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The Back Story (revealed to players after visiting the memory bank):

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You are all members of a secret organization mandated to keep the world safe by any means necessary. The fact that you found yourselves in the Temple of Resurrection means that you all died, and apparently at the same time.

In this world, when people die they reappear at the temple of resurrection, along with their clothes and all the items they were carrying. If you have a lifestone, you can take it to a Data Bank and get your memories restored from the last time you backed them up. If you don't have a lifestone, then your 'real world' life is over and you spend the rest of your existence working in the lifestone mines.

Memory restoration isn't a perfect science, though. For the first few days after getting your life back you have to actively try and remember things or they won't come to mind. For example, you don't recognize this black stone, but if you try and remember what it is, you'll recall that it's a touchstone, and you'll remember how it works.

To help you through this time, you can ask me if you remember things. The last thing you remember, for example, is going to the Data Bank near headquarters, backing yourselves up before a mission to defeat Socar, a reclusive shaman who is trying to summon the Burninator to enslave the world.

(Upon finishing this commentary, give all players their character sheets)

The secret message capsules:

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Each player has a capsule with a secret message. The capsule is in their inventory list. If/when they ask about it, I will pass out the three metal 'secret message' capsules, with that player's message.

The point of the capsules is to give me a way to inform one of the players that *they* are in fact Socar, the evil conjurer who wants to enslave the world. What they do with this knowledge is up to them, but I wanted to give them a plausible way to find out without arousing suspicion. To help achieve this, one of the other capsules grants the PC a special power that they will lose if they reveal it to the other players. The third capsule contains the coordinates for the Altar.

ITEM/WORLD NOTES:

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Transportation in this world is by touchstone. Just by concentrating, a PC can teleport to the location of a touchstone they are attuned to. Touchstones are portable, but must be left places if those places are to be teleported to later. A person is always aware of each touchstone they are attuned to, and can focus on a specific touchstone. Unless they remember where they put it, though, they don't know where that touchstone is, and therefore the exact location they'll be teleporting to.

People can be 'attuned' to touchstones. If you touch a touchstone with the intent of 'attuning' to it, then you can forever jump to wherever that touchstone is. NOTE: Someone can share their attuning of a touchstone with another person if both parties are willing and in physical contact. You can always jump to the location of a touchstone you are attuned to, and you can choose which touchstone to jump to. You can't tell where they are until you get there, though.

Touchstones are a part of life in this world. Popular destinations have

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banks of touchstone lockers where people can keep their destination touchstones. When a person teleports to their touchstone, their touchstone locker will automatically unlock (and the light will turn green) so they can fetch their touchstone if they choose.

Touchstones and lifestones are equal in value on the open market, but a reasonable case must be made to get someone to trade one for another. Each are worth about \$600.

Cold Ones (a homestarrunner reference understood by all the players) can be bought in the supermarket, the hardware store, or the casino royale restaurant. They cost \$1 each.

A "Babelfish Extreme" will transmit only directed thoughts. They don't let you read minds.

Player Specific stuff:

Viktoria's Spells:

Spell of Revelation - Requires Unholy Water (which is only found at the Desert Altar  
Can cast the Spell of Courage with proper ingredients  
spells can assist other difficult tasks, but take incense (buy incense?)

Notes:

Altar of Infinite Badness: N 36° 12.913 W 115° 12.431

- These coordinates are actually in the vicinity of Las Vegas, and can be reached with reasonable effort from the Casino Royale.

REAL WORLD INVENTORY:

Three metal capsules  
Six lifestones (white river rocks)  
Six touchstones (black river rocks)  
Six cadbury Eggs (mmmmmmmm)  
"Pcoket Spell of Courage"  
Bic lighter