

Info for the CMM Highvale Game

## Tools

Name generator: <http://www.gammaworld.us/Tools/NameGenerator.aspx>

Plot generator: <http://gmh.xocomp.net/AdventureHook/AdventureHook.aspx>

## Highvale R-map: The Enchanter

Other of the hunters going on the test for majority are involved in an odd situation involving passion and possibly revenge. Kim has spurned Tunu (he has problems with her appearance) and Sirocco. He's interested in the chief's daughter.

The tension of this R-map should be resolved before Ilira strikes (so that members of the map can be casualties).

### R-Map NPC Notes

#### Sirocco

Chief's right hand, a mutant leopard girl. Wants Empathic Hunter Boy, but won't admit it, even to herself, finding her attraction to a human to be beneath her (as she's a Zoopremacist). Wields a vibro-blade.

### R-Map Events

#### A Set-up

Keilah asks for help in setting Kim for a fall, revealing that he suspects Kim has charmed his mother empathically (he hasn't done this, his mother has fallen for EHB all by herself).

## Other Locales

### Peninsula Locations

- [Peninsula - City Ruins](#)
- [Meadow Folk Lands](#)

- [Pebble Dwelling](#)
- [Horse Bay](#)
- [Flourishing Lands](#)
- [Barley Bay](#)
- [Lands End and Seafort's Grave](#)
- [North Moorlands](#)

## Encounters/Events

### Phased Play Events

All of the general events from the phased play listings below are possible where they make sense to occur.

[Cryptic Alliance Interactions](#)

## History

- [What Actually Happened](#)
- [Timeline](#)

## Phased Play

This is a more rail-roaded path for groups that need more direction.

[Phased Play Details](#)

## Addenda

- Random notes

## Creatures

- Rhinoids in armor (very tough) - Wandering mercenaries?
- Flying squid

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