

# Aspiring Sons

*A Lunar Exalted Scenario for Demo purposes*

*Author's Introduction:*

*I wrote this story after having read Lunar Exalted once. I must admit that i have tried to tackle the Original Exalted book more than once but for some reason failed to get immersed in it. Lunar Exalted I finished in one go. There might be a lot of inconsistencies in this story, in fact i'm pretty sure they are there. This is due to the fact that i do not know the exalted universe all that well. I wrote a basic story where a more experienced Exalted Storyteller can fill in every nook and cranny. So bare with me and enjoy the story.*

*Fred Colman*

## **1. Introduction to the story**

The story is situated in the southern regions of Creation. In a vast desert land, two barbarian tribes live their lives in "almost" perfect peace and tranquility. They are the **sky runners** and the tribe of **nine ravens**. Both Tribes are led by one Lunar Exalted: Rage of Bull who is worshipped as a God by the entire Sept. Both Camps have a Master Shaman who can lead the tribe in Rage's absence. There are about 20 warriors to each tribe and about 70 workers (comprised of women and children)

The players are a part of the sky runners. They are the young savages who are yet to make a name for themselves and be considered a part of the tribe as men and women. In fact, now is the time they are sent out to perform their rite of passage: to slay a mystic behemoth who has been sighted a few days to the north, near the lands of the wyld. 5 of them leave to prove their worth.

### **SCENE 1: THE START OF THE QUEST.**

It is dusk. The Tribe is gathered in front of the sacrificial mountain. 5 of their youngest are kneeled down in front of their peers. Their hands are tied behind their backs. Naked and shivering they await their fate. A Massive hulk of a man steps out of the mountain cave. He is dressed in furs and wears the horns of a mighty bull on his head. He walks towards the incapacitated youths and adresses them. He tells them what is expected of them and what should happen to them if they fail. Returning in shame is not an option. He then takes out a sack and crushes the contents of it under his fists. He unsheats his moonsilver klaive and wipes it on the inside of the bag. Foul liquid can be seen glinting on the blade. He then wounds every one of the youths on their chest and cuts their bonds. As the rest of the tribe begins to sing and dance, they are sent on their way, into the night.

*(the players are infected with a slow working posing, derived of scorpions venom. They will be weakened and experience mild illusions whilst their body burns up in a fever)*

### **SCENE 2: THE TRAIL OF VIOLENCE**

On they run through the night. Weakened, cold.....afraid.  
After a while, the tracker of the party finds a trail.....a passing of the mythical beast they are looking for.  
The poison is taking its toll however as the physically weakest of the party succumbs to the pain.  
They have a choice now, search on for any further traces of the beast or try to sleep and rest...hopefully beating the poison in their bloodstream. If they move on, they will grow weaker and start to see things....nightmares while awake. Eventually they will collapse from exhaustion.....

When they wake they find the women of the group missing.....the tracks are still there. Yet they seem different, and human..... When followed they will lead to a camp, where they see a number of men sitting around a fire.  
A tent is constructed and some of the men walk in and out....when the players near or move away they can hear a muffled scream, sounding like one of their fellow tribeswomen. It is coming out of the tent.

When investigating or charging.....they find out that the men kidnapped the women to have their way with them. The characters may charge but eventually they are defeated by the older and stronger men. They are forced to watch as the men rape their friends.

*(When the characters keep on fighting, a transformation occurs and they are turned into lunars. They erupt in a blinding display of light and energy and are granted a small vision with their totem animal. After that, they finish the rape in whatever way they see fit.)*

### **SCENE 3: THE HOME OF DESOLATION**

The players have a choice now. They can either go on and look for the magical beast (SIDEQUEST 1), or they can return to their tribe and tell them what happened.

When returning to their tribe, they quickly see that something is amiss. The camp seems deserted and smoke is coming out from some of the tents. Quickly it dawns to them...a carnage has taken place here.

The bodies of warriors lie spread allover the campsite. Some corpses are marked with arrows, some are torn apart...some are even half eaten. None of the women and children seem to lie amongst them.

When the arrows are investigated they appear to be the sort used by Kobolds.

When the players come to the village centre..... a huge cross appears before them. On it, crucified, the bleeding form of the chieftain: Rage of Bull. It is apparent that he has tried to tear apart the cross on which he has been nailed. A gaping maw is to be seen where his heart should have been. It is missing from the carcass.

A grunting behind them attracts the players attention. When looking through the shrubbery they find the body of Jen'R, shaman of the sky Runners. He can mutter the words:"attack..... Kobolds.....not.....warn....Ravens.".....

Then he dies....

The Nine Ravens is the sister Tribe of the Sky Runners.....its camp is 3 days to the south. The party will probably go there.. On route they experience their first voluntary shapeshift. (SIDEQUEST 2)

### **SCENE 4: SURPRISE OF THE RAVEN**

By now, the players should know what they have become and what their purpose is. The son of the dead chieftain will probably want to lead the other tribe as well, especially since now he is a god.

When the party enters the domain of the Nine raven, they see that all tribal villagers run away from them.

In the great tent, the Elders of the Raven can be found, including their shaman seer Tobraki.

He heralds the Lunar demi gods and welcomes them in the village. The party is asked how their rite went and how they became Lunar Gods....They also wonder why they havent been heard of for a cycle? (indeed, a month has passed which seems as a day for the party) When the party does their story, the Tribal Elders do not believe them. When the Lunars try to use their power and influence, they are halted by a blast of moonenergy.

Jha'Dur...the second son of Rage of Bull stands behind them...a lunar just like them, but already with lunar tattoos and seated on a lunar warsteed. He welcomes his brother and explains that he has also experienced the death of his father, albeit in a vision.

He proposes the Elders to take the party on a quest of honour vengeance, to eradicate the goblins and free the women and children. The party will surely agree.

### **SCENE 5: INITIATION IN SCARLET MOONLIGHT**

Jha Durr explains that he was chosen by luna not so long ago, on a hunting trip for the tribe. He pursued his prey relentlessly while wounded and was rewarded by Luna. Not long thereafter, a New moon found him and initiated him in the Silver Ways. He promises to do the same for the party as they travel to the Kobold City.

Along the trip Jha Dur tests the party in as many ways as possible. The trials are dubious and extremely dangerous. He does not seem to show any mercy when some are wounded or weakened. It is all part of the calling, he claims...when it is finished, he tattoos them with sacred ink.

*(The party is being tested to find out what they can do and what their potential is....make it difficult and dangerous but not lethal, try to explore the edges of the players might The tattoo ink is a magical poison, donated to Jha Dur by his master. It enables to halt their flow of Essence into their bodies)*

## SCENE 6: CARRION CITY

After venturing in the Wyld, the party nears the Kobold city of Krekken. When staking out the surroundings, they find a few of the villagers they seek in the bushes. Already decomposing, carrion eaters feeding off their remains. At this time, Jha Dur loses himself to a berserker rage and storms the village, slaying all he sees. The party will feel the need to follow.....carnage is all that follows.

When the dust settles and the last drop of foul green blood falls to the ground, the party sees what they have done. They have slaughtered hundreds. Kobold men, women and children lie at their feet.

Only a few stir in the dirt....some try to get away. When the characters try to overtake them they are stopped by Jha dur who wants to interrogate them. When he does, he finds out that they did not attack the village and that the Kobolds claim that the young party was in their village before and have stolen their arrows.

Jha dur doesn't believe them but wants to investigate the corpses of the dead women in the bushes.

It is then made clear that they do not have the toothmarks of kobolds on them but of the spirit animals of the Party. Jha Dur then wants to take the corpses along to the village and demands that the party goes along with them for trial.

*(should they disobey, he will activate the magicks in the tattoos. It is also becoming clear that there is something wrong with Jha Dur along the way...he seems to be more prone to fits of rage and the occasional involuntary shapeshift.)*

## SCENE 7: THE PICTURE OF BETRAYAL PAINTED

On the road back to the tribe of Nine Ravens, the party meets a strange man. He appears before them out of nothing and greets them warmly. He introduces himself as brother Kaleb, a New Moon lunar who has sensed their eruption and wants to give them all their proper tattoos, even Jha Dur.

Jha dur tries to explain the situation to the man, but he seems to disbelieve him. Caleb offers to join the group to the Nine Ravens. Caleb tries to talk with the party to ascertain what has truly happened.

At night, they are all wakened by a terrifying howl. They wake to see Caleb transforming into a majestic war beast, which runs off into the darkness. Followed closely by Jha Dur. The party quickly loses them as their speeds are not nearly enough to keep up. Suddenly they feel the power of the tribal tattoos weaken and vanish.

When they cross the hill they see Caleb lying on the ground. A tree stump protruding from his belly....He is dead. Jha Dur is also wounded, but not as grave. He then explains that they were attacking a foul creature of the night. And that it managed to escape. One of the party then notices claw marks on Jha Dur's chest and a piece of his cape under the nails of Caleb. Apparently they have been fighting. When questioned about this, Jha Dur flies into a fit of rage and attacks, shouting to end their treachery here and now....He attacks them but is easily bested.

Suddenly, the air seems to waver around them, and it gets colder. A shadow creeps over the lands.

From the treetops, a clapping of hands can be heard. And a winged figure appears.

The silhouette introduced himself as Baron Leandru and applauds the party on them amusing him to no end.

He stated that it was even worth sacrificing his beloved pawn over it....he then resurrects Jha Dur and transforms him into a winged nightmare....a demon most foul.

When the party finally vanquishes the demon.....Leandru is gone but his honing laughter seems to remain.