

To Cure One's Heart



Attendees: Urlen, Ora, Asteli

Fluff: Urlen's best bet to find Chiron was to travel to one of the lost islands- many magical artifacts could be found on these mysterious islands anyway. He didn't care if it was dangerous- it was for Faelyn. He asked for some quick help from two of his proteges, trying to prepare an expedition to one of the islands. Whatever could be found there? Surely many beasts that would be on his way. On their way. In some unknown magic-affected land.

He didn't have much time, so he grabbed the first rumor of a magical artifact that seemed to allude to Chiron.

He had nothing more to lose, now.

Risk: CoD

Rewards:

Chiron

4x Arcanium

Plan:

I'm prefacing this with the fact this event will be very, very, very difficult. It's on a timer and the goal of the event itself is to bring back one piece of Chiron. If only one person survives it, then so be it. I won't have mercy.

The group finds themselves following the trail of a rumor about a piece of Chiron adventurers have perished attempting to grab for themselves. On an island that only shows itself when the moon is full is where this piece of star hides. A tall spire of crystal of every color is what awaits them when they first arrive. From the get-go the captain of the boat tells them that if they do survive and want to leave all they have to do is fire a flare from the flare gun they're provided. He says that if he hasn't heard from them comes the morning, they'll be left for dead.

Right when they land they can tell something is odd. The ground feels... tainted. The smell of death is fresh around them and the crystals that surround them are all bloodied from whatever happened there. As they proceed further up the beach and towards a forest the group is met with what can only be qualified as a behemoth of crystals. They look behind them, and the boat is gone.

Skillset: Blood, Crystal, Blood Crystals

After the massacre that occurs, the group is left before a forest of crystal-made trees. They can see a path that leads further and further down into the center of the island. As they go along they're met with more decapitated people. Various body parts hang from trees and vines alike, every body empty of one's heart. The more they advance, the closer they get to a figure dressed in green, with grass-like hair. She giggles, she cackles. And eventually she turns to face the party. Half of her body made of crystal, the other half rotten down to the core. She demands sacrifice.

Skillset: Nature, Crystal, Cruel Thesis, Occult

Past that fight, the group finally can rise up towards what seems to be the center of the island. A massive, impressive, sky-piercing spire of crystal that runs right up into the heavens. Said spire is found to have four massive doors, all made of crystal. Upon those doors words are etched, sacrifices for each of them:

Sacrifice of Secret (They have to reveal a secret of theirs)

Sacrifice of Body (They have to each take a temp or 1-2 take perms)

Sacrifice of Memory (They have to willingly give up a memory of theirs that matters)

Sacrifice of Youth (They have to give up 20 years of age split amongst those who do)

When they enter the crystal palace, they're met with two animated crystal golems, greeting them and congratulating them for having reached the place where their real test begins. They're given an explanation that the person who built this place, a powerful Teraphim, had his heart broken when his lover took her own life after having cheated on him before he could even forgive her

for it. From the broken heart was birthed this place, and in its center lies his greatest treasure. They're then introduced to the room of riddles. Four crystals stand before them.

Black, Pink, Green, White.

And a riddle.

"Love has been suspended in time,
For if it flows, my heart breaks.
Love comes undone with death,
For there is no way to bring one back.
Love is always present at birth,
For one's love for a child will always be there.
Birth. Life. Love. Death.
They are all within us.
It matters not if love is long lost,
Life goes on, even after a broken heart."

Black, Pink, White, Green is the order.

When the seal is undone, they may proceed and finally meet with the one who made this place. His crumbling body will be seizing, and overtaken by occult forces rather swiftly as his crystal heart shatters. And with it comes a fight.

Skillset: Crystal, Occult, Blood Crystals, Teraphim

3 temps = 1 perm, even if healed
<100 vit = death
1 sacrifice/injury trade per character
2 medic heals per medic
Losing fight = deathroll for 1
Injury Table:

[3 Rounds]

Down 1:

- 2 or Below: 4 Days Temp
- 4 or Below: 1 Day Temp
- 5+: No injury

Down 2:

- 2 or Below: 12 Day Temp
- 4 or Below: 4 Day Temp
- 5 or Higher: 1 Day Temp

Down 3:

- 2 or Below: 10 Vit Perm
 - 4 or Below: 12 Day Temp (2 days unhealable if 3)
 - 5+: 4 Days Temp
-

[5 Rounds]

Down 1:

- 2 or Below: 12 Days Temp
- 4 or Below: 4 Days Temp
- 5+: No injury

Down 2:

- 2 or Below: 10 Vit Perm
- 4 or Below: 12 Days Temp (2 days unhealable if 3)
- 5: 4 Days Temp
- 6: 1 Day Temp

Down 3:

- 1: 20 Vit Perm
- 2: 10 Vit Perm
- 4 or Below: 12 Day Temp (2 days unhealable if 3)

- 5+: 4 Days Temp

Down 4:

- 1: 20 Vit Perm
- 2: 10 Vit Perm
- 4 or Below: 12 Day Temp (3 days unhealable)
- 5+: 4 Days Temp (2 days unhealable)

Down 5:

- 2 or Below: Death
- 3: 40 Vit Perm
- 4: 20 Vit Perm
- 5+: 10 Vit Perm