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Paw Bullet Light Blue (Outline) - F2U! by Drache-Lehre  
[Introduction]

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When the Darkness had first began to spring up in Corondryx, Green-Earth Askr had only been but Wolf, a loner from lands beyond. He had no clue to his truenam, nor was he gifted powers by the Earth Mother, whom he now knew was called Nirvana. He hadn't been a ranger, or member of a large community such as Earth Tribe's in a long time. Yet, back then, he thought hard in the name of keeping the cycle in balance, and the protection of both the Earth Orb and it's guardian, Rhea.

Back then, it had only been weeds. Darkened organisms that seeped the life out of a tree, just to power itself. In the end that was the only casualty, and naively, he thought it would be the end of it. Little did he know wrong he was.

When the reports came in of strange creatures and plants attacking camps, or sprouting up here and there in other locations, Askr was taken aback. Not only were there weeds, but there were weasels. Come next season, it had spread to larger animals, such as rabbits and ducks even. No-one was safe, not the creatures, not the flora, and definitely not the cats that made a living here. That he could attest to firsthand, when the Darkness came for a few members of his own tribe, including his own soulbond and leader.

It was slowly coming to him, with each investigation he made on the neutral lands and Earth Tribe's own territory, that there was a pattern. It was odd how, over time, the darkness began to corrupt larger things. All weren't cats, thankfully, outside of the few kitten possession incidents. How long that would last though, well... He feared it was only a matter of time. He was soon proven right when he heard the news. Corrupted loners infiltrating places, all exhibiting the same aggression and need to attack others. It had spread, but only to those without a tattoo. However, as he fought off his own foe, it had been enough to confirm to the dark Green-Earth that this plague was evolving.

Everything had a source. If they wanted to fix things, then by all means, they had to find the main source once and for all. What better way to get rid of this blight on Nirvana's precious cycle than to destroy it from the inside out?

It took a while, but at least, he managed to track down a lead. A hare about the size of a cat. It was a fortunate find, catching sight of it during a hunt near the ridge to ease his nerves. As he swiftly followed it, intent on not being seen as to avoid an attack and dead end, Askr found himself being pulled further and further towards the edges of the boundary that split Corondryx from the outskirts. Where was it leading him?

Determined to follow through with his plan, the Green-Earth barely hesitated as the border came in sight. Not too long as the hare crossed it, so did he. It was an odd feeling, leaving behind the

place he now called home. Within his soul, he felt something pull away at him, urging him to return back to the forest's welcoming arms. These lands were unknown, and there was only so much Nirvana could do with power and distance. Alas, he pulled through. He had been waiting for this moment; he would not give up so easily.

Traversing among the thick foliage of the dense forest, slithering behind every rock, bush, and tree, the hare remained the centre of Askr's focus. That was, until he made a fatal mistake: all it took was his paw pressing down on an unseen branch to cause a loud snap to echo in the clearing around him. Ears pinned to his head as the hare halted in its tracks and stared in his direction, just as he had ducked in the cover of a thicket. His heart raced as the darkened animal kept staring at where he was, nose twitching. Had it spotted him? He prevented himself from lurching backwards as he saw it hop closer to his location. It had seen him. OK.

Bracing for impact, he unsheathed his claws. Yet, it never happened. For some odd reason, the possessed creature halted. In the silence, all Askr could hear was the thumping of his chest. Then, as if something had called it, the hare turned around and sprinted into the bushes on the opposite side of the clearing.

No! Darting out right on after, Askr followed after the hare. He had come this far, he refused to lose the trail now all thanks to one mess up! Recklessly darting into the bushes, the hare was barely in sight. A distance had been made between them now. Yet, as he continued to run atop the small hill he had seen the hare cross, something bizarre happened. What should have been a hare greeting him on the other side instead was nothing.

Where did it go?

Slowing down his pace at the top of the rise, he looked around, eyes round. Everywhere he looked contained thick foliage, tons of trees, and more. Places any hare would likely go, yet the scent trail begged to differ. Instead, it was pointing forwards... Sliding partially down the dip, Askr tread forward with caution. For all he knew, the thing could be hiding, waiting to ambush him. As he continued on his path though, nothing happened. No rustlings or snarls to suggest something hostile was here with him. Instead, what really stopped him in his tracks were the thick vines that had plastered themselves to what appeared to be the start of a large, rocky cliff. How strange?

If he could, he would've used his skills to detect it. However, given his distance, it was impossible. He should've taken a piece of the totem with him.

Scowling at himself in frustration, he furrowed his brow. There must be a reason why the hare's scent was so heavy here, surely? As his eyes scoured the cliff, he couldn't see anything other than flora covering most of its surface up. Wherever he looked, there didn't seem to be places that could remotely hint to where the blasted animal had gone.

Shoulders sagging as defeat became imminent, Askr was about to turn around when he felt an unusual, chilly breeze blow his way. Blinking, he turned around. From a first glance, things seemed relatively the same. A cliff covered in lichen, vines, and shrubs, with a large, partially worn down boulder oddly placed to the left side. Had he just imagined it? Narrowing his eyes, he craned his neck forward, his eyes sticking to the spot where he thought the wind had blown. It wasn't long before his efforts were rewarded, as he saw a piece of lichen closest to the boulder drift a bit. Not from a west wind, or south. There was no blowing to begin with. No, it had to be coming from within the cliff.

Approaching the area slowly, Askr stretched out one paw bravely to investigate. Simultaneously he placed himself by the boulder to serve as a potential shield should anything bolt out to attack him, if there was a hollow opening. With much surprise, his paw passed through, but instead of hitting rock, empty air was all that met it. Retracting his paw, he tilted his head. "Well, here goes nothing," he mused. Before long, he ducked under the hanging vines and lichen, walking through the rift.

As soon as he emerged, the ranger looked at his new, slightly dark surroundings. Before him, a singular, large mouth opened out into an abyss of darkness. Air was blowing through it, carrying musky traces of something old and decaying. This place had to be ancient at least, long before any of them and their recent ancestors had walked the earth. Another sniff, and he could make out the smell of the hare from earlier, but it wasn't alone. Several other creatures were caught within the drift, their smells distinguishable.

Only then did he know what he had found. This could be it. This could be the thing he had theoretically been looking for. The source of all this madness.

One thing had to be done now. Quickly re-emerging out from the well-hidden, deer sized hole within the cliff, the tom began to run all the way back to Earth Tribe's camp, following his scent trail. In the midst of his excitement though, Askr failed to realise just how close the boulder was to the entrance, as well as the faint scribbles of runes on the stone wall's surface. Runes that, if he had read them, told a very concerning warning to all that came upon it.

Do not remove the stone.

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Bullet; Blue[Co-DMs]

-This Dungeon shall be DM'd by Kitonika9! Meanwhile, my (Kito's) co-DM's are Elkriens and

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[Location]

-The third dungeon has arrived and it is taking place in the outskirts of North-West Earth Tribe! As shown in the introduction, the expedition will be led by Green-Earth Askr, an Earth Tribe Ranger that has been investigating the darkness for a long time. He is looking for 8 other cats to explore the cave that he believes to be the final solution of ridding the darkness, once and for all.

:bulletblue:[Roles Needed]

-The Roles I'll be most needing are the following: Combat Roles, Support Roles, and a Decoder. Combat Roles are for those with high toughness and can hit heavy. They will be the main combatants, and only 4 spots will be open. Support Roles are for those with high arcane and can heal. Their job is to cast spells to help aid in battle, as well as heal anyone that needs it. High mastery in skills is highly recommended, and only 4 slots will be open. Decoders on the other hand have two slots open. These can be filled by anyone with a character who can read as a secondary role.

:bulletblue:[Desirable Traits/Restrictions]

- This Dungeon will be available to all tribes/branches. However, I will mostly be interested in primary-light healers filling in most of the support roles, but any character can join which role they want so long as the character fits that role's requirements. Those who are literate would make excellent decoders as well, so don't hesitate to apply for that secondary role along with your main one!

Bullet; Blue[Team Selection]

-Team Selection is done by the Dungeon Master. There will be a total of 8 cats chosen for this Dungeon. In-Character- Askr will be choosing these cats in order to make a proper, balanced team. Out of Character- I (Kito) will be picking people based on high toughness/arcane and heavy-hitters. Selection will also be based on schedules that align the best with mine. Those who were in Frisk's Dungeon may not sign-up for this one.

Bullet; Blue[Session Frequency & Dungeon Master Schedule]

-There will be sessions four or five times a week based on my (Kito's) schedule (I live in the UK, so timings are very late for me!).

Dungeon Master Schedule

Time Zone: EST

Availability for Weekdays: 4-7pm Tuesdays, Wednesdays, Thursdays

Availability for Weekends: 2-7pm Saturdays & Sundays

Bullet; Blue[Team & The Forward Camp]

-While details for the Team is up above, there will sadly be no Forward Camp. Instead, those who were not chosen for this Dungeon have the option of becoming spectators for the server! As a spectator, you'll be allowed to see the RP channels for the team as they continue their journey into the depth's of this dungeon. As a spectator, you'll also be able to speculate on what you think might happen. However, you cannot discourage the team, nor tell them what to do. Anyone who tries to influence the team's choices will be kicked from the server and waiting list.

There is an element of player choice within this Dungeon with it's many pathways to choose from. It is up to the Team to decide where they are headed, but be careful! Some paths are more dangerous than others. There are also a few unique Mechanics only within this dungeon to look forward to. Those shall be further explained within the server. Depending on the outcome of the dungeon, the Team may be in for a nice lore dump. However, there is one thing for certain; it is advised that you prepare for a lot of battles.

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[Registration]

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Make sure to read up on the Dungeons journal for information on the rules and etiquette within a session.

Bullet; Blue[Registration]

-Fill out this form and comment on this journal!

Character Name: (Name and Link to Application here!)

Tribe: (Their tribe here!)

Power: (Primary or Secondary)

Age: (Their age, right here!)

Rank: (Their rank here!)

Role: (Their Battle Role- The available options are -> Support, Combat (Main) & Decoder (Optional))

Schedule: (Your schedule-When are you most free during the week and weekends?)

Have you been in a Dungeon before?: (State whether you've participated in Crow's Dungeon or not; those who partook in Frisk's Dungeon may not sign-up.)

Bullet; Blue[Discord Server]

-Discord will be required for this Dungeon! This Dungeon has its own unique server that is separate from the Havensake Discord Server.

[discord.gg/qDyaEBD](https://discord.gg/qDyaEBD)

Sign-Up's End: 25th February