

How to run the game with five minutes notice.

This scenario sends fantasy characters to investigate a portal into a modern post-apocalyptic world; which has been activated by rouge scientists. The PC's will each be given a portion of magic to collectively use at the end for a 'narrative style' save the world ritual.

This is a very simple linear game to run. It is written with background atmosphere for the GM to use as a jumping off point to throw interesting problems at the players. And as such GM flavour is encouraged. If the players get involved in the small details on their journey it will be much more interesting then a point to point linear method. Various parts of the adventure can be left out depending on the time left for the game.

If you don't have enough players then the extra characters become NPC's. They will be needed for the final ritual. They follow the common consensus.

The scenario is designed for six players. First hand out the character sheet and backgrounds. There is also a sheet with skills for them to check how they work. Get the players started and after the first scene hand them the dream sheet.

The PC's are from the following houses

- House Wizard(Key). The showy magical graduate's. Ready to make his mark.
- House Merchant(Frame). The working class magician, healer, apprentice to the old wizard.
- House Ranger(Hinge). Elven ranger, of the few surviving members of a disappeared race.
- House Builder(Door). Assassin from House politics, left a targets house at the wrong time.
- House Noble(Wooden bar). Landed aristocracy, defender of the kingdom.
- Royal House(Lock). Cat creature, dilettante, trouble maker, scrapper, spy for the royalty.

Events in the Scenario

- The group stops a few hours before the portal. The dream sequence is set up.
- They have the dream, paper hand out. Must stop the second blue light.
- The group discover the old wizard is dead and they have new powers.
- They must travel through the portal.
- They are hailed as gods in the near future modern post-apoc world.
- They must travel to Junk town to get information and supplies to find the likely target.
- Two optional fights on route.
- They meet with the army leadership at the base. Explained rouge scientists have locked themselves away for experiments.
- They must stop the next blue light by diverting the ritual.
- They return home and their capital city is destroyed from magical experiments

Introduction.

This scenario sends fantasy characters to investigate a portal into a modern post-apocalyptic world; which has been activated by rouge scientists. The PC's will each be given a portion of magic to collectively use at the end for a 'narrative style' save the world ritual. The core of the idea is that saving the world will be a thankless job which will bring the PC's no glory.

World Background.

The Kingdom of Houses is only 300 years old. A group of powerful people declared themselves the Royal House in a newly settled land. To gain recognition other families made a 'House' based around their status or work.

The Wizards are the rock stars of this world, and the only profession where people can change House. Demonstration's of new showy spells attract huge audiences. While healing and other mundane spells are looked down upon as repetitive magic. The Wizards Council run the main university and hold a lot of influence and power.

Story Background

Magic has changed. The how and the why is a mystery. The capital city has become engrossed in research and debate. People flock there in search of fame and fortune. The cause seems to be a magical disturbance that has been detected past the northern border. No one wants to leave the city and miss the chance for lasting fame.

Frustrated, the King and Queen order a reconnaissance party to leave immediately. Representative's from six noble house's are ordered to volunteer themselves. Young expendable members, whose death will not impact on their House are ordered to volunteer themselves. They travel with a man simply known as 'old wizard' who advocated direct investigation. He refuses to use showy magic, yet somehow is held in high regard.

The dream and the ritual.

After the first scene each character will have a dream given to them by the old wizard. They will gain an insight into the objective and a portion of magical power to be use in a ritual. This ritual will need all the members of the group. It will assign them a part of a magical door that will be needed to redirect the energy of the dimensional gate. They also get three minor healing spells each and they will be able to understand/speak all languages. The last gain should be discovered in game. The dream is as follows)

During the night you have a powerful dream. You stare up into the sky at the stars. The light from the star becomes small beams reaching down to you. The light collects and spreads like a giant halo, which then forms beneath your feet. You begin to feel lighter and start to be risen up by the light. Until you are in the night sky with just these stars and many beams of light. The light crosses each other, bends and weaves forming a mat. You drift to this mat and sit down. As you touch it small plants sprout around your fingers. One plant creates another plant and soon life fills the mat. You spend time playing with creation.

A banging metal sound and other unknown sounds intrude on your actions. It gets louder and now accompanied by a sucking sound. A harsh blue light punches through your chest and you cannot move. The blue light spreads out across your chest forming a vortex. Items from the matt are sucked through. More of the same sounds now and a second blue ray of light comes out through you at a different angle. They intersect cause an explosion of blue light that tears away the yellow light. All that is seen explodes. Just your consciousness remains.

An old wrinkled hand appears, holding a ball of yellow light. It gives it to you and says, 'With this you must stop the second blue light'. [Character name] I give you this power to be used in a ritual

to prevent the destruction of two worlds by the second blue light. You are the [part of door] that....'. A blurred outline of a wall and door against the night sky. Last but not least you will find me on the other side.

The PC's.

The PC's are from the following houses.

- House Wizard(Key). The showy magical graduate's. Ready to make his mark.
- House Merchant(Frame). The working class magician, healer, apprentice to the old wizard.
- House Ranger(Hinge). Elven ranger, of the few surviving members of a disappeared race.
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- House Noble(Wooden bar). Landed aristocracy, defender of the kingdom.
- Royal House(Lock). Cat creature, dilettante, trouble maker, scrapper, spy for the royalty.

If there are not six players, the remaining characters will travel as NPC's. They will be needed to take part in the ritual at the end of the scenario. The skills page can also be handed out so people can figure out what they can do.

Events in the Scenario

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Pre-amble

The group has travelled for about two months. They have travelled past the known lands and onto a land of steppes. The old wizard has made a deal with a tribe of nomads to bring the party to the disturbance. They rely entirely on the nomads for survival in this unknown environment. The party are tired and hungry from their relentless pace. The wear is even now showing on the nomads.

Scene 1 – The end of the first step

One evening, the disturbance is spotted, by a youth on horse back, scouting ahead. The tribal elders decide to go no further. The tents are put up for the night and the group is invited to the elders tent. The PC's can't understand what is being said but it sounds serious. The old wizard turns to the PC's and says the tribe will travel no further and wait for their return. To honour them they will be allowed stay in the elder tent tonight. The elders leave and then some youths bring in their kit.

The old Wizard stays seated by the fire. He calls them forward one by one and asks if they have any questions (Be mystic, vague and portentous) and blesses them by placing his hand over the PC's heart. Each PC is extremely tired after the blessing and is compelled to go to sleep. If a PC is wary about coming the old wizard will simply talk to them until they relent. He can be forceful but never shows violence.

After the PC's have had their blessing they all hear him gently signing, 'Come on baby, light my fire, come set the world on fire'.

GM note

Hand the players their dream note as they go to sleep. After tell them they gain three minor heal spells. These are different to standard heal spells. On a D6 they can heal up to three wounds after touching the person and concentrating for 10 seconds.

Scene 2 – Awakening to a new reality

As the PC's awake slowly from a deep sleep, chanting fills the tent. The words begin to register and they realise they can understand the tribe for the first time. The players make intelligence tests. Those that pass realise its a ritual for a funeral. The elders are chanting over a still seated wizard by the dead fire. The elders ignore the PC's

Outside their horses are ready plus a spare pack horse with supplies. It seems the rest of the tribe is assembled and chanting. The chanting has a narrative, it tells of heroes leaving to battle the immortal gods. Youths from the tribe act as the PC's and ask for blessings. As the group leave the tribe file out of the camping area showering blessings on the PC's.

Scene 3 – Crossing the threshold

On the horizon a yellow point seems to hover like a spike. As you draw closer an eclipse takes shape. The edge of yellow light gives way to blue, with that pattern repeated the further in it goes. (Show the cover picture)

Eventually you see it hovers just over the ground. Yet it seems almost two dimensional. A strange type of music drifts through, some often repeated lyrics are barely audible, 'Break on through to the otherside'. The eclipse flashes briefly a few times.

The closer the PC's come the air seems charged, almost crackles. The horses start to refuse to go closer then 20 feet. The only way to bring the horses closer will be hard animal tests. If the players are reluctant to go through the Grand wizard can come in a vision or be a voice in their head.

As you step through everything changes. Your bodies are charged, yet you don't feel your body. Your face judders from side to side as if you are being punched by two people one after the other. Then it stops and you hear a sucking sound. Then suddenly you are spit out onto land.

PC's make a dexterity check to see how they land.

Scene 4 – The more things change the more they become the same

Before them is a semi-circle of people in gaudy but artfully sown rags. The crowd will bow before them exclaiming the 'Atlantian Gods have returned'. They are spaced out, drugged out parodies of witches, wizards, holy men, seers, worshipping the portal. It is clear they have no power and little knowledge. On a low stage behind the crowd musicians with strange instruments are playing the song the same song. Oddly the music comes from black boxes and not the instruments.

First the crowd will be awed. Then an silence as both sides figure out what comes next. Then there are questions, appeals to heal the sick, save the world, bring them to their perfect world and how to travel through the portal. Others have tried but seemed to burn up. The PC's can travel back through after being infused by magic during the dream..

The PC's will have to gain control to ask questions, as the people don't want to talk about their life. The answers they get are that the portal was noticed a few months ago, but they do not know why it appeared. The PC's are the first to come through.

If the PC's try magic here it will confirm their 'god' status. Their powers work, but they get the feeling there is little magic in this land. A strong sense of order is in the air. Some magic seems to be coming through the portal and influencing the people here.

A pushy arrogant man, Josh Hartman, will come forward, who will try to take over but just get in the way. A Hare Krishna's, Arjuna, is quiet, but has a strong faith. Arjuna was in the military and has a GPS device. The device is not reliable, because the satellites are failing.

What the PC's learn in general. The world was a much different place before the meltdown. No one agrees at the exact cause. They utter strange words about technology, the internet, cars, petrol, green house gasses. Mixed with David Icke type conspiracies about the lizard men. They talk about technology like high magic in the eyes of the PC's.

The band hang around the stage, their audience's attention elsewhere. Ogee, the lead singer is idly playing with a glowing yellow ball between his hands. Intelligence checks will reveal he looks like the old wizard would have as a young man. The youths magic would not be considered strong where the PC's are from. Here it is an achievement and shows great potential. He fulfils the last line of the ritual.

Ogee seems to be fairly ordinary. He was born after the 'meltdown'. His glowing hands seem to have started soon after he arrived. But he had been practising magic, that had no visible effect since he was a child. He has some strange dreams, but he normally forgets them when he wakes up. He just knows they were important. He will ask the wizard to show him some magic spells. Whatever the wizard does, the boy will be able to repeat, but better and without burning himself out.

The following vision will strike a party member at an inconvenient moment.

Running down a corridor with grey walls. Lots of commotion, men in green clothes and men in white long coats. A big metal door with teeth closing. A red flashing ball with a loud sound. A triangle sign with a yellow background and arced black shapes on top.

If told about the vision, Arjuna will say he knows of a military base near Kansas City. He would have to get the exact co-ordinates from a person in Junk town. Leaving without bringing a crowd will be difficult.

Scene 5 - Junk town, for all your post-apocalyptic needs

The PC's come to a huge straight road that is cracked. Strange box's with seats are littered here. Later metal walls appear on the horizon. Metal is precious for the PC's, this amount of waste metal would be mind boggling. Especially how these people seem to be able to do so little. There is one large gate, guarded by men and women with short weapons held in both hands. Above a tower appears from inside the town. Their guide tries to explain what a gun is. If the PC's don't take it seriously then maybe a brief fire fight is in needed.

The point of this place is to show the remaining wonders of the old world to make the PC's see the wonders of technology. A demonstration on the power of firearms would also be good.

Inside the wall, a shanty town goes to either side of them and around on the inside of the wall. In front a road leads to the central market area. In the centre of the market a raised platform where armed guards watch. One shop has a collection of military/survival bric a brack. It is run by Mr Samuelson, one of life cynics. A well as an old war buddy and sparing partner of Arjuna. They will have to trade for the GPS location of the military base.

Scene 6 – Woof Woof *(Can be skipped if short on time)*

Attacked by a pack of feral dogs

Scene 7 – Harley gangs r us *(Can be skipped if short on time)*

The party travel through the remains of Kansas city. Describe the desolation, decay as well as the strange things of thing civilisation. Arjuna makes a 'we're not in Kansas any more' joke. A river runs through it with three bridges that can be crossed. A roving biker gang stalk the city.

Scene 8 – The light show of the gods.

(opening meeting optional)

Leaving the city, they go back into a rural area. They find a long straight road and a fence that stretches around as far as the eye can see. This fence seems to be made of crocheted metal string. Unlike everything else this seems well maintained. Patrols in neat uniforms come by on regular intervals. Covert entry will be difficult, possibly at night. One things they have at their advantage is the base is underpopulated for it seize. Either the PC's will be captured or they will come in during the meeting. *(See below)*

The base is in high alert. If the PC's openly approach, the soldiers will be suspicious. A demonstration of magic will help. However each soldier they meet will simply pass the buck up the chain of command. Eventually a Jeep will take them to the main building. At the base HQ, two guards stand guard. Otherwise the place seems empty. They are taken through the main lobby to a set of offices. The sectary will buzz the captain. His voice coming from a small box on the table.

Captain Adams is a man desperately trying to step up to the plate, after being thrown in the shit. Some of the fanatical scientists took the top brass into a meeting two days ago. The head scientist Von Sternentor then locked down the vast underground laboratory. They only have access to the first floor basement and a secondary underground test facility to do small scale experiments. The Generals had been trying to convince them another experiment like the failed one would drain the base of its reserves.

(If the PC's have sneaked in they find the meeting here)

Captain Adams calls a meeting in the underground facility. The surveillance inside the laboratory been turned off. The intercom still works. The PC's may be able to convince they scientists for a meeting. The scientists can turn on a cctv connection to the meeting room. The scientists will ask for a demonstration of magic. Then if curious arrange for a face to face meeting. The cctv cameras outside the vault are on.

The entry into the lab is the giant metal wheel from the vision. This opens into a airlock, a second wheel opens then opens for access. An ominous blue light glows behind them. Von Sternentor stands triumphant with some twitchy lab techs who have guns. The general is held hostage with a gun pointed to his head. Von Sternentor will boast that there is no going back, to turn off the machines would cause the base to explode from the backlash.

After the PC's take the scientists out, the soldiers will secure the laboratory. The light from the room will over power the soldiers. Only the PC's and the boy will be able to enter the room. The Hare Krishna waits outside.

In its centre large graphite slabs have been fashioned into a rough hex shape. This seems to be a focusing device. Blue energy crackles around it slowly building up.

If the players are confused or unsure about what to do, Ogee will sit on the ground with his legs crossed. Then spreading his palms over his knees yellow light will come forth, forming the shape of the door. The outline will look vague. If a PC touches their part of the door it will increase in brightness and detail. They will have a feeling of control over that part. The door will open into the

cosmos. The simplest answer is to vent the blue energy into space. If they come up with another narrative solution, use common sense to dictate how practical it is. Ogee will be in a magical coma after the event. The only way to guarantee his recovery is to bring him back to the fantasy world.

Scene 9 – Homeward bound

Once the PC's leave the laboratory, the Hare Krishna tells them that the soldiers are abandoning the base and have wired it to explode.

The PC's will be able to get a lift to the portal site with some soldiers. A doctor will examine the boy. All they can tell is that he is in a deep coma. A successful intelligence test reveals that since this was caused by magic, magic is the cure. The hippies at the portal will call the PC's traitors for bringing the soldier here.

Presuming they bring they bring the boy through the following happens. During transit warp energy ripples around the boy. A successful intuition test will give the sense that the boy went back in time. If not the Players will feel as if they are in a strange limbo and suspect that they are in fact dead.

The tribe of nomads will be waiting for them and hail there return, understand what they have done.

When they return to the capital city, they find it mostly destroyed. The tale learned from survivors is that the city tore apart from the magical energy being released in the city. The survivors are getting ready and return to the land of their ancestors across the short sea.

House Noble will stay and are attempting to build a new nation.

Conclusion

So the PC's have saved the world. It should seem like a hollow victory. No one will believe their tale and even if they do they have more immediate problems at hand. There will be nothing left for them to do but find a new way to live their lives.

Appendix two

Gurps 101

Gurps requires 3D6 to play. A roll succeeds by rolling under the target number. The skill already has the attribute calculated into the skill. Though some tests are solely based on an attribute.

A roll of 3 or 4 is always a success and a 17 or 18 is always a failure. Degrees of success or failure also matter and should be worked into the GM's description. If two people are in an opposed roll they roll under their skill to succeed. The player with the better degree of success wins.

Gurps doesn't have initiative, the character with the higher basic speed goes first. If it is tied then Dex is checked, otherwise use an opposed roll as above.

There are a wide variety of postures you can have in combat. Aiming, all out attack/defence, attack, change posture, concentrate, do nothing, move, move and attack or ready.

Combat. There are two types of combat each with three stages. Melee and ranged combat, with attack, defence and damage rolls. For melee, the attacker has to get below their weapon skill and indicate if they are slashing or thrusting since they have different damage ratings. Then the defender rolls to parry, block or dodge, if they succeed, their degree must be better than the attacker's. I.e. if the attacker gets a +2 to hit, but the defender gets a +3 to block. If the attacker wins damage is rolled. A critical hit will do the maximum damage for the attacking weapon.

Ranged weapons have an accuracy rating, these can be used as a bonus if the gun is being aimed. Extra bonus for bracing and using a scope.

Injury and death. (simplified) At a loss of 1/3 HP, dodge and move are reduced by half. At 0 HP you are in danger of falling unconscious. If you fail a health roll character is dying. Another health roll must be made every half hour to avoid death.

Appendix three

Skills

Acrobatics: Roll below skill

Acting: +1 for every extra point of IQ, -1 for opposite.

Animal Handling: Ability to train animals

Artist (Illusion): Can cast illusions

Camouflage: Use natural materials to hide. Need observation roll to see.

Carousing: +2 to gain info, up to +3 when buying drinks

Climbing: -1 if has light encumbrance

Connoisseur: Bonus to detecting quality

Detect Lies: roll against IQ, fast talk, acting

Diplomacy: Don't get negative result if you fail the roll. Can use to make first impression

Fast talk: Talk someone into doing something wouldn't normally do. Roll against IQ

First-aid: Stop bleeding, CPR etc

Herb Lore: Make potions with plants

Observation: Looking without others know you are doing so. Spot camouflage, sleight of hand etc

Public speaking: IQ skill

Retain Weapon: Resist disarm attempts

Riding: roll to mount animal and if the animal is frightened

Running: Stealth: Roll against the higher of Running or HT to avoid fatigue

Streetwise: Default skill for getting along in rough company

Thaumatology: Magical knowledge, used to study and invent new spells.

Tracking: Perception based roll to follow tracks

Writing: readable, accurate, entertaining etc

Advantages

Acute hearing/vision: Gain 2 points per level for the sense.

Ambidexterity: Don't have -4 penalty for fighting with off hand

Charisma 2: +2 on reaction, influence rolls, fortune-telling, leadership, public speaking skills

Combat reflexes: +2 to fright checks, never freeze, +6 IQ to recover from stun, +1 for team on initiative if being surprised, +2 if you are the leader.

Enhanced block: On character sheet

Fearlessness 3: Add bonus to your will or intimidation checks to resist a fear or intimidation check

Healer 1: Non-magical healing

Healing: Roll under IQ to activate. Spend 1 FP for 2 HP healed. Roll with -6 to heal critical limb

High Manual Dexterity 1: +1 per level for fine manual Dex checks

Magery 0/3: Your level of magic and ability to cast spells.

Outdoors man: pre-configured in stats

Single-minded: +3 on lengthy mental tasks if you stay focused. -6 to notice events around you.

Striking-ST 2: Increases attack strength, combat only, pre-configured on sheet.

Unfazeable: Exempt from fright checks, treat most things as normal if their not aggressive

Voice: Strong clear, resonating voice, preconfigured on sheet

Perks

Penetrating Voice: Your voice carries through crowds, people get a +3 on their hearing roll.

Disadvantages

Gluttony: Must carry more food than is needed and must roll to pass up a good meal.

Very Unfit: -2 penalties to health rolls, recover fatigue at half the normal rate.

Callous: You don't care about others feeling or pain. -3 to teaching

Alcoholism: Normally drinks at night, must roll to refuse a drink. Goes on a binge if can.

House Ranger – Morania Ardonia

You are an elven ranger who has little to do with the cities. House Ranger has a small delegation at court. It is where old respected members of the house retire. Messages flow back and forth to the way houses, the regional centres for the house. You arrived just as the magical change occurred. When the call came out for volunteers, you were picked, being the youngest. Elves are somewhat unusual in the kingdom, since the bulk have gone from the world.

Your cloths are a rag tag of different cloth sown together. This is not out of poverty, but is part of your training. You must demonstrate an ability to work on your own clothes and use colour to blend into your surroundings. Your appearance is angular that is common with elves, you also appear to be in your early twenties by human standards. Your attitude and bearing is relaxed, fluid, alert. When you respond you flow with a situation, endeavouring to use your opponents energy against them.

During the journey northward you were the most at ease. Traveling long distances with few provisions is a way of life for you. You respected the old wizard as your house respect age and wisdom, which he evidently possessed. Even traveling with the step nomads was a rewarding experience for you. You spent the time learning there ways of survival, tracking, finding water etc. This alone has made the journey worthwhile.

Key idea – Standard nature loving wood elf.

House Builder – (Sullt Lidenage). You find it odd that this person was sent for the house. You expected a burly bricklayer, instead he claimed to be some kind of warehouse manager. Even so nothing seems 'logistical' about him. You hear tell that there is a family of thieves in the family. It is of little concern, he keeps up doesn't complain, quite impressive for a city born.

House Merchant – (Harex) This one has spend much time with the old wizard and has become one might even say his apprentice. It seems typical of someone who is payed for work that he can adept himself to any job without having a love for it. If he has learned magic then it has not been expressed, but hopefully he can learn something. Since you have doubts about the old wizards health.

Royal House - (Loc Sibold Rothril-den) This braggart is quite fun. Is obviously up for a laugh and doesn't mind saying bad things about his family who are in power. You think his complaining is part of an act, you have noticed him saying one thing and doing another. You hope he is the kind of person who will be quick witted, when something goes quickly goes wrong.

House Noble – (Telath Bleenat) He is your typical country noble. The type the free moving rangers have the most trouble with. They don't see the value of a fast light armed force. Or the wild forests. They cut down trees organize land for production. Nature has many hidden truths that are beyond sight. You must give it the freedom and then let it lead you.

House Wizard – (Doqua Estosad) He is a typical wannabe wizard with the flashy clothes and arrogant opinions. He has been the least able to handle the journey, been forced to pay for his books to be returned to capital to speed the journey. His once bright cloths are caked in mud and stains. But he insists on wearing them despite looking like a pompous fool. You made many efforts to help him, but he was unwilling to lower himself.

House Ranger – Morania Ardonia

During the night you have a powerful dream. You stare up into the sky at the stars. The light from the star becomes small beams reaching down to you. The light collects and spreads like a giant halo, which then forms beneath your feet. You begin to feel lighter and start to be risen up by the light. Until you are in the night sky with just these stars and many beams of light. The light crosses each other, bends and weaves forming a mat. You drift to this mat and sit down. As you touch it small plants sprout around your fingers. One plant creates another plant and soon life fills the mat. You spend time playing with creation.

A banging metal sound and other unknown sounds intrude on your actions. It gets louder and now accompanied by a sucking sound. A harsh blue light punches through your chest and you cannot move. The blue light spreads out across your chest forming a vortex. Items from the mat are sucked through. More of the same sounds now and a second blue ray of light comes out through you at a different angle. They intersect cause an explosion of blue light that tears away the yellow light. All that is seen explodes. Just your consciousness remains.

An old wrinkled hand appears, holding a ball of yellow light. It gives it to you and says, 'With this you must stop the second blue light'. Morania Ardonia I give you this power to be used in a ritual to prevent the destruction of two worlds by the second blue light. You are the hinge that allows the door to move'. You are shown a blurred outline of a wall and door against the night sky. Last but not least you will find me on the other side.

House Builder - Sullt Lidenage

You are an assassin sent to kill a failed thief from House Builder. You are from House politics which specialises in many forms of helping others gain influence or settle disputes. Due to some unforeseen delays you were not able to kill the target until near dawn. To avoid suspension you dressed in the target's cloths and left by the front door to make everything appear as normal. When you stepped outside the Royal guard arrived. You pretended to be Sullt Lidenage, to find an opportunity to escape. However once you knew the importance of the mission, bringing back valuable information became more important.

Your appearance is that of a short, rough unattractive man. You wear the cloths of your name sake, that over the journey you slowly change to suit you. By making them simpler, more form fitting. At first you were concerned about your attitude and demeanour since you had not been trained in adopting false personalities. However once the group left the city the personality of Sullt became irrelevant, since the group didn't know him except by reputation.

The journey has been difficult but not hard, as you had mainly trained for strength and agility. Your stamina was developed from the constant movement. You have no problem with the tribal nomads you travel with. You have been taught to observe people and understand how they behave. You respect the old wizard as a person of knowledge and wisdom.

Key idea – You are friendly, but people are still wary of you.

House Ranger – (Morania Ardonia). This elf is all you would expect from one who lives outside the cities and towns. He ignores the social customs these the others hold. Which can be a blessing or a curse depending on the situation. He has made traveling easier and it is worthwhile to observe his methods.

House Merchant – (Harex) This one has become the servant of the old wizard. It would seem this befits his station. You know however that someone who is silently an expert in their trade is often knowledgeable and a valuable ally. If the mission proves dangerous, keeping the healer alive could save your life.

Royal House - (Loc Sibold Rothril-den) This cat creature is not the braggart, the outrageous fool his public persona would show you. There are rumours he is an effective spy and agent for the royal house who keeps the troublemakers for the kingdom under close watch. He is used to roughing it somewhat but this journey is taking its toll.

House Noble – (Telath Bleenat) This country noble has ambitions to fight in a real war and not simply gain social standing. This could mean his will be a valuable ally or he will lead you all on a suicidal charge. You have yet to gauge how he feels about using covert means. The ranger stays away, but that could just be from long standing mistrust.

House Wizard – (Doqua Estosad) He is typical of the fools that prance and preen trying to gain favour and wealth with magic. They are often blind to the knife in the back as a result of their public mistakes. They may have uses, mainly as a distraction as the assassins do the real work.

Builder - Sullt Lidenage

During the night you have a powerful dream. You stare up into the sky at the stars. The light from the star becomes small beams reaching down to you. The light collects and spreads like a giant halo, which then forms beneath your feet. You begin to feel lighter and start to be risen up by the light. Until you are in the night sky with just these stars and many beams of light. The light crosses each other, bends and weaves forming a mat. You drift to this mat and sit down. As you touch it small plants sprout around your fingers. One plant creates another plant and soon life fills the mat. You spend time playing with creation.

A banging metal sound and other unknown sounds intrude on your actions. It gets louder and now accompanied by a sucking sound. A harsh blue light punches through your chest and you cannot move. The blue light spreads out across your chest forming a vortex. Items from the mat are sucked through. More of the same sounds now and a second blue ray of light comes out through you at a different angle. They intersect cause an explosion of blue light that tears away the yellow light. All that is seen explodes. Just your consciousness remains.

An old wrinkled hand appears, holding a ball of yellow light. It gives it to you and says, 'With this you must stop the second blue light'. Assassin, I give you this power to be used in a ritual to prevent the destruction of two worlds by the second blue light. You are the solid wood of the door that is its heart. A blurred outline of a wall and door against the night sky. Last but not least you will find me on the other side.

House Wizard - Doqua Estosad

You are a young aspirant of House Wizard and a recent graduate of their prestigious university. Competition is fierce, with each year releasing a new crop of attention seeking former students vying for attention. Now that magic has changed the whole city is buzzing with the implications. Even the commoners are trying to practice magic. When the Monarchy's announcement rippled through the tight knit community there was much tut tuting. However you saw that with so much competition to discover new things your voice would be drowned out. So you volunteered yourself. The bickering administration was only to glad for you to relieve them of their choice, as most wizards would see it as career suicide to leave the city at this time. You travel with your wizard robes and make sure to look the part everyday, despite the mud that is accumulating on them.

Your appearance is that of a young city slicker who is on the make. Your dress has taken a beating on the long journey, but you still aim to dress above the rest of the group. Your packed horse has a collection of robes and gaudy vestments for the times when you are needed to demonstrate your magical skills.

The travelling has been grueling and in your view unnecessary in its haste. Why that silly old wizard, who has never demonstrated his skills was allowed to be leader you will never know. And now you travel with smelly, stupid, barbaric nomads who probably don't know where they are going. Agreeing to go on this mission was a mistake.

Key idea – Verbose, strident, loud, domineering.

House Ranger – (Morania Ardonia). This elf is really just a county bumpkin with an elevated sense of importance. His ease at travelling, only shows his lack of material resources which show your importance and status in life.

House Merchant – (Harex) What a sniveling low life creature this is. Who thinks that just by watching the cleaning the old wizards small cloths he can gain some power. His slavish attempt to copy the old wizard does not impress you at all.

Royal House - (Loc Sibold Rothril-den) This cat creature is fun and amusing. It is nice to have someone with connections to power among you. You will show your magical prowess and earn a high recommendation at the royal court when you return. His jokes at the expense of the royal house do not fool you. If he was really serious, he would have been exiled long ago. He has the best status with his expensive travelling cloths.

House Noble – (Telath Bleenat) Another country bumkin, this one thinks he is educated and noble. He carries much equipment but its all to do with fighting and has the third best status below you. He will be mildly useful to hold up the enemy while yours and the old wizards spells will deal with the problem.

House Builder – (Sullt Lidenage) Another boring person, from a boring house. He stays quiet at least. Hopefully he will stay out of the way when you come across the important magical findings.

House Wizard - Doqua Estosad

During the night you have a powerful dream. You stare up into the sky at the stars. The light from the star becomes small beams reaching down to you. The light collects and spreads like a giant halo, which then forms beneath your feet. You begin to feel lighter and start to be risen up by the light. Until you are in the night sky with just these stars and many beams of light. The light crosses each other, bends and weaves forming a mat. You drift to this mat and sit down. As you touch it small plants sprout around your fingers. One plant creates another plant and soon life fills the mat. You spend time playing with creation.

A banging metal sound and other unknown sounds intrude on your actions. It gets louder and now accompanied by a sucking sound. A harsh blue light punch through your chest. It pins you to the mat. Items in your world are sucked through. More of the same sounds now and a second blue ray of light comes out through you at a different angle. They intersect cause an explosion of blue light that tears away the yellow light.

All goes black. An old wrinkled hand appears, holding a ball of yellow light. It gives it to you and says, 'With this you must stop the second blue light'. ' Doqua Estosad, You are my key, all this power I give out, only you can unlock. It is for a ritual that must come, to prevent destruction. You are the lock of the door'. You are shown a blurred outline of a wall and door against the night sky. Last but not least you will find me on the other side.

House Merchant - Harex

As a member of House merchant finding an occupation is very important. You were apprenticed to an old healer and herbalist. You found you had a natural affinity for magical healing. By finding other healers in the merchant house you were able to become an assistant and then a healer in your own right when the master passed away. You never thought about your profession very much, given how the wizards negative opinion about repetitive magic. The old wizard took you under his wing and showed you how to build knowledge with investigation. You became his servant and he taught you there was more to magic then showing off.

Your appearance would show you to be older then you really are. Life has been hard and your cloths reflect that. You do have some more presentable cloths, for your work as a healer. Your demeanour and attitude is that of a simple straight forward person. You have had to achieve results quickly and so don't fuff about with trying to use a situation to increase your social standing.

The journey with the old wizard has done wonders to your practical knowledge. His advice has also allowed you to keep going on this long and very hard journey. You have no idea how he is able to keep up with the group. Despite his apparent age, he somehow manages to keep going.

Key idea - A plain and simple person, who normally wouldn't doesn't dare talk back.

House Ranger – (Morania Ardonia). This elf is very interesting. He knows about survival and brings useful reports to the old wizard. This allows the old wizard to talk with the nomads. He does much to keep the group going on what is a tough journey.

House Builder – (Sullt Lidenage) This one is hard to gauge. Your questions to the old wizard yield little response, save that all was as it should be. He doesn't complain much which is good. He keeps to himself and sometimes sneaks around at night.

Royal House - (Loc Sibold Rothril-den) This cat creature is interesting and fun. Provides plenty of entertainment and not a bad companion on the journey. The old wizard has told you to be ware of his motives, but you enjoy his non-reverent attitude, it breaks the monotonous journey.

House Noble – (Telath Bleenat) This country noble is your typical stout warrior. He travels heavy, but is heavily armoured. He is speaks his mind and is easy to talk to of practical things. He does his best to keep up but he refuses to let go on his equipment. As no one can tell him what to do, save the old wizard at times.

House Wizard – (Doqua Estosad) He is the type of attention seeking wizard that you will never be. For all the old wizard tries to tell you that their methods often pass over key truths, you feel inferior in his presence. Except when also in the presence of the old wizard who bolsters your spirit.

House Merchant – Harex

During the night you have a powerful dream. You stare up into the sky at the stars. The light from the star becomes small beams reaching down to you. The light collects and spreads like a giant halo, which then forms beneath your feet. You begin to feel lighter and start to be risen up by the light. Until you are in the night sky with just these stars and many beams of light. The light crosses each other, bends and weaves forming a mat. You drift to this mat and sit down. As you touch it small plants sprout around your fingers. One plant creates another plant and soon life fills the mat. You spend time playing with creation.

A banging metal sound and other unknown sounds intrude on your actions. It gets louder and now accompanied by a sucking sound. A harsh blue light punch through your chest. It pins you to the mat. Items in your world are sucked through. More of the same sounds now and a second blue ray of light comes out through you at a different angle. They intersect cause an explosion of blue light that tears away the yellow light.

All goes black. An old wrinkled hand appears, holding a ball of yellow light. It gives it to you and says, 'With this you must stop the second blue light'. 'Harex, What I give you is better in your hands than a merchant concerned with give and take. A ritual must come to prevent destruction. For that you will need to focus and use all the parts of the door. The lives on two worlds depends on it. You are the frame of the door'. You are shown a blurred outline of a wall and door against the night sky. Last but not least you will find me on the other side.

House Noble - Telath Bleenat

You come from one of the many House Noble families who are the bedrock of the kingdom. Your house hold the farm land, train as knights and raise armies during times of war. You have served in the capital as a captain of the royal guard. You yearn for a front line position and this trip is the nearest thing to do that so far. You would rather travel with a detachment of troops. The old wizard is very compeant, but not trained in warfare. You have requested he nominate you if tis occurs but he has refused to impose order on the group for some reason. Still you expect your natural leadership qualities will become self evident once the situation arrises.

Your apperance and demenour is that of a wealty noble. You have well made cloths that are durable. However you are not used to this speed of travel, and you have had to leave some items behind. It is your duty to act like an officer and a leader at all times. This means you are among the first to rise and only go to sleep when everything has been put away. You are informed about what is happening and make sure people know your opinion on matters, even if it wont be followed.

The joureny has become an extention of your training and part of your path to defend the Kingdom of houses. It has been hard, but you endure for the greater good. Traveling with the nomads is a nessacary evil and a descion you understand but don't entirly approve of.

Key idea - Tall, strong, build like a shit-house door. Will stand and fight no matter what.

House Ranger – (Morania Ardonia). This elf is the type that free riegnd on noble lands, ignoring boundries, hunting rights and the generally interfeing on noble lands. Still he is effective in what he does and this mission is outside the kingdom so you fully support his actions, but wont tell him that.

House Merchant – (Harex) This one has become the servant of the old wizard. It would seem he knows his place well. He seems to try and emulate the old wizard, hopfully some of the knowledge will rub off as well. His healing will be useful and if it proves effective then you plan to recruit him into the army if you go on campaign.

Royal House - (Loc Sibold Rothril-den) This cat creature is a braggart and an outrageous fool. He disrespects the royal house at every turn. While you think house noble is better at dealing with some things, such things are best kept within the house. He is surprising well adapted to moving and travelling and does help keep the spirits up at night time as the group relax around the fire.

House Builder – (Sullt Lidenage) A silent man who may or not be who he says he is. It is hard to find out. The truth will out when a challange is faced. If he doesn't aid the group you will deal with him.

House Wizard – (Doqua Estosad) He is typical of the fools that prance and preen trying to gain favour and wealth. Such is the sad truth about magic, it seems to be nessacary to discover new spells and magic. If that is the case then so be it. While magic is important, it cannot be as important as the wizards claim. Still it is a foolish an who goes into battle without significant magical help. If you had your way you would have dragged some more of these preening fools along.

House Noble - Telath Bleenat

During the night you have a powerful dream. You stare up into the sky at the stars. The light from the star becomes small beams reaching down to you. The light collects and spreads like a giant halo, which then forms beneath your feet. You begin to feel lighter and start to be risen up by the light. Until you are in the night sky with just these stars and many beams of light. The light crosses each other, bends and weaves forming a mat. You drift to this mat and sit down. As you touch it small plants sprout around your fingers. One plant creates another plant and soon life fills the mat. You spend time playing with creation.

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An old wrinkled hand appears, holding a ball of yellow light. It gives it to you and says, 'With this you must stop the second blue light'. Telath Bleenat, I give you this power to be used in a ritual to prevent the destruction of two worlds by the second blue light. You are the wooden bar that vetos the door'. You are shown a blurred outline of a wall and door against the night sky. Last but not least you will find me on the other side.

Royal House - Loc Sibold Rothril-den

You are a cat creature from a far off land. You were rescued from imprisonment and adopted into the Royal House. Amused by your jokes, irreverent humour and inability to follow the rules, it was turned around for their benefit. You became a double agent, courting the disaffected in royal circles and reporting back on any threats to the family. In exchange you have a free life to drink, gamble, fornicate and generally run wild.

Your appearance of that of a ginger and white cat wearing gaudy rags. These have become ripped and torn over the long travels. Yet even these cloths you find a way to make the look work for you. Sometimes you run free while naked. The clothes began as a human thing, but became a way to show off. You keep up your demeanour of a care free and irreverent creature. Your attitude to anything remotely serious to think of it as not being important..

The journey has been a royal pain in the ass from beginning to end. You just wish this endless journey would end, so you can return to going to parties.

Key idea – Fun, joking, show-off, irreverent, secretly keeps notes to report back later.

House Ranger – (Morania Ardonia). This elf is another free spirit, its a pity he is so serious and dedicated to his job. Doesn't leave enough time for fun and games. Still, doesn't bring the group down.

House Builder – (Sullt Lidenage) This one is really boring and quiet and doesn't fall for your baiting conversation. He manages to keep up despite being a warehouse manager. You suspect that is not his real job and that house builder is trying to advance some agenda by sending him. You will need to know how that will affect the royal house.

House Merchant - (Harex) Just another servant. Thankfully someone has taken the role of looking after the old wizard, who has a sense of power that is hard to define. This makes the servant a protected perfsn who gains some of the status of the old wizard.

House Noble – (Telath Bleenat) This country noble is your typical stout warrior. He travels heavy and takes life way to seriously. He does his job and it could be important in the future. You respect his martial knowledge and plan to follow if combat starts.

House Wizard – (Doqua Estosad) He is the type of attention seeking wizard that make the city fun. You have watched performances of magic and this guy knows some things but really isn't as good as he claims. He however should be useful if a magical battle occurs.

Royal House - Loc Sibold Rothril-den

During the night you have a powerful dream. You stare up into the sky at the stars. The light from the star becomes small beams reaching down to you. The light collects and spreads like a giant halo, which then forms beneath your feet. You begin to feel lighter and start to be risen up by the light. Until you are in the night sky with just these stars and many beams of light. The light crosses each other, bends and weaves forming a mat. You drift to this mat and sit down. As you touch it small plants sprout around your fingers. One plant creates another plant and soon life fills the mat. You spend time playing with creation.

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All goes black. An old wrinkled hand appears, holding a ball of yellow light. It gives it to you and says, 'With this you must stop the second blue light'. [addressing you by name]'You are my key, all this power I give out, only you can unlock. It is for a ritual that must come, to prevent destruction. You are the seal of the door'. You are shown a blurred outline of a wall and door against the night sky. Last but not least you will find me on the other side.