

THE DRAGON PRINCE

Tales of Xadia

—▶ ROLEPLAYING GAME ◀—



◆ LOST OASIS ◆

a playtest tale

NOTE: This is a playtest adventure. Due to the goals of a playtest, some player choices are constrained. In future installments of Tales of Xadia, this won't be the case. For groups wishing to simply playtest a few short

*scenes, there are playtest scenes marked for immediate use (marked with **PLAYTEST SCENE**) and additional context and plot summaries are included on their respective pages.*

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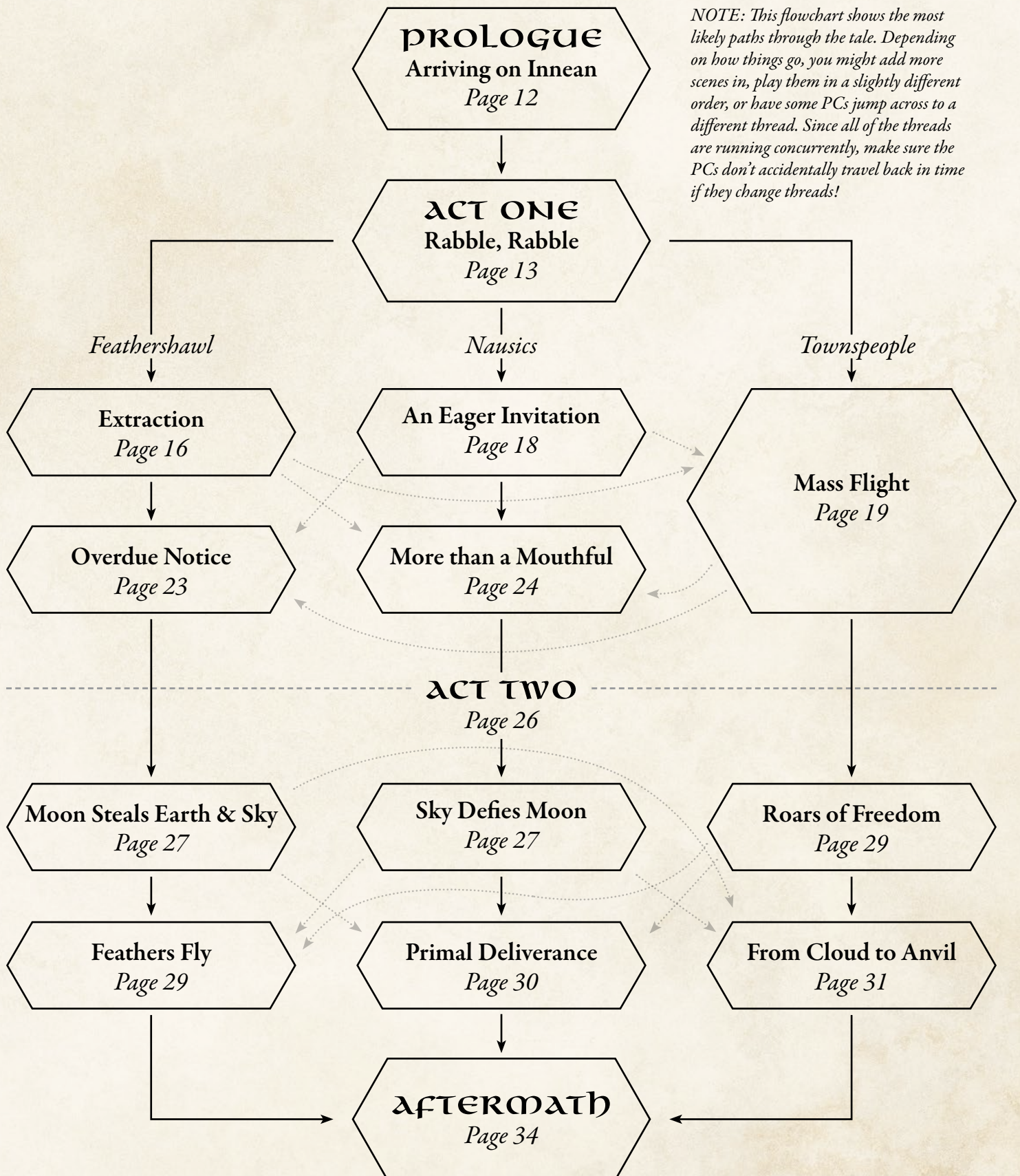
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SCENE GUIDE





A CORTEX PLAYTEST

Welcome and thank you for playtesting our tale! Before diving into the *Lost Oasis* playtest, make sure you have a copy of the *Tales of Xadia Rules Primer* handy. It outlines many of the gameplay questions you and your friends may have and tells you everything you need to play a session of *Tales of Xadia*.

The Narrator for your group is the intended audience for this document. “Welcome, Travelers!” (page 5) is an introduction to share with the players, possibly as a handout in advance.

To ensure that the mechanics are tested adequately while you play, this playtest is generally less open world than the *Tales of Xadia RPG*. It can be played in two ways:

Playtest Scenes: Several scenes, the first few after the Prologue, are designed to highlight player choice and gameplay. These are called out so that groups can immediately experiment with some of the mechanics without needing more than an hour of gameplay time. The Narrator, or one of the players, might take notes

throughout and record how the scene went: which rules seemed to work well, which didn’t seem to work as well, and so on.

A Complete Playthrough: When played from start to finish, *Lost Oasis* takes place over two acts that include many scenes, some of which your players might not end up engaging with. This likely takes a few hours to play and isn’t necessary unless you and your friends want to experience a full adventure with some closure. And who knows? Some of the characters might be so fun that you want to play them again in a future tale, with the *Lost Oasis* a part of their past.

A Note on Difficulty: In most cases, we’ve provided the difficulty dice for tests and challenges, based on the rules in the *Tales of Xadia Rules Primer*. Most of the contests in this playtest are with one of the two catalysts and use their traits. As a reminder, Easy is 6 6, Challenging is 8 8, Hard is 10 10, and Very Hard is 12 12. If you feel like slightly increasing the difficulty on any test, you can always add an additional 6 or two.

welcome, travelers!

Grab your friends and dive into this Tale of Xadia!

After counting yourselves lucky not to have suffered an ill-fate at the battle outside of the Storm Spire, a mysterious tomb-delving Moonshadow elf named **Feathershawl** (they/them) has commissioned your rag-tag crew to investigate an abandoned city floating high across the Xadian sky. The island is on a collision course with a mountain range at the border, and the clock is ticking to salvage a rare artifact from it; you don't have time to do your own research before you leave. Hopefully Feathershawl is trustworthy! The city is called **Innean**, a name that has escaped everyday conversation in Xadia for a long time.

You're hunting a powerful artifact called the **Primal Well**, which conducts Sky and Earth magics through itself. It's a chest-sized chunk of marble, faceted like a diamond, reverberating with the residual magic it collects from the air around it. This is then redirected downward, pushing the city of Innean to a great height in the sky. It's the kind of place that would perk up the ears (elven or no) of any adventurer.

Feathershawl tells you that by the time you make it to the mountains at the border, there's only a 12-hour window to ride to Innean on a magic beam of moonlight and get in and out before the city is destroyed forever. Should be an easy job, they tell you. There's no bystanders that risk getting hurt in an abandoned city. And Innean contains everything from baubles to lost legends. Feathershawl is obsessed with bringing this artifact back to the Moonshadow elves, as they claim their people's lives depend on it. Sounds important!

Intense tour guide aside, it's now off to the mountains with you! What lies ahead?

Cute pigs!

Friendly chickens!

Magical artifacts that need rescuing?

You and your Narrator can find out for yourselves by flying ahead, straight into the *Lost Oasis*!



"I'VE GOT SOME QUESTIONS..."

Make sure your players have read "Welcome, Travelers!" (page 5). You may want to review it with them or read it aloud.

Here are some questions your players might have as you introduce the premise of the tale, along with possible answers that you can read to your players or use to inspire your own answers.

Why are we here, anyway?

Your group of companions has been approached by a mysterious benefactor, a Moonshadow elf named Feathershawl who claims to have discovered a floating city lost to time. They tell you that centuries of natural wind currents high in the atmosphere have steered this city, called **Innean**, towards some mountains near the Border. Now it's perilously close to colliding with said mountains, and you're speeding toward this mountain range to get there before the collision and the city's destruction.

Why can't Feathershawl do this himself?

Feathershawl is only one elf, and they worry things will get complicated. They say:

This artifact is simply too difficult for me to extract alone. I've studied it, sure, but there's little to study. All I know is that I might need the likes of you because even my rather capable powers have their limits. If I'm honest, I've lost both assets and confidence since being Ghosted by Moonshadow society. However, I'm convinced I can use this artifact to save lives and make up for the shortcomings that brought me to that rather traumatic ritual. Now, let's hurry!

Weird how they're hurrying. And why were they Ghosted, anyway? Seems kind of suspicious. If not for this whole "collision with a mountain" ticking clock thing, you might get pushier.

What do I get out of this?

Feathershawl offers each of you a significant sum of money to cover the journey and its risks, but promises the abandoned city contains more than enough intrigue and plunder to satisfy a spectrum of interests. They say:

I have my eye on one artifact in particular, that Primal Well. Oh, if only I could bring it back to the Moonshadow elders for the benefit of my people. You see, my great flaw was I underestimated a plague of worms that destroyed my people's crops, and this artifact could easily float the crops above the now desperately infested soil. I truly hope this excursion will not only help me but also my people.

Tell me, what is it exactly that you crave? Armor? Weapons? Ancient tomes? Glowing jewels? Money? Good will? A story for your grandchildren? I am sure all of that and more lies inside Innean, though the coins will be from another age. As long as we can get my Primal Well, fill your pockets!

They make "filling pockets" sound WAY too easy, but they sure do make jewels sound fun when they say "glowing."



Maybe I could do this without Feathershawl?

They tell you that the journey requires their special Moon magic cloak, which only they know how to use. They say:

I use my cloak to harness a major moonbeam only present during this rare moon phase. The beam will cross the mountainside, as well as the city of Innean itself, for a mere 12-hour window! We shall glide up the moonbeam as if it is a river of light and we float upon a raft. No flying creature can fly so high and brave the mighty winds. It's me or nothing, I'm afraid. Sorry I can't reassure you more; time is of the essence, and I need to bring sustenance to my people.

So, we need Feathershawl to get in and out. But it all feels a little risky.

You're sure it's abandoned, Feathershawl?

Yes! Of course. There's no record of it being in contact with Xadia in centuries. It must be abandoned. Hurry, now!

So the PCs don't have a choice about starting the adventure with Feathershawl?

If this were an actual session of the **Tales of Xadia RPG**, the players would have as many options open to them as they could imagine. However, for a playtest, it's important to get straight to testing out the mechanics, and the easiest way to do that is to have some decisions already made.

So yes, this adventure is dependent on the PCs going to Innean with Feathershawl. But they need not stay with their guide, or even stay together. In fact, some obstacles might prove easier if the PCs choose to split up and follow scenes in separate locations.



BACKGROUND FOR THE NARRATOR

Feathershawl needs the player characters (PCs) to help them recover an artifact from the lost city of Innean.

Nausics has his own agenda, and the **townspeople** just want to survive the collision. These Narrator characters (NCs) are important to the plot, and in Act One they all try to endear themselves to the PCs.

Innean


Innean is a small floating, isolated, Brigadoon-like city where a small population of Skywing elves has lived in harmony for centuries, separated from the rest of Xadian Skywing culture and unaware of Xadia's politics and conflicts with humans. Life has become more pastoral than adventurous, as stratospheric winds quickly made visiting Innean all but impossible and round trips to the ground below are extremely unappealing. The city feels the strain of its isolation, however, as people have begun to disappear (later, players discover people have gone missing as a result of Nausics' experiments). Innean has drifted west over the years and is now about to collide with a mountainside along the Border. Feathershawl has seen many hints that the city is still occupied through their research, but they have conveniently left that out. PCs are told the city is abandoned—until they arrive and see differently.

Catalysts


Catalysts are Narrator characters whose values and importance in the story change as the PCs interact with them, even indirectly. Instead of attributes they have a single catalyst die, which can step up or down during a game. Otherwise they have distinctions, values, specialties, and even assets just like PCs. Their values are key to the way they change and grow in the tale.

The way players interact with catalysts alters the shape of the story, and any NC they encounter has the potential to be a valued ally or a vexing enemy as scenes and conflicts continue. The catalysts of *Lost Oasis* are a Moonshadow elf named **Feathershawl** (they/them) and a wingless Skywing elf named **Nausics** (he/him). Early in Act One, the two argue and become very distrustful of each other. But it's important to remember that they both value the

PCs and both do their best to endear themselves, at least in Act One.

In this playtest tale, the two catalysts start out as  catalysts and can step up this die every time they succeed in a contest that includes one of their primary values. As their catalyst die steps up, so too does the value, and this in turn steps down another value. As Narrator it's your responsibility to track these changing die ratings.

Many Paths

If your playtest session is short, don't worry about the many paths. Just visit one of the scenes marked  and explore that path.

If you're doing a full playthrough of the adventure, each player in your group should decide whether to side with one of the catalysts, focus on the evacuation of Innean, or forge an altogether new path through this tale. There's no requirement for the group to stay together; players can each choose a different thread to follow if they want.

Your players may divert the action entirely from the proposed scenes, if you let them! You can use the NCs and artifacts provided here to aid you in forging your own adventure. If one of the minor characters seems to evolve into a catalyst, you can upgrade them on the fly to suit the story. (See "Succession" on page 32 for an example.)

Some text is written as though the Narrator is reading it to the players, and you can do that if you like. But nothing must be read verbatim. Borrow quotes and phrases all you want, and paraphrase to suit your group's tone and playstyle. In the end, the way you play the NCs is up to you; we provide some basics, but you bring them to life at your table.

It's important to remind your players that they don't need to stay together. This tale is designed so that things aren't inherently easier or "better" if the PCs pursue the same path. The adage of *Don't split the party* doesn't apply here.

Replaying this adventure will get you different interactions and outcomes, so don't be shy. Suggest another session with your players if they want to explore some of what they missed.



Feathershawl is a tall, lanky, gender neutral Moonshadow elf with quiet but grim eyes. Once an elder of the Moonshadow elves, they were exiled for failing to honor an oath that cost elves their lives, and though they never meant to hurt anyone they're ashamed to discuss how horribly they've failed. Their focus is entirely on how to rejoin their society after having been made into a Ghost—something most exiled elves are unable to return from—and they'll stop at nothing to bring back the Primal Well as proof of their commitment to Moonshadow elf culture. They also have a literal magic cloak of owl feathers that allows them to float along beams of moonlight during special phases of the moon. They apologize to PCs for their shrewd and myopic nature, but they're also very distracted by how little time there is and their dream of returning to their people; they're willing to sacrifice manners to achieve their goal. This Primal Well simply must work, they tell themselves, though there are no clear routes to being welcomed back after being Ghosted.

They offer the PCs a significant sum of money—or any other motivations that seem appropriate to enlist the help of the PCs—but neglect to mention the Skywing elves still occupying Innean after all these centuries. Once on Innean, they spend little to no time fraternizing with anyone unless they can provide information on the Primal Well.

Feathershawl's primary value is **LIBERTY**. They want not only the Primal Well, but the opportunity it may provide for Feathershawl to escape their Ghost status and rejoin Moonshadow society. If they win a contest that involves **LIBERTY**, their **LIBERTY** die as well as their catalyst die steps up for each win, up to a 12. But for each of those wins, another one of their value dice is stepped down at the Narrator's discretion. Particularly vulnerable to be stepped down are Feathershawl's sense of **MASTERY** and **TRUTH**, as each matters less the closer Feathershawl gets to pulling off what is essentially a heist.

FEATHERSHAWL

CATALYST 8

DISTINCTIONS

MOONSHADOW ELF 8

EXILED MOON MAGE 8

SINGLEMINDEDLY ACUTE 8

VALUES

DEVOTION 4

Love means little if it makes you powerless.

GLORY 8

Achievements are a powerful currency for me.

JUSTICE 6

All crimes are relative to their effect.

LIBERTY 8

My survival and legacy are deeply pressing concerns.

MASTERY 8

Developing power can solve most of my problems.

TRUTH 8

The relativity of truth is keeping me alive.

SPECIALTIES

HISTORY 8

MOON MAGIC 10

SIGNATURE ASSET

OWLFEATHER CLOAK 8



NAUSICS

CATALYST 8

DISTINCTIONS

SKYWING ELF 8

KEEPER OF THE PRIMAL WELL 8

DARK SECRETS 8

VALUES

DEVOTION 6

I remember the love of others like a nostalgic dream.

GLORY 4

I am genuinely selfless in my pursuit of freedom for Innean.

JUSTICE 8

I see the greater good and the sacrifices needed with brutal clarity.

LIBERTY 8

I am a servant to my people, whether they understand or not.

MASTERY 8

To know a power is to control the future.

TRUTH 8

Patience may keep me from being transparent, but I mean well.

SPECIALTIES

STEWARDSHIP 8

SKY MAGIC 10

SIGNATURE ASSET

NECKLACE OF WARNING 8

Nausics is a stocky, older Skywing elf with elaborate facial tattoos. Like most Skywing elves in Innean, he was born without wings. This Innean elder is the Keeper of the Primal Well. He's known for years that Innean was drifting towards the mountains and he hopes to take the Primal Well with him during the inevitable evacuation. He has secretly forsaken his oath to not touch the Primal Well—by luring citizens into his keep and convincing them to try to hold the Well. His experiments haven't been successful. The frozen bodies of these elves are kept in a lair beneath Nausics' study, at the end of a staircase hidden behind a bookshelf. After many failures, Nausics now has armor—the CUIRASS OF VUXEN commissioned from the local blacksmith, who is proficient in weaving powerful Sky magic into the city's rare metals—which should allow the wearer to carry the Well.

Nausics' lies have drawn lines on his face, though he hides it behind the warm demeanor of a respected public figure. He's eager to tell someone the truth and repent for his horrible experiments, something he believed was necessary but hated to do.

Nausics is driven primarily by the value of TRUTH. He is desperate to confess his sins to someone, and he stops at nothing to make PCs complicit in his redemption quest involving the CUIRASS OF VUXEN. By succeeding in contests of TRUTH, his TRUTH value die rating steps up, along with his catalyst die, up to a 12. But for each of those wins, another one of his values is stepped down at the Narrator's discretion. Particularly vulnerable to be stepped down are Nausics' sense of MASTERY and JUSTICE as he descends into his obsession.

Cuirass of Vuxen and the Primal Well

Forged in Innean by the local blacksmith, Vuxen, this cuirass redirects Earth and Sky magic energy around the wearer in ribbons that orbit them, rather than the wearer becoming frozen by the powerful magic forces. It is an asset, the CUIRASS OF VUXEN 10.

If anyone touches the Primal Well without wearing Nausics' CUIRASS OF VUXEN to protect themselves from its powerful magic, the person making contact might be frozen into a magical statue. If they *do* find the armor, the Primal Well is rather simple to pick up.

SCENE STRUCTURE

Lost Oasis is told in two **acts**, each made up of **scenes** involving the three intertwining **threads**. The point in the tale at which the first act ends and the second one begins is the collision of Innean with the mountainside.

Threads

Three threads lace through the story: one with each of the two catalysts, the third involving the evacuation of Innean's townspeople.

Each player chooses a thread to follow; it's not required for the group to stay together, and probably preferable if they split up to deal with multiple threads through the adventure. Depending on the scene, this may mean PCs are separated from each other, or are at least entering from different directions. Players can create their own threads if they wish, and we offer suggestions for additional scenes (page 32).

However...

...The three narrative threads forge ahead with or without the attention of the PCs, and there are consequences for neglecting them.

Anyone who went with a catalyst has a harder time getting off the island if someone else isn't helping the evacuation effort. If nobody helps the catalysts, their final confrontation is offstage and lacks a mediator, and you should consider additional ways the landscape might suffer, both narratively speaking and the actual earth-and-stone landscape that may shatter in the ensuing showdown.

Only by playing effectively and somehow nurturing all three threads can players save the most lives and get away with the Primal Well.

ANOTHER TALE

We hope you enjoy this story, and if your players grow attached to their characters and would like to keep going, go right ahead! These catalysts might continue to have relationships with characters, or you might have your own ideas for new ones. We hope your finale leaves the door open for adventures that you and your friends weave together!



PROLOGUE – ARRIVING ON INNEAN

After a long period of floating upwards, from the side of the mountains at Xadia's border and along a pale beam of moonlight, the PCs arrive in Innean with a loud WHOOOMP, the violet magic that brought them to the island still swirling around them in tufts. Everyone adjusts to the unusual feeling that they stand upon floating earth. The spell that Feathershaw's been casting for the journey transitions to an illumination spell that lights up the area around them. Boots are all now planted in a small stone courtyard, in the supposedly abandoned city of Innean. Although, it looks curiously clean and well-kept. The soft purple light of Feathershaw's spell reveals that the cobblestone isn't dirty or dusty, it appears swept, and the high stone walls around the edges of the city are occasionally broken up by archways that once led outside of town. Raised bridges close the archways, apparently built by an optimist who imagined a controlled landing more than a collision.

Everyone feels the sensation that they're slowly drifting west towards the looming mountainside. The PCs hear Feathershaw mutter, "Well, that's interesting!" to themselves. The pale purple moonbeam magic continues to arc and swirl from their fingertips, only now it seems to be pulled forcibly between the buildings and towards some sort of keep at the center of town.

A small chicken skitters around the corner, intrigued by the bright alien magic.



Wiggy, a small chicken

The first creature to scope out the party, Wiggy is a proud hen who suffers no fools and loves the child Pereka dearly. She enjoys perching on shoulders and being coddled; she tends to seek out the nearest high-status person and cling to them for clout.

All livestock in Innean are considered the community's responsibility and no one's property, so no one stops a PC from picking up or keeping Wiggy. This hen is called Wiggy because of her wig-like floppy head feathers, but she can learn to respond to a new name. Innean chickens have crossed beaks, where the top of the beak angles a bit to one side and the bottom to the other, because they're used to being hand-fed.

If frightened, Wiggy lays an egg, but won't leave it under any circumstances. This can become awkward when the egg is laid on a person's shoulder, but she has perfected advanced beak-wing-and-foot juggling techniques to keep the egg secure on a person's shoulder as if in a nest.

Give players an opportunity to establish their characters here at the very beginning of your tale—they might deliver a clever one-liner about the chicken or the landing, remark on something they find interesting, etc.

As a catalyst, Feathershaw is a crucial character for the plot, and the shape of the story changes depending on how PCs interact with them. Do your best to convey that, though a bit abrasive, Feathershaw's quest to end their Ghosted exile from Moonshadow culture isn't entirely selfish and they truly want to bring prosperity back to their people. Despite their occasional brusqueness, they seem genuinely grateful to have the PCs with them. The loss that motivates Feathershaw underlies a lot of their interactions. For instance, if PCs make fun of their name, Feathershaw might remark that it's the only thing they have left of their family, and let any possible uncomfortable silence be felt.

ACT ONE – RABBLE, RABBLE

PLAYTEST SCENE

If you're playing this scene alone as a playtest, remember to give your players a summary of the notes and Prologue. Tell them they've just landed, the island needs evacuating, the clock is ticking, and their guide Feathershaw didn't tell them people would be here in the first place. They'll be able to split off into the next three scenes, and you can either continue to those scenes or simply stop once you've found opportunities to give your players a test or contest.

Innean is a city stuck in time, centuries ago. PCs who are familiar with Skywing culture find the scenery eerily familiar yet alien, as even some of the writing on signs has drifted into a strange dialect. This self-sufficient society seems to show a learned simplicity and peace.

It's quite clear that this city is occupied and there was some serious omission of that fact. There's what looks like a functioning library, a functioning blacksmith, and the noises of civilization. Only a few shops appear to have been recently boarded up, as if their occupants have gone missing.

Invite players to question Feathershaw, who's been nice enough but is now unquestionably distracted by the spell they're casting. Purple swirls arch dramatically from their fingers. PCs with any magical abilities notice the odd trail the spell leaves as it drifts, compass-like, towards the keep. Suggest that the players discuss amongst themselves what they think the best course of action is now that there are potentially people to save.

Remember to let Feathershaw be changed by how PCs treat them; they are dynamic in their tone just like the PCs your friends control.

If approached with any hostility, Feathershaw defends their continued casting of this spell, but players can try to stop them. Here's what that **contest** might look like, though you can encourage approaches other than the suggested dice as the player assembles their dice pool.



CONTEST: Convince Feathershaw to stop casting the spell

- **DEVOTION:** Tell Feathershaw there are more important things to cast than this spell
- **TRUTH:** Insist that no magical shenanigans are allowed until they come clean about why there's a chicken and tidy streets in this abandoned city

If players **succeed**, Feathershaw relents, but with immediate consequences. As soon as the spell stops, the entire city shudders and shakes, tilting what seems like a full ten degrees for a moment. PCs hear voices in the distance cry out in fear, voices they were promised wouldn't be present in this supposedly abandoned city that Feathershaw had so carefully researched.

"Maybe you should have let me keep that spell going, huh?" they retort, though they also admit, "I wasn't sure what would happen there, wish I'd known better." Innean's ground levels out again, but now it seems to glide through the air faster. Everyone has the distinct (and unfortunate) impression that it will collide with the mountains much sooner than originally expected.

If players **fail** the contest, Feathershaw continues casting, eyeing the flow of the purple light as townspeople begin to arrive. PCs take **INSECURE stress** equal to the effect die on Feathershaw's successful roll as they realize that not only is Feathershaw hiding something, but another shoe may be about to drop.

Even if the PCs fail to stop Feathershaw from casting now, eventually the spell must end—they can't keep casting forever—at which point the consequences of ending the spell occur as described for a success.

Regardless of the outcome of the contest, Feathershawl is more focused after the distracting conversation. “We must hurry off to work! Lives are in the balance!”

This mission hasn’t only gone wrong, it may have a lot more moral obligation than was promised by Feathershawl, who appears more interested in slipping away than addressing the PCs directly.

An increasingly large crowd of Skywing elves surrounds the PCs, with more chickens and a pig underfoot. None of them were supposed to be here.



Beebee, the small pig

An inquisitive pig about the size of a French bulldog starts scoping out the party’s feet with its snout. Innean pigs have developed short wool to stay warm at high altitudes, as well as short horns for digging grubs out from between cobblestones.

Beebee considers everything that fits in its mouth either food or something to play fetch with. Overtly friendly and overly trusting, it either wants to play, eat, or nap. It also occasionally rolls on its back, inviting PCs to rub its belly.

PCs can give Beebee a new name if they choose, and it considers responding after being addressed by it once or twice. It’s happy to join the party if invited and can be convinced to do many simple tasks if vigorously tousled.

Feathershawl rushes up to one of the elves, an older man with elaborate face tattoos who appears to carry himself with some authority (this is Nausics). PCs can hear their conversation if they follow Feathershawl, but the thick crowd follows, insistent on getting a lift out of the floating city.

Feathershawl and Nausics argue...

“Please, old man. Take me to the Primal Well immediately. I am your only hope of leaving here alive, and I have my own people to save. Let’s go!”

“Old man? Listen here, I am no uneducated fool, and I am not scared of you. I have my own magic. With an opening line like that, I certainly won’t help you and your magical mystery cape fly off with the most precious artifact in my home.”

Regardless of whether they’re overheard, everyone can see that Feathershawl and Nausics are growing frustrated with each other. Feathershawl stomps away and begins to eye the keep, pacing up and down the cobblestone. If any PCs are suspicious about hidden truths, they may want to stop Feathershawl from getting even one step away. Innean elves, including Nausics, are beginning to approach. Some point to the looming mountains. The pig snuffles at everyone’s feet.

What do the players choose to do? Reassure them that they don’t need to all stick together and won’t be punished through gameplay if they temporarily part ways. There are multiple plot threads forming that they should consider focusing on. They could:

- Check in with Feathershawl and try to stop them from stomping away.
- Approach Nausics, who is actively vying for their attention.
- Talk with the townspeople, particularly the ones worried about their impending collision with the mountain.

What happens next is up to the players. They may proceed as a united front or have separate scenes. If the players choose to do nothing, Nausics approaches the PCs.

Feathershawl

If the players choose to follow Feathershawl as their continued guide, they move on to the scene *Extraction* (page 16). But if players perceive Feathershawl as a threat, they may want to stop them altogether. In this case, have a contest; here's some suggestions for players assembling that dice pool.



CONTEST: Stop Feathershawl from running off to another location

- DEVOTION: Appeal to their better nature
- JUSTICE: Appeal to their sense of fairness
- TRUTH: Insist they owe you and these people an explanation of what's going on
- STRENGTH: Grab Feathershawl

If players **fail** the contest but insist on following Feathershawl as they dart off, proceed to *Extraction* (page 16) with that new hostility (and some EXHAUSTED or ANGRY **stress** on the PC) in mind.

If players **fail** and decide to ignore Feathershawl for now as they go hunt for the Primal Well, they take EXHAUSTED or ANGRY **stress** and proceed to either *An Eager Invitation* (page 18) or *Mass Flight* (page 19).

If players **succeed**, they can proceed how they wish. Perhaps they pin Feathershawl to the ground. Perhaps they demand Feathershawl become more polite for the moment or make them admit that they never really focused on collateral damage, hoping the town would evacuate before you all got there. Feathershawl mutters about their own people starving, no less in need of saving than these Skywings. But Feathershawl is temporarily stopped, hoping to slip away soon.

Once Feathershawl is subdued or breaks free of the crowd, they end their spell if it's still going, causing the convenient distraction of the island city briefly tilting and chaos ensuing as the island seems to speed up. If Feathershawl stopped the spell earlier (page 13), there's already enough chaos for them to create a distraction.

Nausics

The Skywing elder is ushering any PCs who agree to go with him into his keep for safety, and for an important conversation he wishes to have with these outsiders. Feathershawl can only be dragged into the keep alongside Nausics if they are forced to—kicking and screaming—as they don't wish to waste time placating him.

If the players choose to speak to Nausics, proceed to *An Eager Invitation* (page 18).

Townpeople

Players who choose to talk with the townspeople now face a **test** to win over the crowd, collaborating on an evacuation. You can leave the “how” up to players; these are suggestions if you and your players aren't sure how to approach the situation. The listed traits are merely one aspect of the dice pool they're building, depending on how they want to approach the situation.



TEST: Get the crowd to trust the PCs with evacuation (CHALLENGING 8 + CROWD 6)

- LIBERTY: Tell the crowd you want to bring them safely to your lands below
- JUSTICE: Announce that, though you came here to explore, you see lives need saving and wish to help
- DEVOTION: Announce that you will do your best to help save every life

The crowd is gasping “Who are you?” and “Please, help us evacuate!” Depending on how this goes, consider if the crowd interactions create an **asset** or a **complication** for players.

If players **fail**, they take an appropriate **stress** and become a bystander as an NC takes the lead or the crowd looks to another PC, proceed to *Mass Flight* (page 19).

If players **succeed** and mingle with the crowd to address their cries for an evacuation plan, proceed to *Mass Flight* (page 19).

What Next?

Thus ends your big opening scene!

If your players express an interest in an option not listed here, you should read ahead and consider the other likely outcomes (in particular the reactions of the catalysts, who both take note of how the PCs proceed) and create your own improvised **action** and **bridge scenes** that guide the tale towards the inevitable collision and one of the possible first scenes of Act Two. Take the reins, clever Narrator; you can forge your own version of the story! Just remember to include **tests**, **contests**, and/or **challenges** in each scene to give them a sense of deeper purpose.

You've also had some chances to try some **tests** and **contests**, so thanks for trying that out!

ACTION SCENE – EXTRACTION

PLAYTEST SCENE

Do any PCs accompany Feathershaw?

If you're just playing this as a playtest scene, it's not very long, so we recommend playing Act One – Rabble Rabble and reviewing the Prologue first!

Assess how much PCs have warmed up to Feathershaw thus far. If PCs are joining Feathershaw now, but nobody has yet confronted Feathershaw about their spell (page 13) or trying to break away (page 15), consider adapting elements of those contests for a new contest here.

If Feathershaw gets a chance to start sharing a plan, they lean in with excitement, relieved to have the PCs on their side. If every PC is in the huddle with them, they also acknowledge that the townspeople might want some assistance.

"Extracting the artifact is going to be... difficult," Feathershaw says, eyeing the PCs to see if they have any taggers-on from the crowd. If PCs have NCs in tow, Feathershaw quietly tells PCs to meet them by the inn next to that great stone keep where their magic led. Feathershaw runs off and attempts to disappear down an alley.

Players can choose to chase them down rather than wait, facing a **contest** against the secretive Feathershaw. The townspeople continue to wait, should players decide they don't agree with the following plan and wish to join the townspeople instead. As players assemble their dice pool, here's a couple of ideas on where to start.



CONTEST: Catch up with Feathershaw as they flee

- **AGILITY:** Run as fast as you can
- **SPIRIT:** Plead for them to slow down so you can catch up

Any new Innean pals politely wait in the street during such a chase. If caught, Feathershaw offers a more frustrated version of the following scene, because if PCs wanted to skip a chase, they should have just gotten rid of those pesky townspeople in the first place. Catch on to that whole sneaky heist vibe, ya know?

Feathershaw expresses their plan, first venting...

That one with the elaborate facial tattoos, Nausics, he claims to want to save the artifact but is obsessed with irrelevant customs and... something about a confession? Give me a break. Distract him if you like, but I suspect he's best avoided if we're to get out of here in time.

Now that the city is moving a little quicker, ahem, I suspect we only have an hour or so before a collision with the mountain. And even then, only a little longer before the entire city crumbles and the artifact is possibly destroyed. Will you help me?

If PCs agree, Feathershaw lays out their plan to search for a hidden entrance to the keep. It requires all the PCs' focus and means ignoring the pleas of worried townspeople. And the PCs can hear them calling "We must evacuate, now!" in the nearby square.

Clearly Feathershawl has a one-track mind. Players who wish to force them to confront any truths or morality must win a **contest** against Feathershawl. Here's three examples to get part of a player's dice pool started.

If the PCs haven't followed this thread, this conversation might happen later, rather than in this particular scene.



CONTEST: Get Feathershawl to fess up to the full story

- **SPIRIT:** Get them to agree to confess for team morale
- **DEVOTION:** Out of a concern for the people in town insist they explain their motives
- **TRUTH:** If they won't be honest, they can't be trusted

Feathershawl hems and haws about how the collision probably won't be fatal, but with a **success** they admit that they'd hoped the townspeople would simply lower the bridges on their gates when Innean drifted close enough. Maybe the PCs would even provide a distraction while Feathershawl went to find the Well.

Feathershawl also confesses that they aren't just no longer welcome among their people; they're a former elder, fallen from the grace the higher status elves enjoy. They hope that something like the Primal Well won't just redeem them with their family but reinstate their entire way of life. They remain resolved to the task at hand and won't be especially keen to discuss their shame, but they hope this admission of privilege

will garner them a little more trust from PCs.

If the PCs are allied with this catalyst, this is an important contest. If the PCs succeed, Feathershawl remembers the conversation, is more likely to defend the PCs, and their catalyst die is stepped up. This makes them more formidable in an escape and more likely to intervene if an NC gets in a PC's way as they improvise something risky. Overall, success should cue you as Narrator to treat the catalyst in a new way during the rest of this tale.

If players **fail**, Feathershawl continues to be relatively cold, thinking of PCs more as means to an end than as allies, and PCs take **ANGRY** or **INSECURE stress**. When asked whether they knew about the city being occupied, Feathershawl simply sighs and rolls their eyes, insisting, "Will you help me save my people from starvation, or not?" PCs can then either rejoin another thread, noting the evacuation only a street or two away, or agree to Feathershawl's terms and proceed to *Overdue Notice* (page 23).

ACTION SCENE – AN EAGER INVITATION

PLAYTEST SCENE

Do any PCs go along with Nausics?

If you're just playing this as a playtest scene, it's not all that long. We recommend reviewing the Prologue and playing Act One – Rabble Rabble first!

The Skywing elder with elaborate facial tattoos introduces himself as Nausics, the Keeper of the Primal Well.

“Welcome, welcome to Innean!” he says warmly, hurrying you into his keep as voices carry through the now-windy streets. “I’m so sorry to distract you from the evacuation, but my people are wise and I know they are destined to figure something out. Please, I need a desperate moment of your time.”

The face of the keep is simple and more rustic than the rest of already rural Innean. The keep’s wall stones are dark, flat, and round, harvested from a natural riverbed the city long ago left the geographic vicinity of.

Nausics wants to know how PCs got to Innean, asking with an element of distaste how well they know Feathershawl. He prefers to address a familiar-seeming Skywing if one is amongst the PCs, but he’s warm to all PCs.

Nausics asks the PCs to sit and eat of the local harvest and drink of the local vineyard, all while learning of Innean’s history. Like a proper mayor he seems eager to share the best of his town, but unlike one he seems to be in shock and unable to react normally to the imminent collision.

If PCs ask questions regarding specific townspeople or buildings, he furrows his brow and demures, saying he doesn’t get out much and hasn’t much to say about other people. He only wants to speak of his days in the Well’s keep, the Keepers of old, long dead leaders of the past, and what a lovely stew he’s made. It might seem rather odd, and PCs might want to call out the idea of sitting and eating at a time like this.

To learn anything more about Innean from him and grind his rambling customs to a halt, players must win a **contest** against Nausics.

Here’s some suggestions of things players might want to use in their dice pool if they want to engage in this contest.



CONTEST: Get Nausics to get to the point

- **TRUTH:** Insist that food and stories all seem like a distraction
- **DEVOTION:** Explain that lives will be lost if you don’t hurry

If players **succeed**, Nausics admits he’s known for some time that Innean might collide with the mountains soon, and it’s caused him to become even more emotionally distant from his people. He’s rambling on and on because this is the last meal he’ll have in his home, and he apologizes profusely. For PCs allied with this catalyst, this is an important contest. If the PCs succeed, he remembers this moment and it affects how he treats the PCs who succeeded from now on. He becomes a steadfast ally for the PCs and his catalyst die is stepped up.

If players **fail**, Nausics wraps an arm around a PC and talks of how well the bounty of the local gardens makes for a hearty broth that, “You’ll likely never find in Xadia again.”

Regardless, he expresses that Feathershawl insisted on skipping dinner and wanted to see the Well immediately, which he found impossibly rude. He adds, “The Well needs a Keeper, you see, because of its power. To touch it without guidance will likely destroy you, and I myself have taken an oath that would cause me to crumble into dust if I even dared to lay a finger on it.”

Unless PCs choose to run right out of the building, proceed to *More Than a Mouthful* (page 24). Nausics checks to see if any other PCs outside might be convinced to join him and may make a passing remark that he believes this meeting in his keep is more important than “panicking” to evacuate. He’s in charge here for a reason, he assures the PCs, though he twitches nervously with what he wishes to divulge next.

ACTION & BRIDGE SCENE – MASS FLIGHT

PLAYTEST SCENE

Do any PCs stay to help the townspeople with the evacuation?

If you're just playing this as a playtest scene, we recommend reviewing the Prologue and Act One – Rabble Rabble first! But this is a big scene we're looking forward to, which includes a challenge!

It's time to plan an evacuation! Window-cakes in some bakeries have tilted as a result of Feathershaw's city-tipping magic surge, and everyone is eager to help. But can you meet the **challenge**? The townspeople are bright and brave, so if PCs are already panicking don't be afraid to have an NC reassure them that all things are possible! If your players are having trouble figuring out their options, see "What's the Plan?" on page 22.



CHALLENGE: Help evacuate Innean! (CHALLENGING, MEDIUM 8 8 8 8)

Impress upon your players that they should strategize how to get rid of the dice in your challenge pool. This is a 8 8 8 8 challenge, as it is a **Challenging** difficulty (8 8) and of **Medium** length (+2 dice) if there are, say, 4 players in this scene. Feel free to add or subtract a die depending on whether there are more or fewer players than that. And of course, here's some dice PCs might want to assemble to beat the pool.

- AWARENESS: Find a fortified place to hide
- STRENGTH: Gather resources and supplies to help
- INTELLECT: Plan a way off the island
- SPIRIT: Reassure and calm the people

Each PC has a turn to roll against the challenge pool, declaring what their part of the evacuation plan is, rolling the dice, and comparing their effect die against the challenge pool's dice (8). If the effect die is 10 or greater, one of the challenge dice is removed. If the effect die is 8 or lower, one of the challenge dice is stepped down (and can be removed on subsequent turns with a 8 effect die). After all the players have taken their turns, the challenge pool can target one of the PCs and try to deal AFRAID, EXHAUSTED, or INSECURE stress.

Townpeople of Note

No visitors have come to Innean in centuries and the elves not only have questions, but theories. For the ensuing interactions with the people of Innean, choose from the provided list of NCs, or create your own. Let players find solutions on their own through their choices and successes; none of these NCs have all the solutions handy.

Nekrex

Nekrex (he/him) is the captain of the guard. He wears simple armor and wields a light club. He's used to merely putting drunks in the drunk tank and other very light police work, and he's never had to think about life outside of Innean. He's thoroughly confused as to what the PCs even represent. He's never seen much trouble beyond some reckless youth and an occasional wayward vulture attacking the hens, and his impression of an authority figure is based almost entirely off of what he's read in a manual passed on to him by his predecessor, the previous captain, Gormuss. Though he announces himself formally with "In the name of Innean, stand down and announce

y-y-your intentions!" he's terribly nervous and eager to please. He accompanies the party if they wish, though if the party next encounters Nausics, Nausics is rather wary of whether Nekrex puts a kink in his master plan. Nekrex is very outgoing regardless of how PCs might proceed and should step forward in a pinch.

Siftress and Pondaryss

Siftress (she/her) and **Pondaryss (she/her)** are eager to get the party's full attention and discuss portents and evacuation, respectively. They work together, clear voices for evacuation.

Pereka and Olanna

The young girl **Pereka (she/her)** and the animals (see Wiggy on page 12 and Beebee on page 14) are tugging at the PCs' pant legs, hoping to tag along with whatever happens next. Wiggy is especially fond of Pereka. **Olanna (she/her)** also begins to follow closely, listening eagerly to any plans. Both can be shoed away but are eager to chat up a receptive visitor.

NEKREX

CAPTAIN OF THE GUARD 8

PROUD 6

CEREMONIAL ARMOR 6

Nekrex is captain of the guard, a kind of folksy, small-town, elected position—the only other guards are volunteers—and has the only proper (though non-magical) armor in town. He'll accompany the party as protection, if they ask, but can't stop turning the topic back to why they don't just try to fortify Innean's foundation, because there's some really nice sports (field tag) and vegetable-fermented ales (cloud turnip cider) here that he'd hate to go without if forced to evacuate. Though not capable as much more than a warm body, he does carry a small club.





SIFTRESS

SKYWING MAGE 6

HELPFUL 6

Siftress claims to have seen the fall of Innean coming...and though the town and party might doubt her, she really did. A light user of Sky magic, she saw the wind of fate that would carry Innean into the mountain months ago and warned Nausics of it.



PONDARYSS

GHOST WHISPERER 6

CLEVER 6

Pondaryss is an elderly, crotchety woman who agrees that everyone must evacuate, but thinks the PCs are actually a group of tricksome ghosts planning to lead them into oblivion. She is bemused but ultimately resigned to this fate and copes by taunting PCs for being so cruel and meddlesome at a time when someone should be building a series of magic hang gliders instead. If she ever meets folks in the land below, she'll of course also accuse them of being ghosts.



PEREKA

FEARLESS 10

ANIMAL FRIEND 6

Pereka is a young girl who's put in peril rather easily. She expresses an interest in following the PCs around but tries not to influence their choices. If allowed to tag along, she's unafraid of virtually everything and asks endless, rapid-fire questions about the world of Xadia below Innean. She has some chewing gum made from local tree root she offers in a pinch if she thinks it will soothe PCs.



OLANNA

FORTHRIGHT 6

HEADSTRONG 6

Olanna is a young woman, sharp and direct and used to getting her way. She asks to accompany the PCs, and insists they focus almost entirely on the escape. She has no combat usefulness but does try to rally a rescue operation regardless of PC proximity and collaboration. Expect to see her stay behind to get every last elf off of the city island when it collides.

What's the Plan?

It's all systems go as PCs hurry to set up an evacuation via one of the plans listed here, or with one the players come up with. But before evacuation, they must brace the organized townsfolk for impact—in the middle of town, but slightly closer to the west side, so as to avoid being in direct contact with the impact or part of a now crumbling city, yet close enough that there isn't far to run to get off of Innean. For anyone in this scene, the catalysts are difficult to reach until they've finished their business with the Primal Well and are beginning their escape.

Hang Gliders

Pondaryss (page 21) has a rather goofy plan to create magically reinforced hang gliders out of palm fronds, branches, and Sky magic. Though far-fetched, a little PC enthusiasm persuades the magically studied locals **Noko** (page 32) and **Siftress** (page 21) to discuss and debate what they know about ancient imbuelements of Sky magic on physical material that just might work. PCs need to succeed at a Hard **test** (10 10) using **MASTERY** to help the town pull off making enough for everyone. Helpful NCs can contribute dice to the player's dice pool.

Portable Bridge

Olanna (see above) is particularly adept at scouting solutions, and if PCs rely on her she realizes that some quick organization could get an entire bridge in town that spans a small chasm to be removed and repurposed as a portable bridge that can be secured and used to evacuate

onto the mountain wherever the island makes contact, provided the collision itself doesn't send everyone straight down the mountainside. To see this physically herculean construction effort through with Olanna, players need to pass a Hard **test** (10 10) using **GLORY**.

Town guard captain **Nekrex** (page 20) makes sure the bridge is moved safely and efficiently, if asked, providing a 8 **asset**.

Convenient Cliffs

If given any responsibilities, **Pereka** (page 21) takes some elves to the edge of the city and discovers evidence of some cliffs on the mountainside, a way some elves might be able to escape down to more relative safety. Players need to pass a Challenging **test** (8 8) of **DEVOTION** if one wants to spread the word of Pereka's observation to the entire population.

THE COLLISION

Unfortunately, the collision has its consequences. As the dust settles, a large cave is revealed in the side of the mountain. At first there are cheers from the people of Innean. A safe, level path off of the main body of Innean! And most of the town is standing, hooray! But suddenly, massive centipede-like creatures lurch out of the cave with horrible screeches. As the shrieks fill the PCs' ears, continue this thread with *Roars of Freedom* (page 29). The current scene, *Mass Flight*, also serves as a bridge scene into the collision, so PCs who help with the evacuation go straight to Act Two for their next scene.

If players see the plans forming with catalysts and wish to split off to join one of those more solitary elves, they need to make a Challenging **test** (88) to escape cleanly, or else the crowd insists that PCs are critical to their evacuation, and the PC takes INSECURE **stress** for trying to abandon them in their hour of need.

Both catalysts wouldn't mind help; in fact, Nausics is even more insistent that PCs ignore evacuation efforts and join him instead. Feathershawl, however, is now harder to talk to with adders-on, requiring a possible repeat of the **contest** in *Extraction* (page 16) where they try to duck into an alley at the sight of townspeople.

BRIDGE SCENE – OVERDUE NOTICE

Do any PCs help Feathershawl look for the Primal Well?

Pleased that PCs are joining them, Feathershawl scouts the buildings adjacent to the Well's keep, looking for basements that might allow for an underground passage to the Well's chambers, which they are convinced is one floor below ground. They also apologize for not making nice with Nausics, but they assure you they anticipated a magical seal around the Primal Well and planned for such a contingency.

They scout three buildings, remarking dispassionately about each.

"An inn? Here? Must be for wayward souls more than visitors. What a depressing concept."

"A craft shop? Look at all the chicken feather jewelry. You'd think they'd have access to more birds than that, this high up in the sky. Not exactly my style."

"A library? Ugh. With a town this small it must be all fiction. Those kinds of books are truly life's duller! But that's our best bet for a basement, let's go."

PCs hear distant shouts that evacuations efforts are underway, but Feathershawl appears quite unmoved. If asked about it, they simply remind the PCs that this artifact represents hope for people both here and across Xadia. However, it's clear that they are obsessed with the Primal Well and it has led to them lying in the past, particularly regarding the city having a living population.

Bailynn, Innean's librarian, is on her way out with as many books as she can carry. She pauses when seeing PCs, who now face a **test** to see if they can convince her to give them free rein of her beloved building.

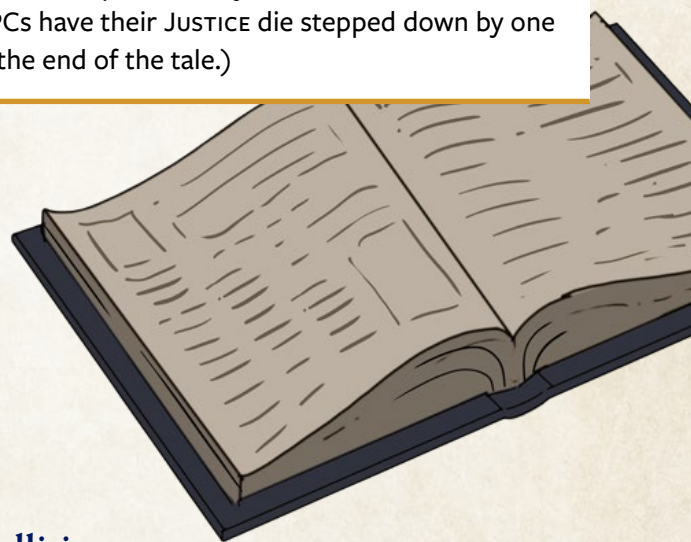


TEST: Get access to the library (EASY 66)

- Suggested traits: SPIRIT OR INTELLECT

If there's a **success**, Bailynn happily allows the group in and Feathershawl misleadingly promises, "We simply want to leave with as much of Innean's history as we can carry."

If PCs **fail**, Feathershawl harshly nudges Bailynn aside with a muted apology. She looks at PCs in horror, who can then easily follow Feathershawl or re-evaluate their thread one last time. (Note: if Feathershawl pushes Bailynn, both Feathershawl and PCs have their JUSTICE die stepped down by one until the end of the tale.)



The Collision

After hurrying past dusty shelves and a desk with a half-eaten sandwich on it, Feathershawl finds the wall adjacent to the keep. Moonlight peers down the staircase and they reflect it onto the wall, causing bricks to float away, revealing a second, darker wall of bricks belonging to the lower level of the keep. As these bricks peel away, PCs suddenly lurch forward. Shelves fly everywhere, separating everyone from Feathershawl for at least the moment. Innean has collided with the mountain. Proceed to *Moon Steals Earth and Sky* (page 27).

BRIDGE SCENE – MORE THAN A MOUTHFUL

Do the PCs go with Nausics into the keep?

The waiting area is decorated with Innean artifacts, portraits of Keepers past, and historical links to the Skywings of Xadia below such as old tableware and pottery.

To the left is a dining room with a pleasant den built in. A warm hearth with a boiling broth, a dinner table with a local root prepared, some kind of unusual lute hanging on the wall—a cozy spot for stories to be sure. To the right is a study with more artifacts and books and a desk.

Ahead, there's a stairwell behind a translucent, glowing blue wall of magic. It's clear, given the context, that the wall is some sort of magical protection Nausics watches over, or possibly even controls. If PCs want to see the Primal Well from where they now stand, this barrier needs to come down. And Nausics won't allow it yet.

"Thank you for accepting my invitation. On behalf of my forefathers, please, sit and listen for just a breath. I have to confess," Nausics says.

If there's more than one PC in the keep with Nausics, one is invited to split off and peruse the study. Nausics says, "I suppose you should take in some of our culture. An imagination carries more stories than any satchel. But they are... technically my belongings. So please only touch the books."

PCs who enter alone or choose to sit with Nausics are served a hearty, home-cooked meal made in the roaring hearth by the dining table. As he serves it, he remarks he was making a meal too large to eat alone when Feathershaw's disruption occurred. He explains that he knew the collision would happen, and he finds Feathershaw's pushiness to salvage the artifact a grave insult to generations of Innean elves.

Nausics carefully puts out the fire, notes that the collision is imminent, and encourages PCs to brace themselves. "Don't worry," he says, "I've studied this inevitability for years. I'm certain you have at least an hour to get off this island, and I only need a few more minutes of your time."

Meanwhile, back in the study, astute PCs—having been told not to—touch everything.

Whether PCs are in the study with the artifacts and books or in the den with Nausics himself, a **contest** using TRUTH reveals Nausics' hubris. He's hiding something dreadful.



CONTEST: Get Nausics to show you his secret

- Suggested traits: TRUTH

With a **success** in the den, Nausics reveals that he's convinced more than a few Innean residents to try to touch the Primal Well with various iterations of his magical armor, the CUIRASS OF VUXEN, and they've all been frozen. The armor he wants a PC to wear, he admits, is the result of much suffering.

If the PC **fails**, Nausics clams up before he admits the worst, and simply moves to getting PCs to try the armor. The PC takes appropriate stress.





TEST: Find something in the study (EASY 6 6)

- Suggested traits: INTELLECT

A **failure** simply gets PCs called back into the den. A **success** reveals a strange gargoyle clinging to the ceiling; tugging on the tongue that wags from its maw causes a bookcase to slide aside.

Hidden behind the book case is a torchlit set of stairs. There's just enough time to quietly descend into a secret lair that Nausics didn't intend anyone—let alone these interlopers—to discover.

Inside there are various mummified Skywing elves, all warped by some sort of Sky or Earth magic. Their faces are frozen in horror, the rest of their bodies twisted like swirls of fiberglass and sparkling marble. They seem trapped in this stasis, frozen and not quite dead. And thankfully in such a magical solid state, they might very well survive a plunge down the mountainside when this city collapses, though only the heavens know how to cure them.

The Collision

When the collision occurs—and you want to time it just so—let it happen as players have felt some of the tension of the Nausics conversation. Then, after the force of impact is complete and there is only a deep and ominous rumbling as the city begins its slow deterioration, tell players that no stew has spilled, and Nausics has with great skill served himself the last bowl. No matter the timing, the last thing he says before the collision is...

You and your companions are truly saviors to me, for I have taken an oath to never touch the Well. I would crumble to dust if these foolish fingers made contact with it. But one of you lot, wearing a chestplate of magical armor I commissioned and have gone to great lengths to test, can safely deliver the Primal Well from Innean. And trust me, you need the chestplate.

Before PCs in the secret lair have time to communicate with PCs in the dining room, the scene abruptly transitions to *Sky Defies Moon* (page 27).



ACT TWO – AFTER THE COLLISION

Congratulations, Narrator! With each scene this story is more and more in YOUR hands. There's only so much guidance we can provide from here on out, but here's a framework for your upcoming improvisations. Your own adventure as a Narrator may feel harrowing, but you've already helped weave a story that includes a floating island colliding with a mountain. That's a lot. So, don't worry, you've got this!

Make sure you congratulate players who prepared thoroughly for the collision. While the city is now crumbling slowly, you can explain that it would be absolute chaos without the PCs. Unbeknownst to them there's some monsters up ahead, so any unity amongst the townsfolk is about to become quite valuable.

You may increasingly feel like you want to allow for player ingenuity not covered here, and that's fine! Make sure you've read all the way through to the end and look at some of the additional scenes (page 32) we offer, so you can see how things might deviate from the simplest narrative threads.

From this point on, everyone's either headed to the Well's keep getting ready for a showdown, or they're clearing the way for townspeople to evacuate, so all the PCs should be tied up with some kind of conflict that way. But soon they're all reunited in the same goal—escape. Innean isn't the quaint floating getaway it was just a few minutes ago.



ACTION SCENE – MOON STEALS EARTH AND SKY

Were any of the PCs with Feathershaw during the collision?

Players open with a Challenging **test** (8 8) to extricate their PCs from the fallen debris before the action begins to break from bad to even worse. Those who quickly free themselves hear Feathershaw note with unusual calm—and perhaps callous disregard for the others affected—that this is actually better because with a half-wrecked library and damaged foundation, the magic flows better and bricks peel away easier.

However, Nausics isn't far from the chamber on the other side, and there are traps!

Bricks that are removed from the foundation of the keep spring to life and attempt to float towards characters. If the **maw stones** make contact, their tiny saw-like teeth gnaw at PCs until they can be pried off in a **test**.



TEST: Break free of the maw stones (EASY 6 6)

- Suggested trait: STRENGTH

On a success, the PC brushes off the stones and moves to the next test so fast that they're a step ahead of arguing catalysts. A failure means a PC takes AFRAID stress and risks not getting to the Primal Well before a desperate Feathershaw or a protective Nausics.

The tiles on the floor of the Primal Well's chamber contain ancient Moon magic and touching or stepping on one activates a **limb splicer** trap that creates the illusion that the appropriate limb has swapped places with another limb on that person's body. It takes a certain amount of lifting/jumping up and re-initiating contact for the limbs to appear back in the right places. Here's suggestions on dice for a PC's pool.



TEST: Grab the Primal Well with your parts in the right places (CHALLENGING 8 8 + LIMB SPICER 8)

- AGILITY: Limit contact with tiles in general
- INTELLECT: Track which tiles swap what limbs where
- MASTERY: See through the illusion used in this trap

With a **failure** the limbs appear to be randomly shuffled on that person's body. As an illusion, the process is bloodless and painless but it's meant to delay intruders until Nausics the Keeper can respond to the alarm.

The process should make for an intense scene that only makes Feathershaw hungrier for the Primal Well, which floats at the center of the room. Should they reach it, transition to *Feathers Fly* (page 29).

ACTION SCENE – SKY DEFIES MOON

Were any PCs in Nausics' keep during the collision?

Dinner, in a sense, is spoiled. Here Nausics may hear one, possibly two alarms ring from his necklace. A chime emanating from a stone in his necklace alerts him that Feathershaw is in his basement (possibly with some fellow PC companions, who are just Feathershaw's hired goons as far as Nausics is concerned). There's a second chime alert should another character have made it to his secret lair full of frozen townspeople. Nausics starts calling on his own magical defenses—Sky magic channeled through his necklace—but he is humbled and looking for allies. He won't pick a fight unless PCs want one.

Nausics trusts that his basement traps sufficiently delay anyone a few minutes and first tries to convince the nearest PC of his intentions.

If the “lair alarm” is sounded, he tells the PC to follow him to the lair and attempts a group confession. (NOTE: Facing his demons in the lair steps up Nausics’ TRUTH, but steps down his LIBERTY.)

If any trust is earned, Nausics lifts his CUIRASS OF VUXEN from a display mannequin. This armor was developed by Vuxen, the local arcane blacksmith, and Nausics presents it to the PCs in the room if they aren’t trying to punish him. The armor allows the Sky and Earth magic coursing through the Primal Well to be pushed away from the one who touches it. Nausics couldn’t test this armor himself because of his oath. So, he lured some townspeople into his keep over the last decade to have them try different iterations of this cuirass. Dozens of innocent people have been put into a kind of magical coma as a result. The armor works now... probably. He tells you he’s worked extensively with Vuxen to have this cuirass fine tuned, and Vuxen himself briefly demonstrated its effectiveness before realizing its dark history and refusing to collaborate with Nausics any further. Nausics would like a PC to be the final guinea pig, if they’ll trust him, and he’ll plead if necessary.

He’s honest and forthcoming about his dark decisions because he sees it as a part of the journey that must be confessed, in almost a religious way that one might expect from a shaman-like Keeper here in this culture.

But is anyone listening to a confession so disturbing, let alone indulging it? That’s up to your players. But if no one volunteers, he brusquely places the armor on the most valiant-seeming character nearby and rushes them towards the basement.

Nausics is also willing to defend himself. If needed, his three suits of **Winged Armor** spring to life, grabbing at PCs.



TEST: Winged armor grapples you and tries to dispatch you
(CHALLENGING 8 8 + WINGED ARMOR 6 6 6)

- **STRENGTH:** Fight the armor
- **AGILITY:** Dodge the armor
- **MASTERY:** Outwit the foolish magic animating the armor

Their magic-empowered metal wings (belonging to Skywing elves of long ago) means that their goal (in a **failed** test) is to drag their target out the front door, up into the open winds, and attempt to fly them off the island to be dropped to their doom.

Nausics isn’t too bad with a nearby quarterstaff, either, so feel free to improvise a hand-to-hand **contest** with him here if you like.

Should players survive the encounter, proceed to *Primal Deliverance* (page 30).



ACTION SCENE – ROARS OF FREEDOM

Were any PCs helping with the evacuation during the collision?

There's a pretty clear objective for PCs here—they've gone from careful logistical planning to mitigating chaos. Giant **centipedes** are attacking the townspeople!

First, have everyone roll an Easy **test** (6 6) to get out of the collision rubble in the street. Then, reveal the segmented, many-legged horrors of the mountain caves as a **challenge**.



CHALLENGE: Monstrous Centipedes (HARD, MEDIUM 10 10 10)

A collision with the mountains causes these creatures to be disturbed from their subterranean life, and they attempt to chase and devour PCs and townspeople alike.

You'd be wise to scale the number of giant centipedes to match the number of PCs outside—one fewer 10 if there's fewer than 4 PCs, but one more 10 if there's more than 4—but either way it's a dangerous scene. As the centipedes thunder into the city, townspeople rush towards the cave and seek cover, but they're prone to wailing and drawing attention to themselves, making them excellent sources of hostage-level peril.

Depending on how the PCs have prepared, this challenge can be resolved in many clever ways.

- They can choose to confront the centipedes directly (they must either be vanquished, subdued, or chucked off the edge of the floating city, where there is a six-foot-high stone wall to hoist them over).
- They can usher townspeople over the bridge and into the mountain paths or the cave using **DEVOTION**.
- They can evacuate themselves and other townsfolk from Innean in their new hang gliders using **AGILITY**.

Remember to read the additional scenes (page 32) for inspiration on how to keep things lively and unpredictable, especially if you're weaving this tale for the second, third, or fourth time and want to add a bit of spice to the recipe. For all we know, a now-loyal Beebee the Pig is wearing the **CUIRASS OF VUXEN** and running across Innean with the Primal Well strapped to its back. Is that even possible? We guess so! But we'll let you write that scene yourself.

Hopefully the centipedes can be dealt with, but regardless of the outcome, proceed to *From Cloud to Anvil* (page 31).

ACTION SCENE – FEATHERS FLY

Do the PCs attempt to remove the Primal Well with Feathershaw's help?

It's time to get out of here, and the clock is ticking before Innean is completely gone. If PCs are still stuck on Innean proper dealing with the Primal Well, combat is quick and brutal and fates are sealed swiftly. But Innean isn't long for this world, so whatever time PCs have left is best spent running like the wind! Unfortunately, the Primal Well doesn't give a PC floaty-flying powers or anything; it's just a hot potato on a crumbling sky platform. PCs could be tumbling down the mountain soon, or worse!

For a PC wearing the **CUIRASS OF VUXEN**, that asset makes it as easy as plucking up the Primal Well and running.

Characters not wearing Nausics' special armor are in for a nasty surprise, and that includes Feathershaw himself. Anyone who touches the Well without the **CUIRASS OF VUXEN** must survive a difficult **challenge**, or else face a creeping, magical stiffening stress to their hand(s), one that ends in becoming a mummy of marble and fiberglass if they don't give up on touching it. Tell them it's alarming, their hands becoming jet black, and as the challenge progresses, they should see the ominous consequence coming. Here's some suggestions for how they can attempt to survive with their die pool.



CHALLENGE: Survive grabbing the Primal Well with your bare hands!

(VERY HARD 12 12)

It's for one player, but it's incredibly difficult.

- **STRENGTH:** Brace your body
- **SPIRIT:** Steel your soul
- **MASTERY:** Run your history with magical processes through your mind as you fight back against the magic
- **DEVOTION:** Think of the Moonshadow people who will benefit from this artifact one day

If the catalysts see each other here, they immediately lock in combat, and if PCs don't intervene, they try to incapacitate each other with Moon magic and **Winged Armor**, respectively.

There's just enough time to pull the Well out of the socket it hovers in, make a mad dash for the bridge (or crumbling collision-point of city and mountain), and hope the PCs land in a safe spot without too many centipedes or longneck hillwolves occupying it. That's right, longneck hillwolves—there's seriously a lot going on out there.

Hopefully at least one of the PCs was helping evacuate, because if everyone went with Feathershawl there's a whole lot of conflict—by way of Nausics and monsters—in the PCs' path now. If PCs locked in a **contest** with Nausics lose, they're doomed to, at worst, be stuck in the keep as it crumbles, or at best flee only to vainly reach out towards the survivors who are safe.

The good news about aligning with Feathershawl is that, unlike Nausics, they've never deliberately caused harm before, making them surprisingly redeemable. They thank the PCs (if they make it off Innean in mostly one piece with the Primal Well) and share more about the time when they were underprepared for the plague of worms that decimated the Moonshadow food supplies. Hoping to bring back something that could float acres of crops, they express—even to Nausics if he's nearby—that there's

a plan in place that makes good use of the Primal Well. It's just that Feathershawl is often too headstrong to stop and explain things to others before it's too late, a bad habit from when they were still a privileged elder. They reveal a small crystal, hidden in their cloak, which shimmers with the images of dozens of different Moonshadow elves as it's turned in their hand. "These are images of my family," Feathershawl says quietly, "and thanks to you, I may see more than this illusion of them soon."

But if nobody cleaned up the monsters, they're in for one more **test** or **contest** with them, and if PCs fail, they may go down the mountainside with a crumbling Innean or have to sacrifice the Well.

Feathershawl listens to characters rage and vent and they offer apologies. This is more than the PCs get from Nausics, who now faces his dark choices in the aftermath and feels little of anything anymore—unless Nausics was bested by an unforgiving character and didn't make it out alive.

Time to proceed to the *Aftermath* (page 34).

ACTION SCENE – PRIMAL DELIVERANCE

Do the PCs attempt to remove the Primal Well with the help of Nausics and his Cuirass of Vuxen?

He's quite keen on helping, but only if PCs sit and listen to his confession before he surrenders the **CUIRASS OF VUXEN**. If PCs listened and have it, the good news is he keeps Feathershawl preoccupied with his **Winged Armor** and quarterstaff, and he shares that the armor makes PCs immune to his traps, so they should be able to run down the stone steps, grab the Primal Well, and run! Hopefully another PC is with the second group and vouches for the PCs to Feathershawl if necessary. Otherwise it's a **contest** against Feathershawl.

Unfortunately, Nausics emboldened by having a PC as an ally is more likely to try and incapacitate Feathershawl as well, so intervention is necessary if PCs wish to keep everyone safe; having had a second PC at the dinner makes such an intervention much easier. One to snatch and run, one to mediate. But who knows, maybe PCs will leave them at each other's throats, morally grey as they both seem.

If PCs manage to scramble the Primal Well away and have Nausics at their side, he pledges a life of service and accountability, offering to let PCs take him to the authorities of their choice. He won't apologize for trying to take out Feathershaw, though. If the catalysts are somehow left on a mountain path or in a cave together, they certainly aren't making a lot of eye contact right now.

When you've seen who lived to be a part of the tale-telling, proceed to the *Aftermath* (page 34).

ACTION SCENE – FROM CLOUD TO ANVIL

Are any PCs outside in the streets helping to evacuate the citizens of Innean?

Congratulations, because this pivotal thread required some serious selflessness, and success in *Roars of Freedom* (page 29) means PCs could have hang gliders waiting for their friends, a large bridge assisting the escape, and maybe even fewer monsters. Accomplishing any one of these three goals means every citizen could make it out alive, if things still go well here.

Manage the chaos, and ideally meet up with PCs who made a go for the Primal Well, and PCs just might survive with all the townspeople and only lose the respect of a catalyst or two. Proceed to the *Aftermath* (page 34).

Longneck Hillwolves

Another danger adds itself to the centipede chaos—**longneck hillwolves** run along the narrow mountain path that Innean now leans against. Their painful bite is just annoying for elves and humans, but they're eager to eat the pigs and chickens and they cause anarchy in an already complicated evacuation.

If the PCs don't distract the creatures or combat them mightily, panic befalls everyone and a few elves (or chickens) might not get out before the landmass crumbles completely, their silhouettes disappearing in a massive cloud of dust.



Longneck Hillwolves

A breed of creatures that look like carnivorous, fanged alpaca roams the mountains. After the collision they impede mountain trails and even run onto Innean streets. Though mostly uninterested in humanoids, they hungrily chase the chickens and pigs of Innean and are happy to bite at the terrified people as they either try to escape with livestock in tow or generally shriek at the sight of the beasts. Not as aggressive as the creatures of the caves, they can be tamed, but they're dangerous nonetheless.



CHALLENGE: Hide or dodge from the longneck hillwolves (EASY, MEDIUM 6 6 6 6)

- Suggested traits: AGILITY OR INFLUENCE

PCs who fared well in *Roars of Freedom* (page 29) can use other townspeople (page 20) as **assets** in this scene, making it easier for their companions to emerge from the Well's keep and make it to relative safety.

ADDITIONAL SCENES

We found these scenes didn't fit the most linear way to tell the story and it's possible you won't use them either. But by reading them you might discover some surprise twists to throw into your tale and fire up your imagination's furnace for a scene not included elsewhere. If you're just playtesting a few scenes, consider this section a reminder that forking off into a completely improvised location and scenario can be a lot of fun.

WELDED FATE

Vuxen, the arcane blacksmith, fashioned quite a powerful artifact in the **CUIRASS OF VUXEN**. There isn't time for him to make a second cuirass, so the original is still



needed to escape with the Primal Well. Vuxen recently learned of Nausics' dark scheme; he could be useful in a scene involving atonement or guilt-driven heroics.

SUCCESSION

Noko is the aspiring apprentice to Nausics—except that Nausics doesn't want an apprentice. Noko has no real aptitude for magic but he's obsessive about lore. He's spent a great deal of time in the museum above the Primal Well but has been (ruefully) denied entry to the relics in Nausics' home. He would love to help the PCs with the Primal Well, regardless of which catalyst they choose.

VUXEN

BRILLIANT BLACKSMITH 8

PRIMAL LORE 8

TRUSTWORTHY 8

Vuxen made armor for Nausics and can be persuaded to spill the tea, especially if the PCs haven't learned about the **CUIRASS OF VUXEN** from Nausics yet. Perhaps a curious PC asking about weapons in Act One spots his burned smock in a crowd. Vuxen might have another forged experiment available or another item or two in stock that PCs could use as an **asset**.

NOKO

SKY MAGIC 4

USEFUL LORE 8

IN THE WAY 8

Noko wished to be the next Keeper, but he's clearly lost his chance by the time the PCs arrive. He's eager to discuss magic, and PCs might notice the robed figure and trust his youthful energy more than Nausics'. Though not intended to be a catalyst, a crafty Narrator could spin the tension between Noko and Nausics into a new thread about Noko's sincerity and humble values de-escalating the pride of one of the two original catalysts.

LOYAL SWARM

If chickens (page 12) and pigs (page 14) are so friendly here, perhaps an army of them could be bootcamp trained in an hour by a PC who loves animals. Who knows? They might even be able to form an **asset** against a giant centipede if the dice rolls came out right.

DESCENT OF THE COWARD

PCs might not only hang glide to Xadia below, but selfishly bail and find themselves a relative non-participant in the great evacuation. The adventure doesn't end when they choose a hang-gliding escape. If a selfish townspeople joined them, be sure to tell the PC about how relieved (or not relieved) they are in a conversation on the way down. If a PC sadly loses the fight above and tumbles to their doom (hopefully no one is that reckless), consider mixing this with the *Purgatory Plummet* scene.

PURGATORY PLUMMET

If someone falls off Innean—through combat, as a frozen statue of magic, or other bad skydiving premise—you should break it to them: things look grim. And if you think your players might enjoy a bit of gallows humor, you can try it with a smile, like this...

Sorry to see you go, but sometimes exploring a giant floating rock up near outer space can lead to some seriously bad consequences.

You're falling fast now. Faster. Faster. The shattered remains of a nearby toy shop tumble around you. You note that instead of teddy bears, there's only plush pigs and chickens. But they're all wearing cute little outfits. You'd sure like to stay alive so you could collect them. There's a pig in a detective costume, a chicken in a lawyer costume. So creative!

You keep falling. Boy, mountains sure are high up. Eventually you see what must be the toyshop's sole plush badger. Wow, you think, how cool! Innean had stories, or drawings, of a badger! Then you realize it's not a badger, it's just a pig in a little cat burglar costume. You realize this right before you collide with the forest below.

For anyone who escaped on a hang glider, as you and your compatriots reach the end of your hang glide, you hear a voice cry out above you, "Oh wow, a badger!"

Then your friend rockets past you as you hear them say "Oh, wait..."

You surmise that their last memory was a disappointing badger experience.

OTHER SAD OUTCOMES

Escaping Innean is a matter of life and death, but you aren't required to subject your players to graphic death scenes. You can utilize the chaos to mask or imply that not everything went great, and certain fates are unknown. Do a headcount after the escape and grimly note that the number is smaller than hoped. Explain the confusion and the monsters were just too much to overcome and leave it at that. There are also plenty of consequences that can show the intensity of the situation without killing anyone off.

The Primal Well is the easiest sacrifice. If you don't want this rare artifact to disappear forever, have a centipede snag it with their mouth at the last possible second as a consequence of a fight-gone-bad, and everyone can watch the precious artifact rocket upwards, a confused centipede holding on with its mandibles, and disappearing upwards into a distant speck.

If a loss seems to suit the story, there's no need to describe a hand reaching out and falling away with the plummeting cobblestone. You can often say even more by saying nothing at all, having your NCs bow their heads in sorrow and grief, and let loss speak itself without words. If a PC's loss suits the story, that's fine as long as the player is driving the narrative of how their character dies heroically.





THE AFTERMATH

If characters escape with the Primal Well thanks to the CUIRASS OF VUXEN or amazing **challenge** rolls, they notice that three colored crystal deposits have formed on it: blue, red, and violet. They represent primal sources! PCs can attempt to remove and use them, but if they touch one, the other two shatter. Try to grab two or all three at once and they all shatter. Sorry, greedy mages! Blue leaves PCs with a SKY SOURCE **6**, Red with an EARTH SOURCE **6**, and Purple with a MOON SOURCE **6** (thanks for glomming that last one on only a few hours ago with the screw-up, Feathershaw!).

PCs who escape without the glory of saving the Primal Well see it rip itself free of something. Maybe rubble, maybe the sad hands of Feathershaw! or a PC who grabbed it too late, or perhaps the hands of Nausica as he turns to ash. The Primal Well rockets up into the sky now that the island isn't there to lock it into a fixed altitude.

Regardless of the Well, each active Narrator character should thank the companions for whatever good they did with the time they had.

Now, perhaps they face a long trek down a mountain path. PCs could be exploring a winding cave hoping to find an opening in the foothills. They could be floating gently with their hang gliders and meeting some confused Moonshadow elves below.

Thus ends your *Lost Oasis* tale, and the quest for the Primal Well.

WHAT'S NEXT

Players may find their character now has a vendetta, a death wish, or new trajectory for their artifact-hunting career. Pay attention to what a PC wants, desires, and excels at and you might very well find the springboard for your next adventure! There's plenty of tales you can weave for yourself now, from helping Feathershaw! walk the Primal Well back to their people through a mountain pass guarded by humans, to finding Nausica a therapist while he's in Skywing prison.



DIYAN

As headstrong as he is kind, Diyan fought alongside Vinaya in Queen Aanya's army wielding a thick skull and a Durenian spear. But his soul was sprinkled with wanderlust, and he hopes to indulge it in an era of peace. If human hostilities ever ebb, he hopes to travel with Vinaya to visit Katolis, like their Duren ancestors did.

VALUES

DEVOTION 10

I find passion and heart in everything, even battle.

GLORY 8

Although fighting is often unpleasant, my legacy demands it.

JUSTICE 8

When honor calls, I do not waver.

LIBERTY 4

Society is too important for me to put myself above it.

MASTERY 6

I won't make a fool of myself fixing what isn't broken.

TRUTH 6

My actions speak louder than empty promises.

DISTINCTIONS

DURENIAN FREEFOLK 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.

SOLDIER OF THE GARDEN 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.
- *Graceful Warrior:* Spend a PP to add both your **AGILITY** and **STRENGTH** dice to your dice pool in a test, contest, or challenge that deals with battle, instead of just one attribute.

NEVER BACK DOWN 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.
- *Resolute:* Spend a PP to add one of your stress dice to a test, contest, or challenge. Step down that stress die afterwards.

SPECIALTIES

SPEARFIGHTING 8

AGRICULTURE 6

ASSET

DURENIAN SPEAR 8

A long, tri-pointed spear common among Durenian soldiers.



ATTRIBUTES



STRESS

AFRAID — 4 6 8 10 12

ANGRY — 4 6 8 10 12

CORRUPTED — 4 6 8 10 12

EXHAUSTED — 4 6 8 10 12

INJURED — 4 6 8 10 12

INSECURE — 4 6 8 10 12

VINAYA

Vinaya recently felt her icy noble veneer crack when she and her best friend Diyan met Winda the hunter, who shared her skepticism of manipulative personalities. Vinaya's specialty is seeing through centuries-old grudges that her elders lean on like crutches, and her friends try to convince her to use that power for more generous reasons than she may normally be inclined.

VALUES

DEVOTION 4

I have my friends, but who needs everyone else?

GLORY 6

War is for the weak. I'd rather surgically analyze the problem.

JUSTICE 8

I may be bitter, but it's because I so clearly see right from wrong.

LIBERTY 6

The real fight is work, not tussling in the streets.

MASTERY 8

Through determination I will outsmart them all.

TRUTH 10

You can find a liar by the scent of their lies.

DISTINCTIONS

DURENIAN NOBLE 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.

HERALD OF THE QUEEN 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.
- *Orate:* Spend a PP to double your **INFLUENCE** or **SPIRIT** die on a test, contest, or challenge that involves using your speaking voice.

YOU DON'T HAVE TO REMIND ME! 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.
- *Instant Recall:* Spend a PP to remember a helpful fact or detail from something you once read, giving yourself or an ally an asset for a single test, contest, or challenge.

SPECIALTIES

HISTORY 6

POLITICS 6

DIPLOMACY 6

ASSET

CHRONICLES OF ELARION 8

A bound collection of stories, tales, and poems from the ancient days of the Human Kingdoms.

ATTRIBUTES



STRESS

AFRAID — 4 — 6 — 8 — 10 — 12

ANGRY — 4 — 6 — 8 — 10 — 12

CORRUPTED — 4 — 6 — 8 — 10 — 12

EXHAUSTED — 4 — 6 — 8 — 10 — 12

INJURED — 4 — 6 — 8 — 10 — 12

INSECURE — 4 — 6 — 8 — 10 — 12

WINDA

After the death of King Florian, Winda grew dispassionate about her homeland and decided to explore the wilderness. There she discovered her new friends Diyan and Vinaya of Duren. Though gruff and sarcastic by nature, she has grown curious about the greater possibilities for Xadia and whether her actions could actually play a role in its unification.

VALUES

DEVOTION 8

I may snark, but I'm loyal to a tee.

GLORY 6

I'd rather wander alone than upset the balance.

JUSTICE 6

I don't run from wrongdoing, but I don't run to it either.

LIBERTY 10

You couldn't drag me to a fancy meal kicking and screaming.

MASTERY 8

My survival skills are incredibly important to hone.

TRUTH 4

I'd rather serve you snark than what I'm really feeling.

DISTINCTIONS

DEL BARIAN HINTERLANDER 8

- **Hinder:** Gain one PP when you switch out this distinction's die rating for a 4.
- **Tough:** Spend a PP to convert your **INJURED** or **EXHAUSTED** stress into another kind of stress. If you already had stress of that new type, step up that stress.

TRAILBLAZING HUNTER 8

- **Hinder:** Gain one PP when you switch out this distinction's die rating for a 4.
- **Keen Eye:** Spend a PP to double your **AWARENESS** or **AGILITY** die in your dice pool when following a trail, aiming at a distant target, or spotting something far off.

FOOLHARDY FRIEND 8

- **Hinder:** Gain one PP when you switch out this distinction's die rating for a 4.

SPECIALTIES

TRACKING 8

CLIMBING 6

ASSET

LIGHT CROSSBOW 8

A finely-crafted crossbow with a case of quarrels.



ATTRIBUTES

STRESS

AFRAID — 4 — 6 — 8 — 10 — 12

ANGRY — 4 — 6 — 8 — 10 — 12

CORRUPTED — 4 — 6 — 8 — 10 — 12

EXHAUSTED — 4 — 6 — 8 — 10 — 12

INJURED — 4 — 6 — 8 — 10 — 12

INSECURE — 4 — 6 — 8 — 10 — 12

ELJAAL

Eljaal travelled a great distance to Del Bar to assassinate a human target some months ago. Before they could complete the task, their target fell to his death in a climbing accident in clear view of Eljaal. They have since been wandering the human lands, trying to come to grips with the future ahead, knowing that the elves they love might not accept their circumstantial failure. Eljaal hopes to find a new purpose, or a reassuring path home.

VALUES

DEVOTION 8

I am open to new bonds as I search for my path.

GLORY 8

I've traveled far and hope it was for a purpose.

JUSTICE 6

I have yet to find true balance in this world.

LIBERTY 6

I yearn for the security of my old home.

MASTERY 10

I rely on my deadly skills during this trying time.

TRUTH 4

Facts only matter if they help get the job done.

DISTINCTIONS

MOONSHADOW ELF 8

- **Hinder:** Gain one PP when you switch out this distinction's die rating for a 4.
- **Elf Grace:** Spend a PP to step up your **AGILITY** die in your dice pool for a test, contest, or challenge that factors in your elven speed and balance.
- **Moonshadow Form:** When trying to hide, sneak, or go unseen during a full moon, spend a PP to double your **MOONSHADOW ELF** distinction die in your dice pool and keep an extra die in your total.

HOMESICK ASSASSIN 8

- **Hinder:** Gain one PP when you switch out this distinction's die rating for a 4.

A SONG FOR ALL OCCASIONS 8

- **Hinder:** Gain one PP when you switch out this distinction's die rating for a 4.

SPECIALTIES

SNEAKING 8

SWORDPLAY 6

ASSET

ELVEN SWORD-STAFF 8

This staff has blades on either end which can rotate outwards when in use.



ATTRIBUTES

STRESS

AFRAID — 4 — 6 — 8 — 10 — 12

ANGRY — 4 — 6 — 8 — 10 — 12

CORRUPTED — 4 — 6 — 8 — 10 — 12

EXHAUSTED — 4 — 6 — 8 — 10 — 12

INJURED — 4 — 6 — 8 — 10 — 12

INSECURE — 4 — 6 — 8 — 10 — 12

BINETA

Sister of the mage Babukar, Bineta considers herself not only a knight, but the very dagger in the hand of Lux Aurea itself. Bold and unafraid, she has a knack for carving through the densest battlefield, though she will likely pick up some careless scars along the way.

VALUES

DEVOTION 8

I love my people as much as a warrior can.

GLORY 4

If my name does not go down in the history books, so be it.

JUSTICE 10

My great might represents defense, not destruction.

LIBERTY 6

I am a servant, not a conqueror.

MASTERY 8

My sword is as hot as my temper, and it will not slip my grasp.

TRUTH 6

Fools need smiting more than they need saving.

DISTINCTIONS

SUNFIRE ELF 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.
- *Heat-Being:* Add 8 ANGRY stress in order to step up both your AGILITY and STRENGTH for the duration of any test, contest, or challenge.

KNIGHT OF LUX AUREA 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.
- *Stalwart:* Spend a PP to step down all of your stress dice after you succeed at a contest with a foe.

FICKLE LUCK 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.

SPECIALTIES

SWORDPLAY 6

ANIMAL TRAINING 6

STRATEGY 6

ASSET

SUNFORGE BLADE 8

This blade glows with heat. Thankfully it comes with a magical protective sheath.



ATTRIBUTES

STRESS

AFRAID — 4 — 6 — 8 — 10 — 12

ANGRY — 4 — 6 — 8 — 10 — 12

CORRUPTED — 4 — 6 — 8 — 10 — 12

EXHAUSTED — 4 — 6 — 8 — 10 — 12

INJURED — 4 — 6 — 8 — 10 — 12

INSECURE — 4 — 6 — 8 — 10 — 12

BABUKAR

Brother of the warrior Bineta, Babukar takes quiet pride in his ability to strike fear in his enemies alongside her in battle through his performance of magic. He also serves as a secret weapon behind the scenes, for though he is something of a battle mage, he is also a master interrogator and has cracked the minds of foes as well as their skin.

VALUES

DEVOTION 6

Privately I am preoccupied with my greater purpose.

GLORY 10

I live to see the day when I may overcome a worthy foe.

JUSTICE 8

I relish my duties, they are never a burden.

LIBERTY 4

I sometimes get lost in my work and forget myself.

MASTERY 6

My talent is innate, not something I must polish.

TRUTH 8

I have seen so many truths that I hardly know my own.

DISTINCTIONS

SUNFIRE ELF 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.
- *Heat-Being:* Add 8 ANGRY stress in order to step up both your AGILITY and STRENGTH for the duration of any test, contest, or challenge.

HOTHEADED SUN MAGE 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.

SIMPLICITY IS THE BEST SOLUTION 8

- *Hinder:* Gain one PP when you switch out this distinction's die rating for a 4.
- *Straight to the Point:* Spend a PP and either gain a 8 asset or step up an existing asset when undertaking a challenge because of your keen insight.

SPECIALTIES

SUN MAGIC 8

CRAFTING 6

ASSETS

SUN MAGIC SPELLS 8

- *Fulmen Ignem (Bolt of Fire)*
- *Circulus Luminis (Ring of Light)*
- *Verum Animo (Sense Truth of the Heart)*



STRESS

AFRAID — 4 — 6 — 8 — 10 — 12

ANGRY — 4 — 6 — 8 — 10 — 12

CORRUPTED — 4 — 6 — 8 — 10 — 12

EXHAUSTED — 4 — 6 — 8 — 10 — 12

INJURED — 4 — 6 — 8 — 10 — 12

INSECURE — 4 — 6 — 8 — 10 — 12