

Pagan



Welcome to Pagan

The dramatic sky, a canvas of rich swirling colours of red, black and purple. The unique flora and fauna unlike any other in the multiverse. The boiling lakes of fire and the sparkling seas. Once seen, the dark and haunting beauty of Pagan can never be forgotten. With the end of the Age of Titans, this land is now open to a traveller with a keen sense of adventure and inquisitive spirit.

Travel Britannia is the first travel company to reveal the many secrets of Pagan on an unforgettable trip across this little-seen jewel of a world. Explore its city and the wilderness knowing that your safety and enjoyment is guaranteed every step of the way. We have built unique partnerships with the people of Pagan, and created our own exclusive wilderness camp, offering unmatched luxury and the best access to the hidden gems of this remarkable land.



Lady Myra
Travel Britannia Owner

A Message From Lord Devon

It is my personal pleasure to invite you to visit my home City of Eternal Twilight, Tenebrae, and the Great Palace, which has been in the possession of my Tempest ancestors for generations. You'll enjoy time to wander about its hallways and courtyards – and later you'll be invited to a banquet dinner in the grand hall, where I may sometimes join you.

After centuries of turmoil, our fair city has been reborn indeed, and a new era of prosperity and peace descended upon our long-troubled land. I and the other citizens are proud to be associated with Travel Britannia, and I trust you will enjoy your time here in Tenebrae.



Lord Devon
Tempest of Tenebrae





History & Magic

From the Age of the Ancient Ones to the rise and fall of the Titans, Pagan's history is long and rich in drama. With Travel Britannia, you'll experience a cultural immersion like nothing you've seen before. We will take you to some of the most important sites and shed light on the life under the rule of the Titans and Pagan's great schools of magic.

- ✠ While at the Plateau, learn of Thaumaturgy, the last remaining school of magic on Pagan
- ✠ Follow the footsteps of the Avatar and visit Argentrock Isle, Daemon's Crag and the Cemetery, uncovering the secrets of Theurgy, Sorcery and Necromancy
- ✠ Marvel at the Carthax Lake and the Temple of Flowing Waters, once the lair of Titan of Water



About Us

Travel Britannia was founded by Britain's Lady Myra 10 years ago. From its humble beginnings as a coach company offering day trips from Trinsic to Britain, it has grown since to become Britannia's leading travel company on land and sea, offering luxury escorted touring to the travellers from Britannia and other worlds.

✠ Travel Britannia was awarded **Britannia's Best Tour** by the Brommer's Britannia travel guide last year, while the Silver Ankh was recognised as the **Best Cruise Ship**.

✠ We take care of everything, including transfers, tipping, meals and sightseeing.



Pagan Experts

No one is better equipped to take you to Pagan in comfort and safety.

- ✠ Teleportation is the quick and safe way to travel across Pagan. With the platforms located close to the historical sites and places of interest, you will not waste time on long and perilous land journeys.
- ✠ You will always feel taken care of thanks to the high guide-to-guest ratio. Our dedicated and experienced team is determined to make sure your experience in Pagan is truly unforgettable. Most guides have extensive fighting background, and a skilled Thaumaturge travels with the group at all times in case of magical emergencies. Medical help is available at all times with the extensive supply of healing potions and magical scrolls.



Morgaelin Wilderness Camp

Luxury in the wilderness

Exclusive to Travel Britannia guests, Morgaelin Wilderness Camp offers entry to the breathtaking, pristine beauty of its mighty namesake, the great Mount Morgaelin. It also gives you an opportunity to relax in the comfort of your private ensuited tented cabin, or share a drink with your fellow travellers under the vast Pagan sky.

- ✠ The magical fence surrounding the camp guarantees your safety from the creatures of the wild, while also giving you an opportunity to observe the Pagan fauna in its natural habitat.
- ✠ A range of tented cabins feature king or twin beds, spacious ensuites and a private deck with chairs.
- ✠ Enjoy the natural waterhole, easily accessed from the camp's swimming platform.
- ✠ Savour the delicious meals, prepared by the camp hosts from the locally sourced produce.



Pagan Adventure

9 Day Tour

5 Nights Tenebrae • 1 Night Argentrock Isle • 2 Nights Morgaelin Wilderness Camp

DAY 1 – ARRIVE TENEBRAE

Welcome to the City of Eternal Twilight! On your arrival, you will be met and transferred to your luxurious inn in east Tenebrae. Meet your guides and fellow guests at a Welcome Reception this evening.
Four Night Stay: Bone Crusher Inn.

DAY 2 – TENEBRAE SIGHTSEEING

After breakfast, we set off on a guided tour of Tenebrae. See the opulent mansions and gardens of east Tenebrae and visit the Spring of the Eternal Hydros and the Tenebrae Library. Over in west Tenebrae, we stop for lunch at the local tavern, where you might try local specialties like Kith fillet, Toraxen cheese and Blue Mushrooms, and be amused by the colourful stories of Orlok the barkeep. After, you'll visit the jewel of west Tenebrae, the New Zealan Temple, dedicated to the gods of emotion, Amoras, Odion and Apathas.

The worship of the Ancient Ones has enjoyed a new-found popularity after the demise of the Titans, as this magnificent structure testifies.

Your afternoon is free to spend as you wish. Perhaps visit the city's shops and galleries, take a private training session with the city's best fighters (own expense), or venture outside to explore the docks, scene of much tragedy during the oppressive reign of Mordea the Tempest. Later, you have an option of visiting the Library for a fascinating lecture on the history of Pagan, including the controversial figure of Britannia's greatest hero, The Avatar. Hero or villain? Liberator or destroyer? We trust you shall make up your own mind.

DAY 3 – THE PLATEAU

Today we teleport to the Plateau, a small crag overlooking the city that is home to Thaumaturgy, the last remaining school of magic on Pagan. Founded by the sage

Mythran, in the recent years it came to attract a great number of those with thirst for magical arts. You'll enjoy an illuminating presentation by one of the Thaumaturges and see the many curious artifacts scattered around the school. Be prepared for a huge surprise should you wish to see the building's exterior!

Back in Tenebrae, a truly special event awaits you in the evening. Today, the gates of the Great Palace open exclusively for Travel Britannia guests. You'll have a guided tour of the opulent rooms and beautiful gardens, before savouring a lavish banquet in the palace's dining hall.

DAY 4 – CATACOMBS

We travel to the cemetery and the sombre remains of the Necromancers' home. Then, spend a few hours exploring the infamous Upper Catacombs, the resting place of the ancient Necromancers.



The Land of Mushrooms

Mushrooms are the dominant form of vegetation on Pagan. Ranging from the man-sized Monster Brown Cap to the finger-sized Silent Sleeper, they make for a striking addition to its landscape, as well as its cuisine.



Local Tastings

When in Tenebrae, why not toast your stay with a variety of local beverages, Cloven Hoof, Hurricane or Blackwine. For those with adventurous tastes, Breath O'Spirit is a must-try and will surely tickle your palate.



DAY 5 – ARGENTROCK ISLE

We teleport to the Argentrock Isle, home to the Order of Enlightenment. Once the followers of the Great Titan of Air, the order is now dedicated to the study of healing arts, while preserving its Theurgist heritage. Learn of the history and practices of the Order, and visit the Windy Point, where an apprentice Theurgist would travel hoping to hear the Mystic Voice of Stratos. It is said that it took the Avatar a mere two days to complete the tests of the Order, an achievement unheard of in the history of Theurgy.

Stay: Argentrock Guesthouse.

**DAY 6 – CARTHAX LAKE
& DAEMON’S CRAG**

Today we explore the Carthax Lake, a vast underground body of water that once imprisoned Hydros, and the beautiful white marble temple on its shores. Afterwards,

brace yourselves for the fiery landscapes of Daemon’s Crag, an abyss formed from the lava flow from Morgaelin’s Mouth of the Daemon. A former member of the Cabal takes us through the Sorcerer’s Enclave, abandoned since the Avatar’s defeat of Pyros. Explore the remains of the settlement, including the library and the Great Pentagram where the Titan of Fire once lay bound. We also walk up to the Obsidian Fortress, former home of the Master Sorcerer. Later, we teleport back to Tenebrae.

Stay: Bone Crusher Inn.

DAY 7 – THE VALLEY

In the morning, we travel to the Herdsman’s Valley outside of Tenebrae and pay a visit to a local torax farm. These giant reptiles play an essential role in the daily life of Pagan, used as beasts of burden and a staple in local cuisine. Then we continue towards the Morgaelin Wilderness Camp. Enjoy your stay at this

unique property, set against the dramatic backdrop of Mount Morgaelin.

Two Night Stay: Morgaelin Wilderness Camp.

DAY 8 – MOUNT MORGAE LIN

A true highlight of your stay in Pagan, our hike to the summit of Morgaelin starts early today with a hearty breakfast prepared by your camp hosts. Marvel at the majestic scenery that opens before you as we hike the slopes of the volcano, including the traces of recent eruptions. You will have an hour to spend at the summit, including a lunch of toraxen jerky and cheese. Back at the camp, relax in the serene surrounds and treat yourself to a drink of Tenebraean Ale around the campfire.

DAY 9 – TENEBRAE

Today, we travel back to Tenebrae, where your tour concludes.

Dates & Prices

Price per person	\$550
Departures	every Fireday throughout the year
Prices are in Britannian gold coins and include accommodation as specified, meals, sightseeing and tipping. Dates are as per the Pagan calendar.	
Please contact Travel Britannia, or an agent of your choice, for advise on the best time to travel to Pagan from your home world.	

Tour Notes

Travel Insurance

Travel insurance is compulsory on this tour and passengers may not continue the trip without providing the details to Travel Britannia prior to the departure date.

Currency

The local currency of Pagan is the stamped obsidian coin. Travel Britannia provides an exchange for your world’s currency any time during your stay in Tenebrae.

Fitness Level

A good level of fitness is required to participate in some of the activities, as they contain climbing and extensive walks over uneven surfaces. A less strenuous half-day Mount Morgaelin hiking option is available. Comfortable walking shoes are vital.

SAFETY REGULATIONS – PLEASE READ

At Travel Britannia, your safety and comfort is our utmost priority. To ensure these, we require all the passengers to follow the below rules and regulations:

When on a guided excursion outside the populated areas, guests are requested to never venture out unaccompanied by the guides. In the case of encounter with the local wildlife/magical creatures, we ask the guests to never approach them on your own and alert the guides immediately.

Mushrooms

While the majority of mushrooms on Pagan are safe, Fire Mushrooms must be avoided at all times. These small red fungi are high in sulphurous ash and will explode when stepped on.

The possession and/or sale of hallucinogenic mushrooms is strictly prohibited and punishable by law.

Exploding chests

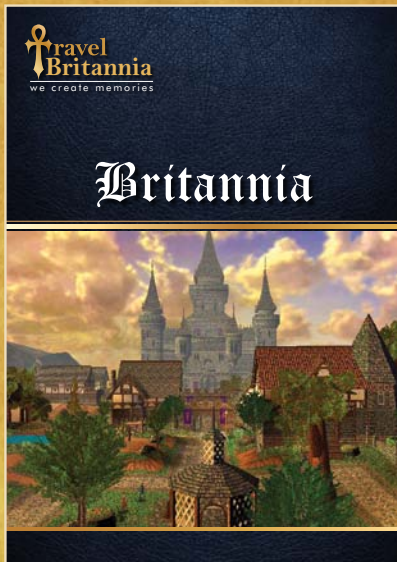
There is a multitude of these highly dangerous items scattered throughout the wild areas. Guests are advised to stay well away from any unfamiliar chests.

Morgaelin Wilderness Camp

For your own safety, we ask that you never attempt to step outside the magic barrier along the camp’s perimeter, or interfere with it in any way.



Also by Travel Britannia:



Contact Us

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