

"Dunno, Captain! I woke up feeling pretty good – no pain," said the first mate.

Genevieve entered at this moment, looked at the man, and grinned.

"Did you do this?" I asked her.

"No, but I have an idea what's responsible," she answered. She turned to leave.

"I'm going ashore for a while."

"Wait!" I said, running after her.

I found her in her room, gathering her sturdy hiking clothes. When she started undressing in front of me, I quickly turned my back.

"What are you doing?" I asked.

"Haven't you noticed this island is teeming with life, Pherlon? Our hunters don't have to go any further than a few feet into the trees to catch enough deer to feed us all. And we could probably fish this lagoon for a decade and never run out of food!"

"Yes, but I have a crippled ship here! We both agree that storm was magical, but we have no idea who would throw such a spell against us. Aren't you just a little bit worried?" I asked.

"No, I'll handle that problem when I come to it. Right now, I have a theory to prove."

"But what about my ship?"

"Fix it!" Genevieve said.

I sensed she didn't want to hear about it. But Mistress Bull was right about one thing; this island was teeming with life, which meant trees as well. Hopefully, there would be enough to repair the extensive damages the Stormwatcher received. It looked like Genevieve wasn't the only one that was going on a hike.

### **Event 3 0**

Genevieve might be surprised to learn that I have been listening closely to her rants about her new magic system, especially her ideas about Order Magic. As she explains it, there are forces in the universe that manipulate magic. Until now, Wizards believed that magic was influenced by the elements, but Genevieve somehow knew that magic is

the force that binds the elements of the universe – not the other way around. So, what does influence magic?

For some reason, Genevieve is secretive about the specifics, but she did explain that Order is one of those forces that can be used to manipulate magic. What if it were true? What if there was such a force as Order that could be used to make sense of the chaos of the sea and storms?

Intriguing, I must admit.

#### **Event 4 ()**

Even I could see what force this island represented in Genevieve's system of magic – life. You couldn't walk through this land without startling a bird or rabbit, and every attempt to find fallen branches for firewood turned up nothing. It seemed as if nothing died naturally here.

I realized as I sat down to eat my evening meal of venison steak that we were a blight, a disease. We brought death with us. We were disturbing the land itself. I would be glad to leave.

#### **Event 5 (after all three sawmills have been built and flagged)**

My men may not be lumberjacks, but they're doing a good job cutting and shaping the wood I need to make the repairs on the Stormwatch. Just in case, I'm having them build an extra mast as well. So, our cargo hold is filled with barrels of fresh water and ~~nameless~~ sacks of fruit, dried meat, and other foodstuffs – enough to last ~~us~~ months.

*numerous*

But I doubt we'll be returning home any time soon. Don't ask me how I know, but I think Genevieve was meant to come to the Broken Isles. Perhaps that's why she is so obsessed with her research into this new system of magic. It's her destiny.

*which she now calls*

#### **Event 6 (After Arril is defeated)**

Genevieve felt her defeat of the Air Mage, Arril, was an effective test of her new system of magic – ~~newly dubbed~~ Unity Magic. But I realized the presence of the Air Mage here in the Broken Isles was a sign of more danger to come. Someone obviously didn't want Genevieve to succeed, and the last time I checked there were four elemental schools of magic.

If Genevieve realized there were ~~probably~~ three more Wizards out there plotting her death, she seemed unconcerned. Was this confidence in Unity Magic, or just sheer arrogance? I couldn't be sure. I was ~~afraid~~ Genevieve's destiny ~~might~~ cost the lives of my crew and me.

*just hoped*

*didn't*

Out of their respective elements steps the Elemental Lords, being powerful beyond imagining with complete control over Air, Earth, Water and Fire.

"Do not think we fear you, human, for we can rip you apart with a thought!" says the Lord of Air, a swirling, shapeless cloud.

"Why don't we?" screeches the Lord of Fire.

"Why not let the Water Wizard do his work?" asks the Lord of Water.

"Because the Others want this quest to be successful," says the Lord of Earth.

"I don't fear them! This one," the Fire Lord says, pointing at you, "threatens our power!"

"No, you don't understand! Unity Magic needs the elements as much as any force. I cannot remove the elements from magic!" you say.

"The Wizards say you're trying to take the elements out of magic," says the Lord of Air.

"Well, the Wizards don't know what they're talking about! Give me a chance to show you what I mean."

It takes some time for the Elemental Lords to come to a decision.

"Show us," says the Lord of Earth.

"Bring the elements into your Unity Magic and we will grant you the knowledge to summon Elementals," says the Lord of Air.

"Then you will be able to use my Water Elementals to stop the tidal wave," says the Lord of Water.

Finally, the Lord of Fire floats so close his heat singes your skin.

"Fail, and you will suffer!" he says.

### Progress Text

You stare again at the cabin where you met the Elemental Lords and realize that it doesn't really exist. It's just an illusion created by their powerful magic.

### Completion Text

It takes some time to explain how Nature Magic, and even the other areas of Unity Magic, incorporates the power of the elements, but the Elemental Lords seem fascinated by your every word. Even the Lord of Fire likes your ideas.

"I say this new system is worth a try," says the Lord of Air.

"Maybe," says the Lord of Earth.

"What do we do about our old Wizards?" asks the Lord of Water.

"Let them do as they wish," says the Fire Lord. "If they win, then nothing changes, but it matters not if they lose, does it? At least not to us."

The Elemental Lords each tell you the secret way of summoning Elementals into this world. Once the lessons are over, they disappear.

### **Quest 2 – Quest Guard – "" ()**

#### Proposal Text

#### Progress Text

#### Completion Text

### Artifacts

### Creatures

#### **Sea Serpents (placed at the edge of the bay where the water gets deep and dark)**

At the first sign of their long, dark backs, Genevieve ordered the Stormwatcher's crew below decks. They would only be a hindrance. So, I stood next to Genevieve at the bow of my ship. The Water Elements would support us. Genevieve insisted that if they died she could just summon more.

"Here comes the first one," I said as the ocean parted to reveal a gaping maw.

"Come and get it, you slimy worms!" Genevieve shouted.

## Events

### Placed Event 1 ()

### Placed Event 2 ()

### Placed Event 3 ()

### Event 1 (Starting Event)

Only a few days after we departed the island where Genevieve battled the Wizard of Air, a pair of Sea Serpents started following us. At first, I thought they were just curious. But then one of them darted in and butted against the hull of the Stormwatcher, nearly tipping us over. The second one attacked soon after.

Thankfully, Genevieve was able to confuse the creatures with her magic long enough for me to put some distance between the Sea Serpents and us. Even though the Stormwatcher is a trading vessel, it was built long and slim to cut easily through the waves. It was one of the fastest ships on the sea, which probably saved our lives.

For the next week or so, we ran from the Sea Serpents. During this time, more joined the original pair until we could no longer determine exactly how many were chasing us. Night and day they continued their tireless hunt.

"Are Serpents normally so determined?" Genevieve asked me once.

"No," I replied. "They're territorial creatures. Usually you can escape them by leaving their territory, but we've long since left the home of these beasts!"