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Cast of Characters

Friends and Allies

City of Caern

Dainoth

Old Archmage, former head of the temple of Nethys, former Arch-Magus of Caern. Instructor to Ssilax and Wrathe, and Liliith (deceased). His home is located in the Puddles district, one of the few solid buildings in the district. The build has been magically reinforced, and is heavily warded against intruders and detection. Has a basement 70 feet below the house, this area is the actual home. It has been shaped, reinforced and warded, and should survive another earthquake. Wrathe, Ssilax and Dorian live there full time, Daxniss and Argon not as much. Current location is rumored to be in Sigil or least as far as the party knows.

Grendel (The Man in Black)

"The least social being in Caern." A mysterious grave-voiced man(?) that seeks to bring about balance back to Caern. He rescued several of the orphans, depositing them on Dainoth. He seems to have more than human speed, strength, and reflexes. He works with a number of individuals seeking to bring about change to Caern. In truth, the Man in Black is the fiend that was once the half-orc Grendel. Turning into a devil due to a contract signed with Asmodeus, he served the devil god for several thousand years. Now, freed from his duties, he is on Sel Torin to bring balance back to whatever remains of his soul. He is the caretaker of his brothers in arms, Cal'Voric and Dandelion, who are dead but dreaming within their coffins.

Rygear

Dainoth's nephew, member of the Elite Guard, a group that deals with the supernatural problems that appear in Caern more often than people would care to admit. He is a fighter-cleric of Nethys, and is held in high regard by both the people and the guards. He is a better man than perhaps what Caern deserves. Has helped several of the orphans to survive.

Master Sabavet

A deadly monk who retired to study personal perfection. He is the trainer to the dhampir Dorian, who is so far the only student to survive the monk's teachings. Sabavet's body is almost expired, kept alive through the man's discipline. He resembled a sect of Buddhist monk that stop eating and drinking to achieve enlightenment.

Lia

A saucy half-orc woman, curved in all the right places. Naughty is a perfect word to describe the woman. Strong, confident, and leader of one of the more successful cells of the Thieves Guild. She is responsible for training Daxniss.

Sergeant Torgrim

Instructor to the Elite Guard. The man has seen it, fought it, and lived to tell about it. He is perhaps the toughest, wisest instructor that the guards have, and has an eye for spotting raw talent in an individual. The ultimate drill instructor/ spec ops trainer.

Velinioas

An ancient elven healer that teaches Ssilax the finer points of the healing arts. His shop and home are in the Ivy District. He takes care of the local brothel workers and those in need of care. Remarkably closed mouthed about his past, he almost seems to be trying to make for some past misdeed.

Kai'lit

Cleric of Ptah that moved to Caern decades ago and fell in love with the city. He has a small metalworking shop in a nearly forgotten section of the Ascendant Ward. He produces masterwork quality work in his sleep, and is sought after by magic users needing metal objects for their craft. Knows Storm and aided the group after Ssilax was poisoned.

Storm

An odd elven druid who protects a small druid grove in the dusty section of the Ascendant Ward. Silver haired and with a temperament of her name, the elven maiden first encountered the group when they were teleported into her Circle. She aids the group as well, becoming friends with the group. Storm also befriends the shy dragonkin, occasionally dragging him out of Dainoth's hidden home. She also seems to be protective of Ssilax. Of note, the elf is a born lycanthrope, specifically, a werepanther. She has little if any real connection to elven society, and would be considered "City-Born" among elves.

Nelina

A young human woman of age 25 (at the start of L1), but seemingly very wise beyond her years. She cuts hair, mends clothes, and offers regular advice to the young characters, especially to the girls (Daxniss). She is an island of Sanity in a world of insanity (especially where the characters and their allies are concerned). She is known to Dainoth and Rygear, as she is Rygear's niece. She is not an adventurer.

Duran Last of Clan BludRaven

A dwarf of smaller than usual stature, he deals with information gathering, who can be bribed in the city, the latest going ons of folk that are important, dispatching cutters to remove folk that can't be bribed, and

having oath breakers hunted down. Daxniss did a few important jobs that gave her two markers of favor, which were used to help free Ssilax from the prison, whom Daxniss now owes a favor to Duran.

Undercity

Graff

40 something, outspoken elder (council member) Smuth (metalsmith) of the Siranors (a society/cult of Norgorber below the undercity).

Me'lar

Graff's daughter, age 16. She helped bring the group to the undercity, and they helped her escape her society. Went to live with Nelina in Caern.

Doldrom

Momordica

Great Niece of Dainoth. Theurge of Nethys, runs a temple up on the plateau above Blackburn. Has a small birthmark of white/dark, like Ssilax's but much smaller.

Tamarind

Acolyte of Momordica

Yuzu

Groundskeeper (and sorcerer) of Momordica's temple

Villains and Enemies

The Stalker

An invisible creature that hunts the poorer sections of the city. It has been around for at least 100 years. Think of a Predator (from the Movies/Comics), pretty close to what it might be. It hunts for sport and no other reason. It marked Daxniss 8 eight years ago, leaving it's claw print on her right shoulder, a bit of it's other worldly taint still clings to the young woman.

Parasyte Demon

A foul creature created by a group of dwarves working with a demon. The parasyte kills the host's soul and takes over their body. It is almost undetectable by magic. It manifests itself as a humanoid figure with long bladed fingers and wrapped in the skins of its victims. It's last host before being destroyed was Lilith. It was in that body for almost 4 years.

Other People and Creatures

Captain Zafe

A larger than average imp that owns the Planar Sphere that he calls a Planar Ship. Supposedly, it travels between the planes, although it has been on Sel Torin for at least a 1000 years. The imp is old, very old 5000+ years he has been in existence, serving an unknown god,

following a mission only he knows about. Wears a pirate hat, and eyepatch, which he switches from eye to eye. A skeletal parrot which may or may not be animated perches upon his shoulder. Zafe just might be completely insane, or just a little insane, it's really hard to tell. One thing is clear, the imp is much more powerful than he seems to be.

Deva

The same angel that opened the world up to the Bringer of the End of All Things. For her crimes she was judged by the joined courts of the Heavens and Hells. She was banished from both realms, and forced to stay on Sel Toin. Her name has been erased from time and memory. During her long imprisonment, the warlike deva slowly rebuilt her sanity. She is now a serene being who has long ago accepted her fate. She and being that was once Grendel are apparently bumping uglies according to Zafe.

The Temple of Nethys

Baba Yaga

Holy Mother of the main Church of Nethys in Caern's Ascendant District. Seemingly older than Dainoth, the old woman is crazy. Crazy like a fox. Her web is far reaching and she is a master at playing people like a lute. She doesn't seem to have any desire to see harm come to Ssilax or his friends. The only one who knows what is going on in her head is Baba Yaga. A manipulator of epic magnitude, the woman has kept the church from being placed under control of the Arch-Magus. She claims that all within are clerics and students of Nethys, not mages. Lacking irrefutable proof, the Arch-Magus can only spy upon the church. She is possibly not human, but an actual witch. Wouldn't that be fun kids?

Penelope

Second to the Holy Mother, the young woman keeps the library and magical research in smooth running order. Brilliant, kind, bookish, the young Priestess is content to stay within the library, and tries to avoid the politics of her church with some degree of success. Unfortunately, her high position and being Baba Yaga's aid, makes that extremely difficult. Could be Rygear's sister or close cousin.

Vomas

young, chipper acolyte of Nethys that pointed the group in the right direction. Very large danger of some hero worship from the boy.

Jensen

was giving orders to scare off a group of lepers and beggars coming to the temple wall, the young church guard kick Ssilax. While perhaps not the most pleasant individual when the group first met him, he has changed considerable since that day. He has become a much more tolerant, patient person. He has left the church guards and works now within the library.

Adventures

Journey to the Sphere / In the Temple of Nethys

Trapped in the Undercity

Dainoth gathered the group in his home, to show them a new magical discovery he had made, and send them on a small task. They were to use a new kind of magical portal to seek out an ancient library deep in the Undercity.

The new portal worked well, and all were through, when a huge hand belonging to some kind of evil denizen of the lower planes reached back into the portal and grabbed Dainoth around the waist, pulling him back into whatever place the creature was in. Argon grabbed Dainoth before he could be completely pulled back, however, and as he held Dainoth's arm, the portal closed. Only the hand remained with the group, plus what it wore (a ring) and what it carried (a staff).

Via communication with Rygear, the group found out that Dainoth was imprisoned by the current monarch's forces, and therefore the group would have to find their own way back to the surface.

After fighting some skeletons, the group discovered a man and his daughter who were members of a society living down there (the Siranors). They discovered the Siranors were worshippers of Norgorber, and they would buy or kidnap children from outside their secretive settlement to use as human sacrifices to their god.

The girl, named Me'lar, helped the group escape Siranor, though they were chased by a priest and his flesh golem. The priest blinded Argon. They made it to the underground trade city of Pinny's Market, where they found a supposedly safe place to stay.

It was not as safe as they hoped, however, for as they were resting, an agent of Siranor arrived and demanded that Me'lar be returned. She refused, and a fight ensued. The agent (a Half-Orc Inquisitor of Norgorber) threw a magical ball of some sort at Dorian, and it disintegrated him instantly, leaving behind only his eyeballs. The others were able to defeat the agent.

The group was able to contact Rygear, who gave them directions to a place where they could meet safely. Exiting quickly, the remainder of the group followed the directions to an underground food establishment where they soon met Rygear. They rested, Argon's eyesight was restored, and together with Rygear, they followed a long underground path which led eastwards and upwards, and ended up finding the egress point outside the city.

The exit was in a rock outcropping, atop a tall hill. There was evidence of a battle (a dead orc) and the group were careful, especially after a disembodied voice warned them against using the path down, naming the members by name. They took a different route down and found the body of an Azata, recently killed. This was especially interesting, since their new mission was to contact Azatas on the Isle of Doldrom.

The group made their way to a nearby keep, where they rested and restocked, and waited for a ship. Me'lar went with Rygear back to Caern. The ship came, with Rygear, and after a brief meeting and some magical gifts from Rygear, the rest of them embarked upon the *Lickety Split*. The ship took them all the way to Doldrom but not before they rescued a young girl from a floating wreck after a storm; and not before spending many nervous days with no wind, and not moving.

The Goblins of Doldrom

The ship eventually arrived in Blackburn, a port town on Doldrom. They were watched disembarking by a creepy man. After a little reconnaissance and a night at the inn, they left for Momordica's, a temple of Nethys on the plateau overlooking Blackburn. They followed a narrow trail up the side of the plateau, and soon ran into a group of goblins, who sprung a swarm of spiders upon them.

Goblins and spiders proved a challenge for the group, but the group prevailed in the end, and a few of the goblins ran off. They kept one as prisoner, to act as a guide for a short time, but let him go once they were on the path to the temple.

Reaching the temple, the group found two acolytes of Momordica, Yuzu and Tamarind; and they found that Momordica had been ambushed and kidnapped by the large goblin tribe that camped nearby. A recon mission was launched, by Daxniss and Argon, but Daxniss saw the opportunity to rescue Momordica using potions of invisibility and flying. They rescued the Theurge and returned successfully to the temple.

The Lich-Lord Azthoh