

Paragraphs

1 – Fool's Rush

Fool's Rush is a small, shabby settlement that exists solely as a base camp for explorers heading into the Empire Ruins. The closest thing to a permanent structure is The Dog and Bindle; a cluster of canvas-covered shacks that provide board and food to explorers.

More devout explorers have created and later made offerings at roadside shrines dedicated to The Queen of War, The Seeker of Knowledge and The Lady.

Supplies are brought to the settlement by caravan every month, and the merchants are happy to take any finds back to civilisation and sell them on for a small fee.

This is your second expedition into the ruins, your first having been cut short by injury - however, it was not entirely fruitless; you believe that you found the tomb of the Last King of the City by the River – or Swamp city as most explorers now call it.

You intend to leave at first light tomorrow morning, but before you turn in you may visit the merchant caravan to collect more supplies, or the shrines to make an offering to the gods.

- Shopping
- Temples
- Exit

2 – Temple

Gain the keyword ACTOR

Three small shrines have been constructed by the side of the track leading down into the Empire Ruins, their crude representations of the deities depicted almost totally concealed by offerings.

A gaggle of itinerant priests and beggars are clustered near them. As you approach they gather around you offering to sell you offerings or offer prayers on your behalf.

You may make an offering to one of the deities.

Queen of War

You may call upon the Queen of War to add an extra die to your combat skill for the duration of a single combat.

The Lady

You may call upon The Lady to re-roll any die roll or to restore your luck to full.

The Seeker of Knowledge

You may call upon the Seeker of Knowledge to check all outcomes of a decision once during the adventure.

Once you are done here, you may either visit the caravan, or call it a night and prepare to leave in the morning.

- Shopping
- Exit

3 – Shopping

If you have the Keyword ACTOR go to **IfActor**, otherwise, read on.

The caravan has a small selection of over-priced supplies for those heading out into the ruins. You have enough money to buy one of the items below.

Healing salve

Use to restore one wound box

Compass

Helps with navigation

Glowstones

Magical stones that shed light but not heat; each stone lasts for 2 hours once the magic is activated

3a – IfActor

Test your Luck.

3b – IfActorLuck

Remove the keyword ACTOR and return to **Shopping**

3c –IfActorUnluck

As you go to pay for your goods, you find that all your money is gone. There's nothing to be done except return to the Dog and Bindle and try to get some sleep before tomorrow.

Go to **Exit**