

The Quest for the Blackland Orb



*A role-playing adventure set in the Three
Plains Universe.
By Greg Hall*

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resources for this game can be found
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It is said that the orb contains a tear from The Creator itself, shed upon witnessing his own creation, the Elves, slain in battle by the forces of chaos in the age of Noteus' birth.

For aeons, the elves kept the orb hidden deep within their own fortresses, so in awe of its power they barely dared to whisper of its existence. Yet the magical forces of their knew some of its power, speaking of otherworldly entities and Gods lending their powers of destruction or healing upon their forces in their time of need.

Yet even the high mages of the elves feared the orb, its unpredictable energy, bursting with magical power seemed to shake the every fabric of reality and placed them in danger. Humans spoke of the orb as a myth, yet forces of chaos seemed drawn to it. Waves of attacks by skeletons, and chaos spawn, upon the fortress, as though they somehow sensed the orb calling to them, caused alarm among the high order of elves. As word grew of a planned attack by the forces of corruption lead by none other than the demon Master Ender himself, the High Order determined the orb must be transported to *****

Fearing a large unit would attract attention, the elves sent a small battalion into the night to trek across the dry deserts of the second plain at night to despatch the orb. They never arrived at their destination.

A rogue band of nomadic orc grunts crossed paths with the elven dispatch by chance and attacked the eleven unit, catching them unaware. As the orcs looted the defeated band they captured the orb and retreated to their homeland of The Blacklands. The only surviving member of the elven battalion survived long enough to report the devastating loss to the emperor's high council.

It is unclear if the Orcs have yet realised the true power behind their captured asset, but it is surely a matter of time. Such an incredible power, in the hands of a warlike and savage race such as the orcs, spells devastation for the entire Three Plains. In their moment of most desperate need, the elves have swallowed their pride and approached you for help. Hoping you can locate and retrieve the orb before disaster strikes and the emperor unleashes his fury on the elves. With such a prize at stake, you can only imagine the riches you will be rewarded with upon success, or, of course, the unthinkably gruesome fate that could await you in failure...

Character Creation

The game is designed for 1-4 active players (characters) and a Games Master (GM). However it should be possible to play without a GM.

Choose Your Character's Race

Human

Humans are the most balanced characters, maintaining good relations with the Elves and respectable, if not ideal, relations with the dwarfs. Humans are rarely masters of any skill compared to other races but are capable in all.

Bonuses: Diplomacy, initiative, leadership

Elf

Elves are high in intelligence and charm. They favour light armour and include cavalry, mages and stealth warriors in their ranks.

Bonuses: magic attack, magic defence, ranged weaponry

Dwarf

Dwarfs are resourceful, determined and calm under pressure. Though their stature makes them slower in movement, their aptitude for engineering and industry, along with their knowledge of the mountain ranges of Many more than makes up for it. Dwarves favour blunt weapons and heavy armour. Dwarves do not discriminate: they mistrust all other races equally.

Bonuses: Navigation, strength, courage

Note: Of course races, classes and characters can be mixed, matched and altered. It could be possible to play as another race such as orc, undead, etc. but this would be very hard to explain from a storytelling perspective, so feel free to get creative.



Choose your character's class

Diplomat: Looked upon as a leader of your people, you have learned that charm and silver tongues can be more effective than the finest weapons. +2 to diplomacy or speech rolls

Warrior: One of the finest and hungriest soldiers of your race, you have been chosen for this mission due to your ability to finish your enemies quickly, if not always cleanly.
+2 to close combat or ranged combat



Ranger: An accomplished traveller and survivalist. You may be experienced in official or secret business, or simply staying alive. You function best in smaller groups or alone.
+2 to ranged combat, perception and survival

Agent: Known by those who admire you less as an assassin or common thief, you have mastered the skills of infiltration, lying and eliminating your enemies without face to face combat. You are hated and feared by your enemies and needed by your own kind.
+2 to stealth, initiative and perception