

CoD

6 attendees

Augustus

Dernust

Evangeline Castillo

Uma

John Sparrow

Thorn meztin

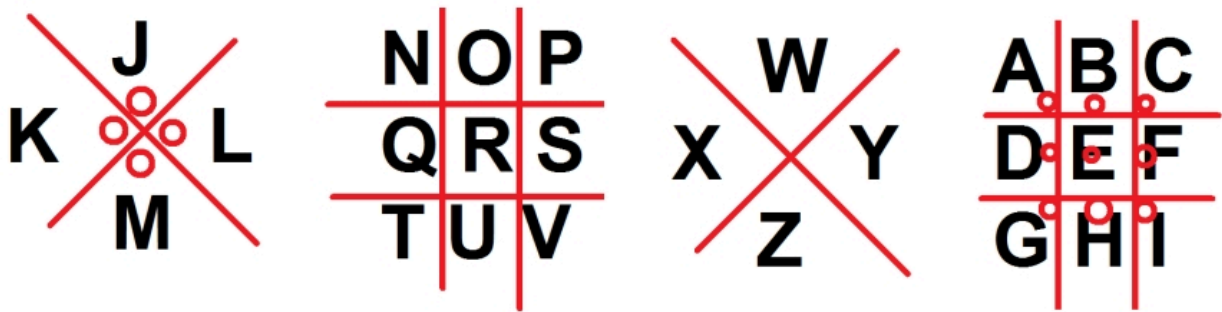


Rumors tell of a cave system on an island, that leads to where a chunk of the moon is present. A large fragment that fell from the cosmos themselves, that sits atop the highest of hills. What these rumors fail to mention, is that this island and it's cave system are inhabited by a moon worshipping cult by the name of '*Luna Amare*', who have pledged a religious oath to protect the fragment and keep it from the hands of others who would tarnish it. *Augustus and Dernust* and their friends seek a piece of this fragment, a moon rock that radiates with pure forms of cosmic energies. What they don't know, is the danger they are putting themselves into to get what they seek out.

## The beginning

(309,903,6)

Through days of travel by boat, the group finally finds themselves at the shores of an unknown island. There seems to be no threats just yet, but they are free to examine anything around them that might give them hints of which direction that they will have to go. They will find a paper that looks like some weird symbols. It should probably be kept in case they need it later, right?



Other than the paper, there will be what looks to be a makeshift graveyard. There are multiple headstones, all of which say different peculiar things. All giving praise to the moon, and respect to *'Luna Amare'*. Perhaps this is a hint of what is to come on their journey.

**(Roll D6 for perception)**

**(3-6 find small round purple gem inside one of the headstones.)**

The small gem that's found has the letter 'P' carved into it. What could they possibly need this for?

When the gem is picked free, the ground begins to shake beneath them.

**(shadow ghouls appear and a fight ensues.)**



It's clear that some religious protection ritual had produced such a beast. After wandering around the island a bit, they find the entrance to the cave.

## The cave

Whoever enters the cave first, will:

**(Roll D6)**

**(1-2 they are bitten by a spider and receive temp injury. 4 day.)**

**(3-4 just narrowly avoid a spider web, but accidentally fling it onto one of their friends.)**

**Which they will choose who.**

**(5-6, spot the web immediately and avoid it entirely)**

The group is free to examine their surroundings, and there is a lot to look at. There are various large tents, that look like they have been there for quite a while. They will stumble upon various books about the moon, as well as books about lunar religion. There will be 4 different colored gemstones found in the cave. **They will have the letters 'd', 'm', 't', and 'e'**. One of them will find a **paper with more symbols** on it, too. They will take notice of children poking their heads out of the tents, if only to glance at them as intruders.

Q	Ö	©	б	ψ	б
A	Q	Ω	¶	ψ	Ö
λ	Q	Ω	б	б	*
h	Ω	Ж	Ж	С	æ
Ж	☆	ʀ	Ж	¶	ψ
ʀ	ʀ	λ	ı	Ö	Й
Q	ı	☆	ψ	★	Ω
<b>GA</b>	<b>TI</b>	<b>FEN</b>	<b>YO</b>	<b>CHI</b>	<b>TO</b>

They should make sure none of the children go to alert whatever adults live here...Though there seems to be none present.

There will be a curious red glow up ahead, where a red floating gemstone seems to be. If anyone touches it, they will be locked into an unbreakable forcefield. **(not whoever picked up the paper with the symbols on it.)** The gemstone will open, and present a code they will have to decipher. There are buttons that say “ga”, “ti”, “fen”, “yo”, “chi”, and “to”. They will have to press these in the correct sequence for whichever each symbol means.



**Answer: Chi - Fen - Ga -To - Yo- ti - fen**

**(this is a timed puzzle. 10 ooc minutes to complete.)**

**(4 day unhealable temp for those stuck inside if it cannot be solved.)**

**(if it still can not be solved after another 10 minutes, they will all roll for injuries.)**

Once they are finished, they will find a picture of people worshipping a large moon shaped fragment. They should know they are stumbling into a cult’s territory now.



Further down into the cave, they will find a statue that seems to hold mysterious energies. **(they can offer blood in exchange for power. An item, in exchange for a 14 day temp.)**  
**(Energy Cluster item attained)**  
**(3arcanium)**

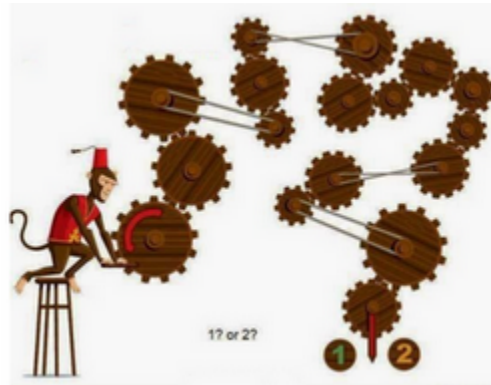
**They will find an exit to the cave.**

# Outside of the Cave

Upon exiting the cave, the group can see many figures in cloaks walking along the shoreline. They are walking in a single file line, up a hill. It's unclear where they are going just yet, and they are unable to follow because they are stopped by a sound they hear. There is a large cog machine, in which is being controlled by large frogs. The group can choose to approach or ignore them. The rest of the gems can be found on the island as they go. "R", "e", "i", "o", "n"

## **If the group approaches:**

The frogs like to gamble, and offer the group to solve a puzzle of the cogs.



If the group gets the right answer, the frogs will warn them about the cloaked figures. Confirming that they are a cult, partaking in their weekly worship to the **moon creature**. They will be told about basic values of the cult, and where the cloaks are kept. Perhaps the group can wear the cloaks to continue on undetected.



**If the group does not approach:** they will not be warned of the cult's moon creature, and they won't know about the cloaks. Leaving them to have to roll a D6 for possible detection. If even one of them is detected, they all will be and the cloaked figures will unleash a beast upon them to fight. **(The eye of knowing)** If they win, they will be able to hide the rest of the way up the mountain. If they lose, rolls will determine injuries.



**If the group has blended in using cloaks:** They are able to follow the line of cult members up the mountain, and they can overhear hushed conversations. Learning information about the moon creature - they are handed the sacred testament of the moon worshipers. Only problem is, it is a bunch of weird symbols. They can use the paper they found in the graveyard when they first arrived, to decode it.

**Moons Blessings Bring Vastator Life**

A U U J C | W < O C C F J 7 C | W O F J 7

Γ Δ C Γ Δ Γ U O | < F E O

**(921,155,6)**

They will finish solving the code before they get to the top of the hill. The cult crowds before the moon fragment, and they begin to chant the code that they deciphered. The leader of the cult begins his ritual, and a moon creature appears. They have named him 'Vastator.' He is the protector and guardian of the moon fragment.



To get their fragments from the moon fragment, they must defeat the moon beast known as Vastator, and collect their samples. The cloaked figures will become angry, but will not attack. They are a cult, but are nonmagi. They wouldn't stand a chance against the travelers.

Once all is collected, the group is free to leave with their rewards.

## Rewards:



### **Moonstone-**

An incredible stone coming from the moon itself, radiating with cosmic energies. A vibrant red glow taints it, reaching out to anyone who dares to grasp it. Much like the astral body orbiting the planet, this material is able to absorb and emit humongous levels of mana. This particular stone has been collected from a moon fragment directly, that which was worshipped by '*Luna Amare*', a moon worshipping cult.

**[Dev Item]**

**[Celestial Relic]**



### **Meteorite**

A piece of Meteorite that struck Esstar in the year 1745AC. Though its dark surface may be reminiscing of Nyeshk it is far from heavy. A warmth can be felt when holding it, reminiscing of the Hel Fire that surrounded it during its trip through space. The influence of every star in Leonaus can be felt in part within the material after it was ripped from them.

**[Dev item]**

**[Celestial Relic]**



### **Condensed Cosmic Moisture**

A collection of moisture that's been solidified into a physical form, due to falling through the atmosphere. It's surprisingly cold to the touch, and it's hard to imagine that something like this fell through the Hel Fire that is a trip through space and atmosphere. It's attunement to both water and stars is truly fascinating. It's uses are endless.

**[Dev Item]**

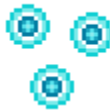


### **Lightning fragment**

Oh, what a sight to be seen! What used to shoot along the sky freely, now sits locked away within glass. It flashes with pure light, it's electrical properties destructive and powerful although it's contained. When in the hands of someone attuned to lightning and it's forces, perhaps it can be manipulated and joined together with something else, to further empower them. Just holding it will give one goosebumps..

[Dev Item]

**(These next two items are optional. Whoever decides to take a 12 day temp will get these. If only one person participates, only one reward will be given.)**



### **Energy Cluster**

Unhinged mana - with no real direction. It's energy in its purest of form, containable only by the most skilled of energy users. It has a never ending need for energy, so holding this without something between you and it, will make you drowsy. However, it is capable of empowering anyone who can wield it.

Perhaps it can be salvaged, or reformed to bring out that power in a more controlled way.

[Dev Item]

**x3Arcanium**