

Expedition : Caving

Player Rank: Dragon Master

Empire: Scorched

Word Count: 634

[SB-1321: 1ORN4](#)

Aberrant %: N/A
Skills: Hoarder + Life of the party
Completed Trials: N/A
Temper: Calm
Pets: Salamander + Celestial Feline
Items: Pearl Necklace
Active Status Effects: N/A
Aether Talent: N/A

[SB-1449: 4OAS7](#)

Aberrant %: N/A
Skills: Hoarder + Life of the party
Completed Trials: N/A
Temper: Sinister
Pets: Salamander
Items: Pearl Necklace
Active Status Effects: N/A
Aether Talent: N/A

[SB-1447: 0wie7](#)

Aberrant %: N/A
Skills: Hoarder + Blessing of the Moon.
Completed Trials: N/A
Temper: Sinister
Pets: N/A
Items: Pearl Necklace
Active Status Effects: N/A
Aether Talent: N/A

[SB-2298: Linren](#)

Aberrant %: N/A
Skills: Hoarder + Life of the party
Completed Trials: N/A
Temper: Aggressive
Pets: Salamander
Items: Pearl Necklace
Active Status Effects: N/A
Aether Talent: N/A

[SB-2094: Khaza](#)

Aberrant %: N/A
Skills: N/A
Completed Trials: N/A
Temper: Sinister
Pets: Salamander
Items: Pearl Necklace
Active Status Effects: N/A
Aether Talent: N/A

“The fuck did you do??” Khaza asked, his voice raised angrily as he bristled at Linren. They had been in the scorched empire, night had fallen over the desert and so they’d gone to rest in a cave while Noct went out hunting. It was all normal except for the fact that three hatchlings were also in the cave- and then *someone* had the brilliant idea to go and investigate the magic walls!

“...I didn’t do anything.” Linren responded back calmly as he tilted his head and looked around. What had initially been walls of stone had shifted, changing in the blink of an eye to be crystalline in nature. The walls shimmered in green’s and blues, purples and red’s- it was a rainbow of color in every direction that they looked but most importantly. There was no exit. In the cave that they had started out in Linren could look to the side and see the exit, he could see the endless sands beyond and the glimmering stars- but now in every direction he looked there was only crystals and what looked to be dark twisting paths.

“You didn’t do anything. You didn’t do anything! You’re the one who had the *brilliant* idea to investigate these walls and now look what’s happened! I just wanted to sleep. I wanted to curl up, rest, and wait for Noct to return but noooooo. No no, we needed to look at the magic walls! Look at the walls Khaza! Feel this abnormal warmth Khaza!!”

The imperial equila was going off the rails and while Linren would have been willing to listen to them if they had been calm he quickly blocked out the yelling. There was far more interesting and important things to take care of than the angry short-stack. Turning to look over his back Linren peered at the dragons sprawled out across his back. Owlet, Lorna, and Roast were all sitting on his back with wide eyes. The celestial feline that Linren travelled with was sitting in the center of them all with some bristled fur but none of them looked to be harmed. No, the three hatchlings if anything looked *delighted* by this change of scenery. Their eyes that had previously been ‘off’ and ‘strange’ according to Khaza now glowed in absolute delight and seemed to shimmer with possibilities.

One by one each of the young sapiere’s picked themselves up and stumbled down off of Linren’s back much to the joy of the celestial feline. The three youngsters flopping to the ground in a pile of wings before standing themselves up and running towards the walls to stare at their reflections. The crystals distorted their images, making some look thin while others grew wide and the trio all giggled at the sight. It was rather cute in Linren’s mind but Khaza didn’t seem to believe so as he looked down at them in disgust.

“You’re also the one responsible for them!” Khaza huffed out as his long tail flicked angrily behind him. “Just like how I didn’t want to interact with the weird magic walls, I didn’t want to interact with the weird children- so if they suddenly decide to turn around and attack us *that’s going to be on you.*”

Linren really didn’t understand where Khaza’s disliking for the hatchlings came from, they were as far as he was concerned quite normal. They were small and round with stubby wings and big paws- their eyes did sometimes seem to be a bit too knowing for a normal hatchlings and they were far too quiet, but that wasn’t cause for so much aggression. They seemed excited by the crystal walls

of this newfound cave- just like any other normal child would so Linren saw no reason not to take some responsibility for them.

CE:

Blessing of the Moon + 2
 Celestial Feline + 10
 Added Dragon + 2
 Added Dragon #2 + 2
 Background + 4
 Personal bonus + 1
 Expeditions and Quests + 1
 634 words + 6
 Salamander + 2
Total = 30

EE:

Entry rolls gain points. + 0
 Expeditions and Questing + 10
 Extra Dragon (1) + 2
 Extra Dragon (2) + 2
 Extra Dragon (3) + 2
 Extra Dragon (4) + 2
 Complex Background + 5
 Blessing of the Moon + 2
Total = 25

CAVING

Pets: Cane Toad, Diamond Insect, Draco Bat, *Salamander*, Scoria Komodo, Gleaming Newt
Items: Basket + Charm: Forager, Pearl Necklace, Empyrean Book, Blueprint

FORAGING

Pets: Royal Glimmer Deer, Humming Griffon, Toucan, *Sapient Sunflower*, Badger, Gleaming Newt
Items: Basket + Charm: Forager, Pearl Necklace, Empyrean Book, Blueprint

FISHING

Pets: Reticulated Crocodile, Eel, Draco Otter, *Axolotl*, Jellyfish, Gleaming Newt
Items: Cooler + Charm: Hunter, Pearl Necklace, Empyrean Book, Blueprint

HUNTER

Pets: Highborn Ursus, Snow Leopard, Vulture, *Fox*, Boar, Gleaming Newt
Items: Cooler + Charm: Hunter, Pearl Necklace, Empyrean Book, Blueprint

CE: Salamander
Extra Item: Draco Bat
Pass Pet: Cane Toad
Pet Protection: Scoria Komodo
Pet Item Rarity: Diamond Insect
Newt: Gleaming Newt

Container: Increases chance to bring back in an extra item in.
Charm: Chance to bring back rarer items while Foraging and Caving
Blueprint: Increases chance at rarer items in loot drops.
Pearl Necklace: Guarantee you do not fail the activity.
Empyrean Book: Ensures max loot.

Endless Satchel: +2 Items
Revitalising Aura: Previous Status effects don't affect the roll

CE: Sapient Sunflower
Extra Item: Toucan
Pass Pet: Glimmer Deer
Pet Protection: Badger
Pet Item Rarity: Griffon
Newt: Gleaming Newt

Container: Increases chance to bring back in an extra item in.
Charm: Chance to bring back rarer items while Foraging and Caving
Blueprint: Increases chance at rarer items in loot drops.
Pearl Necklace: Guarantee you do not fail the activity.
Empyrean Book: Ensures max loot.

Endless Satchel: +2 Items
Revitalising Aura: Previous Status effects don't affect the roll

CE: Axolotl
Extra Item: Draco Otter
Pass Pet: Crocodile
Pet Protection: Jellyfish
Pet Item Rarity: Eel
Newt: Gleaming Newt

Container: Increases chance to bring back in an extra item in.
Charm: Chance to bring back rarer items while Foraging and Caving
Blueprint: Increases chance at rarer items in loot drops.
Pearl Necklace: Guarantee you do not fail the activity.
Empyrean Book: Ensures max loot.

Endless Satchel: +2 Items
Revitalising Aura: Previous Status effects don't affect the roll

CE: Fox
Extra Item: Vulture
Pass Pet: Ursus
Pet Protection: Boar
Pet Item Rarity: Leopard
Newt: Gleaming Newt

Container: Increases chance to bring back in an extra item in.
Charm: Chance to bring back rarer items while Foraging and Caving
Blueprint: Increases chance at rarer items in loot drops.
Pearl Necklace: Guarantee you do not fail the activity.
Empyrean Book: Ensures max loot.

Endless Satchel: +2 Items
Revitalising Aura: Previous Status effects don't affect the roll