

REAWAKENED:
The Remains Of Harbitas

A Game By Dark Cave Explorers

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Introduction:

“To all those that enter this empty city, know that there are powers far beyond that of which you would believe in. Beware, The Cultivator.”

-The warning engraved around the entrance of the caves leading to Harbitas.

Welcome to “REAWAKENED: The Remains Of Harbitas”! The game of discovery, exploration, sabotage, and perilous curses. Players will take control of one of two teams, and find themselves in the long dormant city of Harbitas, a city shrouded in mystery and danger. You will both compete with each other to be the one given the credit for unravelling the secrets, but neither of you can escape it’s dangers. Upon entering the city, both of your teams have been afflicted with a supernatural curse; only by reaching the center of the cave will you cure your team. But with a limited time before these discoveries are published and the expedition is ended, how much time are you willing to spend moving towards a cure? Or towards garnering Prestige and regard for your discoveries? Will you build up your own research facilities? Or destroy and capture others? But underneath the city, careless of your squabbles, something stirs.

Descend the caves into Harbitas, and find out for yourself...

Setting Up:

1. Place the game board on the table.
2. Have each Player choose which team they wish to play as.
3. Once this has been done, have them choose two Class Tokens representing two members from that team. For example, if you chose Professor Bryant’s team, and wanted to play as the Architect and Caver, you would take one Architect Token and one Caver Token.
3. Place the Players’ Class tokens at the respective starting positions on either end of the board.
4. For each Class token, there is an associated curse. Each Player must enter the cave with only one curse for their team. To determine which Class Token’s curse will affect that team’s Player, flip a coin, with either side representing one of the two curses.
5. Make sure other tokens, such as Facility and Blue Apple tokens are on hand for when they are required throughout the game.
6. Shuffle the secret objective cards, and have both players draw one each.
7. Ensure that the Artefact and Discovery card deck is shuffled, and put next to the game board.
8. Place the two Prestige counters in front of either player, and make sure it is set to 0.
9. Make sure someone is keeping track of how many turns have passed for each Player, as this will need to be referred to for curses, and for when to end the game. This is ideally done through a tally on a piece of paper or some form of counter.
10. Figure out who goes first. For fun, we’d like to suggest letting whom-ever last watched an Indiana Jones film go first.

The game will end when the second Player has had their 30th turn. The aim of the game is to collect as many Prestige Points as possible.

Action Points:



Each Player has 6 Action Points that they can use in their turn. These Action Points are for the entire team, not for each Class Token. These Action Points can be spent on three things: Movement, Class Abilities, or Facilities.




Movement:

Players move using the grid structure on the board. For each square that a Player wishes to move onto, they must spend 1 Action Point. For example, if you wanted to move 3 spaces, you would use 3 Action Points. Players cannot move diagonally. Players cannot cross over cave walls, which are marked by thicker lines in the grid; these walls are found around The Blue Apple.

Class Abilities:

Each Class has their own unique ability. These abilities cost 1 Action Point to activate, but can only be activated once per turn. However, it is worth noting that if a Player is under the effects of the Philologist's curse, then Class Abilities cost 2 Action Points until that curse is cured. It is also worth noting, that both the Anthropologist's Ability, and the Historian's Ability are passive abilities, and do not require The Player to spend any Action Points to activate them. Each Class Ability works as follows:

	<p><u><i>Archeologist's Ability - Excavation:</i></u> All of The Player's research camps yield an extra +1 Prestige for that turn.</p>
	<p><u><i>Philologist's Ability - Decipher Inscription:</i></u> The Player gains Curse Protection for their team, for 1 turn. NOTE: This does not work for curses at Stage 2.</p>

	<p><u>Anthropologist's Ability - Fossil Discovery:</u> The Player gains x2 Prestige from discoveries. For example: if they were originally going to have 2 Prestige Points from a discovery, they would now have 4 Prestige Points. This is a passive ability, and does not require the Player to spend Action Points on it to activate it.</p>
	<p><u>Historian's Ability - Historical Artefact:</u> The Player gains x2 Prestige from Artefacts. For example: if they were originally going to have 2 Prestige Points from an artefact, they would now have 4 Prestige Points. This is a passive ability, and does not require the Player to spend Action Points on it to activate it.</p>
	<p><u>Caver's Ability - Swiftnes:</u> The Player can now move 2 squares per Action Point with the Caver.</p>

Research Facilities:

Facilities can be built by Players on any Point Of Interest, and are represented by the Facility Token. It costs 2 Action Points to make and once built, each facility generates 1 Prestige Point per turn, including the turn it is built in. Players can build up to 9 facilities at these points of interest, placing them on each of the 9 spaces the Point of Interest occupies on the board. However, Facilities aren't infallible. If there are 5 or less research facilities in a Point Of Interest, then Mutants may target them. Additionally, A rival Player can choose to either sabotage, or capture a Facility:

- Sabotaging the Facility takes 1 Action Point, and it destroys the Facility, removing it from the board.
- Capturing the Facility requires The Player to wait next to the Facility, sacrificing their turn. When their next turn begins, the Facility is theirs, and it will generate Prestige Points for them, rather than the Player who built it.

Facilities can be built, sabotaged or captured from anywhere within the Point Of Interest, as long as the Player has a Class Token inside the Point of Interest.

Trading:

Players may also trade Artefact and Discovery cards and/or ownership of facilities with one another, either in pursuit of completing Secret Objectives or their own personal goals. It does not take any action points, but it must be that player's turn for them to propose a trade. If the propositioned player wants to, they are allowed to propose a counter-offer. Players are allowed to ask each other about what cards they own, but players do not need to answer such questions if they wish not to.

Curses:

For each Class Token, there is an associated curse. When setting up the game, Players will need to decide which curse will affect their team. Curses can be cured and removed by collecting the Blue Apple in the center of the game board. Each curse has two stages:



The first stage does not activate *until the first Player has begun their 6th turn.*

The first stage is a lesser form of the curse, that only minorly affects the Players.

The second stage does not activate *until the first Player has begun their 20th turn.*

The second stage is a stronger form of the curse, that has the potential to upend the affected Player's game if it is not cured with the Blue Apple.

Each Classes' curse works as follows:

	<p><u>Archeologist's Curse - The Bane Of The Thief:</u></p> <p>Although the survivors of the Cataclysm have long left, there are still possessions that were left behind. Possessions that still hold magic that curses any who take them without the permission of its rightful owner. Artefacts become damaged in your team's hands, when they were previously pristine, and the wider world finds it harder to believe in your team's claims.</p> <p>Stage 1: The Player has to discard every second Artefact card they draw. Stage 2: The Player has to discard every Artefact card they draw.</p>
	<p><u>Philologist's Curse - Curse Of The Severed Voice:</u></p> <p>The Cultivator enacted the cataclysm when the city's priests and leaders, The Voices Of The Cultivator, were unable to fulfill their agreement with it. Such transgressions cannot be forgiven. When your team of newcomers enters the city, your professional experience and knowledge suddenly feels foggy, as if it was a past life.</p> <p>Stage 1: Class Abilities takes 2 Action Points instead of 1. Stage 2: Class Abilities are disabled for the Philologist.</p>



Anthropologist's Curse - The Mark Of Starvation:

The Cultivator has been left alone for many years, and after waking from it's sleep, it needs a meal. Although it would normally survive on animals surrounding it's cave, it can smell a closer source of nourishment. As your team enters the cave, your mobility decreases, as the very stone around you attempts to drag you under.

Stage 1: The Player gets 1 less Action Point.

Stage 2: The Player's Anthropologist Character can't move.



Historian's Curse - The Cultivator's Ire:

After the events of the Cataclysm, The Cultivator isn't exactly in a mood to re-reveal itself to humanity. In an attempt to lessen the blow of the city's discovery, The Cultivator has cursed your team, so that your discoveries and theories seem less believable to the wider world.

Stage 1: The Player has to discard every second discovery card they draw.

Stage 2: The Player has to discard every discovery card they draw.



Caver's Curse - Edict of Exile:

The events of the cataclysm didn't exactly make The Cultivator's day, and he is far more content when left alone with his empty city. As your team enters the cave, you can feel it's primordial force trying to push you back out of the city.

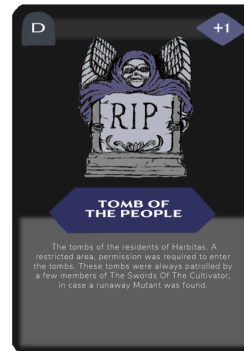
Stage 1: The Player can only use 2 Action Points for movement each turn.

Stage 2: Can only use 1 Action Point for movement each turn.

Artefacts & Discoveries:

At the beginning of each turn, Players will draw a card from the pile. One of two cards will be drawn: a Discovery Card, or an Artefact Card. Both of these serve the same purpose: they will give a certain amount of Prestige Points, written in the corner of the card. However, certain Class abilities or curses will affect one or the other. For example, Fossil Discovery gives a x2 multiplier on Prestige gained from Discovery Cards.

Another thing Players must be mindful of, is that only 10 cards can be held at a time. When picking up a card after hitting this limit, The Player must decide whether to discard a card from their hand to make room for the new one, or to simply discard the new card. Prestige Points from cards are only counted at the end of the game, and are only gained from the cards that The Player finishes with. Discarded cards do not give The Player any prestige points.



Card Sets:

Card sets are sets of cards that are united through a common theme or thread. For example, all of the Mutant Set cards are related to Mutants. A full set may be required to complete a secret objective, but otherwise they serve no other purpose. *Note: Not all cards are part of a set.*

- **Mutant Set:** Mutant Skull, Artist's Sketch Of Mutant, Healer's Sanctuary and Tomb of The People or Tomb Of The Voices. *Note: The player only requires one of the tombs for a full set.*
- **Archard Set:** Elyzabeth's Memorial Stone, Child's Diary, The Story Of Archard.
- **Cataclysm Set:** The Spiral Stairs, Diary Of A Voice Of The Cultivator, Crushed Skeleton.
- **The Swords Set:** The Training Grounds, Stone Armour, Cultivator's Sword.
- **The Voices Set:** The Hall Of The Cultivator, The Words Of The Cultivator, Voice Of The Cultivator Robes.
- **Agriculture Set:** The Crop Fields, The Lake, Farmer's Tools.
- **Curses Set:** Rotten Blue Apple, Stone Talisman.

Prestige Points:

Prestige Points can be gained via four different ways:

1. They can be gained from the cards Players hold at the end of the game.
2. Facilities can be built or captured, which passively produce 1 Prestige Points.
3. Completing Secret Objectives.

Whenever a Player earns Prestige Points, be sure to increase the amount of Prestige Points on their Prestige Counter. This will be used to determine who has won at the end of the game.

Secret Objectives:

Players will receive a random Secret Objective Card at the beginning of the game, which will outline the Secret Objectives available to them. Secret Objectives are a series of goals that a player can complete for a set amount of bonus prestige points. These are optional, and do not need to be completed to win the game. If a Player completes all of their objectives before the end of the game, they may draw another Secret Objective Card. A full list of these objectives, and their value in prestige points can be found below:

A Scorned People: At the end of the game, own the entire Mutant Set.
30 Prestige Points

The Unspeakable Trade: At the end of the game, own the entire Archard Set.
30 Prestige Points

End Of An Era: At the end of the game, own the entire Cataclysm Set.
30 Prestige Points

Unholy Crusaders: At the end of the game, own the entire The Swords Set.
30 Prestige Points

Forked Tongues: At the end of the game, own the entire The Voices Set.
30 Prestige Points

The Cultivator's Apprenticeship: At the end of the game, own the entire Agriculture Set.
30 Prestige Points

The Thief's Toolkit: At the end of the game, own the entire Curses Set.
30 Prestige Points

An Unhealthy Rivalry: Sabotaged at least 4 structures by the end of the game.
30 Prestige Points

The Spider's Web: Be in control of at least 5 Structures by the end of the game.
50 Prestige Points

Researcher's Curse: Be in control of a Point Of Interest for at least 5 turns.
30 Prestige Points

A Traumatic Ordeal: Finish the game without being immobilised by a mutant once.
50 Prestige Points

Cynical Mindset: Finish the game without curing your team's curse.
30 Prestige Points



Against All Odds: Finish the game without being immobilised by a mutant once, without curing your team's curse.
50 Prestige Points

"I'll take that thank you!": Capture at least 4 structures by the end of the game.
30 Prestige Points

A Most Marvellous Discovery: Be the first team to reach The Blue Apple Tree.
50 Prestige Points

Good Sportsmanship: Finish the game without having sabotaged or captured any enemy structures.
50 Prestige Points

The Mutants:

Two Mutants spawn when the first stage of curses come into effect. The Mutants spawn randomly: Players will roll a dice, and the space that corresponds to the number that is rolled, will be the space that the Mutant spawns on. Spaces where Mutants can be spawned will be marked by a roman numeral in the top left corner of the space. The Mutant's actions are carried out when both players have had their turn for the round. Players will need to control the mutant once both players have had their turn, in accordance to a handful of rules:



- A Mutant can move two spaces per turn, and will move towards the closest Class Token or Point of interest with 5 or less facilities.
- *If a Mutant reaches the same space as a Class Token*, that character is immobilized for 2 turns. Mutants cannot hit class tokens from an adjacent space, or diagonally; they must be in the same space as the Class Token. The Mutant will then move on to the next closest Class Token or facility.
- *If a Mutant reaches a Point of Interest with 5 or less facilities*, they take them out one by one. The mutant will then move on to the next closest Class Token or facility.

The Game Board:

Points Of Interest:

Points Of Interests are portions of the board that players can build research facilities on. Each Point Of Interest has an area of 9 spaces, each of which a facility can be built on.

The Blue Apple:

The Blue Apple is found in the centre of the board. When the Blue Apple is collected by a Player, their current curse is lifted, and they no longer suffer the effects of it for the remainder of the current stage. For example: If the Blue apple is used in Stage 1, then that player will no longer suffer the effects of the curse's first stage. But, they will be subject to the curse's second stage. The Blue Apple is part of the board and not a token. It can be seen in the middle of the map, beneath the Blue Apple Tree. To collect the Blue Apple, a Player needs to stand in one of the Blue Apple spaces in the middle of the board. Collecting the Blue Apple does not consume an Action Point. The Blue Apple can only be used once in the entire game. When the Blue Apple is collected, it is immediately used.

The Explorers:

Professor Bryant's Team:

Archeologist - Cassie:

"I used to sit in my dad's office after school and hear about the exhibits he planned. I was probably the only kid who was ever excited about going to the museum everyday."

-Cassie, When asked by Professor Bryant about her father.

A hard worker, Cassandra has had a strenuous journey in coming to Harbitas. She first discovered her love for history when visiting the museum with her father, who had been one of the curators at the time. As a result, her father was incredibly supportive in her studies when she decided to be an archeologist, and help contribute to her father's workplace. This dream was solidified for Cassandra, when her father passed away before she could finish her university course. As she studied, she gained the nickname Cassie from her friends, and gained a reputation for having a casual and colloquial attitude, but also reliable and resourceful. After having graduated, She struggled to find a foothold in the industry, where it seemed sexism would be her biggest obstacle. Finally, Cassie was given the opportunity to join Professor Bryant's expedition, and took it gratefully. As the team's newest member, Cassie is eager to prove herself and earn respect from her sexist colleagues. What excites her most however, was the fact that Professor Bryant had agreed to donate any artefacts they found to her father's museum.

Philologist - Arthur:

"You can worry as much as you want, but all you'll be doing is making your hair fall out. There may be warnings, but the pharaohs always gave warnings when they explored the pyramids.

There is no such thing as a curse."

-Arthur, When briefing the team about their expedition to Harbitas.

A feverish fellow, Arthur is the most optimistic of the crew, but perhaps the most dismissive too. A life-long business partner of Professor Bryant, he has looked forward to finally seeing Harbitas after years of deciphering ancient texts about it. Even after reading countless warnings and accounts of the cataclysm, Arthur still believes that there is no real danger, and that it had to have been caused by natural, preventable causes. As a result, he puts little stock into believing in the city's curses and supernatural elements, and likely won't until it is too late. Always seen with his trusty tape recorder and instant camera, he is constantly recording audio logs and verbal translations of various documents, along with photographing the documents themselves. Anyone who has seen the inside of his bag will tell you it's an archive all of its own; audio tapes, folders, records, notes and photographs can always be found inside. Having tasted success in previous projects with Professor Bryant, Arthur has no doubt in his mind this expedition won't be any different.

Anthropologist - Daniel:

"I can't say whether any kind of god exists or not. What I can say is that they have impacted the way a lot of people think and act over the years. For better or worse."

-Daniel, When asked by Professor Bryant on his opinion about The Cultivator.

Funnily enough, Anthropology had not initially been Daniel's field of expertise. He used to study acting, and would often interview people who went through similar events and circumstances as his characters. Eventually, Daniel found he was more interested in learning about other people, than impersonating them. As a result, when his friends recommended he study Anthropology instead, Daniel knew the change would suit him for the better. His acting background, and strong sense of empathy with others gave him a strong skill set suited for Anthropology. It is through his studies, that he has also garnered a deep respect for religion; not only in of itself, but also as a reflection of culture and its people. When Professor Bryant offered Daniel the chance to collaborate with her and Arthur to learn about the people of Harbitas, how could he possibly say no? It now seems that his career will culminate with him finally stepping foot in Harbitas, and putting together the final pieces of the puzzle of its culture along with Professor Bryant and the team.

Caver - Olivia:

"It seems you barely needed me Professor, there are steps carved out here. All the same, watch your step, wouldn't want you tumbling down into the caves."

-Olivia, upon entering the caves leading to Harbitas

An athlete through and through, Olivia has always found herself working to keep others safe underground. Her fondness for rock climbing and geology led her to initially become a spelunker along with her high school friends, amateur cave explorers. If she was ever given a choice between a guaranteed desk job, and a slim chance of working outdoors, all of her friends know immediately what her choice would be. Even when she isn't working as a guide for tourists and other cavers, she is working to keep herself fit and in shape through recreational sport clubs. Although, her friends know she isn't immune to the charm of chocolate like everyone else from time to time. When offered the job of guiding Professor Bryant and the team through the caves leading to Harbitas, Olivia saw it as a chance to explore a new set of caves she hadn't been before, and as a new challenge for herself to overcome.

Historian - Professor Rebecca Bryant:

“One of the most interesting aspects of Harbitas is its food supply. According to many of the accounts found, crops were grown underground, and with the capability of breaking it's roots through rock. While this is seemingly impossible, one cannot deny they must have needed food down there, and we already know they never went above ground until after the Cataclysm. It seems it's another mystery that won't be solved until Harbitas itself is found.”
-Professor Bryant, in her research paper “The Unexplained Miracles Of Harbitas”.

Esteemed in her field, Professor Bryant has searched for the location of Harbitas for decades, and now, it seems her life's work will finally be concluded. All of the mysteries, the vague accounts and history of Harbitas; with the discovery of the city itself, Professor Bryant hopes to finally fill in these blanks. Reaching the twilight years of her life, she feels incredibly gifted and lucky to be given the chance to see her work come to fruition. However, her rivalry with Professor Miller has similarly reached a fever pitch. As they both enter the city of Harbitas; they both know that most people will only remember one of the teams. Only one of their teams will become household names. Fueled by her drive to honor her team, her mentors and her work, Professor Bryant will stop at nothing to make sure she is the one remembered for the discovery of Harbitas.

Professor Miller's Team:

Archeologist - John:

"Retirement? What makes you think I want to spend my final years sitting around in a nursing home? No, I'm quite happy here, thank you very much."

-John, when asked by Lauren about retirement.

Prior to his invitation to Professor Miller's team, John had been considering an early retirement. Bored of giving speeches and seminars at universities and museums, John had missed excavating and actually examining new objects and artefacts. For whatever reason, he had struggled to find a job in the practical field like he once had in his youth. An even larger part of why he had loved his practical work however, was the travel and the glimpses into cultures more exotic and exciting than the modern world. So when Professor Miller years ago asked John to help him discover a new civilization, he immediately cancelled all of his scheduled talks, and gathered all of his personal tools. It seemed to him, this would be his last opportunity to work in the field, and he wasn't about to let it pass him by. He didn't care about any risks, didn't care about how he impacted those he stood up, he only cared for the feeling of new discovery. Since then, he has worked with Professor Miller, spending half of his life in this role. Even as a 74-year-old man, an age he had previously thought he'd retire at, he has never been happier than when he is working alongside Professor Miller.

Philologist - Lauren:

"Honestly it was a mixed bag. One day you could be helping a documentary re-enact an historical event using the language they would have used. The next you could be brainstorming how an Orc might pronounce it's vowels. But it's been years since I've had the opportunity to contribute to a genuine discovery, so this will be an interesting change of pace."

-Lauren, when asked about her work in Los Angeles by Tim.

Similar to John, Lauren had spent a long time out of the field. Instead, she had worked for at least a decade as an advisor for multiple hollywood productions, helping to create fictional languages and realistic representations of historical languages. Unlike John, she had been content with this work; it had allowed her time at home to write a series of fictional books. When Professor Miller approached her about Harbitas, it was like a perfectly timed blessing. She had hit writer's block for her next book, the climax in a long line of adventure books, and was unsure on how exactly to end it. She had been wanting a reason to take a break from it, a chance to get new ideas. As a result, it seemed like common sense to her to accept the job.

Anthropologist - Adele:

“What bothers me most is what we don’t know. We don’t know how they were able to grow food underground and we don’t know how much truth there is to how they founded the city. It scares me more to think about what the answers might be.”

-Adele, in her personal journal the day before they descended into the caves.

Adele was actually hesitant to join Professor Miller’s team. She had plenty of experience in Anthropology, after all she had been in the field for years. What made her uncomfortable was the fact that so little was known about the circumstances of the people of Harbitas. There were only vague accounts and facts about them, so it felt like a behemoth task to Adele. Sure, there would be more evidence and sources in the city itself, but what if more of it had deteriorated than they expected? What if it wasn’t even there? It was her partner, Penny, who convinced her to go, and take it as an opportunity to build up her confidence. In Penny’s words: “Worse comes to worst, you went, and you can truthfully say you did the best you could. Best case scenario, you help make one of the biggest breakthroughs in human history. You have as much expertise as any other Anthropologist. If you can’t do it, who’s to say that anyone else could’ve?”

Caver - Tim:

“Okay, a few rules before we head down into the caves. First, make sure you always have more than one light source on your person. A torch is great until it runs out of battery. Second, always stick together; if you get lost on your own, it’s harder to find your way out, and you won’t be able to use your phone to call for help. Thirdly, ALWAYS stick together. Sound bounces in these caves, don’t rely on people following the sound of your voice to find you.”

-Tim, at the training course a week before the team descended the caves to Harbitas.

Tim was actually a football player before he was a Caver. It was only when his abrasive behaviour outside the stadium came to light that he was forced out of the industry. Given a wake up call by the scandal and controversy, he went to anger management therapy, hoping to find a way back into sports. Despite his personal growth and effort, no-one was willing to give him the time of day. It was at this time, unemployed, that he revisited his childhood hobby of rock climbing- something he hadn’t done for years. Over time, this evolved into becoming a part-time caver, before finally, Professor Miller proposed him a place in his team. Although it could not make people forget his past actions, Tim saw this as a chance to earn forgiveness. A chance to show he had changed for the better, and have a chance of lifting the shame of his early years.

Historian - Professor Gareth Miller:

"This is it, finally, the city of Harbitas. We are so close to filling in the blanks and solving the mysteries that have plagued us for years. But it seems Rebecca is not far behind us. I have to make sure I'm the one to solve them all, otherwise Rebecca will make sure it was a pipe dream all along."

-Professor Miller, from his journal the day that he and John learnt the location of Harbitas.

Frustrated at every turn, Professor Miller wants nothing more than to be the one to show the world the culture and history of Harbitas. Everytime he had come to a breakthrough, his rival, Professor Bryant had got there first. In what some would call an unhealthy attitude, Professor Miller quietly resented her. He knew the discovery of history is not a contest, but a team effort. He felt it was a privilege to be able to be on the forefront of such work; but it felt like Professor Bryant had selfishly taken a good deal of the credit for what was currently known about Harbitas. To let her have the city of Harbitas felt like it was crossing a line. It is his life's work as much as her's, but they both knew only one could be a household name for the city's discovery. She was already known for so much of what was known about Harbitas. Professor Miller felt that if he didn't get the credit for the discovery of Harbitas itself, then his work had been all for naught. As both of their teams entered the cavern that contained Harbitas, He knew he wouldn't let that happen, at all costs.

The Lore Of Harbitas:

What follows from here is an explanation of Harbitas and its residents. Some of this information can be found on cards, but it is here for those who wish for it in one, complete section. It is not required to understand how to play, and is only included for those who wish to know more about the world of the game.

Origin:

◆ The way in which The Cultivator was discovered, was an accident. Whether it was a fortunate one or not is a great source of debate. A man named Archard, and his family were fleeing some war that had overrun their previous home country, and took refuge in the cave. Scared for their lives, they climbed deeper, and deeper, using the bioluminescent light of the cave's flora to guide them.

◆ For days they waited for the opposing warriors to leave their country, periodically viewing the outside from the mouth of the cave. After days of waiting, and hopeless watching; it became clear the warriors were taking over their old town, and they were going to stay.

◆ Trapped, with no food, no clean water, and nowhere to go, they huddled in the cave, praying to any gods who listened for help. Finally, something answered. Behind where they sat, a gnarled tree, with pulsing veins of bioluminescent sap that leaked from it's trunk, grew and grew, breaking apart the stone it sprouted from. From it's thin, bare branches; five, large, blue apples grew, and swelled to the size of melons in a matter of minutes. One for each family member.

◆ Grateful, the family ate what they had been gifted, and felt the knots that had formed in their stomach lift. In Archard's later written account, he describes falling asleep, and the sensation of being dragged into a lucid dream, as if he had been yanked out of his own dream. In this place, he heard the Voice of The Cultivator.

◆ It revealed itself as the entity that grew the tree for himself and his family. The Cultivator made an offer to Archard. He, his family, and any remaining survivors of his fallen country could stay in the cave, where they would be fed, sheltered and safe from the outside world. In exchange, they would worship The Cultivator, and only The Cultivator. Any newcomers could eat of the Blue Apple Tree only once, and gain a small portion of his powers. Archard would become the Prime Voice of The Cultivator, and could eat from the Blue Apple Tree, once every year. Any who wished to live a life of servitude to The Cultivator, would also become Voices of The Cultivator, a religious council that would help rule over the people in the name of The Cultivator. Agreeing to each condition, Archard's spirits were risen for the first time in months since the attack on his country.

◆ Finally, The Cultivator proposed one last condition. Each child that was raised inside the caves, must eat from the Blue Apple Tree in the 14th year of their life. Any children who died in the process, were to be given to The Cultivator itself. Reluctant, Archard agreed. When he awoke, he found a set of stairs behind the tree, that ended in a large platform, with a jagged cliff-edge. When he looked over the edge, The Cultivator leaned forward, and looked back at him. Waiting.

◆ Archard ran back up the steps, and checked on his family. All but one were still breathing. His eldest daughter, Elyzabeth, remained motionless, limp. One by one, the rest of his family awoke, and mourned for Elyzabeth. When Archard relayed his agreement with The Cultivator to his wife, they knew what had to be done. As their surviving children slept, they took their daughter's body, and dropped it into the abyss. They later explained the missing body to their children, as The Cultivator taking her to the afterlife, as would be done with all children who would die from The Cultivator's Power.

◆ From that point, Archard and his wife exited the cave, searching for survivors of the war, and brought them to the cave. With each newcomer, a new Apple grew, and the agreement between Archard, Now known as the Prime Voice Of The Cultivator, and The Cultivator itself was honored in full. The city

prospered for many hundreds of years, the dark secret of The Cultivator's final condition, only known to the most senior members of The Voices Of The Cultivator. It stayed that way, until the Cataclysm. For more information, look under "Cataclysm".

Food:

◆ In one of the many ways in which The Cultivator helped the people of Harbitas, food was miraculously grown from the cave floor, with the strength of the roots capable of breaking apart the stone floor it sprouted from. This food grew in a central cavern that was connected to the city by a small string of winding tunnels from each direction.

◆ The cavern was a quarter of the size of the one in which the city sat, with the stone floor almost completely covered in fruit and vegetable crops. In this cavern, agricultural workers were able harvest the crops, and grow new ones using the power that had been gifted to them by the Blue Apple Tree.

◆ In the middle of this cavern, sat the Hall of The Cultivator, in honour of where Archard, the First Prime Voice of The Cultivator found The Cultivator's Blue Apple Tree. For more information, look under "Origin".

Water:

◆ In a cavern, adjacent to the one that housed the city, a large lake sat, constantly filled by an underground river that flowed from some unknown point of origin above ground. Agricultural workers would collect the water into small pots, before putting it on the ground, and growing plants around the pot. Using their magic further, they would influence the plants to take the impurities from the water, making it clean and safe to drink. Some may ask why they didn't boil the water in pots; The smoke from boiling the water would've caused the roof to crack and cave in. For more information on the city's magic, look under "Magic".

◆ Then the clean water was distributed around the city in various fountains, made from clay bricks. From here, residents and city workers could take their pottery to their closest fountain, and collect water for use wherever they needed it.

Shelter:

◆ The shelter for the citizens of Harbitas was made wherever it fit at first; brick houses with roads mostly narrow, only widening when reaching a crossing or water fountain.

◆ As time went on, the caves required expansion, and with the help of The Cultivator's power, the walls of the caves were mined or hollowed out. Non-religious buildings became part of the wall, rather than independent of it. Statues and houses of worship had the walls of the cave mined and removed by The Cultivator in order for them to be built independent of the wall.

◆ After many more years, more expansion was needed, so The Cultivator began rearranging parts of the city, using its powers to move the rocky floor underneath without cracking the floor, miraculously. When the movement stopped, some roads had widened further, and in the middle of these roads would be a series of steps, leading further down into the earth. By following these stairs, the people of Harbitas discovered that The Cultivator had hollowed out the stone underneath the city, with pillars holding the above floor. It was here that the remaining buildings were made, with the same style of arrangement and construction occurring as the level above.

◆ Many might assume that the city was lit with torches and braziers; this would be false. The smoke would have caused the cavern's ceiling to crack, and cave in. Instead, The Cultivator provided bioluminescent plants and vegetation. These grew in the grooves between bricks of buildings, and came through the rocky floor with unnatural strength and perseverance, not unlike the way it grew the city's food supply. For more information, look under "Food". Adults who had eaten from the Blue Apple tree were able to influence these plants. For more information on that, look under "Magic".

Education:

◆ Children would learn from a mixture of their parents and the Church of The Cultivator. From their parents, they would learn a trade that helped keep the city running. From the Church Of The Cultivator, they would learn of the city's history, it's foundation, and the rituals of The Cultivator.

◆ When children reached the age of 14, they would be expected to enter The Hall Of The Cultivator, and eat of The Cultivator's Blue Apple tree.

◆ First hand accounts of those who went through the ritual describe the moments after eating a Blue Apple as floating up to through the roof, and seeing the entire city as a whole from all sides. Underneath the city, an indescribable creature sat staring, watching. The general consensus of these accounts is that the people took this to be The Cultivator itself.

◆ From an outsider perspective of the ritual, those who consume the Blue Apple are seen to be convulsing, and going through some kind of seizure. It was not uncommon for a portion of the group to die. Those who survived were now seen as adults, and were given their own independent home in the city. The Cultivator's Blue Apples gave them a small sliver of The Cultivator's abilities, and allowed them to morph the stone of the cave and it's vegetation, although to a lesser degree. It was through this gift that the people protected their possessions, by placing curses and bewitchments that would trigger if someone other than themselves or trusted friends took them. For more information, look under "Magic"

◆ The dead bodies were then taken to the basement underneath The Hall Of The Cultivator, a room that only the most senior Voices of The Cultivator were allowed. Here, it is said there is a jagged edge, a steep cliff that plunged into darkness. Some Voices Of The Cultivator described a vague shape, barely visible in the darkness, that extended underneath the cliff.

◆ The bodies were rolled off the edge, and after a few moments, loud, rumbling sounds would be heard, one for each body, before a final loud cracking and booming, as if something large was shaking the rocks below.

◆ The last time the Blue Apple tree was eaten from, one body was kept behind by one of The Voices Of The Cultivator, the illegitimate father of the dead child. It was here that The Cultivator shook the cave with the force of an earthquake, and the Cataclysm took place. For more information, look under "Cataclysm".

Magic:

◆ The power that the Blue Apple Tree gave the residents of Harbitas benefited them greatly. It was used for Agriculture, construction, and protection.

◆ For Agriculture, farmers were able to influence the growth, placement, type and size of crops. Famine would never be a problem for these people. Similarly, people used the same power to summon bioluminescent plants from anywhere in the caves, wherever they required light, and could control the intensity of the resulting light however they wished. Everyone but children who had not yet eaten from the Blue Apple Tree had access to this power.

◆ Similarly, Protection was afforded by the power gifted to the people. Items of great value were cursed for those who did not have rightful claim to them, thievery would result in unfortunate curses for those who dared to try. A similar protection was placed on the tombs. Anyone who entered either The Tomb of The People, or The Tomb of The Voices without the guidance of the current Prime Voice Of The Cultivator, would be subject to life-long curses. These curses were lifted, as their casters died in the Cataclysm, and those who still lived took all they owned with them.

◆ These curses could be broken however. Around the city, illegal talismans, potions, instructions, and other remedies were sold on the black market, helping the city's thieves and criminals. The Swords Of The Cultivator were created to hunt down such illegal goods and advisors.

◆ Finally, powers that influenced the very cave itself were entrusted to only the most senior members of The Voices of The Cultivator, through the induction ritual. For more information, look under “The Voices”. These powers would allow them to aid The Cultivator itself in shaping and morphing the shape of the cave, hollowing out walls and expanding the city where it was required. Voices who used this power, without the prior permission of the Prime Voice Of The Cultivator, had their work undone, and were taken by the Prime Voice Of The Cultivator. The public was never told what was done with them, but the senior members of The Voices Of The Cultivator knew they would be taken to the basement of The Hall Of The Cultivator.

The Voices:

◆ The highest rank in The Voices, was that of the **Prime Voice of The Cultivator**. It was their responsibility to talk to The Cultivator itself, and relay it’s messages to the people. They were the highest level of Authority, only surpassed by The Cultivator in the most extreme of circumstances. They responded to the city’s concerns, and made sure that Archard’s Agreement was honored. For more information on Archard’s Agreement with The Cultivator, look under “Origins”. When the Prime Voice Of The Cultivator dies, The Voices Of The Cultivator vote for one of them to become the new Prime Voice Of The Cultivator.

◆ The Second Highest Rank, were The Voices Of The Cultivator. It was their responsibility to carry out coming of age rituals and induction rituals for those who wish to become part of their rank. The induction ritual would have anyone who wished to join The Voices Of The Cultivator take a Blue Apple and eat it. What made it different from the coming of age ritual, was that those who undertook the Induction ritual, were expected to eat the entire apple, including it’s core, seeds and stem; the same way in which The Prime Voice Of The Cultivator would if they wished to consult with The Cultivator itself. After consuming the apple, they would fall into the same dream state as Archard did, and talk with The Cultivator. If they survived, they would become a Voice of The Cultivator. If they died, they were taken to the basement of The Hall Of The Cultivator. It was also their responsibility to aid the Prime Voice of The Cultivator, in taking those who died from the Blue Apple to the basement of The Hall Of The Cultivator. Additionally, any doctors who were guilty of giving ill patients a Blue Apple, were taken to the basement. This punishment was deemed necessary, as it was impossible to place any kind of protective magic on the Blue Apples, as the magic within the Blue Apples would break the curses immediately with a single bite. This meant that thieves of the Blue Apples suffered no punishment as long as they weren’t physically caught.

◆ Both the Prime Voice Of The Cultivator and The Voices of The Cultivator, lived in the Hall of The Cultivator, each with their own rooms, the most luxurious of which was given to the Prime Voice Of The Cultivator. The Voices Of The Cultivator were told to never leave the Hall, but this was not always obeyed. If they were caught by the Swords Of The Cultivator outside the Hall, they were brought to The Prime Voice Of The Cultivator, who would decide whether their actions were worth punishing.

◆ The next rank is that of the Swords Of The Cultivator. Anyone was allowed to join, and at first, they were trained for one and only one purpose. The hunting and destruction of magical remedies that would break curses; for this would compromise the way in which the city protected itself against criminals. When mutants became outlawed, the Swords Of The Cultivator would patrol the city and it’s tombs, on the lookout for these mutants. If they found any doctors guilty of giving an ill patient a Blue Apple, risking the creation of a mutant, they would take them to The Voices Of The Cultivator. For more information on the mutants, look under “Healthcare”.

Healthcare:

◆ Medicine was one of the few things that were only minorly improved by The Cultivator. Medicinal Herbs were grown in the caves, and while the Healers of Harbitas were more advanced than their other historical counterparts, the expected lifespan was around 40 years.

◆ Early on in the city's history, in the most dire circumstances, Healers would ask The Voices Of The Cultivator for a Blue Apple, in a last ditch attempt to heal the patient. The mortality rate of this treatment was higher than that of healthy people eating from the Blue Apple Tree, making it a last resort. But when it did work, The patient would be healed, and found themselves made better. Their muscles would swell in size, smaller flowers and weeds would grow from their veins, and their iris would glow blue. However, their power was still limited to that of Agricultural and Protective Magic. Unfortunately, it also seemed they were immune to protection magic, allowing them to freely steal what they wished, and defile the tombs with no consequence. After much consultation between The Prime Voice Of The Cultivator, and The Cultivator itself, it was decided that these mutated citizens were to be hunted down and executed. As this news spread, the mutants fled into the tombs, going into hiding. From then on, The Swords Of The Cultivator were ordered to hunt the mutants in the name of The Cultivator.

The Cataclysm:

◆ The last time the Blue Apple tree was eaten from, one body was kept behind by one of The Voices Of The Cultivator, the illegitimate father of the dead child. The Cultivator shook the cave with the force of an earthquake. By the end of it, only a small population survived.

◆ It was soon discovered by the survivors what The Voices Of The Cultivator had been doing with the corpses of the city's children. Surviving residents took their belongings from their homes, fled the cave in anger and horror at what their elders had done. As they left, The Cultivator cursed the entrance of the cave, making it dangerous to enter. The survivors decided to keep the cave a secret, but left a warning to those who found the cave's entrance of The Cultivator's curse.

◆ It was these survivors that Professor Bryant and Professor Miller traced back to the city of Harbitas, and disregarded the warnings as superstitious nonsense.

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