

Fellow Travelers

Random characters to meet on your journey.

A List of Regretful Bargains

Devil's Bargains for various predicaments.

The Decadent Ascent

An incursion to a secluded manse of gold and greed.



TROPHY

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Fellow Travelers

The forest is rich in both monstrosities and treasure. It is the latter which draws in those just foolish and desperate enough to venture into certain danger. Occasionally, your treasure-hunters' travels will bring them face-to-face with one or more of these poor souls. When you want to randomly determine some qualities of the encounter, roll a dark and light die to choose their attributes, then roll again and add the two dice to find out what they are doing.

You might meet a/an...



old



pair of



muscular



unkempt



young



familiar



sickly



disfigured



scarred



beautiful



robust



richly dressed

...person/people who is/are currently...

2 insane

6 carrying treasure

10 eating flesh

3 crying

7 fighting a monster

11 dragging a corpse

4 running away

8 out for blood

12 possessed by a spirit

5 injured gravely

9 revealing secrets



A List of Regretful Bargains

This list includes Devil's Bargains and things that could go wrong during a Risk Roll. The word *opponent* here can be used to refer to hostile side characters and creatures as well as other companions, depending on the situation.

WHEN TRYING TO INJURE AN OPPONENT...

- ◇ you will seriously hurt your good arm.
- ◇ you will twist a foot.
- ◇ you will hurt a companion as well.
- ◇ you will destroy an object you were hoping to collect.
- ◇ you will be seen as an easy target, and focused-on by the opponent.

WHEN PERFORMING A RITUAL...

- ◇ you will temporarily lose touch with reality.
- ◇ you will negatively affect one of your companions.
- ◇ an opponent will become entirely devoted to killing you.
- ◇ you will suffer the effect of the ritual, if it is negative.
- ◇ an opponent will receive the effect of the ritual, if it is positive.

WHEN TRYING TO EVADE DANGER...

- ◇ you will pull a companion to act as a shield.
- ◇ you will leave an important item behind to be destroyed.
- ◇ you will roll down a slope/run blindly for your life and get lost.
- ◇ you will crash into a companion, entangling you both.
- ◇ you will twist a foot.

WHEN REACHING FOR SOMETHING YOU WANT...

- ◇ you will strain your shoulder.
- ◇ you will be blindsided by an envious opponent.
- ◇ you will earn the distrust or disapproval of another character.
- ◇ a useful item will fall into the hands of an opponent.
- ◇ you will see something else you also desire.

INCURSION

The Decadent Ascent

Off among the woods outside the Tirollis Perimeter lies the Forgotten Duquisse's lost estate. Many years ago, the eccentric noble isolated themselves from the world, and rumours about the massive amount of wealth that was kept inside their estate's pristine buildings are frequently talked about by those of a greedier persuasion.

You've finally managed to put together a group that was able to reach the secluded location, and even from a distance you can see the Duquisse's opulent domain. Even the smallest bit of plunder from those magnificent halls would be enough to let an average person live very comfortably for a while... but why settle for a little, when you can have a lot?

THEME

Opulence

MOMENTS

- ◇ A massive flower bush blocks the sun from dozens of sprouts that are dying beneath it.
- ◇ Exuberant white peacocks with pink feathers stroll aimlessly in the yard, stepping over malnourished sparrows that litter the ground.
- ◇ An overflowing water fountain turns the ground around it into foul-smelling mud.
- ◇ You smell a deeply pleasing perfume that gradually makes your nostrils burn.
- ◇ You hear a delicate clinking that turns into the grating sound of metal scratching metal.
- ◇ The mocking laughter of dozens of people fills the air.
- ◇ You come across a deeply stuffed fainting couch. Lying on it sends pleasure chills down the spine, and it's difficult to get up without help.
- ◇ You hear whispered conversations behind you, but there's no one there.
- ◇ A large cat wearing a diamond-studded collar lazily pads along a high spot, looking down with scorn, out of reach.

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- ◇ You hear desperate sobbing, but at the source you only find an empty coin bag filled with small bones.
- ◇ The dirty footprints you leave behind disappear when you're not looking, leaving only a spotless piece of floor.

CONDITIONS

- ◇ You feel as if you own everything around you.
- ◇ You are overcome with an intense feeling of superiority.
- ◇ You find it hard to muster the will to do anything.
- ◇ If another character owns something similar to one of your belongings, you feel the urge to discard yours.
- ◇ You develop a deep desire to accumulate pretty objects.
- ◇ You have difficulty focusing on anything other than your own needs and feelings.
- ◇ Every time you speak, you can't help but raise your voice.
- ◇ You become obsessively fixated on superfluous flaws, like a small stain on a piece of clothing or a crooked decoration.
- ◇ You are filled with existential despair, as if your life is meaningless.
- ◇ You can only speak in "I think" or "I feel" statements.
- ◇ You feel the need to replace everything you are carrying with new belongings.
- ◇ You become deeply envious of others.
- ◇ You get an uncontrollable urge to state your opinion regarding any given topic or event.
- ◇ You start acting as if you expected someone to pick up after you.
- ◇ You feel inadequate, underdressed, and out of place.
- ◇ You involuntarily smile derisively whenever someone looks at you, and look at others with disgust when nobody is watching.

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RING 1

TERRORS: The treasure-hunters are circling the estate's vast outer perimeter, a series of golden, metal bars that extend impossibly high, ending in sharp spikes. From outside, they can see the exuberant buildings of the estate, surrounded by a massive garden. They can't find a gate, and attempts to climb the bars prove fruitless, the metal too smooth to get a grip. The treasure-hunters are surprised by a group of three beautiful, well-kempt young men wearing brightly-colored guard uniforms. They attack using spears and swords, but their motions are strange, as if their bodies are being moved against their will, and their faces are locked in a hauntingly neutral expression. Upon death, each of their bodies becomes old and withered, and their faces take on an expression of deep sorrow.

TEMPTATIONS: One of them has a key hanging around his neck with the Duquisse's crest. One of the characters remembers they'd seen the crest on one of the bars, and when bringing the key there, they see a discreet keyhole.

RING 2

TERRORS: The garden is a labyrinthine arrangement of exuberant flower bushes and several carefully trimmed hedges shaped like people dancing. The air is filled with an inebriating mixture of smells that evoke all sorts of sensations, drowning the treasure-hunters' senses as they get lost in memories that aren't entirely their own. They recall moments of joy and plenty in their lives, as well as extravagant ballroom dances they never participated in, and delicious food they've never tasted. Each time one of these memories fade, they try to keep their balance before falling knees-first on the ground, and as soon as they get up, another smell overtakes them. They stumble through the garden, trapped in a cycle of delirious pleasure and painful prostration.

TEMPTATIONS: Just as they hit the ground one last time, the treasure-hunters find themselves kneeling before a mighty arch framed with dozens of golden sculptures of beautiful, smiling people. The estate's buildings lie just beyond the passage.

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RING 3

TERRORS: They can see the main palace off in the distance, a huge white building with golden accents. It is connected to a couple of slightly less impressive buildings that are closer to the group. Suddenly, it starts hailing, and the treasure-hunters are pelted by what appears to be small chunks of bronze and silver. One of the characters realizes the door to one of the buildings is wide open. This building is an extremely long gallery lined with statues, mirrors, and paintings. A faint golden glow can be seen from the very end of it, where it would connect with the main palace. As the characters walk through the long hall, they can hear whispered remarks about themselves, veiled critiques that sound as if they come from their companions. Each mirror also offers a false glimpse of a companion reaching into another's bags or pockets.

TEMPTATIONS: The faces on the tall paintings look down on the group with a spectrum of undermining expressions, reminding the characters of those who doubted their worth. The statues depict people that are beautiful and frail, and evoke memories of those the treasure-hunters love, desire, or wish to protect. The group is surprised to see a passageway between two mirrors that leads to a vast dining room with a single, long table that is set with the characters' favorite foods, all fresh. The many eating utensils and trays are all made of solid precious metal that is cold to the touch. This room doesn't lead anywhere else and is entirely empty, except for the statues of solid silver that line its walls, each a lifelike depiction of a laughing noble.

RING 4

TERRORS: Loud, upbeat orchestral music starts playing and the statues come alive. They pair up and start dancing around the table, the unsettling cacophony of their disembodied laughs mingling with the overwhelming music echoing inside the huge hall. Moving through the mass of dancing statues is very dangerous, as their movements are broad and they seem to be actively interested in crashing with the treasure-hunters while ignoring their existence. Every time their solid metal limbs crash into the fleeing characters, bruising skin and cracking bone, they laugh louder. They keep dancing around the group and moving as they flee, filling the gallery outside and cutting off the hallway so the characters are forced to delve deeper towards the main palace to survive.

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TEMPTATIONS: As they dance, the silver nobles snap at the table to grab silverware, and when they do, it turns into beautiful gold jewelry set with shiny gems that they messily drape around themselves. During their dance, pieces of the golden jewelry fall to the ground and get stepped on, turning into broken chunks of precious metal. Greedy characters might be tempted to grab the jewelry and the gold chunks, even with the risk of coming into contact with the hard, fast-moving limbs of a silver noble.

RING 5

TERRORS: After closing the massive double doors of the gallery behind them, the treasure-hunters find themselves in a vast hall. The entire floor is a life-like mural of agonizing people covered in blood and injuries, fighting with each other in a dark, desolate field while trying to get to a point in the middle of the room. The ceiling is another mural, depicting impossibly beautiful people resting on golden clouds amidst a clear blue sky. In the middle of the room is a tall, large, and smooth gold pillar, atop which is the Duquise himself, lounging on a huge sofa, draped in hundreds of furs, fabrics, and treasure, to the point where only their face is visible. It's impossible for a single treasure-hunter to climb or break the pillar to get to them. The Duquise starts laughing and throwing necklaces and bracelets at the characters that latch onto them when they hit, making the wearer float just a little while twisting their brain. Every new piece of jewelry increases the effect, raising the character a little higher and corrupting their mind a little more. Also, the people on the mural start slowly coming alive, moaning and extending their hands to grab at the treasure-hunters' feet.

TEMPTATIONS: Any treasure-hunter can realize that to get away from the awful ground and rise to the Duquise's level, they have to amass as much of the jewelry as possible, and that the only way to do that is to violently remove the tightly-latched accessories from their companions. Every time a treasure-hunter gets hit with another piece of jewelry, call for a Ruin roll to see whether their mind becomes more corrupted by the desire to gather material wealth. The reality is that by the time a character amasses enough jewelry to be able to rise to the Duquise, their personality will have been entirely overwritten and they will forget whatever goals they had as they aimlessly float through the air in a senseless haze of self-satisfaction.

