



"So y'find Alabastre yet?"

"Y'kno' both Basils kingdom's r'connected, right?"

"Basil was old top dog of Alabastre back in day.. 'ad a cat wife, Pluto or summit'." One of the planets. "N' other Basil.. S'ta ruler of the drains t'day."

"Even with one sunk down under sea, they's still connected."

After a multi-year long search in unlocking certain secrets, the trail led to Alabastre. The sunken city, once famed and stylized as the City of Secrets. There, the complete recipe for what he was searching for could be found. The only issue was actually figuring out the way? Years later, now armed with an old map and a plan to reach Alabastre, Ryker sets off with some of the best minds and fighters the Empire has within Esshar.

Progress, over everything else.

Attendees: Matryona pyr Docro, Anastasia pyr Aertas, Amelia Locke pyr Aertas Nifty, Marcel Delisle

Risk: CoD increasing in difficulty as they move further

As it is Alabastre the dev item and rewards are a bit different. The *theme* that those going on the event has settled for is “Mana-Amplification”, so the loot will include things that can serve as batteries, as sources of power, or anything that is related to such.

The loot will be divided in the different levels of difficulty/reward the group will face.

Level 1 (Dev items)

Elemental Amplifier - Fire: A unique device crafted by the scholars of Alabastre during its most prosperous days. By using technology stolen from Barsburg, a deep understanding of each element on a spiritual level from Myllenoris’ druids, and establishing a connection with the spirit realm this device is capable of amplifying any mana of the proper element provided to it through a deep connection with the Elemental Lands of the Spirit World.

[Alabastre]

Elemental Amplifier - Water: A unique device crafted by the scholars of Alabastre during its most prosperous days. By using technology stolen from Barsburg, a deep understanding of each element on a spiritual level from Myllenoris’ druids, and establishing a connection with the spirit realm this device is capable of amplifying any mana of the proper element provided to it through a deep connection with the Elemental Lands of the Spirit World.

[Alabastre]

Elemental Amplifier - Wind: A unique device crafted by the scholars of Alabastre during its most prosperous days. By using technology stolen from Barsburg, a deep understanding of each element on a spiritual level from Myllenoris’ druids, and establishing a connection with the spirit realm this device is capable of amplifying any mana of the proper element provided to it through a deep connection with the Elemental Lands of the Spirit World.

[Alabastre]

Elemental Amplifier - Earth: A unique device crafted by the scholars of Alabastre during its most prosperous days. By using technology stolen from Barsburg, a deep understanding of each element on a spiritual level from Myllenoris’ druids, and establishing a connection with the spirit realm this device is capable of amplifying any mana of the proper element provided to it through a deep connection with the Elemental Lands of the Spirit World.

[Alabastre]

1x Broken Transceiver: This is has to be repaired to give the actual recipe in an app

Level 2 (Main Objective)

1x Second half of the Youth Potion recipe: A scrambled mess, only able to be deciphered by those who truly dedicate themselves to both puzzles and alchemy at once. Useless without knowing the first half of the recipe.

[DEV ITEM]

1x Evergrowing Mana Crystal: A magical trinket that fits within one's hand. Bright blue in appearance this crystal consumes and absorbs any bit of mana that is fueled into it, no matter the amount. It will grow bigger and bigger and bigger so long as there is any ounce of mana provided. While it is nearly useless in its current form, a skilled magi may decide to reverse-engineer it to uncover the secrets of its endless growth.

[Alabastre]

This is where the group plans to stop. The loot below is only in case they go further. I know how bold it is to ask for a Chiron ontop of all of this in 1 event. Don't worry. If they push further the difficulty will make Avajain's events feel kind and relaxing.

Level 3 (Chiron-level)

1x Chiron

3 Barsburg-limited Spellstones (ERF, Tesla, Suppression)

Level 4 (Accessing the Eye)

The Eye of Alabastre: While not an actual item one could feasibly obtain, it is powered by a chiron shard and capable of seeing the absolute truth. When presented with an object, the eye will perceive each and every single possibility this object has and thusly 'awaken' it to its full potential. This will grant any item (dev item or not) the **[Awakened]** tag, more or less enhancing its capabilities in any project. If someone presents a weapon we can give it a reasonable bonus. (We should outline those)

(Medical Bay)

On the first level they enter Alabastre through the sewer system. Since on the OG map it ended right behind Kofe's house they'll end up in his basement where Tea's lab was. This will explain the high technology of the area they're in as well as the remains of a golem that was never finished and granted sentience due to its exposure to the nearby artifacts. There will be a lot of lore dumped on people, too, so long as they explore.

Sprite: waterfix.dmi

Skillset: Water, Ice, Wintermute, Metal, mana absorb

This will drop a transceiver recipe, though it'll be a broken transceiver at first that needs to be fixed. It skips waiting for the application process while respecting a cuter IC.

(887,312,6)

Following the labventure they will come out of the house and be met with the full magnificence of the underwater city held together and protected from the elements by a powerful barrier that surrounds it reaching all the way up to the spire where the eye rests. Naturally the group will gravitate towards it, I hope.

(965,817,6)

As they enter the building the ~~seeb~~ Ryker and the gang will be met by a particular room, the building shifting before their eyes as they walk through the corridor and seemingly adjusting itself to them. All due to the Eye's influence, obviously.

To put it plainly what they meet next is going to be a construct of high-level magitech that seems to breathe in life against all odds, being oddly connected to the spirit realm. Destroying it will yield its very connection to such as dev items.

Sprite: hahahahahah

Skillset: Fire, Wind, Water, Spectral eyes

Level 2

After they take down the mech stairs will arrange themselves to lead upwards, moving on their own and aligning them into the next room ahead. Standing in the middle of the room will be a chest. But it won't be a mimic that comes out of it, instead when they open it the room will start flooding. Within the chest will be a riddle because I love making players think.

(832,958,6)

"Fear has often stopped the world's progress. Only those who are meant to rise further will do so without harm."

The solution is to literally wait for the waters to flood to the top of the room, after which they will drain. Trying to fight against it in a clever way will add 1 turn of RP to the puzzle, fighting it in a stupid way will make people roll for injuries. When 3/3 is reached (or however high it will be if the players panic) the water will drain and the ceiling will open. From above will descend a massive monster of might and water.

Sprite: metal_slug_guy.dmi (but i fixed it)

Skillset: Giant Form, Water Prison, Water, Melee, Blood

Defeating the monster will have the clue in the chest reveal itself to have changed into the other half of the youth potion recipe. From within its corpse will be the evergrowing crystal.

(424,956,6)

More stairs will align themselves should they wish to ascend to Level 3, but I don't think they will. If they do I'll improvise something and have them fight 2 ultra-hard fights, 1 for the lesser loot, 1 for the chiron. Level 4 probably won't happen after that either, but it doesn't really matter if it does because there's only 1 thing possible to 'loot' and the EC will be an avatar of the eye / the will of alabastre.

That being said, after they're done lights will shoot up into the skies to reveal entrances leading to Alabastre which will be detailed in a forum post, opening the area for another to event into.

God why did I say I'd take that on as a project...

3 temps = 1 perm, even if healed

<150 vit = death

1 sacrifice/injury trade per character

1 medic heal per medic allowing for an unhealable to be healable

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