose to go down the western-most tunnel for any reason, they will discover the person. If the players choose to go down a random tunnel, roll a D10. If the result is a 10, then the players have gone down the western-most tunnel. If the players split up, then have them all make a luck roll. The player who rolls the highest above a 12 goes down the western-most tunnel and discovers the person. If the players take too long and keep failing their

rolls, then simply have one of the tunnels they go down lead to the person they are looking for. When the players head down the correct tunnel, read the following:

Making your way down the tunnel, you hear the sounds of someone up ahead. Turning a corner, you see a large, well-built woman dressed in a tailored jerkin examining a small side tunnel. Sensing your presence, she turns to face you.

Players can make a **15+ Intelligence (Cultures)** check to deduce that the woman is a member of the Collective Guild, a continent-spanning group of mercenary scholars that trade in information and magical items. If the players ask, she will introduce herself as **Ashionne** and will say she is part of the Collective Guild, which all the players will know is a knowledge and item collecting group that spans the continent. If allowed to talk, Ashionne will readily admit that she is working on behalf of the druids, who have paid her in information to create a secret tunnel to the quarry that would allow the druids entry into Calcaria at a later date. She tells the players that if they allow her to do this, she will give them something which will help them deal with the druid's monster. She will be reluctant to give up any further information, but makes it clear that she is willing to fight them to complete her mission.

Playable Character: Mirid

If Mirid is being played, then he can tell Ashionne is part of the Collective Guild without needing to roll, as he is also from the Guild.

As a Collective Guild member himself, Mirid may try to talk Ashionne down. However, she is from a different branch of the Collective Guild, and so is unwilling to listen to him as they have different goals.

If the players agree to her terms, then Ashionne will give them a small metal rod called a Pitch Rod. She explains that tapping the rod will cause it to emit a sharp sound that will paralyse the druid's creature for a short time. The players can make an **18+ Charisma (Bargaining)** check to get her to tell them that the creature is a Maw Ape, a large mammal with a gaping mouth on its stomach, and that while it is not that powerful in the grand scale of things, it is more than dangerous enough to be a threat to the people of the town. If the players refuse Ashionne's deal or attack her, then play out the combat encounter. If Ashionne defeats the players then she will leave them at one Health instead of killing them and tell them to leave, killing them if they refuse.

Returning to the Captain

When the players have killed Ashionne or accepted the deal, they may leave the mine and return to Captain Hyron, who will give the players 80 Silver (or 1 Gold if previously negotiated). After paying the players, he will ask them if they're willing to help them out with another matter. Supplies have gone missing from a nearby warehouse, and the guards on duty claim no one went in or out of the warehouse that night. He offers to pay the players the same rate of 80 Silver to bring the people responsible to him. If the players accept then he says he will leave it up to them to investigate and asks them to not involve him, since he doesn't want this to be seen as a falling out between guards, meaning he cannot give them official access to the warehouse.

This conversation is the start of the optional side quest: Supply Leak. If the players agree to help, they must investigate the theft of supplies from a nearby warehouse and confront those responsible.

When the players have identified the thieves, Scene 6: Supply Leak Part 2 covers the players confrontations with the corrupt guards and their return to Captain Hyron.

5. Supply Leak Part 1

Summary: The players investigate the theft of supplies, learning corrupt guards are to blame.

The aim of this scene is for the players to discover that the two guards on duty; Lawrence and Stroud, are corrupt. They have stolen the supplies and are selling them to a black market trader, with the trades happening every night by the southern wall of Calcaria.

The two most likely ways the players will investigate the theft of the supplies is by looking into the warehouse or investigating the guards who were on duty at the time of the theft. The players may investigate in other ways, in which case you may have to improvise. You can either have the other leads the players investigate be dead ends, or have them obtain the relevant information through their own leads.

Investigating the Guards

The players can investigate the two guards at the barracks. Captain Hyron or any off-duty guards will say the two guards on duty were named Lawrence and Stroud and will point them out to the players. The two guards are off duty in the courtyard and are talking to each other. If a player eavesdrops on them with a **14+ Perception (Hearing)** check, they will learn that the two guards are meeting someone by the southern wall of Calcaria that night. If the players talk to the guards, they can make a **9+ Perception (Empathy)** check to notice the guards are nervous. The guards will act cordially to the players, but will deny any wrongdoing if questioned, saying that they saw nothing the night the supplies were stolen and were with each other all night.

The actual barracks building is off-limits to the players. However, if they do somehow manage to sneak in and investigate the guards bunks, they find no evidence of the stolen goods, but find a note from an unknown figure saying he will meet them at the southern wall of Calcaria at midnight.

The players could also attempt to tail the guards. If they succeed, then they witness the guards acting normally for the rest of the day, then sneaking out of the guard barracks that night and heading to the southern wall of Calcaria.

Investigating the Warehouse

The players may choose to investigate the warehouse where the supplies were stolen. There are guards by the entrance to the warehouse who refuse to let the players in unless they pass a **17+ Charisma (Charm)** check. Invoking the Guard Captain's name will not work, as he told the players not to involve him. However, if the players have purchased the Civilised Documents of Access from the market, then they can enter the warehouse without a check. Otherwise, the players need to sneak into the warehouse, passing a **10+ Strength (Climbing)** check to get in through a window, and making a **Dexterity (Stealth)** check against one of the guard's Perception (Hearing) to see if they are heard, regardless of whether or not they get in. If the guards catch the players they will escort them out.

The players can find the area in the warehouse where the supplies were taken. The players can make an **8+ Perception (Searching)** check to find a scrap of cloth from a guard's uniform snagged on a nearby crate. Whilst this cannot be used to identify the specific guard that is involved, as each uniform is used by lots of different guards, it is meant to indicate that a guard is

responsible. They can also make a **10+ Perception (Tracking)** check to find scrape marks in the floor, which can be followed outside to an abandoned cart east of the warehouses. Another **10+ Perception (Tracking)** check can be made here to find footprints which can be followed to the southern wall of Calcaria, where there are several sets of the same type of footprints made over several days. This is meant to indicate that the guards and their buyer meet here regularly.

No matter how the players find out the information, it should lead them to head to the southern wall of Calcaria at night to try and apprehend the corrupt guards. When this happens, go to the next scene.

6. Supply Leak Part 2

Summary: The players confront the corrupt guards, and the black-market trader they are selling to.

When the players arrive at the southern wall of Calcaria, they see Lawrence and Stroud talking to a figure wearing black robes. Next to them are two backpacks, filled with water, food and other supplies. The players must fight and defeat Lawrence and Stroud (both of which have the same stats as a **Calcaria Guard**).

When combat begins, the black market trader will attempt to flee, and can be chased or attacked by the players according to standard fleeing rules (these can be found in the *PHOENIX Player's Guide* or are covered briefly in Scene 2: Jackal Pack of this adventure.) If he is successfully attacked or chased then the trader will immediately surrender.

When the guards are defeated or killed, the players can take them/return to Captain Hyron, who will give the players 80 Silver. He will also give the players a Cultio Ball Mask if they managed to take Lawrence and Stroud alive, and if they captured or killed the black-market trader, then he tells them the code word to get into the small, grey tent in the market; Partition. He explains that the owner of the tent also trades in some black-market goods, but he doesn't steal and is generally harmless so the guards let him be. He also tells them that he has no more jobs for them, but that he, and the guards of Calcaria, are in their debt.

NOTE: Doing this quest means the players don't have to fight Captain Hyron in Scene 17: The Calcaria Fortress.

7. Druid Excavations

Summary: The players investigate the druids digging on Erman's land and kill them, recovering the treasure they were after.

Erman's farm is on the southern border of the Calcaria farms. When the players arrive there, read the following:

You arrive at the edge of Erman's farm. Numerous rows of bean plants surround the small farmhouse. Ahead of you, in the middle of one of the fields, you hear the sound of digging.

There is one **Druid Zealot** digging a large hole in the middle of the field. Unbeknownst to the players, there is also a **Druid Ambusher** hiding in the fields. The Druid Ambusher is trying to enter stealth, meaning the player with the highest Perception (Seeing) or Perception (Hearing) bonus must make a **Perception (Seeing)** or **Perception (Hearing)** check against the Dexterity (Stealth) of the Druid Ambusher. If the player passes, then they see the Ambusher, and the Ambusher drops out of stealth. If the Ambusher passes the check, then the Ambusher starts the battle in Stealth, meaning it cannot be seen and its first attack gains +7 to hit and is an automatic critical hit. Either way, the players are one turn away from the Druid Zealot, and in melee with the

Ring of Vitannis

Druid Ambusher. Both enemies are also one turn away from each other.

When both enemies are killed, the players can investigate the hole the druids were digging. In the hole is an old chest, within which is two Joltstem and an Overcharge Potion. The players can then return to Erman, who will thank them profusely, although he has no money to pay them. He will leave to his farm, once again thanking the players.

8. Prime Specimen

Summary: The players head to the ruins of Rennebrand with Sabina, capturing an infected animal and returning to Calcaria.

When Sabina leaves with the players, she will grab a small cart with a cage on the back of it, which she will take with her to hold the creature when it's captured. When the players travel to Rennebrand with Sabina, use the standard rules for travelling and random encounters that are outlined in Scene 3.5: The Overworld. Sabina will not aid in any combat encounters and has her own camping supplies if the players need to camp overnight.

Talking with Sabina

Whilst they are travelling, Sabina will talk to the players, asking them why they are in Calcaria and where they are from. She is quite talkative and optimistic, humming to herself if no one talks to her. If asked about herself, she will tell the players that she grew up in the Civilised city of Riparios, far to the west, and that they have a large problem with the Soulgone in the area around there, leading to her wanting to learn about them.

Rennebrand

As the players approach Rennebrand, they find the ground covered in a thin layer of grey sludge. Sabina will tell the players that this sludge is found everywhere the Soulgone are, and that when someone is infected by a Soulgone Leech, their skin turns into this substance. She will reassure the players that any leeches here would've moved on or died, leaving only the infected animals and no risk of infection. The village itself is a small settlement of around a dozen buildings, all of which are covered in the same grey sludge. Sabina will hand one of the players a harpoon with a rope attached and pull out a second one for herself. She will tell the players that they will need to harpoon a Soulgone creature with both harpoons to keep it pinned enough to get into the cage (she will offhandedly mention that she forgot to tell the players that the Soulgone can regenerate from injuries, making them difficult to kill). Meanwhile, the other players will have to hold off any other Soulgone.

When the players are ready, they can enter Rennebrand. The arrival of the players will cause the grey sludge to start pulsing and hissing, and two **Soulgone Humans** and a **Soulgone Horse** will emerge from behind buildings, attacking the players. The players start two turns away from the Soulgone (meaning they are at long range when using ranged attacks, giving them a -5 to hit).

The players are considered skilled with the harpoon regardless of their weapon skills. In order to capture a Soulgone, a Soulgone needs to be hit by the two harpoons at the same time (with one being used by a player and the other used by Sabina). Hitting the Soulgone with a harpoon works the same as hitting it with any other ranged weapon, but deals no damage. If the player or Sabina miss, then they pull in the harpoon using the rope, allowing them to reuse it without

having to go and collect it. If a Soulgone is hit by a single harpoon, then on its turn it can attempt to dislodge it. This doesn't count as an action. When this happens, the player (or Sabina) must make an **Endurance (Fatigue)** check against the Soulgone's Strength (Might). If the Soulgone fails, it remains harpooned. If it succeeds, then it is free and must be hit again. When a Soulgone is hit by both harpoons at once, it collapses, and Sabina loads it into the cart.

NOTE: Sabina has no stat points, 10 Focus and cannot be attacked. She can only fire the harpoon at a Soulgone and will target the same one the player with the harpoon does.

When a Soulgone is captured, the players can either finish the fight or flee to end the encounter. At this point, the players can make their way back to Calcaria with Sabina, who is grateful. If the players kill all three Soulgone without capturing one, then Sabina says she is unwilling to risk going further into Rennebrand, and thanks the players for trying. However, this means they have failed the side quest.

9. Rising Up

Summary: The players collect the weapon crate and deliver it to the protestor, encountering a guard patrol along the way.

When the players arrive at the river near Scourshield Prison, they see a man waiting for them next to a small bridge, with a medium-sized crate at his feet. The man will be shifty and paranoid, constantly looking around him. He will ask if they're here for the weapons, then ask the players for the 1 Gold. If the players don't pay it then he will attempt to take the weapons crate and leave. If they give him the money then he will nod and walk off, leaving the crate behind. The crate is filled with D6 weapons of all kinds. As agreed, the players can take one weapon each. All ranged weapons have unlimited ammo for the sake of ease of gameplay. What weapon the players can obtain for each weapon group is listed below:

Weapon Group	Weapon
Axes	Throwing Axes (Ranged only)
Bludgeons	Heavy Mace (Melee only)
Brawling	Brass Knuckles (Melee only)
Heavy Blades	Broadsword (Melee only)
Heavy Ranged	Crossbow (Ranged only)
Light Blades	Curved Dagger (Melee only)
Light Ranged	Bow (Ranged only)
Medium Blades	Longsword (Melee only)
Polearms	Spear (Melee only)
Staves	Quarterstaff (Melee only)

The crate must be carried back to Calcaria. When carrying the crate, a character can make a **16+ Strength (Might)** check. If they pass, then they can carry the crate with one hand, allowing them to use the other hand. If they fail, they must carry the crate with both hands.

About halfway back to Calcaria, the players come across a patrol of four **Calcaria Guards**. The guards will ask to see the crate, saying that they've heard rumours of smuggling in the area. The guards are clearly aware that the players are smuggling, and are giving them a chance to come clean, or bribe them. The players have several options here. They can persuade the guards to let them go on their way with a **20+ Charisma (Persuasion)** or **(Charm)** check or bribe them with 30 silver. No matter what method the PCs try to take, or whether the guards search the crate, the guards will be aware that the PCs are smuggling, and will ask the players if they're willing to lead them to whoever hired them (this happens before combat starts if the players want to attack). They will offer to give the PCs a collection of confiscated potions in return. If the PCs turn down the guard's offer and didn't successfully persuade or bribe the guards to let them go,

then the guards will demand the players hand the crate over. If the players do so, they are let go with a warning. If they refuse, then the guards will attempt to take the crate, leading to a combat encounter. If this occurs then the guards will knock a player out upon reducing them to zero Health, and if all players are defeated, they wake up later with the crate and the guards gone.

If the players successfully get the crate to Calcaria, they can meet the protestor behind The Dusty Bottle. She will thank them, and say they are true friends of the people of Calcaria. If the players agree to help the guards, then they can lead the guards to the protestor. They will arrest her and take the crate, giving the players a bag containing 1 Potent Healing Potion, 3 Minor Focus Potions and an Overcharge Potion.

10. Infestation at the Mill

Summary: The players investigate the Oak Glade Mill, finding it infested by hostile creatures that they drive off.

When the players arrive at Oak Glade Mill, read the following:

Arriving at the mill, you see workers transporting logs from a cleared section of forest into a large sawmill. The workers appear tired, and there is none of the usual cheerful talk or laughter you would expect. Several of them have bandages on their hands and arms. Ahead of you is the sawmill, with a bunkhouse on your left and what appears to be a small storage shed on your right.

What is actually happening at the mill is that the workers have disturbed a nest of Forest Treets, small, squid-based creatures with wooden skin that allows them to blend into trees. Treet tentacles are incredibly sharp, allowing them to cause cuts with a gentle touch, and are laced with a poison that numbs the skin and prevents blood clotting, causing wounds to bleed heavily. The Treets started off attacking workers as they felled the trees, but have now started moving into the mill at night, attacking workers as they sleep, resulting in two deaths.

Once the players know about the injuries, there are several things they could do. The most expected things for them to do are to investigate either the injuries on living workers, the bodies of Tomas and Carlin, the bunkhouse, or the cleared section of forest. They could also attempt to keep watch over



the guards at night to see if anything happens. Sections for each of these options are given below. Alternatively, if it reaches nighttime, go to the 'At Night' section.

Talking with the Workers

The workers will initially try and direct the players to Chunt, the lead worker, but if the players wish, they can talk to other workers instead.

The Injuries: Over the last few months, injuries at the mill have been steadily increasing. The injuries started off as the odd small cut obtained when chopping trees, but the number and severity of the cuts the workers have been getting are increasing. Unlike normal cuts, there is no pain associated with these injuries and they bleed more heavily than usual. Because of the lack of pain, the workers don't know how they get the cuts, and instead notice the cuts or the blood after obtaining them. Originally the injuries only happened when out chopping trees, but in the last week, they have started appearing overnight. The first death happened a few days ago, with a worker named Tomas bleeding out in his bunk. Another worker, Carlin, bled out yesterday when out chopping trees.

Calcaria: The workers are angry at the Magistrate for making them continue to work in these dangerous conditions. Several want to quit, but need the money for themselves or for their families, who they don't see for months at a time since they stay in the bunkhouse while working. The workers are due to be out here for three more months, and many are worried that they won't survive.

The Injuries

The players can ask any of the workers with injuries where they obtained them. The workers will either have got their injuries when out working, or when asleep in the bunkhouse. None of them will know when specifically they got the cuts, as they did not notice them until they had already been injured. The workers can feel other pain, and the wounds started hurting sometime after they were inflicted. The players can make a **6+ Intelligence (Nature)** check to know that there is no plant in the area which could cause such injuries. They can also investigate the injuries with an **Intelligence (Anatomy)** check. Depending on what their final result is, tell them the following:

1-8: The players can't tell anything about the injuries.

9-14: The players know that the injuries are very deep, but were made with not much force.

15-17: The players know that the injuries are very deep, but were made with not much force. They also know that whatever cut them applied some kind of naturally occurring numbing agent that prevented the workers from knowing they were cut, prevented the wounds from closing and caused them to bleed more heavily.

18+: The players know that the injuries were caused by some kind of animal. The wounds are very deep, but were made with not much force. They also know that whatever cut them applied some kind of naturally occurring numbing agent that prevented the workers from knowing they were cut, prevented the wounds from closing and caused them to bleed more heavily.

If the players realise the injuries are caused by an animal, they can make a **13+ Intelligence (Nature)** check or a **5+ Intelligence (Nature Required)** check (this means that if they have the Nature specialty, they only need to roll above a 5 or above) to identify the injuries are being caused by

Forest Treets, small, squid-based creatures with wooden skin that allows them to blend into trees. Treet tentacles are incredibly sharp, allowing them to cause cuts with a gentle touch, and are laced with a poison that numbs the skin and prevents blood clotting, causing wounds to bleed heavily. The players can make an **18+ Intelligence (Nature)** check to know this without knowing specifically that the injuries were caused by an animal.

The Bodies

The body of Tomas has already been buried, and the workers are unwilling to dig him up. Carlin's body, however, can be investigated. The players can make an **Intelligence (Anatomy)** check. Depending on what their final result is, tell them the following:

1-8: Carlin died from blood loss.

9-14: Carlin died of blood loss, and the injuries are very deep, but were made with not much force.

15+: Carlin died of blood loss, and the injuries were caused by some kind of animal. The injury is very deep, but was made with not much force. Whatever cut him applied some kind of naturally occurring numbing agent that prevented him from knowing he was cut, prevented the wound from closing and caused it to bleed more heavily.

If the players realise it's an animal, the players can make a **13+ Intelligence (Nature)** or a **5+ Intelligence (Nature Required)** check (this means that if they have the Nature specialty, they only need to roll above a 5 or above) to identify the injuries are being caused by Forest Treets, small, squid-based creatures with wooden skin that allows them to blend into trees. Treet tentacles are incredibly sharp, allowing them to cause cuts with a gentle touch, and are laced with a poison that numbs the skin and prevents blood clotting, causing wounds to bleed heavily. If the players don't realise it's an animal, then they must pass an **18+ Intelligence (Nature)** check to realise this.

The Bunkhouse

In the bunkhouse, the players can see that blood has been cleaned off the wooden floor. If a player decides to look around, they can make a **10+ Perception (Searching)** check to see a faint trail of what looks like slime on the floor, as if something small dragged itself along the floor of the bunkhouse. Any players who notice the trail can make a **12+ Perception (Tracking)** check to follow the trail to the cleared section of forest, where the trail ends.

The Cleared Forest

There are several workers chopping trees around the edge of the cleared section of forest. If a player asks to look around, they can make a **17+ Perception (Seeing)** check. If they fail then they see nothing. If they succeed then they see a small, squid-like creature with wooden skin and several tentacles blending into a fallen tree. A player can make a **13+ Intelligence (Nature)** or a **5+ Intelligence (Nature Required)** check (this means that if they have the Nature Specialty, they only need to roll above a 5 or above) to identify the animal as a Forest Treet, a small, squid-based creature with wooden skin that allows them to blend into trees. Treet tentacles are incredibly sharp, allowing them to cause cuts with a gentle touch, and are laced with a poison that numbs the skin and prevents blood clotting, causing wounds to bleed heavily.

If a player touches the Treet, they take 2 damage. If the damage gets through their armour, then they take 1 damage a round for the next two rounds, ignoring armour, as the Treet inflicts a deep, heavily bleeding cut. If the player disturbs the Treet, it will scuttle off to a small hole in the ground, from which the player can hear the sounds of multiple animals moving around. This is a Treet Nest. If the players find the Treet Nest, go to the 'Solutions' section below.

At Night

If the players are asleep at night, then when they wake up a random PC has taken 4+D3

damage. If this reduces the player to 0 Health or below then they wake up at 0 Health, and must be saved by the other players via first aid or healing items.

If the players stay up at night then they see four small, squid-like creatures with wooden skin and several tentacles slithering out of the cleared section of forest and towards the mill. If they haven't already, a player can make a **13+ Intelligence (Nature)** or a **5+ Intelligence (Nature Required)** check to identify the animals as **Forest Treets**, small, squid-like creatures with wooden skin that allows them to blend into trees. Treet tentacles are incredibly sharp, allowing them to cause cuts with a gentle touch, and are laced with a poison that numbs the skin and prevents blood clotting, causing wounds to bleed heavily.

The players can leave the Treets be, in which case they will inflict cuts on a few of the workers, causing one of them, Liann, to bleed to death unless treated. The Treets will then leave before the sun rises. Alternatively, the players can engage the **Forest Treets**. Make sure to use the information on the Treet mob sheet, as it causes them to act differently to a lot of other mobs. Whether the Treets are all killed or not, they will retreat before the sun rises.

Solutions

When the players know of the Treet threat, there are two main options. The simplest is to convince the workers to chop trees somewhere else, away from the Treets. The head worker, Chunt, can be persuaded to do this with a relevant **12+ Charisma** check (the specialty will depend on how the players try to convince him e.g. **Charisma (Persuasion)** to convince the workers to chop elsewhere). If the players are unable to convince the workers to leave, or if they want to remove the Treets, they can search the cleared section of forest for the Treet Nest. When they find it, they can disturb it, causing eight **Forest Treets** to emerge. Make sure to use the information on the Treet mob sheet, as it causes them to act differently to a lot of other mobs. The Treets will not attempt to chase or attack the players if they flee, and when they are killed, the nest is empty. Alternatively, the Treet nest can be burnt, killing all the Treets without needing to fight them.

Either way, when the problem is dealt with, Chunt will thank the players and recommend that they return to whoever asked them to help for a reward. Upon returning to the woman in The Dusty Bottle, she will profusely thank them, revealing that Chunt is her husband and giving the players a Luxurious Tent (4-person) as a reward.

Part 2: Retrieving the Ring

Part Summary

The players meet with Donnic, who tells them about the ring and where he believes it can be found. He asks the PCs to go and get it, warning them about the druids in the area if they don't already know. When ready, the PCs head to the facility where the ring can be found and recover the ring, dealing with druids (who have established their base around the facility), old magical defences and constructs along the way. As they leave the facility with the ring, they are attacked by the monster the druids worship, which they kill. Returning to Donnic, the players celebrate and head to sleep, ready to be paid the next morning.

Part Goals

The goals of this part are to let the players run through a more-structured, medium-sized area with different traps and threats, culminating with a boss encounter against the Druids and their creature, as well as potentially show off the power of the Ring of Vitannis by allowing the players to use it against the druid creature.

Modify the following encounters as needed depending on the PC's backstories and actions. Be prepared for the PCs to make unexpected decisions.

11. Meeting Donnic

Summary: The PCs meet with Donnic, who tells them about the Ring of Vitannis and where he believes it is.

When the players arrive at Donnic's house, he invites them in. If the players have come straight to him, then he says that they are earlier than he expected. He will offer the players a drink of water or beer and invite them to sit down in his living room.

When describing Donnic, have the players make a **10+ Perception (Seeing)** check to notice a small tattoo of an eye on Donnic's neck. If asked about it, he will say that it's just a tattoo he and some friends got for a laugh a few years back.

In actuality this tattoo indicates that Donnic is part of The Watchful Eye, a secret network across the empire holding corrupt officials to account.

Donnic – Excited Information Trader

Donnic is an explorer and information trader, and is the reason the players are in Calcaria. He knows a lot about history and the surrounding area. The discovery of the Ring has excited him, as it could set him up for life.

Appearance: Messed up hair and clothes, less focus on personal appearance

Personality: Donnic is quite excited and is quite chatty. He tries to be accommodating and is quick to praise people for their achievements.

Values: Money, enjoyment, fame and glory.

Goals: Find the Ring of Vitannis, sell it, and live a life of luxury.

Skills: Good Information broker, educated historian

Donnic will ask how they are and how they are finding Calcaria. After the small talk, he will then ask them how much they know about the Ring of Vitannis. Assuming the players have not learnt of the Ring of Vitannis when exploring Calcaria, they can make an **Intelligence (Cultures)** check to see

how much they know. Depending on what they roll, they know the following.

1-8: The player knows nothing about the Ring of Vitannis, except that it is an ancient artifact.

9-12: The player knows that the Ring is an artifact that was held by a Civilised soldier named Vitannis centuries ago that greatly improved his endurance and constitution. The ring was lost after his death.

13-17: The player knows all the information in the previous bracket, while also knowing that it is a silver ring with a brown gemstone in it, and that Vitannis used it to win many battles against the Barbarians centuries ago, but he disappeared after refusing to stop fighting when the Civilised gave up on their invasion, and neither he nor the ring were seen from again.

18+: The player knows all the information in the previous bracket, but also knows that stories began to spread after Vitannis' death that the ring was cursed, and may have inadvertently led to Vitannis' death.

Donnic will tell the players the basics of the ring, which is the information covered in the 13-17 bracket above, and tell the players that he has discovered the location of the ring. He will show the players the map of the area, saying that the ring is located within a ruin known as the Hubrin Facility, and that the druids have built their main camp around the facility. He will point out the main druid camp to them (located in the upper left area of the area map) and ask the players if they've heard about the druids in the area. If they haven't, a player can make a **9+ Intelligence (Cultures)** check to know that druids are beast-worshipping fanatics, with each group worshipping a particular monster. Donnic can also tell the players this, saying they have been raiding and attacking the lands around the settlement.

Donnic will also tell the players that he has the key to the inner door of the Hubrin facility, one of only a few ever made, and that this is how he is sure that if the ring is there, it won't have been stolen yet. Donnic will give one of the players the Hubrin Key, telling them not to lose it, and saying they need to head to the Hubrin Facility, see if the ring is there and if so, retrieve it. However, he says that the players need to be suitably prepared. He encourages them to be stocked up for the journey and, if they haven't already, says they should explore the town and help people out.

NOTE: It is expected that if they haven't done so already, the players will spend some time around Calcaria doing side quests and stocking up.

Discussing Payment

If asked more about the Ring and his plans with it, Donnic says that he has a seller (he will not say who) and that he is willing to give them all 8 Gold each when he has sold the ring.

When the players are ready, they can leave Donnic's house. Remember that when the players leave Calcaria to travel to the Hubrin Facility, use Scene 3.5: The Overworld for information on travelling, sleeping and random encounters. When the players arrive at the facility, go to the next scene.

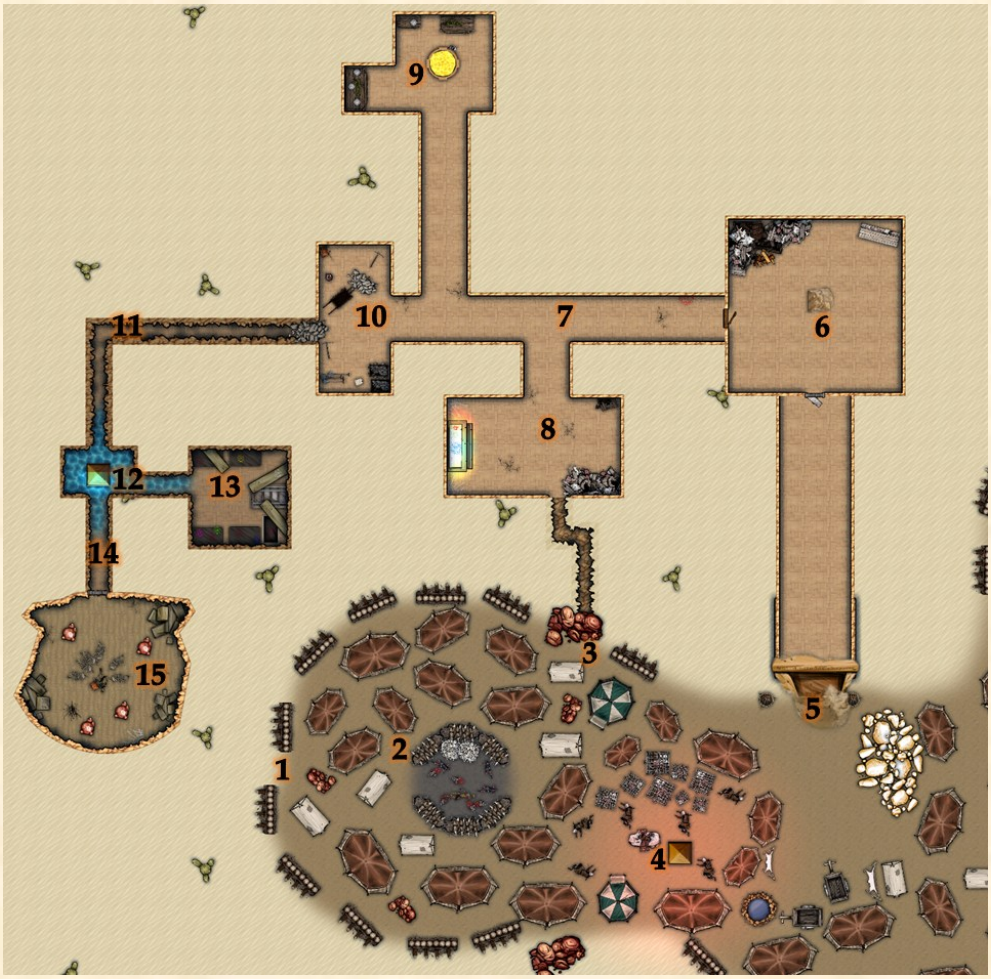
After doing the Hubrin Facility and obtaining the ring, the players will be unable to complete or carry out any of the missions or buy anything from the market, as from Part 3 onwards, Decila takes control of Calcaria and the players become fugitives. Whilst the players should not be told this, if they have carried out no side missions and have not bought any supplies from the market, try using Donnic to further advise the players to stock up and help out the town to get more rewards.

12. The Hubrin Facility

Summary: The PCs navigate the Hubrin Facility, dealing with its various threats, eventually recovering the ring and defeating the creature the druids worship.

The Hubrin facility is the remains of an ancient magical facility that worked on creating and studying magical artifacts, such as the magical Synistra crystal that powers the Ring of Vitannis and gives it its magical effects. The mages that made the facility used it to test the endurance-boosting powers of the crystal, but the facility was abandoned after the mages fell. The druids have set up their main base of operations around the facility, hoping to find weapons or magical items within it. Although they have partially explored it, they have not made their way into the inner chambers yet, and lack the key to access the final room where the ring is located. Whilst the camp is large, most of the druids are off terrorising the area, and so it is lightly guarded, with the druids counting on its remote location to keep it safe.

The druid camp and underground facility are numbered, with the sections below corresponding to the numbers on the map. The players are not allowed to see this map, as it reveals secrets about the ruins they aren't meant to know. However, it may be useful to do a rough sketch of the area and rooms as the players discover it, or reveal each room on the map as the players enter it if possible, so they can have a better idea of where the druid camp is compared to the door, and how the facility is laid out. When the players enter an area, describe what they can see based on the map, including



surrounding areas of interest. For example, the collapsed rocks in the druid camp conceal a secret entrance to the facility. If the players do not know there is a pile of rocks there, they will not be able to investigate them if they wish. At the same time, include flavour text and descriptions of items and features that are not relevant to the plot, otherwise your players will know that whatever you mention is relevant to the plot and will ignore anything that doesn't have plot relevance.

You make your way up a sand dune, and see the entrance to the ruins below you. A large stone doorway, half-buried, is all you can make out, with the rest of the facility under the sands. Around the entrance to the ruin is a large druid camp, a collection of tents and cages surrounded by spiked barricades. Despite its size, the camp seems to be mostly abandoned, with the majority of the druids presumably off terrorising the area. However you can see some druids guarding the door to the ruin, and a few others patrolling around the camp.

The players can make their way down the dune to the edge of the camp. When they do this, they appear in the bottom left of the map.

1. Camp Border

The camp border is made up of a wooden spiked barricade, with gaps between each section. The players can enter the druid camp by passing through the gaps. There are no druids around the camp border, but if the players make too much noise here, they will alert Sweepy the Druid in the Maw Ape Lair (Area 2), and draw the druids from the Prison Cages (Area 4) over to the camp border, leading to a combat encounter.

2. Druid Camp and Maw Ape Lair

General Druid Camp

The druid camp is made up of numerous tents made mostly from animal hide. The tents are mostly empty and abandoned, but the players can search the tents with a **Perception (Searching)** check. Each player makes one check to search all of the tents in the area. Based on what they roll, they find the following:

5 or below: Nothing

6-10: 1x Blistering Vial and some rotten meat

11-14: 1x Blistering Vial, 5 Silver and 2 Beer

15-19: 2x Blistering Vial, 20 Silver, a Healing Potion and some Bowon Red Wine

20+: A mysterious glowing sceptre (Runed Sceptre of the Sands). If a player has Perception (Evaluation) then they know what the sceptre is and can be given its item description.

If the players spend time searching the tents then two **Druid Zealots** walk into the area. These druids can be heard coming with a **9+ Perception (Hearing)** check, and can be hidden from by rolling the player's **Dexterity (Stealth)** against one of the Druid's Perception (Seeing). If the players hide in a tent then they get a +3 to their roll. If the players engage in combat with the druids and do not kill them after one round, then Sweepy the Druid, who is cleaning the Maw Ape lair, will be alerted, and the druids at the Prison Cages (Area 4) will run over and join the battle.

Maw Ape Lair

When going through the camp, the players can see a small pit, surrounded by more barricades. **This pit is the home of the Maw Ape, the beast the druids worship, although the beast is not in the pit at the moment.** Inside the pit are numerous heavily mauled bodies and bones, the remains of civilians the druids have kidnapped and fed to their beast. The pit is empty except for a druid in ill-fitting robes, who is angrily muttering to himself whilst brushing bones and blood with a large mop. **This is Sweepy the Druid, a man who signed up to the druids to get out of the house, but is currently regretting**

it. If alerted by the players making too much noise in earlier areas, then Sweepy the Druid will have hidden, putting him in Stealth and allowing him to do a stealth attack against any player that gets too close, giving him a +7 to hit and dealing double. Combat in this pit will not alert any other druids, as the pit helps to contain the sound.

After attacking or if entered into combat with, Sweepy will immediately drop his broom and surrender, saying he didn't sign up for this (Sweepy the Druid has the basic stat block which is mentioned at the start of Appendix A). He says he wants to escape and asks the players to let him go. The players can let him go, or kill him.

Talking to Sweepy

Himself: Sweepy will tell the players that he agreed to join the druids and worship their creature because he thought he should get out of the house and be more active and he was annoyed at the Magistrate for her harsh laws. However, he didn't realise what he had gotten himself into and now wants out.

The Camp: Sweepy can tell the players information about how many druids there are around the Prison Cages (Area 4) and the Ruin Entrance (Area 5) but doesn't know anything about the facility, except that the druids haven't managed to get through to the inner chambers yet.

The Druid Creature: If asked about the druid's creature he can tell them that he hasn't seen it, as he's only brought in to clean up when it's off hunting.

3. Secret Entrance

To the north of the camp is a small pile of rocks, similar to others the players can see around the area. When looking at the rocks, if the players pass a **16+ Perception (Seeing)** check then they can see that the rocks are concealing an entryway of some kind. Removing the rocks reveals a small passageway that angles downwards, travelling into the dune. The players can crawl their way through the passageway one at a time to make their way immediately to the Security Room (Area 8) while bypassing the guarded Ruin Entrance.

4. Prison Cages

This is a prison area where the druids keep their captives. They have dragged an old magical device out of the ruins, designed for testing the endurance-boosting capabilities of the crystal powering the ring, and are using it to sacrifice prisoners.

Standing at the edge of a small open area in the camp, you see half a dozen cages, with the bodies of what look like dead citizens of Calcaria lying in them. More bodies lie scattered around the area, and rats scurry across the ground, gnawing on the corpses. Some of the people seem to have died from their injuries, whilst others appear to have been crushed by an unknown force. In the centre of the area is a pointed sandstone obelisk, about eight feet high. Each side of the obelisk has a large, glowing rune engraved into it, that pulses with a dark, red light.

The number of druids in this area depends on how many players are in the group. There are no druids here if the players have already alerted them in a previous area and defeated them:

2-player group: Two **Druid Zealots** and one **Druid Clawed One**

3-player group: Three **Druid Zealots** and one **Druid Clawed One**

4-player group: Four **Druid Zealots** and two **Druid Clawed Ones**

The druids are taking bodies from around the obelisk and piling them next to the cages.

> If the players lose the fight against the **Maw Ape** later in the scene and wake up here, then there are no druids here, just the damaged **Maw Ape**.

The Obelisk

The runes on the obelisk exert a crushing force on anyone whose blood is placed onto the runes. The druids start one turn away from the obelisk, with the players in melee with them. In battle, if a **Druid Clawed One** injures someone, on their next turn they will run over to the obelisk and smear the person's blood on it before touching one of the runes, causing it to activate. After this happens, the target will need to pass a **13+ Willpower (Pain)** check whenever it is their turn. If they fail, they are unable to act that turn and take 3 damage, ignoring armour. This happens every round until the target passes their check, is downed or the obelisk is destroyed. The obelisk cannot dodge, and is destroyed after taking 5 damage.

Combat here will alert the druids guarding the Ruin Entrance (Area 5), who will not leave their post, but will be alerted and therefore get to go first in the turn order.

> The players can use the obelisk against the druids. If they deal damage to a druid, they can use a minor action when in melee range of the obelisk to smear the druid's blood on the obelisk, causing the druid to suffer the same effects as a player would.

5. Ruin Entrance

The ruin entrance is a large, sandstone doorway. Two **Druid Zealots** stand outside the doorway, guarding it. If alerted by combat around the Prison Cages (Area 4), these druids get to go first in the turn order. The door to the facility has been knocked down by the druids, allowing the players to enter when the druids have been dealt with. The players can see that the doors were knocked down by some kind of creature without needing to roll.

6. Ransacked Room

This room is relatively large, although the low ceiling still makes it feel cramped. A large symbol engraved into the ceiling emits a dull yellow light, illuminating the room. In the centre of the room is a small raised square of cracked stone, clearly where some kind of small structure once stood. The room seems to have at one point contained old tables and chairs, but these have been piled into one corner of the room and burnt, presumably by the druids. To your left, you see a closed door leading further into the facility. Finally, lying by the door is the remains of a large stone figure that has been split into multiple pieces, glowing runes flickering and sparking across its unmoving body.

The players can examine the square of cracked stone, burnt furniture and the stone figure in the room. When they are done, they can pass through the door into the main corridor (Area 7).

Cracked Stone and Burnt Furniture

The square of cracked stone in the room is where the obelisk by the Prison Cages (Area 4) once resided, before the druids tore it up and moved it outside. If the players encountered the obelisk then they can realise this when examining the cracked stone. The pile of burnt furniture in the corner is from where the druids destroyed everything they could find upon entering the facility, and doesn't contain anything of value.

Stone Figure

The stone figure is a destroyed Ancient Golem, killed by the druids when they discovered the facility and taken apart to study, and is used as a hint as to what the players can expect to face. The golem is around eight feet and is vaguely humanoid, but is made of large pieces of hard stone, and has no head, merely being comprised of a large body with arms and legs. The players can make a **9+ Intelligence (Cultures)** check

to realise it is some kind of artificial construct, and that it is hundreds of years old. A **13+ Intelligence (Magic Lore)** check can be made to realise that the runes seem to have been powering it when it was 'alive'. A player can also make a **12+ Intelligence (Engineering)** or **Perception (Seeing)** check to realise that the severed arm of the golem looks like it could be used as a weapon. The Golem's arm takes two people to carry and is a one-use weapon, with the runes breaking down after one use. It follows the same rules for damage as the Malfunctioning Rune Cannon Ability that can be found on the **Ancient Golem** mob sheet in Appendix B, but unlike the mob sheet, the arm automatically hits, without the players carrying it having to make a Strength (Attacking) check to hit (This is to ensure the players get to deal damage with the arm despite it being a one-use weapon).

7. Main Corridor

The Main corridor connects the Ransacked Room (Area 6), Security Room (Area 8), Druid Alchemy Stores (Area 9) and Druid Mining Room (Area 10). Explain the layout of the corridor and the doorways it connects to depending on where the players are. The corridor is quite wide and is lit by yellow glowing runes in the ceiling, much like the rest of the facility.

When going from another area to the Ransacked Room (Area 6), or from the Ransacked Room to any other area, have the players make an **11+ Perception (Seeing)** check. If they succeed then they see a small rune low down on the wall, emitting a thin beam of light. This beam of light acts as an alarm system, and if a player triggers it by walking through it, then the **Ancient Golem** in the Security Room (Area 8) (assuming it hasn't already been defeated by the players), will emerge to fight the players. This noise will also alert the **Druid Ambusher** in the Druid Alchemy Stores (Area 9), who will join the fight a round later.

If the players see the alarm rune, then they can step over it, allowing them to progress without triggering the alarm.

> NOTE: if this combat does occur, bear in mind that the druids and the Golem are not on the same side, and will fight each other just as much as they will fight the players.

8. Security Room

This is the security room, with the console on the west wall controlling the various defences around the facility. An **Ancient Golem** can be found in the room and it will attack the PCs on sight, due to it being programmed to defend the area.

The players can enter this room from either the main door, or through the tunnel if they found the Secret Entrance (Area 3). Describe the room to them based on where they enter.

You enter a medium-sized room with a low ceiling, illuminated by a large yellow rune in the ceiling. A large slab of polished stone takes up the western wall, with several more glowing runes of various colours engraved into it. The northern wall has a large, open doorway leading out into the corridor and the southern wall is heavily cracked, with what looks like a small tunnel dug into it. Standing in the middle of the room (assuming the players did not attract its attention and fight it out in the corridor) *is a large, humanoid figure made of large pieces of hard, grey stone. The figure has a glowing orb of energy instead of a head, and it is covered with flickering runes.*

The players will need to defeat the **Ancient Golem** before they can enter the room and examine it fully. When the **Ancient Golem** is defeated, the players can make a **9+ Intelligence (Cultures)** check to realise it is some kind of artificial construct, and that it is hundreds of years old, or they can make a **13+ Intelligence (Magic Lore)** check to realise that the runes seem to have been powering it when it was 'alive'.

The Security Console

Approaching the slab of polished stone, the players can see that there are four runes engraved into it. On the left of the console is a glowing yellow rune, similar to the ones that can be found on the ceilings of the rooms in the facility. In the middle of the console is a glowing blue rune, with a picture of an obelisk engraved into the stone above it. Finally, to the right of the console, there is a green and a red rune, grouped closely together, with a picture of a golem above them. The players know without needing to roll that runes are magical symbols, and that many of them can be activated and deactivated by touching them. A player who approaches the console must pass a **12+ Willpower (Self-Discipline)** check, or press at least one rune out of curiosity.

The yellow rune controls the lights and can be pressed repeatedly to turn all the lights in the facility on or off. If the lights are turned off, then all combatants gain a -5 to hit, unless they have some way of producing light or seeing in the dark.

The blue rune triggers the defences in the Druid Mining Room (Area 10). Upon pressing the rune, the players hear a loud bang and a cry of pain from outside the room as the explosive defence activates and kills the druids in the Druid Mining Room.

The green and red runes control the Golem Assembly (Area 13). The players can only press one of these two runes, with both runes losing their glow and becoming inert after one is pressed. If the players press the red rune, then the golem assembly is deactivated (this is covered in the Golem Assembly section, but essentially means the players won't need to manually shut the assembly down whilst fighting golems later). If the players press the green rune, then the facility starts to rumble. This activates the golem assembly, causing golems to be made. After a minute of the facility rumbling, the players will hear the sounds of fighting coming from the Druid Mining Room (Area 10), and when they enter that area, the druids there will be dead, and an **Ancient Golem** will be there instead.

9. Druid Alchemy Stores

Much like the other rooms in the facility, this room has a low ceiling and is illuminated by a yellow rune engraved into the ceiling. The centre of the room is taken up by a large cauldron filled with a noxious yellow liquid, around which (assuming the players did not alert and kill them in the corridor) *a druid stands. Around the room are several shelves, dotted with empty vials and various herbs.*

This is where the druids brew the mixture they use in their Blistering Vials. Assuming they was not alerted by the players in the corridor and killed, there is a **Druid Ambusher** in the room, standing around the cauldron. Upon entering the room, the players start one turn away from the **Druid Ambusher**. When the druid is dead, the players can investigate the cauldron and recognise the liquid inside is the same liquid used in the Blistering Vials the druids use to attack.

On the shelves are 6 Empty Vials, as well as stockpiles of two different herbs, one a leafy green plant and the other a gnarled, yellow root. The players can make a **7+ Intelligence (Nature)** check to recognise the leafy green plant as Soothing Herbs, which can be used to counter the effects of the Blistering Vial mixture, and a **15+ Intelligence (Nature)** check to recognise the yellow root as Firetube, a root that when combined with other liquids, forms a mixture that acts as a potent explosive when thrown. There are 6 of both Soothing Herbs and Firetube in the room.

The players can add the Soothing Herbs to the cauldron to neutralise it, or add the Firetube to the Cauldron to turn the mixture into an explosive that will deal 4+2D4 damage to anything it's thrown against. This explosive mixture can also be used to open up the tunnel in the Druid Mining Room

(Area 10). The players can fill any empty waterskins or other receptacles with any of these mixtures, as well as use the 6 Empty Vials on the shelves to carry some mixture.

10. Druid Mining Room

This area is as far as the druids have ventured into the facility, and they are currently working on excavating their way further in. It is a small room with a low ceiling, and much of the space is taken up by shovels and other digging equipment that the druids have brought in.

What enemies can be faced here depends on the player's actions in the Security Room (Area 8). By default, there is a **Druid Zealot** and a **Druid Ambusher** in the room, who are working on digging through to the rest of the facility. If the players triggered the defences in this area (by pressing the blue rune), then the druids are dead, having been blown into pieces by the defences, with the explosion having opened up the tunnel. If the players activated the Golem Assembly (by pressing the green rune), then the druids have been killed by an **Ancient Golem**, which has burst through from deeper in the facility, opening up the tunnel and killing the druids. Finally, if the players activated the Golem Assembly, and then triggered the defences in this area, then the Golem is also dead, having burst through the tunnel only to be killed by the defences along with the druids.

Whether there are druids or a golem in this area, when they are defeated the players can examine the tunnel more. If the tunnel has been opened up by the golem or the triggered defences, then the players can make their way through it to get deeper into the facility. If not, then the players must either trigger the defences from the Security Room (Area 8) to blast open the tunnel, or use any other explosives they may have on them (examples include Captain Harrison's Fireweed grenade if the player picked it at the start of the roleplay, or the explosive potion the players can make at the Druid Alchemy Stores (Area 9).

11. Collapsed Tunnel

The collapsed tunnel, when opened up, allows the players to make their way deeper into the facility. It is quite cramped despite being opened up, but is wide enough for the players to get through. If the tunnel has not been opened up, then the players cannot get through it (This is covered in the previous section).

12. Ice Trap Room

Emerging from the tunnel, you enter a small room with a low ceiling. The room is filled with ankle-deep water and the yellow rune engraved into the ceiling flickers and sparks, making it hard to see. In the centre of the room is a large, pointed obelisk with a singular blue rune engraved into its side. As you enter into the room, the rune changes colour to a deep red, and the water freezes, trapping you in place.

This room is a trap, with the obelisk designed to freeze the water and trap any intruders in place until a golem can come and attack them. If the players activated the Golem Assembly (by pressing the green rune in the Security Room (Area 8) then an **Ancient Golem** will enter the room after the players are trapped. The **Ancient Golem** is not affected by the ice trap, being strong enough to break free and move through the ice.

Playable Character: Urodela

Urodela can use her Heated Weapon ability to melt the ice around her, freeing her. She can also then use this ability to free the other players, although the ice quickly freezes again if the players do not move.

The rune on the ceiling that provides light is damaged, which means that everyone suffers a -2 to Perception (Seeing) checks when in the room (assuming the players haven't turned

the lights off completely in the Security Room (Area 8)).

A player can pull their feet free of the ice or otherwise break the ice with a **17+ Strength (Might) check**. A player can also activate the now-red rune on the obelisk (either by freeing themselves and pressing it or by successfully throwing something at it) to deactivate the trap, at which point the rune goes back to blue. The players know without needing to roll that runes are magical symbols, and that many of them can be activated and deactivated by touching them. Once the trap has been deactivated, pressing the rune again will reactivate it, causing the water to freeze again.

When the players have obtained the ring, and are leaving the facility, this room is where the druids, led by the Maw Ape, confront the players. However, this encounter is covered in the 'Maw Ape Fight' section later on in this scene.

13. Golem Assembly

This room is designed to create golems, although the machinery is old and the golems it creates aren't as functional as they would be if the assembly was new. By default, it starts up as the players enter the room. However, it can be permanently deactivated, or already active based on the player's actions in the Security Room (Area 8).

This room is filled with large blocks and protrusions of stone. In the centre of the room is a large raised track, surrounded by what looks like runed stone blades and chisels, glowing and pulsing in a rainbow of colours, and there are large holes in the ceiling, with magical stone arms protruding from them. As you enter the room, the room whirs to life and the arms begin moving, taking the large blocks of stone and slamming them into each other, as the runed blades and chisels start to carve away at the stone and engrave runes into them, forming the shape of a Golem.

When active, the machinery will create an **Ancient Golem** at regular intervals. How often it creates them is up to you, based on how challenging you want the adventure to be. By default though, we would expect the assembly to create one golem whilst the players explore Vitannis' Tomb, and another one as the players fight the **Maw Ape.** If the Golem Assembly was activated when the players entered the room, then the first golem will be created after the players have made a few checks.

The players can stop the Golem Assembly by making a **14+ Perception (Searching)** check to find a small rune on the underside of the track which turns it off if pressed. If this rune is pressed again, it turns the golem assembly back on. If the players deactivated the assembly in the Security Room (Area 8) by pressing the red rune, then the rune under the track will not reactivate the assembly, as the main rune in the Security Room overrides it.

If the players fail this check, they can destroy the golem assembly by smashing the blocks and runed tools that make it up (which requires two **17+ Strength (Might)** checks), by targeting the specific struts that hold it together (this requires a **15+ Intelligence (Engineering)** check to identify the key struts) or by deactivating the correct runes (which requires a **13+ Dexterity (Initiative)** check to deactivate them quickly enough before the assembly's failsafe's kick in). Alternatively, any explosives can be used to destroy the assembly. When the assembly is destroyed, any remaining golems stop moving, the glow of their runes fading as they go inert. This deactivates all golems throughout the facility, as the Golem Assembly acts as a control, directing the golems.

14. Inner Door

This is the door to the innermost chamber of the facility. It is a large, stone door, engraved with various images of people shooting bolts of magic from their fingers and holding large crystals. A large keyhole sits in the centre of the door. The door cannot be opened without the Hubrin key the players obtained from Donnic. When they use it, the door slowly opens, sending a cloud of dust into the air as it does and revealing Vitannis' Tomb.

15. Vitannis' Tomb

You step into a large cave. Yellow runes engraved into the rock light up the cavern, illuminating the skeletons lying in the centre. The dust-covered bones of numerous raptors, long dead, lie in a semi-circle around the remains of Vitannis, his sword still clasped in his skeletal hand. You see the ring on his finger, the brown gem in it still glowing slightly. Underneath the body is a rotted pack, from which you can see a small, deteriorating journal.

Vitannis' Journal

A player can try to pick up and read Vitannis' Journal. As they do, most of it crumbles away due to age, leaving only a few fragments readable. In order, the fragments read:

Fragment 1: *With this ring, I find my constitution greatly enhanced. I can withstand blows that would've previously killed me, and I find myself awakening almost every morning refreshed, despite the lack of sleep we get whilst on the front. This may provide the edge we need against the barbarian scum.*

Fragment 2: *The generals back at Ingenion are pulling us back. They say that the war was foolish. They are the fools. I was so close! A few more months and I would've had them trapped against the mountains. I have to-*

Fragment 3: *I return to the ruins again. My men have abandoned me, pulled back to the cities on the orders of those pathetic generals. I don't need them. If I can find more gems, then I will become unbeatable. I will drive those savages back across the foothills myself and then the generals will beg me to let them-*

Fragment 4: *-attacked me as I approached the ruins. The creatures have been following me for the last couple of days, far longer than they should. They seem intent on my death-. I fear even the ring will not save me this time. There are no other crystals. Damn the others! Damn these beasts! Damn the whole lot of them!*

Vitannis' Body and The Ring

The players can loot another Hubrin Key from Vitannis (explaining how he got into the facility), as well as his Sword (D5 Slashing Medium Blade (Melee only) and the Ring of Vitannis. Whoever touches the ring feels a great rush of power flow through them. They feel refreshed and stronger, like they could run for miles without stopping.

The ring's effects are given to you in this table, detailing the positive and negative effects of the Ring. **When a player picks up the ring, tell them the positive effects, but not the negative effects. These negative effects will worsen the longer the players have the ring, meaning new negative effects will occur at the end of Scenes 14 and 16, assuming the players still have the ring.** These effects are covered at the end of those scenes, and all the ring's effects are covered in its item description in Appendix B.

Ring Effects	
Positive Effects	Negative Effects
• The player gets +4 added to their Endurance modifier (this also gives them an extra 8 max and current Health, as your Max Health goes up by 2 for every Endurance point you have. • The player gets +7 added to their final Needs rating when sleeping.	• The Ring causes aggression in nearby animals, meaning all attacks dealt by animals against the player with the ring deal 2 more damage.

Maw Ape Fight

As the players leave the cavern, they can make a **9+ Perception (Hearing)** or **(Seeing)** check to either hear the sounds of a large creature up ahead, or see a large ape-like creature ahead.

In the Ice Trap Room (Area 12) is a large, ape-like creature. Around the size of an elephant, a large, drooling mouth takes up its torso, and it glares at you with a single, large eye. If the party is three players, then a **Druid Clawed One** is accompanying the creature, and if the party is four or more players then there are two **Druid Clawed Ones** with the creature. The creature is the monster the druid's worship, a **Maw Ape**. Upon seeing it, the players can recognise it as the kind of creature druids worship and, if they accepted Ashionne's deal in Scene 4, they recognise the metal of a manacle on the creature's arm as the same metal as the Pitch Rod they have. The players must kill the Maw Ape to leave and will automatically intercept any attempts the players make to flee past it, paralysing a player with its Paralysing Gaze ability. The players start one turn away from it.

If the players got the Pitch Rod from Ashionne in Scene 4: Unauthorised Access, they can use it to stun the Maw Ape for one round, preventing it from moving and attacking and giving it a -4 to dodge. Remember the Maw Ape deals 2 more damage to any player using the Ring of Vitannis.

Using the Facility

There are several ways players can use the traps in the facility against the Maw Ape. Players can use the Ice Trap in this room, assuming they haven't destroyed it or activate the Golem Assembly in Area 13 to create an Ancient Golem, which can attack the druids and the Maw Ape as well as the players.

When the Maw Ape is killed, it lets out an almighty roar of pain before dying. This roar causes the Druid Clawed Ones, and any other druids in and around the facility to flee, scattering in different directions and destroying their stability as a group.

Losing the Fight

If the players all lose to the Maw Ape and you don't want to kill everyone and end the adventure there, you can have the players be captured by the druids instead of killed, and end up in the cages in Area 4, with the damaged Maw Ape, where they can break out, kill the already-injured Maw Ape and leave.

Back to Calcaria

When the players leave the facility, they see druids fleeing the camp in all directions, scattered and leaderless now that their creature has been killed. The players can kill a couple of druids if they wish, but they are no longer a threat.

As the players are making their way back to Calcaria, have no random encounters, as the defeat of the Druids means that many of the encounters wouldn't work with the story. When the players arrive back at Calcaria, it is expected that they will go to Donnic's house to hand over the Ring. When the players arrive at Donnic's house in Calcaria, move on to the next scene.

13. Celebration at Donnic's

Summary: The PCs return to Donnic's and celebrate their victory.

Donnic is pleased to see the players and is eager to know if they recovered the ring. He is absolutely ecstatic when he finds out the players have it, and asks for it so he can sell it. If the players refuse to give it to him, he does not mind, saying they can hang onto it until tomorrow, when he will take it to sell. Donnic will ask how the trip went and if they encountered any problems. If the players mention killing the Maw Ape then Donnic will become even more excited, saying that by killing the beast the druids worship, they will most likely scatter, leaving the area in search of a new beast, and that the players may have saved the town. He will offer the players a bed for the night, saying they can sleep at his house.

When the players are done eating and talking, and choose to settle down for the night, they level up to Level 2. **When doing the Needs System for this night, bear in mind that the players only get to sleep for five hours before they are awakened by guards.**

Donnic's beds provide a location rating of 3. He also provides a meal of bread and cheese, which provides a sustenance rating of 1.

When you have levelled up the players, move onto the next scene.

Levelling Up (Level 2)

As the players level up to Level 2, they can make the following changes to their character sheet:

- Replace the '1' in the Level Box on the Basic Character Sheet with '2'
- Gain 2 Max Health (the players gain 2 current Health as this happens)
- Gain 1 stat point of the player's choice (remember to give a player an extra 2 Max Health if they put a point in Endurance)
- Gain 1 specialty of the player's choice. This can either be an extra rank in an existing specialty, or an entirely new one. A list of specialties can be found in the *PHOENIX Player's Guide* or the *PHOENIX Barbarus Guide*.
- Increase the level of one of their abilities by one.

NOTE: Levelling up does not restore the player's Health and Focus to their Max values.

More information on levelling up can be found in Chapter 1 of the *PHOENIX Player's Guide*.

Part 3: Magistrate's Rule

Part Summary

Calcaria guards attack the party on the orders of the magistrate, killing Donnic and attempting to take the ring. The party is either defeated and captured with the ring taken from them, or manage to kill the guards and escape. Either way, they meet up with a small resistance, who take them to their base and reveal that with the discovery of the ring, Magistrate Decila has declared martial law, and wants it to rule Calcaria with an iron fist. The players work with the resistance to enter Calcaria, fighting their way to the central fortress and up to the magistrate, where they defeat her and free the town, reclaiming the ring if they were defeated and captured earlier.

Part Goals

The goals of this part are to throw the players into conflict with the magistrate, and pay off actions the players did earlier, such as helping the citizens of Calcaria or arming the rebels. It also presents two slightly different versions of the story, based on whether the players are captured and have the ring taken from them in Scene 14 or not.

Modify the following encounters as needed depending on the PC's backstories and actions. Be prepared for the PCs to make unexpected decisions.

14. Guard Attack

Summary: The PCs are attacked by Calcaria guards, who want the ring. After the battle, the PCs meet up with a resistance against the magistrate, who has declared martial law.

After five hours, while the players are sleeping, a **Calcaria Officer**, two **Calcaria Elite Guards**, and three **Calcaria Guards** will enter Donnic's house. Ask the players to make a **13+ Perception (Hearing)** check. Any players who pass the check awake just in time to see a **Calcaria Guard** drive their spear through Donnic's chest, killing him. Any players who wake up and see this may roll **Dexterity (Initiative)** as normal against the guards to determine the turn order. Any players who failed the check will be woken up when combat begins, or if woken by another player, but do not roll initiative, instead starting at the bottom of the turn order. If no players pass the Perception (Hearing) check, then they are awoken by the guards arresting them. In this case, skip the combat encounter and move ahead to when the players have been arrested.

After all the players are awake, the **Calcaria Officer** demands the players surrender for crimes against the Magistrate and the Civilised Empire. Have the player with the highest Intelligence make a **6+ Intelligence (Tactics)** roll to know that it is unlikely they will win this fight.

Playable Character: Ironhide

Ironhide can also make the **6+ Intelligence (Tactics)** check, even if he is not the character with the highest intelligence.

If the players surrender then they are arrested. They are placed in a small prison cart, and the Ring is taken from them. If this happens, skip the combat encounter and move ahead to when the players have been arrested. If the players don't surrender, then play out the combat encounter.

Donnic's house is small, meaning that all combatants are in melee of each other, and there is no room to move away, preventing the use of ranged weapons. The two **Calcaria Elite Guards** stand by the door, blocking the only exit and preventing the characters from fleeing until the elite guards are killed. Explain this to the players when combat begins.

When the guards would kill a player in this fight, they instead knock them unconscious without needing to make a check, as they are trying to take the players alive.

Arrested

The most likely outcome of the combat encounter is that the guards defeat the players. If the players, surrendered to the guards, never woke up, or were all knocked out, then they are arrested by the guards, with the Ring of Vitannis taken from them. Remove the ring from the inventory of whoever had it, and remove any effects the ring granted them. The players are placed in a small prison cart. If the players were defeated or never woke up, then they come to (at 1 Health if they were defeated in combat), finding themselves in the cart as it trundles along a road. If they look outside the small, barred window, they can see that they are going northwest along a road. The guards escorting them refuse to talk to the players. When the cart is a couple of hours away from Calcaria, it trundles to a halt, and the players can hear the guards talking to each other. The sounds of footsteps can be heard, followed by sounds of battle. After a minute of this, Lance, the owner of the luxury goods shop, will open the prison cart, escorted by a few people wielding weapons. He will tell the players to come with him quickly, and that they are here to help them.

NOTE: If the players search the dead guards, as it has already been delivered it to the Magistrate.

Lance and his friends will lead the players off to the south, curving around the quarry outside Calcaria until they come to a small building complex on its southern edge. If asked any questions, Lance will say that they will explain what is going on when they are safe. Lance will enter one of the buildings.

Keeping the Ring (Alternate Path)

These boxes can be found throughout Part 3, and go into how the plot of the roleplay differs if the players manage to keep the ring, instead of losing it to the guards.

If the players defeat all the guards or manage to kill the **Calcaria Elite Guards** and flee with the Ring, then they run into Lance, the owner of the luxury goods shop, who tells them he has been looking for them and to follow him quickly. He will tell them that when the magistrate heard the players had recovered the ring, she put out a warrant for their arrest and declared martial law, seeking to gain the ring for herself. He says that the Magistrate has long been power hungry, ruling over Calcaria as if she could do whatever she wants, but clearly with the discovery of the ring feels it would grant her enough power to take full control of Calcaria. If asked about whether the Civilised will come after her, Lance will say that he expects they don't care as long as Calcaria remains loyal, because it's so far from the heart of the empire.

If asked about himself or where he is taking them, Lance will say that he, and some friends of his, have long distrusted the magistrate, and feared she would do something like this. He will say he is taking them to meet with some friends who can help them, and if asked further will say it's better if his friends explain. He will take them to a building by the quarry, at which point turn to the next scene.

Upon entering the building, go to the next scene.

Other Potential Situations

- It is possible that the players may not have slept at Donnic's house. If this is the case, then Lance, the owner of the luxury goods shop, will find the players wherever they are, telling the players that Donnic is dead and they need to come with him quickly. From there, follow the information in the 'Keeping the Ring' alternate path box below.

- If the fight at Donnic's house occurs and Donnic had the ring on him, then the guards took it when he was killed. If the players kill the guards, then they can retrieve the ring. **Whether the players or the guards end up with the ring at the end of this Scene is the main way in which the story can diverge for the rest of the roleplay**, so make sure to make it clear whether the players or guards have the ring, based on what happens.

The Ring's Power Grows

At the end of this scene, the Ring of Vitannis grows in power, gaining additional negative effects. If a player has the ring, then they feel its power flare up, but they do not feel any more durable or powerful. Like the previous negative effect, do not tell the players about these effects. A full description of all the ring's effects can be found in its item description in Appendix B.

Ring Effects	
Positive Effects	Negative Effects
• The player gets +4 added to their Endurance modifier (this also gives them an extra 8 max and current Health, as your Max Health goes up by 2 for every Endurance point you have. • The player gets +7 added to their final Needs rating when sleeping.	• The Ring causes aggression in nearby animals, meaning all attacks dealt by animals against the player with the ring deal 2 more damage. • **All animals have a 50% chance to target the person wielding the ring when choosing who to attack (this can be done by rolling a D20 before an animal attacks. If they roll a 10 or below, they attack the character with the Ring).** • **All friendly animals (including Brusk and any animals affected by Animal Control) do not trust the person with the Ring.**

It is expected that the players will not have the Ring at this point, but these effects can play into the final fight against the Magistrate, and will be mentioned in her mob sheet.

15. The Resistance

Summary: The PCs meet with the resistance against the magistrate, learn what is going on, and agree to join the resistance to take her down.

The building is quite large, but run-down, with the furniture old and broken, and the walls covered in cobwebs. Around thirty people mill about the room in groups, holding small bags. Many of the people are unarmed and look shocked, and a few are injured. In the centre of the room is a woman dressed in old leather armour. Upon seeing you, she walks over, nodding at Lance.

The woman's name is Cassia, and she will welcome the players, saying that she is glad the players are here, despite the mess they have inadvertently caused. The players can notice that she has a tattoo of an eye on her collar, one shared by Lance and Donnic. She will ask the players if they have the ring, and what happened to Donnic. When she finds out they don't have the ring, she will become concerned that it is now in the Magistrate's hands.

Keeping the Ring (Alternate Path)

If the players still have the ring, Cassia will instead be relieved.

Cassia – Patriotic Revolutionary

Cassia is the leader of the resistance against the Magistrate, and has organised many protests against the corrupt leader of Calcaria. Despite her hatred of the Magistrate, she is still very loyal to the Civilised Empire as a whole and considers herself a patriot, believing that the Magistrate has only been able to do bad because Calcaria is so far away from the heart of the empire.

Appearance: Civilised Woman, Muscular, outfitted with armour.

Personality: Cassia is a very determined person, with a clear sense of right and wrong. She serves the people of Calcaria, but is also quite pragmatic, recognising that not everyone will share her views

Values: Civilian well-being, taking down those who abuse their power, Loyalty to the empire.

Goals: Overthrow the Magistrate

Skills: Good at increasing morale, Making and executing plans, skilled civilian combatant

Talking with Cassia

The Situation: After hearing that the ring had been found (since Donnic had been telling people about his plans to retrieve it), the magistrate declared full martial law, clearly intending to use the power and cultural significance of the ring to the people of Calcaria, to rule with an iron fist. She ordered the guards to attack the protestors outside the fortress gate, and although some refused, some did, killing several of them. The players are currently heavily wanted, with the Magistrate seeing them as a threat, and the guards are searching for them.

Herself and Lance/The Watchful Eye: Cassia, Donnic, Lance and a few others were part of a secret network across the edge of the empire known as the Watchful Eye (hence the tattoo the three share), that try and hold corrupt officials accountable, and have often spoken out against the Magistrate, knowing of her corrupt and power-hungry nature. However, they didn't believe she would ever do something this violent and were caught off guard. When the Magistrate ordered the attack on the protestors, they saved as many protestors as they could and came to this abandoned mining complex where they would often meet in the past to discuss the state of the Magistrate and how to speak out against her. If asked whether other members of the Watchful Eye could help, she tells the players that they are just civilians looking out for their own towns, and would not be willing to march to war.

Civilised Aid: If the players ask whether the Civilised Empire will come after the Magistrate, Cassia will say that they don't care what happens out here as long as the Magistrate remains loyal to the empire, which she technically still is.

Once the players have all the information they want, Cassia tells them that the

magistrate needs to be taken down, and asks them for their aid.

If the players did the Rising Up side quest (Scene 9) and helped the protestors obtain weapons, then Cassia will add that thanks to the players, they are armed and ready to act.

There are several reasons Cassia can bring up to the players in order to persuade them to help, based on the player's misgivings. Use them as needed to persuade the players to help:

Money/Reward: Cassia will say that any riches or treasure they find whilst attacking the Magistrate is theirs and that the Magistrate surely will have some wealth on her. If the magistrate has the ring, she also says they can keep it, once they have recovered it from her.

Self-preservation: Cassia says that the magistrate will no doubt send assassins after them to try and cover up the brutality of her coup. If the players have the ring, then she will keep coming for that as well.

Helping people: The protestors, as well as the people of Calcaria, will suffer under the Magistrate, and unless she is defeated, she will only come down harder on anyone who opposes her.

It is expected that the players will agree to help Cassia and the resistance. Cassia will be very grateful and will tell the players that they should strike as soon as possible. She says she will start drawing up a plan, that she will talk to them again in a couple of hours, and that the PCs should stay here and prepare.

The players may refuse to help Cassia, instead opting to just leave. While this can be done, it will end the roleplay for any characters that choose to do this, and is not recommended. Hopefully, the reasons given above will be enough for the players to help, but you may have to come up with other reasons on the fly to get the players to agree to take down the magistrate.

When Cassia is done talking, Lance will go over to them. He will offer the players a small vial of liquid each, telling them all to drink it. The vial restores the players to full Health and Focus and removes any tiredness debuffs (these are his only vials, so the players cannot get more from him. They also go off in less than an hour, so the players can't hold onto them and use them later).

Talking with Lance

Lance can tell the players any information Cassia can about the situation and The Watchful Eye. He will add that he suspected the magistrate would do something, as she has always been desperate for power, but that the Watchful Eye underestimated her, and that when he saw the protestors getting attacked, he just thought about getting as many out as possible. He is also sad about the death of Donnic, who was a good friend to him, and wants to know more about how Donnic died.

The players have a couple of hours to do what they want, and can talk to themselves, Lance or any of the other refugees. When they are done, move ahead a couple of hours and have Cassia come up to the players. Cassia will tell them that their best plan is to try and sneak their way into Calcaria and meet up inside the town. She says that she knows there are other people in the town that may rise up with them once they are inside, and that the Magistrate seems to have placed most of her guards around the edge of the settlement, believing that she has eliminated all threats within the town. She says that once they have met up, the Watchful Eye and the

protestors that are willing to fight will cause a disruption, allowing the players to get to the fortress and kill the magistrate.

> If the players allowed Ashionne to open the tunnel for the Druids in the Unauthorised Access side quest (Scene 4), then have them make an **11+ Willpower (Memory)** check. If they pass, then they remember that because of Ashionne, there is a secret tunnel from the quarry to the mine entrance of Calcaria that can be used to enter the town (specific information on this can be found in the box in the next scene). If not, then the players will have to enter the town normally.

Cassia also says that in terms of getting past the fortress walls, the record office spans both sides of the wall, and they should be able to get in that way. When the players are done discussing the plan with her and leave the building complex for Calcaria, move onto the next scene.

16. Assault on Calcaria

Summary: The PCs make their way through Calcaria, past the fortress walls and entering the fortress, dealing with the guards and encountering potential allies as they fight through the town.

> If the players allowed Ashionne to open the tunnel for the Druids in the Unauthorised Access side quest (Scene 4), then as the group leave the resistance base, Cassia will tell the players to meet them to the south of Donnic's house, saying that the rest of them will enter Calcaria normally and prepare. Instead of heading to Calcaria with Cassia, Lance and the others, the players can go to the quarry, making their way through the tunnel and emerging at the mine entrance in Calcaria. If the players do this, then skip ahead to the 'Meeting Up' section.

Entering Calcaria

There are no random encounters on the way to Calcaria.

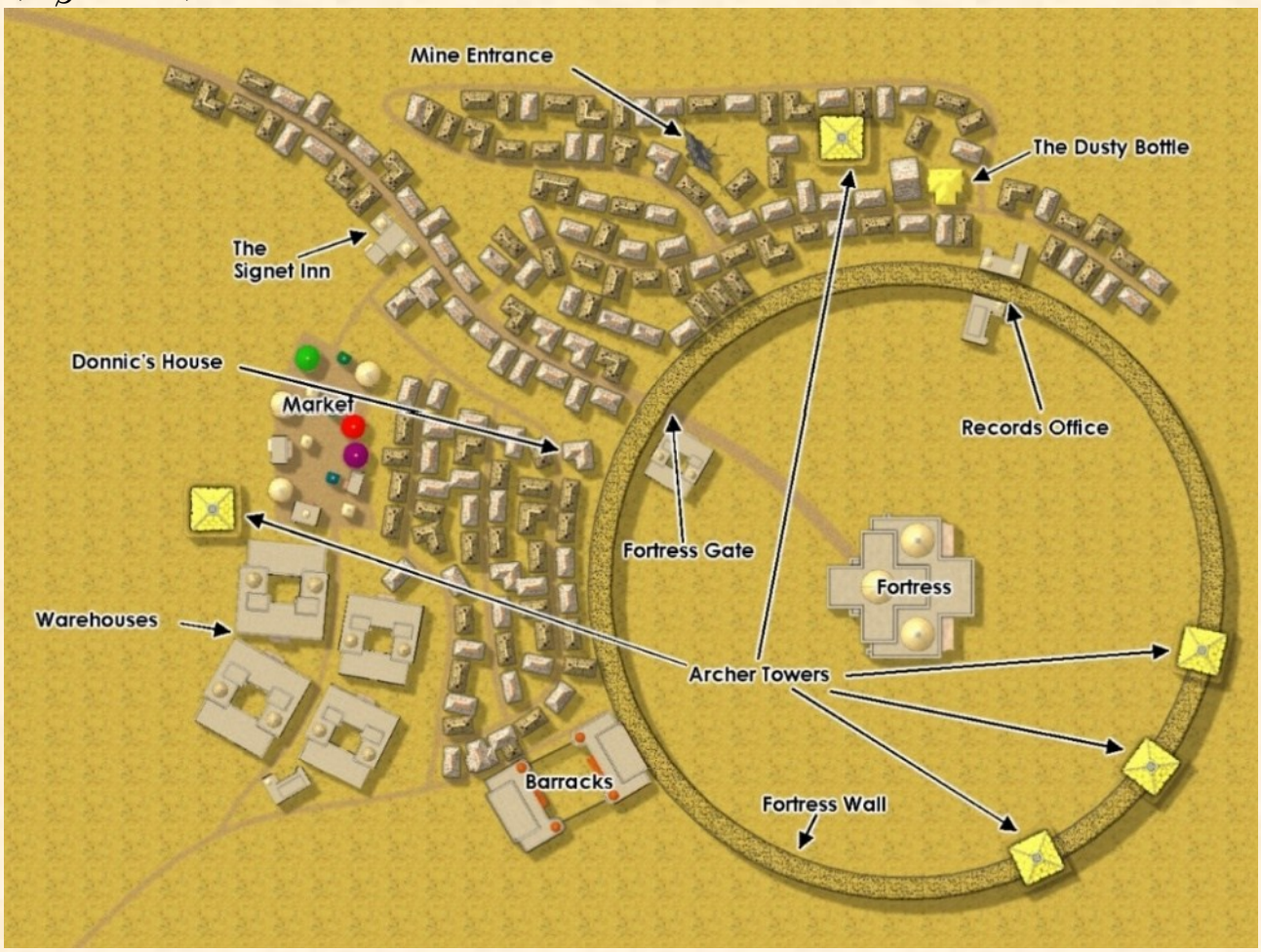
It is the early hours of the morning when the town comes into view. "Once you're inside, meet us to the south of Donnic's place," Cassia says, before heading off, nodding at the others as she does. You see the protestors split into small groups, approaching the town from different angles. You see pairs of guards at regular intervals all around the edge of the town, checking the farmers and traders who are trying to get in.

Keep track of where the players choose to enter the town. The regular positioning of the guards means it is hard to sneak in (warn the players of this if they say they want to try and sneak in), and the players will have to pass an **18+ Dexterity (Stealth)** check to sneak in. The players can try and bluff/disguise their way past the guards with a **15+ Charisma (Deception)** check, or simply fight their way past the five **Calcaria Guards** that will attack the players if they are discovered. If the players flee, the guards will not pursue them, instead attacking them one last time or letting them flee if they are unable to attack (Rules on fleeing can be found in Chapter 2 of the *PHOENIX Player's Guide*).

Alternatively, the players can get through without needing to roll if they have the Civilised Documents of Access, which can be obtained as a starting item for Harriet Fen or can be bought from the Calcaria black market stall earlier in the game.

The players may try other ways to get in and if they keep failing, then have one of their attempts succeed, in order to get them into Calcaria and continue the story.

Once the players have entered the town, they can make their way to the meeting house without incident. There aren't many guards in the town itself and the ones the players do see are easily avoided. The town seems quieter, which almost everyone staying in



their homes. The market is empty, with all the merchants having taken their goods and left. When the players arrive at the house south of Donnic's House and enter it, go to the next section.

Meeting Up

Cassia, Lance and a dozen other protestors are by the south wall of Donnic's house. They are relieved that the players made it. They say that they have groups spreading out across the town, and that when the players leave the meeting point, they will cause a distraction that will lure the remaining guards out of the fortress. They tell the players to do what they can to help, but that they should make their way over to the records office and into the fortress. They recommend the players stay away from the fortress gate, as they expect fighting there to be quite intense as the guards will try and protect it. When the plan is finalised, she will wish them good luck and say that she will try and catch up with them if she survives. When the players leave the house, move to the next section.

In the Town

Once the players start moving through the town, a large bell starts ringing, and the players hear the sounds of guards moving and combat in the distance.

It is assumed the players will head from their current location to the Records Office. As the players make their way through Calcaria, have the three encounters below; 'Skirmish with Protestors', 'Burning Building' and 'Civilised Archers', happen. If the players pass any notable buildings, they are often good points to have these encounters happen. If they do not pass any notable buildings, merely have the encounters happen in a street.

Skirmish with Protestors

As the players are travelling, they walk through a street containing a group of protestors and some guards. If the players

completed the 'Rising Up' side quest (Scene 9), then use the side quest box to determine what happens.

If the players did not complete the 'Rising Up' side quest (Scene 9), then the protestors are getting beaten down severely and they call out to the players for help. There are a number of **Calcaria Guards** equal to the number of players plus one and a **Calcaria Officer**. During the battle, the protestors deal no damage, and for every round the battle takes, the guards kill another protestor (this does not take up an action). If the battle takes more than three rounds, then when the fight is over, a surviving protestor will yell at the players for not doing more to help, and will attempt to strike a player, dealing 1 damage, ignoring armour, if they hit. This is the only attack the protestor will make.

If the players completed the 'Rising Up' side quest (Scene 9), the protestors are armed, and the guards are on their knees, with three having surrendered and the other two knocked out. The players will hear the protestors expressing a desire to execute the unconscious/surrendered guards for what they did to them and the other people of Calcaria. It is up to the players whether to dissuade them, or let them do this. The protestors will agree not to kill them if the players tell them not to. The protestors will head off when done, encouraging the players to keep making their way to the records office.

Burning Building

As the players continue through the town, they encounter a burning, two-story building. The players can hear the sounds of people yelling for help inside the building. If the players wish to move on without helping, then they need to make a **15+ Willpower (Morale)** check. If they fail, then they lose 5 Focus, as the action of leaving people to burn to death affects their concentration.

If the players decide to help then they must enter the building. Every round the players are in the building, they must make an **Endurance (Environment)** check. The difficulty for this check starts at **9+** and increases by 3 every round. If they fail the check, then the players take 2 damage ignoring armour. Inside the house is a woman standing over a man. The roof has collapsed in and a beam of burning wood has pinned the man to the floor. The woman refuses to leave the man unless the players can convince her with a relevant **16+ Charisma check**. It requires a **17+ Strength (Might)** check to lift the beam off the man, or a **14+ Strength (Might)** check if several players work together. Alternatively, the players can roll in a relevant check if they come up with another idea you think would work, with a difficulty of **14+.**

As the players lift the beam off, the house crumbles some more. The man cannot walk and must be carried out. Each player must make a **12+ Dexterity (Dodging)** check to avoid being hit by falling debris. If they fail, then they become aware that they can avoid damage by leaving the man (and woman if she is still in the house) and leaping out the doorway. If the players don't do this, then they take D5 Crushing damage.

If the man and woman were both saved, then they are incredibly grateful. They tell the players that they worked in the fort, but left when they saw what the Magistrate had done. They heard about the Watchful Eye and their plan to distract the guards, but didn't get involved out of fear. They deduce that the players are heading to the Records Office to enter the Fortress, and as thanks, they tell the players that there are some Healing potions stashed under the cabinet in the meeting room of the Fortress, before leaving.

Civilised Archers

The player's way forward is blocked by an improvised barrier. As they see the barrier, they are attacked by two **Calcaria Archers** from atop a nearby building. The archers get a surprise attack, giving them a +5 to their

Dexterity (Initiative) check and allowing the archer who rolls highest out of the two to go first in the turn order, regardless of the player's rolls. The archers can attack players at the foot of the building and players can attack back with ranged attacks, but players must spend two turns (one getting in the building and one climbing it) to attack them in melee. Players inside the building cannot be attacked by archers. The players can dismantle the barrier with two major actions, allowing them to keep going and avoid having to kill the archers. However, any player dismantling the barrier will be targeted by the archers.

If the players did not help Sabina obtain a Soulgone in the Prime Specimen side quest (Scene 8) then the fight happens as normal, with the players dismantling the barrier and moving on to the records office when done.

If the players completed the Prime Specimen side quest (Scene 8), then after one round Sabina will show up on the other side of the barrier and dismantle it, allowing the players to run past and avoid fighting the archers. She remains as upbeat and cheerful as ever, saying hi to the players and mentioning that she was here studying her specimen when the fighting broke out. She will thank the players again for helping her, and say she is glad she could help them in return, before saying she is returning to her house to hide.

To the Fortress

The players find the records office open and abandoned, and can pass through it, making their way through the walls. The area between the walls and the fortress is also empty, with most of the guards either fighting out in the town, or in the fortress itself.

As the players make their way to the fort, they see plumes of smoke from various points around the town and continue to hear the sounds of combat in the distance. The fort itself is untouched by the fighting. When the players reach and enter the fort, go to the next scene.

The Ring's Power Grows

At the end of this scene, the negative effects of the Ring of Vitannis grow in power for a second and final time, gaining a final negative effect, which is shown in bold on the table below. If a player has the ring, then they feel its power flare up even further, and feel a disconcerting sense of dread, like something is watching them. Like the previous negative effect, do not tell the players about the new negative effects. As well as being found here, a full description of all the ring's effects can also be found in its item description in Appendix B.

It is expected that the players will not have the Ring at this point, but these effects can play into the final fight against the Magistrate, and will be mentioned in her mob sheet.

Ring Effects

Positive Effects	Negative Effects
• The player gets +4 added to their Endurance modifier (this also gives them an extra 8 max and current Health, as your Max Health goes up by 2 for every Endurance point you have. • The player gets +7 added to their final Needs rating when sleeping.	• The Ring causes aggression in nearby animals, meaning all attacks dealt by animals against the player with the ring deal 2 more damage. • All animals have a 50% chance to target the person wielding the ring when choosing who to attack (this can be done by rolling a D20 before an animal attacks. If they roll a 10 or below, they attack the character with the Ring). • All friendly animals (including Brusk and any animals affected by Animal Control) do not trust the person with the Ring. • **All attacks carried out by animals against the player with the Ring critically hit on an 18, 19 or 20.** • **Friendly animals refuse to do anything that would help the player with the Ring (this includes Brusk and any animals affected by Animal Control)**

17. The Calcaria Fortress

Summary: The players encounter Captain Hyron, before making their way through the fort and up to the Magistrate.

1. Entrance Room

The entrance room is a reasonably open room containing a small, paper-strewn desk with a chair. Standing in the middle of the room is Captain Hyron and an Elite Guard. The captain's sword is drawn and pointing right at you.

If the players did not complete any side quests for **Captain Hyron**, then he and the **Calcaria Elite Guard** cannot be talked down and must be fought.

The captain's response to you will depend on whether the players did any side quests for the guard captain back in Part 1. If the players did both the Unauthorised Access (Scene 4, where they investigated the mysterious figure seen entering the mines) and the Supply Leak (Scenes 5-6, where the players dealt with the corrupt guards selling supplies on the black market) side missions then, after a moments pause, he will lower his weapon, telling the elite guard to stand down. He will tell the players that the magistrate needs to be stopped, and whilst his loyalty to the Civilised prevents him from fighting her, he will not stand in their way. He will tell her that since retrieving the Ring, the Magistrate has become paranoid, and that the artifact has made her a lot more powerful, but that it turned her hounds against her. He, along with the elite guard, will then leave out of the fort entrance.

If the players completed the Unauthorised Access side quest but not the Supply Leak side quest, then the Captain will demand the players drop their weapons and surrender. He can be persuaded to lower his weapon and let them pass with a **13+ Charisma (Persuasion)** check. Otherwise, he must be fought.

Keeping the Ring (Alternate Path)

If the players have the ring, then instead of telling the players about the Magistrate's paranoia, he will warn them that she has her personal hounds with her before leaving.

When the players have dealt with the captain, they level up to Level 3. Level them up using the 'Levelling Up (Level 3) section.

Levelling Up (Level 3)

As the players level up to Level 3, they can make the following changes to their character sheet:

- Replace the '2' in the Level Box on the Basic Character Sheet with '3'
- Gain 2 Max Health (the players gain 2 current Health as this happens)
- Increase their Max Focus from 15 to 20 (the players gain 5 current Focus as this happens)
- Gain 1 stat point of the player's choice (remember to give a player an extra 2 Max Health if they put a point in Endurance)
- Increase the level of one of their abilities by one.

NOTE: Levelling up does not restore the player's Health and Focus to their Max values.

Once the players have levelled up, they are free to carry on exploring the fort. The papers on the desk in this room are a collection of notes made by an assistant of the magistrate. If the magistrate did not get the ring, then there are no notes of any importance. However, if the magistrate has the ring, then there is a note written by the assistant that mentions that ever since the magistrate got the ring, animals of all kinds have been acting more aggressive towards her.

2. Kitchen

You enter what appears to be a kitchen. It is a large room with a bubbling cauldron in the centre. A couple of tables around the room are covered in various cooking utensils, and luxurious ingredients. There are two cooks standing in the kitchen, who look at you fearfully.

The cooks will react with fear to the players, seeing them as invaders and pillagers that have broken in. The cooks will not attack the players, but if the players stop focusing on them or leave, then they will try and run to a small rope in the kitchen, pulling it to ring an alarm bell. The players can make either a **12+ Perception (Seeing)** check to see that they are inching closer to the alarm rope, or a **13+ Dexterity (Initiative)** check to intercept the cooks if they are still in the room. If the cooks ring the alarm rope, then the two **Calcaria Guards** in the Guard Quarters will run to the kitchen through the entryway and engage the players. The players can loot three D4 Puncturing Kitchen Knives (Melee or Ranged) from the kitchen, as well as two portions of Extravagant Food. A single player can also make a **12+ Perception (Searching)** check to search the kitchen more thoroughly, finding a small vial of Ingestible Poison.

While the planned use for the Ingestible Poison is to combine it with the dog food found in the Kennel, and use it to weaken the Magistrate's Hounds (note she will only have hounds in the event that the players have the Ring of Vitannis), it is possible that the players may try and disguise themselves as staff in an attempt to trick the magistrate herself into consuming the poison. This is a valid strategy, although the players will have to pass a **9+ Charisma (Deception)** check when talking to her.

3. Larder

The Larder is a small room full of cooking ingredients that are used to make the Extravagant Food the magistrate eats. There is nothing of note in here for the players to discover, unless they wish to take the



ingredients with them, although they lack the cooking skill to make their own Extravagant Food with them.

4. Corridor

The Corridor is a simple stone corridor that connects the majority of the rooms in the fort. The corridor is empty, and all of the doors are closed, but not locked. Describe what the players can see in terms of doors and the staircase up based on where they are in the corridor.

5. Meeting Room

This room is a small, well-lit meeting room. Unlike the rest of the fort, the floor in this room is made up of wooden floorboards, and there is a large rug. The majority of the room is taken up by a table with four chairs around it. Plates and cutlery are laid out on the table, and there is a small cabinet in the corner containing more dinnerware.

At first glance, this room seems to have nothing of any use. However, the players can push over the cabinet to reveal a loose floorboard. Under the floorboard is 2 Healing Potions. The players can find this on their own if they pass a **17+ Perception (Searching)** check, if they push over the cabinet of their own volition, or if they were told this by the couple in the burning building or the prisoner in the Fort prison.

6. Prison

You enter a small prison, containing a single cell. The prison itself has a few chairs, a small table with some half-eaten food on it, and a barrel of water. The cell is tiny, with a small, rotten bed and a pot. Inside the cell is a man, wearing a simple grey tunic. As you enter the room, he moves up to the bars, calling out to you.

The prisoner is named Therryl, and he will ask the players to help get him out of the cell. If asked, he will say that he was locked up for stealing a loaf of bread to feed himself. When Therryl says this, have him roll a **15+ Charisma (Deception)** with a +2 modifier, as he is actually a murderer who has killed four people, and is trying to trick the players into thinking he is an innocent townsman. If he passes his Deception check, then he can carry on his conversation, pretending to be an innocent townsman. If he fails, the players can tell that he is lying and that he has a sadistic glint in his eye.

If the players seem reluctant or are unwilling to let him out, then he will tell them that he knows the location of some stashed healing potions and that if the players let him out, he will tell them where they are. If the players already know about those potions, then he will ask them to let him out anyway. If the players are willing to free him, then he tells them that the guard with the prison keys is in the guard quarters. Alternatively, the players can pick the lock with a **17+ Dexterity (Lockpicking)** check. If the players free Therryl, he will tell them that the Healing potions are stashed under the cabinet in the Meeting room, before leaving.

7. Guard Quarters

The guard barracks is mostly empty, with the majority of the guards off fighting in the town. There are only two **Calcaria Guards** left, sitting on their beds. The guards will draw their weapons and engage the players in combat when they enter the barracks. One of the guards has the keys to the prison cell. Once the guards are defeated, the players can search the barracks, but find it mostly empty, with the guards having taken their supplies when they went off to fight the rebels. The players can find 30 Silver and a Joltstem.

8. Kennels

The smell of straw and animals hits you as you enter what looks to be kennels. Several animal bones line the floor and there are several open cages. There are a couple of barrels filled with straw and you can see a small bowl of dog food and a note in a corner of the room.

Ring of Vitannis

The players can take the Dog Food and use it in the final battle to distract the **Magistrate's Hounds**, to feed it to an injured dog if the Magistrate has the ring, or combine it with the Ingestible Poison to poison them, if the players have the Ring. The note reads: These hounds are the private property of the Magistrate and are only to be used by her, not for guard business.

9. Stairs

These spiral stairs lead up to the next floor of the fort, and the players can go up them when they are ready. When they do this, they enter a medium-sized room, with an ornate door that clearly leads to the Magistrate's office. When they open the door, move on to the next scene.

18. The Magistrate

Summary: The players fight and kill Magistrate Decila.

Read the following if the Magistrate has the ring. If the players have the ring, read and play out the 'Keeping the Ring' Box further on in the scene.

You enter the Magistrate's office, pushing open the ornate door. The Magistrate stands at one end of the room, her spear red with blood and the Ring of Vitannis on her finger. Around her are the bodies of two large dogs, one of them dead, with the other barely breathing. Tables and chairs have been knocked around, and documents scatter the floor. The magistrate is mumbling to herself "The Ring… turned them against me… had no choice." She notices you and turns, glaring at you, before leaping into action.

The players must now fight **Magistrate Decila (with Ring)**. As she started off by attacking the players, she gets to go first in the turn order, and starts in melee range of the players.

The Injured Dog

One of the players can move over to the still-alive dog, and use First Aid on it. If they do, then the dog gets to its feet. If the players have the Dog Food from the Kennels, they can feed it to the dog when they have healed it. If they do this, the dog will run up to the Magistrate and bite her, immediately dealing D5 damage (plus 2 due to the negative effects of the Ring) before running off. If the players don't have the dog food, the dog will simply run off. The dog dies when the magistrate is defeated if the players did not heal it before then.

When the players kill Magistrate Decila and loot the Ring of Vitannis, it is at maximum effect. The players feel a great rush of power flow through them. They feel refreshed and stronger, like they could run for miles without stopping. However, they also feel a disconcerting sense of dread, like something is watching them, as well as nearby hostility from any animals nearby. The Ring's full effects are detailed in its item description in Appendix B.

When the players have beaten Magistrate Decila and taken the Ring back, turn to the next, and final scene.

Keeping the Ring (Alternate Path)

If the players have the ring, then use this encounter when they enter the Magistrate's Office:

You enter into the Magistrate's office, pushing open the ornate door. The Magistrate sits on a chair behind a large table covered in various documents. Around her sit two large hounds, that get to their feet, growling as you enter the room. After a second, the Magistrate rises as well. "I knew this would happen. I knew people like

you would rise up. That you would rebel. But it doesn't matter. Now you've brought the Ring to me, and when I have it, no one will be able to challenge me!" She waves her hands, and the two dogs dart forward, lunging at you.

The players must now fight **Magistrate Decila (without Ring)** and two **Magistrate's Hounds**. The dogs get to go first in the turn order as they have initiated combat, with Initiative being rolled to determine who goes first out of the players and the Magistrate. The dogs start in melee range of the players, with the Magistrate one turn away. Remember that at this point, the Ring is in full effect, meaning the dogs have a 50% to attack the wielder of the Ring over another target, critically hit against them on an 18, 19 or 20 and deal two more damage against them with all attacks.

When the players have beaten the Magistrate and her hounds, play out the Epilogue scene as normal.

19. Epilogue

Cassia and Lance will enter the room. They are relieved that the Magistrate is dead, thanking the players for their help. They say that this all started because of the Ring and ask that the players take it with them when they leave. If asked about what happens to Calcaria now, they say that they will send off word of what has happened and that hopefully, the empire will see what they did as necessary, and not treason. Either way, they will accept whatever the empire decrees. They recommend that the players head east and leave Civilised lands to avoid any punishment that may befall them for their actions.

Once the players are done with this conversation, the adventure is over! Thank you for playing *Ring of Vitannis*. If you would like to know more about the Barbarus setting and haven't already, consider picking up the *PHOENIX Barbarus Guide*. Once you have familiarised yourself with the setting, you can continue the adventures of the characters you played here in *Mountain King's Promise*. Alternatively, check out the introductory adventures for our other two settings: *Syndicate Sabotage* for Rifts and Rivets and *The Haunting of Blackmoor* for The City, which can be found for free at www.phoenixroleplays.com.

Appendices

Appendix A: Mob Sheets

If the players attack any civilians or unarmed people, a basic mob sheet of 4 Health, 6 Focus, a D3 Crushing Punch attack, and no stats can be used.

Ancient Golem

Construct

An old stone golem created to defend Elder Dynasty facilities, ancient glowing runes flicker across its body, animating the stone and imbuing the golem with basic commands to kill any intruders. While still formidable, it no longer works as well as it does, and its malfunctioning runes cause its attacks to vary wildly in effect. Its nonsentience also prevents it from thinking creatively, and can make it predictable.

Health: 2 (+2) **Focus:** 9

STAT MODIFIERS

STR	+2	**WIL**	0
END	+2	**PER**	0
DEX	-3	**CHA**	0
INT	0	**DEF**	2 Heavy Armour (Rock Body)

WEAPON INFORMATION

Malfunctioning Runic Cannon *See 'Tactics and Abilities' (Melee and Ranged)*

TACTICS & ABILITIES

Will attack most damaging enemy, sometimes using Pushback if enemy is in melee. Fights to the death.

Malfunctioning Runic Cannon PASSIVE

This weapon can be used in Melee or Ranged. Upon a successful hit, roll a D6 to determine which attack the golem hits with.
1: The golems attack fails, and nothing happens.
2: A blast of fire engulfs the target, dealing 3 damage, ignoring armour.
3: Lightning arcs from the golem, hitting the target and anyone in melee range of it for D4 damage.
4-5: A blast of sound hits the target, dealing D5 Crushing damage and knocking the target away a turn.
6: A volley of stone splinters shoots from the golem, hitting its target for 2D4 Puncturing damage.

Pushback 3 FOCUS

Green energy erupts from the golem as it hits into a target, knocking them one turn away from the golem.

Ashionne

Mannis (Collective Guild)

A member of the information brokers known as the Collective Guild; she has been hired by the Druids to make a secret tunnel into Calcaria. She is intelligent and prefers negotiation to open combat, but has magical devices to help her fight if need be.

Health: 4 (+3) **Focus:** 25

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	0
DEX	+2	**CHA**	0
INT	+3	**DEF**	–

WEAPON INFORMATION

Sharpmind *D6 Crushing Stave (Melee only)*

Throwing Knives *D5 Puncturing Light Blades (Ranged only)*

TACTICS & ABILITIES

Will use Charge and Fall Back manoeuvres. Will target weaker players first. Fights intelligently.

Sharpmind PASSIVE

When Ashionne damages a target, if their intelligence modifier is below +2, they lose 3 Focus.

Nothing Left PASSIVE

When Ashionne dies, a rune engraved into her body flares up, and her body bursts into flames, destroying any items on her and dealing 3 damage to anyone in melee range, ignoring armour.

Robes of Quick Wit 3 FOCUS

When dodging or attacking, Ashionne can add her Intelligence modifier to her roll. This can be done after rolling to hit or dodge.

Protection of Stormsweep 1-USE

Once during the battle, Ashionne can negate an attack made against her. This does not cost any Focus or take an action.

LOOT

- None (See 'Nothing Left' ability)

Cabre Spine-Thrower

Cabre

A large, skinless individual with four arms, its body is thin and emaciated. Its hands and back are covered in long spines of bone, which it pulls out of its body and throws at its foes. After years of persecution at the hands of the Civilised, this Cabre has decided to fight back, hunting people and taking their corpses to rejuvenate itself.

Health: 4 (+4) **Focus:** 15

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	0
DEX	+3	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Four-armed Punch *D4 Crushing Brawling (Melee only)*

Bone Spine *D6 Puncturing (Ranged only)*

TACTICS & ABILITIES

Will prioritise ranged attacks, sometimes falling back to attack at range. Uses Lash Out when multiple players are in melee with it.

Terrifying Visage PASSIVE

At the start of combat, all players must make a 9+ Willpower (Courage) check or suffer a -1 to Strength (Attacking) checks for the remainder of the fight.

Lash Out 5 FOCUS

Attack all players in melee range with your Four-armed Punch attack.

Calcaria Archer

Mannis (Civilised)

Civilised guards wielding bows, they can pepper enemies with arrows from afar. They are loyal to the magistrate although, like the ordinary guards, they are not willing to fight to the death and are so used to fighting from range that not even a Calcaria Officer can compel them not to surrender if their lives are in danger.

Health: 5 **Focus:** 8

STAT MODIFIERS

STR	+1	**WIL**	-1
END	0	**PER**	0
DEX	+1	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Light Civilised Bow *1+D4 Puncturing Light Ranged (Ranged only)*

TACTICS & ABILITIES

Will target the greatest threat to them personally. Will Fall Back to attack enemies at range.

Surrender PASSIVE

When alive at 2 Health or below, or when a Calcaria Officer is killed, make a 12+ Willpower (Courage) check. If they fail, then the archer drops their weapon and surrenders.

LOOT

- Light Civilised Bow (See Weapon Information for stats) x1
- Minor Focus Potion x1
- Minor Healing Potion x1

Calcaria Elite Guard

Mannis (Civilised)

Elite Guards outfitted in heavier armour, they are armed with swords for more close-quarters fighting. Unlike ordinary guards, they will fight to the death and are formidable foes. Luckily, the time spent training and outfitting them means that they are few and far between.

Health: 6 (+1) **Focus:** 5

STAT MODIFIERS

STR	+1	**WIL**	-1
END	0	**PER**	0
DEX	0	**CHA**	0
INT	0	**DEF**	1 Heavy Armour (Heavy Guard Armour)

WEAPON INFORMATION

Hacking Shortsword *2+D4 Slashing Medium Blade (Melee only)*

TACTICS & ABILITIES

Will target the greatest threat to them personally.

Immovable PASSIVE

This mob cannot be moved against its will through attacks or abilities.

LOOT

- Hacking Shortsword (See Weapon Information for stats) x1

Calcaria Guard

Mannis (Civilised)

Civilised guards who protect Calcaria. Regardless of their personal feelings, they have remained loyal to Magistrate Decila and will obey her orders.

Health: 5 **Focus:** 8

STAT MODIFIERS

STR	+1	**WIL**	-1
END	0	**PER**	0
DEX	0	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Guard Spear *D4 Puncturing Polearm (Melee only)*

TACTICS & ABILITIES

Will target the greatest threat to them personally. Will Charge to engage enemies in melee.

Surrender PASSIVE

When alive at 2 Health or below, or when a Calcaria Officer is killed, make a 12+ Willpower (Courage) check. If they fail, then the guard drops their weapon and surrenders. This does not trigger if a Calcaria Officer is alive nearby.

LOOT

- D12 Silver
- Guard Spear (See Weapon Information for stats) x1



Civilised Guard

Calcaria Officer

Mannis (Civilised)

Officers that oversee guard operations in Calcaria, they are often not very good at combat themselves, but inspire the guards around them to greater acts of duty, bolstering their resolve. They are incredibly loyal, but cowardly.

Health: 6 **Focus:** 20

STAT MODIFIERS

STR	0	**WIL**	+1
END	0	**PER**	0
DEX	0	**CHA**	0
INT	+2	**DEF**	–

WEAPON INFORMATION

Officer's Knife *D3 Puncturing Light Blade (Melee only)*

TACTICS & ABILITIES

Does not attack, instead using Inspire Men unless all allies are dead. Will use Human Shield when attacked until out of Focus, and Minor Healing Potion when low on health.

Inspire Men PASSIVE

As long as the Calcaria Officer is alive, Calcaria Guards and Calcaria Elite Guards have +2 Health and +1 Strength, and the Calcaria Guard's surrender ability will never trigger. When the Calcaria Officer is killed, all nearby Calcaria Guards and Calcaria Archers must make a 12+ Willpower (Courage) check. If they fail, then they drop their weapon and surrender.

Human Shield 5 FOCUS

When the Calcaria Officer is about to take damage, they can instead duck behind a Calcaria Guard or Calcaria Elite Guard in melee range of them. The Guard/Elite Guard takes the damage instead.

LOOT

- 10+D10 Silver
- Minor Healing Potion (if not used) x1

Captain Hyron

Mannis (Civilised)

The young captain of the guard in Calcaria, Captain Hyron is new to his role, and is still relatively young for a captain, being in his late 20s. He is currently conflicted between his loyalty to the Civilised Empire and his desire to do the right thing.

Health: 6 (+2) **Focus:** 15

STAT MODIFIERS

STR	+2	**WIL**	+1
└ **Control** 1			
END	0	**PER**	0
DEX	+2	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Captain's Blade *1+D4 Slashing Medium Blade (Melee only)*

TACTICS & ABILITIES

Will target the greatest threat to himself personally. Will Charge and Fall Back to avoid being hit and deal damage to ranged players.

Immovable PASSIVE

Hyron cannot be moved against his will through attacks or abilities.

Improved Disarm 3 FOCUS

Rather than needing to make a Strength (Control) check against his opponent's Dexterity (Initiative) to disarm, Captain Hyron can spend 3 Focus and roll a 14+ Strength (Control) check. If he passes, he disarms his opponent.

LOOT

- Captain's Blade (See Weapon Information for stats) x1

Druid Ambusher

Human (Druid)

Skilled Druid assassins, they specialise in stealth attacks, wielding damaging knives and striking from the shadows. When discovered, they are still a threat, needling their enemies with small hand crossbows.

Health: 4 **Focus:** 14

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	+2
DEX	+3	**CHA**	0
└ **Stealth** 1			
INT	0	**DEF**	–

WEAPON INFORMATION

Curved Dagger *D4 Puncturing Light Blade (Melee only)*

TACTICS & ABILITIES

Will try and start battle in Stealth, doing a stealth attack against the highest-health player. When discovered, will attack closest, highest-health target while using Hand Crossbow ability to damage players at range.

Hand Crossbow 2 FOCUS

The Ambusher can launch a bolt from his small hand crossbow. This attack can't miss and deals 2 damage. This weapon also slightly pierces armour, meaning that no matter how much armour a player has, the hand crossbow will always deal a minimum of one damage.

LOOT

- 10 Silver
- Dried Jerky x1
- Joltroot x1

Druid Clawed One

Human (Druid)

A druid that has been blessed with furred, clawed hands by the Maw Ape. They leap at their enemies in a rage, slashing at them relentlessly, and can often be found leading small groups of druids.

Health: 7 **Focus:** 8

STAT MODIFIERS

STR	+1	**WIL**	0
END	0	**PER**	0
DEX	0	**CHA**	0
INT	0	**DEF**	1 Light Armour (Leather Coat)

WEAPON INFORMATION

Razor-Sharp Claws *D5 Slashing (Melee only)*

TACTICS & ABILITIES

Will target players dealing damage to other Druids and engage them in melee. Will Charge.

Dying Rage PASSIVE

When the Druid Clawed One reaches zero Health, it attacks a random target in melee range. The attack has +5 to hit. This ability can cause the Druid Clawed One to attack its allies.

LOOT

- 10 Silver
- Roll a D5: 1 (Dried Jerky x1), 2-3 (Blistering Vial x1), 4-5 (10 extra Silver)



Druid Clawed One

Druid Zealot

Human (Druid)

Fanatical worshippers of the Maw Ape, they throw alchemical potions at their enemies that leave bad burns. Having travelled far to find a creature, they are zealous in their persecution of those they consider heathens and will fight to the death.

Health: 5 **Focus:** 8

STAT MODIFIERS

STR	+1	**WIL**	-1
END	0	**PER**	0
DEX	0	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Blistering Vial *D3 (N/A) (Ranged only)*

TACTICS & ABILITIES

Will try and retreat to range and attack. Will target non-blistered players. Occasionally performs standard melee attacks with their fists (D3).

Blistering Vial PASSIVE

An enemy damaged by a Blistering Vial takes 1 damage, ignoring armour, next round.

LOOT

- D12 Silver
- Blistering Vial x1

Forest Treet

Forest Animal (Mollusc)

Small, squid-like creatures with wooden skin, their tentacles inflict deep cuts that cause heavy blood loss. A numbing chemical prevents people from noticing they've been cut, leading them to bleed to death without realising they've been injured.

Health: 2 **Focus:** 3

STAT MODIFIERS

STR	-2	**WIL**	-1
END	0	**PER**	0
DEX	-2	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Cutting Tentacle *2 Slashing (Melee only)*

TACTICS & ABILITIES

Will only attack enemies that attack them or another Forest Treet first. Will advance on enemies and attack them.

Cutting Tentacles PASSIVE

Anyone who touches this mob takes damage as if they were attacked by it. Anyone damaged by this mob takes 1 damage per round for the next two rounds, ignoring armour.

Attacks in Swarms PASSIVE

When this mob is killed, any leftover damage can be applied to another Forest Treet in attackable range.

Slow PASSIVE

This mob cannot Charge or Fall Back.

Jackal

Desert/Plains Animal (Mammal)

A canine that lives in arid areas such as deserts and scrubland, they hunt in packs, searching for food and scavenging from bodies. They are not brave and will flee if they do not think they can win.

Health: 3 (+1) **Focus:** 6

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	0
DEX	-1	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Claw *D4 Slashing (Melee only)*

TACTICS & ABILITIES

Will prioritise players with food on them. Will attempt to flee when only one jackal is left.

LOOT

- Jackal Pelt (Requires 8+ Intelligence (Anatomy) or Dexterity (Bushcraft) check to collect) x1
- Jackal Meat x2

Kalsean Sand Boa

Desert Animal (Reptile)

A large brown snake, it lurks around pools of quicksand, attacking and constricting those who get trapped. It is an opportunistic hunter and will flee when near to death.

Health: 10 **Focus:** 2

STAT MODIFIERS

STR	+1	**WIL**	0
END	0	**PER**	0
DEX	+1	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Fangs *1+D3 Puncturing (Melee only)*

TACTICS & ABILITIES

Will constrict enemies who find themselves trapped in quicksand or similarly incapacitated. Will change target to constrict and attack the greatest threat. Attempts to flee when at 4 Health or below.

Nimble PASSIVE

This mob cannot become trapped in quicksand or any other effect which would restrict its movement.

Constrict 0 FOCUS

Wrap around a player, dealing two damage a round, ignoring armour. Whilst constricting a target, the snake can still attack. Constricting and changing the constriction target is a minor action. A constricted player cannot move and gets a -5 to attack.

Magistrate Decila (with Ring)

Mannis (Civilised)

The Ring has boosted the Magistrate's endurance and allowed her to launch her plan to place Calcaria under martial law. Only recently has she realised that the Ring turns animals against her, and the fear of other unknown negative effects has made her much more paranoid and unhinged.

Health: 16 (+4) **Focus:** 25

STAT MODIFIERS

STR	+2	**WIL**	0
END	+4	**PER**	+2
DEX	+2	**CHA**	0
INT	+3	**DEF**	–

WEAPON INFORMATION

Spear *D6 Puncturing Polearm (Melee only)*

TACTICS & ABILITIES

Uses Brace for Attack to negate powerful attacks, and Frenzied Stab to hit powerful ranged foes. Will fight to the death.

Ring of Vitannis Side Effects PASSIVE

All attacks by animals against the magistrate critically hit on an 18,19 or 20, and deal 2 more damage. Animals refuse to do anything that will help the Magistrate.

Brace for Attack 5 FOCUS

When attacked, the Magistrate can spend 5 Focus to cause the attack to only deal 1 damage. This can be used after the damage of an attack has been determined.

Frenzied Stab 3 FOCUS

The Magistrate lunges at a foe within one turn, moving to their position and attacking them. If she hits, the attack does normal weapon damage, plus 2. If she misses, the attack still does 2 damage as it nicks her target.

LOOT

- 80 Silver
- Spear (See Weapon Information for stats) x1
- Ring of Vitannis x1

Magistrate Decila (without Ring)

Mannis (Civilised)

The Magistrate's bid to obtain the Ring of Vitannis failed, and she was forced to move ahead with her plans for martial law without it. Now she, with the aid of her loyal hounds, has been given another chance to take the Ring.

Health: 8 (+3) **Focus:** 25

STAT MODIFIERS

STR	0	**WIL**	0
		└ **Presence**	**2**
END	0	**PER**	+2
DEX	0	**CHA**	+3
INT	+3	**DEF**	–

WEAPON INFORMATION

Crossbow *D6 Puncturing Heavy Ranged (Ranged only).*

TACTICS & ABILITIES

Allows her hounds to engage the players while she shoots with her crossbow. Uses Joltstem to gain major actions to load her crossbow and/or give attacks to her hounds using 'Command Troops'. Will fight to the death.

Crossbow PASSIVE
After firing, the Crossbow takes a major action to load before it can be used again.

Joltstem 3 USES
Joltstem can be ingested as a minor action. When ingested, it gives the Magistrate an extra major action that turn. Only one Joltstem can be used per turn.

Command Troops 6 FOCUS
Target an ally. That ally makes an attack against a target of the Magistrate's choice.

Battle of Authority 5 FOCUS
When making an attack, the Magistrate can spend 5 Focus to make both her and her target use Willpower (Presence) instead of their normal Attacking/Dodging roll.

LOOT

- 80 Silver
- Joltstem (if not used) x3

Magistrate's Hound

Desert Animal (Mammal)

Dogs specifically bred by the Civilised for battle, the Magistrate's Hounds are incredibly well-trained, working in tandem with their owner to brutally savage their enemies. They are very loyal and will fight to the death to defend the magistrate.

Health: 7 **Focus:** 6

STAT MODIFIERS

STR	+2	**WIL**	0
END	0	**PER**	0
DEX	+2	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Claw *D5 Slashing (Melee only)*

Bite *D4 Crushing (Melee only)*

TACTICS & ABILITIES

Will attack and Charge players ferociously. Can be given extra attacks by the magistrate. Will prioritise players who attack the magistrate. Will fight to the death.

Highly Trained PASSIVE
This mob cannot be commanded to turn against the Magistrate. However, they can be made to stop attacking for a round, change target or other indirect ways of removing them from combat for a round.

Maw Ape

Animal (All Habitats, Mammal)

A young, albeit monstrous, ape-like creature that the druids around Calcaria have begun to worship, it has a large mouth on its chest, knife-tipped claws that leave wounds that refuse to stop bleeding, and a blood-red eye that can root a person in place. Despite its young age, it is a dangerous creature, beyond the ability of your average townspeople to kill.

Health: 6 (+1) **Focus:** 6

STAT MODIFIERS

STR	+4	**WIL**	0
END	+1	**PER**	+2
DEX	+2	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Giant Claws *1+D4 Slashing (Melee only)*

TACTICS & ABILITIES

Will incapacitate a player on its turn with Paralysing Gaze, and attack most dangerous target. Will charge to reach targets in range. When low on Health, will use Consume Ally to heal.

Malevolent Will PASSIVE

The Maw Ape cannot be controlled through abilities like Animal Control.

Paralysing Gaze PASSIVE

At the start of its turns, the Maw Ape turns its gaze on a player, rooting them in place and preventing them from moving or attacking and giving them a -4 to dodge unless they pass a 14+ Willpower (Resistance) check, in which case the gaze has no effect. When the Maw Ape takes damage, it breaks its gaze, ending the effect until its next turn, when it can target a player again. As a passive ability, this doesn't take up an action.

Bleeding Wounds 5 FOCUS

After the Maw Ape hits a target, it can spend 5 Focus to cause its claws to glow red, with the wound it inflicted bleeding more than an ordinary injury. The target who took damage takes an extra 2 damage, ignoring armour, the next round as they lose blood. This takes up a minor action.

Grotesque Belch 4 FOCUS

The Maw Ape belches a cloud of gas from its mouth that surrounds it like a dread cloud, causing all players around it to suffer a -1 to their Dexterity and Willpower modifiers for a round. This can be done as a minor action.

Consume Ally 0 FOCUS

The Maw Ape turns on a druid ally within melee range and consumes it, healing itself for 5 Health.



Maw Ape

Sand Bull

Desert Animal (Mammal)

A smaller variant of the larger Dune Bull, they bury themselves in the sand and ambush prey. They are often mistaken for piles of sand by unwary travellers due to their yellow hide. They are very fast and can impale several people with their horns.

Health: 7 (+2) **Focus:** 7

STAT MODIFIERS

STR	+3	**WIL**	0
END	0	**PER**	-2
DEX	+1	**CHA**	0
INT	0	**DEF**	–

WEAPON INFORMATION

Sharp Horns *D3 Puncturing (Melee only)*

TACTICS & ABILITIES

Will attempt to move one turn away and charge players every other round. Will fight to the death.

Brutal Charge PASSIVE

The Sand Bull can charge for no Focus, and deals double damage when it charges, as opposed to half.

Fast PASSIVE

This mob can move as a minor action.

LOOT

- Sand Bull Hide (Requires 13+ Dexterity (Bushcraft) check to collect) x1
- Sand Bull Horn (D5 Puncturing Medium Blade) x1

Soulgone Horse

Soulgone

A horse that has been infected by Soulgone leeches, its skin is grey and oozes off its body. It has retained its speed, and that, combined with its regenerative abilities, can make it a surprisingly difficult enemy that has been the bane of many a Civilised guard.

Health: 4 (+2) **Focus:** 11

STAT MODIFIERS

STR	+1	**WIL**	0
END	0	**PER**	0
DEX	+2	**CHA**	0
INT	0	**DEF**	1 Natural Armour (Soulgone Ooze)

WEAPON INFORMATION

Kick *2+D4 Crushing (Melee only)*

TACTICS & ABILITIES

Will attack the nearest enemy and fight to the death.

Soulgone Regeneration PASSIVE

This mob regenerates 2 Health at the end of its turn.

Hard to Kill PASSIVE

A round after this mob is killed, it will come back at 3 Health. After it revives, it is immediately this mob's turn. This can only occur once.

Horrific Whinny 3 FOCUS

The Soulgone horse shrieks at a player, giving them a -4 to Strength (Attacking) checks for one round.

Soulgone Human

Soulgone

A person infected by a Soulgone leech, their skin has turned to a grey tar, and any traces of the person's personality has been stripped away. Their skin makes them incredibly hard to damage, and they can regenerate wounds that would kill other living things.

Health: 5 (+1) **Focus:** 7

STAT MODIFIERS

STR	0	**WIL**	0
END	0	**PER**	0
DEX	-2	**CHA**	0
INT	0	**DEF**	1 Natural Armour (Soulgone Ooze)

WEAPON INFORMATION

Heavy Punch *D4 Crushing (Melee only)*

TACTICS & ABILITIES

Will attack the nearest enemy and fight to the death.

Soulgone Regeneration PASSIVE

This mob regenerates 2 Health at the end of its turn.

Hard to Kill PASSIVE

A round after this mob is killed, it will come back at 3 Health. After it revives, it is immediately this mob's turn. This can only occur once.

Appendix B: Items

This Appendix lists the various items found throughout this adventure, gives a brief description of what they do, and provides an average value for them. The items are listed alphabetically, and ordinary weapons/armour with no effect are not listed. However, if the players wish to sell standard weapons, then a D4 weapon sells for 50 Silver, a D6 weapon sells for 75 Silver and a D8/2D4 weapon sells for 1 Gold. If the players wish to sell armour, then 1 armour sells for 1 Gold and 2 armour sells for 2 Gold.

Beer

A basic beer the travellers take with them on their journeys, it is not very nice, but is enough to wet the tongue. It provides a sustenance rating of 0.3 and is weak enough that no Endurance (Toxicity) check is needed.

Value: None

Blistering Vial

A vial filled with a paste that blisters the skin; it is the main weapon of the druids that terrorise the area around Calcaria. A blistering vial can be used as a weapon, following normal attacking rules. It has no weapon type, meaning it does the same amount of damage regardless of what armour type the target has (this does not mean it ignores armour). The blistering vial deals D3 damage and, if it damages the target, an extra 1 damage the next round. The extra damage ignores armour. The blistering vial is a ranged weapon and is used up when thrown, regardless of whether it hits.

Value: None (Merchants will not accept this item).

Bowon Red Wine

A cheap wine produced in the nearby Bowon Duchy; it is a very common alcoholic drink in the northern half of the empire and is mainly drunk by commoners. It provides a sustenance rating of 0.5. If a player drinks two or more of these in a short period of time, they must make an **8+ Endurance (Toxicity)** check. If they fail, they are now drunk (and must roleplay to that effect) or may even throw up.

Value: 10 Silver

Calcaria Homeshine Brew

A moonshine produced in and around Calcaria, its exact potency and origin are unknown, although it is very strong. It provides a sustenance rating of 1.4 but when drinking it, a player must make a **13+ Endurance (Toxicity)** check. If they fail, they are now drunk (and must roleplay to that effect) and throw up, causing the brew to only provide a sustenance rating of 0.8

Value: 20 Silver

Charcuterie Plate

A large plate adorned with slices of cured meats and several small blocks of cheese, it is satisfying, filling food that is well-liked for the short amount of time it takes to prepare, and lack of cooking required. This is good-quality food and provides a sustenance rating of 3.3

Value: 15 Silver

Chorbane Oil

Oil taken from Chorbane mushrooms, it is well known for being mildly poisonous against the wild mammals of the world, seizing their joints and slowing them down. Weapons coated in Chorbane Oil cause any mammal you damage to lose 1 DEX for the rest of the fight. This ability can stack up to a -4 decrease to DEX. Coating a weapon uses up the oil, with the oil and once a weapon coated in Chorbane Oil is used, the oil expires at the end of that battle.

Value: 45 Silver

Civilised Documents of Access

Forged documents certifying the holder as having special privileges that allows them to access areas of certain Civilised buildings they otherwise wouldn't be able to. If you have these documents, then you will be allowed into certain restricted areas, assuming you present them. Harriet Fen can start with this as an item, or it can be bought from the market. These documents can be used multiple times.

The scene will indicate when the documents can be used, but their main uses are to access the warehouse in Scene 5, and to get past the Calcaria guards in Scene 16.

Value: 52 Silver

Civilised Militia Armour

A set of ornamental armour worn by patriotic citizens of the Civilised Empire to show their support for the guard and military forces of the empire. It produces no armour bonus but gives the wearer a +2 CHA bonus when interacting with Civilised guards or military forces. This can be used multiple times.

Value: 65 Silver

Cooking Equipment

A small set of metal pots, pans and utensils, it allows higher quality food to be made around a campfire than could otherwise be made. Preparing and/or cooking food using this equipment increases its sustenance rating by 0.4. This can be used multiple times.

Value: 60 Silver

Crown of Leadership

A simple golden crown with a runed stone in the front, those wearing it exude a sense of authority, and find it easier to command respect. Whilst wearing the crown, you gain a +4 to Willpower (Presence) checks. Alternatively, the crown can be used to instantly pass a Willpower (Presence) check, but this will wear out the item, rendering the crown unusable.

Value: 90 Silver

Cultio Ball Mask

An extravagantly decorated mask that covers the eyes, it is said to enhance the beauty of whoever wears it. If you are wearing this mask in battle and you are attacked, you can spend a minor action to force the attacking enemy to make a 12+ Willpower (Pressure) check. If it fails, then it must attack a different target. If no other targets are available, then the enemy will not attack. If the enemy passes the check, then it attacks you, but deals three less damage (this cannot be used to reduce the damage of an attack below one). Using the mask costs 5 Focus, and the mask can be used multiple times.

Value: 1 Gold

Doedicurus Signal Horn

A small horn used by the Doedicurus Clan, it can be blown to produce a loud noise unique to this horn. This can be used to signal your allies, alert people to your location or distract foes. It can be used repeatedly i.e. it is not destroyed when used.

Value: 70 Silver

Dog Food

A handful of meaty dog food, it can be thrown as a minor action. When thrown any dogs in the area will go over to it and spend a minor action to eat the Dog Food. This can be useful in distracting hostile dogs.

Value: 18 Silver

Dried Jerky/Fruit

A single portion of simple dried meat or fruit, it is barely suitable as a meal, but is long-lasting and good when no other food is available. This is low-quality food and provides a sustenance rating of 0.3.

Value: 2 Silver

Elixir of Potential

A bright green elixir in an ornate vial, it is said to be water blessed by the God of Stories and Time (assuming you believe that sort of thing). It is ingested as a major action. When a player ingests this, they and all allies nearby are able to use their abilities at two levels higher than they normally could. This effect lasts for two rounds.

Value: 3 Gold

Empty Vial

A small, empty glass vial, it can be filled with a small amount of liquid. The vial is not large enough to hold any significant amount of water, so drinking it does not add to a player's Sustenance rating.

Value: 1 Silver

Erasmus Dawne's Guide to Desert Beasts and Monsters

A large, leather-bound tome, it is one of the seminal works of the famous naturalist Erasmus Dawne, who travelled the entire continent of Daeazeme and beyond, cataloguing all the creatures he encountered. This book allows you to instantly pass all Intelligence (Nature) checks regarding desert creatures without having to make a check. This can be used multiple times.

This tome can be used on all creatures in this roleplay with the exception of the Forest Treets found in Scene 10: Infestation at the Mill.

Value: 2 Gold

Extravagant Food

High-quality food made for Magistrate Decila, it provides a sustenance rating of 4.5.

Value: 45 Silver

Firetube

A gnarled yellow root, it is used by the druids to make their blistering vials. When added to a small amount of liquid, such as a vial or waterskin, it turns that liquid into a blistering mixture, causing it to work the same way as a Blistering Vial. When added to a large amount of liquid, such as a cauldron or body of water, that liquid becomes explosive and will explode if it encounters any significant force (such as being thrown or hit), dealing 4+2D4 damage to anyone around it. Note that the larger the body of liquid, the more root is required to transform it.

Value: 5 Silver

Fireweed Grenade

A grenade used by various pirate groups, it is packed full of mulched fireweed, which burns skin on contact. It can be thrown at a target within one turn of you as a major action. When thrown, it explodes, covering the target and anyone in melee range of the target in Fireweed, causing them to take 3 damage a round until removed. Removing the fireweed takes a major action.

Value: 65 Silver

Flint and Steel

A simple firelighter, they are essential in lighting fires out in the wilderness, especially in areas with little vegetation. Using a Flint and Steel gives you a +8 to Dexterity (Bushcraft) checks when lighting a fire. The Flint and Steel is not used up when used and can be used again and again.

Value: 50 Silver

Guard Costume

A costume designed to look like that of a Civilised guard, it can be worn in order to pretend to be a guard. When wearing the Guard Costume, you have a +5 to all Charisma (Deception) checks when pretending to be a Civilised guard. These can be used repeatedly.

Value: 35 Silver

Healing Potion

A standard Healing potion made and sold all over the world, it is rubbed into wounds to lessen pain and stop bleeding. A player can use it on themselves or a downed character in melee range as a minor action or use it on another non-downed character in melee range as a major action. When used, it restores 4+D4 Health.

Value: 65 Silver

Horn of Haste

An ornately carved horn of unknown origin, they are used by many Barbarian clans to aid in their hit-and-run attacks. In battle, the horn can be blown as a minor action to give you and all your allies the ability to move as a minor action for the remainder of the fight. The horn has two charges, after which it breaks in two and is no longer usable.

Value: 90 Silver

Hubrin Key

An old key, it has been polished and added to several times. **This key allows the players to access the inner door of the Hubrin Facility in Scene 12.**

Value: None

Ingenion Silks

Fine golden silks from the Civilised capital of Ingenion, they are widely prized outside of the Civilised Empire for their high quality and rich colour. They serve no specific purpose in this roleplay, but could be used for bribes or other uses.

Value: 1 Gold 50 Silver

Ingestible Poison

A powerful poison that causes sharp pains and internal bleeding if consumed, it must be mixed into food and ingested in order to have an effect. When consumed, it deals 7 damage.

Value: 62 Silver

Jackal Meat

Raw meat collected from the body of a jackal; it can be cooked to make Cooked Jackal Meat with a sustenance rating of 0.4. Each piece of Cooked Jackal Meat can feed a single player. If Jackal Meat is eaten raw, it provides no sustenance rating.

Value: 8 Silver

Jackal Pelt

A basic pelt taken from a jackal, it does not sell for much in Calcaria, as jackals are a common animal in the area. It serves no purpose in this roleplay except to sell.

Value: 10 Silver

Joltroot

A desiccated dark blue root, it is used by people all over the continent, providing a quick burst of energy and concentration. Many people take it in the morning to help see them through the day. It can be ingested at any time in combat during a user's turn without having to use an action. When ingested, it gives the user another minor action that turn. Only one Joltroot can be used per player per turn.

Value: 25 Silver

Joltstem

A swollen bright blue plant stem, it is known for providing a great burst of energy, although its slight toxicity prevents repeated use. It can be ingested as a minor action and gives the user an extra major action that turn. Only one Joltstem can be used per player per turn.

Value: 55 Silver

Krutian Blood Ampule

A small vial of blood with a primitive needle attached, it is inserted under the skin and increases the strength of its user. It is illegal in Civilised lands and is seen as a drug. Whilst the ampule is inserted, you gain a +2 to Strength (Might) checks. Alternatively, the ampule can be squeezed to instantly pass a Strength (Might) check, but this will use up the ampule, making it worthless.

Value: 68 Silver

Lissen

A fine, powdered spice added to food, it gives a boost to agility and reflexes, but is very bitter and can cause nausea. When food is being cooked or prepared, Lissen can be added to it. Anyone who eats food with Lissen on it gains a +2 to Dexterity for the next 24 hours. However, the sustenance rating of that food is lowered by 0.7. This cannot give food a negative sustenance rating.

Value: 15 Silver

Lockpicking Set

A collection of clips, pins and false keys, using it gives you a +3 to Dexterity (Lockpicking) checks. Alternatively, it can be used to instantly pass a Dexterity (Lockpicking) check, but this breaks the set, meaning you no longer get any bonus from it.

Value: 55 Silver

Luxurious Tent

An animal-skin and linen tent coated with wax and oil and padded with wool to help insulate it. Sleeping in the luxurious tent removes any penalty to your location rating due to bad weather and, in this roleplay, will increase your location rating by 2. The tent can be used repeatedly.

Value: 1 Gold 35 Silver

Meaty Badger Food

A portion of carefully prepared food specifically made for badgers and filled with the choicest pieces of meat from around the continent, if Mirid chooses this item at the start of the roleplay then he gives it to Brusk, giving the badger four more stat points that can be allocated however the player wants.

Value: None (is used immediately)

Minor Focus Potion

A diluted Focus potion, it sharpens the mind and reduces stress. It can be ingested as a minor action or used on another character in melee range as a major action. When used, it restores 3+D3 Focus.

Value: 30 Silver

Minor Healing Potion

A Healing potion made from inferior reagents; it is used by rubbing it into wounds. A player can use it on themselves or a downed player in melee range as a minor action or use it on another non-downed character in melee range as a major action. When used, it restores 3+D3 Health.

Value: 30 Silver

Musical Instrument

A small or medium instrument of the player's choice (assuming it fits the medieval technology level present in the setting). It can be used to play music that can be used for a variety of reasons, such as improving mindset, improving morale, distracting people, and fun. This can be used repeatedly.

Value: 55 Silver

Olive Bowl

A small bowl of assorted olives, it comes with a pot of oil for dipping. Olives are one of the most common foods grown by the Civilised and can be found all over the empire. It provides a sustenance rating of 1.4.

Value: 12 Silver

Overcharge Potion

A very strong concoction that glows a bright blue, it can be ingested as a minor action, or used on another character in melee range as a major action. When used, it gives the user one Overcharge, which is stored and allows the players to overcharge one of their abilities.

Value: 1 Gold

Phu Naan Marble

A small marble made out of a rare-magic absorbing metal from the east, it can be used to turn the tide of battle when dealing with foes wielding enchanted objects. The marble is used as a minor action. When used, it negates all magical effects, whether friendly or hostile, for two rounds. This includes inherent magical effects (such as the Ring of Vitannis or the Paralysing Gaze and Bleeding Wounds abilities of the Maw Ape) and also the effects of any runes (including those in the Hubrin facility and on the Ancient Golems, as well as the ones found on items such as the Crown of Leadership and the Runed Sceptre of the Sands). The marble melts after use, preventing it from being used again.

Value: 2 Gold

Pitch Rod

A short metal rod, tapping it causes it to emit a piercing sound that stuns the Maw Ape for 1 round, preventing it from attacking or moving and giving it a -4 to dodge. After use, the Pitch Rod dulls and cannot be used again. Using the Pitch Rod is a minor action.

Value: None

Potent Focus Potion

A very strong concoction designed to sharpen the mind, it can be ingested as a minor action or used on another character in melee range as a major action. When used, it restores 8+D8 Focus and 3 Health.

Value: 1 Gold 50 Silver

Potent Healing Potion

A thick paste made with high-quality herbs; it can seal even serious wounds. A player can use it on themself or a downed player in melee range as a minor action or use it on another non-downed character in melee range as a major action. When used, it restores 8+D8 Health and 3 Focus.

Value: 1 Gold 50 Silver

Reedhide Cloak

A cloak covered in layers of mud and grass; it is used by Barbarian tribes to hide amongst vegetation. When using the Reedhide cloak, you gain a +5 to Dexterity (Stealth) checks when in an area with lots of vegetation, such as forests, grasslands, jungles etc. This can be used repeatedly.

Value: 1 Gold 20 Silver

Ring of Vitannis

A legendary silver ring adorned with a brown, glowing gem, it was created by the controversial Civilised soldier Vitannis to help him in his battles against the Barbarians, and was lost when he disappeared. The gem is magical in nature and was created by ancient mages to boost their endurance, but it also causes heightened aggression in animals around it, making it dangerous to use. The effects of the Ring are detailed in the table below:

Ring Effects	
Positive Effects	Negative Effects
• The player gets +4 added to their Endurance modifier (this also gives them an extra 8 max and current Health, as your Max Health goes up by 2 for every Endurance point you have. • The player gets +7 added to their final Needs rating when sleeping.	• The Ring causes aggression in nearby animals, meaning all attacks dealt by animals against the player with the ring deal 2 more damage. • All animals have a 50% chance to target the person wielding the ring when choosing who to attack (this can be done by rolling a D20 before an animal attacks. If they roll a 10 or below, they attack the character with the Ring). • All friendly animals (including Brusk and any animals affected by Animal Control) do not trust the person with the Ring. • All attacks carried out by animals against the player with the Ring critically hit on an 18, 19 or 20. • Friendly animals refuse to do anything that would help the player with the Ring (this includes Brusk and any animals affected by Animal Control)

Swapping the ring between players does not reset the negative effects. The players can stash the ring in their inventory if they wish, causing both the positive and negative effects of the ring to not affect them.

Value: No merchant will buy this item.

Rope

A strong rope that can be used for a variety of uses, such as tying up enemies, climbing up and down sharp drops, and unthreading it to create tinder for fires.

Value: 10 Silver (per 5 metres)

Runed Sceptre of the Sands

A glowing sceptre the druids took from the Hubrin Facility, when used a swirling vortex of sand is created. All enemies in the area must make an 11+ Endurance (Impact) check. If they fail, then they take 4+D4 damage as the sands scour away their skin. If they succeed then they take no damage but get a -5 to Strength (Attacking) on their next turn, as the sand blinds them. The sceptre turns to sand on use, meaning it can only be used once.

Value: 1 Gold 50 Silver

Rust Ant Vial

A vial of rare Rust Ants harvested by the Collective Guild from the eastern jungles of Demorena, they are notorious for being able to eat their way through metal. The Rust Ant vial can be thrown at an object or person, causing the vial to break and the ants to eat all metal on that person/object.

Value: 70 Silver

Sand Bull Hide

A large pelt taken from the corpse of a Sand Bull; it can be sold for a decent price. It could also be used as a blanket to provide a location rating of 3 in the Needs System.

Value: 30 Silver

Sequent Venom

A burning venom harvested from the corpse of a Sequent, it is effective against intelligent humanoid species, these being the main prey of the Sequent. You can coat a weapon in Sequent Venom (using it up) out of combat, or as a major action when in combat. Weapons coated in Sequent Venom deal 2 more damage against any intelligent being (such as humans, Civilised/Mannis or Sur-humans). Once a weapon coated in venom is used, the venom expires at the end of that battle.

Value: 50 Silver

Simple Stew

A bowl of thick stew containing squash, carrots, onions and venison in a rich gravy. It is eaten by most of Calcaria, rich and poor alike, and is easy to make. It is decent quality food and provides a sustenance rating of 2.5.

Value: 13 Silver

Sleeping Bag

A simple sleeping bag stuffed with wool; it provides a basic level of comfort. Sleeping in a sleeping bag in this roleplay provides a location rating of 2 (as opposed to the 1 you would ordinarily get sleeping in the desert), assuming other conditions are adequate (weather, ground etc.). A sleeping bag can be used repeatedly.

Value: 20 Silver

Soothing Herbs

A collection of herbs the druids use to heal any self-inflicted burns caused while making their potions, it can be used up to negate/prevent any damage over time effects caused by the Blistering vials used by the Druids for one fight and does not take an action to apply.

Value: 65 Silver

Spyglass

A small metal and glass spyglass, it is commonly used by pirates to spot other ships to raid or flee from. When using the spyglass, you can make Perception (Seeing) checks for any area in line of sight as if you were standing in the area. The spyglass can be used repeatedly.

Value: 60 Silver

Tent (2-Person)

An animal-skin and linen tent coated with wax and oil to protect from the elements. Sleeping in a tent removes any penalty to your location rating due to mild to moderate bad weather, and in this roleplay, will increase your location rating by 1. The tent can be used repeatedly.

Value: 90 Silver

Tequila

A strong alcohol derived from a spiky desert plant, it is made primarily by the Civilised, and is their main alcohol after wine. It provides a sustenance rating of 1.5. When drunk, the player must make an **11+ Endurance (Toxicity)** check. If they succeed, then they heal for 2 Health. However, if they fail then they are now drunk (and must roleplay to that effect) or may even throw up.

Value: 25 Silver

Torch

A sturdy wooden torch, it can be lit without needing to make a check or external equipment. When lit it acts as a source of light and fire. When a torch is lit, roll a D3. The torch will last that many hours before going out, after which it cannot be used again.

Value: 15 Silver

Trainer's Whip

A long black whip, it is an unusual weapon that takes time to master but provides many benefits over ordinary weapons. The Trainer's Whip does not fit into any weapon group or damage type, meaning that when used against armour, it always deals a standard amount of damage (i.e. no -1 or +1 to damage based on the attack and armour type). The whip can be used in melee and at range. When starting off using the whip, the wielder gets the standard -5 to hit that they would with any weapon they are unskilled with. However, for every 3 attacks made (regardless of whether it hits), their chance to hit with it increases permanently by 1. This chance to hit continues to increase up until the wielder has a +2 to hit, after which no further bonus is gained.

Value: 80 Silver

Unregulated Focus Potion

A Focus potion made on the black market, its quality is unknown and could vary from doing almost nothing to increasing concentration and focus. It can be ingested as a minor action or used on another character in melee range as a major action. When used, it restores 1+D8 Focus.

Value: 40 Silver

Unregulated Healing Potion

A thick paste made by an amateur potion maker using poorly measured ingredients, its effects are more variable than a normal Healing Potion. It can be ingested as a minor action, used on a downed player in melee range as a minor action, or used on another character in melee range as a major action. When used, it restores 1+D8 Health.

Value: 40 Silver

Vial of Grease

A small glass vial filled with flammable oil, it can be thrown at a target or location as a minor action. When thrown, it spreads grease over everything within melee range of where it's thrown, coating it in grease. Anyone who moves in or out of the greased area must make an 8+ Dexterity (Acrobatics) check or fall over. Getting back up after falling over is a minor action. Anyone in the greased area also suffers a -2 to all DEX checks. The Grease can be ignited to deal 2 damage a round to anyone covered in grease or in the area. Grease, whether ignited or not, lasts for three rounds when used.

Value: 45 Silver

Warrior's Blood Potion

A potion used by gladiators in the southern arena, it is very risky and is only used in dire circumstances. The potion is ingested as a minor action. When ingested, you can attack twice on your turn as a single major action. However, you will attack a random target, including your allies (which target is attacked is determined by rolling a dice). You also cannot do anything but attack, charge, and move towards a character you are going to attack (if you lack the focus to charge or the target is too far away to charge). The potion lasts two rounds, after which you regain control of your character.

Value: 75 Silver

Waterskin

A standard waterskin, it can hold 500ml of fluid. It starts off filled with water and can be refilled. It provides a sustenance rating of 0.75. A player would be expected to drink around two waterskins a day to stay hydrated throughout the day (although they don't need to as the Needs system means it doesn't matter what they specifically eat/drink).

Value: 5 Silver

Writing Kit

A small stack of paper, with ink and quill for writing notes. It also comes with a small candle and wax stick for creating messages that can be sent. This can be used repeatedly.

Value: 40 Silver

Yellow Bell Pepper

A common food in the Civilised Empire, bell peppers are easy to carry and cook. They can be cooked and prepared to provide a sustenance rating of 1.2 or eaten raw for a rating of 0.6.

Value: 10 Silver

Appendix C: Major NPC Summaries

Arrik - Cheerful Trader
Arrik has made a living as a travelling tradesman, delivering supplies to the various towns on the edge of the empire. He is quite knowledgeable about the area but does not know the details that can only be gained by living here.
Appearance: Middle-aged Civilised citizen. Simple, colourful clothes.
Personality: Arrik is a cheerful individual. He enjoys his simple life and tries to stay positive, often facing difficult situations with humour or forced cheer.
Values: Money, Positivity
Goals: Live a simple life, stay alive and make money, spread happiness
Skills: Tradesman, Limited Knowledge of area, Poor Combatant

Lance – Very Knowledgeable Merchant
A very extravagant man, Lance is a merchant and loyal citizen of the empire. Although he may appear snobbish, he genuinely cares for the common citizen and is always up to date on current affairs. **In Part 3, the players discover he is a member of a secret civilian network called The Watchful Eye, which stands against oppression and corrupt use of power.**
Appearance: Tall and thin. Dressed in luxurious clothing.
Personality: Much of Lance's pomp and bluster is a façade. In actuality, he is quite a serious individual and is no stranger to discomfort. He is loyal to the empire, but against anyone who abuses their position for personal gain.
Values: Freedom, Serving and helping the common man, Loyalty to the empire,
Goals: Help the people of the empire, and hold those in power accountable for their actions.
Skills: Very Knowledgeable, surprisingly skilled in combat, good at deceiving others with his snobbish façade.

Captain Hyron– New Guard Captain
The Captain of the guard in Calcaria, Captain Hyron was promoted recently. He tries to do what he thinks is right, but is acutely aware of the limited capabilities of the guard. This makes him more amicable to help from outsiders than most of the figures of authority in Calcaria.
Appearance: Average Civilised. Quite Formal. Military Stance.
Personality: Captain Hyron is a loyal soldier of the Civilised Empire, and seeks to better the empire and its citizens through his actions. However, his young age makes him less sure of himself, and he often finds himself torn between doing what he thinks is right, and his loyalty to the Magistrate.
Values: Loyalty to the empire, Order, Doing the right thing
Goals: Maintain order in the empire and follow orders, whilst doing the right thing.
Skills: Skilled military combatant, strong moral code, good leadership and commanding abilities.

Donnic – Excited Information Trader
Donnic is an explorer and information trader, and is the reason the players are in Calcaria. He knows a lot about history and the surrounding area. The discovery of the Ring has excited him, as it could set him up for life.
Appearance: Messed up hair and clothes, less focus on personal appearance
Personality: Donnic is quite excited and is quite chatty. He tries to be accommodating and is quick to praise people for their achievements.
Values: Money, enjoyment, fame and glory.
Goals: Find the Ring of Vitannis, sell it, and live a life of luxury.
Skills: Good Information broker, educated historian

Cassia – Patriotic Revolutionary
Cassia is the leader of the resistance against the Magistrate, and has organised many protests against the corrupt leader of Calcaria. Despite her hatred of the Magistrate, she is still very loyal to the Civilised Empire as a whole and considers herself a patriot, believing that the Magistrate has only been able to do bad because Calcaria is so far away from the heart of the empire.
Appearance: Civilised Woman, Muscular, outfitted with armour.
Personality: Cassia is a very determined person, with a clear sense of right and wrong. She serves the people of Calcaria, but is also quite pragmatic, recognising that not everyone will share her views
Values: Civilian well-being, taking down those who abuse their power, Loyalty to the empire.
Goals: Overthrow the Magistrate
Skills: Good at increasing morale, Making and executing plans, skilled civilian combatant

Attributions

Area map and Calcaria Town map created with Campaign Cartographer 3.

Oak Glade Mill map, Hubrin Facility maps and Calcaria Fort maps created with Dungeonfog.

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All material in this guide, including written and visual material, as well as the entire creative process of making our settings, system and adventures, was done without the use of any AI tools or software.

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