

THE LOST TREASURES OF CEYLON



Mount
Lavinia
Hotel

STORY

Since the age of 198CC, daemons of old have protected the ancient gemstones of Ceylon. Buried behind their watchful gaze and dark magic there still lies one of the greatest treasures known to man, the Tri-wheel Trophy. It is said that this special gemstone, forged in the divine image of a three wheel, god's chariot, is the only thing that can save us from the rise evil machine supercars. This special gemstone has the power to control Raffia Ketch Pour, and if it falls into the wrong hands, there shall be nothing to stop his rise to congest every city.

Many have tried to recover this ancient treasure and battle the daemons and their domesticated dragons. All who have tried to possess the powers of Raffia Ketch Pour have failed. This is not a journey for any lone adventurer, or a young backpacking pleb, it takes real heroes to tackle the paths connecting man and beast to overcome the dark magic curses. To unlock this seamless flow you will need to be strong of heart, pure of soul, and have an undying lust for being punctual.

You alone unfortunately do not possess the skills or expertise to be successful in this quest, you alone have neither the might or magic to break the ancient curses and travel freely amongst the people of Ceylon. To aid you, I have gathered magical chariots... With their completely flawed engineering, ergonomic low speed design, pivot point turning, tiny engine, no airbags or ABS... the TUKTUK is the ONLY machine that can handle the pressures of the old gods and new. May its strength guide you.



Your journey will be into the deepest realm of Sri Lanka. You will uncover the local culture like no other tourist, as you explore the pavement less travelled puttering at no more than 40km/hr. There is little to protect you from the outside environment; it's smells, tastes, sights and sounds. Shall you be victorious the bards will sing praises of your name throughout the ages. We need you to find the Tri-Wheel Trophy immediately, lest it fall into the wrong hands.

As hard as it is to believe, there are some among you that are mere muggles. These imposters will shear under the immense pressure of the trophy within their simple human minds as power and greed overcomes them. Those of you who are real heroes, who are true at heart, and those who will use the powers of Raffia Ketch Pour for good must strive ever harder lest this power falls into the wrong hands.

That which stands before you and the Tri-Wheel Trophy is an monolithic automobile fortress. BUT, a mortal fortress it is, and, we shall conquer it!

Cracking sounds all around you, the world streaks as you are flown through the nether. With a deep rumbling pop, everything stops. As you open your eyes you make out a small inscription to the left side lockbox of your magical chariot... it reads "I didn't choose the tuk life, the tuk life chose me"... next to it, is a rolled parchment...

SEEKING HEROES

Veteran Questing Association
117 Quest road, Magic Zone 11
Colombo, Sri Lanka

Dear wizards, warewolves, barbarians, vampires, muggles - and those of you still undecided.

We wish to cordially invite thee to the quest of magic and non-magic beings labelled "TukTuk Tournament", which is being held for the 87th consecutive year. This is a prestigious event managed by the Veteran Questing Association of Sri Lanka under its Tuktuk Rental division, and, has never successfully been completed. The event consists of up to 20 teams of heroes who each drive their own glorified lawnmowers around Sri Lanka on a quest to see what is unseen, to uncover the lost treasure of Ceylon and embrace the magical culture of this small island paradise. Each team of competitors will navigate the island in their three legged mules as they seek to become victors through collecting the most treasure over a 10 day rally through Sri Lanka.

Throughout this magical journey, heroes will collect treasure through three primary mechanisms:

- (1) By visiting key locations*
- (2) By completing challenges*
- (3) By collecting team idols (stealing)*
- (4) By completing quests*

HEROES

THE IMP



DRAGON



BARD



WARRIOR



PALADIN



WIZARD



BOUNTY HUNTING

Within the quest book and the sprawled map you found, there seems to be four distinct types of markings.

LOCATIONS



CHALLENGES



QUESTS

STEALING



TOTEM

Each team possesses a totem. This totem is the living breathing incarnate and spirit body of that team. It must be protected at all times.



- (1) CAN BE STOLEN BY OTHER TEAMS**
- (2) COUNTS AS A TUKTUK FOR
TREASURE VERIFICATION**

(1) LOCATIONS

Locations are indicated with a “treasure chest”. Within the digital map, gem values for each location will be specified. Collecting gems will contribute to your overall treasure and is a direct measuring stick against other competitors in the Tournament.



Locations can include but are not limited to:

TEMPLES
SURF
ANIMALS
MOUNTAINS
AGRICULTURE
SACRED SITES
NATIONAL PARKS

(2) CHALLENGES

The challenge symbol indicates a more difficult task, usually involving some sort of physical or mental activity beyond the comprehension of mere mortals.



THIEVES GUILD

Are you a petty thief that will sit back drinking wine and laying low until your fellow heroes least expect, only to steal steal their bounty? Sip a wizards coconut and watch the other heroes do all the hard work while you just take it from under their feet!! You smart bastard.



IDOL + PHOTO = -3 GEMS STOLEN

RULES

- (1)** You have to return the idol after you have taken a photo or you will be disqualified.
- (2)** If someone from the other team is physically “touching” the idol, they have a spirit bond with it and you cannot take it from them. Only an idol that has been left unattended/unwatched may be stolen.
- (3)** You can only steal an idol once per day, per team. You can steal multiple idols per day, but just not from the same team.

QUESTS

When you are pioneering a country and exploring the roads less travelled, there are some things we cannot predict. We would like to give you the power and the purpose to continue to explore the country as you see it and as your adventure unfolds. We have designed quests that will all contribute to your overall bounty.

