

INTRODUCTION

There are four parts to this pack:

- **Organizer Guide:** Everything you need to set up and run a narrative event. This can be skipped by players.
- **Player Guide:** Everything you need to take part in a narrative event. Organizers can give out just this part to players, so they don't need to worry about set up.
- **Narrative Guide:** Everything you need to play the narrative scenarios, as well as the story and setting of the event.

ORGANIZER GUIDE

Narrative events are casual events. They are for all players no matter their experience level, where they are encouraged to help each other learn, and the focus is on fun and friendliness.

PARTICIPANTS

- **Event Organizers:** The people in charge of planning and running the event. They must pick one Head Moderator, or take on that role themselves.
- **Head Moderator:** Events must have one Head Moderator, who has final authority during the event regarding rules and conduct (in agreement with the Event Organizers).
- **Moderators:** Additionally, events may have any number of Moderators, who must help players with questions and disputes.
- **Players:** A player is someone who plays the matches in the event, and must bring everything they need to play.
- **Spectators:** Anyone at the event who isn't playing or in another role. Spectators may help players, without disturbing the match.

Note that Organizers and Moderators may play in an event they're in charge of. When running large events, we recommend to always have some Organizers or Moderators present that aren't playing to keep things running and provide player assistance.

EVENT SETUP

Event Structure: Before the event starts, the Organizer must announce the number of points, rounds, time, and breaks that will be used for the event. The Organizer must also announce if any of the Advanced Rules will be used, and must provide a copy of the relevant sections for players to use.

Army Structure: Before the event starts, the Organizer must announce if they want to allow a different army structure, such as not following official Force Org., allowing army mixing, as well as if and which unofficial armies are allowed.

Required Materials: The Organizers are responsible for finding a venue, as well as providing tables, terrain, and chairs for each player. Ideally playmats should be provided to play on, but if none are available, the play area can be marked using tape. Each table should also be marked with a number so that players can easily find their spot. Organizers must also bring all required documents, such as game rules, event pack, and other relevant materials (like pens and paper).

Table Set-Up: Before the event starts, the Organizer must set up tables with a defined 6'x4' play area, and enough terrain to provide an interesting match. Each table should have an equal number and variety of terrain pieces, and Organizers must ensure players understand the intended effects of each terrain piece before the event begins. Players should ideally also have enough space to place all of their minis and other items on the table, outside the play area. Note that players are not allowed to change the terrain set up before or during the match without prior approval from the Head Moderator.

Event Teams: Before the first round, players must be divided into two teams with as equal a number of players as possible. Players may either be assigned randomly to each team, or may pick which team they want to be part of (if the Organizer allows it).

Player Pairings: In the first round, players from each team are randomly paired with players of the opposing team. For later rounds, players are matched with others from the opposing team who have the same number of EPs. To pair players, start with the group having the most EPs and pair them in descending order starting with the player that scored most VPs across all rounds. If there's an odd number of players, the remaining one is paired with someone from the next highest group. Repeat this process until all players are paired. If one team has more players than the other, then in the first round a random player from that team gets 3 EPs and 0 VPs for that round and doesn't play. In later rounds, the lowest ranked player from that team gets 3 EPs and 0 VPs for that round and doesn't play (in case of a tie, randomly pick one of them).

TERRAIN GUIDELINES

Terrain Types: When preparing event tables, there are two types of terrain used:

- **Scatter Terrain:** Small pieces of scatter terrain, like barrels, boxes, barricades, etc. should be somewhere between 1"x1" and 3"x3" in size.
- **Large Terrain:** Large terrain features, like buildings, forests, lakes, etc. should be somewhere between 4"x4" and 8"x8" in size, but can be as large as 12"x12".

Terrain Placement: Tables should have enough terrain to fully cover at least 25% of the table. Large terrain should have gaps of at least 6" between other pieces to allow units to move through with ease. Terrain should be varied and of different heights, following these guidelines for terrain types:

- At least 50% should block line of sight
- At least 33% should provide Cover
- At least 33% should be Difficult terrain
- At least 2 pieces should be Dangerous

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PLAYER GUIDE

Narrative Events follow the latest rules for Age of Fantasy, available from the OPR website. This event pack is valid from September 2026 until September 2027.

Narrative Events use 1500pts army lists and are made up of 4 rounds of 90min matches, with a 15min break after round 1 and 3, and a longer 60min break after round 2.

Note that Organizers may use their own structure, with a different number of points, rounds, time, and breaks. This will be announced to players before the event.

CONDUCT GUIDELINES

Players must act maturely, follow the rules, and be respectful. This includes avoiding stalling, damaging items, cheating, or being disrespectful to their opponents. Collusion to manipulate scores is strictly forbidden, and intentionally damaging other players' items may result in removal from the event. The Event Organizer and Head Moderator may remove players for unsporting behaviour at any time, without discussion.

Removing Players: If a player wishes to stop playing, they may notify the Organizer, who will remove them from future rounds. Players who don't show up on time or can't continue will also be removed. Players may ask to rejoin, but they'll receive an unpaired loss for missed rounds. Disqualified players are removed and cannot rejoin under any circumstances.

EVENT MATERIALS

Players must bring everything they need to play, including their army, tokens, dice, and ruler. Players must also bring a valid army list, ideally with at least two physical copies of it (for themselves and their opponent). Army lists must use only official OPR armies, must follow Force Org. rules, and mixing factions is not allowed. All minis and upgrades must be clearly identifiable and have a corresponding entry in the army list.

Lost & Damaged Items: If a player loses or damages an essential item, they must try to find a replacement. If this happens at the start or during a match, they should notify a Moderator, who will give them extra time to find a replacement. If they can't, they must concede the match. If they don't find a replacement by the next match, they are removed from the event. In case of damaged minis, the mini is allowed as long as it doesn't affect gameplay, but if it does, then it must be fixed or replaced. In case of damaged dice, rulers, or tokens, the player may ask to share items with their opponent instead.

PREPARING A MATCH

Before starting each event match, players must follow these steps:

1. **Prepare Materials:** Players set up minis, tokens, dice, and rulers.
2. **Army Lists:** Players share army lists and identify minis and upgrades.
3. **Terrain Effects:** Players ensure they all understand the effects of terrain pieces.
4. **Scenario Setup:** Players follow the setup instructions of the scenario.

Once these steps are complete, players wait for the Event Organizer to announce the start of the match.

The timer is started once all players are seated and ready, and everyone may then start playing the game. If the match isn't finished when time runs out, the current activation and game round immediately ends, and the game ends there.

GAME GUIDELINES

All participants must be respectful during the event. If players can't settle a dispute, they must call a Moderator to make a decision, which is final. If a player finds the ruling of the Moderator to be incorrect, they must inform them between rounds, so they can make the correct call in the future.

Margin of Error: Minis may be accidentally pushed or moved during the game, and whilst small errors are allowed to keep the game moving, players should not abuse this. Players should always try to be as accurate as possible, and check with their opponent when adjusting the position of miniatures.

Missed Opportunities: If a player forgets to take an action or use an ability, they can't do it later without their opponent's consent, and once dice are rolled there is no going back. Players should act fairly and not purposefully try to cause their opponent to miss an opportunity, and should remind them of a potential missed opportunity before it's gone.

Hidden Information: If a rule requires a player to have hidden information, they must note it down on a hidden piece of paper, and must show it to their opponent once the information should be revealed.

LINE OF SIGHT GUIDELINES

The following rules always apply:

- Models can always see in all directions, regardless of the miniature's facing.
- Models always have line of sight to themselves, and may target themselves.
- Models can't see through solid obstacles, including the perimeter of other units (friendly or enemy).
- Models can always see through friendly models from their own unit.

Note that players may agree to ignore unusual features (like decorative banners or flame effects) for line of sight.

Before the game begins, all models are applied a size class, based on their Tough:

- Small - No Tough + Tough(3) Heroes
- Medium - Tough(3) + Tough(6) Heroes
- Large - Tough(6) to Tough(12)
- Huge - Tough(15) to Tough(21)
- Titanic - Tough(24) or higher

To determine line of sight, simply get down to the eye level of the miniature, and check if it can see the target. If the target is visible, then the model has line of sight.

The miniature can't draw line of sight through other units, with these exceptions:

- Models may draw line of sight through units of smaller size class.
- Models may draw line of sight through units of equal or lower size class, if the target is of greater size class than the unit in the way.
- Models on elevation may draw line of sight through units that are at a lower elevation than them.

GAME END & SCORING

The winning player in each round must report the match results to the scorekeeper, including who won and who lost. If there's a mistake in the report, players must contact the Event Organizer or Head Moderator to correct it before the next round begins. If the error isn't fixed by then, it stands, and the event continues as is.

Event Points: At the end of each match the winner gets 3 EPs.

Tie Breakers: In case of a tie, if only one player is left with no units or only shaken units on the board, then that player loses and the other wins. Else, both players score 1 EP.

Winning the Event: After the last round of matches the team with most EPs wins. In case of a tie, the team that scored most VPs across all rounds wins. If still tied, then both teams win.

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OVERVIEW

Narrative events feature a non-linear series of scenarios which are modified based on player choices. This makes each event a little different than the other, so that you can play it multiple times without it getting stale.

This Narrative Pack is based on the Moonmire's Proving Grounds mission pack.

EVENT TEAMS

Before the first round, players are divided into two teams, each representing a different alliance from the narrative of the event.

For this event pack, the two alliances are:

- Supreme Mistresses of Udanax
- Keepers of the Tales of Mabalo

Note that event teams don't have to be made up of armies of the same faction, so everyone can play together no matter what they bring.

NARRATIVE SEQUENCE

For the first round of the event, the Organizer must randomly determine which scenario will be played and which location modifier will be used. This scenario and modifier must then be used by all pairings.

Round Winners: At the end of each round, the team that scored most EPs during that round counts as having won the round. In case of a tie then neither team counts as having won or lost the round.

The next round's scenario and location will then be determined by the winners and losers, or if tied then they must be determined randomly:

- **Loser's Choice:** The team that lost the round gets to pick either which scenario is played next, or which location modifier is used next.
- **Winner's Choice:** Based on what the losing team chose, the team that won the round gets to pick either which scenario is played next, or which location modifier is used next.

Each team may either make these choices via agreement, or otherwise chose via a vote.

Players also get a bonus for the next match based on their team's performance:

- **Loser's Bonus:** All players from the losing team get a bonus that may be used during the next match: Once per game, the player may modify all dice in a friendly or enemy roll by +1 or -1.
- **Winner's Bonus:** All players from the winning team also get a bonus that may be used during the next match: Once per game, the player may modify all dice in a friendly roll by +1.

THE SCENARIOS

There are 4 scenarios for this event:

- Ring of Fire
- Clash of Heroes
- Dream World Duel
- The Ritual

THE LOCATIONS

There are 4 locations for this event:

- **Pale Colosseum -** At the beginning of the game, one random unit from each army gets a Crowd's Favour token. Whenever a unit with a Crowd's Favour token is destroyed, the attacker gets that token. Units with Crowd's Favour tokens gets +1 to hit rolls.
- **Winding Caverns -** Each round, one random table quarter counts as Difficult terrain until the end of the round.
- **Lunar Palace -** All units get +1 to morale test rolls triggered by melee or shooting.
- **Knight's Rest Inn -** Once per game, each player may pick one of their units that has taken wounds, and roll one die for each. On a 5+ it is ignored.

PROGRESSION SYSTEM (OPTIONAL)

Casualties: At the end of each match, all units that were fully destroyed or routed count as casualties.

Unit Recovery: For every unit that is a casualty, roll one die and check what happens to it here:

Result	Casualty
1	**Injured -** Unit gets -1 to all rolls for the next match.
2-5	**Recovered -** Unit recovers and may be used without penalties.
6	**Top Recovery -** Unit recovers and earns +3 XP.

Earning XP: Units earn XP in battle for each of the following things:

- **+3 XP:** Not a casualty
- **+3 XP:** Killed a unit
- **+5 XP:** Killed a hero unit
- **+8 XP:** Killed a hero and its unit

Mark earned XP on the army sheet in order to see when units level up.

Levelling Up: When a unit earns 5 XP you must roll one die to see what trait it gets:

Result	Trait
1	**Agile -** Moves +1" on Advance and +2" on Rush/Charge actions.
2	**Headstrong -** Gets +1 to rolls when taking Morale Tests.
3	**Specialist -** Gets +1 to hit rolls when in melee or when shooting (pick one).
4	**Resilient -** Gets +1 to Defense rolls when blocking hits.
5	**Elite -** May re-roll one roll of any kind once per game.
6	**Fast Learner -** May pick any other trait from the list.

Each trait (except for Specialist) can only be gained once, so if you roll a trait you already have keep re-rolling until you get a new trait you don't have yet. Units can't earn more than 30xp, so they can level up max. 6 times.

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RING OF FIRE

MISSION BACKGROUND

At the heart of a forgotten island, the Rift has left an inferno, forcing even the mightiest warriors to try to outrun the flames as they seek the Voidgate hidden somewhere deep in the island's core.

SPECIAL SET-UP

Before deployment, place 12 deployment markers as shown in the diagram, and mark them A1-6 and B1-6.

DEPLOYMENT

The players roll-off, and then alternate in placing one unit each within 6" of a random marker that has no other enemy units within 6". To pick a marker, roll one die and on a 1-3 the A markers are selected, and on a 4-6 the B markers are selected instead. Then roll one die to determine a random marker from 1-6.

FIRST TURN

The players must roll-off to see who gets the first turn.

OBJECTIVES

Before the game begins, count the total number of units in each player's army. Each player must also select up to three enemy units to be their Priority Targets.

At the end of the game players get 2 VPs for destroying at least half of the units in the enemy army, plus 1 VP for each Priority Target they destroyed.

Players also get 1 VP if they destroyed the most expensive enemy unit, as well as 1 VP if they destroyed the least expensive enemy unit.

The game ends after 4 rounds, and the player that scored most VPs wins.

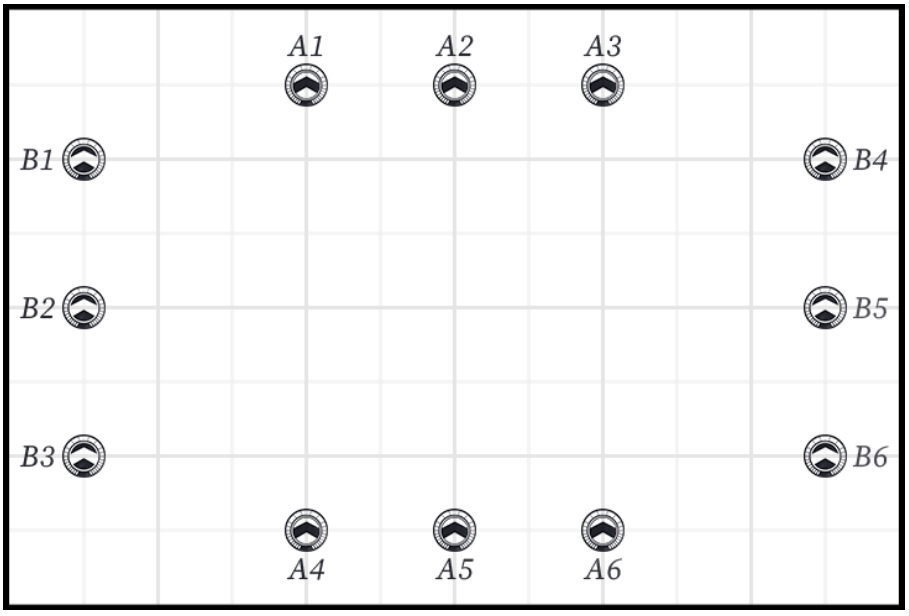
SPECIAL RULES

Ring of Fire: At the beginning of the game, the area within 0" of the table edge counts as the Ring of Fire. Then at the beginning of each round after the first, the Ring of Fire is extended by 6".

Burned Alive: The entire Ring of Fire area counts as Dangerous terrain, and units that are Shaken whilst inside of it are destroyed.

Thick Flames: Units get -1 to hit rolls when shooting into or out of the Ring of Fire area.

Fiery Frenzy: Units get +1 to hit rolls when charging from inside the Ring of Fire area.



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CLASH OF HEROES

MISSION BACKGROUND

Even as their warbands clashed around them in the Pale Colosseum, rival competitors would often single each other out for more personal encounters; such duels had the chance to make or break aspiring challengers in the tournament.

SPECIAL SET-UP

For this mission each army must have at least two Heroes. If it doesn't, then you must pick random units to count as Heroes for this match, until you have at least two Heroes.

DEPLOYMENT

The players roll-off, and the winner picks zone A or B to be their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within their deployment zone, starting with the player that won the deployment roll-off.

FIRST TURN

The player that has won the deployment roll-off gets the first turn.

OBJECTIVES

Before the game begins, count the total number of units in each player's army.

At the end of the game players get 1 VP for each Hero they destroyed, plus 1 VP if they destroyed at least half of the units in the enemy army.

Players also get 2 VPs for each time that a friendly Hero killed an enemy Hero in a Duel, and 1 VP for each time that an enemy Hero refused a Duel.

Starting from the end of round 4, if there are still ongoing Duels, then the game continues into the next round.

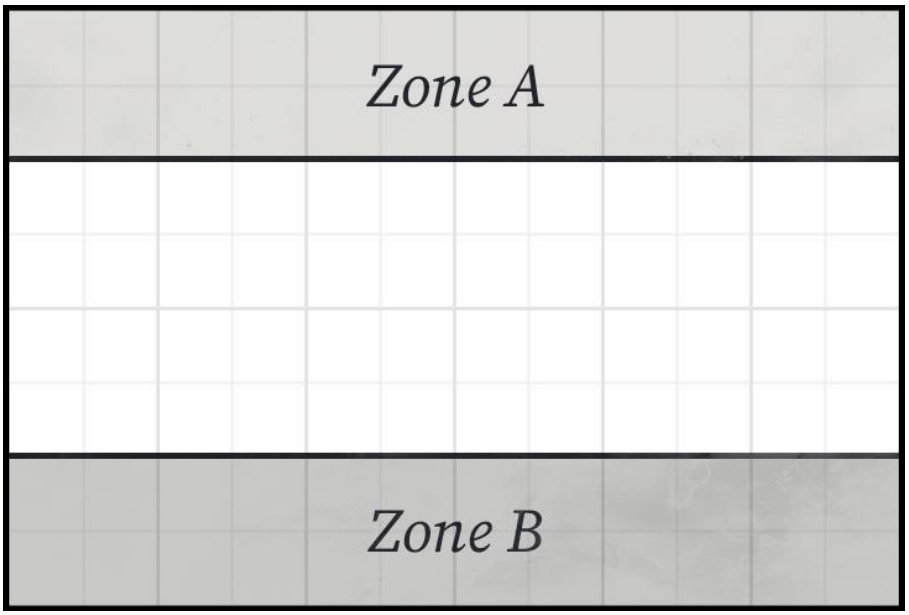
The game ends once all Duels have been resolved, and the player that scored most VPs wins.

SPECIAL RULES

Heroic Challenges: When a Hero moves within 6" of an enemy Hero in line of sight that is not already engaged in a Duel, it may challenge it to a Duel (the opponent may refuse the Duel).

The Arena: If the Duel is accepted, draw a straight line between the Heroes and place an Arena marker in the middle of the line. Then the players must move all of their other units that are within 6" of the Arena marker directly away until they are over 6" away from it. If the Heroes were part of units, they are separated from those units until the end of the game. Only the heroes may be within 6" of that Arena marker until the Duel is over, and they may not move over 6" away from it.

Epic Duels: Whilst they are in a Duel, the Heroes may only interact with each other, and other units can't interact with the Heroes in any way. The Duel ends once one of the Heroes is killed.



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DREAM WORLD DUEL

MISSION BACKGROUND

Those who captured Moonmire's attention would at times find themselves caught in the world of dreams, facing either illusory opponents or each other. Warriors would have to take care, as those who died in such dreams would rarely wake.

SPECIAL SET-UP

For this mission each army must have at least one Caster. If it doesn't, then you must pick one random unit to count as having Caster(1) for this match.

DEPLOYMENT

The players roll-off, and the winner picks zone A or B to be their deployment zone, with their opponent taking the opposite. Then the players alternate in placing one unit each within their deployment zone, starting with the player that won the deployment roll-off.

FIRST TURN

The player that won the deployment roll-off gets the first turn.

OBJECTIVES

At the end of each round players get X VP if they have units fully inside at least two different table quarters, plus X VP if they have units fully inside more different table quarters than their opponent, where X is the current round number.

Players also get X VP if they have more units than their opponent fully inside the area within 12" of the table centre, as well as X VP if they are the only one with units fully inside the area within 12" of the table centre.

The game ends after 4 rounds, and the player that scored most VPs wins.

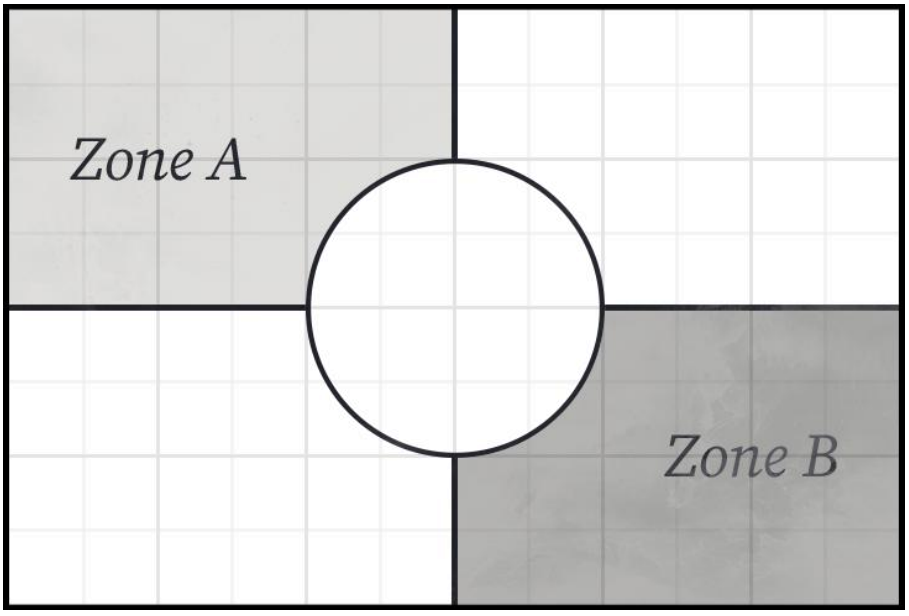
SPECIAL RULES

Mana Tide: At the beginning of each round roll one die, and apply the effect until the end of the round:

Result	Event
1-3	**Low Tide –** Casters get -1 to their spell casting rolls.
4-6	**High Tide –** Casters get +1 to their spell casting rolls.

Dreamscape: Casters may cast spells from this list, and each Caster may try to cast one additional spell per round, which may only be from this list.

Dreamscape Spells
Imagine (1): Place one piece of terrain anywhere within 6".
Alter Dreamscape (2): Target piece of terrain within 6" may be moved in any direction by up to 2D6+3".
Void Dreamscape (3): Target two pieces of terrain within 6" may be removed from play.



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THE RITUAL

MISSION BACKGROUND

Moonmire's ritual unleashed terrible power upon her city; torrential rain, earthquakes, and lightning came down upon those who had the audacity to draw the eye of the Gods. Yet as magic flowed through the strange Plane, many felt themselves empowered with spells which they never knew they possessed.

SPECIAL SET-UP

For this mission each army must have at least one Hero. If it doesn't, then you must pick one random unit to count as a Hero for this match.

ATTACK & DEFEND

Before the game, the players roll-off, with the winner picking to be either the Attacker or the Defender.

DEPLOYMENT

The Defender must first deploy their entire army in zone A, placing at least one Hero within 3" of the Ritual marker. Then the Attacker must deploy their entire army in zone B.

FIRST TURN

The players must roll-off to see who gets the first turn.

OBJECTIVES

Before deployment, the Defender must place one Ritual marker in their deployment zone, over 9" away from the table edges and outside of terrain.

Then, starting with the Attacker, players alternate in setting up 4 objective markers outside of the deployment zones, over 9" away from other objective markers.

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then the objective is seized.

Markers stay under the player's control even after leaving, but if units from both sides are contesting a marker, then it becomes neutral again.

At the end of each round players get X VP for each objective marker they control, plus 2*X VPs if they control the Ritual marker, where X is the current round number.

At the end of the game the attacker also gets 5 VPs for each enemy Hero they destroyed, as well as 5 VPs if they control the Ritual marker.

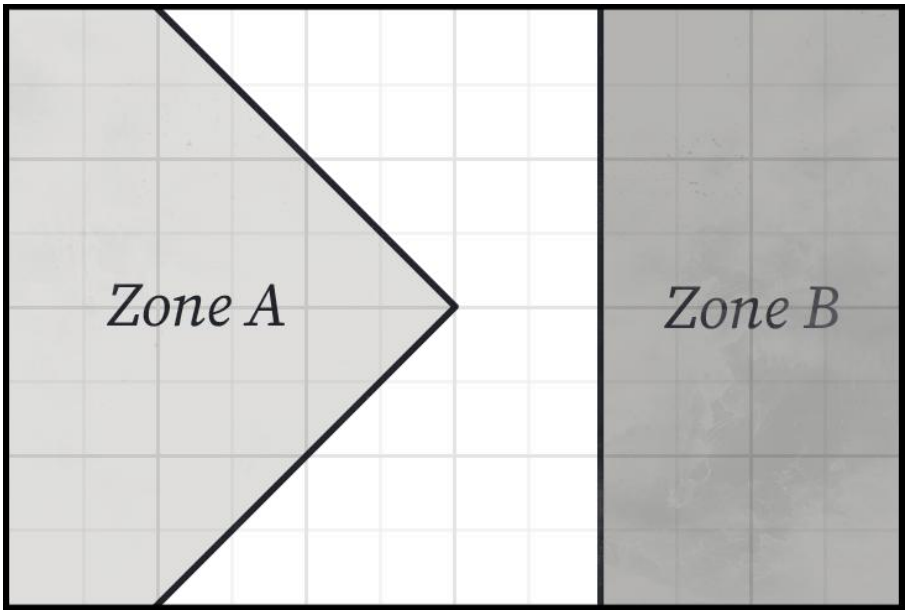
The game ends after 4 rounds, and the player that scored most VPs wins.

SPECIAL RULES

Otherworldly Powers: When activating a Hero that is within 3" of the Ritual marker whilst enemies aren't, the Hero may cast a spell as if it had Caster(3) instead of using any actions, however if it rolls a 1 when casting it takes 3D3 wounds.

Anger of the Gods: At the beginning of each round, roll one die, and apply the effect until the end of the round:

Result	Event
1	**Lightning Strike –** Units that start or end their activation within 12" of the Ritual marker take D3+1 hits.
2	**Earthquake –** All units get -2" on Advance and -4" on Rush and Charge actions.
3-4	**Heavy Rain** – Units can't target enemies over 12" away.
5-6	**Distant Thunder –** No effect.



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ARMY SHEET (OPTIONAL)

Army Name:	**Event Points:**

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

Unit Name:										**Unit Name:**									
Notes:										**Notes:**									
1xp				5xp					10xp	1xp				5xp					10xp
				15xp					20xp					15xp					20xp
				25xp					30xp					25xp					30xp

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Called by whispers in the night, warriors from every corner of Tyria set out to seek the fabled city of Udanax on the Oneirian Plane. The marble city that beckoned the warriors towered over mist and flowers, haunting the sleep of those who entered the strange Plane.

The Lust Daemon, Moonmire, sought champions for her tournament, offering the winner the chance to see their dreams become reality. Moonmire possessed a fabled relic, the Dreamhelm, which already granted her the power over the sleeping world. She sought to use the resonant magic of the Plane itself to see imagination transcend into reality.

While some resisted the call, distrusting the intentions of the mysterious Daemon, many others answered, as the prize was too enticing to ignore. Each warband came for their reasons, determined to reshape reality at any cost.

Rammit Den Geddulot, a Mummified Undead prince in self-imposed exile, did not hesitate when he heard the call. He searched for centuries for a means to break the curse upon his people, and even the fleeting moments in Moonmire's vision where he could once again feel the sun upon his skin were worth any risk.

The dreams entered the ruined cities of the Beastmen as well. Hakemba Padrakasi saw, for the first time in his long life, the Holy City as it had been before the Rift. Compelled by his descriptions and reminded of their legacy, his people begged him to seek the source of the visions.

Moonmire's whispers even reached the high walls of Brec, a Ratmen city, where the washed-up Warlock Getrie Veikasip rediscovered her lost muse in these visions, chasing an inspiration that she feared was lost forever.

Many others came to compete, each having their own reasons and goals. The competitors and their warbands sailed through icy waters to reach the Oneirian Plane and secure their place in the tournament. After a grueling voyage through the Winding Caverns beneath the Plane's mists, the teams discovered the magnificent marble city of Udanax.

The arriving warbands fought to prove themselves in the Great Colosseum before the fickle crowds of the city, driven into a frenzied excitement by Moonmire. In the proving grounds, valiant warriors saw their fame and reputation rise, while others faced elimination, rarely to be heard from again.

However, as the tournament unfolded, rumours began to spread about an unspoken toll for seeing one's dreams and desires fulfilled; to gain the elusive prize, a hefty price in blood would have to be paid. The residents of the city, and those eliminated from the tournament, began to wander the streets as though sleepwalking, seemingly caught in unreality and delusion. Others served the Daemon with utter devotion, hoping to return to the same state of bliss as the others. While the winners celebrated and feasted at the inn, Moonmire's closest servants built sacrificial altars in the quarries below.

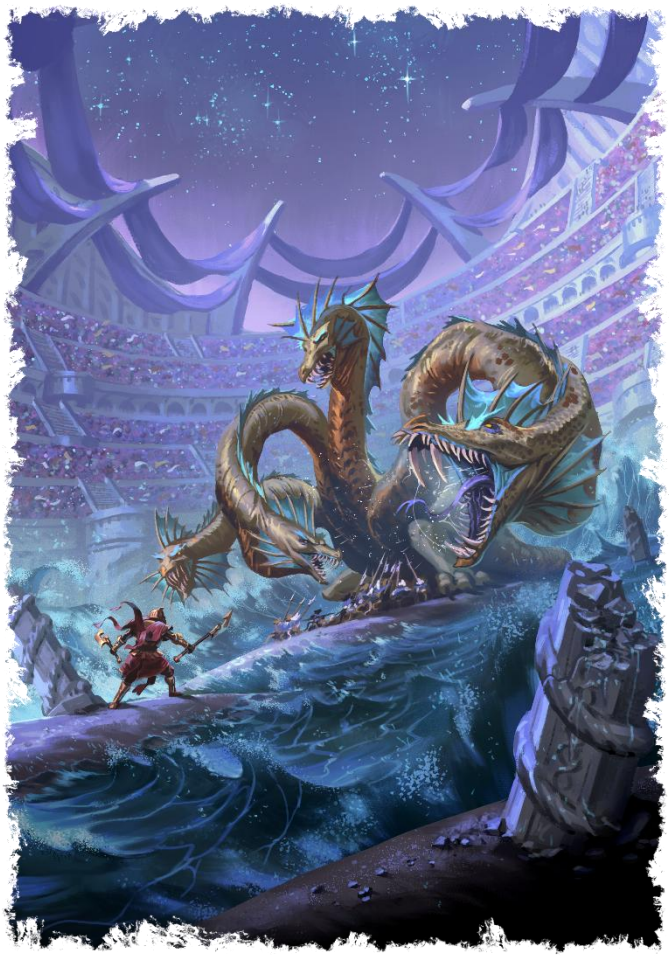
As suspicions mounted and competitors began to riot, Moonmire was forced to accelerate her plans. The remaining teams were attacked and seized by unending hordes of dazed residents; they hoped to spill the fighters' blood as a sacrifice to draw down the shooting stars above the Plane to draw upon their power.

A handful of warbands managed to escape and set aside their rivalries to disrupt Moonmire's ritual. Everywhere around them, reality and dreams seemed to come undone, as the half-finished spell had many strange effects, including drawing the ire of the Havoc Gods themselves.

The survivors pursued Moonmire deep into the mists beyond the city, determined to claim their vengeance.

How far will you go to make your dreams a reality?

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THE PALE COLOSSEUM

The Pale Colosseum stood at the centre of Udanax and hosted most of the battles in Moonmire's tournament. The enormous stadium could seat several thousand in vast seating rings. An enormous platform stood above the main entrance, covered in opulent silks and cushions, from which Moonmire made announcements and watched the combat below.

Its iron gates could be opened and closed from a hidden room, allowing for dramatic entrances and making escape more difficult. Another feature of the area was the ramps disguised as columns near the front seats. At Moonmire's command, these columns could be lowered into the arena, allowing the audience to flood onto the field.

The arena itself had a wooden floor, often covered in a thick layer of soil or sand, where the competitors fought. Moonmire's courtiers would fill the arena with various obstacles, barricades, and traps, according to their mistress's whims, rearranged into different designs between rounds.

An elaborate dungeon lay beneath the floor; on the upper levels, the Lust Daemon had creatures from every corner of the known Planes. Trainers kept elementals, Zombie Dragons, and other unsettling beasts docile with a diet heavy in bloodroot extract, which could be modified to turn them feral.

Rumours echoed through the city that this dungeon hid an altar dedicated to the God of Lust. It was said that Moonmire kept guests who drew her ire as prisoners near the altar. Some were sacrificed to imbue the Asteria stones with power, while others were given bloodroot potions to drive them into a fury. Moonmire proved these rumours true when she unleashed the captives upon the warbands in the wake of the riot.

THE WINDING CAVERNS

Most creatures on the Oneirian Plane live in vast, twisting caverns below, safe from the mists that flood the surface. While some tunnels were dug by creatures, the largest ones were created by a lost civilisation seeking to escape the mists, though few other traces remain of them.

The coiling roots from the surface's plant life reach down, where burrowing creatures thrive. Numerous predators prowl through the caves as well, such as the cave lynx and the bat-like sweepers. Many of these creatures hunt in near total darkness with extremely light-sensitive eyes. Bright lights, such as torches, would drive the creatures into a frenzy.

Warbands had to travel through the Winding Caverns to reach Udanax, as it offered a means to avoid the mists above. Some set ambushes in the tunnels, hoping to eliminate their rivals or steal supplies before they arrived at the tournament.

Asteria stones were the main reason people came to the Oneirian Plane prior to Moonmire's arrival. The gems could be found scattered through the winding passages of the caverns. Moonmire sent servants to seek them and greedily accumulated the stones in preparation for her ritual.

The Winding Caverns were also frequently patrolled by hunting parties sent from Udanax, seeking meat for the creatures beneath the Pale Colosseum; hunters would also routinely search for those who attempted to flee from the city.





THE LUNAR PALACE

Moonmire resided in the Lunar Palace, where she ruled over Udanax with the aid of her courtiers, whom she forever kept close at hand. She rarely left the opulent palace, except to preside over the tournament; instead relying on courtiers.

The massive castle was the first thing Moonmire ordered constructed in the city. The palace's many columns divide stained glass windows, set in carved arches. The largest of these columns extends skyward, reaching over the three domes that stand atop each of the palace's wings, which surround a courtyard filled with white sculpted trees. Once filled with mirrors, Moonmire commanded the replacement of every reflective surface with a flattering portrait of herself.

Fawning courtiers, desperate for their mistress's favour, constantly attended to the Daemon's every need. Many hoped that Moonmire might release them to join the ambulants in their waking dreams.

The cellars below the Palace were filled with rare wines for Moonmire's personal consumption and complicated brewing equipment. Much of the wine was mixed with bloodroot extract that left individuals who consumed the root particularly vulnerable to the influence of the Dreamhelm.

Moonmire invited promising competitors to the court. These gatherings were a chance for her to see who might be manipulated into service, kept for sacrifice, or banished into to the mists.

As the stars rained down upon Udanax and the city fell into disorder, the Lunar Court was the site of untold destruction as furious courtiers eagerly turned upon each other. Warbands and ambulants fell upon the castle in waves from every corner of the city, seeking revenge on Moonmire. The Lust Daemon Champion managed to escape and soon fled into the mists, hoping to escape the fury of the mob.

THE KNIGHT'S REST INN

Most arrivals who came to Udanax were directed to the Knight's Rest Inn. One of the few buildings in the city with a completed interior; it was not so much an inn as a guest house. Those invited to the city by Moonmire were allowed to stay until they entered her Palace permanently or became enraptured by the waking-dream state of the other residents, ceasing to care for such niceties as beds or proper meals.

Though Moonmire rarely visited the Inn herself, she took a particular interest in the care of visitors, especially ensuring that they did not discover anything they shouldn't.

The staff served exquisite vintages and cured meat from unusual animals that were imported by those unfortunate merchants lured to the city by Moonmire's visions. Others meals were prepared beneath her Lunar palace according to the Lust Daemon's exacting demands. The most popular brew among her courtiers was Red Moonshine, which affected even the Mummified Undead and left unwary drinkers on the floor.

During the tournament, rumours spread of secret passages; residents would use the hidden corridors to sneak away in the middle of the night or into contestant's rooms. This paranoia would eventually spark riots, which began at Knight's Rest Inn. The most vicious fighting took place in the basement, where Rammit and Hakemba fought to claim Moonmire's supply of potent liquors while Getrie desperately tried to stop them.



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SUPREME MISTRESSES OF UDANAX
LEADER: LUZRANAMOQIXOR "MOONMIRE"

Even before the Dreamhelm, Moonmire was a skilled manipulator. Though far surpassing most mortals, she lacked the same natural grace as most Lust Daemons. Instead, her talents lay in playing upon vulnerabilities, both emotional and physical, allowing her to rise to the rank of Champion, whereas her rivals always seemed to die or disappear. Yet, she never felt truly secure in her position, distrusting her subordinates and playing them against each other to prevent them from betraying her.

Everything changed when Moonmire obtained the Dreamhelm. With the ability to see and alter the dreams of others, Moonmire gained insight and control beyond anything she could imagine. Though some did not heed their dreams and resisted her charms, those who were swayed showed utter devotion to her.

When Moonmire finally found the Oneirian Plane, she felt the security she had never had before. She became increasingly obsessed with dreams and her power over them, seeking the perfection and control she held in them even while in the waking world. Udanax was to be a tribute to this vision, an attempt to bring it into the real world.

Yet, surrounded by fawning servants and obsessed with dreams, Moonmire grew physically weaker and more dependent. She abandoned her training altogether and hid away in her Lunar Palace, slowly withering away until her hope became fixed on finding a way to bring her delusions into reality.





KEEPERS OF THE TALES OF MABALO
LEADER: HAKEMBA PADRAKASI

Hakemba is the eldest member of Mabalo village, serving as the Shaman. His father told him many stories of the ancient walls of their city and the Sacred Tree, describing them in such detail that Hakemba could not help but imagine them when he closed his eyes. Though some of his people were ready to forget what they had lost, Hakemba feared their memory would soon fade forever.

He keenly felt the loss of his people's legacy, manifesting his Buried Hatred to enter a battle fury with his Mabalo Twin Staves. His father had taught him to channel this anger and harness it, granting him the strength to defend the people of Mabalo rather than dedicate him to destruction.

Moonmire's visions gave Hakemba a glimpse of the Holy City, allowing him to experience what he had only been able to imagine before. Despite this, Hakemba initially rejected the call; he was too important to his people to throw away his life chasing such dreams. It was only when word spread of these visions and many of his people begged him to go that he decided to undertake the journey.

As he reached Udanax, the old Shaman earned the respect of warbands and courtiers alike. Many sought him out for guidance and interpretation of their dreams, leading Moonmire to identify Hakemba as a potential threat. Many were caught off guard to discover his wisdom belied a deeper rage which would manifest in battle. When Hakemba discovered the Lust Daemon's treachery, his fury was great, and few dared opposed him as he tore through the city.

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