

[Event Link](#)

**Attendees:** 5

**Risk:** CoD

Each KO/Knockdown prompts a roll from the person knocked down. 2 of the same injury stack, and instead progress to the next level of injury, with stacking two 12-day temps resulting in a -5 perm, two -5 perms into a -10, two of those into -20, and stacking two -20 perms resulting in death.

The roll results are as follow, applied at the end of the event:

1. -20% vit 12-day temporary wound
2. -20% vit 4-day temporary wound
3. -20% vit 4-day temporary wound
4. -40% vit 1-day temporary wound
5. No wound
6. No wound

Traps and the like will deal wounds as if they were a certain number of KOs.

*There's 4 mandatory fights. Expecting around 4 perms.*

*Expect those to be -10s if they choose to pick up the Chiron at the end.*

**Summary:**

The group will make its way into an ancient tomb of a long deceased Petrakis prince, Milos Petrakis, a place where often past Petrakis went for their rites of passage. The start will hit them with a saying of old; *"Children of the Witch-Hunter, you are welcomed into this place. Witness the miracles of your ancestors, and aspire into the same greatness."* Pushing further, the group will meet a growing hallway of mausoleums of the most loyal guards of a long passed Petrakis king.

Yet, a shining starlight will beckon them into the end of the first hallway, aiming to ignore the tomb of the Petrakis warriors. Interacting with the tombs in any manner will disturb their peace, an ominous curse lighting upon them for each tomb opened- The first one will give them 1 KO of injury, but the second onwards will do nothing. Proceeding through will wake up the **Petrakis Guardsmen**, their first mandatory fight, spirits that come to repel any invaders that come in without the presence of the crownbearer.

They'll eventually be led to a memorial, a well which reads: *"Here lie regrets and hopes of all Petrakis, past and future. Leave here your past, so you may grow from it."* Yet, this might be the first sign that the place itself has been breached long since, eyes appearing from under the water to stare at the group, inviting for them to discard anything of value into the well. Discarding **any** items will significantly weaken the spirit, turning it into a 3-round fight. Discarding any **corrupted items** or no items at all will strengthen it, turning it into a 5-round fight. Of course, discarded items will be returned upon the creature's defeat.

Inside of that, they'll find the **Princess' Necklace**.

The group will eventually have to proceed through, landing upon the mausoleum for the Royal Guard deceased during the same generation as this prince. This will put them against

the spirit of three guardians, each one doing a trial with them. One will do a trial of Wisdom, where they will ask for them to answer a couple of riddles. "I speak with no mouth, and I listen with no ears. I have no body, yet I come alive with wind. What am I?": An Echo; "I have cities, but no houses. I have mountains, but no trees. I have water, but no fish. What am I?": A Map; "The first two point to a male, the first three point to a female, and the first four point to a great one. What is it I speak about?": A Hero. Each riddle missed will continue on as soon as they give up, with a maximum of three attempts each, but will also inflict 1 KO of damage. Passing a riddle will remove 1 KO of damage from this challenge. (From 0 KOs to up to 3 KOs!)

The second guardian will ask them to perform a trial of Honor, where those that are Petrakis need to swear to always hold the best interest of the people of Osrona in mind up to the day they die, and to always protect the will of the Stars, for they know the absolute truth that no one else does. Anyone refusing to do so will cause a fight with the second guardian, 3 rounds.

The third guardian will put them through a trial of Strength, which is a 5-round fight. Having succeeded in both trials without failing any will put it down to a 3-round fight, however, and defeating the guardian will allow for them to obtain **Witchseeker**, a blade of old rendered useless from former combat.

Being allowed into the prince's tomb itself, they have to remove the Seal of Justice, withered away from the presence behind that door. Opening it will reveal the tomb has been long since opened, a creature made of a dark mass having devoured the prince's corpse, breached into that sacred place. Its body extends through the room, and as such, they're forced to fight it, lest they are absorbed into the mass themselves.

Defeating it will allow them to take the **Petrakis Handle** and **Petrakis Signet**, both present at the prince's coffin. Yet, hidden under the surface and kept at a secret that had probably attracted the creature which devoured its body, a chiron gem, carefully enclosed in an ornate box. It is clear that its energy is routed to the rest of the place, keeping the spirits of old in place.

Pulling it off will not only dishonor their oaths, but will also cause the wrath of all spirits, attacking them indiscriminately. This will result in **two** 5-round fights, where they will fight wave after wave of Petrakis Loyalists in the first, and in the second, they will fight the prince himself.

**Rewards:**

**Princess' Necklace** - A trinket with seemingly no special meaning, belonging to a now-passed Petrakis princess. An expert eye might notice, however, the cords being made of an ancient bard's lute's string; And a particularly good empath may just feel the love poured into its making as an intended gift, as well as the heartbreak once it was discarded, a perfect blend of two opposite feelings - Emotions do fuel powerful and lasting magic, after all.

**Seal of Justice** - A symbol in the shape of a hammer used in the days of old to purify the occultism of others, often absorbing into itself, this was kept in the tomb as a means to secure it against witches and occultists in general from tampering. The lack of maintenance eventually filled it to capacity and allowed for tampering with the tomb.

**Petrakis Signet** - A signet given to the king of each generation of Petrakis, this one was earned through a trial through combat. It shines with the faintest remnants of holy energy, imbued by those whose power was directly touched by the angels long ago, albeit since having lost most of its power- Restoring it might prove difficult, albeit not impossible.

**Witchseeker** - A blade detached from its handle, rendered useless from a battle past, likely the one that resulted in the death of this particular wielder's death. It still shimmers with cosmic energy, coursing through it whenever exposed to starlight, and pointing it in the direction of Leonaus awakens a sleeping power within, shining in a bright beam that aims for the skies. Equippable, but with stats of: [+900 weight, +1 md, +3 cosmic pow]

**Petrakis Handle** - A handle made of Arcanium; While otherwise nothing of particular importance, it is easily notable that it bears the mark of ancient Petrakis blacksmiths, forged to be wielded by the royal guard or the royals themselves - Its surface covered in protective runes that would otherwise stop those unauthorized to wield it, but all of those obviously degenerated from the creature that had penetrated these walls when the meteor fell, years ago.

**Optional Rewards:**

**Chiron Gem** - You know what this is. This only is achievable by the group if they choose to pick the last fight, which will definitely inflict major damage on them.