

1 - Read out loud (in Hebrew)

11 - Autumn, Flüsterwald (whispering woods), Abiesberg (Fir-town), anyone visited before?

111 - The Silver Fox

- Sharad - Indian-ish bartender
- Leo, Nikos - Southern european nagas
- Jens, Andre, Elin, Unni, Hanna - Scandinavian Undines

112 - Michelle's Apothecary

- Michelle - hyperactive redhead nerd

113 - Werner's Bakery

- Werner - short, round, kind and hardworking but disconnected

114 - The Sellswords

- Stony skin, obsidian eyes
- Hound: golden sand, red glass teeth & eyes
- D - Strength, M - Hermit, P - Justice
- 4 Success Levels to find the lab

12 - Malatyr's Lab

- Intelligence + Nature or Intelligence + Notice
- 1 Success Levels - suspicious leaves
- 3 Success Levels - something underneath - trap?
- Trap Strength 2 - deals 8 damage, 4m deep, 1m radius
- Ceiling hidden trapdoor (1 Success Level on anything)

121 - Second Floor

- "Stop! You don't know what you're doing"
- "Not now, please trust me!"
- Silver furred fox spirit - guardian of the town?

13 - Closing

- D - Piccadilly Circus, M - Lab, P - ???

1 Introduction

ברוכים הבאים לטרה. עולם שדומה לשלנו במספר דרכים, אבל שונה מאוד באחרות. בעולם הזה אפשר למצוא בני אדם, כלבים, חתולים, עורבים ואריות, אבל גם רוחות טבע החיות בנהרות והרים, יצורים חיים העשויים מיסודות כמו אש או אדמה במקום מבשר ודם, ועוד זנים רבים ומגוונים. הסיפור שלנו מתמקד באימפריה הקוראת לעצמה "אימפריית האור", או פשוט "האימפריה". האימפריה היא אחד המקומות העשירים ביותר בעולם, והיא המוקד הגדול ביותר בעולם למחקר בתחומי הקסם השונים.

באימפריה סוגדים ליישות המכונה "האור", וממנו האימפריה גוזרת את שמה. אף אדם חי לא ראה את האור, אבל אי אפשר להכחיש שהוא קיים. אנשים ברגעיהם האחרונים רואים את האור מושיט אליהם את ידיו, אנשים רואים את הצלליות וההדים שלו בחלומותיהם, וכמובן הוא נותן מקסמו לנבחרי האנושיים.

האימפריה סוגדת לאור, ובתמורה האור נותן לה עושר וחיים. כפירה באור מוענשת בחומרה, ופה אתם נכנסים לתמונה. מאלטיר, רב-מג (archmage) עוצמתי ומהמובילים באקדמיית הקסם של הבירה נידון על חטאים של כפירה באור ומחקר בקסמים אסורים, אך ברח מהאימפריה לפני שעלה למשפט. כולכם נתקלתם במודעות שהאימפריה פרסמה. היא מציעה פרס כספי נדיב לכל מי שמוצא אותו ומביא אותו לצדק.

כל אחד מכם בחר למצוא אותו מסיבותיו שלו, וכל אחד בחר לחבור לאחרים מסיבותיו שלו, אבל כרגע אלה אתם.

יש לנו שלוש דמויות. אתם תשימו לב שלכל דמות יש שני שמות מוצעים, אחד גברי ואחד נשי, אתם מוזמנים לבחור איזה מגדר אתם מעדיפים לדמות שלכם.

ראשונים יש לנו את פרסי או פטרישיה. הם לוחמים מוכשרים שנולדו עם היכולת לתעל את קסמו של האור כדי לעזור לחלשים ולרפא את הפצועים. הם יעשו הכל כדי להגן על כל מי שהם יכולים, ולא יפחדו להלחם על מה שהם מאמינים בו.

הבאים בתור הם מרטין או מרינה. קוסמים מוכשרים המתמחים בקסמי אוויר וברקים. הם לעולם לא יוותרו על הזדמנות לגלות דברים חדשים על העולם סביבם, ותמיד מחזיקים כמה אסים בשרוול.

אחרונים חביבים יש לנו את דאסטין או דיאנה. שכירי חרב מנוסים, ועל אף שלא נולדו עם קסם, יש להם לא מעט נסיון בהתעסקות עם אנשים בעלי קסמים כאלה ואחרים. תמיד נחושים להתעלות על עצמם, הם מוכנים לקחת כל ג'וב, בתנאי שהמחיר גבוה מספיק.

11 The Town

Our heroes are walking through the [Flüsterwald](#), the Whispering Woods. Some of the trees have already begun changing into beautiful shades of yellow and orange. Autumn is about to begin. A time of change and evolution.

The forest is dense, a narrow gravel path winds its way between great fir trees, with trunks as wide as houses and canopies (צמרות) as tall as castles. As you walk, you see movement from the corners of your eyes. Some of the times you turn around to see a startled hare or squirrel, even the occasional fox. But some of the time there's no animal there, just the trees. And you're almost certain that you saw one of them just move.

It's been a week and a half since you left the Empire: Four days on a ship across the strait that marks its Eastern border, and now is your sixth day within these woods. You haven't seen other humans since you left the small outpost that the Empire own on the shore. One day, around mid-morning, you begin to hear voices and smell cooked meat from further ahead along the path, and within the hour you find yourselves in a small town. A sign at the entrance reads "[Abiesberg](#)", town of the fir. The town is built in a slightly sparser area of the forest, and most of the houses seem carved into the trees.

What do you do?

111 The Silver Fox

The largest tree in the town is home to [The Silver Fox](#) tavern. Behind the bar stands a copper-skinned man with dark eyes, pouring a large tray of drinks (**Sharad**). Two of the three tables are occupied: in the center of the room are five young people, two men and three women. They all have skin with a color ranging from light blue to turquoise, with patches of green, gold, or bronze scales on their arms and legs, and gills decorating their necks. They're drinking and laughing loudly among themselves. (**Jens, Andre, Elin, Unni, Hanna**)

On the other side of the tavern floor, by a small table lie two men. From their torso and upwards they seem completely human, but from their waist down they have the bodies of giant snakes. They're lying thick cushions and carpets, and one of their tails is gently wrapped around the other's. (**Leo, Jens**)

112 Michelle's Apothecary

The walls of the shop are dyed with different pigments, and a large scented candle is lit by the counter. The colours, smells, and haze are soothing, giving this room an almost dreamlike feeling. Behind the counter sits a woman in her thirties with a mess of orange hair. She's reading a book and taking notes, and doesn't even notice when someone comes in. (**Michele**)

113 Werner's Bakery

The front room of the town's bakery is tiny, barely enough room for two people to stand between the door and the counter. A small bell rings above the door as they come in, and a chubby young man comes in from the back room, grey flour stuck in his hair.
(Werner)

114 The Sellswords

A scream is heard from outside. Three figures are standing in the town: two of them a large men with grey rock-like skin, and black obsidian eyes. The largest man's left arm is made of a golden crystal (**Isaac Topazmesser**). The other has a large white and green stone across his chest (**Henri Opalschild**). Besides them is a large golden hound, with fur made of sand, its eyes and teeth made of a deep red glass.

Topazmesser is holding a young woman up by the cuff of her shirt, but drops her at the sight of the heroes. He pulls out a small pouch and looks inside. **Martin/Marina** can try rolling Perception+Notice to see a thin red line of Essence connecting between each of them and something in the bag. Topazmesser puts the bag away and holds out his stone-arm. Loose dirt and gravel comes up from the ground to form a sword.

12 The Exiled Mage

Finding [Malatyr](#)'s base of operations requires 4 Success Levels, whether tracking the elementals, following the cards, or asking the villagers.

About 6 kilometers south-east of [Abiesberg](#) our heroes find a small hut in the woods. It's a small two-floor wooden house, with grey smoke rising from the chimney. Everyone can sense a lot of magical energy coming from the second floor. A large amount of fallen leaves lie on the ground around the hut. An **Intelligence+Nature** or **Intelligence+Notice** Test reveals that this is suspicious, as autumn is only beginning and there are far more leaves here than in other places in the woods. **3 Success Levels** reveal that there is something under the leaves.

Under the leaves is a net over a pit trap (**Strength 2**). If stepped on, the net collapses, revealing a 4 meter deep pit with magically sharpened stone spikes at the bottom, dealing 8 damage. The pit is a semicircle with a 1 meter radius in front of the door.

The inside of the hut looks perfectly normal: a bed, a small kitchen, and a writing desk - but no stairs. On the desk lie two tarot cards, linked to the three carried by Topazmesser. In the middle of the room ceiling is a hidden trapdoor, which when pulled folds down a spiral staircase.

121 - The Lab

The second floor is massive. If the hut's footprint was around 5 meters on each side, the second floor is easily ten times that. The room is a huge lab, some of the walls covered in vials of multicoloured liquids, some with bookshelves. On the floor about twenty meters away a magic circle is drawn on the floor, surrounded with red and white runes. In it stands [Malatyr](#): a middle aged man with sleek brown hair and a well trimmed beard. He's chanting in some strange language, a faint swirl of red and purple light surrounding him. Between the stairs and the circle stands a large creature made of ice. It's not an elemental per se, but actually an advanced Homunculus (**Perception+Alchemy** reveals this).

"Stop! You don't know what you're doing," the sorcerer yells at them. If they advance towards him, the homunculus attacks. If they take it down, Malatyr briefly pauses his ritual and summons a [Fox Spirit](#).

13 Closing

[Malatyr](#) finishes his ritual. A great swirl of purple and grey smoke surrounds him as the runes on the ground begin to glow. A brief moment later there is a blinding flash of light.

Dustin/Diana appears in a busy city. They're on a rock platform besides a large black fountain crested with a statue of a young man with great feathery wings and a shortbow. Surrounding the platform are a lot of loud creatures made of metal and glass, and all around them are giant castles of rock and glass.

Martin/Marina find themselves alone in the room. Their companions are gone. Malatyr is gone. The magic circle is no more than a large scorch mark on the floor. Outside the world looks much the same. The leaves are falling, Autumn is beginning. The time of change has begun.

Percy/Patricia are in a large empty meadow. The grass is grey and dead, the sky black and featureless. They see a stone arch in front of them, through it they see only blackness. They walk towards it. They reach out their hand to the darkness. And something grabs onto their hand.