

Festival of the Four

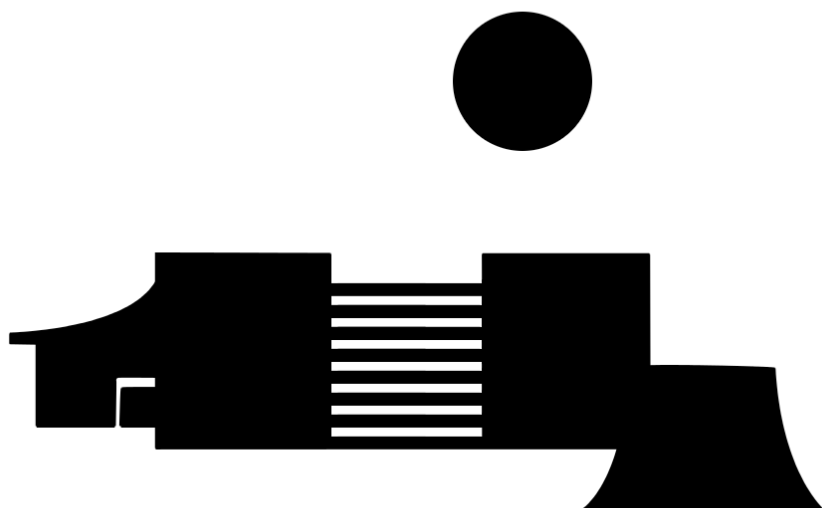
Every fourth year, on the fourth week of the fourth moon the communities of the world gather together at the Dais of the First. While the gathering was originally a spiritual ritual, it grew into a chance to celebrate and meet with other cultures. Now it is the grandest festival in all the land.

Many decisions are made at the festival, and there is a tournament of champions to honor the elements. Unfortunately, this year there is a good deal of unrest at the Festival, as the Earthshaper leaders never arrived, and all the groups are suspicious of everyone else.

The dawn of the second day has arrived and tensions are high; something must be done to figure out what happened. This is where play begins.

Each character has a small number of questions to fill out in addition to the usual procedure of filling out the playbook.

Across the following pages are the questions that each playbook will fill out, followed by a page directed at the MC.



Festival of the Four: Airshaper

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What do you think happened to the earthshaper leaders?

The airshapers have a longstanding feud with the earthshapers, and so to suggest their innocence they've volunteered you to be at the earthshapers' disposal.

What have the earthshapers asked you to do? Have you done it?

You came in second in last year's tournament.
Why are you sure you could win this year if you tried?

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Festival of the Four: Aristocrat

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What do you think happened to the earthshaper leaders?

Your group was to join up with the earthshapers on the trail to the Festival, but they never showed.

What was the condition of the rendezvous site in when you arrived? Were there any hints regarding what happened?

Officially, what is your purpose here at the Festival? Do you have any unofficial purposes?

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Festival of the Four: Earthshaper

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What do you think happened to the earthshaper leaders?

Why weren't you traveling with the same group from the Earthlands?

Who do you think is responsible, and what actions have you already taken against them?

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Festival of the Four: Fireshaper

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What do you think happened to the earthshaper leaders?

The fireshapers have a reputation for acting out.
Has anyone singled you out yet for the trouble?

Several of your friends have been pressuring you to compete in the tournament, despite what happened last time.
Have you made a decision to compete or abstain?

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Festival of the Four: Hunter

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What do you think happened to the earthshaper leaders?

Woodsmen are a rare sight at the Festival.

What prompted you to come this year? How have you been received?

Whose land and culture are you most familiar with?

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Festival of the Four: Monk

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What do you think happened to the earthshaper leaders?

Your monastery attends to the Dais of the First full-time, and carries out the formal rituals. You're also the designated 'neutral party' and mediator. Only one day has passed and you already helped ease a charged situation.

Who was that charges situation involving, and do you think it's really resolved?

The Festival has long been a distraction from the rituals critical to the world's spiritual health, and many monks fear a reckoning is coming.

What are you afraid might happen should the rituals continue to be ignored?

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Festival of the Four: Peasant

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What do you think happened to the earthshaper leaders?

You were a part of the set-up of the Festival and thus are beyond suspicion, as is the group you came with.

What was this group, and are they still being suspected anyway?

What part of the Festival are you proud of having created?

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Festival of the Four: Scholar

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What do you think happened to the earthshaper leaders?

You were already here before the Festival, studying the Dais and the resident monks' practices.

What is your relationship to this order of monks? Do they appreciate your interest or resent your lack of faith?

You received an anonymous note last night.

What did it say? (it doesn't have to be about the earthshapers)

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Festival of the Four: Spiritshaper

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What do you think happened to the earthshaper leaders?

What have you foreseen about the Festival?
What form did that premonition take?

You are the central shaman of the Festival's ritual this year.
Have you done this before? Did you prepare anything special for this purpose?

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Festival of the Four: Warrior

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What do you think happened to the earthshaper leaders?

Active soldiers aren't usually permitted at the Festival if they're not competing in the tournament.
Why are you allowed here?

Last night there was a group of suspicious people you noticed.
What were they doing, and why was it suspicious?

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Festival of the Four: Watershaper

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What do you think happened to the earthshaper leaders?

This is your first time to the Festival, though you've heard stories from others who've been.

What were you most excited to see or do here?

Why couldn't you be here during previous Festivals?

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Festival of the Four: MC

The Festival has a lot of possible plot points to pursue, such as neglected spirits, the tournament, an anonymous note or a suspicious group, all on top of the missing earthshapers. The earthshapers are the core conflict, but the situation is broadly defined so as to accommodate any of those other ideas. Each player will have their own idea of what happened, so draw on those.

All the characters may not even start around each other, and may only know each other from prior Festivals. Put them together early.

Let the characters enjoy the Festival early on! Paint a rather lighthearted picture; this is not a very dark scenario, it isn't meant to be somber and serious.

If it looks unlikely that the players will be fighting to solve the problems, nudge them toward participating in the tournament. This is an action game, so if you're using this scenario to show off the game it's important to see the action rules in play.

Plot: The Missing Earthshapers



Event 1: A fireshaper leader loudly and openly accuses the head airshaper of being behind the incident.

Threats:

Tacha the fireshaper leader. Predator: Boar (*instinct: to charge*).

Sall the airshaping guru. Great Spirit: Tortoise (*instinct: to withhold secrets*).

Event 2: To ease tensions the tournament begins early, against ritual.

Threats:

Oma the Sharp, master shaper. Predator: Panther (*instinct: to hunt, to ambush*).

Neglected spirits. Great Spirit: Dragon (*instinct: to condescend, to covet*).

Event Move: When you discover what happened to the earthshapers, gain 1 Chi.

When you deal with the culprits, gain an Improvement.