

This is a quick resolution writeup, focusing on the system mechanics and overall outline.

- [Island exploration rules](#)
- [Lore Event IV](#)
- [The first Mag Mell adventure](#)
- [The first Aeaea adventure](#)
- Rolls are performed on rolz.org, in the “Factions” room.

Lore Event IV gives each faction a couple chances to revisit prior adventures and tie up some loose ends, while preparing for the arc finale.

Backstory

Bilgewater is going back to Mag Mell, which is basically the prehistoric level of Chrono Trigger.



The natives live in fear of a great and terrible dragon named Tarakona, who sleeps inside a volcano and has tons and tons of treasure. He is a 1% dragon.

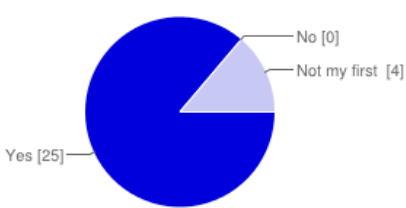
They'll also be returning to [Aeaea](#) to do a little more investigating.

Questions and Decisions

Bilgewater is hitting up Mag Mell and Aeaea.

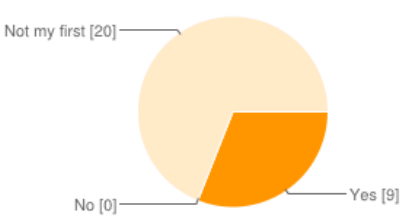
Mag Mell

Send in the troops to slay Tarakona?



Yes	25	86%
No	0	0%
Not my first choice, but okay.	4	14%

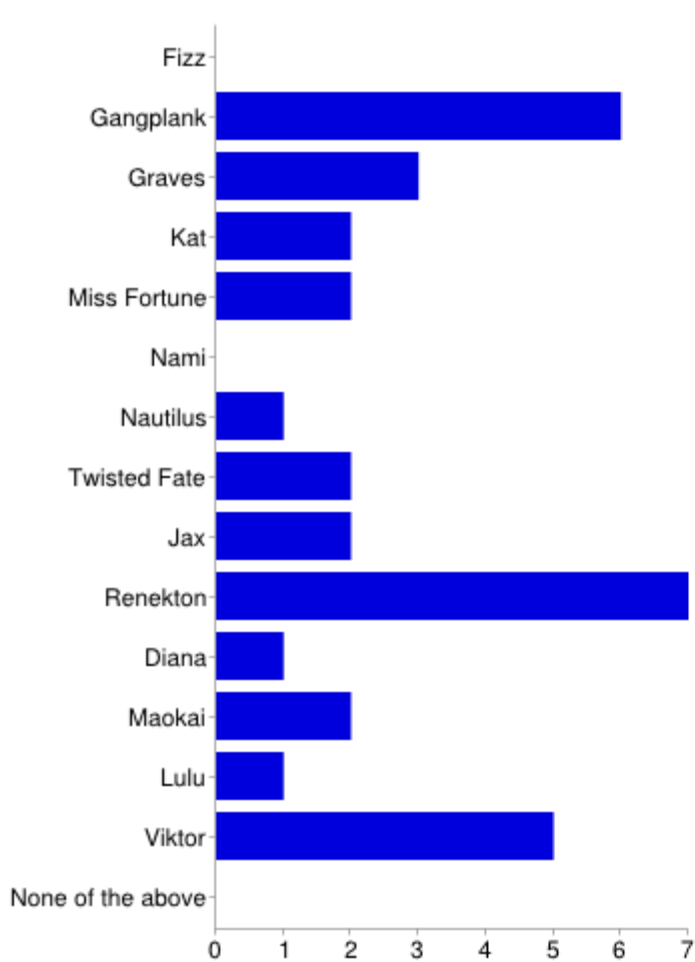
Send assassins to slay Tarakona?



Yes	9	31%
No	0	0%
Not my first choice, but okay.	20	69%

Bilgewater decided to launch a frontal assault on Tarakona with its armies. (They voted against both an assassination alternative and a “sneak in and steal his treasure” version.)

Which Champions to send to kill Tarakona?



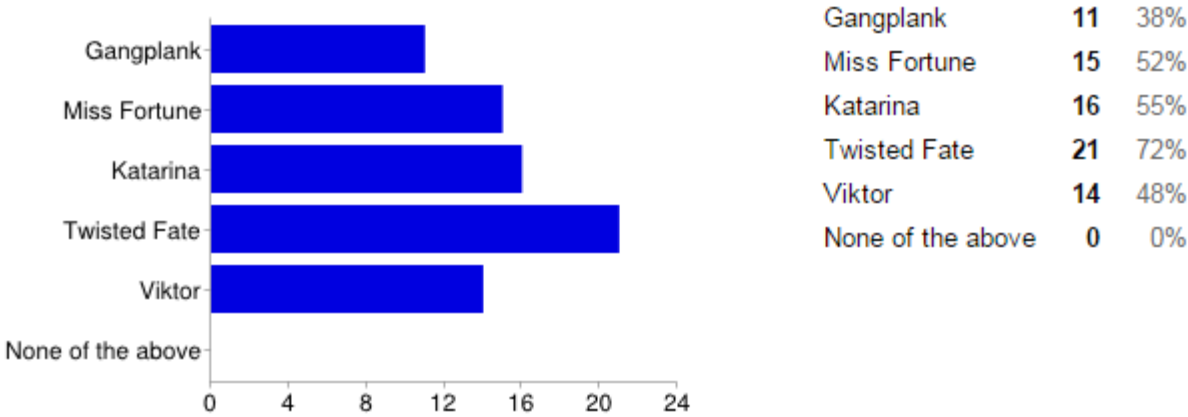
Fizz	0	0%
Gangplank	6	86%
Graves	3	43%
Kat	2	29%
Miss Fortune	2	29%
Nami	0	0%
Nautilus	1	14%
Twisted Fate	2	29%
Jax	2	29%
Renekton	7	100%
Diana	1	14%
Maokai	2	29%
Lulu	1	14%
Viktor	5	71%
None of the above	0	0%

They are sending a truly motley crew: Gangplank, Renekton, and Viktor. With Gangplank in charge, by the way.

Aeaea

They'll be shipping Kat and Twisted Fate back to Aeaea. This time, they're also including Miss Fortune.

Which Champions would you be willing to send to investigate Aeaea?



Maybe they'll come back with better intel this time.

Challenges

On Mag Mell, they're going to be trying to slay Tarakona. On Aeaea, well, their mission is just to check around the place. Ostensibly, they're there to check in on the nexus modifications.

Mag Mell

Killing Tarakona is an Epic-level Military challenge.

Rolled Strength: 30 + 3d20

- Rolled: 68 Strength

Bilgewater's army is Strength 71, but they also have three Champions.

Rules

The template for challenges follows:

Type	Military	Research	Espionage	Reward
Epic	Strength 30 + 3d20.	Difficulty 90.	Difficulty 100.	1 Major, 1 Minor
Major	Strength 15 + 2d20.	Difficulty 70.	Difficulty 80.	1 Major
Minor	Strength 10 + d20.	Difficulty 40.	Difficulty 50.	1 Minor
Trivial	Strength 2d10.	Difficulty 20.	Difficulty 30.	(something small)

I'm implementing a quick-roll system here. In short: use average Strength for both sides, with an extra modifier of up to 30% in either direction. (This accounts for all the crazy mods that can come up.) Champions add 20 Strength each and cannot be lost.

Why? Well, mostly because I don't have the list of Bilgewater units handy, but also because the Champion trait system is presently a little wonky.

Resolution—Tarakona

Bilgewater gets an Espionage check (Minor) to reduce the difficulty of the main challenge by 2d10 points.

- Difficulty: Minor (50)
- Bilgewater Espionage: 55
- Also gain two rerolls from Kat and TF. (But auto-MIA on natural 10 or below.)
- Roll 1: +16%
- Success! No further rolls needed.
- Gain Minor reward
- Reduce Tarakona's strength by 2d10: 11
- Tarakona's Strength reduced to 57

Now, they fight the dragon.

Round One

Even Gangplank isn't crazy enough to bombard a volcano.

Bilgewater Strength: 112 Strength

- Units: 71 Strength
- Champions: 20 Strength each (total of 60)
- Total base Strength: 131
- +/- 30% (simplified combat): -18%
 - → 107 Strength
- d6 army mod: 5 (+5%)
 - → 112 Strength
- Result: 112 Strength

Tarakona Strength: 55 Strength

- Base: 68
- Reduced by 11 from Espionage success
 - → 57
- +/- 30% (simplified combat): +1%
 - → 58
- d6 army mod: 2 (-5%)
 - → 55
- Result: 55 Strength

That is one dead dragon. But it does still inflict 20% of its Strength in casualties.

- Tarakona inflicts 11 Strength in casualties.
- Bilgewater Strength reduced from 71 to 60
- However, I believe they still have overflow mercenaries, so that's probably going straight back to 71.

Bilgewater slays the dragon! Gangplank crits Tarakona right in his face, then starts the looting and partying.

- Major + Minor rewards unlocked.

Total take:

- Probably a TON of cash.

Category	Major	Minor
Favor	Gain 30 Favor, and a reroll on your next League petition.	Gain 10 Favor.
Research	Gain 300 points of Research, and +10 to Research for the rest of the arc.	Gain 100 Research.
Military	Gain a Strength 10 military unit for the rest of the arc, limited to islands.	Gain a Strength 3 military unit for the rest of the arc, limited to islands.
Commerce	Gain 50 Commerce.	Gain 10 Commerce.
Industry	Gain 300 points of Industry, and +10 to Industry for the rest of the arc.	Gain 100 points of Industry.
Champion	Add a new Champion as a Secondary option for this arc.	Add a new Champion as a Tertiary option for this arc.

Gangplank brings back 50 Commerce of treasure. (Major Commerce)

- They also get a nod from the League for their heroic efforts (+10 Favor)
- and some bookish Summoner manages to swipe an old spellbook from the horde (+100 Research)

Hooray!

Now there are just those MIA checks to perform.

- 10% base MIA chance. MIA on a 1 on a d10.
- Gangplank: 5 (safe)
- Renekton: 9 (safe)
- Viktor: 7 (safe)

Resolution—Aeaea

They're going back to Aeaea, nominally to take another look at that nexus.

"Each Champion sent adds a reroll and a stacking +5. If they succeed, they each have a 10% chance of going MIA. If they fail, that risk increases to 20%."

- They're sending Miss Fortune, Katarina, and Twisted Fate.

The main challenge is a Major Research check to figure out what's going on with Aeaea.

They get a Minor Espionage to gain a bonus.

- Difficulty: Minor (50)
- Espionage: 55
- Roll 1: -5%

- Next, they roll to try to figure out what's going on.

- Now for MIAs:

- Kat has had enough of dirty islands and fighting skeletons. (Sharp weapons are really useless against them anyway, you know?) She is going to kick back and have some tropical beverages while making out with hot Aeaeans. Later, Nami. (If you like, you can also pretend that the High Command told her not to get involved in the messy events of the final fight for Nyroth. But it's really the tropical drinks.)

If Nami yells at Desmeya for depriving her of her Noxian assassin, Desmeya will shrug and say Kat can leave anytime she likes.

EDIT: With the rerolls added in, they succeed. And I was hoping they'd come away confused again. That would have been entertaining.

Neither Twisted Fate nor Katarina could figure out what exactly was going on with Aeaea the first time they visited. (In fairness, Twisted Fate spent most of his time charming Desmeya into agreeing to their trade terms, while Katarina snuck around and found evidence of an island-wide enchantment recording every word spoken on Aeaea.) Miss Fortune wasn't satisfied with their report. This time, she insisted on going along—and not just because she was jealous that the others had been able to take such pleasant leave while she was busy fighting monsters in jungles.

After the first night, Katarina and Twisted Fate meet in secret with Marai scouts and Bilgewater Summoners, using a null magic field to block any attempt at surveillance. The first theory that comes up is that the island's nexus is being used to establish some kind of immense mind control field. Little is known of psionic energy: back on Valoran, only Zaun has even begun to explore that power. Still, the Summoners doubt that such a powerful enchantment could be sustained permanently, even with nexus-energy driving it. The Marai wonder if there might be some kind of cult here, entrenched with more "conventional" brainwashing techniques. Twisted Fate makes a wry remark using a reference to a card game and, tipping his hat roguishly, suggests that maybe there's no big secret here, and it's just a lot of islanders having a really good time.

"Where'd Miss Fortune get off to?" one of the Marai wondered aloud after almost an hour of debate. She'd said something about going off to "sort all this out". Dramatic timing isn't always particularly precise, so another half of an hour went by before Miss Fortune showed up at their little gathering.

Miss Sarah Fortune arrived in the room where the others were carrying out their deliberations. She had brought an Aeaeon scholar with her. Said scholar seemed a little nervous, but (like most of the Aeaeans) quite eager to assist the noble adventurers from Bilgewater, who had liberated Avalon and Emain Ablach. Miss Fortune told the Nyrothian girl to explain the sub-aquatic architecture theories from that book she was holding. Twisted Fate then made another sly comment rooted in cardgaming terminology, causing the Aeaeon to blush before she began explaining said theories.

Miss Fortune sat back and watched her explain various theories of elemental magic and material ultra-cohesion and water pressure and so forth, studying her quite intently, as though convincing herself of something. About ten minutes into the conversation, Miss Fortune interrupted by taking a small pouch from her belt and loosing the tie to take out a pinch of silver-blue dust, which she then blew toward the Aeaeon.

The Aeaeon had only started to look over her shoulder when the dust hit her. She trailed off. "...which allows it to withstand the pressure..." Her eyes lost focus, and she began repeating bits and pieces of the same sentence, frozen in place. "The pressure. Allows it. Which allows it. Which allows it. The pressure. To withstand the press-pressure."

There was a flash of light, which the Summoners identified as the after-effect of a high-level glamor (yes, Rextreff, it's really spelled [glamor](#)) being dispelled. The Aeaeon girl was still frozen in place—or rather, it seemed, something that looked vaguely like her stood in her place, a doll-like figure. Miss Fortune appeared rather pleased with herself, and dismissed expressions of concern for the Aeaeon with a wave of her hand, before tossing the pouch of enchanted dust back to the Summoner she'd borrowed it from. Indeed, within a few minutes, the room went momentarily dark, and the girl was back to her usual self, only seeming rather flustered.

It didn't take long for them to put two and two together: almost everyone on the island of Aeaea was an automaton, of previously unimaginable complexity, enchanted with illusion spells that created a human appearance. Even the Padonian automata, normally rather disdainful of all things Aeaeon, were impressed. On further investigation, it seemed that Desmeya had used the nexus to ensure the loyalty and devotion of "her" automata; the same magic was capable of similarly influencing a small number of humans, and she'd drawn a few in from the mainland.

Desmeya didn't exactly deny it. Actually, she seemed rather proud, and went on to explain that she had been on Aeaea since the cataclysm. (It appeared that the nexus had bonded with her, and imbued her with limitless vitality and longevity.) Where did all the other Aeaeans go? Well, she said, she'd save that for another day, but she assured them that it wasn't as though she'd killed them all off or anything.

Nami was not particularly pleased to learn of this: it sounded to her as though Desmeya were treating the Aeaeon automata as toys, virtually enslaving them with her magic. Desmeya found this allegation rather trite: as the automata themselves were quick to agree, they wouldn't want it to be any other way, and were quite happy to follow Desmeya's direction.

So, tl;dr: everyone on the island is an automaton, and Desmeya has simultaneously "programmed" them to be her BFFs and think she's super-awesome, AND to like it, creating a bit of a moral conundrum.

The main change is that Padonian automata are no longer willing to go anywhere *near* Aeaea.

Outcome

Gangplank returns to the mainland with ships heavy-laden with gold and jewels. The people of Mag Mell are now free from the evil dragon Tarakona. But how long until they learn that man is the real monster?

- Reward: Commerce (Major)—50 Commerce
- Reward: Favor (Minor)—10 Favor
- Reward: Research (Minor)—+100 Research
- Lost units: replenished with excess mercenaries

He asks where Kat got off to, saying that he brought her a dragon claw, which seems like the sort of thing Noxians would enjoy. Miss Fortune deliberately blocks out any possible sexual subtext that might have, and informs him that she's announced she's taking her leave on Aeaea.

That book Miss Fortune found about engineering underwater cities actually is pretty useful, and not just as a distraction to give her a chance to blow sparkly magic dust on some hapless Aeaeon.

- Reward: Research (Minor)—Gain +100 Research

While arguably she's just been revealed as kind of, well, ambiguously evil, Desmeya is in a very good mood now that she gets to openly brag about creating Aeaea over the course of a thousand years. She swiftly supplies Nami with everything she could possibly want to know about repairing leylines and techmaturgic engineering.

- Reward: Research (Major+Minor)—Gain +400 Research, and +10 to Research stat for the rest of the arc