

First Voice

You are First Voice which means you will take the role of spokesperson for the tribe in the scenario's first scene. It's up to you to argue that you are worthy to be let into the city state of Ascalon by recounting your tribe's long walk across the desert. Those of you who survived the crossing, that is.

Tell the story of your first encounter with the desert and its monsters. Make stuff up and go wild.

Life on the plains

Before the desert, not long ago, there were hundreds of us, and we were strong. Back then, we travelled peacefully, following our herds of cattle across the plains. Whenever we passed the great lakes, we would fish; whenever we came upon other tribes, we found mates; and whenever we reached the sacred hills or swampland, we offered up a sacrifice. We were responsible for fighting and keeping dangerous predators, rotters, revenants and their worshippers in check.

We failed with regards to the latter. Our enemies managed to call on their Sovereign in Yellow. They mustered under His Sign and grew too strong. Waged war, in which they killed and burned everyone and everything. Only twelve of us were left in the tribe and we managed to escape into the great desert of Kitara.

We will attempt to cross the desert. With only a handful of belongings made from the finest flint, wood and hide, precious little water and a few head of cattle, we shall fight our way through, fleeing death and destruction, and make it to safety in a place from our oldest myths, a sprawling settlement by the name of Ascalon.

Those of us who fled into the desert:

- Biju, the Spear Warrior, who is limp and has a sweet tooth
- Darzaa, the Mystic, who was once our chieftain and carries some magic mushrooms
- Ferao, the Look-out, who is filled with youthful curiosity
- Ikku, the Youth, who may be the most handsome man in the world
- Chaki, the Pathfinder, who owns a whip made of human hair
- Koo, the Water Carrier, who became slow-witted after a bump on his head
- Mysa, the Drover, who cares more for beast than man
- Thuu, the Killer, who may be a little too fond of killing
- Ezza, the Hunter, who is sure with his spear, but misses fishing
- Tonga, the Fruit Gatherer, who loves and longs for beautiful colours
- Toomai, the Boy, the only child left alive and therefore the hope of the tribe
- Oo, the Elder, who is the oldest, wise and bitter

Many will die, and you will likely play several of these characters during the scenario.

Second Voice

You are Second Voice which means you will take the role of spokesperson for the tribe in the scenario's first scene. It's up to you to argue that you are worthy to be let into the city state of Ascalon by recounting your tribe's long walk across the desert. Those of you who survived the crossing, that is.

Tell the story of how you came to the colourful oasis camp of a prophet. Paint a picture using words and go wild.

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Third Voice

You are Third Voice which means you will take the role of spokesperson for the tribe in the scenario's first scene. It's up to you to argue that you are worthy to be let into the city state of Ascalon by recounting your tribe's long walk across the desert. Those of you who survived the crossing, that is.

Tell the story of how you stumbled upon the forbidden ruins of the First City. Fabricate, describe and go wild.

Life on the plains

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Final Voice

You are Final Voice which means you will take the role of spokesperson for the tribe in the scenario's final scene. It's up to you to argue that you are worthy to be let into the city state of Ascalon by recounting your tribe's long walk across the desert. Those of you who survived the crossing, that is.

Tell the story of how you were caught up in a sandstorm on your final approach to Asaclon. Describe and frame the tribe's final challenge in the desert.

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Darzaa

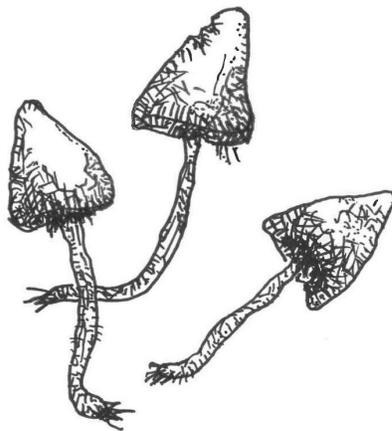
A kind and resourceful woman who no longer wants to be in charge. Used to be, she and her husband were the leaders of the tribe, but since leaving the plains she no longer has the heart for leadership.

Loss

Darzee, the tribe's competent chieftain and Darzaa's lovely husband, was one of the first to fall when the Yellow Sovereign attacked. Later, her children were also killed. Grief.

What Darzaa brought along

Darzaa brought along her magic mushrooms which may grant superhuman courage and mystic visions.



Harm

[] Clouded mind and fiery fury

[] The last mushrooms have gone mouldy and turned poisonous

Biju

The tribe's brave spearwoman. In the time before, she was regarded with respect and suffered a bit of teasing for her desire for honey and other sweets.

Loss

During the flight from the plains, Biju badly injured her leg. The fracture has never fully healed.

What Biju brought along

Biju brought along her bone spear. The one she inherited from her father who fell in the first fights against the worshippers of the Yellow Sovereign.



Harm

- The leg breaks and becomes useless
- The spear breaks and becomes useless

Ferao

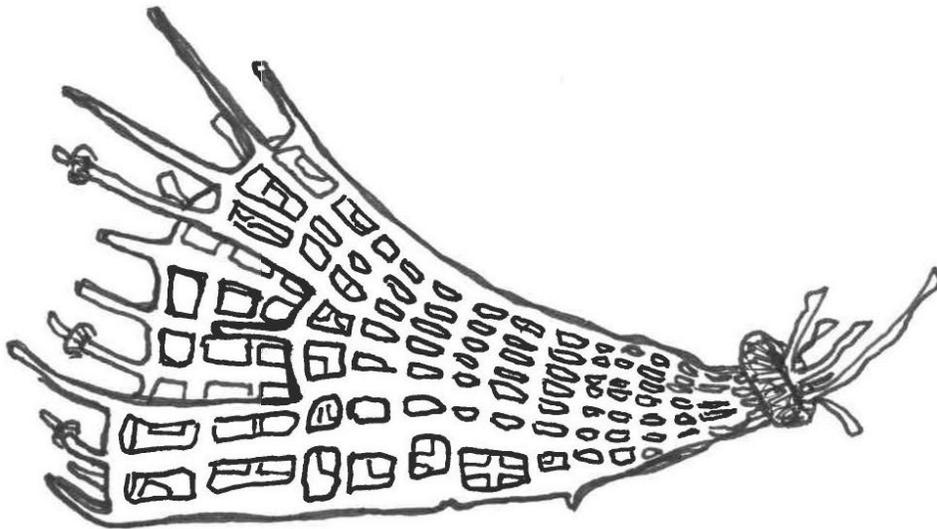
The young Ferao is as helpful as she is perceptive. She sees and hears all. Almost a little too eager to help out and in seeking attention.

Loss

Ferao misses the trees and their shadowy crowns. She also misses her family, everyone who were killed – misses them so much it hurts. But that is different from the longing of sitting in a tree. The absence of trees feels as if some part of her has died.

What Ferao brought along

Ferao brought along a large net for catching birds. You could use it to capture a person.



Harm

- [] A painful wound that never heals
- [] The net is lost or destroyed

Ikki

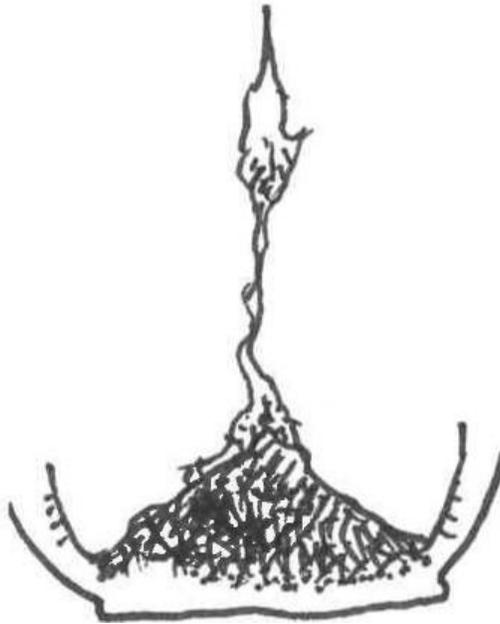
A handsome young man. Looks as if he never had a care in his life.

Loss

When Ikki witnessed his younger siblings die something inside him broke. He would never be able to feel again.

What Ikki brought along

Ikki brought along embers. He carries the tribe's last fire in a jar.



Harm

Disfigured

No more fire or embers in the jar

Chaki

The tribe's old pathfinder, always first across the next hill, never one to lose faith. That was Chaki. Still is, in fact, but she has become more sombre and quiet. Carries on without pleasure.

Loss

Chaki loved her wife and their many daughters. They were all warriors and died on the plains. She still keeps locks of their hair.

What Chaki brought along

While travelling, Chaki has braided the hair of her dead family into a long whip to be used both as a weapon and as a rope. And for Chaki to breathe in its scent before going to sleep.



Harm

- [] Breaks one or more bones
- [] The whip is lost or destroyed

Koo

A little slow-witted, but kind and modest, Koo handles the water. Back on the plains he took a hand in looking after the cattle and the horses, as well as hunting unnatural beasts, but now Koo just handles the water and it suits him well.

Loss

In the early fighting Koo took a hit on the head. People thought he would die from the blow. He didn't, but he came back different. A little slower in his movements and speech.

What Koo brought along

Koo brought along a large blanket made from hide. It is useful for making shade in the desert.



Harm

- [] Another blow to the head, making Koo even slower
- [] The blanket is lost or destroyed

Mysa

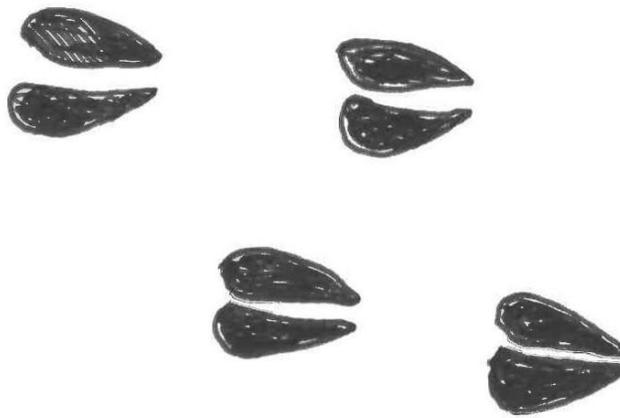
Big Mysa was always more concerned with beast than man. Which is why he always have had responsibility for the herd of cattle.

Loss

Back on the plains, Mysa took care of several hundred livestock.

What Mysa brought along

Mysa brought along four cattle. Only four out of hundreds, but it's better than nothing.



Harm

- Wounds and massive blood-loss
- All four beasts are lost

Oo

The tribe elder who has forgotten more secrets of nature than most will learn in their all too brief lives.

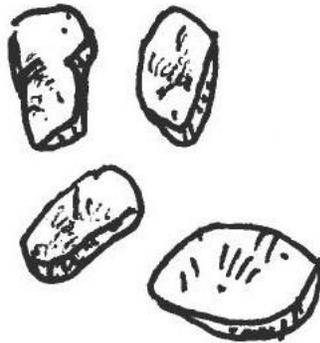
Loss

Almost all – all the best – of Ooo's tribe are dead. Now he's almost alone with a paltry few.

What Oo brought along

His magical rocks. When Oo was young, the tribe's shaman brought him to the holiest of places. Here they found five smooth rocks which they painted with red and yellow clay. The following winter the shaman died – or maybe it was in the spring.

Oo still keeps the rocks. The colours have faded and can barely be made out, but the magic is still strong and distinct.



Harm

[] The old body gives in

[] The rocks are lost

Thuu

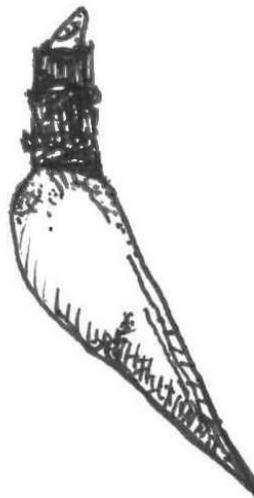
Killing is necessary when you're a hunter or at war, but that is not why Thuu kills. Thuu kills because he likes it. It's not something he cares to admit, but everyone knows.

Loss

It pains Thuu that the Yellow Sovereign took so many of his kin. It also pains Thuu that the followers of the Yellow Sovereign captured their native plains. And more than anything it pains Thuu that his brother Darzee stole and lost Thuu's best bone knife when he went to war and got himself killed, the bastard.

What Thuu brought along

Thuu brought along his second-best bone knife. It is a long sharpened bone of good quality that will cut you up good going in and coming back out.



Harm

- [] Fresh wounds and injury
- [] The bone knife breaks or is lost

Ezza

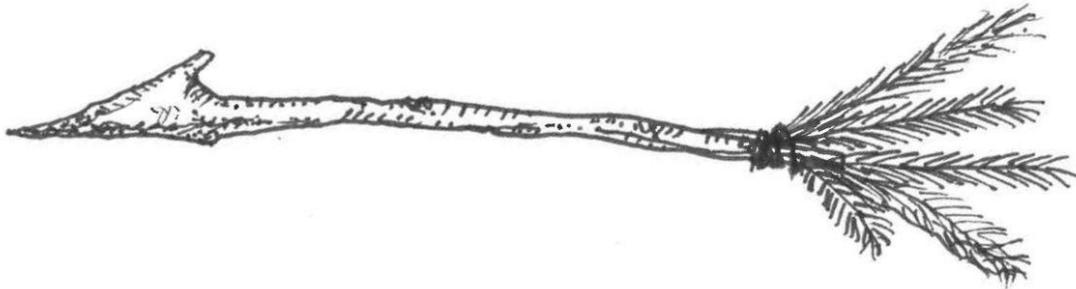
He has always been the tribe's best hunter. Whether they hunted the big, lumbering land animals as a group or went out separately on the lakes and fished using spears, Ezza almost always brought home the biggest catch. Because Ezza knows the secret of the hunt – respect the animal and ask it gently and just right to give itself as a sacrifice in the great circle of life.

Loss

Ezza misses his fishing spear. Or rather, Ezza laments that he will never go fishing on the great, dark lakes again.

What Ezza brought along

Ezza brought along his short javelin that he usually uses for buck hunting.



Harm

- Loss of a sense, maybe sight or hearing
- The spear is broken

Tonga

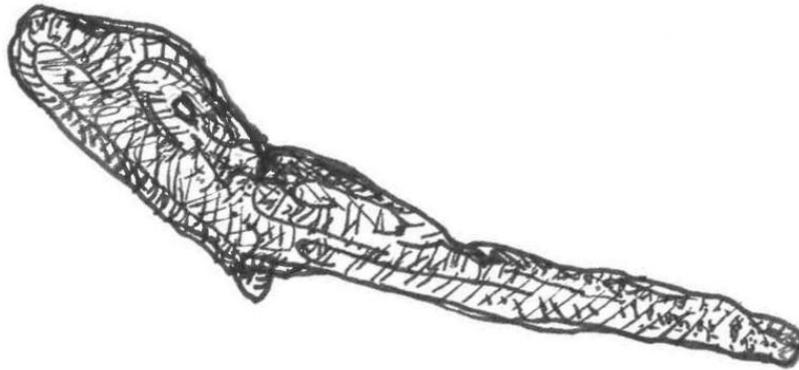
Tall Tonga is not the quickest and possibly not the strongest, but Tonga knows how to use his brain. Preferably taking his time to do so – while swimming or foraging.

Loss

Tonga misses the tribe's many colourful and beautiful tents. They felt safe and secure, giving them shelter, but also because they were a joy to look at.

What Tonga brought along

His dead mother's war club. The gatherer also knows how to fight if need be.



Harm

- Open wounds
- The club is lost

Toomai

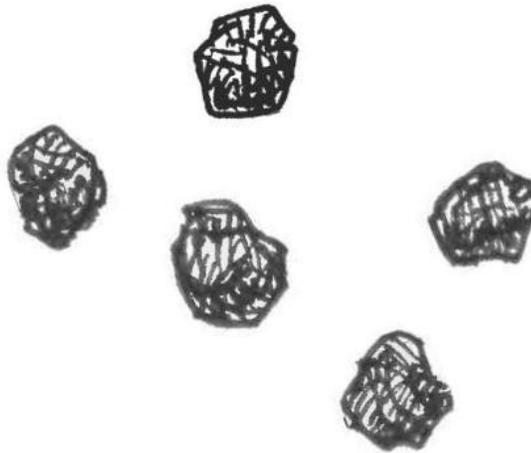
The only child to survive, perhaps because he is big and strong for his age, but most importantly, lucky. He is still sound in wind and limb, although somewhat marked by the flight.

Loss

Toomai used to be an extremely spry and vigorous boy. No more. His growth has already been impaired by the flight.

What Toomai brought along

Toomai brought along some rocks from the plains that are perfect for throwing.



Harm

The final fragment of childhood innocence is beaten from him

There are no more rocks left