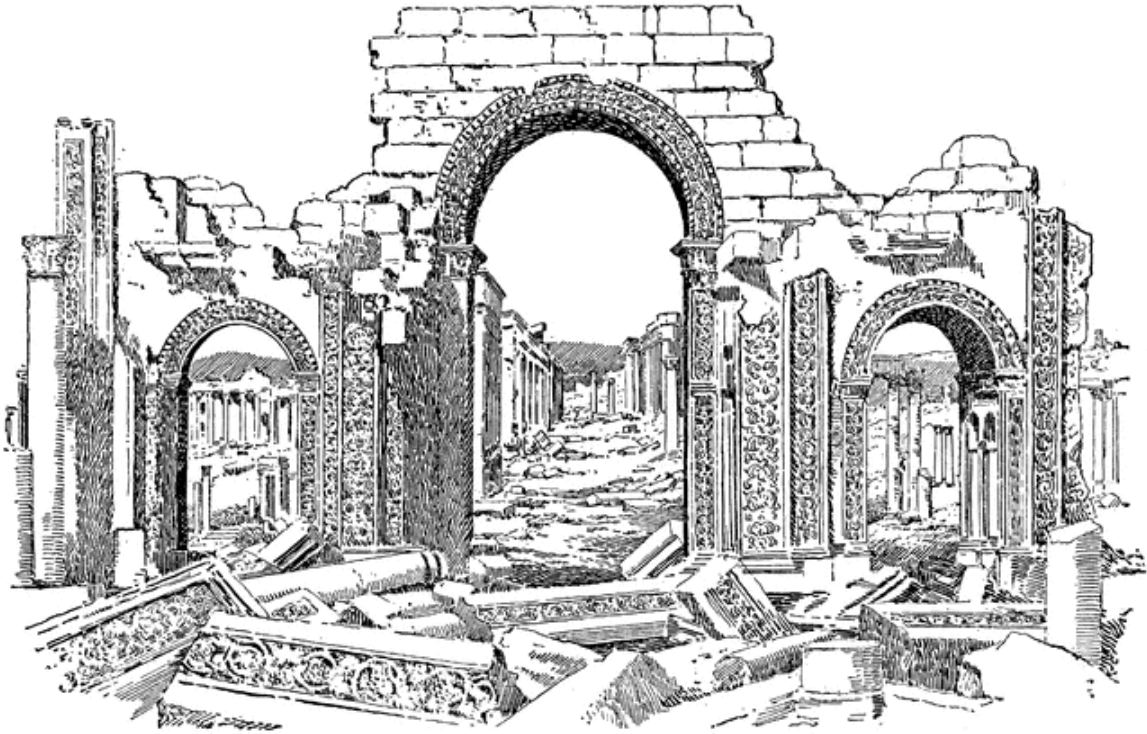


It is said that no greater glory has ever graced the material plane than the Imperial Capital of the Elves, Maelyl Vaerdos. This glorious city sprawled over an entire continent and was filled with wonders undreamed of by the civilizations that came afterwards. In a single horrid night all of this was lost, the whole continent laid to waste by a great calamity that sank half of it beneath the sea and left the whole of it haunted by innumerable spirits by night. It was years before foolhardy adventurers returned here, risking their mortal existences in the pursuit of long lost Elven riches. You are one of those adventurers.



Broken Covenant

Five thousand years have passed since the fall of the ancient elves. You have your own reasons for coming here but whatever purpose drives you these ancient ruins are filled with peril. Restless spirits haunt the ruins by night, great monstrous beasts stalk the ruins by day, far in the depths dwell horrors that should not exist, and the ancient elves did not leave their treasures unprotected.

To pursue your own goals, you have cast your lot in with 'Few and Far Between', an Adventurer's Guild overseen by three Guildmasters - Nanya the Merfolk Druid, Norach the Construct Brawler, and Vaes the Elven Scholar (who is secretly an ancient undead elf). With their resources you stand a much better chance of achieving your aims on Maelyl Vaerdos.

Logistics

Your player character starts as either a guest of the guild or an official guild member depending on their interactions with the Guildmasters. This allows them to join up for occasional adventures while explaining why they don't more regularly participate - after all it makes more sense to take a hiatus from a guild than a hiatus from saving the world.

Experience will not be used. The Game Master will determine when a level up is appropriate. All player characters will be the same level regardless of activity but player characters that play regularly will have an equipment advantage in keeping some special loot from adventures. The current player character level is **11th**.

Ability Scores will be determined by assigning 8, 10, 12, 12, 14, 16 to attributes plus an additional +2 to any one desired attribute before racial modifiers. HP will not be rolled at each level instead assume that the highest possible number is always rolled.

Player Characters may be of any official Featured Race. Advanced, Monstrous, and Custom Races are not necessarily disallowed but would involve approval and balancing by the Game Master. Please feel free to try something unusual if you so desire, after all the guild is run by a merfolk, a construct, and an undead elf.

Player Characters may cross class into any number of Base Classes but may have only one Prestige Class.

The current level is 11 and starting gold is 108,000 gp (wealth by level +1); no more than 40,000 gold may be spent on each item. Do not use Item Creation feats for starting equipment; there will be opportunity to craft magical equipment later.

Personality and Background

Guild members need only have two core personality traits - the ability to work cohesively with others and the ability to form relationships with others after intense joint experiences. That doesn't necessitate that the various player characters be close friends - rivals or even enemies can still work together in the same organization towards a greater goal. They just might get into a bar fight afterwards or subtly sabotage one another in non-lethal ways.

What to expect?

This is primarily a dungeon crawl in noteworthy locations throughout the ruins of Maelyl Vaerdos. At night these ruins will be haunted by incorporeal undead and by day stalked by monstrous beasts. In addition there will be ancient traps, magical safeguards, and more than a few puzzles. However, that's not to say that there will be no need for diplomacy - the three cities that have sprung up around Maelyl Vaerdos are ripe with intrigue and character building opportunities.