





Interval 3: Happily Ever After

Activities Board

This sheet contains instructions and progress trackers for all self-run games for Happily Ever After.

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Mini-Quest

Cantor, Miras, Amedra, Koben, Linhythe

Decide what society looks like after the God Quests. Roleplay to rebuild, celebrate and make connections in the aftermath.

Your **aim** is to gain points and unlock the amenities on the **Quest Board** tab. What you unlock becomes canon. To do so, roleplay using the **three RP templates** below as a rough format; you make up the details.

1 Shopping Trip

Dice game

Help buy supplies for the cause, and for a decent price if possible! Note that you can shop anywhere accessible (e.g. you can buy things for Cantor from a market in Belport)

Players: Unlimited (suggest 2-5)

Rules:

- 1 When you first approach a shop, the **items (up to 3)** you want are **Exorbitant** cost. You must haggle with the shopkeeper to reduce the cost rank as much as possible.
- 2 **Roll a d6** for every haggling attempt. Use the haggling outcome in the second table.
- 3 You can try **up to 6 times**. After the sixth attempt, the shopkeeper loses patience and insists you buy or leave.

Cost Rank	Points
Exorbitant	0 [1]
Pricey	1
Decent	2
Cheap	3
Bargain	4

d6	Haggling Outcome
1	Shopkeep is insulted and kicks you out [2]
2	Shopkeep is miffed, increase one cost rank
3	Shopkeep refuses to budge but is still listening
4	Shopkeep approves, drop one cost rank
5	Shopkeep is pleased, drop two cost ranks
6	Shopkeep favours you, drop to Bargain

You must make it clear in your posts when you've moved onto the next item.

- 4 When you buy, you earn points according to the first table for getting that item.

2 Reluctant Recruit

Negotiation game

Help recruit someone whose special skills are needed. This specialist can be a player character or an NPC, again from any accessible location. They must however be unwilling or uninterested at the start.

Players: At least 1x recruiter

At least 1x recruit (i.e. someone needs to play the NPC)

Rules:

- 1 Recruiting and recruit sides each **roll a random order** for the **Negotiables** in the table - you can use the linked **List Randomiser** (below the table) to do so. Keep your list order hidden from the other side.
- 2 For the **recruit side**, your order is how much you value those negotiables. You **start with 0 points** and **earn 3, 2 or 1 points** for gaining your **top three** respectively.
- 3 For the **recruiting side**, your order is how much it hurts to concede those negotiables. You **start with 6 points** and **lose 3, 2 or 1 points** for conceding your **top three** respectively.
- 4 When the prospective recruit agrees to help, you earn the **sum of points from both sides** - i.e. the aim is to maximise both.

Negotiables
Money
Fame
Connections
Fun / enjoyment
Experience

List Randomiser

Note: This format only gives some structure for how many points a successful recruitment earns. There's no guideline for how the interaction should go or when either side should agree to anything. Please just RP this naturally.

3 Helping Hand

Dice game

Help directly with one of the quest goals (e.g. construction, decorating, making food for workers, shearing yamben for cloth, etc.).

Players: Unlimited (suggest 2-5)

Rules:

- 1** Start a collective task that all participants can contribute to. The threshold for completing that task is **8x number of players** (e.g. 24 for a team of 3)
- 2** For each RP post contributing to the task, roll a d6 and sum until you hit the threshold.
- 3** When you hit the threshold, the next person should then roll a d6 to determine how good of a job you all did:
 - If you roll a **1**, everyone must switch to handling the new catastrophe (flavour as you like). RP and roll until you hit a threshold of **4x number of players**. Then roll for task outcome again with **advantage** (i.e. roll two d6 and take the highest roll). If you roll another 1, add **another advantage** for every catastrophe handled (e.g. if you handle two catastrophes roll three d6s, if you handle three roll four d6s, etc.)
 - If you roll a **2-5**, you can try to improve your score once by doing extra work with threshold **4x number of players**. Take the highest roll, unless you get a 1 the second time - then you must go with whatever your catastrophe outcome is as above.

d6	Task Outcome
1	Something catastrophic happens, oh no!
2	Acceptable job, earn 1 point per player
3	Decent job, earn 2 points per player
4	Good job, earn 3 points per player
5	Great job, earn 4 points per player
6	Excellent job, earn 5 points per player

Any Helping Hand quests with a 0 point result can be changed to 1 point per player

Mini-Quest: Board

Carmena New Cantor



Amenity	Level 1 (20 points)	Level 2 (40 points)	Level 3 (60 points)	Point Total
Town Hall	Refurbish the rickety old town hall. It has a 'blue room' for small meetings, and an moderately-sized 'old hall' for village meetings.	Add a larger banquet hall with stage, community function rooms and a kitchen. On weekends a charity kitchen will be run in the banquet hall.	Add an embassy. Royal envoys can now be invited to discuss matters the locals wish to raise with the Crown on their own terms.	40
Mailhouse	Build a mailhouse with a dovecote for pigeon mail and stables for couriers.	Add a small scrying tower for fast communication with the rest of the Kingdom.	Add a lumena relay for special communication with the palace. Start expanding lumena to Nisalvini and the North as well.	26
Library	Build a small library to house and study the texts brought back from Telurea.	Add facilities for quality book restoration. Expand the collection to a broader spectrum of books and authors.	Add a museum for storing, studying and restoring Telurean artefacts right in Carmena.	41
Church	Refurbish the old chapel, and expand it for the worship of other gods too.	Plant a medicinal garden maintained by the church, to be used in service of the townsfolk.	Build a Telurean-style tree shrine - with a large tree planted in the middle of a worship platform, to be graced with many different branches over time.	44
Market Street	Refurbish the rough, narrow old market street with more space, new paving and cobblestones, and decorations like flowering hedges.	<i>Once the market street is refurbished, shops (below) can be built in any order. You can add shops to the list, with or without possible upgrades.</i>		20
Bright Smiles Coffee	John's coffee cart, upgraded to an shop! Did he keep any dragon poop for his special brew? Who knows...			0
Footloose Studio	Solenie's yoga studio. She teaches dance and yoga on the surface, and martial arts in reality.			0
-				0
-				0
-				0

Miras



Memorial	Build a small garden of remembrance within the central park of Miras city, with a bronze plaque about the Cantish fires.	Expand the garden and add a memorial statue of the Ley Elk and fawns. More plaques explain the history and war surrounding Cantor's loss.	Build a mausoleum where the individual names of the many people who died in the fires can be displayed and honoured.	40
Charity Fair	Build a street of pop-up shopping stalls, where people can sell their own knickknacks to raise money for Carmena.	Add mini stages for buskers along the street, and decorate the surrounding neighbourhoods with flowers and banners to attract more shoppers.	Add an outdoor banquet table where free food and a sensational cake bake-off competition can be held (sponsored by Milly Moncha).	47
Grand Stage	Build a large stage for performances in one of the city's main plazas. Music, dance and plays can be held here to celebrate and regale the questers' tales.	<i>Once the grand stage is built, stagershows (below) can be prepared in any order. You can add shows to the list, with or without possible upgrades.</i>		20
The Quest of Cantor	A play that dramatically retells the story of Cantor's Therras quest, aimed at children. This first part covers the Ley Elk, Soloros and Delverne's betrayal.	Part 2 of The Quest of Cantor, covering the fires and discovery of underground Telurea. There's a fantastic musical number with dragons, golems and Genny.	Part 3 of The Quest of Cantor, covering the ley fawns' journey, revival of Tharoneos and triumph over Delverne. It's a happy ending.	0
Dance of the Fawns	A colourful dance dedicated to the kind and industrious ley fawns. The Belport Performing Arts Society cleverly combined modern and Cantish folk dance in the choreography.			20
-				0
-				0
-				0

Amedra



Farm Fields	Prepare new fields for planting - clear away rocks and weeds, build fences and sheds, and till the earth.	Build small water canals from the nearest river to irrigate the dry soil. Build a compost pile, collect scraps for it and fertilise the fields.	Repair the old windmill and silos nearby, build extra wagons and help transport the harvested grains for processing and storage.	60
Farm Animals	Build a series of henhouses to raise chickens in. Make sure the boxes are comfy and the fences will keep wild dogs and foxes out.	Build a pool next to the henhouses to raise ducks together with the chickens. Add a freshwater hatchery to breed fish as well.	Build a barn, pen and obstacle course to keep goats too. Ensure the fence is high and strong enough to prevent the goats escaping.	28
Skyship Yard	Renovate an old seaside shipyard into a construction site for skyships. Dismantle retired merchant and Armada ships for materials.	<i>Once the skyship yard is built, skyships (below) can be built in any order. You can add skyships to the list, with or without possible upgrades.</i>		20
Dawnsong	The <i>Dawnsong</i> is a large skyship made from a converted merchant galleon. It is slow but very sturdy. Its purpose is to carry evacuated civilians to safety.	Enhance the <i>Dawnsong's</i> hull and deck with sage-crafted shields, to repel magical attacks and give greater protection to passengers.	Add alchemically-powered cannons to the <i>Dawnsong</i> that can be operated by anyone who is trained, thus allowing the skyship to counterattack.	60
Albatross	The <i>Albatross</i> is a small, sleek skyship with great manoeuvrability in the air. Its purpose is to scout and do hit-and-run attacks.			20
Pillowfort	The <i>Pillowfort</i> is a tiny, cozy skyship built to look a flying bed with charming decorations. It's perfect for a leisurely ride through the air with kids.	Upgrade the ship size to a queen-sized bed, complete with a flowery canopy and (godling) plushies.	Upgrade the ship with magical <i>shouje</i> effects to ensure the most comfort and entertainment on the trip!	27
-				0
-				0

Koben



Empress' Fair	Prepare/sponsor a Tusar Warrior Games event in Koben, where people compete in - and learn - traditional Tusar martial arts.	Prepare/sponsor a Koben Emerald Ball, a revisit of the Emerald Masquerade set in the Imperial Palace.	Petition for a special exhibit of heirloom items from Droste at the Imperial Palace, arranged around a re-telling of the Droste history.	50
Peony Village	Build a new Peony Village Songlutown in lower Koben City, to house the influx of Songluans. It straddles the river in an abandoned district.	Build a Songluan garden with community centre inside. Contains a traditional theatre, function halls and shrines for popular local gods.	Build rail and a station to Peony Village for a fast connection to Koben inner city - boosting commerce and helping locals get around.	61

Mini-Quest: Board



Amenity	Level 1 (20 points)	Level 2 (40 points)	Level 3 (60 points)	Point Total
Munchkin Book Club	Add a secret gundam robotically enhanced attic to the Ewigbaum Bookstore, as main base for the former Wissens' 'book club' secret society.	<i>Once the secrecy society base is set up, more bases (below) can be added in any order. You can add bases to the list, with or without possible upgrades.</i>		0
Bubble Lodge	Refurbish the Barenmark University Alchemy School clubroom - aka. the 'Bubble Lodge' - with hidey-holes and special tech. Base of former Chairman Elmer Hase.			0
Matron's Beard Inn	Add a hidden room with better-than-it-looks security to the nondescript old inn for secret meets and hiding people like Iridus questers.			0
-				0
-				0
-				0

Linhythe



New Docks	Complete stage 1 of the dock transformation - the new merchant hub built around a beautiful circular dock.	Complete stage 2 of the dock transformation - the new Imperial Navy docks, with state-of-the-art facilities and better beer.	Complete stage 3 of the dock transformation - a special something the architects are keeping secret but clearly excited about...	40
Floating Market	Build platforms and jetties for a new permanent 'floating market' (i.e. shops are a mix of boats and cabins). Soon to be a big tourist magnet!	<i>Once the floating market is built, shops (below) can be added in any order. You can add shops to the list, with or without possible upgrades.</i>		20
Wilbur's Wernerland	Novelty store with a rotating wall and all sorts of deranged distractions. Experimental hotdog submarines launch from the basement.			5
-				0
-				0
-				0

Mini-Quest: Completed

Location	Amenity	Mini-Quest	RP Title	Link	Points
Amedra	Skyship Yard	Helping Hand	A Big Soup [Eoghan, Seth, Meru (NPC)]	https://discord.com/char	3
Amedra	Skyship Yard	Helping Hand	A Bigger Soup [Eoghan, Seth, Meru (NPC)]	https://discord.com/char	3 [3]
Amedra	Dawnsong	Helping Hand	A Biggest Soup [Eoghan, Seth, Meru (NPC)]	https://discord.com/char	3
Linhythe	New Docks	Shopping Trip	Bargain Hunters Pt. 1.1-1.4 [Guen, Judah]	https://discord.com/char	12
Linhythe	New Docks	Shopping Trip	Bargain Hunters Pt. 2.1-2.3 [Guen, Andros]	https://discord.com/char	12
Linhythe	Floating Market	Shopping Trip	Bargain Hunters Pt. 3.1-3.2 [Guen, Noel]	https://discord.com/char	10
Miras	Grand Stage	Helping Hand	Lights, Camera...Painting! [Anya, Nina]	https://discord.com/char	8
Linhythe	Floating Market	Helping Hand	Community Clean-up Day [Guen, Judah, Andros, Ara] Pt. 1	https://discord.com/char	8
Amedra	Skyship Yard	Shopping Trip	Amedran Shops [Lance, Khan, Ceras]	https://discord.com/char	14
Amedra	Farm Fields	Shopping Trip	Scribble Shopping [Lance, Khan, Seth]	https://discord.com/char	20
Amedra	Farm Animals	Helping Hand	Fancy Fences [Seth, Ceras]	https://discord.com/char	8
Amedra	Farm Animals	Helping Hand	Fancy Fences [Seth, Ceras]	https://discord.com/char	4
Amedra	Farm Animals	Helping Hand	Fancy Fences [Seth, Ceras]	https://discord.com/char	16 [4]
Amedra	Farm Fields	Helping Hand	Day in the Fields Pt. 1 [Meru, Eoghan, Seth, Sir Horsie]	https://discord.com/char	8
Amedra	Farm Fields	Helping Hand	Day in the Fields Pt. 2 [Meru, Eoghan, Seth, Sir Horsie]	https://discord.com/char	32
Linhythe	New Docks	Helping Hand	Noblemen at Work [Klaus, Lars]	https://discord.com/char	4
Linhythe	Wilbur's Wernerland	Helping Hand	Community Clean-up Day [Guen, Judah, Andros, Ara] Pt. 2	https://discord.com/char	4 [5]
Linhythe	New Docks	Helping Hand	Noblemen at Work [Klaus, Lars] Pt. 2	https://discord.com/char	2
Koben	Peony Village	Helping Hand	Book-smart and Book-stupid [Jin, Luciana, Edrik, Kairi]	https://discord.com/char	8
Linhythe	Floating Market	Helping Hand	Community Clean-up Day [Guen, Judah, Andros] Pt. 3A	https://discord.com/char	2
Linhythe	Wilbur's Wernerland	Helping Hand	Community Clean-up Day [Guen, Judah, Andros] Pt. 3B	https://discord.com/char	1
Koben	Peony Village	Helping Hand	Book-smart and Book-stupid [Jin, Luciana, Edrik, Kairi] Pt. 2	https://discord.com/char	7
Koben	Peony Village	Shopping Trip	Peony Paediatrics [Jin, Blayne, Shiloh, Jarrett]	https://discord.com/char	14
Miras	Grand Stage	Helping Hand	Heartfelt Hagglng Pt. 1.1-1.2 [Anya, Nina]	https://discord.com/char	10
Koben	Peony Village	Helping Hand	Black Crow Flies North [Jin, Haruka (NPC), Kairi, Kat]	https://discord.com/char	8
Carmena	Library	Helping Hand	Bits, Books, and Bobs [Elentiya, Marcus, Ryanna, Atticus]	https://discord.com/char	20
Amedra	Dawnsong	Helping Hand	Galleon Retrofit pt. 1 [Meru (NPC), Eoghan, Sir Horsie, Nier]	https://discord.com/char	8
Amedra	Dawnsong	Helping Hand	Galleon Retrofit pt. 2 [Meru (NPC), Eoghan, Sir Horsie, Nier]	https://discord.com/char	16
Miras	Grand Stage	Helping Hand	Curtain Call [Gauchier, Sarifee, Nina] pt. 1a	https://discord.com/char	2
Miras	Dance of the Fawns	Helping Hand	Curtain Call [Gauchier, Sarifee, Nina] pt. 1b	https://discord.com/char	7
Koben	Peony Village	Helping Hand	Black Crow Flies North [Jin, Haruka (NPC), Kairi, Kat] pt. 2	https://discord.com/char	12
Miras	Dance of the Fawns	Helping Hand	Curtain Call [Gauchier, Sarifee, Nina] pt. 2	https://discord.com/char	9
Carmena	Town Hall	Helping Hand	It Takes a Town... Hall [Tyr, Odvar, Spencer, Seth] pt. 1	https://discord.com/char	8
Carmena	Church	Shopping Trip	Good Morning, Miras! [Charis, Marcus, Atticus]	https://discord.com/char	24
Koben	Empress' Fair	Helping Hand	Make Knives Not War [Shiloh, Keisa (NPC)]	https://discord.com/char	22
Amedra	Dawnsong	Helping Hand	Varnishing 101 [Meru(NPC), Eoghan, Sir Horsie, Tilly, Ophelia (NPC)] pt	https://discord.com/char	25
Miras	Dance of the Fawns	Helping Hand	Curtain Call [Gauchier, Sarifee, Nina] pt. 2a	https://discord.com/char	4
Miras	Charity Fair	Helping Hand	Curtain Call [Gauchier, Sarifee, Nina] pt. 2b	https://discord.com/char	11
Amedra	Dawnsong	Helping Hand	Varnishing 201 [Meru(NPC), Eoghan, Sir Horsie, Tilly, Ophelia (NPC)] Pt	https://discord.com/char	8
Amedra	Albatross	Helping Hand	Varnishing 201 [Meru(NPC), Eoghan, Sir Horsie, Tilly, Ophelia (NPC)] Pt	https://discord.com/char	12
Amedra	Albatross	Helping Hand	Build-a-ship Workshop [Meru(NPC), Eoghan, Sir Horsie, Tilly, Ophelia (https://discord.com/char	8
Amedra	Pillowfort	Helping Hand	Build-a-ship Workshop [Meru(NPC), Eoghan, Sir Horsie, Tilly, Ophelia (https://discord.com/char	2
Carmena	Town Hall	Helping Hand	It Takes a Town... Hall [Tyr, Odvar, Spencer, Seth] pt. 2	https://discord.com/char	32
Koben	Peony Village	Helping Hand	A Brick a Day... [Jin, Kairi, Gorou (NPC), Haruka (NPC)]	https://discord.com/char	12
Miras	Charity Fair	Helping Hand	Curtain Call [Gauchier, Sarifee, Nina] pt. 3	https://discord.com/char	12
Koben	Empress' Fair	Helping Hand	Tastemakers [Shiloh, Elise, Klaus, Aya]	https://discord.com/char	28
Linhythe	New Docks	Shopping Trip	Beer Tasting [Klaus, Lars]	https://discord.com/char	10
Amedra	Pillowfort	Helping Hand	Let's Build a Pillowfort [Meru (NPC), Eoghan, Sir Horsie, Tilia, Lance(NP	https://discord.com/char	25
Miras	Charity Fair	Helping Hand	Miras Got Talent [Vivian(NPC), Nikita(NPC), Gauchier, Sarifee]	https://discord.com/char	12
Miras	Charity Fair	Helping Hand	Miras Got Talent Season 2[Vivian(NPC), Nikita(NPC), Gauchier, Sarifee]	https://discord.com/char	12
Carmena	Church	Helping Hand	Garden Party [Kamon, Atticus, Seth, Elen]	https://discord.com/char	20
Miras	Memorial	Helping Hand	Flowers of Remembrance [Tyrsten, Gauchier, Atticus, Elen]	https://discord.com/char	20
Carmena	Library	Shopping Trip	Tomes and Tribulations [Elentiya, Ryanna, Atticus]	https://discord.com/char	21
Miras	Memorial	Helping Hand	Fawns of Remembrance [Tyrsten, Gauchier, Atticus, Elen]	https://discord.com/char	4
Carmena	Mailhouse	Helping Hand	The Great Bird Breakout of 8295 [Seth, Gauchier] PT1	https://discord.com/char	4
Carmena	Mailhouse	Helping Hand	The Great Bird Breakout of 8295 [Seth, Gauchier] PT2	https://discord.com/char	2

Riag Explorers

Delvans in Telurea

Establish a Delvan society in underground Telurea. Roleplay to explore Riag, collect survival supplies and rediscover history.

Your **aim** is to explore and unlock the camp's surroundings, described by the game map. What you discover becomes canon. To do so, roleplay using the **RP format** below as a guideline; you make up the details.

How to Play

- Go to the **Map** tab and **choose an empty square to explore** that is:
 - Adjacent or diagonal to the Red Tower, or
 - Connected to the Red Tower by yellow/blue squares - again adjacent or diagonal.
 List your chosen square in the **Expeditions** tab to indicate that it's currently being explored. Continue to update with your rolls etc.
- Roll d20 for the setting.** Each setting yields a reward to take back to camp after passing an challenge.
- Choose a challenge** from the two types below (terrain or enemies) and play the associated RP dice game to overcome it.
- When you've passed the challenge, **collect the reward** in RP. If there's no set reward then roll d10 for it.
- When you've collected the reward, **roll d3 or d4 for the ending** depending on what challenge you chose. This determines whether the square becomes a safe or unsafe as you leave. You can move to another safe square (meaning safe passage home) or to an unexplored square (which may result in getting stuck on the map with no safe route back to the Red Tower).

Note: If you actually get stuck with no way back, you need to get rescued. This can be an NPC fade-to-black, or another party can RP a rescue by passing a challenge for each unsafe square they must cross to reach you. The square or island you got trapped on is considered inaccessible after you get rescued.

d20	Setting	Description	Associated Reward
1	Larder	A kitchen larder or storeroom whose house is now gone	Preserved food
2	Well	A water well which was replenished thanks to Mareus' flood	Drinkable water
3	Garden	A garden whose house or building is now gone	Living plants
4	Apothecary	A shop of various potions, specimens and magic tools	Medical supplies
5	Tattoo & tailor	A combined tattoo parlour and tailor for adjusting tattoo windows	Intact clothes
6	Dragonsmithy	A smithy which forged dragon steel and/or items for dragons	Armour & weapons
7	Fire pit	A sheltered fire pit where people and dragons once enjoyed company	Construction supplies
8	Public hall	A large public building - for government or community use	Old texts
9	Hiresh Temple	A small temple to the fire god Hiresh	Roll d10
10	Market plaza	An open plaza with statues/trees/etc. surrounded by ruined shops	Roll d10
11	Poorhouses	A collection of small houses once owned by poorer residents	Roll d10
12	Clanhouse	A housing complex once owned by a large clan	Roll d10
13	Hermit cabin	A lone house once owned by a (possibly ostracised) hermit	Roll d10
14	Mansion	A large mansion once owned by one of the richer residents	Roll d10
15	Guardhouse	An office for city guards with an attached jail	Roll d10
16	Vault	A vault or bunker of formerly precious items	Roll d10
17	Amphitheatre	An open-air amphitheatre with a camp for performers' caravans	Roll d10
18	Inn	An inn where visiting people could stay the night	Roll d10
19	Dragon roost	A tower where visiting dragons could stay the night	Roll d10
20	Battleground	A site littered with skeletons and debris where battle once took place	Roll d10

d10	Reward
1	Preserved food
2	Drinkable water
3	Living plants
4	Medical supplies
5	Intact clothes
6	Armour & weapons
7	Construction supplies
8	Old texts
9	Mana stone [6]
10	Locked chest [7]

d3/4	Ending
1	Unsafe [8]
2-3	Safe crossing [9]
4	Safe stay [10]

I Challenge: Terrain

Dice game

Navigate difficult and dangerous terrain to explore the location.

Rules

- Roll a d6 to determine what kind of terrain you need to navigate.
- Roll a d6 and RP attempting to cross this dangerous terrain.
- Crossing the terrain means passing a number of obstacles (flavour up to you)

d6	Terrain	d6	Outcome
1	Unstable structure	1	Become trapped
2	Unstable ground	2	Get an injury
3	Wall/cliff to scale	3	Get a scuff

but should match the terrain, e.g. a rickety bridge for 'Unstable structure').

The team overcomes the challenge once the team has rolled 'Pass an obstacle' an amount of times **equal to the number of players**.

4 If someone becomes trapped, they remain trapped until a **5 or 4 (Save or Escape)** is rolled. Nobody else can get trapped or pass an obstacle while someone is trapped, so reroll if you get a one or a six.

5 When finished, **roll d3 for the ending** (i.e. the location can become a safe crossing but not a safe stay)

Trap Limit

A team can only get trapped an amount of times equal to the number of players plus 2. Once they reach this limit it is too dangerous to continue and the team must be rescued.

If the challenge ends in this way, **roll a d2 for the ending**. (1, Unsafe or 2, Safe crossing) [12]

4	Treacherous tunnel
5	Deep water
6	Old security traps

4	Safe / Save or Escape [11]
5	Safe / Save or Escape
6	Pass an obstacle

2 Challenge: Enemies

Dice game

Battle against an enemy ambush to gain access to the location.

Rules

1 Roll a **d6** to determine what kind of enemy you need to battle.

2 The team starts with **15HP per player**.

Boss or swarm enemies start with **15 HP per player**.

For swarm *and* boss, you must defeat the swarm and then the boss.

The swarm has **8HP per player** and the boss has **10HP per player**.

3 Everyone battles the enemy together. For each round:

- Roll for your enemy first. Use the **2d6 per player**, e.g. use 6d6 for a team of three. Use this as damage dealt to your team.

- Then everyone chooses to **attack, defend or heal** and **rolls for themselves** according to the tier dice table. Everyone can attack and defend, only healers and Paladins in heal.

Apply attack rolls as damage dealt to the enemy.

Apply defend rolls as reducing the enemy's damage to your team.

Apply heal rolls as HP restored to your team.

4 If the enemy reaches 0HP first, you win and it retreats.

If your team reaches 0HP total first, everyone **roll d6** for a **Hail Mary** (everyone works together):

- If the team's total roll is greater than the enemy's remaining HP, you win and the enemy retreats.

- If that fails too, you must select **Ending: 1** and the square becomes 'unsafe'. You must hide until rescued.

Either way, everyone's gravely injured and **the party needs a rescue** (can be free RP, can be NPCs, can be a fade-to-black). Canonically the rescuers will collect the reward for you.

5 If the enemy was defeated, **roll d4 for the ending** (i.e. the location can become a safe crossing or a safe stay)

d6	Enemy
1	Small golem swarm
2	Large golem boss
3	Golem swarm & boss
4	Small draconid swarm
5	Large draconid boss
6	Draconid swarm & boss

Tier	Dice
Base	d6
Intermediate	2d6
Final	3d6
Enemy	2d6

Enemy Notes:

The draconids are dark in colour and salamander-like in shape, with translucent wings. They have toxic slime and breath, and are sized like monitor lizards (20cm to 3m). They are not beholden to Aurea.

Tier Notes:


*A **healer** can choose to attack or defend at Base instead of healing.*

*An **Exorcist** can deal damage equal to their last heal, but only in the next move. [13]*

*A **Paladin** can heal at Base and attack/defend at Final.*

Riag Explorers: Map

Legend
[14]

	A	B	C	D	E	F	G	H	I	J	K	L
1	Battleground ○ Old texts	Amphitheatre ○ Drinkable water	○	Fire pit ○ Construction supplies	Tattoo & tailor ○ Intact clothes	 Red Tower The main camp for the Delvan survivors, located in and around a tall tower of limestone and red marble. Dragon gargoyles with jasper eyes adorn the ledges. Start exploring from here		Amphitheatre ○ Armour & weapons	Dragon roost ○ Intact clothes	○		
2	Poorhouses ○ Mana stone	○	Dragon roost ○ Preserved food	Clanhouse ○ Living plants	Garden ○ Living plants			Apothecary ○ Medical supplies	○	○		
3	Dragon roost ○ Living plants	○	○		Amphitheatre ○ Armour & weapons	Public hall ○ Old texts	Clanhouse ○ Locked chest	Public hall ○ Old texts	Dragonsmithy ○ Armour & weapons			
4			○	Fire pit ○ Construction supplies		○	Market plaza ○ Mana stone					○
5			Dragon roost ○ Mana stone	Mansion ○ Medical supplies	○	Dragon roost ○ Preserved food	Guardhouse ○ Drinkable water	○	○	○	○	
6	○		Poorhouses ○ Armour & weapons	Vault ○ Armour & weapons	Hermit cabin ○ Construction supplies		○	○				○
7	○	○	Dragon roost ○ Preserved food	Larder ○ Preserved food		○	○		○			
8	○							○				
9				○			○				○	○
10			○	○				○				
11			○							○		
12		○				○			○	○	○	

Path of Beasts Pilgrimage

Estraude

Follow the path of the sacred animals and visit Estraude's places of power either by writing, drawing, or roleplaying. Each location offers a task and question for your character to consider. Each visit will earn you a charm dedicated to each god; a completed set is considered to bring luck to for an entire four year cycle.

You are welcome to make your own location, task and question as long as it reflects the traits associated with [the five gods](#).

The charm rewards are only available for apped characters.

1 Iridus

Ambition

Thousands of colourful kites soar above the shrine, dancing like birds, dipping and diving across the vast sky. Tied to each line, a little glowing stone hangs - so at this shrine, at least for a short time, it is as if the stars have been returned to an iridescent sky. Lantern light illuminates the interior hall and cushions line the ground, offering a quiet place to sit and spend time quietly crafting a kite and a wish ribbon.

Every visitor is offered the chance to make a kite of their own design and write a wish on the ribbon so that when the kite flies up into the sky Iridus may read it.

What do you dream of?

2 Mareus

Change

Between two blooming lotus ponds sits a squat shrine made from blue glass and river stone. The interior has been transformed into a miniature rainforest while bamboo channels create a network of streams to connect the two ponds outside. Tiny vibrant fish race along these bamboo 'rivers', glittering in the light.

Rows and rows of giant split bamboo poles, all of varying lengths, rest against the entrance for visitors to pick up and bring inside. They're encouraged to add to and alter the miniature rivers that snake across the interior and reflect on the everchanging nature of Mareus and her rainforest rivers.

What must you change?

3 Therras

Protection

Deep within the lush rainforest, a village's living root bridge was damaged by a recent storm. The church declared the ancient living bridge a shrine of Therras for the pilgrimage and has brought vines, fresh soil and bamboo for its repair. The locals and clergy offer food and blessings to visitors who spend some time repairing the root bridge by building supports, weaving vines and putting down fresh soil to encourage new root growth.

Protecting this vital lifeline for the village will grant all visitors Therras' blessings and a chance to ponder what else needs to be preserved in their life.

What must you protect?

4 Aurea

Victory

On a towering rock spire, overlooking a lush valley, a shrine to Aurea has been built out of rich red sandstone. During the Path of Beast's pilgrimage, the bridge entrance is closed to the fit and able - their only option is to climb the spire to the summit. The climb along the vine-grown spire is long and arduous but small shelters have been carved out of the rock and woven into the vines to offer a moment of rest.

For the visitors who succeed in reaching the summit, they are blessed with a sunny view across the valley, cool drinks and a spicy meal as they bask in their victory.

What must you overcome?

5 Atros

Acceptance

On moonlit nights, deep within the rainforest, an open air shrine encircled by candles can be found. In the centre sits a ring of dark smooth rocks for meditation, while towards the back a pot melts candle wax. The pot is surrounded by low tables laden with different molds, where new candles can be made to join the surrounding circle. Pilgrims are expected to don featureless masks or veils and a white mantle that the dead are usually buried in before entering the shrine. Once inside, their voice must never be louder than a whisper.

Here visitors let go of the ego of life, spend a moment in introspection and light a candle in memory of those who've passed.

What must you accept?


Path of Beasts Charm Case

Generic-kun		2	3	4	5	1	2	3	4	5
Copy Badges from here [↗]	Link [js]	Link	Link	Link	Link					
Ailbhennis		2	3	4	5	1	2	3	4	5
Edrik Mehtar		2	3	4	5	1	2	3	4	5
	Link									
Guenievre Favreau		2	3	4	5	1	2	3	4	5
	Link									
Kamial Pusparna		2	3	4	5	1	2	3	4	5
	Link									
	1	2	3	4	5	1	2	3	4	5
	1	2	3	4	5	1	2	3	4	5
	1	2	3	4	5	1	2	3	4	5

To claim a charm, copy and paste from Generic-kun's row.

Do not copy from this row, you'll overwrite multiple cells!

If a charm isn't available or there aren't enough rows, please tag Az in chat to add the new charm / add more rows.

	2	3	4	5
<i>Iridus</i>				

Slice of Strife

ladlain

Live your daily life within ladlain. Roleplay to explore the town, build your reputation and experience new norms.

*Roleplays will follow the **two formats** below. Both are **mod-hosted** to some extent, to enable exploration of the setting. These roleplays will be available until **31 October** and are for **apped characters only**.*

1 Word of Mouth

Roleplay

Have you heard? Something new is afoot in town and your character can hear it firsthand in a mod-hosted open roleplay.

How It Works

- There is a roleplay forum post titled **[Slice of Strife] Word of Mouth**
- Each time there is some news to be shared, Numbers will post a scenario starter and ping the [@Sabre](#) role
- Anyone is free to join** the scenario, as long as it **makes canon sense** for their character to be there. That said, please don't dogpile the NPC and remember to let everyone have a chance (especially if the scenario is very pertinent to their character).
- Since this is a roleplay, your character and their actions can affect how much news you actually get.
- If a character doesn't succeed in learning the news, Numbers may start a new scenario so other characters can try, or may cutscene it.

Note: These 'Word of Mouth' roleplays are intended to be short and conversational. Numbers may choose to end them at any time to keep things moving along. If you'd like to have a deeper conversation with an NPC, please do so with a 'Daily Life' roleplay instead!

2 Daily Life

Roleplay

Spend time somewhere in ladlain. You can ask for a roleplay prompt to help give yourself direction, or set your own agenda and explore freely.

How It Works

- Choose a location** from the list below that you'd like to roleplay in (or suggest your own idea).
- Ping Numbers** in the [#headcanons](#) channel with your choice, plus your character's **objective** for the roleplay (e.g. looking for something, just relaxing, etc.). If you're not sure, you can ask Numbers to **assign a prompt** to your character.
- Numbers will then either create a RP starter for you OR direct you to an existing RP to join.
- Roleplay freely! Numbers will play the setting/NPCs and pop in mini dice games where appropriate, but otherwise you can simply do whatever you like. This is your character's daily life, after all!
- Since these are semi-hosted roleplays, there is a **limit of 3 at any one time**, to preserve Numbers' sanity.

Terms & Conditions

- Some locations require particular circumstances to enter; I may reject a roleplay request if I feel it's not canon-compliant.
- Due to the openness of this roleplay format, I must warn that in the small chance your character fucks up really badly, I will 'Game Over' them (i.e. I will put them on the next airship out of ladlain and they will not be permitted back). Strife responsibly! :)

	Location	Description	Likely Encounters [16]
North Ward	The North Library	<i>The oldest library in ladlain, known for its historical records.</i>	Fintan, Gobhán
	The Shadetree	<i>The mysterious black tree that wards off monsters.</i>	--
	The Old Keep	<i>An ancient stone fortress, turned town hall, turned refuge. In the Old Square.</i>	--
	Birchbird Clinic	<i>A healing clinic specialising in emergency care and surgery. In the Old Square.</i>	Rowan, Fiachna, Íde
	Marós Apothecary	<i>A store selling medicinal herbs and healing supplies. In the Old Square.</i>	Caltha
	Twelve Seasons Inn	<i>A large inn and tavern, popular with all walks of life. In the Old Square.</i>	Osgar, Olwyn
	The Bell Tower	<i>ladlain's bell tower, now base of operations for the Bloodwatch and battle mages.</i>	Uaithne, Mairenn, Dallan
	Whispering Gardens	<i>A botanical garden behind the Old Keep, filled with overgrown stone statues.</i>	Fuaran
	Donnghal's	<i>A well-reputed smithy belonging to a long line of weaponsmiths.</i>	--
	Ivy Lane Chapel	<i>A small Atroxist chapel that now shelters Relan refugees.</i>	--
Fáithim Street	<i>A steep cliffside road in a residential area. Offers a great view of the whole town.</i>	--	
In Ward	Saileach Glas Library	<i>The best medical library in ladlain. Houses a botanical garden and aviary.</i>	--
	Murmuring Glen	<i>A misty brook where dwarf kelpies are herded.</i>	Seán
	Willowsong Clinic	<i>A shamanistic healing clinic for both people and animals. Sister of Birchbird Clinic.</i>	--

Saileac	Sirideáin Alchemy	<i>A store selling alchemical enhancements for items.</i>	--
	Comb Orchard	<i>An orchard farm providing fruit, vegetables and honey.</i>	--
	Dualach Bridge	<i>A long bridge of braided tree roots, now a defensive border of the Saileach Ward.</i>	<i>Dáirinn, Odhrán</i>
Meacair Ward	Meacair Library	<i>The largest library in Iadlain, known for its alchemy labs and new research.</i>	<i>Roderick</i>
	Vigil's Hold	<i>House of the Ó Cathasaigh Old Clan, now a defence post of the Meacair Ward.</i>	<i>Saraid</i>
	The Capering Cat	<i>A lively tavern, now a hub for hunters to share news. In Green Square.</i>	--
	Copperberry's	<i>A clothing and accessory shop, now mostly doing repairs. In Green Square.</i>	--
	Stagcrown Woodworks	<i>A well-reputed carpenter, crafting anything from houses to coffins.</i>	--
	Spinner's Bend	<i>A wide river bend, popular as a washing and laundry spot.</i>	--
Quartzleaf Ward	Quartzleaf Library	<i>An eclectic library that stores information in crystal-bound illusions.</i>	--
	Autumn Library	<i>The best arts and music library in Iadlain. Uses crystals like Quartzleaf.</i>	--
	Airship Fields	<i>Open fields where airships can land. Only Empire military airships are received now.</i>	--
	Six Spindles	<i>A shop of tailors and weavers who craft woven protective charms.</i>	<i>Eidel</i>
	Miss Mitten's	<i>A spider-petting cafe that now doubles as a shelter for displaced pets.</i>	<i>Moira</i>
	Ceochnán Fall	<i>A cascading waterfall where many flowers grow. A famous wishing spot.</i>	--
Beyond the Wards	White Wolf Manor	<i>House of the Ó Faoláin ruling family, now abandoned and said to be haunted.</i>	<i>(None)</i>
	Nightlark Clinic	<i>A harmonic healing clinic, now abandoned but still contains many medical supplies.</i>	<i>(None)</i>
	The Cemetery	<i>Iadlain's cemetery, a quiet field of flowers scattered with many wards.</i>	<i>(None)</i>
	Stonebraid District	<i>A residential district now overrun with monsters. A gory pool sits in the centre...</i>	<i>(None)</i>
	Wrenweave District	<i>A residential district now overrun with monsters. A strange fleshy tree grows here...</i>	<i>(None)</i>
	Faceless Fields	<i>A wild field where unwanted corpses were disposed. Now deeply haunted.</i>	<i>(None)</i>
	Abhlann Mill	<i>A large watermill that produced most of the town's flour. In Sower's Markets.</i>	<i>(None)</i>
	Biteweed Brook	<i>A lush brook in the edge woods. An excellent spot to find wild herbs.</i>	<i>(None)</i>
Other Towns	Teire	<i>A key trade town, where goods from all Iadlish towns pass through.</i>	--
	Lochliath	<i>The second largest town. It sits upon a large lake.</i>	--
	Corrdubh	<i>The most dangerous town, once famed for its elite battle mages. Now annihilated.</i>	--
	Uirigh	<i>A coastal trade town that was annexed by Reluir, but is now free.</i>	--
	Glanail	<i>A coastal town and major producer of salt for the entire region.</i>	--
	Selíoda	<i>A forest town known for its silk and spider farming.</i>	<i>Éile</i>

► [See map of Iadlain town](#)

[1] This means you should walk away. You do not obtain the item.

[2] If you still want to continue the rp and it makes ic sense to visit another shop. You may reset the game within the thread.

Please make it clear in the thread that you've reset the game and gone to a different shop. Link to the reset post in the completed sheet.

[3] this is suffering

edit: added pity

[4] sry if we weren't technically allowed to do more than 1 task per RP thread (it went so fast!! shakes botchan) but we intended to limit it to 3 attempts regardless :bowing:

[5] added points after pity rate so changed the target to wilbur's hope that's okay... :Q

[6] The mana stone will seem normal to useless until later. It may or may not have a special use.

[7] The locked chest will remain locked until later. It may or may not contain something special.

[8] The location becomes unsafe and inaccessible, e.g. the structure collapses, enemies swarm in

[9] The location is safe to traverse but is not somewhere you'd stay for long

[10] The location is safe and nice enough to live in. People can move here and set up living spaces.

[11] This may be altered in the future, a temporary tweak by Az.

[12] Canonically, rescuers are able to clear a path to make it a safe crossing if you roll a 2.

[13] Exorcists that choose to do damage this way will forgo their roll for that turn.

[14] Light grey: Unexplored

Dark grey: Unsafe

Blue: Safe crossing

Yellow: Safe stay

Notes:

- Consider diagonal gaps between dark grey squares to be difficult passages.

- The difference between blue and yellow is just flavour. They have the same purpose in play.

[15] Link to where relevant roleplay, art or writing is posted.

[16] Don't worry if you don't recognise these names - they're only listed for the sake of those who might know already. Names may be added as more NPCs are encountered.