

Caprashahvéros Flaris, called Captown for short, is a Satyr Shantytown on the Southside of Flamedance, where the town reaches into the wood. Captown is a strange, Fey place. The populace is, generally, a lazy, mischievous, troublemaking lot, and yet the gods provide. Though poor and low status across the board, Captown generally has a bit more than enough food generally, sometimes going through periods of great excess. Their periods of excess are often the most out of control, as they use the excess as an opportunity to over-indulge, riot, and make an excuse to do even less work. Petty troublemakers are quite common, and it's not out of the ordinary to hear a group of Satyrs openly discussing how they're going to try to rob someone in town. All in all, Captown is a booze-soaked bottom-feeding reprobate's paradise, with a strange, wholesome charm, that contrasts against its great depravity.

Captown is where many Satyrs born in or around Flamedance have gathered. These are not the wealthy Satyrs, or the high clergy or nobleman of the race, nor are they the more primal, traditional Satyrs living deep in the woods. These are the drunkards, layabouts, and petty troublemakers of Flamedance. They are the price you pay for living in or visiting in a town known for its festivals above all. You are all a group of friends from Captown, Satyrs, the children of Satyrs who have chosen the life of their fathers, or the sorts of Fey women who can keep up with the Satyr lifestyle, or have just been too big of whores to find their place anywhere else. You are what some of the more wealthy residents of Flamedance call, "Shantytown Trash," meant as a derogatory term, but one many members of your community wear as a badge of honor. After all, aren't Shantytown Trash living life the way Bacchus intended? You are all young, and looking to get up to something, whether it be a misguided attempt at ambition, a petty robbery, a party you want to go to or make happen, or some exciting adventure that's drawn your attention. The game is going to be open ended, and it will follow the antics of your characters.

For the genre and style of this game, imagine a mix of Sword and Sorcery and comedy (although of course we'll take it seriously, especially the comedy). It is, as always, heavy on immersive roleplaying, but with a more humorous concept. The basic inspiration for this game was the idea of Trailer Park Boys in K'Vega Thale, so consider that when making your characters. The expectation is that the shenanigans of the game will be similar to the petty crimes and misadventures of that show, albeit with the more realistic, violent, and high-stakes consequences of living in a world like K'Vega Thale. You may try to rob a wealthy manor-house, in fact, it may almost be inevitable that your characters are going to do that, but if you do, don't be surprised that the owner of the manor may attempt to have you killed... of course, your characters may certainly be surprised by this overreaction to guys having a good time. Like, why not just try to rob us back, why do you have to be a bitch about it?

Playable Species:

- Any Fey who could reasonably live in Captown
- Human (would likely be a hermit or a man fallen on very hard times)
- Other species require a more in-depth description

ONE player may play as someone from outside of Captown who has recently had to move there because of hard times. Alternatively, the player could play a Satyr who simply recently decided to live there, regardless of his financial situation. No player can begin having any significant social status outside of Captown.

Starting Status is 0. Starting Opulence is 1, and you can take up to two dots in Wealth rather than four, and the Impoverished Imperfection (which would have you start at 0 Opulence) gives 2 Imperfection points rather than 1 to encourage taking it. 5 Opulence is comparable to a journeyman, or solidly middle class in modern terms, and within Captown represents the height of wealth.