

Earth Date: April 29, 2020

Eldar Date: Avandras 28, 206 AK

Session 0: Spurred to Action

The quiet life of a wizard on the run gets lit.

Strong Start

During the hazy purple night in Galen, Luna lights the lanterns of Ulastus Street. On her usual route, she is interrupted by a perceptive Zaburk who's scouting out the Temple of Anubis's next potential piece of property.

Potential Scenes

1. Roaming band of thugs of the Rusty Corkscrews gang.
2. Conversation with Hermione about Luna's future in Galen.
3. Fight against a dreamwalker during meditation.
4. Wake from the nightmare as a high elf attacks.
5. Conversation with Esegar Coresaw after he saves her from a Mindhunter Society assassin.

Secrets & Clues

1. Zaburk is ready to seize power in this time of crisis, and he's doing everything he can to forward that ambition.
2. Kinit is a friend of Ragu, a blood half-orc magewright who Luna was extremely rude to.
3. The Rusty Corkscrews gang is a splinter faction of the Verdant Skull, Varmin's vile organization.
4. Hermione knows the only way to quell a Mindhunter's hunt is to kill the hunt's leader.
5. Scalanis Hiphene haunts Luna's dreams using psionics.
6. Eamias holds a mind stone from Jhaeros.
7. Esegar and his brother Andhere are working against the Temple of Anubis in secret, without the rest of the Coresaw family's knowledge.
8. Lots of people work for the Coresaw family, but Luna's partnership with them would be on the down low, if not wholly secret.
9. Zaburk's old family lived in where the Faded Ember is now.

Fantastic Locations

1. **Ulastus Street:** a busy street that houses multiple inns and small shops, including the Faded Ember Inn.
2. **The Blasted Rod:** a tower-tavern topped with an everlit, faded blue pyre that serves fine food.
3. **The Astral Plane:** a vast, grey expanse littered with chunks of stone and colored pools.
4. **Vorici's Rest:** a large wood apartment building, the largest and first structure in Vorici's Rest.

Important NPCs

1. **Zaburk:** a half-orc cleric of Tyr; the new leader of the Temple of Anubis; wears pristine armor but is very orcish. At the top of the temple's hierarchy, he is a noble. His favor, once lost, is lost forever and knows if he can attain power, no one can tell him what to do. He thinks nothing is more important than the other members of his family, who were hunted, imprisoned, or killed by House Unell. At the top of the hierarchy, he hides a truly terrible secret that could destroy him and his reputation forever.
2. **Kinit:** a kobold thug in the Rusty Corkscrews gang; red scales, curved snout, and scrappy leather armor. He is an enforcer of the gang who blows up at the slightest insult and will do whatever it takes to become healthy. His best friend, Linz, was killed because he failed a job; he won't fail again.
3. **Eamias:** a high elf from Jhaeros in the service of Scalanis; bald head with a brain tattoo.
4. **Esegar Coresaw:** an Aralian human distributor of rare material; short, pale blond hair and grey clothes. He is the charlatan of House Coresaw. He lies about almost everything, even when there's no good reason to and he's determined to make something of himself. He owes everything to a mentor who was killed by the Mindhunter

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Society, so he's somewhat eager to help out Luna. He's on the outs with his family right now, so he is also staying in Vorici's Rest (the apartment building).

Relevant Monsters

1. Kobold thug
2. Halfling pickpocket
3. Dreamwalker manifestation
4. High elf assassin

Magic Item Rewards

1. **Mind stone:** a small, white stone with azure swirls specked across it. When held, the stone grants its holder resistance against psychic damage and allows the use of *detect thoughts* once per long rest.