



ABYSSAL RIFF

AN EPISODE FOR THE ABYSARA SETTING

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LEGALESE

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CARBON
NEUTRAL



HUMAN
MADE



RUNNING A DAYLITE EPISODE...HOW DOES IT WORK?

The goal of a DayLITE Episode is to provide Alders and Wanderers with a chance to explore and play within our various settings through a semi-guided storyline with both larger and smaller plot lines that have a little bit of something for everyone. There are three things that make a DayLITE Episode unique.

1. **Explore the story your own way.** You are provided with an introduction to the story, along with background lore, and how the story could begin, as well as how it could end. However, how you get from beginning to end is entirely up to you - the Alder - and your Wanderers. You could run this episode over again and have entirely different stories unfold across groups of Wanderers.
2. **Build the cast as you want.** Rather than stuff tons of huge stat blocks, what we present to you are simple write-ups of each key player using the SHAFT technique: Someone, Home, Answer, Fear, Task. This gives you the freedom to construct and "mechanize" these individuals as you see fit for your table.
3. **Map it out as you see fit.** We don't know how you want to explore the villain's lair or the quaint little town, for all we know you could have a vastly different idea in mind. So, we provided you with location write ups using the LAMP technique: Location, Atmosphere, Mystery, Personal. This allows you to quickly whip them up as you see fit, and to assist in making the environs matter more to your Wanderers.

From here, all you need is your Wanderer cards, d12s, and you are good to rock and roll with your next wild adventure.

In order to play, you will need the DayLITE: Fantasy rules. While you do not need it, it might be recommended to utilize the DayLITE: Abysara setting book, as well as its companion A Diver's Guide to Abysara.

DAYLITE SYSTEM



The Pearl
Of Abysara
(Surface)

Shallowsfield
(Surface - 200m)

Shimmers
(200 - 1000m)

Open Waters
(1000 - 4000m)

Twilight
Sanctuary
(4000 - 6000m)

Deep Dark
(6000 - 11000m)

COLD OPEN

No more than five to ten minutes

In this episode, our wanderers will start at the Pearl of Abysara. Some of them may be visitors seeking adventure, business partners who are on a trip, or even natives simply exploring the grounds they've known their whole life. Whether or not these wanderers are making their mark on a city filled with potential or are merely swimming by in the shadows, nothing could have prepared them for the events that they would be caught up in.

It was a bright and sunny day. No one could complain about the pleasant breeze in the air. The Harmonic Fins makes an appearance in the Cortis Bazaar and is making a commotion. All of a sudden, a salvage diver is seen hastily running throughout the area, chased by a group of huna warriors. The salvage diver trips right in front of our wanderers and Harmonic Fin. Glashan Mossn takes a stand and defends the seemingly helpless salvage diver, and a brawl between the people in the Cortis Bazaar and the huna breaks out!

A storm of dust is kicked up left and right in the area until everything quiets down. After the wanderers and Harmonic Fin defeat their foes, the salvage diver thanks everyone and introduces themselves as Zinel Crepus. Zinel notes that they are a huge fan of Harmonic Fin and makes the request of having them perform their song live at their next gig. The members of Harmonic Fin gladly accept and leave to begin preparations.

As everyone at the scene calms down, the wanderers see Zinel sneaking into a secluded alleyway along with some hooded figures. It seems that there is more than meets the eye with this salvage diver.

OPENING CREDITS

No more than two to four minutes per wanderer

Here is where our wanderers introduce themselves, and are each given an aside to reflect on how they have grown, things they have experienced, things they are still thinking about from last episode, thoughts on the cold open, et cetera. Think of this as a lil montage.

A PLOT

In our adventure "Abyssal Riff", the A plot revolves around the mystery behind the character, Zinel Crepus, and why they were seen by our wanderers consorting with the aforementioned mysterious figures. The events that unfolded in the Cortis Bazaar seem all too convenient to happen to a popular band such as Harmonic Fin.

After sneakily following the trail of Zinel in the secret alleyways of the Pearl of Abysara, the wanderers discover that these hooded figures are cultists from the Abyssal Shadow. The Abyssal Shadow is one such group that wishes to revive the Abyssal Kings and have them return to their rightful thrones. Members of the faction, also known as Shades, work in the shadows to achieve their goal. In general, the Shades believe that the fall of Maethky's fall was a curse because it consequently led to the unjust fall of the Abyssal Kings. All members of the Abyssal Shadow sacrifice part of their magical essence to join the faction and thus become loyal servants of the Abyss.

The clandestine meeting was difficult to listen to; however, it is clear that there is a plan afoot with many cogs to the machine moving all at once. Whatever plan is in motion, it will be difficult to put a stop to it, but there is no need to approach the dilemma from all fronts. The wanderers take it upon themselves to put a stop to whatever their plan is before it is too late; however, the question of where to start lies unanswered. Our wanderers will

have two choices that can lead in many directions:

Lead 1: One option is to directly confront the Abyssal Shadow and put a stop to their machinations. This would involve lurking around in the shadows just as they do to discover the key pieces of their plan and striking when it is most convenient. The extent of Zinel Crepus's involvement is unknown. Is he an outside pawn being manipulated by the Abyssal Shadow or even a devout member of the cult? Uncover the mysteries of the Abyssal Shadow to best stop their evil machinations and save Zinel!

Lead 2: The other option would be to convince the Harmonic Fin to stop their performance altogether. This involves following them all around Abysara as they prepare for the gig they promised to Zinel and collecting evidence that something is amiss. Tread carefully as there are Shades making sure that Harmonic Fin's role in their plan goes off without a hitch. Learn what parts of the performance are crucial to the Abyssal Shadow's plan and expose their schemes right in front of Harmonic Fin!

A PLOT CAST

Glashan Mossn (*she/they, orkaskad steward of storms*). The vocalist of The Harmonic Fins, they are a proud musician who possesses the strength to protect those she loves.

- **Someone.** My father was the best fisherman in Abysara until an attack left him injured and stuck at home. I'd go to the ends of the abyss for him if he ever needed it.
- **Home.** I didn't grow up with much, but the people of Shallowsfield are friendly and have a good sense of community. I get along with most people, unless they do something to my loved ones.
- **Answer.** Why did those huna attack Zinel at the Cortis Bazaar? Those types usually don't make an appearance this high to the surface.
- **Fear.** There is a large-scale attack coming, I don't know how or when, but it will come to light.
- **Task.** I want to believe Zinel's wishes for us to perform this song for them, and I will carry it out to the best of my ability.



Prigus Conspis (*he/they, cyphaskad percussionist*). The Harmonic Fin's drummer, his laid-back personality makes them the most popular of the band members.

- **Someone.** My best friend, Phinis, loved music when she was younger, but she died due to poor health years ago. She taught me everything I know and I play music to carry on her will.
- **Home.** I've been a resident of Shimmers ever since I was a wee little boy. Always fit into the crowd, but I loved the serenity of intimate performances.
- **Answer.** How did Phinis die? The authorities had to close the case due to lack of evidence, but I suspect foul play was afoot.
- **Fear.** I only wish for my music to give people comfort and heal them. If I ever used my power to harm anyone I'd immediately stop.
- **Task.** I have a few suspicions about Zinel, but they seem like an alright person so I guess I'll follow the plan.

Filveral Grazein (*she/her, authaskad healer*). Loved by many, the Harmonic Fin's bassist is friendly to all she meets and is almost generous to a fault.

- **Someone.** I have a long-lost lover, she goes by the name of Kaphassan. Our relationship started out alright until I learned that she was an assassin for hire. We had a fight and never saw each other after that.
- **Home.** My family, a traveling bard troupe, moved to the Pearl of Alysara when my mother was pregnant with me and we've stayed here ever since. I find it hard to leave home even with how adventurous I am because the people are nice and there's always something new!
- **Answer.** Where is Kaphassan? She couldn't have gone far, I need to stop her from harming other people.
- **Fear.** I hope that I won't have to put a stop to Kaphassan once and for all. I want to talk it out and reach a solution, but that might not be possible with the way we both are.
- **Task.** I want to find out the truth behind this music that Zinel left the Harmonic Fins, the words themselves feel ominous to me.

Ylis Affrentis (*he/him, anguifaskad cultist*). A person held in high regard for their role as The Harmonic Fin's guitarist, people note that Ylis has a gaze that can pierce through one's soul and discover the darkest of secrets.

- **Someone.** There's someone in Alysara called Celyx the Stargazer. I need to figure out who they are and have them help me discover my origins.
- **Home.** I was abandoned as a baby in front of an orphanage in the Open Waters. Growing up wasn't too horrible, I was well cared for, but I never felt like I fit in.
- **Answer.** I'm haunted by visions when I sleep. They're always in fragments and are inconsistent aside from the fact that great destruction is in most of them.
- **Fear.** I'd rather be delusional than a prophet because at least I can suffer in silence rather than alongside my friends.
- **Task.** I don't trust Zinel. Not one bit. It all seems too inconvenient but the others are dead set on helping fulfill their request. I'll go along with it until proven otherwise because I suppose that a single song won't hurt.

Zinel Crepus (*they/them, shahadaraki ehvar salvage diver*). A man with an aura of mystery and intrigue, the ehvar behind the helmet is someone who seems to hold power in high places but doesn't outwardly show it.

- **Someone.** Orpheus the Shadeshifter is my adoptive father and the only one who matters. I will go to the ends of the abyss to fulfill their dream of resurrecting the Abyssal Kings.
- **Home.** I was found as an orphan Deep Dark by Orpheus. Before that is a cold and hazy memory. And while I revel in the darkness, I will only be satisfied if others share the experience.
- **Answer.** The world is mine to mold because I deserve it after all the suffering I've been through. But I must be smart about it, for the common rabble does not understand the complexities behind my designs.
- **Fear.** I fear that my devotion has been all for naught. Was I really abandoned into the depths of the abyss and only found through the whim of spontaneity? Or was I meant to bring about another era for the Abyssal Kings?
- **Task.** I have planted the seed of destruction within the Harmonic Fins, and my brethren are steadily preparing magical artifacts to amplify the power of the performance behind the scenes. I will resurrect the Deceiver!



A PLOT LOCATIONS

Cortis Bazaar. A bustling marketplace that holds many mysteries and is the place where this episode begins.

- **Location.** A trading hub located in the Pearl Abyssara filled with merchant stalls as far as the eye can see. Goods ranging from masterwork weapons to common rations can be found in this bazaar. Scattered throughout the bazaar are opulent buildings used as central hubs for many trade guilds.
- **Atmosphere.** The sea breeze permeates the entire bazaar and adds its rush of salty flair to whatever is going on. Food stalls with their pungent aromas have their flavor enhanced and mechanical forges are cooled down with the calming winds.
- **Mystery.** With so much going on in the Cortis Bazaar, many inhabitants hold a plethora of secrets to uncover. There is no telling what will happen in the bazaar with everyone going in and out. Those who pay close attention to others wandering around in anonymity are able to discover the dark underpinnings that occur behind the scenes of official business.
- **Personal.** The wanderers are able to gather their initial bits of information for their mission as well as stock up on any supplies that they may need for their journey. Furthermore, if the wanderers talk to the right people they may be able to employ their aid in the tasks to come.

Luminous Tavern. A hidden tavern deep in the alleyways of the Pearl of Abyssara.

- **Location.** A popular hub that many devious individuals call a place to unwind. One does not simply stumble upon this place unless they're too mischievous for their own good or in search for answers. Located in an underground clearing only accessible from a few hidden doors scattered among the Pearl of Abyssara area.
- **Atmosphere.** Dank and dirty is what people call the Luminous Tavern. The only light that shines down here is from the glowing seaweed vines. The smell of mead is present throughout the establishment and it feels as if everyone is staring at the outsiders, because they are.
- **Mystery.** The tavern holds no specific allegiance to any faction of Abyssara, but rather encourages the exchange of information for people's own selfish purposes. Self-preservation is the name of the game here. However, the many entrances into the tavern suggest that there are hidden entryways that lead further down to new depths.
- **Personal.** One of the tavern-goers develops a love-at-first sight situation with one of the wanderers and doesn't take no for an answer. Another is the exact opposite where they size up a different wanderer and want to take the fight outside.

Primordial Sanctuary. A religious site that also acts as a secret base of operations for the Abyssal Shadow.

- **Location.** A seemingly harmless temple located at the heart of the Deep Dark. Those who have been cast out from the rest of Abyssara often congregate here to imitate some semblance of community. The halls of this holy place are lined with statues of many different deities to be respectful and accommodating towards people of other faith's. Special coral pillars that shine a faint light, as if they were a beacon in the darkness that is the Deep Dark.
- **Atmosphere.** The quiet nature characteristic of the Deep Dark pervades even this place and is often described as library-like. Those who need to speak up do so in whispers and no one even attempts to yell because of its slightly tense atmosphere. The walls of the sanctuary are tall and grand, which gives the place a sublime aura that inspires awe in those who walk its halls.
- **Mystery.** While the initial grounds of the sanctuary are open to the public, there is a heavily-guarded restricted area that only a select few are allowed to enter. Some say that behind those doors are the underground base of the Abyssal Shadow. Others say that behind those doors is a scary monster that requires the occasional sacrifice to prevent complete and utter destruction of the Deep Dark.
- **Personal.** Zinel Crepus may be found here if spotted during the early mornings. Other times of the day, they are unable to be found. One of the wanderers' estranged siblings can be found here, which causes alarm because that wanderer notes their sibling's violent tendencies. What initially drove the sibling down here in the first place.

Dread Depository. The warehouse where the components of the Abyssal Shadow's plan are held.

- **Location.** Hidden in an obscure corner of the Open Waters, the Dread Depository looks just like any other warehouse. On the outside, it blends in perfectly with the adjacent structures. The foyer appears unassuming and the warehouse itself is hidden to the general public.
- **Atmosphere.** To the naked eye, the warehouse looks like any other and has a casual vibe. The receptionist engages in casual conversation and seemingly knows nothing about the Abyssal Shadow. The only suspicious quality about the warehouse is the smell of tar and a strange electricity in the air.
- **Mystery.** Other than what the building is used for, nothing seems out of place. However, there are rumors on the street that report hooded figures coming and going into the warehouse in the dead of night. People living in houses nearby also note that they can hear sounds at night as if people are working on some kind of device.
- **Personal.** No one in the area surrounding the warehouse has any specific connection to the wanderers; however, those who are present appear to be easily agitated and on edge about something. It is unknown whether or not this aggression is in their control or because of some external and magical influence.

Glittering Abode. A popular entertainment district filled with a myriad of surprises and information.

- **Location.** One of the central hubs of the Mesopelagic Level, the Glittering Abode is considered a place of great extravagance. Fitting of someplace in the Shimmers area, the place is filled with bright lights and dazzling spectacles that is distracting to most onlookers. Hanging crystal lamps hang from the ceiling and there are various rooms each with a different kind of entertainment ranging from performers of classical music to magicians with bags full of tricks and doodads..
- **Atmosphere.** While Shimmers is known as an entertainment district, the Glittering Abode has an aura to it that is even unique to a place of rivaling creativity. The opulence of the establishment is welcoming in an almost intoxicating way. Those who revel in its beauty and wonder think they come out of it enlightened. The overall atmosphere is friendly with no reports of violence ever occurring in the history of the business.
- **Mystery.** Some people consider the Glittering Abode to be a cabinet of curiosities that unveils that which is clouded by one's own judgment. But the question is how this really occurs? Information brokers of all sorts have noted that it is harder to keep a tight lip when they spend their time here, but are unable to truly keep out of the building because of its alluring nature.
- **Personal.** A group of pickpockets who have stolen from one of our wanderers makes their rounds here and makes use of the relaxing atmosphere. They find it hard to navigate on their own, but together they're able to accomplish many a heist in the Glittering Abode.

Polaris Vex. The final stage where Harmonic Fin's performance is supposed to take place.

- **Location.** A popular colosseum area located in Shallowsfield, it boasts a combination of coral and marble pillars adorned with lots of foliage native to the area. It lies roughly equidistant from both the Pearl of Abyssara and the Open Waters to ensure that people from many different districts are able to make any momentous occasion that occurs in these halls.
- **Atmosphere.** Polaris Vex maintains an aura of regality because of its rich history of battle and accomplishment taking place within those walls. Newcomers expect the place to feel stuffy for how important the natives talk about it, but instantly feel the vigor and freedom when entering through the door.
- **Mystery.** Polaris Vex typically stays empty unless there is an important event. However, curious children have noted that when they sneak into the colosseum on an off day that they hear mysterious creatures wandering about and even get a glimpse of parts of their body. In addition, mysterious runes are littered in obscure corners of the colosseum about the size of a palm that people are too scared to touch.
- **Personal.** One of your wanderers, preferably the most magically inclined of the bunch, feels chills running down their spine the entirety of their visit in this location. It's as if ghosts or a supernatural power is watching over the colosseum and no one else realizes it. It is unsure if this force is protecting the grounds or amplifying its already potent energy.

A PLOT WRAP

As the episode progresses, the wanderers discover that Zinel Crepus is not only a member of the Abyssal Shadow, but someone who is considered a High Priest within the cult. Even with their renown amongst the Shades, Zinel lives a life of secrecy in the general public because they attribute their success so far because of their own direct efforts to manipulate others into doing the Abyssal Shadow's will. Zinel was one of the original inhabitants of the Deep Dark but was orphaned at a young age. Almost immediately after their parent's death, the current leader of the Abyssal Shadow, Orpheus the Shadeshifter, took them in and trained them to become the perfect agent of chaos.

Through the years, Zinel collected many treasures from Abyssal ruins that have been thought long gone to history. One day, they discovered an ancient text in one such ruin that, once translated, claimed to reawaken the Abyssal King known as the Deceiver. The only thing that prevents Zinel from reciting the text properly is the fact that it has to be performed with great power from a source that does not desire the Deceiver to reawaken.

Because of this requirement, Zinel thought the best course of action was to do what they do best, get others to do their bidding. To Zinel, the perfect group to do so was Harmonic Fin because of their renown as powerful and energetic performers. After uncovering the truth, our wanderers have two choices: Either:

Option 1: Confront Zinel Crepus directly and put a wrench in the Abyssal Shadow's preparations.

Option 2: Go directly to Harmonic Fin and convince them based on the evidence gathered so far to stop the ritual performance and destroy the magical lyrics once and for all.

While confronting Zinel Crepus is more direct, it is also more dangerous as they are surrounded by other members of the Abyssal Shadow. However, defeating them and destroying the other ritual components for the Deceiver's revival will grant them exclusive treasures that only Shades would have access to.

If the wanderers decide to convince Harmonic Finn to stop their performance altogether, Zinel will still be fought with some Shades but give less rewards. As a consolation, the members of Harmonic Fin will be thankful for saving Abysara and grant them exclusive rewards that the band members hold dear.

With the fiendish plan of Zinel and the Abyssal Shadow thwarted, the Shades go back into hiding and Harmonic Fin thank the wanderers for their help. Zinel makes an attempt to escape; however, Harmonic Finn has prepared for this event while the wanderers were busy fighting and have made the preparations to capture them and have them face justice at the hands of the Priests of Maethky.

B PLOT

This can occur at any point after the wanderers leave the Pearl of Abysara area.

While exploring the vast wonders of Abysara, our wanderers are stopped by a group of anglers and sylaskad that refer to themselves as the Scorching Scoundrels. An altercation is inevitable as these folk intentionally approach the wanderers with the intention of robbing them. As blades and magic are exchanged, soldiers from the Crown of Abysara show up at the scene. The Scorching Scoundrels was more efficient at evading their grip and used the wanderers as fodder towards their escape. The wanderers are to be presented to the Marina Tribunal for the appropriate punishment. Whether or not the wanderers are successful in convincing the Tribunal of their innocence, they'll be on the lookout for the Scorching Scoundrels moving forward and have the opportunity to trail them on multiple occasions and prove their innocence. If the appeal fails, they'll be sent to the Naucal Prison and have to somehow break out. On the other hand, a successful appeal to the Tribunal will have you helping them in their investigation of the Scorching Scoundrels to uncover the whereabouts of their sacred treasure.

B PLOT CAST

Kinoic Prophen (*he/him, cyphaskad star chaser*). The High Councilor of the Marina Tribunal, he wants nothing more than to uphold his version of order.

- **Someone.** His mother was the previous High Councilor, but the only reason he inherited the position was because she went missing over a decade ago.
- **Home.** The Open Waters are home to me, I've dipped into other areas before, but everything I need is here.
- **Answer.** I believe that mother is still out there, and to find her I will persecute every evildoer I can until she is found. Once we reunite, we can mold Abysara's laws the way we deem fit.
- **Fear.** As the wheel of time progresses, the chances that my mother is still out there wanes. I hope that she is merely lost or trapped so that I may find her. But I cannot bear to fathom what I would do if she were dead.
- **Task.** The sacred treasure of the Tribunal is my last connection to my mother, and it must be recovered at any cost.

Blushal Cratinis (*he/him, sylakaskad wasterlander*). The leader of the Scorching Scoundrels, they are known to be an assertive and impatient person.

- **Someone.** My lover was the leader of another gang; however, they were caught by the Tribunal and sentenced to death.
- **Home.** I used to be a citizen living in Shimmers until my parents left me for dead. Since then, I moved lower and lower until I lost those I held dear. I finally settled in the Twilight Sanctuary after finding my footing.
- **Answer.** Both the Tribunal and the Crown of Abysara must be held responsible for their corruption! I have lost too many people from them even though they were only trying to make a living in this harsh world.
- **Fear.** That all this work I have done will come of nothing.
- **Task.** Break down the establishment and show them who the true fighters are.

Scostak (*they/them, brymaskad envoy*). An agent of chaos who, while not working for either the Tribunal or the Scorching Scoundrels, wants to expose the corruption within both groups.

- **Someone.** My mentor used to be an envoy for the old High Councilor until they dismissed him due to conflicting interests. He was later killed by a group of scoundrels.
- **Home.** The closest thing I have to home is my master's abode, which is now empty. I used to live on the streets of the Pearl of Abysara, but I dare not go back in fear that I am reminded of my own weakness.
- **Answer.** All governing bodies of Abysara must be destroyed! They are nothing by sycophants and hypocrites who are too scared to go against the status quo.
- **Fear.** Not much scares me these days, I have long known what my goal is. But after that goal is achieved? No clue. Will my achievements garner the results I so desire? Or create more imbalance?
- **Task.** I do not have the power to stop either the Tribunal on my own, but I can push them towards their own destruction with slow nudges.

Glythor Quamis (*she/her, grimpo hedge scholar*). A researcher of dangerous natural landforms, she loves to eat the interesting things she finds much to her own risk.

- **Someone.** Both my parents were also scholars! Although they researched more safer topics than I do. They're still alive, but they often worry because of where I've wandered off to in the past.
- **Home.** I've lived in Shallowsfield all my life! My family history goes far back to the establishment of Abysara and I come from a long line of independent scholars and merchants.
- **Answer.** I desire to find the most toxic natural ingredients because I believe that they may hold the key to creating a panacea.
- **Fear.** Dangerous poisons and materials are part of my profession and I consider it a worthy endeavor; however I fear that I may meet my end before I am able to help anyone.
- **Task.** The flora and fauna that resides in both the Twilight Sanctuary are marvelous! I simply must collect as many samples as I can! I'll reward anyone handsomely if they can help!

B PLOT LOCATIONS

Marina Tribunal. A gathering place that encourages the exchange of ideas and knowledge.

- **Location.** A popular gathering place located in the Open Waters area that acts as a forum where people debate or have conversations. Many historical artifacts adorn the hallways and guards line most entryways.
- **Atmosphere.** The hallways of the tribunal have a stuffy feeling to them, almost as if no one wants to accidentally trip and break something or incur the wrath of the guards. The tribunal area itself feels much more free. No distractions or anything that could break, a place where conversation and debate truly shines.
- **Mystery.** Some of the treasures and relics that line the hallways have been reported to have an ominous feeling about them. People have reported that paintings and statues are staring at them, eyes following their every move. Others have reported that if you wander the hallways at night you risk the chance of seeing the ghosts who once owned these artifacts and see them disappear into the walls.
- **Personal.** One of the scholars in charge of mediating the tribunal debates is someone's complicated romantic affair. Not exactly a relationship, but something more. They keep a close eye on the related wanderer and prevent them from speaking their mind if they chose to participate.

Naucal Prison. A prison filled with traps and guards all over the place.

- **Location.** The prison lies at the edge of the Open Waters, so as to not interrupt the rest of the inhabitants. Most, if not all the prison is reinforced with magical steel with a dark brown shine to it. Glowing coral lights line the walls of the prison to give the guards some light to allow them a focal point for any runaways and escapees.
- **Atmosphere.** The prison grounds are usually quiet, but can be scary and filled with the guttural noises of the other prisoners. Inhabitants say that their hairs are always on edge because anyone can get rowdy and cause a sudden ruckus.
- **Mystery.** The prison is almost built like an impenetrable fortress, but are there ways out that not even its designer has noticed? There are parts of the prison that some people are too scared to enter and those who attempted to escape through those parts have reported screams of agony with evidence of a few dead bodies being thrown out later on.
- **Personal.** If the Tribunal sentences the wanderers here, they will all have to make it out somehow. Additionally, many prisoners will try to convince the wanderers to bring them along on their breakout plans.

Toxical Refuge. One of many safehouses for the Scorching Scoundrels.

- **Location.** Hidden behind a series of poisonous wildlife and traps, the refuge borders the Open Waters and the Open Waters and the Twilight Sanctuary. The Toxical Refuge is a sunken ship that has been repurposed to be the Scorching Scoundrels's storehouse and hiding spot away from the prying eyes.
- **Atmosphere.** Because of the toxic wildlife in the area, the area is hard to breathe in and requires careful planning if one doesn't have natural immunity. The entrance of the hideout is quiet but gets louder the deeper into the ship one gets into. The air feels tense because it is unknown when or where an attack might occur. The smell of sludge traps and poisonous clouds permeate the outside area with the hideout only blocking a portion of those hazards.
- **Mystery.** The body of the ship is lodged in between underwater rock formations which hold strange inscriptions if one can make them out among the poisonous wildlife. It is unsure what their function is.
- **Personal.** Other than various pieces (1-2) of evidence of the Scorching Scoundrels and their involvement in recent crimes across Abysara, one of the members recognizes one of the wanderers because they used to be best buddies until an emotional rift tore them apart.

Convul Temple. The main base of operations for the Scorching Scoundrels

- **Location.** A long-lost temple located on the edge of the Twilight Sanctuary that has since been the dwelling place of the Scorching Scoundrels that no outsiders dare to enter because of the underwater volcanoes that litter the surrounding area. The temple itself is made of dilapidated marble pillars and has many enclaves that hold the living quarters of many gang members.
- **Atmosphere.** Hot and sweltering, the temple area is hard for people to navigate because of how dangerous the underwater volcanoes are. The closer they are to a volcano the hotter it is. The temple area is not as hot but has the threat of gang members running amok.
- **Mystery.** While most of the underwater volcanoes look the same, there is one that glows a bright pink-ish purple color.
- **Personal.** The location of the sacred treasure stolen from the Tribunal. Depending on the time of day, the wanderers may have to sneak around to avoid the leader, Blushal Cratinis, who is a strong combatant and can make use of the volcanoes in battle. One of the more junior members of the gang notices the wanderers but no one believes them. Will occasionally trail them and attempt to steal some of their belongings.

B PLOT WRAP

This occurs whenever the wanderers decide to present the Tribunal with evidence of their innocence but before the A Plot wrap starts. Results will be based on how many pieces are collected.

If the wanderers broke out of the Naucal Prison then they will have a short encounter before presenting to the Tribunal. In addition, Blushal Cratinis will take matters in their own hands and confront them before the Tribunal with no regard for secrecy. Wanderers can choose to either fight them or challenge them in court to determine the layout of the battle to come.

If no Tribunal is called and the wanderers previously broke out of prison: Both the Crown of Abysara and the Scorching Scoundrels will be hostile towards the wanderers in the next encounter.

If one piece of evidence is collected: The Tribunal's suspicions are raised towards the Scorching Scoundrels and they'll take the opportunity to push things forward. Depending on the results of extra rolls, they may try to take down the wanderers as well.

If two pieces of evidence are collected: The Tribunal is further convinced that the Scorching Scoundrels is responsible for the recent attacks and banditry that has been occurring around Abysara. If the Tribunal was hostile to the wanderers before, they no longer are.

If the sacred treasure is presented to the Tribunal: The Tribunal will have enough evidence needed to prosecute Blushal Cratinis and the Scorching Scoundrels for their dastardly crimes. The next battle will feature stronger Tribunal and Crown of Abysara members and the wanderers will gain a boon.

Regardless of the outcome, Blushal Cratinis will take matters into their own hands and attack the Tribunal area with a surprise attack from his Scorching Scoundrel members. Once Blushal Cratinis is defeated, they will be taken to the lower depths of the Naucal Prison.

ROLL CREDITS

During Roll Credits, similar to Opening Credits, give each wanderer a chance to reflect on the episode. This is almost an inner monologue as they ride off or settle down to bed for the evening after the big job done. Allow it to get deep here, and leave room to have some questions left answered. Above all, ask them if they satisfied their Answer and their Task, and if they encountered their Fear.

