

Alpha to Omega notes (so I don't have to drag my notebook with me everywhere I go)

Greek Alphabet is as follows. . .

Alpha
Beta
Gamma
Delta
Epsilon
Zeta
Theta
Iota
Kappa
Lamda
Mu
Nu
Xi
Omicron
Pi
Rho
Sigma
Tau
Upsilon
Phi
Chi
Psi
Omega

The order that I have in the rough draft is as follows

Zenif beginning

Malbro his student

Bane geomancer

Adrillf psion

Jack monk, takes things back to the group. Hints towards getting stalked and doesn't like that. Also saving the day ect

Kryton demon hunter, exploits with group, plus getting stalked and finally talking to. . .

Aaron Adrillf's pet dragon finally able to tell his story. Tries to give it back to the three stooges but instead gets told to pass it along to. . .

Treckolen- Cleric that was imprissioned, still has chian and cuff on his arm. Tries to bring down a few people and then the book gets passed to. . .

Todd- thinks Treck is crazy, stops the book by writing the end, and then it jumps to

Bethany- fills in the story about where everyone went.

Johnathan- idiot knight that doesn't know what's going on, has to go take care of a group of rebel hippies,

makes a bet with Thomas, loses, and then has to pass the book to him

Thomas- doesn't get Bethany's warning, so he goes and reads the entire thing. Becomes obsessed with the Maxwell instruments, only finds a few things that even hint that they exist, and then in hopes of inspiring his son, passes it on to. . .

Steven- Thomas' son. Hates everything dealing with the book, but tries to give it to his girlfriend in hopes of getting her love

Megan- Hates Steven, and dumps him, but keeps the book. Becomes enthralled with the writings of Bane and even goes as far as starting to try them. She spends more and more time each day outside in the forest and then finally runs away from home and lives in the forest, leaving the book behind with her mom.

Jessica- Megan's mom thinks it's all of the devil, writes the end of the book again

William- uses white out in the book and it kicks back to life. Somewhat modern times, we're thinking about 50's ish. Extra dimensional travel. Updates on the other side of things. The fall of Union, the rise of Neo Union. He agrees with Thomas in that there is something missing and goes to find it. Stops after almost meeting his death and then passes it on to

???- failure at life, can't read or write, but has the book, gets killed by

Enigma-vampire who focuses more on Kryton and his writings. Gets blasted by. . .

Angel- Zenif's old buddy from way back in the day. Now embraced that he's a half angel and is okay with that. Talks about how the good side has been thinning out a bit, and then he starts to focus on the good people in this little book, Treg and Jack, but everything that they have seems to point back towards the three stooges.

Sam- gets the book from Angel, tries to hunt down Aaron's connection to all of this. The best he gets is an IM member that tells him to bug off.

Frelion- wisdom psychic. Works on Adriff's questions. What codes he used, what connects it with everything. Finds out some things about Adriff's personal life, but digs up even more questions about what is going on. Gives it to another psychic

Wyatt- dex psi. First mention kinetica, talks about Malbro's plane, gives the book to Pyra

Liz- Liz (Pyrokenesis) doesn't follow suit. When she was younger she could have done the inter dimensional hero deal but then she got married and stopped. The book just sat on the shelf, until demons attacked. She's a grandmother and gives it to her grandson who she thinks has the brains to at least slow down the demons

Madison- tries his hardest to stop the demons, but considering that we don't get much of his writings, and it jumps to Bethany, we can all just assume that he died.

Bethany- tries to fill in the blanks and shows that the world is starting to really fall apart. Picks out Promo and gives him a crash course and then walks away.

Prometheus- has to solve everything. Good luck kid.

Maxwell Instruments

Book – Never ending page

Compass – Shows you anything, magic eight ball with directions. Only thing that can show where the other instruments are. It is hidden on shadow plane.

Boots – Portal to anywhere you want. Make you a jumper, and also allow the use of portal, dimensional gate, teleport, and all of those fun skills so you can travel. Hidden between pocket universe and astral. You have to put the shoes on to get them out.

Sword -

Dagger - +10 on all skills (St. Cuthbert's throne)

Gold Ring – summon anything, no restriction. You have to meet them first, you have to fill the requirements of the summon, and they have to agree to it, no pulling people from out of their bed when they don't want to get up. Protected by Boccob, diety of magic.

Plat Ring – Store damage from owner, store % of people around – dark side of moon

Rose -

Golden Necklace – Completely removes spell limitations per day. Hidden in an indestructible rock in the chaos plane.

Bastard Sword – any element on demand, resurrection storage of 1/week. Hidden in the far realm.

Belt – STR and CON bonus (and maybe a flat HP increase as well) – kinetica trophy.

Bow – Hidden in thorn elemental, unlimited pulls and you can control the arrows once in air if I remember right.

Chain Mail – dragon family protection, energy damage up to 30 a round is absorbed for each type of energy. NO stacking of powers. To get past the 30 you have to do more than 30 in one particular type of damage, but that first 30 does not only negate, but it also absorbs and heals for that amount of damage.