

“...**The time has come,**” the voice echoed, reverberating within the confines of lonely, forgotten walls, disturbing lifetimes of silence. Something shifted, the sound of stones scraping together as the voice reached out. “**Hear me, and send unto me those who seek to stop this cataclysm.**”

...

The kitsune stepped from the great, crumbling walls of the castle, the sun meeting their fur for the first time in years they had long lost count of. Lifting a paw, they blew into it gently, a blue flame gathering there. In the light of the setting sun, the little flame took shape, the flickering image of the songbird tilting its head this way and that, before focusing its false eyes upon its creator.

“**Go to Naga. Have her send word to the tribe-cats- I know where they can find the final scepter.**” Lifting their paw with a flick, the flaming bird took flight, disappearing swiftly over the mountains, and towards where the great dragon resided. Foley slowly lowered their paw once more to the earth, their long ears flicked back in a moment of reserved unease.

It all felt too soon, somehow.

...

Enter: The Throne of Eternity.

Hey there superfans! I'd like to welcome and introduce you all to (my first) dungeon; The Throne of Eternity! This dungeon will see our patrol of tribe-cats descending into the unknown and unexplored depths of Foley's Castle, hidden away deep within Fire-Tribe territory. Outside of very few rooms and halls, the entirety of this castle is uncharted- and Foley has stated there is far more lurking beneath the surface of those stone floors.

This dungeon will be very **exploration and puzzle solving based, with some combat to accompany it.** Your cat does not have to be a massively heavy hitter to be helpful in this dungeon- clever usages of skills, strategies, and ideas will be your best friends. **I am a very go with the flow DM**, meaning I will not only encourage you, but would be thrilled by you asking questions and trying different ideas and plans at every turn- the creativity of not being able to

fully plan how a scenario is going to go is my main muse as a dm. Even if the answer for an idea is no, I love to see what you all come up with! This dungeon is extremely lore based, and much of the combat is avoidable- though not all of it.

This dungeon will be split into at least 4 sessions, 2 hard planned per week. I realize this is a short timespan, but with things in coro ramping up now, we want to make sure we have time for everything, without dragging things on too long. Additional sessions may be added if desired or needed, depending on the involved party members discretion.

Available dates and times are as follows;

Sunday-Thursday: 3pm-7pm (Approximately 4 hour sessions)

Friday: 3pm-10pm (Up to 7 hour sessions)

Saturday: Unavailable

All of these times are in EST- to see what time that may be for you, please reference [this website](#).

For the sake of the plot of the dungeon, assume your characters will not be around in rumors or events until after dungeon completion. This may continue to be the case through rollover, but should conclude prior to the gathering.

When signing up, please note these time restrictions, as these times are the only ones I can dm, and we need at least two sessions per week.

Characters and RPers will be chosen based on a mix of the following; Rper availability, potential character interactions (with each other, any npcs that might appear, or the environment and story), and character level (skills/the amount of them, tribes, branches, ect).

If you would like your character to be at risk for getting maimed or killed in this dungeon, please let me know in your sign up form or dm me directly. Thank you!

Potentially upsetting themes to be aware of;

- Time bullshittery*
- Vague-ish religious imagery and thematics (not tied to any specific irl religion, but some themes, aesthetics, or references may have inspiration)
 - Heavy references to death and/or apocalyptic themes
- Diokophobia (the fear of something hunting or chasing you)
 - Monster horror
 - Existential bullshit

***PLEASE NOTE that this will be a large theme within this dungeon, and will affect a large scale area as well as your characters. Time may not affect the patrol the same way as it does the cats outside the dungeon.**

Please reach out to myself if you have any questions or concerns, and please make sure to put yourself and your own comfort first!

This dungeon will be run by myself (Jett or @Outtsider) with Jo (@spacepurrs) as a CO-DM!

Restrictions:

- Adults only (18+ moons)
- Tribe cats only (No outlaws or outsiders)
- Cats that participated in the previous dungeon may sign up for this one, but priority may be given to characters and members who have either not participated in a dungeon, or haven't in a long time
- Silvers, golds, and heads may sign up, providing they speak to the appropriate leadership roles in advance (ie; heads asking the golds/silvers, or the silver/gold communicating with the other)
- Cats currently missing powers cannot participate

Team Selection:

Ideally this patrol will consist of **8 cats**, plus **Melody (Jo)** who will be there to offer assistance if necessary, but depending on circumstances, one more or one less may actually be chosen. IC, the patrol will consist of cats chosen by their Silvers and Golds, but OOC I will be choosing based on the listed criteria with some input from the other admins.

PLEASE NOTE; You will only have until the end of sign-ups to complete any last minute crafting or power purchases after the time of this being posted, so make sure you submit those as soon as possible so I can make sure everything is in order. Thank you!

I will not be appointing a team leader, and I encourage the patrol to work together, rather than one person taking charge. If I notice the patrol is lacking in terms of making decisions or struggling with choosing directions, I may have ways to get you back on course.

Spectators will be allowed for the duration of the dungeon, but will not be able to see team chats, and are advised not to attempt to spoil the fun for the patrol team. IC, no cats outside of the patrol will be around for the duration of the dungeon, and will all be at home in their own tribes.

Sign-Ups:

Sign-ups will run from Now, (July 16th) until Next Saturday (July 22nd at 11:59 pm EST). Once closed, I'll begin to go through applicants to choose the patrol members, which should take no longer than 2 days. After this, the patrol members will be given a grace period to finalize any purchases with the player announcements to make sure they are ready to go.

Players may submit up to two characters each, but only **one** of any one RPer's characters will be chosen.

The sign up sheet is [\[here\]](#)

This dungeon will be ran via main server channels.