



MISSIONS

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CR

TUTORIAL 1: Talk with the Innkeeper 0

Budget: 10BP

Objective: reach the %INNKEEPER and talk with him (i.e. reach the Location where the NPC is located).

Areas: Pasture, Village

REWARD: 1BP

TUTORIAL 2: Equip yourself 0

Budget: 2BP

Objective: buy at least one piece of ARMOR.

Areas: Village

TUTORIAL 3: Wolf Hunt 0

Budget: 5BP

Objective: find the @BEAST LAIR located on a on nearby @FOREST and kill the WOLF hiding here.

To create the @BEAST LAIR you need to spend 3MP.

ENEMY (Beast Lair): WOLF. This beast is bigger than the others (10HP).

Areas: Forest

REWARD: 1BP, 1XP

Tutorial 4: The Entrance of the Lost Crypt 0

Budget: 5BP

Objective: gain 5 MP. GOSSIP cannot be used to gain MP.

Areas: Pasture, Village

REWARD: You can add the @CRYPT ENTRANCE to the Map on any valid point.

Mission 1: The Lost Crypt 1

Budget: 5BP

Objective: reach the @INNER CHAMBER inside Crypt and kill the monsters hiding there.

Areas: Crypt

REWARD: 1BP, 1XP

Mission 2: Brigands

Budget: 7BP

Objective: find the @BANDIT CAMP in the FOREST and eliminate the enemies located here.

The @BANDIT CAMP has a cost of 3MP.

ENEMIES: 4x *BANDITS

ALLIES: 2BP

Areas: Forest, Main Road

REWARD: TREASURE(COMMON), 1XP



Mission 3: The Beast (I)

Several farmers are reporting the loss of their livestock: you've been asked to investigate.

Budget: 2BP

Objective: gain 5 MP. GOSSIP cannot be used to gain MP.

REWARD: You can link the @LAIR ENTRANCE to any existing location in the PASTURE where your Home is located.

Mission 3: The Beast (II)

You've located the lair of the beast killing the livestock: it's now time to kill it.

Budget: 0BP

Objective: reach the @LAIR inside the @LAIR ENTRANCE and eliminate the beast living here.

The @LAIR has a cost of 5MP.

ENEMIES:

MINIONS: 1d3 *CRAWLERS

BEAST: HUGE CRAWLER

ALLIES: 1BP

REWARD: TREASURE(COMMON), 1XP

Mission: The Lost City

Not far from where you live lay the remainings of the Lost City, an ancient town abandoned centuries ago but still hiding a lot of treasures. An History scholar asked you to recover some of the unusual objects found in the houses of the city.

BUDGET: 35BP (can only spent to create the Lost City)

Objective: visit at least 20 houses of the Lost City, located in two different Quarters

Successful #SEARCH check in the Lost City Houses (only): roll 1d6, with a +2 DRM if the search was performed on a Large House

5-6: One Build Point

7+: TREASURE(COMMON)

REWARD: TREASURE(COMMON), 1 XP



MISSIONS: The Necropolis

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Mission: The entrance of the Necropolis

The history scholar you've helped some time ago has found some references to a large necropolis lying under the Lost City. Some of the objects you've found contain a clue to the entrance of the structure. You must go back to the Lost City and search for a peculiar symbol in the houses of the city.

BUDGET: 0BP

OBJECTIVE: 7 MP (can only be obtained in Lost City)

Area: Lost City

Successful #SEARCH check in the Lost City Houses (only): roll 1d6, with a +2 DRM if the search was performed on a Large House

5-6: One MP

7+: Two MPs

REWARD: Link the @NECROPOLYS LEVEL 1 Location to the last house you've visited in the Lost City

Mission: The Necropolis – First Level

The necropolis is really a very large structure, built with levels that go deeper and deeper underground.

BUDGET: 1BP

OBJECTIVE: 6 MP (can only be obtained in the NECROPOLYS LEVEL 1)

Area: NECROPOLYS LEVEL 1

ALLIES: 2BP

REWARD: Link the @NECROPOLYS LEVEL 2 Location to the last Location you've visited in the NECROPOLIS LEVEL 1. Gain one XP.

Mission: The Necropolis – Second Level

The stairs to the second level lead to a flooded area: you must

BUDGET: 0BP

OBJECTIVE: 8 MP (can only be obtained in the NECROPOLYS LEVEL 2)

Area: NECROPOLYS LEVEL 2

ALLIES: 2BP

REWARD: Link the @NECROPOLYS LEVEL 3 Location to the last Location you've visited in the NECROPOLIS LEVEL 2. Gain one XP.

Mission: The Necropolis – Third Level

You've find what looks like the lower level of the Necropolis (but is this really true?).

BUDGET: 0BP

OBJECTIVE: reach the @MAIN VAULT inside the @NECROPOLYS LEVEL 3.

Area: NECROPOLYS LEVEL 3

ALLIES: 2BP