



# MOON EVENT

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**Six players** reawaken the old ruins of a temple found in one's vision.

The players will start off in a strange land, having sailed to an unknown island guarded by storms and heavy clouds. Upon arrival, players will find that the temple they seek is lost to time, and long since abandoned. **One thing that will be mentioned is the time of day. (Evening)**

The players will explore and investigate until they run into a **Cracked Sibyl**. Upon touching the Sibyl, the players will be shown a puzzle to solve, and then a monster will appear from it.

[3 Rounds], the Good ol' warm-up



After doing so, the kids will get this really cool thing:



A '**Vibrant Praetorium Key**' will be dropped for them. They will repeat this process **two more times**, *(with 5 round fights now) + timed puzzles.*

After receiving three of these keys, the players will return to the 'center,' of this strange temple. They will find a Sibyl with a hole through it; this is a sun lens. **The players will insert the keys into the lens and rotate it West.**

Light from the sun lens will bounce from the west to the east, 'joining' the Sun and Moon together. **At this time it is now nearing twilight/sunset.**

The players will invoke 'Horizon Guardian' and battle them for supremacy. [5 Rounds]

Upon defeat, the guardian will collapse, and the Sibyl will spit out rewards.

[Event Complete]

## Epilogue

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The Guardian will drop a **lunar lens** upon defeat. The players are informed if they'd like to, they may enter the epilogue by switching out the lenses. **This is optional, and they may leave before this time.**

The players will receive the following warning message before continuing:

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'The Forces of beyond that govern this world have blessed you with momentarily clairvoyance.

You hesitate in this action as a foul mana reaches out to you.

Perhaps it is not wise to dabble with unknown forces, and the less you know, the better.

**Are you sure you wish to continue?'**

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*(and ofc be notified the event is **high cod** from that point onward ..)*

**If they stop the current action, the event ends.** The player is told to discard the lunar glass, as it seems cracked and useless anyhow.

**If they continue the current action, ..**

The players will receive the following message.

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'As you fit the lunar piece into place, discarding the previous sun lens, you feel a strange sense of calmness wash over you as the twilight embers are refracted into the moon.

**A lovely vermillion shade begins to coat the Moon.**

**Would you like to watch?"**

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The players will be prompted to sit and watch the moon rise. As the moon rises and turns red, the **Guardian will reawaken**. At the same time, a puzzle will appear on the ground. **The puzzle requires two people to solve.**

The players will have to split, and have one group fight the **Rubrum Aestus with double damage.**

**The other group will solve an extreme series puzzle.**

The estimated time to solve the puzzle should be around **ten minutes**, and it will feature various elements of the previous puzzles already introduced.

Most of the length will come from the fact that it is a combination puzzle, with some variation.

The puzzle must be completed or else **a roll for injury will occur.**

**-The party will roll the following values**

**1: 10 Vit Perm**

**3 or Below: 12 Day Temp**

**5 or Higher: 4 Day Temp**

**6, No Injury**

Upon victory, the group will receive an epilogue reward.

## *Rewards*

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### **Red Moon Handle-** (*Weapon Part*)

‘.. Rediscovered in the ruins of an ancient burial site, this tool has been lost for a millenium. The twisted knotted handle knows only snake-like coils that braid the user’s grip, and lacks a proper guard. The pommel is a strange one, being a clouded red disc, though increasingly reflective when catching light.

Not much can be said, unless the other pieces of this are discovered, and joined together. This is **one of three.**’

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### **Vile Wind Gem-** (*Wind*)

A bleeding chrysalis, stained red permanently, one sees imagery of violent tornadoes swirling within. The gem itself at times will move abruptly, unable to resist even its own winds. If pressure is applied, it is dealt back in equal- and overwhelming force.

### **Bleeding Thorn Scabbard-** (*Weapon Dev*)

‘One wouldn’t think much of the rather unimpressive exterior. The black leather is worn but pragmatic, lacking very little detail or characteristic. However, a strange oddity is present on the inside- jagged thorns that scrape ones’ blade, and from it, the hilt would begin to pool with a strange red mana.

.. It’s almost as if the secretion must be tamed by constantly drawing the blade.

.. What kind of weapon was this scabbard for? ..’

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### **Torn Sigil of the Divine-** (*Holy*)

‘It is certainly nothing to be proud of when it comes to handiwork- but dedication is admirable. Though the woven threads are now torn, this quilt is a hefty piece. Too ruined to be worn, but

the golden embroidery still shines the symbol of Kraus. To wear it is to accept it, and to accept it is to be at peace.'

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### **Screaming Hellstorm Schematics-** *(Lightning)*

'.. Impressive inventive design- these seem to be blueprints for a **lightning ring!** The process described in them seems to encompass the use of Soul Stone, and ... cursing it? The worn parchment seems to be too faded to understand the rest of the instructions ..'

### **Disgraced Cracked Tertius-** *(Epilogue Item)*



'.. A floating item of unknown origin. A nasty crack stretches the corners of this odd gem, as it seems to 'sweat' from that orifice. Obtained from a violent experience with a blood moon, perhaps further developments can be made through attuning it with others like it? ..

Upon accepting this gem, the user finds themselves unable to rid themselves of it. This item is **Soulbound.**'

The Player will not receive this without completing the **Epilogue.**

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### **5+ Vit**

OOO NOTE: **It's a floating gem decoration gear item.** The player can equip this. The player will be alluded to the idea that there is more than meets the eye with this item, and that embarking on quests for more like it can help explain its origin, and develop it further.

**This Item is bound to one user. It will come with the tag;**

**[DESTROY IF LOST]**

*(players should ahelp and destroy the item, or refuse to drop on death should it occur ..)*

## [MISC REWARDS]

Upon defeating enemies the party may roll d20 for rewards.

**15-20 → 1 Arcanium**

0-15 → 500 gold

## SUMMARY:

*6 players*

*3(+1) puzzles*

*4 (+1) fights*

*5(+1) dev items*