

# THE FRINGEMENT OF ETERNA

The labyrinthine, alternate-dimensional world of The Fringement is a twisted labyrinthine labyrinth, its corridors filled with shimmering, glowing energy. The main group, a group of rational yet troubled individuals, faces a central conflict as they navigate this world, seeking balance amidst the disruptions caused by an ancient black hole. This black hole, once a guardian of stability, has been influenced by a natural event, causing it to merge with another alternate reality, creating a sense of chaos. The group must decide whether to explore the world to uncover its secrets or seek a way to escape the chaos.

## HOOKS & RUMORS

- Stealth Strategy:** A rogue group of rogue characters, led by a charismatic leader, decides to infiltrate The Fringement to retrieve critical resources. The leader hints at using their expertise in stealth to avoid detection, but the group faces a threat from the primary faction, who believes in their plan and is determined to stop them.
- Diplomatic Approach:** A group of rational characters, who have managed to escape the main group, decides to explore The Fringement as a way to rebuild their trust. They use their knowledge of alternate realities to navigate the world safely, but the main group becomes suspicious of their presence, causing tension.
- Force Manipulation:** A group of hostile characters, led by a charismatic leader, decides to use their force to create a barrier around The Fringement, preventing the main group from accessing the resources needed to fight the black hole. The leader hints at using their knowledge of alternate realities to manipulate the world, but the group fears being trapped.
- Exploration of Alternate Dimensions:** A group of rational characters, who have managed to escape The Fringement, decide to explore another alternate dimension to find a key to the world. They use their skills to navigate the new world, which is filled with glowing energy, but the black hole has caused strange occurrences, and the group becomes concerned about its safety.
- Rivalry and Power Dynamics:** A group of characters, including a charismatic leader who is known for his sharp wit and ruthless nature, decides to challenge the main group in a battle against the black hole. The leader hints at using his knowledge of alternate realities to outsmart the main group, but the group fears being caught.

## RANDOM EVENTS (D6)

1	Event: "The Black Hole Merge" Details: A d6 event where the player must use a portal to escape the chaos caused by the black hole's merger.
2	Event: "The Dark Energy Crisis" Details: A d6 event where the player must resolve the chaos caused by the dark energy in the room.
3	Event: "The portal to the Center" Details: A d6 event where the player must find a way to reach the center of the labyrinth, avoiding traps and environmental hazards.
4	Event: "The Guardian's Choice" Details: A d6 event where the player must resolve the conflict caused by the black hole, choosing between exploring and escaping.
5	Event: "The Troubleshooter's Choice" Details: A d6 event where the player must deal with the chaos caused by the black hole, choosing between dealing with it directly or escaping it.
6	Event: "The Orbital Crystal's Disintegration" Details: A d6 event where the player must resolve the disintegration of the Orbital Crystal, which is connected to the encounter where they must escape the chaos.

## LOCATIONS

### Entrance Room

The entrance room is a dark, alternate dimensional labyrinth with glowing energy fields and shimmering energy corridors. The player begins exploring, encountering various obstacles like shadows and walls. The room features a central portal that connects to the main group, where they must decide to explore or escape. The room is filled with environmental hazards, including dark energy, which can be neutralized by using a portal. The choice to escape is crucial, as it sets the stage for the next room.

### Location Name

"Alternate Dimensional Labyrinth" Description A vast, alternate dimensional labyrinth filled with glowing energy fields and shimmering corridors. The room is filled with dark energy, which can be neutralized by using portals.

### Location Name

"Mystic Portal Room" Description A hidden room filled with glowing energy and various doors. The room is filled with dark energy, which can be neutralized by using portals.

### Location Name

"Black Hole Vortex" Description A darkened corridor with multiple exits. The room is filled with dark energy, which can be neutralized by using portals. The room is filled with environmental hazards like dark energy and the need to find a way to the

## ENCOUNTERS (D6)

1	Encounter Name	Explore" Details: The player begins exploring the labyrinth, encountering various obstacles like shadows and walls. The room features a central portal that can be used to overcome the chaos and set the stage for the next room.
2	Encounter Name	Escape" Details: The player enters the room filled with glowing energy and various doors. They encounter a central portal that can be used to escape. The room is filled with environmental hazards like dark energy and the need to find a way to the...
3	Encounter Name	Neutralize" Details: The player enters the room filled with dark energy and various traps. They encounter the central portal that can be used to neutralize the dark energy and set the stage for the next room.

## TREASURE

**Treasure Name** — "The Orbital Crystal" Description A rare treasure hidden in the room filled with dark energy and various traps. It is connected to the encounter where the player must resolve the black hole.

**Treasure Name** — "The Echo Stone" Description A powerful stone hidden in the room filled with various traps and environmental hazards. It is connected to the encounter where the player must escape the chaos.

**Treasure Name** — "The Orbital Cradle" Description A fragile treasure hidden in the room filled with dark energy and various traps. It is connected to the encounter where the player must resolve the black hole.

## NPCs

**NPC Name:** "The Cultist" Description The player encounters a massive, dark shaped black hole, which has been influenced by a natural event. The black hole's influence causes it to merge with another alternate reality, creating chaos. The player must use a portal to overcome the black hole, but the decision to do so has far reaching consequences.

**NPC Name:** "The Guardian" Description A guardian who appears in the room filled with dark energy and various traps. They are the only one who can neutralize the dark energy and set the stage for the next room.

**NPC Name:** "The Troubleshooter" Description A player who appears in the room filled with environmental hazards like dark energy and the need to find a way to the center. They are the only one who can deal with the chaos and set the stage for the next room.

## PLOT RESOLUTIONS

The adventurers could choose to explore The Fringement, hoping to find the key to escape the chaos. They would encounter the black hole, leading t...

The adventurers might face the black hole and need to deal with the main group. They would encounter the central portal, facing the main group or...

The adventurers could choose to explore The Fringement as a way to find the Orbital Crystal. They would meet NPCs along the way, such as the Guard...

The adventurers might prefer to avoid the black hole and instead explore the blackened world. They would meet the black hole, leading them to the...

