

The Storm Knights Guild

The Storm Knights is a guild founded by Galin to protect Waterdeep and the Sword Coast from evil. While Galin initially planned for the guild to be exclusively for Paladins, he later expanded its purpose to include a broader range of members. Elainya, Galin's wife, serves as the second in command.

Timeline

September 3rd

Dhoomina puts an order in for more guards at the bastion.

September 4th

Dhoomnia and Kurbe gathered a group of adventurers in the guild and killed an Adult Dragon Turtle.

September 5th

The party gets a new quest to retrieve a relic.

September 6th

Dhoomnia and Kurbe with other guild members pulled off the greatest heist the guild has seen in 50 years. Also so many women in this mission. The total haul of this heist before the quest reward was 29,100 GP.

September 7th - 13th

The trip to Icewind Dale

September 14th

Sleeping in the city

September 15th

Green Dragon Totem acquired

September 16th

Gathering information on the white sector of the cult and first day of travel to cult's hideout

September 17th & 18th

Traveling to cult location

September 19th

They enter the dungeon of the white dragon cult

September 20th-27th
Travel time back to the guild

Quests that are on the board

C Rank quests

D rank quests

Community quests

Ranks of Quests

S – 50,000 GP (Senior Paladins with at least one Star Paladin)

A – 30,000 GP (Senior Knights or Senior Paladins)

B – 10,000 GP (Journeyman Paladin or Senior Knight)

C – 6,000 GP (Journeyman Knight or Journeyman Paladin)

D – 3,000 GP (Initiate Paladin or Journeyman Knight)

E – 1,000 GP (Initiate Knight or Initiate Paladin)

Amenities:

The Guild Hall is called Stormwatch Sanctum. Stormwatch is a massive mansion-like guild hall with over 100 rooms each with their own bathrooms and closets. The mess hall has enough space for 200 people and next to the mess hall is the quest area. This area is designated for people to drop off requests for quests and for guild members to receive quests. Each room has a kitchen, bathroom, and bedroom as well as a living space. Most high ranking members have their own homes outside of the guild in Waterdeep but some of the members still live on sight out of convenience.

Money:

Each quest will have a reward for the party that completes the mission. Also, any gold or magic items that the party finds during the quest must be reported to the guild but will stay in the party that recovers the gold. This is to ensure that money isn't being taken from party members or guild members. Each quest will be assigned a tier depending on the difficulty of the quest.

Whenever a quest is assigned, the guild will take 10% of the upfront cost for the quest.

However, sometimes a citizen needs help but cannot afford to pay for the quest so the guild will put that quest on the board without a rank associated with it.

Weapons Smith:

The main artificer of the guild is named Elliot Ware. He specializes in making specialty weapons for the guild but also can make many different magic items. He sells magic items at a discount for guild members and is a member himself. If the customer brings the necessary components to make the item, he will then give a 50 percent discount.

List of things he can make:

common:

Bottle of boundless coffee
Clothes of mending
Hat of Wizardry
Lock of Trickery
Mystery Key
Pipe of Smoke Monsters
Potion of Watchful Rest
Prosthetic Limb
Wand of Pyrotechnics
Walloping Ammunition
Moon-Touch Sword
Spellwrought Tattoo

uncommon:

+1 weapons
+1 ammo
+1 arcane grimoire
+1 all-purpose tool
+1 blood-well vial
+1 moon sickle
+1 amulet of the devout
+1 Rhythm-Maker's Drum
+1 rod of the pact keeper
bag of holding
barrier tattoo
boots of elvenkind
cloak of protection

rare:

+1 armor
+2 weapons
+2 ammo
+2 arcane grimoire
+2 all-purpose tool

+2 blood-well vial
+2 moon sickle
+2 amulet of the devout
+2 Rhythm-Maker's Drum
+2 rod of the pact keeper
Portable Hole
Ring of Spell Storing
Boots of Speed
Belt of Hill Giant Strength
Barrier Tattoo

very rare:

+2 armor
+3 weapons
+3 ammo
+3 arcane grimoire
+3 all-purpose tool
+3 blood-well vial
+3 moon sickle
+3 amulet of the devout
+3 Rhythm-Maker's Drum
+3 rod of the pact keeper
Belt of Frost, Stone, and Fire Giant Strength

legendary:

+3 armor
cloak of invisibility
Belt of Cloud and Storm Giant Strength
Defender
Topaz Annihilator
Electra

Blacksmith:

Brice Santana is a human who specializes in blacksmithing. He oversees all armor and weapons made for the guild and helps in the creation of powerful armor and weapons when working with Elliot.

Alchemist:

Dr. Incident is the alchemist for the Storm Knights. He is a little insane but does a very good job at making potions. He knows how to make almost every potion known and has most of the

materials on hand to make them. He stocks healing potions regularly but anything other than that will need to be made with a special request.

Ranks of the Storm Knights

Elder Paladin - Galin Chieroc

- Description: The head of the organization is responsible for overall leadership and strategic planning.

High Elder - Elainya Sune-Chieroc

- Description: The second in command of the guild, assisting the Elder Paladin in guild affairs and decision-making.

Elder:

- Description: Honorary members of the guild with significant importance to the leadership.
- Members:
 - Krux the Crutch
 - Doril Piknir
 - Tyson
 - Renaer Neverember
 - Arroxx
 - Ariella Chieroc - Senior Knight
 - Krazot Chieroc - Initiate Knight

General:

- Description: Oznia is the general of the Storm Knight guild. He oversees all the operations in the guild and is responsible for promoting each member.
- Money: 500 gold per month
- Members: 1 NPCs
 - Oznia: Warforged M Sorcerer Clockwork Soul

Captain:

- Description: Leads squads of knights on missions, reporting directly to the General.
- Money: 250 gold per month
- Members: 3 NPCs
 - Folgrodd Lavahelm: Fairy F Paladin
 - Eldaerenth Venpeiros: Water Genasi F Sorcerer
 - Elara Sunshield: Crystal Half-Dragon F Warlock

Sergeant:

- Description: Sergeants are the people who give out quests to the initiates and potentially mentor them if they so choose. Some Sergeants have been known to seek out young talent to recruit them to the guild. The Sergeants report directly to the captains about what is going on within the guild.
- Money: 200 gold per month
- Members: 5 NPCs
 - Hope Terias
 - Race: Tiefling
 - Class: Paladin (Oath of Devotion)
 - Gender: Female
 - Physical Description:
 - Jesse Landry
 - Race: Half-Elf
 - Class: Druid (Circle of the Sea)
 - Gender: Male
 - Physical Description:
 - Glenn Barry
 - Race: Half-Orc
 - Class: Cleric (Tempest Domain)
 - Gender: Male
 - Physical Description:
 - Sarod
 - Race: Goliath
 - Class: Paladin (Oath of the Open Sea)
 - Gender: Female
 - Physical Description:
 - Zilge: Tabaxi F Bard
 - Race: Tabaxi

- Class: Bard (College of Eloquence)
- Gender: Female
- Physical Description:

Star Paladin: (Chosen of Fezrak and Galin. Level 20+)

- Description: A group of the strongest members of the Storm Knights. They do not have any leadership positions but are so powerful that anyone in the guild will listen to them. Sending a team of Star Paladins will cost 100,000 GP and is considered a National Rank Quest.
- Money: 300 gold per month
- Members: 6 NPCs
 - Valen Frostbeard
 - Race: Gnome
 - Class: Paladin (Oath of Glory)
 - Gender: Male
 - Physical Description:
 - Jhaan Umerie
 - Race: Drow
 - Class: Wizard (School of Evocation)
 - Gender: Male
 - Physical Description:
 - Kaelen Fireheart
 - Race: Aasimar
 - Class: Cleric (Tempest Domain)
 - Gender: Male
 - Physical Description:
 - Pyro
 - Race: Fire Genasi
 - Class: Sorcerer (Draconic Bloodline) Warlock (Celestial)

- Gender: Male
- Physical Description:
- Seralynna Ilitoris
 - Race: Elf
 - Class: Druid (Circle of Moon)
 - Gender: Female
 - Physical Description:

Senior Paladin: (Level 17-20)

- Description: Senior Paladins are some of the strongest warriors that the guild has to offer. The only people who are stronger are the Star Paladins and the elders.
- Money: 200 gold per month
- Members: 9 NPCs
 - Elysia Sunweaver
 - Race: High Elf
 - Class: Paladin (Oath of Devotion)
 - Gender: Female
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 - Farduran Fint
 - Race: Owlin
 - Class: Monk (Way of the Sun Soul)
 - Gender: Male
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 - Ruthar Grithos
 - Race: Triton
 - Class: Bard (College of Dance)
 - Gender: Male
 - Physical Description:

- Carmen Cook
 - Race: Goblin
 - Class: Monk (Way of Mercy)
 - Gender: Male
 - Physical Description:
- Aubrey Fox
 - Race: Half-Orc
 - Class: Fighter (Psi Warrior)
 - Gender: Female
 - Physical Description:
- Davmitar Rokian
 - Race: Half-Elf
 - Class: Barbarian (Bear-Totem)
 - Gender: Male
 - Physical Description:
- Robin
 - Race: Human
 - Class: Fighter (Champion)
 - Gender: Female
 - Physical Description:
- Doom
 - Race: Human
 - Class: Rouge (Phantom)
 - Gender: Male
 - Physical Description:
- Elliot Ware
 - Race: Custom Lineage

- Class: Artificer (Battle Smith)
- Gender: Male
- Physical Description:
- Ryan Turner
 - Race: Human
 - Class: Bard (College of Swords)
 - Gender: Male
 - Physical Description:

Senior Knight: (Level 14-16)

- Description: Senior Knights are powerful warriors who lead the charge on A-rank quests to make sure that the guild is kept safe.
- Money: 150 Gold per month
- Members: 8 NPCs
 - Dholal Honorbane
 - Race: Mountain Dwarf
 - Class: Paladin (Oath of Watchers)
 - Gender: Male
 - Physical Description:
 - Lavinia Thorngage-Tosskobble
 - Race: Human
 - Class: Paladin (Oath of Glory)
 - Gender: Female
 - Physical Description:
 - Jordan Barker
 - Race: Human
 - Class: Fighter (Eldritch Knight)
 - Gender: Female

- Physical Description:
- Logan Wilikinson
 - Race: Human
 - Class: Rouge (SoulKnife)
 - Gender: Male
 - Physical Description:
- Willy Wells
 - Race: Gnome
 - Class: Wizard (School of Divination)
 - Gender: Male
 - Physical Description:
- Tip
 - Race: Satyr
 - Class: Monk (Way of the Shadow)
 - Gender: Female
 - Physical Description:
- Ariella Chieroc
 - Race: Half-Elf
 - Class: Paladin (Oath of Devotion)
 - Gender: Female
 - Physical Description:
- Michal O'Ferrell
 - Race: Hobgoblin
 - Class: Warlock (Dragon)
 - Gender: Female
 - Physical Description:

Journeyman Paladin: (11-13)

- Description: Journeyman Paladins are no longer required to be supervisors to the initiates and can now train under one of the Star Paladins if they wish.
- Money: 100 gold per month
- Members: 12 NPCs
 - Caelum Brightstar
 - Race: Sea Elf
 - Class: Wizard (Order of Scribes)
 - Gender: Male
 - Physical Description:
 - Helga Stronghammer
 - Race: Dwarf
 - Class: Fighter (Arcane Archer)
 - Gender: Female
 - Physical Description:
 - Mirela Shadowmantle
 - Race: Tiefling
 - Class: Rouge (Assassin)
 - Gender: Female
 - Physical Description:
 - Alden Briar
 - Race: Human
 - Class: Bard (College of Whispers)
 - Gender: Male
 - Physical Description:
 - Nyla Moonsong
 - Race: Half-Elf
 - Class: Druid (Circle of Wildfire)

- Gender: Female
- Physical Description:
- Thorgar Stormaxe
 - Race: Half-Orc
 - Class: Barbarian (Path of the Giant)
 - Gender: Male
 - Physical Description:
- Ayden Kelley
 - Race: Human
 - Class: Warlock (Fiend)
 - Gender: Male
 - Physical Description:
- Conor Baldwin
 - Race: Human
 - Class: Fighter (Rune Knight)
 - Gender: Male
 - Physical Description:
- Jacob Cruz
 - Race: Human
 - Class: Cleric (Order Domain)
 - Gender: Male
 - Physical Description:
- Byron Vasquez
 - Race: High Elf
 - Class: Artificer (Battle Smith)
 - Gender: Female

- Physical Description:
- Vimlesh
 - Race: Half-Orc
 - Class: Paladin (Oath of the Open Sea)
 - Gender: Male
 - Physical Description:
- Carson Lennon
 - Race: Hobgoblin
 - Class: Ranger (Drakewarden)
 - Gender: Female
 - Physical Description:

Journeyman Knight: (Level 7-10)

- Description: Journeyman Knights are adventurers who have passed the initiate phase of their training and are now able to go on missions without a supervisor. The main goal of the Journeyman Knights is to make sure that all the initiates survive their quests but also understand just how dangerous the world is.
- Money: 80 gold per month
- Members: 10 NPCs
 - Connor Owen
 - Race: Air Genasi
 - Class: Warlock (Genie)
 - Gender: Male
 - Physical Description:
 - Jacob Carter
 - Race: Triton
 - Class: Paladin (Oath of Conquest)
 - Gender: Male
 - Physical Description:

- Deon Miranda
 - Race: Eladrin
 - Class: Bard (College of Eloquence)
 - Gender: Female
 - Physical Description:
- Lennard Scheerbart
 - Race: Air Genasi
 - Class: Fighter (Champion)
 - Gender: Male
 - Physical Description:
- Matteo Wolff
 - Race: Half-Elf
 - Class: Wizard (War Magic)
 - Gender: Female
 - Physical Description:
- Fritz Hasselmann
 - Race: Human
 - Class: Cleric (Tempest Domain)
 - Gender: Female
 - Physical Description:
- Jonathan Faehlmann
 - Race: Kobold
 - Class: Fighter (Battle Master)
 - Gender: Male
 - Physical Description:
- Ian the Storm Bringer
 - Race: Half Time Dragon

- Class: Summoner (Elemental Conduit)
 - Gender: Male
 - Physical Description:
- Carsten Proudfoot
 - Race: Halfling
 - Class: Sorcerer (Divine Soul)
 - Gender: Male
 - Physical Description: Like Embers, but less scaly (he's his dad)
- Joachim Sehlmann
 - Race: Wood Elf
 - Class: Rouge (Mastermind)
 - Gender: Female
 - Physical Description:
- Player Characters: 5 PCs
 - Dhoomina - Jett
 - Race: Shinryujin (Divine Dragon)
 - Age: 2,948
 - Class: Artificer (Armorer)
 - Gender: Female
 - Physical Description: A tall humanoid woman (6'2") with bright green hair and eyes. Her long ears cause her to often be mistaken for an elf. She can often be seen wearing a golden tiara and a dirty blacksmith's apron.
 - Room: 34
 - Mluck Drumm-Gar - Mack (Very Very very very very old)
 - Race: Turtle
 - Age: 395 years

- Class: Cleric (Trickery Domain)
- Gender: Female
- Physical Description: Mluck is a somewhat tall (5' 11") turtle woman.
- Religion: Mluck worships Hyrsam who is an archfey that is also known as the prince of fools.
- Room: 83
- Kurbe - Robert
 - Race: Goliath
 - Class: Monk (Way of the Arcane Fist)
 - Gender: Male
 - Physical Description:
 - Room: 74
- Kythera Sagan - Alexis
 - Race: Astral Elf
 - Class: Druid (Circle of Stars)
 - Age: 625 (Appearance: 175)
 - Gender: Female
 - Physical Description: a light purple elf with white hair. Her eyes are light blue and seem to glow. She has a regal appearance in clothing and jewelry - favoring blue gemstones that look like space is trapped within.
 - Room: 82
- Sir Geoffrey Loup (Geoff)- Wesley
 - Race: Plasmoid
 - Class: Monk (Way of the Long Death) / Paladin (Oath of Redemption)
 - Gender: Male?

- Physical Description: A featureless blue ooze who spends most of his time fully covered in armor, appearing as a humanoid and hiding his true nature from the world.
- Room: 77

Initiate Paladin: (Level 5-6)

- Description: Recruits who have proven themselves in battle and can hold their own in more challenging encounters.
- Money: 50 Gold per month
- Members: 7 NPCs
 - Lysandra Stormweaver
 - Race: Mountain Dwarf
 - Class: Paladin (Oath of Redemption)
 - Gender: Female
 - Physical Description:
 - Liora Moonfeather
 - Race: Tabaxi
 - Class: Druid (Circle of Dreams)
 - Gender: Female
 - Physical Description:
 - Charles Fox
 - Race: Turtle
 - Class: Fighter (Gunslinger)
 - Gender: Male
 - Physical Description:
 - Taylor Morris
 - Race: Satyr

- Class: Monk (Way of the Open Hand)
- Gender: Female
- Physical Description:
- Luca Harris
 - Race: Halfling
 - Class: Barbarian (Path of the Storm Herald)
 - Gender: Male
 - Physical Description:
- Luis Stangl
 - Race: Aasimar
 - Class: Warlock (The Celestial)
 - Gender: Male
 - Physical Description:
- Piet Tarr
 - Race: Human
 - Class: Wizard (School of Abjuration)
 - Gender: Female
 - Physical Description:

Initiate Knight: (Level 3-4)

- Description: New recruits undergoing basic training and proving their commitment to the guild.
- Money: 20 Gold per month
- Members: 3 NPCs
 - Sissalda Coalpike
 - Race: Duergar
 - Class: Paladin (Oath of Devotion)

- Gender: Female
- Physical Description:
- Krazot Chieroc (currently off-missions due to gambling)
 - Race: Half-Elf
 - Class: Warlock (Hexblade)
 - Gender: Male
 - Physical Description:
- Drevan Ironclad:
 - Race: Warforged
 - Class: Fighter (Echo Knight)
 - Gender: Male
 - Physical Description:

Other NPCs

- Description: NPCs that are not members of the guild but that the party has interacted with.
 - Zayne, the Eternal One
 - Race: Ancient Time Dragon
 - Gender: Female
 - Physical Description: A massive time dragon with an expensive crown on top of her head as well as several massive rings that change their shape when she polymorphs into her humanoid form.

Adventurer Parties (3-5 members each)

Description: Each party member needs to be within one rank of the strongest person in the party. For example, if the strongest member of the party is a Journeyman Knight, then the party can only consist of Initiate Paladins or Journeyman Knights.

“The Star Knights”

- Dhoomina
- Mluck Drumm-Gar
- Kurbe
- Kythera Sagan
- Sir Geoffrey Loup

"Moonlight Sentinels"

- Connor Owen: Air Genasi M Warlock
- Jacob Carter: Triton M Paladin
- Deon Miranda: Eladrin F Bard
- Lennard Scheerbart: Air Genasi M Fighter
- Matteo Wolff: Half-Elf F Wizard

"Frostwind Seekers"

- Vimlesh: Half-Orc M Paladin
- Jacob Cruz: Human M Cleric
- Ayden Kelley: Human M Warlock
- Caelum Brightstar: Sea Elf M Wizard
- Alden Briar: Human M Bard

"Dawnfire Explorers"

- Carson Lennon: Hobogoblin F Ranger
- Byron Vasquez: Elf F Artificer
- Nyla Moonson: Half-Elf F Druid
- Thorgar Stormaxe: Half-Orc M Barbarian

"Sunflare Adventurers"

- Dholal Honorbane: Mountain Dwarf M Paladin
- Logan Wilikinson: Human M Rouge
- Willy Wells: Gnome M Wizard
- Michal O'Ferrell: Hobogoblin F Warlock
- Jordan Barker: Human F Fighter

"The Cyclone Squadron" (Senior Paladins)

- Elysia Sunweaver: High Elf F Paladin
- Farduran Fint: Owlin M Paladin
- Ruthar Grithos: Triton M Bard
- Carmen Cook: Goblin M Monk
- Aubrey Fox: Half-Orc F Fighter

"The Electric Squadron" (Senior Paladins)

- Valen Frostbeard: Gnome M Paladin
- Jhaan Umerie: Drow M Wizard
- Kaelen Fireheart: Aasimar M Cleric
- Davmitar Rokian: Half-Elf M Barbarian

- Pyro: Fire Genasi M Sorcerer

“Stormbringers” (Senior Paladins)

- Doom: Human M Rouge
- Robin: Human F Fighter
- Ryan Turner: Human M Bard
- Seralynna Ilitoris: Half-Elf F Druid
- Elliot Ware: Custom Lineage F Artificer

Completed Quests

S rank quests

A rank quests

B rank quests

C rank quests

Sunken Ship

This quest was given to the guild by the city of Waterdeep. The quest is to find the Bold Shark which was a military vessel that was last seen sailing twenty nautical miles west of the military port in Waterdeep. Waterdeep wants to know what has happened to their ship and states that the quest will be fulfilled when they know how and why the ship was sunk and possibly arrest or kill the people involved in sinking the ship.

Heist 1

Player version: Samphith Goldenbeard (Dwarf), a descendant of the dwarf queen, has hired the guild to retrieve a stolen gem that a famous thief retrieved from his vault. Nixylanna Vidorant is the thief.

D rank quests

Treasure Gone Wild

Client: Young Crystal Dragon

Description: This dragon has asked the guild to figure out why parts of his hoard are going missing.

Reward: 3,000 GP

Bandit Camp

Player Version: A group of bandits called "The Fire Pistols" have been attacking the railway between Waterdeep and Boulder's Gate. Both of the cities are unsure how to proceed since the attacks take place outside of their province. So officially the train company has hired the guild to stop these bandits. They suspect that the bandits are hiding out somewhere between the two cities but not on a major road. Most likely in a tree dense area so that they can be better camouflaged.

E rank quests

Mystery in Waterdeep (Side Quest)

Player Version: A wealthy businessman named Vulen Omalen has hired the guild to find out what happened to his wife (Eddie Omalen). She has been missing for two weeks but the city has not had any leads so far. She was last seen heading to her weekly beauty salon visit but she never arrived. The salon knew something was wrong when she didn't show up so they called the police.

Community quests

Shifting Library

Client: Banara Starweaver

Description: Banara has hired the guild to go to a library only told in legends called the "Shifting Library". It is a well renowned place that has existed since before the time of troubles and has many rewards including magic item recipes, spell scrolls, and spell books. As well as general lore about the world.

Reward: 3,000 GP and any treasure you find other than the scroll.

The Howl of the Shattered Moon

Player information: The village of Brindlewood is plagued by mysterious attacks under the full moon. Livestock is found mutilated, and villagers report eerie howls at night. The local priest believes an ancient curse is to blame and requests the adventurers' aid. The priest also notes that their holy artifact has been stolen and is the likely reason why the curse has been brought back.

Crab Attack

Client: Buck and Bam's Distillery

Description: Buck and Bam have been dealing with some strange "crab" like monsters that keep attacking their business for unknown reasons. They would like the guild to either kill the crabs or make them go far away.

Vathanhall

Player information:

Vathanhall has asked for help with a missing persons case. Several of their men have been taken away in the middle of the night. Strangely it seems that each of the men are fathers and husbands. They don't know what is causing it, only that every time one of the men disappear a note is left saying, "Thank you for your sacrifice." So far ten men have gone missing along with all of their families' armor and weapons. The town worries that if they don't do something soon

the village will be defenseless. The town doesn't have any monetary reward since they mostly grow crops but they promise to provide amenities while the adventurers stay in town

Missing Livestock

Client: Bug (not an actual bug)

Description: A local Farmer has reported that several of his animals have gone missing from his ranch and has asked the guild to find out what is going on and possibly retrieve his animals. He is missing 1 cow, 2 chickens, 3 pigs, and 4 goats. He noticed that the animals tend to go missing at night.

Infested Sewer

Client: Barrock, Captain of the Guard

Description: The captain of the guard from Waterdeep needs help clearing out the rat-infested sewers at the surface shaft located at the intersection of Burdag Lane and Tsarnen Alley. The captain tells the adventurers that his men were too scared to handle the rats. Every time they would send a group down to deal with them, they would come back scared and almost traumatized.

Training

Training in Downtime Tool/Language Proficiency - DC 80

Tool Expertise - DC 200

Skill Proficiency - DC 160

Skill Expertise - DC 450

Making a Food Recipes - DC 120

Dhoomnia

Building the Axe - Done

Blueprint for Legendary Item for Kurbe - Done / 300

- Needs Hide of a CR 17+ monster

- Needs Spirit naga bone, or a wizard spellbook with at least five levels of spells

- Building Wraps Time - 163/640 hours

Blueprint for Legendary Item for Sir Geoffry Loup - Done / 300

Blueprint for Legendary Item for Kythera (Tinker's Tool Checks) - Done / 300

Blueprint for Legendary Materia (Arcana Check) - 59 / 300

Driving - Done

Buck in Barns Wine investigating (Brewer's Supplies Checks) - Done / 50

Sorcerer Materia (Arcana Check) - Done / 100

Dhoomina's Church/Bedroom has 11 days left (Cost 1,050 gp to reduce time)

Dhoomina can't get drunk for 8 days

Kurbe

Learning Perception Expertise - Done
Learning Arcana Proficiency - Done
Learning Animal Handling Proficiency - 136 / 160
Learning Athletics Proficiency - 63 / 160

Mluck

Making Booze
Learning Elvish - Done
Curse Breaker's Kit (Arcana/Medicine) - 54/40 Arcana then 48/40 Medicine DONE
Investigation - Done
Learning Sylvan - Done

Cannot be addicted to substances for 7 days

Kythera

Can grow poisons
Learning Draconic - Completed
Learning Infernal - Completed

Sir Geoffrey Loup

Learning about redemption and Fezrak's church