

## Campaign status

### May 22 2021 session summary

- We fight Alef, oh shit!
- Orcus turns on us after Alef dies
- Cysus holds a eulogy with Ribault there (other dragon aspects too), during a blizzard atop Mt Celestia
  - Ribault speaks with Damirvir - D asks him what he's going to do - R says not sure
  - Cysus says that to carry out Alef's final wishes - Encargos brings out an egg, Alef's heir, who will one day be the aspect of the gold dragonflight. Aspects are to raise him in Alef's image - but Alef asked that Ribault raise the egg instead
  - Cysus said the name is Ribaultistraz, should hatch within the week
- Alari, sitting atop the throne of Bator - Zariel, Lord of the 8th teleports in, says Hell is stronger than it's been in millenia. Your mom, jealous of Z's promotion, seeks to raise an army to contest her power.
  - Alari says she's getting kind of tired - being ruler of hell is lonely. Alari preferred having free gamut - asks Z what to do.
  - Z says she'll kill mommy if needed, Alari asks for a list of what's currently going on and who's in power
- Burick in the marble library, Ioun's chamber. Asks why him
  - She embraces him, and the avatar of Ioun returns to her
- Elves had to return home to care for the kids and unite the tribes to aid in the reconstruction of the prime material plane
  - But after many years of Helix's dedicated research to the natural ways of the fey wild, and them living on their advanced years - there is a final procession with most of the tribes of the wood elves and their families.
  - In that procession, there is a covered body. As it goes through the fey wild, the animals of the fey are all gathered in addition to the family and tribes, all in one place. As the grove is entered, there is a beautiful tree that has an otherworldly glimmer, almost as if the tree is breathing.
  - As the procession nears the base of the tree, at the head of the procession there's an order that says "to the tree, mother we have brought him to you as his final wishes to reunite you finally together". At the base of the tree, they lay down the body of an old elf - Dorian. The children/grandchildren ask the tree to take him - a wave of energy goes through the tree, the ground shakes. Roots come up, encapsulate Dorian, and pull him in. Children put their hands on the trunk and say "you are together at last", and they walk home.
  - The tree was Helix!

- Krang - after repelling the invasion, he was praised as a hero. Made a duke of a new dutchy in Sharn. It is clear that Krang has a look of concern on your face as he addresses the masses. Queen asks what's wrong.
  - Krang says "When I started, I had no family, I was alone with a symbol of metal, power of an unknown god, uncontrolled, undisciplined. I was alone until I met a very special group of people. We adventured together, we grew together, we fought together, we suffered together and we won together. I saw things I thought I'd never see. We saw angels and heavens and hells and fought the god of death himself. All of this has brought me here to you. I learned something even more powerful than the spells - I learned that the victories we shared were not as important as the journey we took together."
  - Krang takes off his crown, looks over at magnus, throws strap over his shoulder, and begins to leave.
  - Queen says "Where are you going?" Krang says "I'm sorry mlady, I have some friends that I need to see."
  -

## May 16 2021 session summary

- Alari grabs Ruby Rod ([https://www.syfy.com/sites/syfy/files/styles/1200x680/public/syfywire\\_blog\\_post/2018/09/ruby-rhod.jpg](https://www.syfy.com/sites/syfy/files/styles/1200x680/public/syfywire_blog_post/2018/09/ruby-rhod.jpg))
  - She feels her soul reach out over the multiverse
  - Can sense the fragments of her being floating - Alaris eyes glow bright red, screams in pain
  - Is able to begin the process of pulling the shards back toward her. Yulith's goal is accomplished, Alari now immune to fire damage and poison damage - new ability: Contract Established. 1/day touch body of intelligent humanoid. Offer contract. If it agrees, it is resurrected, you own its soul
  - Alari/Yulith is now Lord of the 9th!
- Portal opens...out steps a bruised, scarred, beaten Glacia
  - Slowly walks towards Alari
  - Alari points scepter at Glacia and says, Kneel. She does! "Yes, my Lord!"
- Zariel says she bet on the right horse - her legions are ours
- Head to Shaveroth, find our alts from the one-shot and go to help them
- FIGHT!
- Choice: either go to Mt Celestia, or defend the prime material plane
- Sending to Celestia/Sigarter - "asmodeus fallen - we head to celestia - what support is required to reopen the gates? We bring legions from hell"
  - Response is:
    - Burick: 3 pieces to Celestia

- Ribault: 3 pieces to Celestia
  - Alari: 3 pieces to Celestia - a few platoons to do recons and see if they can find Orcus on the prime material
  - Helix:
  - Dorian: 3 pieces to Celestia
  - Krang: says all for nothing
- We head to Celestia - gate opens, legions of hell and heaven fight - Orcus pops up, has a scarf of gold, throws it at his feet
- Orcus says "Ah, the heroes, you are persistent" He snaps his fingers. The blue ring around the ship vanishes, and banishes the water elemental
- Orcus indicates that he kills Alef - he's raising him under his control, we have to kill him

## May 2 2021 session summary

- Battle with Fierna
  - Burick laughs at the irony of the situation and insults Fierna, causing her initiative to stumble a bit
  - Ribault is charmed and almost decimates Burick
  - Helix casts haste on Krang to help him get places.
  - Krang finally gets to smite and use Magnus charges...and does around 170 damage with smites and opportunity attacks.
  - Alari gets killing blow
- Post-battle
  - Then, Glacia appears as well as Asmodeus himself, and Mephastopheles shows up too.
  - Levistus avatar shows up too
  - Asmodeus opens up two portals, one for Glacia to attack Levistus, and one to the 9th level.
  - The party weighs the pros and cons of the decision of which portal to enter
  - Party decides that aiding Levistus would be of more personal benefit, while aiding Meph would be of a more universal benefit, and so steps through to the portal to the 9th, which shimmers closed after about a minute
  - Sending: Celestia under siege, gates have been closed
  - The party heals up as best they can and approaches Meph and Az fighting
- Battle with Asmodeus w/ Meph as NPC ally
  -

## April 16 2021 session summary

- #roll20problems
- Fight against Black and Red Abishai, finish them off and clear out their camp
- Tiamat “ruby” found as well as a camp in the distance
- Return to Mamman, who congratulates us and grants us passage to the 4th level
- While traveling on the Kwisatz Haderach, it is met by a Pit Fiend, who beckons we follow to speak with Belial
- Belial has Alari sign a contract endorsing him as the lord of the 4th. She asks in return for a caveat to the contract to kill and return any Eulith fragments to her
- In Stygia, Levi wants us to kill Fierna, Eulith’s (Alari) sister, so that he can subjugate Glacia. Claims they are in league with Azmodeus
- Glacia asks Alari to make up with Fierna, make amends to spare the family more treachery. Lets us pass through to the 7th level. Claims she’s not actually in league with Azmodeus, is just playing the game
- Reach 7th layer, Glacia turned us into Fierna as an offering and peace’d out. Ass-kicking time!

## April 2 2021 session summary

- Zariel fight, GO (Mortal Kombat music queues up [click here](#))
- Oprah gives everyone inspiration
- Merrenoloth’s name is Kharon
- Zariel gives up and yields to our collective power. She then spills the beans.
- Group leaves and meets up with Charon who leads them to the 2nd layer of Hell, named Dis.
- Dispater - 2nd
  - Azmodeus pines over Glacia, says more girl devils > boy devils - says all child bearing devils must continue to bear children until they have a daughter
  - But once you’ve had a daughter, you’ll stop having children - answer is 50/50, dude tells to live more lulz
- Mammon - 3rd, clings to power
  - Mammon seeks an audience
  - Tiamat seeks to unseat Mammon - locations are given to us of agents of Tiamat, we’re asked to dispose of them
- Belial (Phlegethos) - 4th, he is the son of the lord of the 7th, fears family yet derives power from them
- Levistus (Stygia) - 5th, entombed lol gg
- Glacia (Malbolg) - 6th, Dunno!

- Fierna (Maladomoni) - 7th, should just let us pass
- 
- 

### March 19 2021 session summary

- Meph wants us to fight through to the 7th layer of hell, and as the owner of the 8th, he'll let us pass through to the 9th.
- Bator = hell = Walmart
- Our plan is to slip down Stygian river while a pincer attack commences
- Kwisatz Haderach gets attacked by devils, we fight 'em
- Pit Fiend will remember that.
- Alari has a mind-battle with a pit fiend, gets wings after her Red Bull, mostly white with a single black feather per 100 or so
- We get to the end of the Stygian River, portal, and in the in-between, Ioun visits Burick. Gives him a bear hug to power him up
- *[insert cool Burick stuff here]*
- 1st level of hell has a place that says "Avernus Welcomes All",
- Zariel needs to give us her approval to pass to the 2nd level of hell, or sacrifice a soul, so tells us the Merrenoloth
- Zasl at the welcome center guides us east 50 miles to the Bronze City to speak to Zariel (t-shirts and bumper stickers!)
- Meet Zariel, she agrees to help us but only if we can best her

### March 12 2021 session summary

- Big dick energy fight with Bearded Devils--who target Krang at the request of their master, Balthor.
- Krang gets contacted by Magnus Offificus--
  - *After a bit the ritual begins to take effect.... You proceed down a long dark hallway. And the end of the hallway you see it opens up to a grand room that is emanating blue, pink, and purple hues of arcane energy. You quicken your pace as if you're a weary traveler sprinting to a tavern. As you pass the precipice into the room you find yourself flanked by half a dozen 8 foot tall muscular barbed devils, yet you feel no fear. In the center of the room stand a great obelisk coursing with arcane energy. it appears as though multiple ley lines from the weave intersect at this obelisk and the resulting arcane spectacle is quite the sight to behold. With a single minded determination you approach the obelisk, the devils pounce. first they rip away your armor, next they begin to flay your skin, tearing apart muscle. You feel no pain, your determination does not falter, you are almost complete ignoring them as you trudge on to the obelisk, bloodied, dragging the devils behind you with each stride. as you get closer to the obelisk you feel the arcane energy humming throughout your body. at the base of the obelisk is some sort of console. With the devils slashing and tearing*

*you lay your hand upon an all too familiar symbol on the console. As your vision flashes to pure white the devils disintegrate in your peripheral vision.*

- Krang powers up with ENGINE OF WAR
- The devils are defeated and the party returns to the ship and makes their way back to Prof. Nibb.
- Planetar stuff -- focuses Alari -- asks her to go to Mount Celestia with him and Deva soldiers
- Alari meets an Angel (Abasun?) upon a hilltop--a ritual is performed
- Alari icy vision quest in the 5th layer of hell
  - Four Archfiends - First family of Hell
    - Levistus - papa fiend
    - Glacia - mama fiend
    - Fierna & Ulith - sisters--copper and silver
  - The sisters overthrow their father?
  - Asmodeus is involved?
- Basically, Alari is a mote from the war of the nine Hells.
- Alari has a godlike battle with Abasun, who is also a mote, as they battle for their souls
- Bianca/Alari struggles with stuff...not fully committing to her destiny
- Mephistopheles appears...hijinks begin and he offers a quest to unseat Asmodeus.
- The party agrees to help him and sets out to Shaveroth

## `Feb 26 2021 session summary

- Led to the market by some Deva and Celestials; they are heavily armed and quite large.
- Dragon aspects discussing the emergency council for the next day
- Celestial stuff ensues--a great counsel is held, planetar leads it
- Orcus is mentioned by Alef. with a chorus of cheers and jeers
- Sigarter is the lead lady - Celestial forum asks Alef to prove himself



- 
- Orcus is supposedly pursuing the power of a great artifact (engine of war) - We've been tasked to get it because celestials can't go there - Dalcor, plane of dreams which was fractured from the Great Wheel, and became the plane of nightmares
- We get the Zepgil (Lt of Sigarter) Planetar's **big black rod** to travel there (pockmarked for her pleasure)
- We examine the face of the gargantuan space turtle's corpse
- We steer the ship into the eye of the storm on top of the shell!
- Fight with a Storm Giant
- Snowflake, skull, flame, lightning bolt on the door inscription
- Notes spell out DEAD
- Alari casts ice spell, bounces back to her and does serious damage
- NECROTIC ALL ALONG
- Azmod's peeps show up, they're in the temple already

## Feb 12 2021 session summary

- Ship has turrets with wands of magic missiles - 2 turrets, each turret is 3 wands, 7 charges each
- We jump on the airship and portal to Rioja, find Ysedra (**ancient green dragon**), kill her and drop her head off in Troia
- Loot her lair, yay, money money money
- Spent 12000 gold on stuff
- Ambushed by Githyanki pirates
- Ended up in Mt Celestia, we went to our quarters

## Jan 8 2021 session summary

- Good eats
- Cysus and Dorian go to library hastily
- Burick appears...different (lvl in Cleric)
- Cyrus gives a *Quest*: Interplanar travel → Mount Celestia, located specifically in the Outer Planes
- Burick knows rods
- Helix has an Awakened Tree
- The group contemplates schemes for getting Dorian out of betrothal to (Asundrah?)
- Port to Feywild
- Aegnor says his sister, Asundrah, has fallen ill and escaped to the Shadowfell
- Dorian offers his assistance to find her and return her
- A young Eladrin male introduces himself as Vendryl joins the cause as a guide.
  - He could be a good sub for Dorian?
  - He carries around a pressed daisy--perhaps a memento?
- Shadar-kai attack us
- We spare the Gloom Weaver to interrogate
- She's master of her own domain (she won a contest)
- Bodak/Demilich throwdown! Asundrah is the lightning rod.
- Vendryl and Asundrah are engaged, Ewok party city *YUB NUB!*
- Elder wants to send our elves back in time to get plane shifting power
- Elves are sent back in time
- Burick has an loun attack
- Elves come back with an airship...and kids!

## Jan 2 2021 session summary

- Seat on the celestial forum requires a mortal champion - Alef had Ezriel - rival white dragon whom Ezriel swore to vanquish - he failed, and his mind was corrupted to think that Oplaxiam to be Alef and reverse - Alef slaid Oplaxiam, but could not do the same to Ezriel
- 1 day E by SE to the blasted valley

- 2 days S by SE through the blasted valley to the dread wastes
- Continue S/SE through the hollow mountains, avoid the twisted gyre to the west
- Ezriel was with Orcus cultists, trying to raise Oplaxiam
- Epic battle ensues--Krang is dropped
  - "Tell him I'm sorry - tell her I love her"
- The party returns. Nibberknacky is present.
- Ribault achieves GOD MODE aka Champion of the Five Aspects

## Dec 18 2020 session summary

- Navigation skill checks assigned to all party members
- We approach the Nurgling village; instantly, we are assaulted with an odiferous stench, but Alari is able to stem the damage.
- Dorian sets the Nurgling village on fire with a few well-placed fire arrows. *::the party walks away in slow motion::*
- The party moves to the center of the smoldering village to investigate further. A chest is found!
- Helix finds a yet unidentified cloak that has avoided any fire damage.
- Burick identifies it as a Cloak of Displacement; it is given to Ribault.
- The party returns to the Khorne camp. Burick talks to Gazghul (orc leader) and shows him the head of the dragon.
- Gazghul is impressed and invites the party to a place of honor in celebration.
- During a raucous and savage celebration ritual, the party is given the name, "Bringers of Doom".
- A shaman approaches the party, wanting to know more about us. He speaks common and seems to be the most eloquent member of the tribe.
- Gazghul is challenged by another alpha to mortal kombat for the role of leader.
- Gazghul yells out instructions: "1 day east to the Tall Forest, 2 days north through the forest to the Dead Shores, 2 days east along the coast to the Shimmering Spires, at least 1 day east into the spires to....aggh!" He dies in combat.
- The new leader says, "KILL THEM!"
- Alari casts darkness, and the party escapes narrowly.
- Return to Nov'kharzar. Shopping ensues.
- The party heads out to find Alefestrax, following Gazghul's thoughtful, yet timely directions.
- Deep within the Shimmering Spires, we find a young, golden kobold guarding a cave. Burick plays a tune to wake him.
- Kobold guard accepts payment for entrance
- A winding, switchback path up the mountain lays ahead.

- Symbol of Silver Iris is seen on the huge double doors **\*\*meaning for Ribault\*\*** Alefstraz appears to be the BOSS.
- A female humanoid greets us rudely and dismissively. She reluctantly leads us within the mansion/palace within.
- Usheleron is shooed away by the gnome chef, known as The Caretaker
- The Caretaker is very into fishing, but the party pushes him to tell them where Alefstraz is.
- A disembodied voice of Nibberknacky converses with The Caretaker, **who is revealed to be Alefstraz himself!!!**
- Ceremony of various NPCs (*need names from Jerry*) greeting Alefstraz. They appear to be 'dragon aspects' -- dragons in humanoid forms (*Children of Bahamut*)?
- Boners :P (*Cory was here*)
- Burick and Alefstraz cast a spell of Greater Ritual of Time Stop -- many months pass for both, but for everyone else...30 minutes.
- Final dialogue:
  - **Cysus**, "The interpretation is fairly clear. Orcus has returned from his hiatus after using The Word on Demogorgon, and it appears he is somehow in league with Asmodeus."
  - **Bannarath** "This matches the reports we've received from the struggle on Shaveroth. The celestials corp and legions of hell have been overwhelmed by the abyssal horde for some time now. The legions of Nessus have been mostly absent during these struggles and no effort has been made by Asmodeous to coordinate with the angels against this demonic threat as has happened in the past."
  - **Alef** "So what do we do?"
  - **Bannarath**, "We should strike, at Nessus itself, and the heart of the Abyss if necessary"
  - **Angkargos** says "And how do ya plan on getting trough Shaveroth?"
  - **Cysus** clears her throat, the other aspects give their full attention "We must repair our severed ties with the Celestials. Alef must reclaim his seat in the Celestial Forum as the Envoy of the Aspects"
  - **Alef** looks greatly disturbed, "But... I..... I can't....Ezriel..."
  - **Damroryr** approaches Alef, puts her hand on his shoulder, looks at the party and says, "No, but they can..."

## Dec 11 2020 session summary

- We travel through the Jund Plateau
- We hunt Catoblepas by a lake
- [insert Alari lore here]

- We get a lead from the dude in the Khorne camp - asked to kill all Nurglings (women & children included), or Nurgle herself. We opt to kill the dragon
- Typhus leads us to the portal to the feywild/shadowfell, where Nurgle lives. He's green and kind of spacey
- Ahsundrah, keeper of the portal to the feywild
- Slay the dragon, come back and Ahsundrah wants to marry Dorian (*he's so dreamy!*). We dimension door him out of there
- Typhus be dead, yo

## Nov 28 2020 session summary

- Fight with undead pirates! One crew member slain - captain unhappy
- Burick has guilt about the attack on the ship - at prodding of party, forces himself to realize the full song:
  - *A fight that's waged throughout both space and time.*
  - *A wound from which the planes could no way mend.*
  - *A war the light would learn to hide behind.*
  - *The war that all had thought would never end.*
  - 
  - *With all its rage and hate comes forth the blood,*
  - *To subjugate and rule over all sin.*
  - *Oh who can stand to stop the coming flood,*
  - *Which shall allow the end times to begin?*
  - 
  - *Eventually it'd seem that all is lost.*
  - *Nothing but suffering left in blood's wake.*
  - *Though some shall choose to live at any cost.*
  - *An existential threat odd friends doth make.*
  - 
  - *Mayhap the only way to win this fight,*
  - *Is for light to aid the dark, and dark the light.*
- Dragon clans:
  - Slaaneshi elves to the north - black

- Nurgeling humans to the south - green
- Khorne orcs to the east - red
- (ocean to the west)
- Chromie
  - Pays 50g per lb of niter
  - Get printable map (100g deposit)
- Leave in the party with Dinky to go to the Corn orcs
- Assaulted by Spawn of Kyuss and Rotwurms during camp

## Nov 13 2020 session summary

- After fight with Balthor (who knew us, was the dude we killed in the ziggurat, was a lich and Lt of Orcus) and a harpoon spider
- Doug was released
- Deal with Keni for 2k gold to not say anything about the crypt
- Other continent is Arganesen
- Harbor master Jelnik
- Krang and Burick talk about the songs and the coming war
- Burick and Alari talk about the songs and her heritage
- Ribalt drinks 3 half-orcs under the table
- Helix hangs out near the latrine with woodland creatures, awakes in toadstools
  - Docks
  - Nibernaki
    - Gave us a scroll of Teleportation Circle to the underground of Morgraine University
    - Chromie - gnome in Nov'kazar, only settled area in Arganesen
  - Shopping
  - Stormpikes
- Imperial galleon - going to Rioja - take it back
- Dwarven ship - Stormpike's Might - Magni
  - Will transport us if we renounce the frost wolf and renounce ourselves stormpike instead
  - Says going by Nov'kazar, Stormpike outpost - tell Brann to go fuck himself

- Lirandar - Elune's Grace - setting out soon, auction in about 1 hour to see who can take it - depends on whoever bids
  - Rent this boat fully crewed
  - Cap'n Lilian Vess - House Lirandar matron
  - Couple - nobility from Zilargo
  - Merchants
- Sailing ship, brand new - omg zombies - Balthor pointed to us, then vanished

### Oct 16 2020 session summary

- Nibberknacky leads us to the outskirts of Stormreach, an ancient ruined city.
- **Frost Wolves** - Half-orcs who live at Stormreach; seem to control the city thru aggressive mercantilism. They have the city on lockdown.
- **Stormpike Clan** - Dwarves who also live in Stormreach;
- The Frost Wolves and Stormpike Clan seem to live in some kind of harmony, but tensions are on the rise.
- There are hunting parties which are disappearing without a trace--Temet is the mountain range where this is happening.
- Kenny is given to the party to lead them on a spirit quest into Temet.
- Ogres and Hill Giants ambush the party
- Kenny speaks of a sacrifice to the spirits--Cunning, Savage, Astute, Observant, Pious, and Decisive. We drink the blood of the sacrificed buck. We eat its meat. Everyone trips out in different ways.

### Mar 16 2019 session summary:

- Met the dean
- Got swindled by Rosie, paid 750 gold for two vials of kraken ink (we kept one), and spent 2500 gold on scrolls
- Got teleported just outside of Stormreach
- Burick gave Alari the wand of sending to use to contact home

## Feb 16 2019 session summary:

- Conversations took place between Krang, Burick and Ribault about Alari's essence
- Burick started spouting bits of divine prophecy, party endeavored to help him by making a lead box
- Team got on the boat with Rufus the next morning, headed for Rioja
- Young green dragon and whelps attacked the boat - even though all dragons died, so did everyone on board except for the party (technically the captain might be alive?)
- Swam to shore, walked rest of way to Rioja

## Feb 9 2019 session summary:

- Bishop hung himself overnight, body turned to black goo, Helix gathered a sample into a vial because reasons!
  - Succubus had brand of Mephistopheles on her
- Two loun stones have merged into a larger, tennis-ball sized one
- With Captain Leo leading the caravan, we proceeded to Pravoka from Troia (through increasing rain each day)
- The group met Rufus, a merchant who said that he may be able to get them a ship to (southern port city)
- Burick stayed behind at the camp while the group partied with Rufus, some loun stone stuff happened (no one knows about this yet)
- Our wood elves saw a female figure dash off into the grass on day 2, but left no discernable trace
- We fought off many "goblins and friends", protecting the caravan civilians while Pravoka was under attack
- Upon entering Pravoka (it was already dark), we went to the inn where the play "The Trial of Asmodeus" was being acted out
  - More detail of what Jerry told us can be found here:  
[https://forgottenrealms.fandom.com/wiki/Asmodeus#The\\_Trial\\_of\\_Asmodeus](https://forgottenrealms.fandom.com/wiki/Asmodeus#The_Trial_of_Asmodeus)

**New homework: Take a glance at your class' spell list. Select a few spells, up to and including 5th level, that pique your interest**

Homework: one good, one bad encounter to Jerry

Troia status: sacrifice was 2 days after the party left town. Ysedra still exists 8 days west of Troia. Sacrifice is yearly (do we have an in-game day? Real-time calendar?)

Ioun told Burick to find Alefestrax (Golden Dragon one of eight? guardians of ?) across the sea to Arganessan

Southgate (*what is the new name of this city?*) is a learned city, may find arcane means of transportation - Mordeheim University, Dean of students, Alistair, told to visit by Fandelver (Mayor of Troia)

-Scroll of teleport? Someone to take us there?

## Pantheon reference

God	Avatar	Realm
Primus The Inevitable	Celestial Construct	Time
Moradin The All-Father	Male Giant	Creation and the Forge
Asmodeus, Lord of Nessus	?Tiefling? Male	Sin and Deception
Pelor; The Light	?Aasimar? Male	The Sun
Ioun The Enlightened	Elf Female	Knowledge and Prophecy
Mystra, Mother of Magic	Human Female	Arcane
Dragon King Bahamut	Dragon Male	Justice
Kord, Valiant Champion of War	Dwarf Male	War and Bravery
Bhaal, Lord of Death	Elf Male	Death and Murder
Dragon Queen Tiamat	Dragon Female	Tyranny and Revenge

Silvanus The Forest Mother	Elf Female	Nature
Tymora; Lady Luck	Halfling Female	Luck and Fortune
Selune; The Silver Lady	Half Elf Female	Balance and Compromise

## Character motivations/viewpoints

### Burick: Half-Elf Bard, Current State- Contemplative, Quiet

Overall: Focused on history, thinks the past is important to understand what is and will happen, wants to use knowledge to prevent harm to the innocent. Is perplexed by the loun stones, but recent events (in particular, almost killing a Bishop who was not evil, rather charmed) are causing him unease of the path forward. He now seeks more information to have a better understanding of the path on which he and his friends find themselves

- Krang: trusts him to help steer the group's moral compass, and his reassurance to Burick during their conversation following the events with the missing grave contents was of solace to Burick
- Dorian: thinks he's a bit impulsive, but respects his drive against demons/devils/etc. and wants to support it
- Helix: appreciates what she's going through while being out of her element and hopes he can repay the favor one day
- Alari: due to the recent curious events related to her, Burick is both intrigued but also a bit defensive of her given Ribault's comments, plus the fact that Burick had been the one to first console her after the nightmares
- Ribault: tolerates him because he has to for the greater good, doesn't approve of wanton disregard for life and thinks Ribault revels in slaughter too much (baseball-smacking head) whereas Burick only kills when he feels it's absolutely necessary or for very evil creatures - uneasy about Ribault's view of Alari. After the events of Troia, while he still doesn't fully trust Ribault, Burick feels they wouldn't have been able to get through the situation with the bishop/succubus without him. As such, he feels Ribault has a necessary place in the group.

### Alari: Unknowingly Celestial, Current State- Curious/Concerned what has happened to Burick

-Image: Deathly pale, very thin but muscular, larger eyes, often looks puzzled, dyed black hair, clothing always moving as if there's a breeze

-Favorite food: Pigs ear, -Favorite past time: Listening to the sounds of triumph, -Disgusted by: Dishonor and lcky-ness

-In possession of: Ring of Protection +1 (Attuned), Hat of Disguise (Attuned), Staff of Fire (Attuned), Bag of Holding, Scroll of Teleport- Level 7, Two Scrolls of Banishment- Level 4

-Wants: To hear back from her family and ask them about her Dreams:

- 1) Two spiritual bodies collided at the base of an enormous mountain on another plain
- 2) Male figure holding baby in swath brought to alter, signed a document, and the baby was touched by the Celestial
  - a) Alari believes the baby was either her or her sister (Again, she is unaware of her non-humanity)
  - b) Only Burick and Helix know this dream

-Thoughts on Companions:

- Krang: friend, believes he will defend the group honor
- Dorian: friend, believes his decisiveness cuts through some of the fat of strategy
- Helix: friend, regards her as a free spirit, reminds the party what is beyond our 'norms', saved her owl friend, "Hootie"
- Burick: friend, enjoys his songs, grateful he played such a wonderful rendition of the nobles' dance when she was home-sick
- Ribault: ally, is reserved near him, unsure of his intro toward her, confidence is bolstered in battle by his courage and strength

Ribault: Knowingly Badass, Variant Human Battle Master - Warden of the North (Wid'lytinks' Constable), Questgiver, Greatsword wielder, Leader of The Destined, and all-around trustworthy guy

-Thoughts on Companions:

- Krang: Dwarf, therefore wary due to racial differences from the past. Paladin, likes religion--another strike. Front line fighter who cannot possibly match Ribault's prowess--I think you see where this is going...more recently, gaining tolerance, however.
- Dorian: Generally likes support from those who stick 'em with the pointy ends from afar. Would appreciate better accuracy. Seems quiet and mysterious. Knows he hates Infernals and Devils which Ribault can respect.
- Helix: Personality somewhat difficult to pin down; seems uncomfortable in areas Ribault feels comfortable like towns and cities in humanoid form, but comfortable in battle when in wolf form right next to Ribault, and is a powerful ally. Seems to have taken the most to Ribault in terms of banter which he secretly appreciates...
- Burick: Loves music so feels an appreciation for Burick's abilities--was mightily impressed by his performances and has to catch himself humming his tunes before other party members notice. Notices how secretive and stuffy he can be, however, and thinks he should just visit the local brothel to "have his lute cleaned".
- Alari: Almost always somewhat in awe of her, bordering on fear, stemming from nightmares as a child of seeing Aasimar visions that he cannot explain (think of that scene in LOTR when Galadriel was contemplating using the One Ring and turning

heel <https://youtu.be/g8A2KITZ4Vo>); almost never looks directly into her eyes. This is known only to Burick, however. Arcane sorcery is unknown to Ribault and this can add to her mystique and allure.

### Helix: Wood Elf Druid, Current State-

-Image: Bird nest in hair (similar to Radagast from LOTR)

-Wants:

-Thoughts on Companions:

- Hootie:
- Dorian:
- Krang:
- Alari:
- Burick:
- Ribault:

### Dorian: Wood Elf Ranger, Current State-

-Image:

-Wants:

-Thoughts on Companions:

- Krang:
- Dorian:
- Burick:
- Alari:
- Ribault:

## Loot Table

[LOOT from DESTINED Campaign](#)

Please follow the link to see all loot - group, individual, & other!

## Troia status (outdated)

Group	Status	Possible actions
Captain Levain	Mephistopheles agent	Trick her into thinking we're Mephistopheles worshippers to get closer to what's going on?
Town guard	<p>complicit w/ captain Levain's plans?</p> <p>or just following orders? (more likely, didn't seemingly know anything about Road)</p>	Find where they hang out after hours, either Detect Thoughts when asking them questions or try to get them drunk and talking
Bishop Petrius	Mephistopheles agent	ASSASSINATE (just kidding...or am I?... ) - IN PROGRESS
Tomlin's Brewery	<p>beer tainted by Brother Dom's praying monthly on one kettle at a time, eventually turns people toward Meph? More prayer = stronger Meph? Enchantment magic detected. Is the brewery being complicit?</p> <p>Tomlin taken by Brother Dom while we were talking to him</p>	<p>Sneak into the brewery, see if we can find anything useful?</p> <p>-DONE</p> <p>Incriminating evidence wouldn't be that great since guard captain is part of the problem, but maybe the guilds might care? Mayor might care? Road might care? Or determine if they don't know what's up?</p>
The Road	<p>Located in sewers, led by The Bridge, unsure if part of Levain's plot or just unwilling participants taking advantage of the situation - used to operate from the shadows, took advantage of the lack of guards to now control the town after dark</p> <p>Agent joined our campfire outside of town to hear us out, he took Capt. Levain's Meph book.</p>	<p>If not complicit w/ Levain, could be convinced to help overthrow the government - if they're not in on it, Levain could be intending to wipe them out when Petrius becomes mayor</p> <p>If they ARE in on it, probably not much we can use them for</p>

Merchant guilds	in on it? Stated not a fan of the mayor, but could be a result of propaganda. Don't seem bothered by the thieves' guild actions	Need to visit tanner anyway to sell the t-rex hide, might use as segue to talk about the situation? If they're not in on it, they may not take too kindly to the fact that they've been getting devil-beer - ask their own casters to check them after drinking - DONE
Mayor Fandelper	Elf, not complicit, inept, lackadaisical, and just unable to do anything - worried about being killed by Capt. Levain?	Going to talk to him is almost certainly going to happen, the question is whether we do it as a group or just 1-2 people to avoid attracting attention from the guard? We've probably put ourselves on Levain's radar -DONE
Other	n/a	leave town? We are messing with a clearly organized Mephistopheles group's overtaking of a town, may be a bit much to handle and put us on Meph's radar  Can Ribault reach back to the Silver Iris and let them know what's up? - - If you ask nicely ;-)  Reach out to other towns for reinforcement?

<b>Groups</b>	Captain Levain	Town Guard	Bishop Petrius	Tomlin's Brewery	The Road	Merchant guilds	Mayor Fandelper
Captain Levain							
Town Guard							
Bishop Petrius							
Tomlin's Brewery							

The Road	Yellow	Yellow	Yellow	Yellow	Black	Yellow	Yellow
Merchant guilds	Yellow	Yellow	Yellow	Yellow	Yellow	Black	Yellow
Mayor Fandelver	Red	Yellow	Red	Yellow	Yellow	Yellow	Black

Green: friendly to the other

Yellow: TBD

Red: adversarial to the other