**AREA:** Fan Art Forum/ Fan Fiction Forum, a town once united, now divided. The two sides fight over which type of NSFW artwork is better than the other. They are also affected by a plague stemming from the addiction to the artwork its citizens sustain.

**MAPS NEEDED:** Main FAF town map (large wall at right end, where you can see FFF on the other side), Main FFF town map (vis versa), various houses and shops, FAF Inn bottom level, FAF Inn Corde's room, Warehouse dungeon (multiple levels), Warehouse sanctum, Karthus Mansion Outer, Karthus Mansion Inner and Upstairs, Tunnel System (multiple levels), Shed, FAF Prison,

**STORY:** Upon approaching a large town, MC, Cordelia, and Milotic notice a commotion at the gate.

They choose to hang back and not get involved, and watch a scene play out. Riot grunts hand out supplies to the villagers, who seem to be arguing back and forth about which side needs them more, as well as which form of NSFW artwork is superior.

Verbal arguments lead to physical fighting, Riot steps in forcefully to end it, detaining and injuring several members involved, and sending the rest of the people back into the town.

After the area clears, the party members debate upon whether they should stay at the town for the night, or leave. They decide since they are low on supplies and in need of rest, and evening approaches, they should stay at the inn for at least one night.

The Riot supply caravan seems to be placed near the entrance to the Fan Fiction Forum side of town, so the party decides to enter the Fan Art Forum side instead.

(The party is free to explore most of FAF for now, and may make note of the multiple entrances to the tunnel system below the city.)

Upon entering the inn, the MC speaks with the inn keeper and asks for rooms for the night. During the conversation, a sickly man at a nearby table starts mumbling. When the MC begins to pay for the rooms, the man at the table starts raving and attacks them.

After fighting and killing the man, you learn from the innkeeper that he was a victim of the plague. You further investigate his table to find NSFW images there. The innkeeper shouts for you to stand back, and quickly torches the images. He then recommends that the party get to sleep soon, and should leave in the morning.

Before the party can climb the stairs to their rooms, they are stopped by Better Ban Sona, who watched the battle ensue, and offers to heal all you wounds. In addition, he offers to give information about the plague and its origins, but feels uncomfortable talking about it with Cordelia around.

Cordelia understands the insinuations, and prepares to leave to her room early.

Better Ban Sona explains that he is a wanderer who came across this town, and has been there for X amount of time studying its history. He learned that the town used to not be split, and that it was fully dedicated to arts of both picture and written forms. However, lust beset the town and artists began to create NSFW images and written works. It seemed to be fine in moderation, but people started to become addicted and the problem spread. In conjunction with this, the townspeople began to disagree over which type of NSFW art was superior to the other. Eventually tension grew so high, they built a barricade dividing the town in two, secluding each art form in its own sector. The plague still spreads on each side, and each side blames the other for the creation and spread of the plague, while remaining addicted to their own NSFW art form.

NSFW has become a taboo among both towns, believing that their form has become 'infected' with the disease caused by the other. Many citizens cannot curb their addiction, and succumb to the plague. The effects of the plague slowly dissolve the mind of the infected, causing them to go insane and rabidly attack people nearby, before the disease fully consumes them and they perish. The plague is not spread through contact with infected at all, but rather by the citizens inherent curiosity and tendency to become addicted to NSFW (It's essentially an addictive drug that causes the plague).

Riot eventually stepped in promising to bring the town salvation, but their ways while orderly, are also cold. While they pass at a cure that stems the effect of the plague, they also immediately kill anyone they deem incurable. NSFW images and stories were deemed illegal by Riot law, and any citizen caught with any becomes imprisoned. Artists who created such work have all been killed, to prevent them from continuing their trade. Being caught attempting to create new artwork is punishable by death. The city gates are still open, but Riot observes all those leaving the city. At this point they tend to ignore people entering, which explains how you were able to get in undetected.

After the MC and Milotic learn all this from BBS, they choose to retreat to their rooms for the night, but first choose to say goodnight to Cordelia. They knock at the door, but hear no answer. They enter the room to find no one there. They find that Cordelia has left a note behind on her bed, and they read it.

The note states that Cordelia noticed something taking place outside her window, and she left to investigate. The note is unclear as to what, but you notice her window is left open.

(The event Cordelia witnesses involves the transportation of the demonstone held by Riot Ames. She first meets Karthus during this time.)

You and Milotic decide to leave and look for Cordelia.

Out in the courtyard, they notice what appears to be one of Cordelia's hair ribbons outside of a nearby warehouse. They decide to investigate. They also make note of a buzzing noise above the roof of the building.

In the basement level of the warehouse, the MC and Milo come across a large stash of NSFW, and though they do not know the owner at the moment, it belongs to Daylivia and SMM. You are able to deduce that the product is somehow correlated with higher ups however.

The discovery of the content triggers an alarm, and the local FAF police force are the first to arrive at the scene. You are able to fight them off, but more soon arrive, and you are forced to run.

The police force and political officials of FAF can now be considered your enemies who you must avoid.

A chase occurs in which the MC and Milotic are pulled down an alley to safety by a hooded figure. The mysterious person silently guides them to the tunnel system, unlocks it, and leads them through the tunnels. Feeling they have no other option but to trust the stranger, they follow.

While moving through the tunnels, the MC notices giggling sounds echoing through the passageways. (HiddenSpikeTrap introduced later)

The party emerges in the garden of a mansion in the corner of FAF. The hooded figure reveals himself, and introduces himself as Ion Cannon Karthus. He is being trained as the successor to the currently Ill leader of FAF.

This sets the party on edge, until he tells them Cordelia sent him to retrieve them. He noticed the events taking place once you emerged from the warehouse, headed you off, and rescued you from there.

At this point, the MC also makes a point to alert Karthus to possible corruption in the system. Karthus reveals he already expected this, but doesn't care too much at this point, as he doesn't want his position anyways. He also has other bigger things on his mind.

Karthus explains how he met Cordelia. He had suspicions about Riot's actions involving the town, and decided to investigate himself. He was watching Riot Ames conversing with Riot Damiya, and saw a swap of an item. He believes Damiya to now be the safekeeper of a powerful object belonging to Riot Ames.

Karthus leads the party into the mansion to reunite them with Cordelia.

When they enter the guest room though, they walk in on her being abducted by a masked young man. She is hastily tied up, and gagged so she couldn't yell for help. The masked person throws her over his shoulder, and leaps out the window.

(Karthus joins the party at this point, and agrees to help you find Cordelia again, as he feels responsible in part for her current predicament.)

The three run outside and trail the masked man through the tunnel system, and branch off in a different direction than before. Again, the MC notices the same giggling sounds as before.

When they emerge from the tunnel system, Karthus tells them they have surfaced on the other side of the city, in Fanfiction Forum.

They continue to trail the masked man, who seems to have outrun them, but Karthus seems to know where he is going.

They end up at a shed with the door ajar, and a dim light coming from inside. Sounds can be heard coming from within. They can hear the man they have been tracking speaking with Cordelia, who obviously cannot speak back. He speaks about Cordelia interfering with his beloved, and how it can't be allowed to continue.

The MC and Milotic run in to rescue her, but Karth urges them to wait. The two don't listen, and run inside to fight the kidnapper.

In victory or defeat, Karthus runs in to save the defeated side. The kidnapper recognizes Karthus and accuses him of spending time with Cordelia alone, with implications of romantic interest. Karthus quickly explains he has it all wrong, and the kidnapper removes his mask, revealing himself to be Kami.

At this point, you find out about the romantic relationship between Karthus and Kami, members of two different sides of a warring town. Karthus has to keep a low profile because of his political position, so the two would meet at this shed whenever given the opportunity.

After explaining all this Karthus invites the party back to his place for the night, and says they can sort everything out in the morning. He then leaves back to his house, and the party is free to explore both sides of the town, only still via access through the tunnels. Most doors are locked at this point though due to it being the dead of night, and the town gates are closed preventing you from leaving. To continue the quest line, the party must make their way back to Karthus's mansion.

The party sleeps in guest rooms for the night. When you awake, you see Karthus standing at the end of your bed. He has a short monologue about how things were getting too complicated and risky, and that he had intended on killing you and your friends in your sleep to keep things quiet. He explains that for some reason he couldn't do it, and that he believes you may instead help with removing the burdens that face the city.

Naturally, the MC is disturbed by this and intends to leave. Karthus asks for the MC to at least hear him out on the information he has to give. You agree (or the party agrees for you if you try to decline, illusion of choice, blah blah blah) and Karthus leads you to his advisors, SummonerManMatt and Daylivia.

Karthus chats with you and his advisors about objects of power that Riot possess, and appear to be collecting more of. They may have something to do with their plan to warp the Forumworld into a design of their own, to the demise of its current residents. Also, he believes that Riot may be up to no good in his town, but has yet to find a way to prove that.

The group disperses, but SMM and Daylivia stay behind. A quick cutscene plays, where the two talk between each other. They reveal that they recognize the MC and Milotic as the two that invaded the warehouse and found the large illegal stash of NSFW that belongs to them, and are responsible for its recent destruction. They choose to deal with the problem directly, but for the time being, they will just send their lacky Skilliard to tail you. He is told to make sure that you are not to leave the city at any cost.

Not wanting to deal with the current situation without guidance at the moment, the party decides to head back to GD to seek wisdom from Iaw. However, upon reaching the gates, they come across a problem.

Skilliard has headed them off to the gate once he saw their intentions. Not knowing how else to keep you in the city, he informed the guards and Riot grunts at the gate that the approaching party is an enemy of the town and Riot itself, and should be stopped and contained within the city.

Before you can exit the town, the gates are swiftly shut and the party is surrounded by guards. You can't fight them all off, so you are forced to surrender and are all three placed in the towns holding cell.

The guard in charge of watching you three turns out to be heavily addicted to NSFW, and starts ruffling through 'paperwork' at his desk. He mumbles about the images he's looking at "not working like they used to" and whatnot.

A woman barges through the front door uninvited. The guard, startled, quickly stashes his illegal possessions and confronts her, telling her she is not to be there and should leave, or face harsh penalties.

The woman recognizes the guard as a rioter, and weak to temptation, so she seduces him. When the rioter lets his guard down, and believes he is about to get lucky, the woman pulls a concealed bladed whip out, lashes it around the rioters head, and decapitates him.

Rather than go and rescue the prisoners, she heads over to the desk and retrieves the NSFW that the rioter has stashed. She then exclaims that the images were of any quality anyways, and were not even worth her time. She doesn't even acknowledge the party until they call out to her, to which she responds, "Yeah I'll be with ya in a second", and when she finally turns to view them, she says, "Oh it's you three again, where's your other buddy (Karthus)?" followed by the same giggling sound heard in the tunnels.

The woman reveals herself to be HiddenSpikeTrap, and that she has been watching them for a while. She vaguely understands what is going on so far, and believes she could be of some help. She retrieves the key from the rioter, and unlocks the cell. You and the party go down into the basement where your items are being held, and while you are down there, you hear that more guards have entered the room upstairs and have discovered the scene. You cannot escape to the surface now, and are trapped.

HiddenSpikeTrap has a solution however, and pushes aside some barrels near the back of the room. There is a hole in the wall behind them, that leads to the tunnel system beneath the city. She tells you she has often busted in here before for "free food and other supplies". She then leads you through the tunnel system to her place of residence, a secluded cave in a corner of the tunnels.

HiddenSpikeTrap seems to know of the location Riot is hiding the demonstone they have in their possession, and wants to help you retrieve it. She explains her life in the tunnels, and tells the party why she must live down there. Her habits and personality are not to the liking of Riot or the townspeople, so she avoids them. You find that she is completely immune to the effects of the plague, but cannot pinpoint why at this moment. Later it is revealed that her lack of shame is what causes this effect.

After discussing the demonstone details with the party, HiddenSpikeTrap leads them toward the Riot hide out. They stop for a moment to discuss their plan of action for entering the facility stealthily, but it turns out their efforts are in vain, because when they turn the corner then run directly into Riot Damiya, Summoner Man Matt, and Daylivia. They immediately recognize the group, and a fight ensues, the battle turns grim, as Riot Damiya draws upon the power provided by her demonstone. When things are looking grim, and explosion rocks the ceiling, and Karthus and Kami make their appearance. Kami had been tracking Summoner Man Matt and Daylivia, as he deemed them a threat towards his affection for Karthus. He learned of their addiction to NSFW material, and their betrayal of the town. Riot had been providing material for them to sate their thirst for inappropriate material, and in return they had attempted to groom Karthus into a puppet so they could lead the town on their own, with Riot secretly in charge.

Karthus and Kami join the fight on your side. The party defeats Damiya and Kill Summoner Man Matt and Daylivia in the process. Damiya pushes past Karthus and Kami to make an escape, knocking them both over. At this time, the explosion from earlier starts to cave in, collapsing the ceiling above them. Damiya, Karthus, Kami, and the demonstone are caught in the cave in, and seem to be killed. (possible dramatic effect of one staying behind to try and save the other, though he had the opportunity to escape).

After a tense moment, you can hear coughing from behind the rubble, and find Kami and Karthus are safe, but trapped on the other side. Damiya has been killed in the landslide, and the demonstone is now in the possession of Kami and Karthus. The trouble now is how to get them out of the mess of rubble.

HiddenSpikeTrap leads the group back to the surface, where they see the crumbling warehouse happened to be directly above the cave in, and has in turn caved in itself. There seems to be no way you can access the mess below, especially because the cave in has drawn many onlookers, including Riot Ames and other Riot members. The situation becomes dire, as you must find and rescue Karthus and Kami before others find out of their whereabouts and that they now hold the stone.

HiddenSpikeTrap offers a solution, but a dangerous one. She reveals that she has studied the art of connecting with the Fairy World her champion Lulu had visited, and believes the power from the demonstone will let her accomplish this. The party travels back into the tunnels, and finds the wreckage. You pull aside enough of the rubble and are able to barely communicate with Karthus and Kami, but the two understand and hold the demonstone close as they can. HiddenSpikeTrap draws power to open a portal to the fairy world, and the party steps through.

The party travels through a puzzle-like multilevel vortex dungeon (think Giratina's world in Gen 4 Pokemon games), and eventually emerges at a point where HiddenSpikeTrap can feel the demonstones energy again, to a much greater potential. This serves two purposes, she knows that they have approached the proper spot to reopen the portal, and it provides her with the energy to do so. The portal opens right as Riot Ames and his crew removes the rubble from above, and Kami and Karthus rush through to join the party before the portal closes, leaving Ames and his crew on the other side.

The party hastily makes their way through the Fairy World again, and emerges in the tunnels.