The

Caelian Trilogy

By

13

Contents

[Part 1 – Rise of Ebrihan 2](#_Toc59549252)

[Introduction 2](#_Toc59549253)

[Our Heroes 2](#_Toc59549254)

[Chapter 1 4](#_Toc59549255)

[Chapter 2 5](#_Toc59549256)

[Chapter 3 8](#_Toc59549257)

[Chapter 4 11](#_Toc59549258)

[Part 2 – Death of a Dragon 13](#_Toc59549259)

[Introduction 13](#_Toc59549260)

[Our Heroes 14](#_Toc59549261)

[Chapter 1 16](#_Toc59549262)

[Chapter 2 19](#_Toc59549263)

[Chapter 3 22](#_Toc59549264)

[Chapter 4 27](#_Toc59549265)

[Chapter 5 28](#_Toc59549266)

[Chapter 6 33](#_Toc59549267)

[Part 3 - Ascension of the Ancient 35](#_Toc59549268)

[Introduction 35](#_Toc59549269)

[Our Heroes 35](#_Toc59549270)

[Chapter 1 37](#_Toc59549271)

[Chapter 2 40](#_Toc59549272)

[Chapter 3 42](#_Toc59549273)

[Chapter 4 46](#_Toc59549274)

[Chapter 5 48](#_Toc59549275)

[Chapter 6 50](#_Toc59549276)

[Chapter 7 54](#_Toc59549277)

[Chapter 8 56](#_Toc59549278)

[Chapter 9 58](#_Toc59549279)

# Part 1 – Rise of Ebrihan

## **Introduction**

1387 years past, the Dominion of Anduin was formed by the first King Anduin the Great on the southern continent known as Caelia, or Caelus. He and his settlers traveled from a foreign land to found a new kingdom in the pursuit of freedom and peace for all races.

Throughout the years the Dominion had suffered and survived great challenges such as famine, royal conflicts, disease, and ethnic separation between the ancestors of the natives of Caelus and those of the colonists.

In the years 1280-1291, King Aluuard Vidroth II had ordered an invasion against the natives in the Northern Fields, but after those in the surrounding lands had decided to reject the imperial act of aggression, an eastern alliance, composed greatly of those belonging to the region Ebrihan, had raised their weapons, and thus the War of the Fields had ensued.

The war was devastating to both sides, economically and demographically, especially so to Ebrihan. Despite their efforts to resist, Ebrihan and the natives had been defeated and forcefully re-inserted into the Dominion. The regions of the Northern Fields and Kisiria had been destroyed completely, and left in ruin to rot, and Ebrihan suffered a several decade long famine.

Our adventure starts nearly four decades later, in an age of regrowth and hope, as the new Duke of Ebrihan, Oric Valdes, has reshaped the region and brought stability under the rule of the Dominion. Rumors have spread of a mysterious force awakened in the north, and that of coastal villages disappearing completely. Meanwhile, the people of the Dominion face a new kind of corruption in their government and concerns arise as the King has fallen ill, and the last heir to the Vidroth line has not being seen in weeks. Our heroes start in the coastal city of Casta, as they have been told to look for an informant with information on a quest that could lead to riches, power, and adventure.

## **Our Heroes**

Troyes Pyreflayer

Troyes' bloodline hails from the natives of Anduin, and as such has spent most of his life away from civilization living on the land hunting beasts and gathering plants, his home village did very little farming so it was necessary. But Troyes had always been curious about the others in his homeland, and unlike most of his village he did not hate the so called "invaders", and as such he set out to learn more about people. Unfortunately Troyes fell to some of the bad practices of his new friends, and gets a little too hooked to intoxicants and women.

Sichel

Sichel was abandoned at the footsteps of an orphanage when he was a mere baby. After 5 years there, a mysterious figure came to the orphanage looking for promising young children. After a few seemingly mundane tasks were performed, Sichel was chosen and taken by the person. Since Sichel had no place to go he followed. For several days they did not speak as much as Sichel wanted to, curious about this person who had taken him away from his home, only taking time to rest and eat, eventually passing through rugged, untamed terrain Sichel found himself standing at the edge of a water fall with a large building on the very brink, somehow impossibly balancing on torrent of water. There Sichel was raised in the ways of martial arts, he learned of the different schools, open fist, four elements, shadow, etc but Sichel's favorite teacher, Master Kenshin, was a master of the drunken fist so that was what Sichel wanted to learn. Of all the schools though Drunken Fist was unique, it required the student to leave the monastery earlier than the other schools so the monk in training could see out the joys of life, instead of the other schools which tried to distance themselves from earthly desires drunk monks taught that was where strength comes from, knowing what life has to offer so you know why you need to protect it, so when the time was right Sichel left the monastery to find the joys of life.

Avahgar Krupp

Avahgar was abandoned at birth at the gates of a temple of Vita, where he was raised. While there, he learned how to heal. Eventually he left the temple to join a group of crusaders, and while with them he learned how to fight. After it became apparent that the group of crusaders where too extreme in their forceful conversions, he left the group. He continued to travel the continent of Caelus to learn the wisdoms of the world, until he befriended a particularly interesting group of travelers.

Six

At some point 300+ years prior to Six’s birth, the group now known as the Mors Mauraders secretly came across an ancient tablet written with unknown symbols. No one could ever figure out what it meant or what it was for, but the Monastery of Jubilance in the mountains of Athal knew it was powerful enough that they had to lock it away in the mountains, for no one to find it.

Six was born to an Elf family in Meridia nearly 300 years prior to our story. While a newborn, his parents asked for a bounty on a high value target, but couldn’t pay the high cost they had promised to fulfill, so to pay the debt, the bounty hunter group, took Six and proclaimed that he is to pay off his family’s debt through bounty hunting services. The group of bounty hunters consisted of worshippers of Mors, and are aptly named the Mors Mauraders. As Six grew to adulthood, he was trained, given the nickname Six, and he fulfilled contracts until he met up with the party. He continues to aspire to pay off his debt and become a more efficient killer.

Naddin (Nad) Stoneshield

Nad is a dwarf who lived in a small town in Meridia and believes there is someone out there he one day will train to be a hero like him and his master before him and their master before him. He, unlike most of the dwarves he grew up with who were more focused on mining and only worrying about themselves, Nad had a sense of adventure and felt a pull to attempt to help others the best he could. Nad didn't have anyone for family, so he always tried to make friend even at the boarding house where the other orphan's lived.

One day in his youth, he was walking back to town when he noticed someone getting raided by bandits. Even though he was completely outnumbered, he moved without even thinking and fought tooth and nail to save the person. He held on for as long as he could until one of the raiders knocked him unconscious. Later he awoke in a small cottage bandaged up barely able to move, he met his soon to be teacher who had seen his act of heroism and decided to teach him in the ways of a paladin. After years of training, Nad returned to his small hometown and stayed there for years helping those in need until eventually he decided he wasn't getting any younger, and that it was time for him to find his very own successor.

Burk Kvak

Burk’s family was well known carpenters in the orc community. This caught the attention of other races, which led to the family business being contracted out of the Northern Fields. Because of the dangers of the road, Burk had to learn to fight very early on. For political reasons yet to be known, the Kvak family felt a rising tension against their people, so Burk was pushed to venture out of the business to try and help resolve the conflict if he could, for he had no knowledge of what terrors are to come.

## Chapter 1

Troyes, Sichel, and Avahgar are instructed to find someone in the coastal city of Casta who is willing to give the group a quest. They find themselves in an Inn in said city. After playing cards, Sichel eventually starts a conversation with the barkeep, who reveals to be the informant they were looking for, and says he has a mission to find a certain missing royal family member. The bar keep then hands them a letter. Sichel then accidentally makes a bet with hustlers that Troyes can drink more than Avahgar, and after two competitive drinks they win, and Sichel now owes them 50 gold pieces, but they drunkenly pass out after missing punches on Sichel and Troyes. The party hears screaming outside and confronts a Minotaur. The Minotaur one-shots Avahgar unconscious, but Troyes' archery skills put the Minotaur on its back.

After the encounter the group decide to search for the person known as Beywick, as mentioned in the letter. The guards that arrive to the scene of the Minotaur suggest the party look for him at the city's guardhouse. The party finds their way inside and confront Beywick about the letter. The commander verbally threatens to arrest the party after admitting ulterior motives with looking for the missing person. He then sends his two black knights on the party to take them into a jail cell for knowing too much.

On their way to the cells, Sichel turns around and stabs the knight behind him, and the rest of the party flee. After narrowly escaping the compound, Avahgar and Sichel head to the north gate of the city and Troyes attempts to go south after hearing the name Rayacre from Avahgar. After narrowly being caught, Troyes decides to eventually go east towards the docks and finds his way on a fishing vessel.

Sichel and Avahgar take the road to Orham to eventually circle around to Rayacre while Troyes is able to convince the second in command of the ship to drop him off near to where the captain thinks the fortress is. Their ship is narrowly stopped until it is revealed the ship is also harboring illegal natives.

Troyes wanders in the forest for a few days and comes across a dark tunnel with a ruined tower in the distance on a hill, and decides to venture inside. Meanwhile, Sichel and Avahgar approach a ruined square and see an abandoned fortress inside the hill. They split to explore the ruins, but Sichel hears sounds in the abyss leading into the earth. Out of nowhere an arrow flies out from the darkness and hits Sichel. After a few more exchanges of arrows with Sichel, and eventually Avahgar as he notices what is happening, it is revealed the arrows were coming from a lost Troyes in the labyrinth of the fortress. Avahgar then throws a rope over the abyss that splits the party and helps Troyes to get across.

## Chapter 2

Troyes, Sichel, and Avahgar continue where they left off in the ruins of Rayacre. After reuniting, they continue on and eventually come across a dome-like stone room with a deep pit in the center. Using various techniques they discover the hole is a little over 50 feet deep, so Troyes takes Sichel's rope and tosses it down. Everyone takes turns going down the rope and taking their 1d6 fall damage for the extra 10 ft below.

Once they're at the bottom they come across a foggy hallway. Avahgar and Sichel elect to rest, even after Avahgar heals Sichel for his 3ish hit points left. At the same moment Troyes hears whispering down the hall, and can make it out to be a human voice saying, "He is with her and she is with him" over and over again.

Troyes slowly walks forward and discovers a staircase. Avahgar attempts to climb said stairs, and after going up a few flights the stairwell becomes increasingly foggy to the point where his illuminating shield cannot give him further vision, so he comes back down.

The party is lead into the room and they can see a robed man in a meditative position floating about 6 feet off the ground. He doesn't notice the party and continues to mutter to himself. Once and a moment he yells at himself, startling Troyes as he sneaks his way around the man. He notices a stone made mural of what appears to be a woman in robes on the altar in which this mysterious figure faces.

Troyes hears a faint "help!" from the altar. He attempts to find a hollow spot and once he touches it he can see a Six surrounded by fog yelling for help, and an emotional feeling overwhelms Troyes and throws him backwards. At some point the party decides to kill this weird ass mofo, so they fight him.

About halfway through the fight, the man yells at Sichel, "You will be banished!" and tries to banish him into another realm, but fails. Once Sichel kills the man he turns into ash, and the room starts to shake. The party sees the altar cracking, and can notice a pitch black structure behind the wall. Following this, Six is thus birthed from the cracks of the wall. He remembers nothing.

The now 4 man party find their way out of the fortress by navigating up the stairs Avahgar couldn't travel up, whereas now there are light dustings of ash along the stairs. Once out, the party find their way to Orham. Once in Orham, Troyes goes straight for the bar, but Sichel, Six, and Avaghar find their way to an alleyway and discover a woman in the highest quality of robes interrogating a man.

Six overhears something that mentions corruption and how this man might know the whereabouts of certain people the woman is looking for. After further discussion the woman identifies herself as Liana and gives the group the quest of going north to a Temple outside of Kisirith and investigating to see where the leads goes. In the meantime Liana is going to Italiath, the capital of Ebrihan, to pursue finding a retired knight of importance. She also says to meet back in Orham in two weeks.

Six then finds his way to a news board to see if there's any other missions going on. He sees several things such as:

* An advertisement to join the military of Ebrihan
* A post about financially helping people negatively impacted by the invasive black knights ravaging small towns.
* A recruitment opportunity to help protect a small business owner and his child navigate the Old Road going north.

The party reunites at the bar, and as per usual Troyes and Avahgar are competitive-drinking again. Troyes does well on round one, but round two puts him on his ass. The party discusses as to whether or not they should take the side mission, and they determine to do it. To start they find their way to "Randy's and Co." and meet Randy. He says he needs to help his sick son find a particular druid in the north, and he needs protection from various black knights that may be on the road. He says he will pay the group 10-15 gold pieces for every day they ride with him. The group agrees and begin their journey north.

Several days go by and the party come across a river. The child has become looking gravely ill, to the point where time seems to be a very sensitive resource, so Randy says if the party can help him find the druid he will pay them extra once they're all back in the city. He adds that the druid is supposed to be near the river and road. Six moves ahead into the bushes and finds a small stone house. He knocks on the door and immediately hears rustling and the banging of various objects falling. The door opens and there's a flamboyant lizard man wearing robes. They introduce them self as Quildrith, the interdimensional druid. Six explains the nature of his arrival, and Quildrith agrees to help.

Randy and the rest of the party, except Sichel, find their way to the outside of the stone house. Randy and Quildrith recognize one another and after a friendly exchange Quildrith heals the sick child. Avaghar asks him which spell he used, and he responds with "Greater restoration or something like that. I don't know."

Randy thanks and pays the party 6 days x 15 gold pieces per day, which comes out to 80 per person. Quildrith then asks the party is they could return the favor by taking care of a bear issue. Six says, "Sure, where's the bear", and Quildrith responds with, "Inside my house". At that moment a big ass bear breaks through the side of his house. Quildrith then explains, "Yeah so I was trying to find a way to make a bear small because I wanted to see their stubby little legs move as they walk around, and I accidentally made it huge MWUHEHEH". Six agrees that is a very valid reason to do such a thing. So the party fights the bear, and after every round of combat it doubles in size. Six successfully is able to calm the bear down, but soon after at some point Quildrith finds his way into his house, and kills the bear by thunder waving his house into the bear.

Afterwards the party split off from Randy and his son and travel their way far north, to the Temple. After several rounds of stealthily killing off bandits, the party take a long rest outside. During the rest, Troyes hears loud roars of a creature in the far distance, similar to that of what he heard when leaving Casta.

The group awakes at dawn, and Avahgar and Six find their way into the Temple. They see a 15+ foot tall statue of a similar woman to what they saw in the depths of Rayacre. They also notice what seems to be a bird nest atop of the statue. Avahgar barely manages to climb his way up the statue and finds 4 large blue/purple eggs. Avahgar drops the eggs down to Six individually, but they're only able to properly transport 2 of them, the others break on the floor.

Once the rest of the party finds their way into the Temple everyone can hear a loud “SCREEEEE”. What looks to be an Owl-Bat-like creature attacks Six and Avahgar and the fight continues with a familiar Orc, Burk Kvak, dropping down from the roof and attacking the creature.

After the fight the party go down the east stairs into what looks like a dungeon. They see skeletons chained against the walls and torn robes on the floor. In the room to the north they can see a river of lava and several illuminous and gelatinous sacks scattered around the room and attached to the walls. They also see desks with paperwork, vials and flasks, and different animal parts. Part of the room is held together with wooden beams, and a large moving gear system.

In the room to the east the party sees several prison cells. In the various rooms they see people who look to have been dead for several weeks. The party also notices on one man's uniform an insignia of the flag of the Dominion and on another man's cloak an insignia of a raven.

In the last cell the party sees a little girl. She is determined to be very close to death, so Burk takes some vials and flasks from the northern room and randomly mixes them together. Meanwhile, Troyes investigates the girl and determines she is the royal princess Eilis based on her clothing and profile. Burk gives the concoction to the girl and she comes to consciousness. She thanks the party for finding her, and asks them to take her to Orham. She must see either her uncle Lord Belda or her protector Liana.

So the party takes Eilis to Orham and travel to Lord Belda's mansion in the city. Once inside they are greeted by Liana, who thanks the party and has the maid take Eilis up the stairs to be treated for her other injuries, Lord Belda, who introduces himself as an Orham council member and friend of Eilis' father, and finally Duke Oric, elected leader of Ebrihan.

The party is paid 100 gold pieces per person and it is decided that they meet the next day to talk business, since it is determined that this likely won't be the last time she's kidnapped. So the party make their way to their inns, and Six and Avahgar buy some new gear from the local blacksmith. Once Six, Burk, and Avahgar are asleep in their inns they are attacked in the middle of the night by some assassins. After they're dealt with the three notice a similar Ravens insignia on their cloaks.

The next day the party go back to Lord Belda's mansion to talk business about their next quest. Lord Belda gives the following information to the party:

* The insignia of the raven belongs to the Ravens organization. Said group is known to have political and business leaders and are known for their criminal dealings.
* Liana came back to Orham with knowledge that a retired knight from an older time was last seen near Twin Peaks in the Athal region of the Dominion. He should be found so the current black knights terrorizing the region have someone to lead them once the Ravens have been dealt with.

The group is then paid 5000 gold pieces each for finding the princess. Before leaving to find the knight, the group decides to go on a shopping spree. They find Randy's shop, and are given the option of either getting 400 more gold or being given 50 gold worth of stock in his company. The party takes the latter.

## Chapter 3

The players start in Orham. The party leaves to the mountainous region to the south west, and Sichel stays behind to recuperate. Before they leave they confirm the name of the knight to be Airgar. Oh and a guy named Naddin joins the party. Oh and the party get a fancy ass cart for 62.5 gold from Randy, and they rent a horse.

The party eventually arrives to a small cluster of buildings splitting an intersection of the main road and a path going east towards some farmland and west towards the valley and mountains. Burk and Naddin walk into the restaurant and ask of a person in armor that has been through this area. The lady says, "No man in armor though, but someone does come from the western path there. I believe they have a cottage in the valley." So the party head down the west path.

As they move along, they walk higher and higher up and can start to see the valley from a great elevation. They soon lose sight of the few buildings. Eventually the party get to a point where the cart can no longer be pulled by the horse, so the carpenter's son, Burk, reshapes the cart into a sled and barely has the strength to pull the party along. The party now had to make survival checks against the cold winds + lack of oxygen at their elevation.

The party now goes through a gauntlet of 3 winter wolves, two polar bears, and one brown bear while slowly becoming more and more exhausted. Twice, Six and Burk are able to push a polar bear and wolf off the cliff, killing them. The gauntlet finishes with the party arriving in the cave at the edge of the mountain and killing the last wolf.

After a long rest, Avahgar and Six move forward in the cave to carefully explore. In the different rooms they see things from skeletons of humans and dwarves to basic supplies, and ruined and high quality rusted armor.

Other interesting things found are as follows:

* In the northwest room there are chains and scratch marks on the wall. You can make out the word I () P E () A () O R
* In the west room there are documents. One of the documents found says the following: "I am near the city, hiding from the screams. Our men have infiltrated the fortress, but once the horrors began, I knew something wrong had occurred. All I could see was the yellow lightning piercing the walls and sky. The witch did not prepare us for this. The undead have met their match, and this war had become the hells we dare not think of."
* Naddin experiences a vision: He sees "A city burning and many dwarves, orcs, and humans fleeing. A man with golden armor marches up to a hill with a long lightning spear and fires a shot at an army, destroying everything. You see four humanoids of different classes standing behind the man in armor. Then you hear a scream of a large creature. The vision ends."
* Burk analyzes a crack in the wall in the north-west room, and determines it is a dark magic similar to what was found in Rayacre.
* In the south western most room there is a bed of hay and a freshly lit torch. There is also similar armor in the room.

As the party is getting ready to leave, 3 knights arrive in the cave. They say they're there to kill them, and they're just following orders. A fight ensues. Halfway through the fight, what looks to be a homeless guy with a big ass sword runs up behind the knights and slashes all three of them in their backs, killing one, and severely injuring the others.

Once the knights are dead, the man introduces himself as Airgar, and asks why the party is in his cave. The party name drops Liana and explains of what is happening and why they need him. Airgar says he'll help, only for Liana and Eilis, and for restoring the name of the knights.

Burk asks Airgar some things are finds out the following:

* Airgar was once captain of the Royal Nine, which are the white protectors of the King. As King Vidroth II became madder, and had started the war, the knights decided to commit treason and abandon their posts, knowing they would forever not be allowed into service again.
* The knights fled the world into seclusion here at Twin Peaks. Over time the knights died of old age and insanity. There were also travelers of dwarves that had accompanied them.

The party then leaves for Orham. Once they arrive they head to Lord Belda's mansion to return the lost knight. Oric, Lord Belda, and Liana reunite with Airgar and thank the party. "We now have a means to turn the knights to our side, thanks you to," says Liana. Oric adds to the conversation, "You continue to impress and help the region. I'll be watching your career with great interest, Ten. Now I must be going, for I have business at the capital. When you are open to doing some further good work, meet me in Italiath." Oric leaves.

Liana then begins to talk on what needs to be done next. "We now have a means to control the knights, but the organization is still at large. We must find a way to expose them, and now might be the perfect time. We have had an informant with us for a while now, who has just been revealed to us, but they have also expressed their desire to leave the city for since your arrival with Eilis has intimidated the Ravens greatly. I want you to meet our informant Sanson in the city at 10pm tonight. Infiltrate the Ravens' emergency meeting and find a way to expose those corrupt nobles for who they are."

The party first go to Randy Randy-Handy Randy-Randy's Randy Incorporated store to buy Naddin a shield. When 10pm arrives, Naddin, Six, Burk, and Airgar meet Sanson and find their way into the back entrance of the underground network in the city.

The four find their way into a large room deep underground and confront the guard of the back entrance, an Elite Knight. After several rounds of hard hitting combat, and Naddin not hitting him once, the knight falls dead.

The party move forward and search through some boxes and find many purple robes. The party dresses themselves in the robes and stealthily move on. They come across a balcony overlooking a large meeting room. They see many men in robes conversing amongst themselves, and waiting for the meeting to start.

After a few minutes the door behind the podium opens and a man in the same kind of robes walks forward. All of the other men in the room instantly become quiet and seat themselves. The main orator starts his speech.

"My people, thou have arrived tonight to address a concerning matter indeed. As you may have discovered, Elias has returned. Quite safely if I may add. It is surprising though she has survived Kisirith, despite what could have been done to her if we had a choice in the matter."

During the speech a fire begins to burn behind the orator. As the fire rises you can see a stone-cut mural of a man in elegant armor with a cross-spear in his left hand, and a face engraved on the front of his helmet. The figure wields the spear in a vertical fashion, splitting the figure up the body.

"This of course was orchestrated and carried out by a fresh party of travelers. They are foreign to us, and unnatural in nature. They have survived the creation and our assassins, but they will not survive the coming, nor Reigith. The Imperator deems it so that she be unharmed from now on, which is quite the shame if you ask me. I'm sure we could have had more fun with that one." The crowd laughs. Airgar also shows surprise and confusion on his face after the mention of the word Imperator.

"Because of your generous efforts, soon our Lord's army will be ready. Then Anduin will experience the full power of the Ravens, and that of Ebrihan. Justice will be claimed for their imperial misgivings. Hail to our hero and hail to the Lord of the Fields." Then the orator starts talking logistics, and things get very technical.

The party tries to open the door down the hall, but find it's locked, and Burk doesn't even know what a key is. They then throw a rope down and only Six and Airgar drop to the main floor of the meeting room. They strike up a conversation with one of the members and meet Don-Quiggly.

The eccentric man is asked a few questions and the party finds out the following information:

* There are many knight encampments to the north, and they're training and preparing for something big coming. Ya'll could maybe lookie lookie to see what's happening.
* He also says to be careful of Reigith because, "that mofoooo is one done scary muthfuuuuck, nam say?? Shiieeee"
* He also pulls out a chain with 500+ keys on him and gives the party the keys to the door upstairs after being asked about it.

The party gets into the room at the end of the hall and find it is filled with documents containing information on the Ravens' history, finances, and list of members. Six takes some of these documents as the party leaves, and Burk takes the spinning chair from the desk.

## Chapter 4

The party complete their venture into the depths of Orham by heading to Lord Belda's mansion. They turn in the documents and explain to Lord Belda of the things they heard the orator of the meeting say. The biggest thing that stands out is that of the Imperator.

Lord Belda recognizes this name and kind of loses it. He says he thought he was dead, and if he's alive, the threat of the Raven's is much more serious than originally thought. He says Duke Oric will know what to do about the sitch, so go to him. He then gives the party a small map of where Oric is expected to be. He also loans the party a group of horses for faster travel. Once they’re ready, Six, Troyes, Burk, Avahgar, and Airgar head out to the Eagle's Nest, where the leaders of the different regions of the Dominion meet, and where Oric is currently.

Once there, Oric gives the party the task to slay the beast that's been tormenting the east coast. He suggests to look where the party has been before, and perhaps toward the north. He also subtly says to bring him the creature's eye.

The party eventually leaves and heads to Casta, where everything began. On their way they notice legions of troops camped out in the outskirts of the bay. Avahgar asks Airgar if they should do anything about it and he says, "Nah I’m sure it's fine". Once in Casta, the party finds the town covered in ash with little to no leads there. The party then decides to head north.

As the party approaches a familiar location, outside of the ruins of Kisirith, they notice the ruins of a battlefield outside of the city, from the War of the Fields, ominous clouds surrounding the entire area, and the temple they had been in before caved in.

The party venture into the temple and find their way into the machine room. They notice the lava is now dried up/cold, the glowing sacs are destroyed, and in the back of the room there is a large but familar crack in the wall, similar to what was in the caves at Twin Peaks.

Avahgar runs straight into the glass and disappears instantaneously. Six somehow has enough strength and persuasive skills to either push the rest of the party into the crack or persuade them to walk in. Regardless the party ends up in a dark cavern shrouded by fog.

In the darkness the party can see a golden-colored light open up, and then two massive hands with claws grab the cold, black, and wet rock around them. "Who is this? Who dares to enter my domain? Adventures? Who seek, seek what. Knowledge, power.... death."

The creature reveals a part of its face, including his golden and illuminating eye. He introduces himself as Miirakail. He says the party is right to think the Imperator is real and alive. He also says that the party must do whatever they can to stop the Imperator, and his beast Reigith. He then gives Burk, Naddin, and Six a small stone, "This will help you in slaying the poor deformity.

Once the party is ready to leave, Miirakail's golden eye glows much brighter and the party teleports onto the battlefield they saw when entering the temple. Lightning and thunder surround the environment, the fog gets stronger, and the party can hear a loud crash about a hundred feet in front of them. Reigith the Deformed is revealed. The party fight and kill him. When dead, Burk cuts out its eye, and Six makes contact with it and experiences a vision.

He has a vision of the following: A much younger Lord Belda watching the construction of the machine beneath the temple. He looks dissatisfied and displeased while another man walks up behind him. Man: "Don't fret you. Your family's decisions have led to this. I saved us from the war, but now I will save us from the destruction. You may thank me when your King is long past. Do not forget what you owe me." Lord Belda: "You should have considered a more diplomatic approach. Do not blame an entire civilization for Vidroth's misdeeds, Odeil." Man: "Do not use that name, fool! The world is changed, and it is mine for the taking." The man raises his right hand to Belda's head. His hand ignites with a small yellow flash of lightning, revealing his face, the face of Oric Valdes.

The party determines Oric is the Imperator, and they attempt to re-contact Miirakail, but once they arrive to the cave under the temple, they notice the crack in the wall is gone. The party then decides to head back to the Eagle's nest to turn their mission in/ confront Oric.

On their way, they reunite with Naddin. They also travel past the capital of Ebrihan, Italiath, and notice legions of troops leaving from the city. As the party gets closer to Andurin, and the bay, the notice the main road getting more and more crowded with swaths of civilians. Avahgar asks one what's going on, and he says, "I..I..I dunno. I mean, I saw smoke in the distance and all of a sudden hundreds of people started running through my fields. There's screams and cannon fire going off, s-s-something bad I reckon." Avaghar assumes this one guy can be a leader for these people and gives the man 1000gp to help himself and the other refugees. The man yells out loud, "Hey this guy gave me money! Ya see? This man right here!" Before long other people swarm the man, the man drops the gold all over the ground, and a riot starts.

In the distance, the party can see a massive cloud of smoke hovering over the capital of the Dominion. Burk perceives that the city is being sieged and burned down. He can also see similar looking legions of troops to what they've seen camped out nearby running into the city and fighting the guards.

In fact, Burk perceives and deducts so well he determines exactly what's happening. Essentially, the Imperator was an extraordinarily powerful warrior during the War of the Fields, and fought for the Ebrihan/eastern alliance side. He fought and killed a particular Necromancer, but was not powerful enough to stop the war from the King all alone. After the loss he entered politics under the name Oric Valdes, and secretly orchestrated the moves of the Ravens, the creation and destruction of Reigith, and this attack today. He also deduces that Oric is leading a revolution against the Dominion in the name of justice and revenge for the War of the Fields.

While the party continues to figure out what to do with the eye from Reigith and the Imperator, Burk attempts to attune with the eye. While doing this he sees flashes in between the following scenes: The Imperator shooting lighting on crowds of people. An image of a women in a different dimension rising. Miirakail opening his eye and falling into the darkness. A large fortress like nothing you've ever seen before with a thunderstorm raining down on it. And finally a funeral for which you do not know who its for. He determines each are either past, present or future.

The party decides to go back to the Eagle's Nest to confront Oric. Once there. They try to break in via the large door but it does not budge. They find their way through the side door. Once they're in the meeting room Oric showed them before, they see men in very luxurious clothing laying dead next to the tables with slash and burn wouds all over them. It is determined these men were the leaders of the other regions. The party continues through the small castle and find their way into the main hall. Once there, the party confront Oric.

"Ten, you've survived. You truly are one to be parried with. Rescuing Elias from the kipine, then shattering my organization of knights into the light, and now you've slain my greatest creation, Reigith. He was quite the distraction, but I was certainly hoping he would have rid me of your efficiency. I must say that you have arrived at the appropriate time despite your incoming failings. I know what it's like to win and then to lose everything. After we pushed those swine of Orcs, Dwarves, and all other kinds of non-humans back from Ebrihan, the Necromancer had quite the final strike indeed. My home suffered a war its leaders, whose purpose was to protect them, had started. Soon the King's empire will die like my homeland. The Rise of Ebrihan is nigh, and you will not be able to stop it."

Oric then holds his left arm out and perpendicular to his body. A golden cross-spear flies in from nowhere and is caught. Once in his hand, golden armor starts to spread and cover his body. "I must say of course in I way I am grateful to you. I'm sure I am a bit rusty after all these years of governing, but now you've given Nyx and I the opportunity to practice before the invasion."

Then a giant eagle crashes through the nearest glass window from him, and he jumps on it. After several grueling rounds, Sichel jumps down from the ceiling to help. After a few more rounds, Sichel is able to lay the killing blow on the Imperator. Once he falls, he and the eagle Nyx Infinity-War-style disappear into dust.

The players soon figure out the following, and thus how the first campaign ends: Duke Oric Valdes has lead a revolution against the Dominion, and knew of the threat the party is, therefore he used an illusion against them to distract and keep them away from the action. Dark times are ahead. Who knows of the changes that are to come from a hateful leader bent on revenge. For the safety of the players and the party, they leave Athal and retire from their adventure, and think on their defeat.

# Part 2 – Death of a Dragon

## Introduction

In 1326, a group of novice adventurers who sought wealth, power, and adventure found and returned the missing heir to the Vidroth line, Princess Eilis, exposed a secret organization who plotted against the crown and controlled over the misfortunate, and eventually had slain a dark and deformed creature who was terrorizing the eastern coast of Caelus. As their adventure came to a close, a much darker plot was revealed, and despite their attempts, the duke of Ebrihan, Oric Valdes, was revealed to be the legend known as the Imperator of the Fields, an old war hero of immense power, and was finally able to fulfill his desire for revenge.

In the year 1326, Duke Oric Valdes of Ebrihan led a 30 day insurgency against the Dominion of Anduin, killing King Vidroth II, supporters of the War of the Fields, establishing the Caelian Empire, and declaring himself its first leader, High Lord Valdes.

Over the next few years the continent of Caelus had become more militarized, industrialized, and autocratic. Many supporters of the old state, and those that spoke against the current regime, were hunted down and systematically erased from the world. Nearly a million people were executed and wiped from existence in only the first 6 years, and Oric Valdes’ intentions had become clearer in 1332 when he began a long and grueling invasion against the nearby island nations and southern states of Meridia, thus beginning the Meridian Wars.

Once the smaller states of Meridia were conquered and cleansed, the Empire shifted its eyes west to what is known here as Western Meridia, the great cultural center of the ancient world. As the death toll by the High Lord’s regime had surpassed millions, Western Meridia began to cripple, thus he was closer to his ultimate goal.

Our adventure continues 17 years after the events of the first campaign, in the year 1343. The war draws to a narrow close for the Caelian Empire against Western Meridia, our heroes are dispersed, either in hiding or retirement, and the events many years ago has left our characters defeated and lost. Life seems hopeless for all, until a new opportunity emerges, promising of a way to strike back at the oppressors. Our heroes have just received news of the execution of an old beloved friend and ally, so our story begins with our party traveling to the funeral in a small village, Dorren, on the coast of Pelrock Isle. Little to their knowledge, a new adventure awaits.

## Our Heroes

Troyes Pyreflayer

After the party separated Troyes figured the best way to protect himself would be to, as they say, hide in a tree in a forest. He removed the tribal tattoos, trimmed his hair, and learned to speak the common tongue properly. Troyes also got a job making furniture as a woodcarver and tanner, keeping his skills in tact by occasionally going hunting for dangerous beasts who roam nearby.

Sichel

Sichel simply wandered about continuing on his monk journey. He gambled his way into the good graces of some mafia, began dealing fake antique furniture, got out of that to go into entertainment, and eventually started a colosseum in Fallcrest City.

Avahgar Krupp

During Oric’s rise, Avahgar went into hiding in Eastern Meridia, where he would create a temple to the goddess of light, Vita. As the Caelian Empire’s power grew, Avahgar felt the light of his live approaching a dark end. During the fall of Eastern Meridia, Avahgar would die fighting the Caelian forces, providing a quick but noble end.

Six

“For the 17 years Six would go back to bounty hunting for cash, practice, and bitches.” - Ryan

Naddin (Nad) Stoneshield

During the 17 year skip Nad meets an aspiring hero named Mason and decides to make him his successor, but as Mason’s training approaches completion, Nad has a dream where his master came to him and told him Evil is manifesting more and more and Mason would most likely perish if it is not stopped, so immediately Nad decides to come out of retirement and save the people he can, including Mason.

Burk Kvak

After Ten’s defeat, Burk knew his family, being non-human, was in danger. He hauled ass back to them and saved them from a small raid of the Imperator’s forces. He explained what was going on, and they gathered all of their most important shit and headed for Meridia, hoping to find refuge there. They narrowly escaped capture and death, and made it to a ship of mostly human refugees fleeing the continent. They were already over capacity but Burk forced their way onto the ship. Sometime terrible had occurred, however.

Perhaps because they resented his family for it, or perhaps because it was their plan all along, the other refugees sold the Kvaks out to the Empire’s forces. A few days in, in the dead of night, a war ship came for the vessel. Hoping to appease the enemy, the humans on board banded together, and easily overpowered the minorities on board to offer to the troops. However, when the ship was boarded, the enemy commander started laughing and ordered everyone to be slaughtered. Amidst the chaos Burk could do nothing but watch as all of the refugees were overrun and Burk’s family was brutally slain one by one. The rest of the night was a blur of fighting, until finally Burk was struck down and fell overboard, and as darkness took over his sense of vision, he sank beneath the waves and the flaming ship.

Burk somehow awoke the next morning on the outskirts of an island with natives looking over him. With their assistance, he managed to make it to Western Meridia, where he attempted to warn the leaders there of everything happening on Caelus, and what had transpired of his journey. Burk found work at a local construction company, but felt nothing but emptiness as he worked his way up through the ranks. Without his family, he had lost all purpose in life, and was just waiting to die.

11 years had passed, and when Western Meridia fell under attack, the company Buk worked for found themselves overloaded with work to help the war effort. This went on for several years until Burk heard of the death of an old friend. Having nothing left to lose, he simply vanished one day toward the funeral. Thus, unbeknownst to him, this decision led him to the next chapter in his life.

Romat

Romat, born from a small village in Central Meridia, was 12 when he discovered that a particular forest hermit was a mage. Romat would than ask if he could become the apprentice to said mage, to which the mage agreed, if he entered a magical contract. Romat would than learn that the man practiced a taboo magic know as necromancy.

20 years later, and now an accomplished necromancer himself, Romat buried his master's body, and started roaming the land in search of power, and an apprentice of his own. Eventually Romat decided to travel out of the lands to his knowledge, and after many months arrived to an island known as Pelrock Isle. He came across a funeral in the village Dorren, and decided to study funeral rituals of different cultures, only to meet his new allies on his life changing adventure.

Gorton

Raised on the far off island of Kazrek, and one of the homelands for the halflings, Gorton grew up in a moderately wealthy family. Due to his older brother being promised the family business, Horton’s Whorehouse and Co, Gorton decided to go to Bard School. After graduating with a degree in lore, Gorton learned of a far off place where many of his people became victims of genocide, so he decided to join a party of raiders intent on freeing as many halflings as they could in Meridia. After Meridia's huge navy was moved away from the coast, the group snuck into land, where they soon began searching for where the halflings have been sent. Soon they realized all the halflings were already dead, and decided to extract revenge since leaving unnoticed seemed impossible.

While on their travel, the Caelian Empire had sent a representative to Kazrek to attempt to obtain the island for a deal, but the rulers refused. The Empire attempted an attack, but since most of their forces were stationed in Western Meridia, they could not conquer the land. Gorton’s people prepared for another invasion.

Meanwhile, Gorton’s strive to complete his adventure and write tales of epic debauchery continued when his group made it to the Eagle’s nest near the capital of the Caelian Empire. His party was put into a deadly position however, only for them to sacrifice themselves to allow Gorton to make his way undetected into the great keep. Gorton would soon run into trouble, but nothing that couldn’t be persuaded to look the other way by magic, or by Gorton’s other “Talents”. Soon, Gorton found the rising party known as “13”, and the rest is history.

## Chapter 1

The party enters the funeral home for Lord Belda, and Six leaves his Kipine, from an egg from the Temple 17 years ago, outside. The bird, Xerxes caws and waits patiently. Those in attendance of Lord Belda's funeral are Liana, Queen Eilis, Airgar, Randy, and the preacher Preston Scott Sobeck. Six, Burk, and Naddin sit next to Randy and he says Belda was a member of the Caelian high command and was feeding rebel groups information for years, but was caught and executed for treason. He was a hero.

During the funeral Six walks over to a mysterious man named Romat, who says he's at the funeral to study death of other cultures. Once the service completes, everyone but the party and other names mentioned leave the funeral home. Eilis has Liana close the doors behind them, and the discussion begins.

Eilis begins talking to the party, and essentially begs that they come back together as “10” to help in a plot to assassinate the High Lord and take down the Caelian Empire. Liana says they have intel on a source in Fallcrest City of North Meridia who declares of a new potential way to strike back at the High Lord. The only name they know of importance is Miirakail. If the party is ready for such a mission they are to travel to Fallcrest City and find someone named Orla in a brothel called Sailor's Choice.

During the conversation, Burk and Six mention they'll need the best gear for a world-saving quest. Randy pokes in and recommends they should sell their stock from many years ago. They do and Burk and Six make roughly 73K gold pieces (40\*(17d100+1000)).

Liana says the waters around here are treacherous for there are thousands of Caelian war craft controlling the seas, and Meridia has turned into an autocratic state where they may arrest Dwarves, Orcs, and non-desirable humans on site. There are also gold rewards for turning in these kind of people into the government. During the conversation Romat finds his way outside to dig up some graves next to the building. He finds two skeletons who are very broken and degraded, and one less so. Liana lastly tells the party they have a boat at the dock they can take.

Once at the boat, Romat is caught summoning his skeletons and a moral battle of the dead ensues between Romat and everyone else. Eventually the party just deals with it and looks the other way.

A few hours at sea, Six, which is in the high mast, sees a small-sized naval craft with the Caelian Empire's flag on it about 3 miles away approaching. The party steer their ship away but the other catches up within 10-20 mins. The vessel fires a warning shot along the front right of the party's ship. They hear a voice from the other yelling, "Halt your craft!"

The party lays anchor and a captain and three soldiers lay a plank and aboard the party's ship. The captain walks up to Romat and asks for his papers of ship ownership, and for his papers of passage. Romat can't quite deceive or persuade him away, so he casts a fireball on the center of the other ship, killing everyone but one man in the radius and setting the ship ablaze. A fight ensues, and towards the end the enemies fire 3 cannon shots at the party's vessel and accidentally ignite the gunpowder below deck, exploding and destroying their ship. The party takes minimal fire damage, and their ship only a fifth of its total HP. It seems only two survivors are left behind from the other ship.

Another 8 days pass and the party arrives to Fallcrest City. Six and Romat move ahead since they are the least likely to bring attention, except for the fact that Six has a huge as bird/owl/deer/bat thing. Six heads eastward on the docks and asks around for where Sailor's Choice is. First person has no idea, the second person, a prissy woman, says, "How dare you ask me of such things. I will not stoop that low..." blah blah. Six apologizes and asks the man next to her. He says, "Oh yeah sure, it's in the south-east corner of this district, and you just have to follow the road right outside of the entrance." The woman EXPLODES at him, "WHAT? HOW DO YOU KNOW WHERE THAT IS???! I THOUGHT YOU WERE BETTER THAN THAT. I CANT BELIEVE.." "Babe please, calm d." "YOU DO NOT DESERVE MY COMPANY. MY FATHER WILL HEAR ABOUT..." And Six carefully walks away from the situation.

Romat has already walked west along the path and finds his way into the receiving section of the city, for cargo and such. He goes a little further and notices a large crowd of what is presumed to be refugees attempting to enter the city.

Six catches up to him and they both try to get through the crowd. A guard however notices the large bird-like creature and stops Six. "Hey! What are you doing with that thing? You can't bring that in here." Six is able to deceive him by telling him Xerxes is his service animal. The guard apologizes and navigates Six and Xerxes into the city. Six kindly tips the man, I think like 10-50 gold or something? The guard starts sobbing saying, "Thank-k you. I..I..I am so fortunate. These t-times have just been so tough, I..I..I."

Six asks the guard, Ronny, where a general store is to get some cloaks, and then finds his way there. He buys 4 cloaks for 5 copper each and then a tarp, for Xerxes, for 2.5 silver. Six pays him like a hundred extra and then this shop owner starts getting emotional too. He says, "Oh my thank you thank you thank you. You know what, take my daughter while you're at it here's here deed of existence." Six accepts and asks what her name is and where she is and the shop owner responds, "Oh her name is Emily and she works at Sailor's Choice. She's 10." Six saves that for later. He then asks where a tailor is and the owner points him down the road.

Six then finds his way into the tailor's shop and asks if he can get the tarp fitted for Xerxes. The man sees the bird in his shop and LOSES it, because he's deathly afraid of birds and odd creatures. He gives Six a clipboard of a guide on how to measure for a cloak and has Six do it. Six gets an 11 on the crafty roll and does an ok but not great job. The tailor says to come back in three hours and he'll have it done.

In that time Six heads back to the ship to give everyone their cloaks. The party then waits in line to get into the city and after a few hours are able to do so. Once the whole party is in the city they find their way to Sailor's Choice, which is indicated with a little sign above a door.

<And at some point the party asks someone if there is a weapons shop and the person says weapons shops are illegal now under the rule of the High Lord.>

The party enter and they see naked people already and some people going at it. They also hear DJ music from downstairs. Romat succumbs to his darkest and oldest habits and runs downstairs to join in on the action. Burk, Naddin, and Six start looking around for a person of interest. This leads them downstairs to find a male or female person in the corner doing paperwork while an orgy is happening. The party yells, "Hey do you know an Orla?", and the person says, "Uh, follow me".

The party is taken upstairs to the second level and guides Naddin, Burk, and Six in. The person closes the door and says, "What in the HELL were you thinking?? Saying my real name out loud, walking the streets like that thinking you're so secretive? Man, what was that queen even thinking hiring you guys? How could you possibly be the group Ten?"

After a couple more aggressive interactions, Orla/Scarlet gets to the point, "Okay well, to know your true worth I'm going to have to ask you to do something for me, and once you return, I'll give you the information you'll need going forward. How does that sound?" The party reluctantly agrees and Burk asks what they need to do. The owner responds, "There's a camp outside of the city, about 8 miles east of here after you follow the main road and take a turn where the hills end. There is a particular Dwarf in this camp I need, his name is Galan. Bring him back to me and I'll know your group is the real deal."

Burk asks what's important about this dwarf, and the Orla responds, "Oh uh, nothing that special...? Yes, not that special. Just a dwarf I would like to see again because it has been a while is all. Don't worry about his relation to me."

The party agrees, leaves the brothel, and Romat behind, and goes to the tailor to get the newly cut robes for Xerxes. The tailor gives them a half ass robe because of the half ass measurements given by Six, and Six demands the tailor do it again. The tailor despises the idea of getting close to the fearsome creature again, but Xerxes shows a liking to him, probably because fear smells good. The tailor emotionally overcomes his fear and is able to successfully measure, and after 20-30 mins, craft a new robe for Xerxes.

The party now prepares for a break out at the Dwarvish concentration camp.

## Chapter 2

The party begins in Fallcrest City. As the party is preparing for their venture outside of the city, a familiar face appears. It's Troyes! He says he was late to the funeral and has heard about the party's misgivings already when hearing about a ship that was sunk.

The party eventually decides to venture out of the city at around 7pm. After 3-4 hours they arrive to the camp Orla has told them about, to fight a dwarf named Galan. Troyes snipes and kills a guard in the guard tower without provoking the attention of anyone. He then shoots at the Guardian Giant and begins the fight. After a few rounds 4 more guards and the guardian giant are slain. Emily levels up to 2.

Troyes investigates the southern room and finds showers and in the leftmost room a pile of dead dwarvish bodies. The party then ventures to the eastern room, and Troyes stands out for patrol, and Emily and Xerxes play in the yard. Burk, Naddin, and Six find a guard hiding in the corner, crying and fearful of his job saying, "Please please it was just my job. I didn't mean to do anything. I didn't do anything actually!"

Burk succeeds on an emotional check, but Naddin fails miserably, so he begins crying under the pressure of what he's seen happen to his people at the camp. He emotionally, and unstably walks his way outside of the room. Burk and Six interrogate him, asking if there are any alive dwarves at the camp.

The newbie guard says, "There's s-s-sum to the other room of this building over there". Six walks into the room and is revealed 8+ cells of dwarves being held captive. Burk asks if the guard has keys and the guard throws them on the floor near Burk, and starts crying. Burk and Six unlock the cells and ask for a Galan.

A dwarf responds, "Yeah I'm a Galan. Who's asking?" Six says Orla is looking for him and Galan loses it saying, "Oh? She still loves me! Oh boy! After this long time! We must go see her right away." As the party is preparing to head back to the city, the rest of the dwarves move towards the newbie guard and begin to beat him.

Around 1am the party, and Galan, arrive back into Fallcrest City. Galan leads the way to Orla's place saying he knows how to navigate the streets in this time. Galan open a back door to get into Orla's building and they find their way into her room. He wakes her up and Orla is surprised but happy, they start making out but notice the rest of the party's presence and reluctantly stop.

Orla thanks the party or releasing her lover. She then pulls a bottle out of the depths of her pants and pulls a cork off, pulling out a little roll of paper. She gives it to Six. Six looks at it and it's an old Elvish poem about the Valley of the Depths. Orla asks the party if they've heard of the name Katarus.

Naddin recognizes the Valley of the Depths and says it's a literal crack in the earth in the heart of Meridia, and the legend states the crack leads to an infinite abyss. Burk/Six remembers the name Katarus as an arch-mage of Meridia, a master in the arcane arts and of spellcasting, one of the most powerful of the world.

Orla says Katarus has declared a summoning of an adventurous group of an Orc, Dwarf, Elf, and Humans. It is said this group has crossed High Lord Valdes before. The party presumes they are the group. They determine they must head to the Valley of the Depths to meet Katarus and see what he wants/what he can provide.

The party, Burk, Troyes, Six, Xerxes, Emily, and Naddin head into the street towards an underground refugee network to keep non-elves and humans hidden from the empire. The party falls asleep, but in the middle of the night when Naddin is out for a piss, a man follows him back to his room. There is a tustle and he disappears. A distant “CAW!!” is heard as the sun kisses the horizon.

The party wakes up and finds Naddin missing. Six investigates the room and finds the bed upside down and the cabinet broken in. He also finds a pamphlet for the Gladiator Games, where you can prove your worth by fighting the best warriors and deadliest monsters in the region. Six is ready to find Naddin, so he jumps out the window of the building saying, "Come Xerxes" and falls 20+ feet to the ground.

The party head toward the sound of a cheering crowd. Meanwhile Naddin wakes up in a large cell with other warriors, and can hear chanting in the same building, "To-ny! To-ny! To-ny! YAHHHH!" He sees a familiar face among the forced competitors and it's Mason! "huhghh-hughhh-hughhh" Naddin asks what he's doing there and Mason just starts laughing, and says he reluctantly got involved SOMEHOW. A guard looks over at them and says, number 28 you're up, and Mason gets up and says, "Well, my turn now" And as he's walking away Naddin can hear the crowd chanting, "Mason! Mason!"

The party finds their way to the colosseum. They are greeted by the admissions guards who charge 2 silver for admittance and 3 copper for Emily. The party then dumps a ton of money on dippin dots to buy all that exist in the world. Troyes asks around for a large creature that was brought in recently, but no one knows anything. Six says the creature was wearing a Gucci belt but that doesn't help. Troyes then asks if there are any new humans with dwarfism that were brought in, and every person confuses that description for a literal dwarf. The person then realizes what Troyes is asking and says the local gang lord is a human with dwarfism and says he's sitting in the box seat with the commentator. The party then begin their walk into the stadium.

Meanwhile, Naddin still in the cell, soon gets called to be up, "Hey number 72 you're up" and a guard guides him through the preparation room. As Nad waits for his turn Mason walks up with a bunch of gashes in his body and says, "Well not the worst it's been huhghh-hughhh-hughhh." Then Naddin hears from the stadium, "Fresh meeeeeeeat!" and the guard moves him forward into the arena. Naddin sees a warrior standing in the middle of the arena waiting for him.

The rest of the party finally arrive to crowd, and as they do they see Naddin walking into the arena. The commentator stands up and begins an announcement, only for the entire party to see Sichel standing over the arena commanding the events. "Alright punks! We have fresh meat! Let loose the blooshed!" And the warrior sprints at Naddin to duel him. After two rounds Naddin kills the warrior. The crowd cheers!

Troyes attempts to find his way to the box office. Meanwhile, Sichel commands for a lion to enter the arena to fight Naddin. The lion runs at him and misses its claw attack on Naddin, and he retaliates with a deadly hit against the lion, killing it instantly. The crowd is fucking hyped up right now. A guard on the side gestures Naddin to enter back inside, so he does. As he does the crowd chants "Tony Tony Tony!" and Sichel says, "Let there be Tony" and a badass warrior walks past Naddin as he enters the waiting area for the warriors, and thus enters the arena.

Tony enters the arena and Sichel commands two displacer beasts to fight him. A few rounds of combat ensue and Tony is able to kill one in each round. The crowd goes berserk. Tony exits the arena. Sichel then hypes the crowd for the Monster Mania event. Sichel has four civilians released into the arena, and they look terrified beyond all believe. Then, a Kipine is released after them, and the party determines it's Xerxes! Within a round of combat, Xerxes kills two of the civilians, but then Six, Burk, and Emily jump into the arena to try to tame Xerxes chemically infused rage.

As they're approaching Xerxes, Six is unable to tame him, and then Sichel has a Barlgura and Chimera released for the monsters to fight one another. Sichel also has Naddin brought back in to fight for survival. At this point, Burk, Six, Naddin, and Emily all roll for initiative and enter the free-for-all combat with the monsters, including against the now hostile Xerxes.

After a round of combat, the Chimera kills the Barlgura, but another creature is commanded into the ring, and it is discovered to be a Hydra! At this point Six is able to tame Xerxes and bring him back to their side. As the Hydra appears, Troyes also enters combat. It is now a full party versus a chimera and hydra, but after another round of combat, a troll is entered into the ring, thus the collosseum's last monster is now at play except for the big boy.

When Six deals the killing blow to the hydra, the crowd is absolutely fucking nuts, until Sichel waves his hand for the final battle. At this point the party is honestly considering fucking Sichel up, especially with how low the party is getting, but it means nothing when Sichel hypes up the crowd and the scene, and the gates open for the last enemy. Thus, a Death Knight enters the arena..."Welcome... JERRRYYYY!!!!"

After over two full rounds of combat, and one DM fudge that saved the party later, Naddin drives his weapon into the death knight's neck, decapitating it and falling to the ground. The crowd's heads are so close to exploding out of excitement, but after everyone calms down the crowds start leaving. In this time Troyes fires an arrow or two near Sichel's head just to scare him out of anger towards what he did to the party. Everyone levels up.

The group decide to leave the arena and recover from their short mission to recover Naddin. Sichel re-joins the party and declares his goal is to now collect more monsters for the arena, even though the party clearly want to beat his ass. Mason and Tony find their way into the city as well and depart from Sichel and Naddin. Romat also stumbles out of the brothel after partying for just under 24 hours. He now has STDs, and has lost 1 permanent hit point from it.

After resting for the rest of the day, the party head out to find Katarus the Arch-Mage of Meridia at the Valley of the Depths. The party navigate their way through large green hills and a gorgeous valley and find their way on a ridge. The ridge gets smaller and leads the party between two ledges, which are over a hundred feet tall. After a few minutes the party encounters a large gate with Elvish text on it. On the gate, in elvish, are written two riddles.

The first reads: "What has black spots and a white face, is fat not thin, and helps you to win, but tumbles all over the place?" To which Romat responds with "a die".

The second reads: "Voiceless it cries, wingless flutters, toothless bites, mouthless mutters." To which Burk answers, "the wind".

They then say both of these words in Elvish, and a compartment in the wall opens up, and a golem, with a key handing on a tring in his right hand, posed on a seesaw slides out in front of the party. It is clearly a puzzle, so Six has his smart slave Emily perform an intelligence check to try to solve it. She determines that the seesaw has to be in a certain position for the golem to allow the party to have the key, so Romat and Burk get on both sides of the seesaw, but it tilts onto Burk's side since he weighs more, so Emily is asked to stand on the side with Romat, but because she rolled poorly on her dex check the seesaw tilts onto Romat's and Emily's side until it hits the ground.

Six attempts to take the key but gets stabbed everytime he fails, losing health. Then Burk does an intelligence check and concurs will what Emily said about having to put the seesaw in a certain position, so Burk, Naddin, and Romat try standing on the same side for both sides and nothing happens. Eventually, Six takes his weapon and slashes the golem only to break its left arm off, but nothing else happens. Six then takes his sword and ignites the string. The string burns and the key falls, but the golem immediately catches it and holds it tightly in his right hand. Six then realizes he can fly and gets on Xerxes only to crash into an invisible wall.

Burk has had enough and smashes the golem, but a large blast emanates from it and pretty much everyone but Emily and Sichel get hit by a thunderous blast. The golem is in shards, but the key remains, so they take the key and insert it into the gate. The gate creaks and shutters, but it opens up slowly, revealing Takeda Tower along the edge of the Valley of the Depths.

The party take a short rest to recover from their stupidity and begin their walk to the tower. They walk across the bridge, and right when they're about to knock on the door, the door opens and they're greeted by an Elvish woman who introduces herself as Phaelah saying, "Hello Ten. I am Phaelah, assistant and apprentice to Katarus. You have arrived precisely when we were expecting you."

## Chapter 3

The party arrives to the tower along the depths, and as they arrive to the door, it opens and a young elvish woman greets them, "Hello Ten. I am Phaelah, assistant and apprentice to Katarus. You have arrived precisely when we were expecting you." She then gestures the party come inside. "Katarus is currently in his meditative session and will be for another," she looks at her large steampunk-like watch clicking away, "26 minutes and 47, 46, 45 seconds. Feel free to move around in here and browse our wares, or even the giftshop." It is then revealed that they sell various old artifacts, weapons, and equipment collected from Katarus during his adventures, and they need to pay for rent for Takeda Tower, and it's nice to donate money to people during this trying time.

Six hears the words weapons and sale a few feet from him and darts to Phaelah. Burk gives Romat a little under 24K gp for him to buy some spells, Troyes buys some studded-leather+1. Sichel buys Naddin a Frost Brand Longsword as payment for what he put him through at the arena. Six buys Emily some new armor so she isn't a squishy bih. Six then proceeds to open the window to the depths below and throw the Death Knight's sword down into the darkness.

After spending some time upgrading, Phaelah says it's time to meet Katarus, so she leads the party up the few flights of stairs to his study. Once in the study the party sees an elvish man with white hair looking over the depths beyond the window below. "Ten, I thank you for responding to my summon. I am sure you are confused as to who I am, and why fate has brought you here to me today. I am Katarus, arch-mage of Meridia, and probably the most wanted elf in the empire. I am sure you are aware of the plot being orchestrated by the Queen, regardless, for my part to come to fruition I must bring you to the next phase of your adventure." Katarus says.

He continues, "To do this we must converse on your purpose. What is your purpose, to remove Oric Valdes from power and restore peace to the regions? Not a simple task I may clarify. Difficult? Of course. Deadly? Undoubtedly. Chance of success? Near impossible, but possible nonetheless. To make this feat possible, you must have equipped the knowledge to defeat Mr. Valdes, knowledge that very few or none in the entirety of the world may know of. The knowledge of his source of power, the mechanism in which he succeeds on. Once that is removed from our calculus, perhaps our odds have increased.

Now how do we do this? Well, I have been told the name Miirakail brings some resemblance to your list of contacts? He is not an ordinary creature by any means, for he is ancient, and cursed, for some would say blessed with the power of sight, clairvoyance through time and space. He has shown me much, but the responsibility of this task is brought to you, Ten." He pauses, smirks, and then says, "Come with me, Miirakail is waiting. Might be wise to not irritate an ancient silver now would it?"

He then walks up the last set of stairs, and the party follows. In the top room of the tower there's a crack in the wall similar to what was seen in Airgar's Den, and what was seen below the temple leading to Miirakail originally. Before heading into the crack-portal, Katarus yells down below to Phaelah, "Hey I'm going to be gone for a bit. Keep studying!" Phaelah responds, "Yes master! This wish spell is really boggling my mind..." The party and Katarus then navigate through the portal.

Like a snap everyone appears in a foggy area in what looks to be a forest. Then rumbling will occur and the trees will shake. A familiar hand presents itself along a forward path, and through the fog an ominous golden eye is seem. "Friends...time is a dire thing, is it not? It slays kings, ruins towns, and beats high mountains down. You are here today because time has guided you so, only forward, and into oblivion it is. Varsc, Oric Valdes, the High Lord, the Imperator of the Fields. To anticipate the future, and to defeat him, you must look to and understand the past. This is why you are here now." Miirakail's voice sounds painful, as if he's living his last moments.

"Soon I will expend the last of my power to send you to the time of his creation. For Oric was once a child like many, innocent and naive, but there was an event, which changed everything. His power was awoken, but he is surrounded in a shadow for I cannot see him, so you yourselves must witness the catalyst that turned him to what he is today. Then, find his home, thus you will find his device that will betray him, and when you are ready, follow me into the fog."

Before the players walk away with Miirakail, Katarus interjects, "Friends, I implore you to be most careful. You will be alone in the past with no help, and no allies, and wherever Oric has obtained his power, it is something far greater than this world has ever seen. The War of the Fields was a dark time for those on Caelus, and the boy, you must find him, and you must think on your people's, and your own destinies, for many good lives hang in the balance. Find his source, and find a way to curse him in this time. This is your destiny."

Mirakail gives the party 48 hours to get the job done, for that is how long his power will last for them to be there, and as the party follows Miirakail forward, the entire dimension begins shaking, and the world looks like it's tearing apart. As things get nearly violent, Miirakail turns to the party with his golden eye piercing all, and thus everything goes black.

The players awaken to the sounds of screams and marching orders, "Get in the keep. Move now! Get these people inside!" As the players become clear to their surroundings they find out they've awoken in a field and can see many citizens running towards a small keep with a few archers and spearmen guiding. On the opposite side of the field they can see a large wall of smoke beyond the forest, and differing colors of uniforms beginning to emerge from the green.

The party finds their way inside while a century of 100-130 troops of archers, spearman, and infantryman mobilize. War drums are sounded, and nearly 90 troops move forward. The battle begins with the archers firing a volley of arrows onto the walls, injuring the players and killing some of the defender's archers. Troyes elegantly pulls an arrow from his quiver, silently loads it, and fires it about 300 feet in the distance. The arrow whistles in the air and pierces, what looks to be the commander of the century, in the head killing him.

Then after 8 long rounds of combat, and 78 kills, and one massive fear from a 10 year old girl, the party is able to force a retreat. The party then debates whether they should stay and fortify or leave, and so do the citizens. Romat asks around to see if anyone knows the name 'Oric Valdes', but no one knows anything despite Oric being a common name for those in the capital. Romat then remembers the name given to him by Miirakail, "Varsc". He asks about that, and one of the remaining troops says he remembers hearing about the name among the citizens, but doesn't no anyone with it. The party also asks for the name of the keep and the village these people came from, and they're revealed to be Maelony as the village and Maelony Hold as the walled fortress.

Then the citizens and players think about the next plan of action, so when asked what to do next, the leader of the last troops at the keep says they'll probably stay and wait for the King to send help. Romat remembers history, and particularly how the war started, and knows it began with the King of the Dominion invading Kisiria. Now realizing the flaw in this persons' thinking, Romat tries to convince him to get the people out of here. Despite the eloquent argument Romat presented, the man was not entirely on board. Emily, however, says, "Hey get the hell out of here!" and the man then realizes the error in his thinking. Romat feels ashamed and grovels into the corner.

The troops begin to gather the people and prepare to leave the keep in about an hour. Meanwhile, Six loots a shield from one of the King's troops for Emily, and Romat and Nad look around for gunpowder and other equipment to set traps for any enemy troops that may enter the keep after everyone is gone. The party takes a short rest and heads out to the village these commoners ran from, Maelony.

As the party follow the old path to the village, since the keep is not often used until now, they see a light cloud of smoke from the smoldering village. The party arrives to a looted and burned down ruin of Maelony. A few structures are standing, but badly damaged and burned. There is a well right where the players entered, so Emily jumps down it. When asked what's down there she finds stacks of bodies going halfway up the well. To get Emily's stupid ass up, Romat animates the corpses to create a wall for Emily to climb out.

Ten continues and comes across a statue of a person. Literally everyone fails the history check EXCEPT for Xerxes, who explains the statue is of Anduin's first daughter, Kisiri, to which the region and city Kisiria and Kisirith are named after, and the latter being the city where the Temple was outside of and where the party fought the monster Reigith. Xerxes explains this all with his Sean Connery voice, thus the meme is born. During this, Romat can sense a dark and powerful necromancy magic permeating the region as a whole.

The party looks around in Maelony to see if they can find any clues on the whereabouts of the boy, and Romat finds his way to what looks to be the guard/police house. He rummages through some papers and sees forms on various events happening or people's profiles who've entered the town in the last week.

From 4 months ago, Nana's cat, Mr. Whiskers, was caught eating Mr. Hammond's food. From 2 weeks ago, a man was found in the barn killing and eating some livestock, and appeared to have a military uniform on. As Romat goes from older dates to more recent, more and more people seem to be coming from various townships in the local region. He finds a list of names for a day within the last 5. He looks for the name Varsc and finds the following: "Boy, 8-11 years old. Family Name: Varsc. Township: Swindon. No parents. The Priestess knows nothing on this boy. Current Status: Unknown."

Romat shares the info with the party and they decide to follow the path to Swindon. On their way out of Maelony, Six finds a shrine dedicated to Mors, so he properly disposes of a body for his god. Here Romat realizes that since he follows Mors, he's probably been breaking a lot of rules with the whole necromancy thing, and at that moment a sound of thunder is heard high in the sky.

Ten moves on to Swindon, and after a few more hours they arrive to a walled off village made of wood, and can see much of the wall has been burned down. The party knows it is Swindon because of a sign hanging between the two small guard towers saying, "Welcome to Swindon!" Ten moves forward, but after 20 feet or so Romat loses control of his zombies as they freeze in place. Naddin expects some magic here, so he attempts to detect it, but is BARELY out of range for what is to come ahead.

The party moves forward and come across a stone pond with 3 children around it. They notice the party and become startled. Emily walks forward and introduces herself, which partially calms the nerves, but one of the kids calls out for a "Nia". Here, a priestess comes out and discovers Emily and the party. She introduces herself to Emily and tells the children to come meet the friendly guests. Nia asks the party who they are and what they're doing here in these chaotic times. Romat says they're working for a noble who lost his boy and they're there to find him. Nia sounds pleased with their intentions, but asks which noble, and Romat responds with "Mahogany Von Krupp" and is BARELY able to deceive her.

The conversation continues and the party determines that neither the children nor Nia know anything about a boy named Varsc. One of the children do say that another child of theirs, Rhion, has been playing with a boy that no one else has had a chance to meet. Nia asks the kids to fetch the other two, Eleri and Rhion.

As the little girl Eleri runs by Xerxes, he screes and shows an interest in eating one of the kids, and Eleri responds, "I'm not for eating!", indicating she can understand him. Once all the children are together, Six has Emily and Xerxes play fetch. Nia tells Rhion that these people are looking for a boy about his age, and they're wondering if Rhion can help. He reluctantly nods. Rhion says he doesn't know any boy. Nad, Sichel, and Six don't buy how sketch this looks, so they role for insight and determine the boy is looking at Sichel, Burk, and Naddin funny, as if he's seen them before. The party has everyone but Sichel, Burk, Naddin, and Six walk away, and Nia figures out what's happening. She asks what's wrong, and Rhion says he's seen those three before, in a dream. He's seen them is a huge hall surrounded by destruction and lightning. He then fesses up and says he's been playing with a boy from the forest. His name is Odiel.

The party determines they have the info they need. Before leaving, Romat does an investigation to see if Rhion is either the boy they're looking for or if he's related to the boy. It is determined there is no relation, but Naddin does perform a successful history check and recognizes that the Imperator eventually has his own group of adventurers and fights with him, but nothing is conclusive about these children.

The party leave Swindon and head into the forests nearby. During their walk Nad begins to hear very quiet whispers. He stops and finds the party has disappeared. The whispering gets louder and then like a blink of an eye he's standing behind the party still. After asked, Nad explains what happened and the party shrugs it off.

As sun begins to set, the players set up camp in an alcove in the forest just off the road. In the middle of the night, Naddin FAILS A DC 23 WISDOM CHECK!!! and wakes up in an opening among the trees in the forest. He feels disoriented, but quickly snaps to reality when he sees a child he hasn't seen before walking ahead of him. Nad gets up and quietly follows him.

The boy walks up to a mossy shrine in the middle of the forest, and a hooded figure walks up to the boy, which shape-wise looks to be similar to the priestess after Nad's perception. The hooded figure bends down to their knees and gently grabs the boys hands. They whisper to the boy, "I grant you the power of the white, and that of the true heir. Your artifact is waiting for you. The world is now tied to your fate, Oric Valdes." They then place their hand on the boy's head, but the hand will now be really old and decomposed. Nad also can see a black ring on the figure's finger. At this moment the mysterious figure turns their head and looks at Naddin, and their left eye is bright and golden. The world then begins shaking like it did when the party was sent back in time, and Naddin can see the horizon being torn apart. Everything goes black for Nad.

Nad then wakes up in the same spot he did before, and the party wakes up from the campsite. The party notice the trees look larger, but Six says everyone's a dumbass for thinking that. Xerxes is able to track Nad's scent, so he leads the party to him. Nad tells everyone what happened and leads them to the shrine he saw before. As the party walks towards it, Romat is frightened of the power he can sense from it, and the whispers Naddin heard before come back again but louder. Nad uses his divine smite and strikes the shrine, and as it's struck the whispers go silent. After an arcana check, it is determined the magic fell into the earth but disappeared as if it teleported far away.

Romat is no longer feared, and Six successfuly rolls an investigation and has a feeling that they're now in a different time. As if they're 9 or 10 years from where they were sent, hence the different sizes of the trees, to which Six now feels stupid for.

Romat then has a sinking feeling after figuring out they're now in the year 1290 or 1291. He deduces that they're at the end of the war, and if the party is to find the Imperator's weakness, they will have to find him while he is at the peak of his power. Meanwhile, he remembers history and determines that the Imperator's adventurous group, the Silver Guardians, are also active at this time, and they will likely not take any sort of hostile nature towards their leader quietly. The party has a sinking feeling for what is to happen next.

## Chapter 4

The party continues their tale in the forest with the shrine, after Naddin smashes it to pieces. The party contemplates what to do next, and before any moves are made Xerxes is commanded to fly straight up to perceive the area around them. Xerxes sees very light and grey swathes of what looks to be smoke in the northeast. The party understands their time constraint, so with no leads they head in that direction in the hopes of finding the Imperator.

The players travel for another 4 or 5 hours, so at this point they have about 23 hours left in the past. The party comes into sight of a great city with what looks to be leftover smoke from fires days or more ago. No one recognizes it beyond thinking it has something to do with the temple the party went to in the first adventure. It has also become clear that it's eerily quiet outside of the city since there are no people or animals walking around, just silence.

Romat leaves the zombies behind as the party enters the large gate to the city. While walking in, the party sees the gate itself is completely destroyed, the city is completely empty, and some buildings are burnt down. Romat determines it's safe to bring his zombies inside, so he summons them.

As the party walks forward, Burk turns into a mouse and gets on Xerxes with Six and Emily. They perch on a fountain in the center of an intersection and Xerxes attempts to smell and see his way around. He doesn't notice anything. Burk stays on the perch of the fountain and can see what looks like some kind of shadow of a humanoid in a plaza up the road further. The party gets even more cautious, but approach nonetheless.

As the party approaches the plaza they hear Superstition playing and see a shirtless man tanning on the pavement with sunglasses on while smoking a blunt. Sichel and Burk introduce themselves and the man introduces himself at Nigol. The party asks what he's doing in the city, and he says he enjoys the peace and quiet, and working on his bod. Despite the caution of the party, Sichel also determines he's "Gandank-level" harmless.

The party ask about a man named Oric, and Nigol doesn't quite know who that is. Nigol also implies that he is a traveler like the players, both with conversation and when he starts putting his clothes on and equipping his gear since they look well-cared and very high quality. Sichel offers Nigol 5000gp to join, and Nigol accepts without hesitation. At some point Burk asks to pass the boof and Nigol gives it to him, "Shieee mofo no proberino!" At some point also Nigol suggests the party and him travel toward the battlefields to try to look for this Oric fellow.

The party follow the road east to just outside of the walls, and Nigol begins acting strange. Romat blocks him off with his zombies and Sichel is REALLY AGGRESSIVE AND WANTS TO PUNCH EVERYTHING, but Nigol half-threatens the party saying that the Imperator is the most wanted man in the world, and some random group of adventurers does not just get the right to see him. Nigol continues monologuing, and while doing so, SICHEL HOLDS HIS PUNCH, and other people in decked out gear reveal themselves by the keep and surround the party. Nigol reveals them to be the Silver Guardians, and verbally guarantee the death of Ten. Finally Sichel gets to punch him, and the fight ensues.

After a few rounds of high-damaging combat the party loots the dead bodies, and in the leftover smoke and fog around them. Burk, Six, and Romat take their turns walking inside and investigating the tent. They cumulatively find boxes with basic war equipment with the name Pichon d'Ebrihan Trading Co, cots and sleeping bags made of hay, leftover equipment of what was used to make the Imperator's armor, and finally a mount on the wall for the Imperator's lightning spear. At this moment Burk feels like he's finally connected the dots on all of the events involving the Imperator.

He deduces the following: Oric was given some kind of power from the necromancer, and when Oric grew up he became the Imperator and began an adventure group known as the Silver Guardians as their leader. As the war came to a close, Ten killed the Guardians, but the necromancer later reanimated them to use them to kill the Imperator. Showing the power of the Imperator, he was able to defeat both the undead Guardians and necromancer in a final fight. Despite the fact the necromancer was defeated, the war was still lost against the King, so the Imperator retired and went into politics, and eventually of course he sieged power and formed the Caelian Empire.

The party turn back to where they slept for a long rest, and long rested. They then hung out until their time was up and returned to the present. Once back in Miirakail's pocket dimension, they witness his death. The last vision given by his golden eye is of a man in a familiar golden suit of armor walking towards the dead guardians. The man drops his spear, kneels on the ground, and a young Oric is revealed. He touches the face of one of his dead friends, and looks beyond with a face of anger as his bottom lip quivers. After the vision, Katarus tells the party they should find their boss, Queen Eilis, and notify her of your findings.

The party returns to Katarus' tower, and a debate on time travel occurs. Eventually... some of the party members decide to do some purchasing of magical items before they leave the tower. After a bit of time the party is teleported miles outside of Fallcrest City by Katarus, and the party see the entire coastline beyond the eye can see engulfed in flames. It is deduced that what Troyes said about the High Lord knowing of Ten's return seemed to be a bigger issue than originally thought, and the High Lord sieged the coastal cities looking for Ten only to decide to burn everything down in the end.

## Chapter 5

The party begins at the top of the hillside looking over Fallcrest City. They know they need to find Queen Eilis again, so they head to the city looking for a means to get to Hewgill Fortress north of Andurin. The party gets into the city and deduces that many people were slayed before the city was set ablaze, and that in the harbor there are many inoperable ships burned and crews gone. The party continues past the “reh-foo-gee” camp and find their ship somehow still intact, with one less skeleton than before. The players sail off, and after about a week and a half they arrive to a small dock alongside the coast about 20 miles north of Andurin, the capital of the Caelian Empire.

The players walk their way up the old stone stairs and arrive to Hewgill Fortress, which appears to be just a house with a few rooms. Once entered, the party recognizes some old faces like Liana, Scarlet, Galan, Sanson, and of course Randy, Queen Eilis, and Airgar, and a few unknown associates.

When asked by the Queen what the party has found, Burk remembers the name Monte d'Ebrihan Trading Co. and presents it forward with the knowledge that the artifact they need is the spear, and that it is told the spear will betray Oric and lead to his downfall. Liana and Eilis shutter to the name Monte, and explain he's a businessman who sells and trades all kinds of items, monsters, and people. Sichel then shutters and realizes Monte is the one who led to his furniture business falling apart. Randy also expresses his disgust with Monte since he's been undercutting Randy for years. Liana then theorizes that Monte may know the whereabouts of the spear since he deals in that kind of stuff. He also tends to give personality to his items, so he may have a special place for it if he has it.

Queen Eilis then tasks the party in going to Monte's Casino in Andurin and to look for/find the spear. Once that task is done, the party must prepare for the final encounter. Eilis and Liana describe the White Palace, the High Lord's fortress, and how there will be the annual Meeting of the Lord in which the Caelian Empire's high command will all be in attendance. There is no way to get inside the fortress, let alone the palace, so the party must take an unconventional route in. The palace was built upon the ruins of the Eagle's Nest, which in itself was built on top of an old cave system known as the Burrows. Eilis tasks Ten with finding their way into the Burrows and infiltrating the palace from there. Once inside, the party will have to find the High Lord when he's alone and slay him. At the same time, Airgar will lead an assault with the entirety of what's left of the rebellious forces to distract those in the fortress. She then says to be careful for there is a legendary Meridian beast hidden somewhere in the Burrows, and their intel suggests the High Lord had this creature personally captured and transported there for protection. The meeting is in 11 days, and they must be at the Burrows 12 hours before the meeting, no later.

Burk walks into the main section of the casino and discretely transforms into a rat in the corner to get into the airducts. He following the airducts and ends up in the docking room where supplies come in. He scurries his way across the room to a little hallway on the side. One of the unloaders sees him but isn't bothered to do anything. Burk, as a rat, comes across a metal door with an eye-hole. He tries to squeeze his body in the slit of the door at the bottom but can't quite do it. He then tries to open the eye slit with his body but doesn't have the strength to do so. He then tries to unlock the door with his tail and somehow manages to do it. However, he doesn't have the strength to pull the handle to open the door. At this moment he transforms back into an Orc and just opens the door a crack. Inside he sees a Shield Guardian, a cart on a pulley system and a larger air vent to the side. He transforms back into a rat and attempts to scurry past the shield guardian only to get stepped on. As an Orc he jumps onto the cart and tries to pull himself up, but doesn't have the strength to do so, so he and the guardian trade a few punches, until Burk tries to run to the vent and escape, which he successfully does. Burk follows the duct all the way to the side of the street next to a couple piles of trash. In the trash the only thing of significance he finds is lots of empty bags of kibble for various creatures. He then goes back into the air duct and attempts to go down in the pulley system, but he doesn't seem to have the strength to go down slowly, so he just falls.

Once at the bottom he ends up in a dusty room with a north and south door. Burk goes through the north door and ends up in another worn down dusty room with dusty tracks of carts guiding the path between the two doors in the hallway-like room. Burk goes to the west door, opens it up, and finds a man sitting at the desk, a vault, and two other metal doors. Burk is able to convince the man that Monte sent him down to check the vault. Burk then asks for the man to open the vault, but he says that he doesn't have clearance, so Burk just whacks and kills him. Burk then goes back to the long room and opens the door leading to a very tall staircase. He goes up one level, and peeks beyond the door and sees the docking station room and a set up double doors leading to the kitchen. Burk then climbs up another level and finds his way in a closet of various random items and equipment, none of which of huge interest. He also sees a small conveyer belt system leading off to where he presumes is the pulley system. Burk opens the door to the main room and sees the elevators at the end. The room looks like it's made of marble and it's very clean. Burk then walks to a huge and decorated door. He knocks on the door, and about a second after alarms go off.

Six and Emily enter the main floor of the casino and watch Burk go into the corner and morph into a rat to get into the air ducts. Emily and Six sit down at one of the tables near the front and are introduced to a racist southern man and southern woman. They play a few rounds of Liar's Dice, and Six wins. The two rants to each other about how those two are cheaters and yadda-yadda. Six determines they won't get the info they need at this table, so they walk along. Nearby the table they talk to a man in the corner. The man is shaking and nervous and worrying about how much debt he's in. He says he needs money to win big, and that he'll pay you back everything plus more if he can win. Six asks if this is a high roller game and if there are ways to get more exclusive access with this game, and the man responds saying the richest of the rich sit at that table and they have all the access in the world. Emily and Six then loan him 10K gp and follow him upstairs. The man walks up to a door, an eyehole opens, the man shows the pouch of gold, and enters in quickly.

Six and Emily wait for a while and after a bit the same door swings open and the man trips his way down the stairs. He frantically tells the two that he can't win and that he's already lost 8K of the money. He can't do the job, but he'll find a way to pay them back for sure. At this moment, Emily takes control and walks up the stairs and knocks on the door. The upper eye-hole opens but no-one is there, then this beast of a man opens the lower one and sees Emily. The three are let into the upper hallway and walk to the end. A weird old hag says if they want into the room they have to give up all magic items, to make sure no one cheats of course. At this moment Emily gives up her Cloak of Displacment and Six gives up his Flame Tongue Rapier. The three enter the room and see 6 players at the table all wearing the fanciest of clothes, on par of the Queen. The dealer sees a child sit at the table and explains the game they're playing, Die of Fate. In the first round, Emily loses a total of 5K, 3K on top of the 2K left over from the other guy. The woman sitting next to Emily, in a valley-girl voice, says to not worry about it and that you have to learn to manipulate men if you want to win. The next round starts, and Emily is able to win a 77K pot, with a net gain of 60K, after bluffing her way to the top, and the bet reaching 15K. The woman next to her congratulates her and says Emily has a bright future in manipulating men, and that's exactly the way to do it.

After the game, Emily asks about where they might find the spear, and the woman changes her tone immediately. She rushes Six and Emily outside onto the terrace and says that you don't talk about Monte's personal equipment, especially the spear. She then says it's the most valuable item in the world, so there's no way they could even get close to it. Six and Emily see the above floor from the terrace and Six calls over Xerxes to take them up. The woman feels threatened for her own assets so she leaves the terrace and calls the guards. The three fly up on top of the upper floor and notice a small section of glass covering a room between the main casino and the protruding section. Six tries to jump on the glass to break it but it doesn't budge, so he smashes he with his attack. Emily and Six drop into the room and see glyphs on the wall and fine gold and titanium pieces decorating the art. Six hears a knock on the north side of the room and walks forward to open the door. At this moment alarms start going off.

Sichel and Romat split off into the city to look for explosives and oil. After venturing between stores it is discovered that all gunpowder-related products come through the military due to the short supply given the war. Romat and Sichel are pointed to a military location down the road, so they approach. Once there, there exists 4 guards, and a conversation ensues. Sichel inquires about getting a hold of some of these explosives without explicitly saying, but the guard picks up what he's putting down and says he'll have to pay a phat price of 8K gp, but Sichel is only able to somewhat negotiate him down to 6K by only getting a solid 7K in cost. The purchase is then made, and Sichel and Romat are pointed "20 feet east" to get the cart. One of the other guards slaps the cart and hands it over. There is a cloth covering it and over a hundred pounds of fireworks.

Romat and Sichel then spend some time finding oil and are able to obtain several vials, but Sichel then decides to get more explosives he needs to get dirty and go to the underground trading network for them. Sichel drops Romat off at an Inn to hold onto the cart while he tries to get into contact with the Italian Mafia. Sichel looks back on his experience in the furniture business and finds his way into a dark alley and looks upon a well-dressed Italian smoking next to a back door. Sichel introduces himself, but the man looks uneasy, then Sichel says "Bippity-boppity-boo" and the man instantly lets him in while yelling some Italian gibberish. Sichel then enters a heavily smoky room with a bunch of overweight Italian men sitting around smoking and drinking, until Father Cannoli invites Sichel to sit with him. Sichel inquires about getting more explosives to blow up a casino, and once he indicates it is one of Monte's, Father Cannoli rally’s to his support right away, complaining he has sold him bad monsters and food before. Sichel tells him Monte pushed him out of the furniture business, and Cannoli exclaims how much he loved his furniture. Cannoli proposes a deal, Sichel can get all the explosives he wants if he can procure the Beast of Pichon from the casino. It is told that there are events at the lower levels of the casino where the rich trade rare and exotic monsters, and if Sichel can take the ultimate one, he can have whatever Cannoli has. At this moment Cannoli's daughter, Priscilla, interrupts and says, in bad italian of course, "I wanna-to marry-ah this-ah man-ah." And Cannoli then offers his daughter. Sichel kisses Priscilla's hand and says he will come back for her. Cannoli then offers a suicide vest of explosives that can be set off and gives him his casino membership badge.

Sichel leaves with the vest and the mission, and unites again with Romat, updating him on his findings. On their way back to the casino, Sichel convinces a random homeless man to join them on a suicide quest and that he'd have to wear the vest. The homeless man is persuaded. Once at the casino, Sichel goes ahead and flexes his ID all the way through the first level and down the elevator until he gets to the basement. Once in the basement, Sichel enters a large room with many people in attendance watching over a stage where at that moment a Chimera is eating a dead person. A man hears someone saying, "Right this way Father Cannoli." And wises-up to Sichel claiming he don't look like no Father Cannoli. Sichel then deceives him saying he lost a lot of weight with his current diet plan, and the man apologizes for any accusations.

Meanwhile, Romat helps the homeless man pull the cart full of fireworks into the courtyard. Romat then discreetly walks away and casts a fireball on the cart and at that moment the cart ignites in flames, and so does the homeless man. The cart then explodes with firework fiery in a beautiful show of colors, and while the homeless man screams he soon embraces death as in the middle of the firework show he blows up. His body parts land in various spots in the courtyard with one of them ending up on the main floor of the casino. A scream is heard.

Downstairs, Sichel hears what happened and knows he needs to move along. He sees other people around him look confused but they quickly shrug it off. Sichel speaks to the monster-tamer controlling the chimera and asks if he can see their inventory of monsters for sale, personally. Once the man knows of Sichel's apparent identity he knocks on the metal gate leading to the monster-room and it creeps up. Sichel walks in and greets the other monster tamer inside the room. The other one recognizes Cannoli's name and tries to show his respect. Sichel has him go fetch some snacks for him, and the tamer walks down to the end of the monster room around the corner. Sichel then observes the different creatures in the cages, from Chimeras, to Death Slaads, to Allosauruses and one mysterious creature in the shadow of the largest cage. Sichel can't quite point out who or what it is, but as he perceives further, he gets a sinking feeling it's a creature he's only heard about in name and myth. The creature turns from the shadows and is revealed to be a Beholder. Sichel attempts to strike a deal with him where if he released the beholder, then he would return with information on the whereabouts of the spear. The beholder responds in a low voice, "The spear?!? Fraemia? The weapon of the son...the firstborn of Anduin. Hahaha. You are to be cursed, child." Sichel had already opened all of the cell doors, so the beholder rises and starts shooting at Sichel. Sichel runs for it. The other monsters run out of their cells and start killing and destroying. Chaos has been unleashed. Sichel books it to the elevator as he hears the beholder's laugh grow stronger. Sichel smacks the elevator button over and over while he watches the crowd begin to fall into panic and screaming. At this moment the alarms start blaring across the casino.

Six opens the door for Burk and the three unite to try to find the spear. They see on the next door there are three glyphs written in three different languages and a button in the center. Burk hits the button several times, but nothing happens. Emily determines that you must say the word of each of the three, which are in Elvish, Common, and some ancient dialect known in this region only. At some point I think Six and Burk say "shit" and Burk dabs, and then one of them says something else equally stupid and the door opens. In the next room the three of them find 4 different glass cases with rare items in them. The three collectively receive the following items:

* Alchemy Jug
* Cloak of Invisibility
* Sovereign Glue
* Amulet of the Drunkard
* Belt of Dwarvenkind
* Candle of Invocation
* Canaith Mandolin
* Manual of Golems

The three then walk forward and see a huge metal door is partially open. They walk inside and find an office with bookshelves, a desk, and a glass case with the spear mounted inside. At this moment, Burk grabs the spear and experiences a vision of a city covered in ash, and a man, not the Imperator, standing in front of it with the spear wielded. The man falls to his knees, and the spear dims from golden light to a gray hue. Burk then hears the voice, "I see you..." The energy from the spear emanates through Burks arm and he takes 79 psychic damage. Now this is where the stupid begins... Now Emily grabs the spear! She experiences the same vision, but because her body is so small and frail, her right hand and forearm are reduced to ash and she takes 67 damage. This time a combination of necrotic and psychic. Even though she rolled a 19 on a wisdom save. Six and Emily heal everyone to consciousness, and Burk tries grabbing it again only to be dealt with 74 more damage.

Meanwhile, Sichel continues his ride up in the elevator and makes it to the top floor. He follows the path of stupid and arrives to the office room with the other three. He asks what's going on and then grabs the spear, to which he experiences no vision and takes 83 damage, knocking him unconscious. Sichel then gets the idea to wrap the spear in cloth to grab it. He's careful to not touch it while wrapping it, but once it's finished he's able to pick it up, but not necessarily wield it to its full capacity. Burk then discovers Monte hiding under the desk. Monte warns that the spear induces pure insanity in its wielder, and that they should just leave it. Burk gets ready to kill him and Monte tells him he can make everyone rich and get them the best items around, to which Six sees through his intentions and believes him, but doesn't think the items will be that great since Monte is all about flash and presentation. Before monte gets the axe he says they'll regret taking those items, and then he dies. Everyone then heads downstairs, and Emily and Six go back to the high roller room to look for their taken items, and Burk looks in the main lobby. They find nothing and eventually leave. Sichel takes the elevator down and walks through the chaos of the crowd while the monsters eat and kill their way upstairs.

The party move themselves a few blocks away from the chaos and reunite with updates on the spear. Sichel attempts to speak to it, and then to annoy it into letting them wield it. Romat tries to wield it by grabbing it, and he takes 93 damage, and experiences no vision. Burk tries to touch it one more time, and gets a 27 on a wisdom save only to take 85 more damage. After arguing about what to do with the spear, given the fact that they were told it would literally and/or metaphorically betray the High Lord, Burk just wraps it up in clothing and begins the journey to the White Palace. During the time of arguing, the party attempts to make up for their losses with Six and Emily's weapons but find just +1 swords.

After a day or two of rest, the party head out to the White Palace. After journeying for a bit over a week, they arrive in the morning to the base of the massive fortress. The party find their way to a small entrance to a cave system and begin their crawl through the Burrows. They first fight a few ghasts and then 8 Earth Elemental Myrmidons. They continue on through the dungeon.

## Chapter 6

party short rests

Burk asks the spear why it wont talk to him and all the spear says is "up"

Sichel breaks a weak looking wall nearby and reveals a room with a Barlgura inside.

Xerxes rockets in and the party slay the creature.

Romat, of all people, open the iron door in the ape room with his sheer strength, revealing a staircase leading upwards.

Troyes begins summoning weed while party worries about encountering the high lord, they then begin discussing how to get the high lord high af.

Xerxes, Six, and Emily fly up the stairs, the party follows. Sichel opens the door and a Storm Giant summons a gust of wind, but isn't able to pull the party forward. Fight ensues. Burk falls prone and drops the spear. Romat picks it up and is killed.

Burk tries to use the hilt to kill the giant, does some damage.

Storm giant dies. Gorton opens a secondary door in room and joins party. Says his own party died in the other areas of the dungeon.

Party short rests.

Opens big door. An ancient white dragon lies asleep with 3 obelisks in the room. Party breaks all obelisks, and Burk almost doesn't break his.

Fight dragon, a lot of people go down, dragon slain.

Party walk up a fuck ton of stairs beyond the cavern. They encounter Sanson and he tells them where to go/what to do.

Party enter great hall. Speech ensues. Sichel and D-Quiggs try to skidaddle but can't leave because of giant guarding golems. D-Quiggs confirms this is indeed the small penis convention.

Party follows more stairs up. Naddin notices a storm brewing outside and can see light from Airgar's assault on the fortress. The party determines the fortress is so well fortified that no one is bothered by the fact that it's being attacked.

Emily and Sichel follow storage room to meeting room and hear 12 men discussing military and economic related conversation. Emily fireballs, one of the men try to counter spell. 6 of the men burn to death, but the other six stand there looking at Emily menacingly. The two run away. One of the men yell to get the golems.

The party run on. Approach door at end of hall. Burk and Naddin feel pulled toward a statue opposite from the door. Party opens door and enters room.

8 men stand around a hunched over High Lord, one of them whispers into the High Lord's ear and teleports away. The others unsheathe their swords, thus beginning the final brawl.

Eventually Sichel is polymorphed into a giant gorilla and punches the High Lord through his chair and behind it. He rises, redirects, and amplifies the lightning from outside onto everyone, including his own swordsman still alive.

After a few rounds, the High Lord breaks the ground in the hall and everyone falls 250+ feet to the large room below.

Eventually Burk is gravitationally grabbed by the High Lord, thrown 300+ feet away, and knocked unconscious. The spear is dropped near the High Lord.

The High Lord fails to summon the spear, forcefully grabs it, loses his left arm, and is cursed and nearly falling apart. The spear falls to the ground and turns to ash.

As Sichel punches him, he summons a pair of hands of lightning to duke it out with the party.

Emily teleports as close to Burk as she can.

Soon Burk awakens and sees the spear near him. It whispers, "I grant you the power." He summons it to him and fires a massive bolt to the High Lord, rides the lightning to him, and hurts him severely.

Nad follows up with a super-smite and slices the High Lord's chest to pieces.

The High Lord's last words as he falls is, "No...without me she will rise." As he hits the floor, a jolt of pain from the spear fires through Burk's body, and Naddin can feel a darkness wash over him and Burk.

The party is still. Silence engulfs the room, and no sign of life in the entire fortress can be felt.

# Part 3 - Ascension of the Ancient

## Introduction

In 1343, our group of heroes reunited during the funeral of a long friend and ally Lord Belda. They were soon tasked by Queen Eilis to help in bringing the High Lord down and restoring peace to the world. Through the group’s adventure, they traveled back in time to discover Oric Valdes’ secret to power, and to determine what can be used against him. Once discovered, the group found the Imperator’s spear, Fraemia, snuck and battled their way into the White Palace, and finally confronted the High Lord and slayed him. It was not over, however, for the party was deceived. As the High Lord fell, he warned the party of the next coming, and a dark energy was released in the Hall of the Lord. Our story continues in this moment.

## Our Heroes

Zarmoth

Zarmoth grew up in a temple of Kelemvor. He eventually became a priest, and started doing exorcisms to let the souls of the dead finally rest. One day, Zarmoth was sent to a strange house with what was assumed to be a ghost, however, when he opened the door, he found himself in a giant ass Tower. When he tried to turn back, the door lead to a particularly hot part of hell, so Zarmoth decided to climb the tower, and look through the doors to a way back to his home, until he meets Troyes.

Sorin Lupercal

Sorin was born to nothing. He was found by a small village in a hole in ground soaked in black energy the night of a monster attack. The few survivors of the raid blamed the small baby, saying he was the cause. With his black hair, black nails, and even black tears, it wasn't a stretch to say he did not look like your normal half-elf baby. Before a dagger cut open his stomach, the villagers were stopped by a battalion kingdom's military, as they had come to protect the village from the monsters which had attacked their home. The villagers explained that this baby, who was touched by darkness, was the cause of it all and if sacrificed, would make the monsters go away. The leader of the battalion was unconvinced. Taking the child under the battalion's protection the baby was taken back to their capital city.

There the little baby was raised by the general's servants. Sorin, named after the general’s grandfather, was adopted and raised in this fairly happy home. At the age of 5, Sorin's magical capabilities started to develop, being able to create light, small flames, basic magic, and without being taught. Sorin also often played with the children of nobles, though many found him scary, once they got to know him he was a truly loveable guy. And where he lacked in physical strength, much to the disappoint of his mother, he made up for in sheer charisma, being able to talk his way into and out of any situation he found himself in, well as much as child could with his hands literally in the cookie jar.

Growing up with the higher echelons of society, Sorin quickly picked up on the subtle bureaucracies of the noble courts, the lying by telling the truth, the back handed compliments, the people who moved a conversation and those who shook one, where to look for favors, etc. And he used to his advantage, being a child no one paid him that much mind and so Sorin was able to work unabated. Those who were his friends he helped grow in stature, but those who scorned him, he made sure to put roadblocks in their way.

By the time he was an adult, Sorin was a master of politics, knowing just when or what to say to get what he wanted out of people, a black tongue dipped in silver. Not to mention his magic, as he grew so did his magic, and after one too many fireballs, his mother forced him to get a teacher to help manage his powers. Through this he was able to pick up more spells and abilities. All was going well for Sorin, for he had just blackmailed a few nobles into owing him a large debt which he used to buy his current staff, but on the walk home the sky turned from its normal hue to black. The sky torn asunder as black tendrils pushed their way through the sky, legions of monsters flooded out the rift and began attacking the kingdom.

Sorin ran to find his mother to make sure she was alright as his own were burned down around him, he fought off as many monsters in his way that we could, but just as he was about to slay a small creature who attacked innocent civilians, he heard a voice in his head.

"You....you are why we are here. Young master, return to us…" Confused and afraid, Sorin clutching his staff and pressing it to the monsters throat asked why they were here to which the monster said, "To bring the young master home."

Sorin looked around, his home on fire, hearing the screams of innocents around him "If I go with you, you will leave this place alone?" The monster nodded, and after casting a Fly spell on himself, followed the black legion into the rift in the sky. Next thing he knew he woke up in the ruins of a large modern city, and was met by its mayor, Taloraan.

## Chapter 1

The High Lord falls after being killed by Naddin's final blow. His last words are, "No, with me gone, she will rise." At this moment the spear trembles in some fashion and Naddin feels some dark power emanate the ruins of the great hall.

For the next bit of time the party debates on what to do, including looting the fortress, finding NPCs, resting, and etc. Sichel, however, for the gods know what reason, decides to check the size of the High Lord's schlong. It's a solid 6 incher, and Sichel is revealed to be a super compensator with a solid 3 incher.

After a few minutes, Randy, Liana, and Eilis arrive. They tell the party that many nobles, aristocrats, and loyalists have fled the fortress but they're currently working on rounding them up for punishment.

Six asks about a reward and Randy pulls out a phat sack of 100K gp, which is eventually evenly distributed amongst Six, Burk, Troyes, Nad, and Sichel. Randy also pulls out 6 clear and prismatic, smooth, crystals. Evenly distributed amongst the main characters. It is determined that the crystals contain more power in one object that anyone in the party has ever found.

Over the next few weeks, the players travel through different cities and small towns and are able to view the absolute chaos that has ensued after the death of the High Lord. Many businesses looted, people being hung and executed on the spot, small skirmishes between the empire's loyalists, and many towns and ships being burned.

Over the two month time skip after the Death of a Dragon, Sichel and Six go on an escapade to find different kinds of poisons, and everyone else kind of just sticks together and goes shopping.

Via Randy, everyone but Emily and Gorton are able to get either new gear or upgrade their current gear. Six and Emily sell their Candle of Invocation and Sovereign Glue during the shopping spree and are able to get 156K back. Other various items are sold as well for much smaller amounts.

At some point during the time skip, the players learn of the Caelian Trials, where high profile targets of the empire are tried and punished in Northern Meridia to pay for their crimes. Unfortunately Queen Eilis Vidroth has been called and taken to the stand, where she stands as blame for the entirety of the Empire's crimes. The trails are being held in the Northern Meridian capital Inelethor, so that's where the players head.

Once the shopping is complete, the party then explores the city of Inelethor. Emily sees an ad across the street detailing names and dates of when certain people will be on trial, and finds out that Eilis Vidroth is going to be brought to the stand the next day in the early evening.

Emily notices a mysterious figure in a cloak walk past the shop. The party goes off to follow said figure but quickly lose them. Then they arrive to a little alcove in the city where an "Apple Man" sells the party a few apples plus a pound of cocaine specifically to Sichel.

Eventually the party moves along and discovers a tower standing over a college in the city. Naddin, Burk, Six, and Emily go inside and walk in on the Commune of the Learned, a meeting amongst the most powerful magic users in the world. It is discovered that these powerful users are meeting to discuss the movements of a newly risen dark magic in Caelus and Meridia. Katarus is called for his opinion, and he states that the Depths he watches over have been moving deep in its heart, and whatever is causing this behavior is malevolent, ancient, and far more powerful than anything anyone alive has seen before.

Burk then sprints and jumps across the gap between the center platform and the entrance of the room, vine whips, and hangs on the edge of the platform. He tries to use his strength to pull him up but unfortunately slips and falls 20+ feet. He casts the whip again and is able to barely grab the edge of the platform with it 30 feet away. Burk then succeeds on 2 straight athletic checks to pull himself all the way up and then over the edge. The users in the room fall silent and look upon Burk with confusion.

Katarus notices the players and signals Burk and the players to follow him to the stairs. He tells them that whatever is moving out there is not to be trifled with, and that under all circumstances the party must stand together. In this moment, Troyes experiences Deja vu when he looks upon the hill overlooking the city, but can't quite explain anything beyond it. Six recalls tales told to him as a child and that this specific hillside is known as an infernal entity, an inactive volcano.

Katarus walks away and the meeting continues, and the party moves along and waits for the trial on the following day. They find an inn, and the party splits into three rooms with Burk and Sichel, Six and Emily, and Nad, Troyes, and Gorton. In the middle of the night, Burk awakes with the spear in the bed next to him glowing. It whispers something inaudible and then the room breaks and Burk is sitting in an open flatland with a wall of fire in the distance approaching. The whispers turn to inaudible yelling as the fire engulfs Burk, then he wakes up in the room in the inn and the spear is with his equipment like normal. Burk then accuses Sichel of slipping him cocaine.

The party wakes up and explores the town and dicks around until the court session and once the time arrives they go to the courthouse. When at the courthouse the party finds their seats and notices many knights stationed at different points in the room. They also see 9 judges at the end of the room. Emily somewhat recognizes the judge in the middle as someone who was fireballed in the White Palace.

As the party is waiting, they see various people who worked for the High Lord arrive to a witness stand and are quickly found guilty and taken to a side room to be executed. Eventually, Troyes notices the sunlight dim outside, and perceives thousands of birds flying over the courthouse and in the opposite direction of the hill. Sichel looks over and sees the trees on the hillside falling over, and the hillside itself moving as if there were something moving inside of it.

In this moment Eilis is called to the stand and enters the room. The main judge holds her responsible for the rise of the empire and the 10+ million death associated with it. She is found guilty and sentenced to death. Then Eilis screams in pain and falls forward. She yells for help as bloods starts flowing from her pants. The judges, jury, and observers stand up and murmur amongst themselves. Troyes, Sichel, and Nad standup and begin their way out of the building. Out of Eilis' pants crawls a fetus that screeches and begins to grow more and more. Voldemort in HP 4-style, the entity grows to a full grown naked woman. Burk runs towards Eilis to try to help her.

She rubs her hands around her face and head. Her eyelids open and a bright green and pure golden eye is revealed. As her hair grows to be long and black, a bright light emanates from the hillside. The volcano explodes like a nuclear bomb, and the blast wave decimates the courthouse. Everyone is hit by the blast, with some injured more than others. The risen woman, the central judge, Eilis, and the knights in the room are unaffected. The knights then become mobile and their eyes are ignited red.

The knights are called upon and walk toward the risen woman. The one judge walks over to the woman and bows to her. She gives him some inaudible order and he teleports away. She then observes Eilis saying, "Ah, so you're the last blood I take it." She looks upon the death knights as they form a circle around her and shows a satisfaction in her creations. She then notices Burk standing between Eilis and the party, and feels the presence of the spear. She puts her left hand out to summon it, and the spear violently moves out of Burk’s equipment at a high speed, but Burk is able to grab the last few inches of it and overcome the strength of the force of the summoning.

Combat then ensues. The witch casts Mass Hold Person on the party and Troyes, Emily, and Xerxes are now paralyzed. Three death knights walk up to Burk and knock him down instantly, nearly insta-killing him. A few other death knights change their position or try to get over the low wall between them and the party. Six is then able to run up to Burk's body, grab it, and drag it back to the party with his turn. The Arch-Witch then casts Meteor Swarm on the party, knocking down nearly everyone, and insta-killing Emily, Xerxes, and Randy. Sichel is able to dodge the meteors so majestically that even the BB Arch-Witch is fairly impressed.

On the players' last turn, Sichel snorts a fuck ton of cocaine, makes himself a cocaine-stashe, and runs up toward the death knights and prepares for death. On the monsters' last turn, the Arch-Witch casts Power Word Kill on Sichel, thus ending the party.

Troyes wakes up in a bed in his house on Caelus. He barely remembers anything after the death of the High Lord. He walks into the next room and can see his daughters chilling at the table and his wife preparing food. Everything seems fine until he notices one of his daughters has a green and golden eye and Troyes knows enough to leave. As he's approaching the front door, the child says to him, "Why'd you kill us, dad? Why? WHY?? WHY?!?!?!" and the room starts shaking.

Six awakes in a crypt and hears voices within it. He experiences the same kind of memory loss as Troyes. Six opens the crypt door to a graveyard.

Gorton wakes up in a graveyard surrounded by tombstones. He experiences the same kind of memory loss and notices the names on the tombstones around him. They list Avahgar, Romat, Troyes, Six, and Gorton. At this moment, Troyes arrives to the grave after opening a door and Six arrives after exiting the crypt. Beyond the graveyard the three can see a massive foggy swamp with an odd looking house in the distance. As they walk through the open gate, they are subsequently awakened in a rustic flatland.

Burk, Naddin, Sichel, and Emily awake near each other with the same kind of memory loss. As time goes on they recover their memories. They all awake on some pavement between a river and streets in the ruins of a modern city. The sky is painted gray and they can see cars and tanks and weird objects they've never seen before. As the players walk along the street, the ground shakes, and in the distance moves a great wall of fire. It moves towards the city and the players at a high speed, throwing, incinerating, and destroying differing objects and buildings. From even a few hundred feet away the players can feel the heat, and their flesh and gear begin to burn off. Their last sight is the fire consuming them with glass and other materials tearing their being apart.

The four awake in a rustic flatland with their items scattered around them. It looks like the Utah salt flats but it's reddish like Mars. The sky is gray. Emily perceives a tall, shaded, and skinny structure in the far distance. The Troyes, Burk, Gorton squad also see the same kind of structure in the distance. The sound of immovable air is the only thing heard, and a lost group of adventurers standing among the solitude.

## Chapter 2

The party is split into 2, or maybe technically 3 groups. We have group A, which consists of Burk, Naddin, Sichel, and Emily, and group B of Troyes, Gorton, and Six.

Emily perceives the spire in the distance with a few blotted structures along the landscape and an interesting looking cloud of moving dust. Burk decides that the group should head to said cloud, so they do. As the group approaches, the cloud begins to react violently to their arrival, so the dust and sand inside accelerate to high speeds as it hits the four. Their armor and skin show holes inside them, and all 4 take piercing damage from the cloud, and Emily especially. The group decide to turn around, but once they get to where they started, they notice they're still deep in the cloud. Emily is just barely able to perceive an opening in a particular direction with what looks to be a few structures in the distance. Just as the 4 make it out of the cloud, they take some more piercing damage, with Emily running very low on HP. The group notices that while in the cloud, it was as if the land they were on shifted in some way, and they lost track of the location of the spire except for a view of some nearby buildings.

Meanwhile in group B, Troyes perceives what looks to be some rectangular shaped building with similar colors of the landscape a few miles away. As the group approach, with Six giving advantage on perception rolls, Troyes determines the structure looks like a cathedral constructed of bones. Troyes has Six lead the group inside. It is dark, so Troyes lights a torch. Everything inside is either made of or constructed from bones, and he notices a large and long object on the ceiling moving. A whispered voice asks, "What is it the adventurer seeks? Power, fame, wealth, infinity?" The creature crawls along one of the pillars, moves toward the front of the room and tempts the group with anything they desire. After being out of it for a while, Gorton asks what the payment is for such power, and what kind of power is available. The creature reveals itself to be a massive centipede with humanlike eyes. The creature says they can have anything they want, for the price of their soul. The creature growls to itself and coils around the group. Gorton pretty much says F that and creates a set of stone stairs, and hippity hoppitys his way out with the others. Gorton summons a griffon and with enough strength the creature is able to fly with all three of them towards the spire.

Back to group A, the 4 find a small township in the distance. They head there and once they get close enough, they see 7 huge blue plantlike creatures slamming and digging into the ground in a park square in the township. Burk tries to communicate with them but they don't respond. He then tries to get Emily to provoke them but they eventually decide against it. As the totality of the day approaches its end, the group decide to set up shop in one of the buildings nearby for a long rest. Naddin keeps watch, and during the rest he notices the cloud in the distance move along the horizon and some great wind moves the landscape and large items, like a military tank, go flying by the township at extremely high speeds. Finally, Nad hears roars of creatures echo across the plane.

Back to group B, while flying on the griffon Gorton and Troyes are able to hear the sounds of war in the distance and what looks to be some cityscape in the same direction. They turn toward the sounds and end up in the middle of a warzon from War of the Worlds. The sounds of sirens, gunfire, artillery fire, alien laser beams, the sounds of the alien machines, and screams are able to convince the group to turn away. While turning around, one of the laser beams hits the griffon, Markus, and vaporizes his left arm and shoulder, but Six is able to hold on to Markus' right arm just enough to not fall a hundred or so feet. By this point, Six comes back from a massive episode of dissociation and compels the others to head back to the cathedral to see what the monster has to offer in negotiation for their souls.

Back to group A, the party wakes up and attempt to perceive their surroundings. The group is not able to perceive anything among all of them, but Emily can notice unnatural looking shapes in the horizon. Eventually Burk finds a little plastic bag of 5 mysterious pills, so he downs all of them. After about a minute he has the hardest drug trip ever by traveling through different cosmic dimension and seeing some of the wackiest things ever while Mississppi Queen plays in his ears. At the end of the trip he enters some area shrouded in smoke. As Burk looks around the smoke moves in a way to reveal two empty chairs, so he pops a squat, and then a wild Gandank appears and offers him a phat boof. While Gandank rambles on about tomato soup and other weird shenanigans, Burk's high gets more intense while in the weed dimension. Once at the climax, from Burk's perspective, Gandank freezes in time and Burk is unable to do anything about it. For the others, Burk is passed out unconscious. Sichel investigates the township for some coal, he finds some, and uses his Minecraft crafting table to make a black powder to put on a sick war print on Burk's face. After a while, Nad uses his lay on hands and is able to bring Burk back to consciousness. From Burk's perspective, Gandank eventually moves again and tells Burk that it's his time to go, so Burk falls back as he tries to ask Gandank for some of that weed and he awakes to the others around him. He starts scratching himself for some more drugs and heads off to some ruins in the distance to get more of what he just had. During this time, the group is able to perceive a long line of creatures walking from one end of the horizon to the other, and a few scattered ruins beyond including the spire.

Back to group B, Six sells his soul for a Moonblade with selected beneficial properties. The creature swallows Six, convulses, then spits him out. Six obsesses over his new weapon. The group then manage to get back on Markus and head off toward the spire. During their rests, they notice massive legs walking parallel to them and eventually right over them. Gorton's tiny hut keeps them safe in the horrendous environment.

Back to group A, the 4 notice a massive line of different creatures slowly marching into the distance. The two ends of the line go past the horizon. Burk notices his father walking in the line, and intervenes. His father, papa Gronk, says that he's lost and can't see, but knows he is to follow the path in front of him. Burk pulls him aside, and when they're about 15 feet away from the line, Gronk's arm vanishes out of existence. Burk says his final goodbye and tells his father it'll be alright. Then Emily sees her dad and remembers he died in the flames when the coastline was burned many months before. She leaves him as well. The group heads toward a set of ruins with the spire in the distance behind it.

After about a week, group B arrive to the outskirts of the spire. The spire rises so high into the air, it looks as if it goes on forever. Surrounding the spire are various signs and torn flags, to which many of the signs say the spire causes insanity, and that it is dangerous, and in the distance there looks to be a small settlement. The signs are written in all sorts of different languages that the three do not understand. The group walk up to the medium-sized front door and notice symbols along the edge of the door. They enter, and what is revealed on the other side is a massive stairwell that is extraordinarily deep in depth and in height. Gorton has himself and Six hop on Markus to fly up, but Markus doesn't have enough strength to carry Troyes as well, so he begins walking up the stairs.

Back to group A, with Burk many feet ahead and leading the charge to the ruins, the rest of the group follows. In this moment two shots of fire land near Burk, and two large fiery-looking fiends reveal themselves and initiate a fight with the 4. After a few rounds they are slain, and the group notices many more of these creatures in the ruins nearby. The group moves on toward the spire, and after a few more days they reach a hillside leading down to it and notice a settlement around one of the sides of the spire.

## Chapter 3

Group A, Burk, Naddin, Emily, and Sichel, arrive to the hillside of the spire. They approach, and Sichel perceives the outer structure of the spire to be carved in various lines in a near randomized way with signs of all languages scattered amongst the radius of the spire. Along with the signs are several weapons and ragged flags stabbed into the ground and a door with symbols around the edge of it at the front of the tower. Sichel is able to interpret Common and Dwarvish to understand the signs warning them to turn away otherwise they will go insane. Group A goes inside and is revealed an incredibly massive staircase that goes infinitely up and down.

Group A notices a howling wind rising in the shaft of the spire, and soon their hands begin vibrating as if the wind is nearing themselves to their resonance frequency, nearly vibrating them out of existence. Emily takes force damage due to the heavy vibration, while the others are nearly unscathed.

On the stairs, Troyes feels the same thing, and manages to hide in the corner mostly safe from the wind.

For the rest of Group B, Six and Gorton notice the howling, and the wind hits them at incredible speeds. The vibration does so much harm, the two and the griffon Markus begin to veer to one of the rails of the stairs. As they approach, the vibrations are so violent Markus phases out of existence, Gorton goes unconscious, and Six is barely awake. Seeing that the two are now falling, Six is easily able to grab onto the railing for himself, but is just barely able to grab Gorton by the collar and pull him up. Six drags Gorton through a door leading to a dark, stone outlined room, with flesh draped over different segments. Once inside, Six notices the flesh begin to move, then stabilizes Gorton. Six is able to take a long rest in 4 hours, and Gorton only able to revive and short rest in that time. Once awoken, Gorton notices the flesh forming into humanoid piles and leaves the room, then puts up a stone wall behind it, with Six still inside the room. Six perceives beyond the fleshly things, there are 6 hanging bodies, but rolls a 1 on investigation so he deduces nor finds anything further.

Back to group A, the group opens a door with a <XX> symbol above it. The door opens to a room with lava in it, flowing from right to left. Sichel perceives that the lava seems to be just appearing right where the wall and it meets, and disappearing the same way on the other side. A massive debate ensues, but eventually Sichel goes balls deep and runs across the lava. He does not sink, so it's as if he's running across an extremely hot pan. Sichel moves forward to open the door on the other side, and on the other side is another set of stairs. No immediately noticeable difference is found, but it is determined the new stairs are separate from the original since Sichel cannot find the first door leading to the lava room anywhere in there. Sichel then runs back to the rest of group A. Burk then opens a door next to the lava room, but down the stairs. It has the symbols <XX> on it. Inside, is a stone-walled room with several skeletal bodies scattered around. In the center is a crying medium sized humanoid with pale and red flesh, and it looks skeletal and horrifying in nature. Burk attacks it and does some damage, but immediately the same damage is dealt back at Burk. It is determined the creature is not hostile, so the group turns around. The creature continues crying. Group A knows not what to do, so Sichel gets the idea that they're in a massive Genjitsu, which leaves him to jump off the edge of the stairs and start falling. Burk is tempted to do the same, but is held back. Sichel meditates his way down as he falls.

Troyes notices no difference between the different levels of the stairs, and the shaft continues to look the same in height and depth as when we first entered, despite having walked for hours and more.

A few moments after Gorton puts up the stone wall, it cracks and falls apart into pebbles and dust. Gorton summons a griffon, and begins his way up the spire again. Meanwhile, Six slays the two fleshly humanoid mounds. After every attack with his moonblade, he feels some cosmic kindship to a glass ball begin cracking, as if it's something within him but untouchable. Six leaves the room to find Gorton flying away. God knows why, but they now go their separate ways.

Gorton, now several minutes far above Six, opens a door at random. Inside is revealed a cave system, and as far as he can see, a flicker of blue/gray/rust colored light is seen. He has the griffon stand in the doorway to keep it open, but as he walks further he notices the door is closing itself with the griffon being pushed into the cave. Gorton then fires an arrow into the door from the inside and grabs a stone to wedge the door open while the griffon waits inside the cave. Gorton walks along, and once he exits the cave, he is welcomed to a familiar rustic flatland. Only a few miles away there sits a large and modern, but abandoned, city. It looks as if it was cut from the surface of a world and placed here, which is evident by many of the buildings being intact, but those on the edge look like they were sliced in half. Beyond the city is a cloud covered pit that leads to know who’s where. Gorton also perceives a funky looking house opposite to the city that looks to be walking via some machine below it, and finally he can see, nearly hundreds of miles away, the spire in the horizon.

Back to group A, the now three continue down the stairs and enter a room with the symbol L0 above it. Burk enters first and notices it to be a destroyed gas station with dust and ash everywhere. It is dark, because where a window would be is instead a compressed layer of ash. Burk finds a snake/lizard thing that glows in the dark, and it runs between the shelves and behind a counter. It speaks to Burk, warning him to be quiet. Burk then finds a black suit of armor laying dormant in the corner. Burk walks up to it and when he does, the armor's eye hole ignites into two red dots. Emily and Nad run into the room and they all fight and kill a left behind death knight. Towards the end of the fight, Emily casts Otto dance on the death knight, so it fire orbs the 3, killing itself. The three then take a long rest, but Burk and Nad vibe like crazy via some dreams/visions.

Naddin visually dreams about a room made of black brick and black glass. At the end of the room is a glowing obelisk about 15 feet tall. He feels a living thing inside of it, and remembers an identical power attack him far in the past. Burk experiences a vision, via Reigith's eye, of the Arch-Witch Big Bad standing over a man, demanding that he tell her where "it" is. She refers to him as "Savos", and in the background a large guild is burning and in the area are several death knights, executing various members of the guild. They all look to be well equipped bounty hunters. Savos name drops 'Jubilance' and the woman gives a smirk, only to kill him after. She teleports away, and in the far background, a cloud of ash and smoke moves toward the scene. They then complete their long rest. Burk contemplates replacing his eye with Reigith's.

Meanwhile, Sichel is still falling, but he can now notice a howl deep below. The air around him start vibrating like before, and now seeing that he is falling to his demise, he panicks and forms a plan to land on the stairs. He realizes he is traveling over a hundred miles per hour, so he starts pulling things out of his equipment bag and fashions himself a makeshift parachute with his bedroll and some string. He uses his dexterity prowess to shift himself toward the railings, as they whiz by. He finally lands on one of the platforms, and even thought he is able to reduce his speed, and take 50 less damage on his fall, when he lands his left leg is crushed so bad it ends up in his pelvis. Sichel tips forward and slides down the stairs, face first, and messing it up severely. Once at the bottom of that particular flight, his body crashes into the wall, with his head merging into the wall. Sichel is dead.

\*Batman transition\*

Six, now alone, goes up the stairs to the next room available. He opens the door, and on the other side looks to be the bottom of a much more manageable tower. He hears an odd sounding voice that seems unintelligible. In the room are various bones, claw marks, chains, and articles of clothing. He also notices a faint rustic color of light reflecting off of the stone wall around the one staircase leading upwards. Six goes upstairs and on the next level is similar items. The major difference in this room is that there are various piles of books of all kinds with piles of paper and pages scattered about. There is also a set of windows in the stone with bars around them where the rustic colors seem to come through. The voice he heard before is now louder and much more intelligible, but insane nonetheless. Six hears the multi-toned voice speak things such as: "She is with him, and he is with her. She is with him..." "The legend is nigh, reborn from ashes. The Queen bequeaths the soul of the bound." "Only one has the way out. The serpent is the watcher and the protector." "It..it..it is with him. NO!" "...held captive, must stay...must stay or she is gone. Must protect the lord of this land. The Queen...I am always hers..." Six then walks up the stairs. He finds a humanoid with mostly just bones and a few pieces of rotting flesh around them. He is in a dark cloak and continues to mutter to himself, having not noticed Six. Through another set of windows he can see the silhouette of a large city Six gets his attention, and then the man rushes up to his face, "Are you here to claim the one? Thou who hast risen before, shall rise once again, but are you present to claim the bounded?" Then Six says some shit like, "Nah bro what’s up with you?" (idk, but you can imagine Ryan saying that). The man responds, "I..I..you are imperfect, and boundless." The man then tries to kill Six, and after a few rounds, Six goes unconscious and presumably dies. The man failed at his Power Word Kill though ;)

Back to Group A, in the moment of waking of from the long rest, Burk perceives Fraemia, and finds a particularly similar symbol along the main shaft of it, an alpha with three dots. Emily connects the dots, nearly literally, and determines that there is a repetitive pattern of symbols on the doors in the stairway. Burk also notices a door sitting behind piles of ash and rubble in their current room, and manages to move things out of the way to open it up. When opened, he enters the opposite side of the room with the crying humanoid. He walks past it, opens the door, and can see Emily standing in the doorway to the right of Burk. Burk looks at the symbol above this room and it's an alpha with no dots. Burk determines that the L room leads to some alpha room. He walks back through, spits on the crying humanoid on the way out, and gathers Nad and Emily. The group determine there is no alpha with 3 dots in the pattern in their current stairway, but they remember that Sichel unlocked a different stairway before, so they all go back into the lava room, which has a beta with a single dot on it, jump across the lava with a running start, and end up in the other staircase. The room on the other side also has a beta with a single dot, but the rooms in the other staircase have a different pattern of symbols. The group look for the one with alpha and three dots, and walk up to it.

After about 7 days of walking, Troyes notices a door with a small pile of dust and pebbles next to it, and notices a different door with what looks to be an arrow sticking in it, but not propped open. He opens the door and standing behind it is a griffon. In this moment, Gorton and Troyes make eye contact and are finally reunited, after Gorton abandoning him like a child. With Gorton going deeper into starvation, Troyes begins to go insane after seeing Gorton after a week, where this whole time he assumed everyone was dead. Troyes questions reality and attempts to end himself, only for Gorton to eventually turn Troyes into a little lizard and carry him out of the cave and onto the plains. Eventually, the lizard Troyes bites Gorton and SOMEHOW he breaks concentration, only for Troyes to run back into the cave, the stairway and jump off the edge, thus beginning his final descent. Gorton gives up and continues into the plains, only to hit level 5 exhaustion. He then orders the griffon to take him out of his misery.

With Troyes nearing his end, Six killed by a lich, Sichel spread like butter on the pavement, and Gorton starved and pecked to death, we come back around to group A. Once the group arrive to the door with the alpha and 3 dots, they open it, and on the other side is a courtyard surrounded in mossy stone walls with a ruined tower about 50 feet away. The group hears a voice in the tower, so they walk to it. Once at the entrance, they notice an opening in the wall leading to the rustic landscape they've seen before. They hear similar voices and dialogue to that of what Six heard before (im tired give me a break). The group walk into the middle floor and notice scattered inside body parts, stacks of books and papers, and broken weapons around. Burk quietly sifts through the books and papers and determines a lot of the books contain mythical stories from the past. In the stories it mentions a man who was casted out of godhood for falling in love with a mortal, and as revenge he stole an artifact from the gods. In return, the gods attempted to kill him but he was able to flee with his wife and her people to a land not seen by the gods, and eventually buried the artifact away forever. Burk also finds a set of notes that briefly mention the plane of existence they're on as the 'Plane of Nothing' and a place for people to be casted out into. During this time, the voice upstairs mentions that "Only one has escaped. Only one has risen beyond her". And Burk determines, somehow successfully, that the statement is referring to Oric Valdes, the Imperator. The voice continues on that "the prisoner" is the only one left that stands against his "Queen" and that they are to be kept bounded forever.

At this point, Emily, Naddin, and Burk find their way up the stairs and find the same lich Six saw before. On the table in which the lich is working, is a body covered by a tarp. The three encounter the lich and it notices them. The lich speaks more nonsense but then lays its eyes upon Fraemia. His insanity is halted and he looks serious. Then, in his empty left eye socket in his skull, a golden glow emanates from his left, and some flesh is generated along his skeletal body and his voice changes. The lich speaks in a voice half like what they heard earlier but also half of the Arch-Witch/BB. Through the lich, the BB claims Fraemia for her own, and combat ensues. Once slain, the lich loses its generated flesh and the glow in his left eye subsides. In this moment, all three see an image of the Arch-Witch stepping back with a face of frustration and confusion. She looks worried, and all she says is, "No, he is with them". Burk correctly presumes that the Arch-Witch stole Miirakail's left eye for her own. Group A then finds a dead and amputated Six laying on the workbench. They find his appropriate body parts scattered around and Emily brings Six back to life. They all then take a long rest.

## Chapter 4

After falling for about 3 seconds, Troyes snaps out of his insanity, and very quickly is able to fire and arrow with rope attached into a door and athletically swings down to the floor below. He is able to break part of his fall by rolling with grace, but he is moving so fast he badass-ily rolls into the wall, hitting his tailbone and fracturing it. The door he lands in front of opens up, and a dragon born named Zarmoth enters the spire, introducing himself. While Troyes is emotionally recovering from his fall, Zarmoth notices his world on the other side of the door being torn away, and his temple begins falling apart. He closes the door and teams up with Troyes.

The two observe the pattern of the symbols on the doors, and decide to go into the door with an alpha and no dots. Inside the two see what looks to be infinite copies of themselves, and it is determined the room is entirely covered in mirror tiles. Troyes sneaks across room with ease, but Zarmoth draws all possible attention to himself, so an alarm goes off and a mirror-like dinosaur attacks them. The two don't know exactly where the creature is because of the way light is reflecting off of it, but they know the general area, and the door at the end of the room is locked, so Troyes is able to unlock parts of it until the lock becomes so fragile it could be opened with a simple touch. During a prismatic spray, Zarmoth is sent to an unknown plane of existence. As Troyes is about to be struck down, Zarmoth returns having now discovered that teleporting out of the spire is forbidden by natural law. Zarmoth is able to barely touch the door and it swings open. Zarmoth is struck down past the door, and Troyes guns it between the monster's legs and is able to close the door behind them, thus escaping. The two rest.

The other side of the door has an alpha with one dot symbolled above it. Troyes observes the new pattern of symbols in this staircase and the two decide to enter a room with a beta and 5 dots. Inside are webs and eggs of all kinds and a very large hairy creature at the top of the room, breathing heavily. Troyes sneaks across the room, and Zarmoth just guns it. By the time they get to the end, they open the door, and the hairy creature at the top of the room jumps down to the floor. They close the door. While Troyes is observing the pattern of the next staircase, and sees a beta with no dots above the door next to them, Zarmoth opens the same door to see where the creature is, and finds an absolutely massive spider standing in the middle of the room, waiting for them.

The two open a door with a beta and two dots, and a black glob of flesh and eyes combats them. Troyes goes down after running past the door and Zarmoth is barely able to follow. They rest again. The symbol on the other side of the door is a beta with three dots, and the two observe the pattern of symbols in this staircase as well. They then open a door with an L and 5 dots and enter a hospital room. The symbol on the door past it is an alpha with zero dots, as seen before. The two go back to their third staircase and go through a door with an L and one dot, and end up at the top of a triple-layered tower.

Group A: Burk has nightmare of killing the party (draws arrow in ground but is in the dream). Group heads to house and meets Billy. He is a large belly and bearded slavic sounding man. Billy is very friendly and ends up giving the players some information on where they are, what Billy needs help with, and hints of the Arch-Witch's dealings. First, they are in Limbo (homebrew), which essentially plays the role of the universal intermediary dimension for all worlds, dimensions, and realities. Billy suggests that if the players ended up here and not their afterlife, something of godlike and/or cosmic proportions must have redirected their spirits here. Billy also explains that this Arch Witch character they must deal with has a fortress of operations in the city nearby. Billy continues saying his wife, Hilrae, is imprisoned in said fortress in the city with the Witch's most valuable prisoner. He also tells the party that if they can rescue her, they may keep his +2 longsword, to which he offers.

Billy then attempts to cook a massive egg but makes a terrible mess. Billy also gives Emily an "infinity stone"/plot machina stone, saying he found it in the flats near the house.

Back to group B, the two observe the same tower Six and the others found already. The two decide to leave and enter the flats surrounding them and the city nearby. They notice a house in the distance and travel there. Once arrived, Troyes and Zarmoth reunite with the rest of the party. Zarmoth introduces himself, Billy gets excited with new guests, and everyone wonders what's happening with Sichel. The world cuts back to his body laying in his own blood on the staircase. Six then shares a drink or ten with Billy.

The party leaves to check out a hole in a small hill that group A saw on their way to the house. The party finds a tunnel that Troyes recognizes. Six opens a door at the end of this tunnel ad finds the spire's staircase on the inside. The group turns around and on their way back to Billy's, they find a set of clothes waving in the wind with basic supplies like rope and a bedroll.

The party heads back to Billy, finally takes the +2 longsword, then heads to the city. In the city, they perceive a few scavengers and 7 wandering wealds that look to be looking for something, as the OG group A noticed before. The party heads towards the opening beyond the city while looking for the specific tower/fortress Billy mentioned. Burk notices a mural on the side of a building on their way that depicts images of a particular myth he read about in one of the books he found in the lich's tower.

The party eventually spots a very tall black building made of rectangular blocks. The party names it "bumpy tower" and head to it. After a few minutes, they arrive. As they approach, Troyes senses something colossal approaching. Everyone goes inside Bumpy Tower and a massive wandering weald walks by. It then walks back and forth a couple of times and points to the party saying, "come" and then walks away down a street.

The party follows and eventually are lead into a building. Everything inside looks nice and furnished, as opposed to how post-apocalyptic and shitty everything else looks. Various creatures of different races are seen mopping and cleaning about. The party takes an elevator up and enters a penthouse. Inside is Randy and a man named Taloraan, and on the patio outside is Liana tending to Xerxes.

Liana, Xerxes, and Randy reunite with the party and share greetings. Taloraan introduces himself as the mayor of the city, before it was forgotten in Limbo. He invites everyone to sit at the dinner table as food is replicated from a machine in the wall. Everyone has dinner and Taloraan asks each party member about their origins. At some point Taloraan becomes blunt about what he wants the party to do. To defeat the Arch-Witch and save their world, you must be able to get out of Limbo, and also to get stronger while slowly chipping away at her strength. A good start is to break out a particular prisoner in the fortress in the city. While breaking into the fortress, Taloraan wants the players to have the tower destroyed and/or disabled so his people may live in peace from evil. Tall Bob needs something as well. His species has been traveling and searching the plains of Limbo for a long time, looking for a life stone that keeps their species alive. Many years ago it was stolen, but we know it is somewhere in the city. It was likely stolen, and currently guarded, by a powerful entity. Billy's wife was also captured by the Witch's forces and is likely with the infamous prisoner as well.

Billy finally explains what he knows of the Arch-Witch. Many centuries ago her and her forces trickled into the city and set up a fortress to the north. In it she imprisoned creatures and humanoids deemed important for her. Something diabolical is being done there as well, beyond just imprisoning individuals. She has named herself the Lord of Limbo and has conquered several areas of Limbo, and who knows how far from the city she's gone. Taloraan presumes she has been looking for something in Limbo, and finally found it before she rose to her original world. Taloraan has a feeling there's something left behind in Limbo that she will use in her final plan.

## Chapter 5

After finally being reunited, the party continues their conversation with Taloraan. For whatever reason, his voice and accent has now changed to a sophisticated Southern. He reiterates the two tasks him and Tall Bob request of the party, on top of what Billy has requested. While conversing, Taloraan at some point leaves the room saying he's expecting one more guest.

He comes back and a new character is revealed. After a long conversation, the party officially meets Sorin, a sorcerer. He gives some history on where he's from and says he went through a portal and ended up here. He has no idea what's going on. After a long questionnaire, Sorin is recruited into the party, and Six is officially appointed the leader of the group, despite how reluctant he is. The group eventually form a plan and decide to help Tall Bob on his quest. Taloraan gives the rundown on how Bob seeks a box with a spirit shard in it. Without the shard his species dies, and the creatures have pinpointed it to be somewhere in the city. Because of the way it went missing, they suspect it was stolen and hidden. Taloraan only knows relatively where in the city the creatures have searched, but refers the party to Tall Bob downstairs for further details.

The party squeezes themselves into the elevator, except for Xerxes, Six, and Emily of course. They all meet outside to talk to Tall Bob, and he tells the party that they have checked along the open area in the city, but there is one particular building that the Wealds (the creatures) cannot physically get inside of. He points them ahead up the street, and the party follows. Troyes perceives several wealds seem to be either rotting away in the streets around them, and some look to be charred.

The party arrives to the building Tall Bob pointed out to them and notice many wealds standing outside of it banging on the walls, and unable to enter. Around the block, and building, are various piles of ash and dead wealds, and it can be seen around the corners and walls of the entrances to the building is ash and burnt material. The party enters the building.

Inside is a set of stairs leading up and two hallways going behind the stairs. Everyone heads behind the stairs, and as they continue deeper into the building, the charred walls and material becomes blacker and more apparent, indicating some great fire has moved through here more than once. The party find a smaller, and less grand, staircase going down. The burn marks continue to be more apparent, and at the same time the air temperature feels to be getting warmer and drier. As the party continues down the stairs, the stone it's made of seems blended and molded into a smooth like shape, so a couple of the party members slip and slide down the stairs, falling onto a pile of stone and brick about 10 feet below. The rest of the party either drops down or takes a rope down that Troyes tied.

Inside is a large room with burn marks along the walls, various metal cords, an elevated section to the right, and a pile of ash at the end. Zarmoth notices 4 metal panels placed in the shape of a diamond on the elevated stone. He tries to open them with some tools but is unable to. Sorin attempts to do this as well but is just barely unable to, only to see a dark hole underneath.

Burk notices a system of gears and cables in the right-most corner of the room and attempts to use them to see what happens. He deduces that they lead to further panels in the ceiling and to the panels Sorin and Zarmoth are near.

Six approaches the pile of ash and feels air flowing from two holes the ash is not placed in. Six determines there's something underneath the pile of ash, and before he is able to get closer, the object underneath moved back as the ash is repositioned. The object that comes out of the ash is the head of an absolutely massive Wyrm Red Dragon. The dragon looks like he's about to eat Six, saying "What are you doing here?!? Ah yes, food has finally arrived" in a deep and villainous voice. The party determines the dragon is going to eat them, and in shock they don't do anything while the dragon continues. The dragon refers to himself as Rystrasz and positions his head around Six to consume him, but before he is able to, Rystrasz's personality shifts into a flamboyant dragon who's happy to finally have company in the room.

Rystrasz questions why they've come, and Six reveals they're looking for a box with the spirit shard of the wealds. The two personalities of Rystrasz verbally duke it out with eachother, and they come to a mysterious conclusion on what to do with the players instead of eating them. The dark side of Rystrasz tells the party they must play him a tune or two to please him, and then they may leave with their lives AND the box. Rystrasz reveals his left hand and pulls on the metal cords, initiating movement in the gears, and all the panels in the room open up revealing musical equipment including speakers, a set of drums, musical stands, and a compartment with a selection of guitars. Rystrasz yells at the party to select their 4 most musically talented and to perform a rock concert for him. The party has Randy on the guitar, Sorin on vocals, Burk on bass, and Emily on drums. As they tune their instruments, Rystrasz explains that while they perform, the rest of the party will have to fend off the spirits of music, so that's exactly what happens. As the four players shred some sick rock music, and Sorin's gorgeous voice echos in the room, physical musical notes are summoned and attempt to kill the rest of the party. The rest of the party fends them off, only for more notes to appear as the musical players mess up their notes. At two points in time, Randy and Sorin nail their notes so well that the musical gods grant them a one-time use of the prismatic spray spell, wiping out the evil musical notes.

Once the concert is complete, the party clean up the last remaining musical notes. Rystrasz is filled with joy, but soon fades into concern as he realizes something the party does not. The anti-music spirit has been angered, and now seeks vengeance for the sound of such good music, so from one side of the room a creature covered in tubas emerges. His name, the Brasstard. The party then fights him, but at some point the Brasstard emits a musical note so abhorrent that it cripples the party. Burk heats the metal the Brasstard is made of, but it isn't enough to keep him at bay, since he is immune to lightning damage, and that is a valuable damage type in the group. Some people go down, and others gain levels in exhaustion. As the party struggles, Rystrasz tells those near the Brasstard to move away, as he begins to charge a Godzilla-like energy pulse. The nearby players, Nad and Six, dip from the Brasstard. In this moment, Rystrasz releases a beam of pure fire and energy upon the Brasstard and incinerates him. The beam is so powerful that those within 30ft. of him feel intense, burning heat. The beam penetrates the stone and rock beyond the wall and leaves lava where the Brasstard stood.

In this moment, the spirit holding Rystrasz is destroyed, thus the massive dragon is now released. Where the Brasstard stood, the box with the spirit shard sits. Rystrasz, now released, begins to wiggle his way out and burrows through the building above them. The players take cover as many rocks and stone fall onto or near them. Once on the surface, Rystrasz gives a mighty roar into the sky. While constantly changing personalities, he then thanks the party for the music and releasing him. He bestows a gift to them on top of receiving the spirit box. He drops a tablet down with various hellish symbols on it. Rystrasz explains that if you break the tablet, it will summon him. It is a one-time use for if you need a massive dragon in a tight situation. Rystrasz then begins charging his energy again and flies off. In the distance the party can hear, and not see, the sounds of buildings being absolutely torched, including the tower just up the street. It is deduced that him and the Arch-Witch did not get along.

When the party determines Rystrasz is no longer flying around, and that he left the city to go to malicious stuff, they climb back up to the surface and head toward Taloraan's place and Tall Bob. To the north they can see several buildings on fire and/or fallen and destroyed. They also notice the tower they were pointed to before is surrounded in fire and the defenses around it are completely gone.

Once outside of Taloraan's building, the party give Tall Bob the box with the spirit shard. Tall Bob thanks them and then takes the shard and infuses it within himself. He turns into a tree in the park and all the wealds nearby head toward it. They presumably merge with Tall Bob.

The party then goes upstairs to Taloraan's place, and begin their 3 day rest to curb Troyes' exhaustion from the abhorrent note. Taloraan looks flustered as he sees so much fire and destruction to the north.

## Chapter 6

After 3 days rest, the party decide to head to the partially destroyed tower of importance up the street. As they head toward it, they can fully understand the destruction in various areas of the city by an enraged Rystrasz. As the party approaches the entrance of the tower, they see a large metal door partially ajar, and beyond the door a large voluminous room that cannot be seen through the windows near the door, implying some sort of pocket-dimensional shenanigans.

The party is hesitant to go inside, but Zarmoth has big balls, so he moves ahead of the others. The room is made of a similarly reflective black brick that Naddin has seen in a previous vision. Hanging from the ceiling are several 10-20 foot long chains. The sounds in the room is only that of the chains lightly clanging together. Zarmoth then notices movement of something metallic on the ceiling among the chains. He can't quite see or interpret what it is, so he casts light on a rock and throws it up into the chains. It only goes so far, so he's only able to confirm that this moving thing is made of metal. As some of the party members enter the room, an "Autosaving" sign appears on the floor. Zarmoth tries hitting the metal thing with a rock, and successfully does so, so then the creature crawls its way to the left side of the room with metal clanging sounds being heard. The creature drops to the floor, hissing and showing hostility, and looks to be some conglomeration of metal, wire, and blades all making a metallic construct. As a few of the players enter combat, the main front door locks, and the rest of the party enters. On his turn, Sorin uses wall of force to trap the creature against the wall, and then manipulates it as such to leave a small tunnel to shoot through. The creature launches its hooks and stabs and drags Naddin into the tunnel. Zarmoth and Liana are able to heal him, and Liana enters the tunnel, only for both her and Naddin to go down at the end of the fight.

The party takes a short rest, and Zarmoth begins to head the exploration in the fortress. At the end of the room is a huge metal gate that is opened only by a 2 foot height. There looks to be a system of gears next to it that are broken. On the left side of the room, right behind the dead construct, is a large wooden door. Zarmoth moves the body outside of the way, opens the door, and is revealed a hallway moving along. Down the hallway is another door, which leads to another hallway. Zarmoth is quickly able to circle around and find the huge metal gate left slightly open, so he squeezes underneath it and tells the party where he went and what he saw. After some conversing, Zarmoth finds various gears and metal pieces that look like they belong in the gear system for the gate, so he extracts them and is able to successfully fix the gate to open up all the way. The party moves along in the fortress.

The party arrives to a room led from the large hallway, and inside is a large fiend. He is disturbed by the party's presence and becomes hostile, so the party swiftly kills him. They continue on into the eastern room next door. The room is made of the same kind of brick as the first room, except this time it looks like there are star formations moving, as if the brick were made of glass and looking upon the universe. Inside the room there are two statues of serpents overlooking two fountains. As the players walk forward, they go up small stairs that ascend them towards the end, which at it lay a medium sized door encrusted in some shiny white metal. The players are trembling in fear for what is in store for them, and their fear grows when they notice another "autosaving" sign near the door.

The group analyze the fountains in which the serpent statues overlook and are able to determine within the liquid flowing, there are souls of the damned trapped within it. Sorin decides to cup his hands and drink some. A few seconds after swallowing, he loses 100+ HP and goes unconscious, only for him to feel alone in the darkness of reality. From everyone else's perspective, he just went down. Nad and Liana attempt to heal him to consciousness, but they have no effect. The group is able to stabilize Sorin, but that is all. While the party fears moving along, Zarmoth gets some big boy balls again and opens the door into the final room.

The walls of the next room are covered with constellations as the previous, except for this time one may not see the outline of brick, if there is any at all. Zarmoth determines he's in some pocket dimension several layers deep, and therefore more hidden from reality. He walks forward, turns, and discovers a set of prison cells with one cell at the end beyond a set of stairs. In the preceding cells Zarmoth sees various creatures that look hollow from their souls, dead but alive, undead but nonexistent. For those bodies that are still, their bodies look decayed and rotten. One of these creatures looks humanoid, with pale white skin, hairless, pitifully skinny, and banging its head against the wall of the cell while mumbling jibberish to itself. There do not seem to be any creatures in the cells that resemble the description of Billy's wife, so Zarmoth continues and walks up to the cell at the end of the room. He can only see the leg of the creature, who is determined to be a human. Since he can't see the man's face, he casts light on an arrow and throws it into the cell to reveal his face. The man laughs, "Heh, am I not someone you had expected? Perhaps you're someone I have not expected either." Zarmoth does not recognize the man, but inquires about his identity. The man responds, "You wouldn't know me, but perhaps those who have come with you do. Turn around." Zarmoth then literally turns around but figures out what he means. He goes to fetch the party.

Zarmoth returns to the rest of the party. Zarmoth gives the impression that the party shouldn't go into the room, for what is inside is horrifying to say the least. Most of the party disagree and say that despite the "autosaving" sign, they will. Zarmoth claims that he'll stay behind and watch Sorin. An argument ensues about who is to stay behind and watch Sorin and Xerxes, but eventually it's decided that both Zarmoth and Emily will stay behind. The rest of the party venture into the next room, discovering the same that Zarmoth has. For whatever reason, Sorin is dragged inside the room and Zarmoth actually follows. Burk and Troyes give him crap about it.

Eventually, the party moves forward a bit, inching closer to the last cell. In this moment, the man gives a light laugh as the party is revealed to him. "Hmph, reality is cruel and ironic, is it not? After such a long time, Ten, or 15 or whatever your name is now. I really can't keep track of that anymore. Either way, you have finally come back to me." While the man attempts to continue talking, Troyes has Vietnam flashbacks and attempts to recognize the laugh of the man, and successfully does so. Troyes then fires an arrow into the jail cell with superb precision, targeting his exposed left foot. The man swiftly catches the arrow before it's about to hit his foot, and along his hand crawls bits of yellow electricity. The man steps out from the darkness and reveals himself to be the one and only Oric Valdes aka the Imperator aka the High Lord of the Caelian Empire. Only this time, he looks middle-aged, almost younger than when the party first met him over 17 years ago in Ebrihan.

During the following, and long, conversation, Oric explains that the Arch-Witch has been feeding off his soul, and that when he touched the stone in the forest as a child, there was a piece of the witch's soul that latched onto his own, and for the next 60 years it had been feeding off of his, growing in strength. "I knew at the moment of my passing, her soul would be free entirely, thus triggering the beginning of the end. As I got older I could feel myself losing more and more control over the world, like I was asleep for so long, and once the final strike had come, I had awoken where my role needed me to be, a farm for her soul to regain its strength until I wither out of existence." Oric then asks how the party even got into Limbo, so they explain as such.

Oric seems unsurprised as to how easily they were defeated. "Hmmph, she's not like anything you could imagine. This witch is the most dangerous adversary the Silver Guardians ever faced. She is brilliant, ruthless, and she will not hesitate to kill every single being in existence to attain her goal." He further explains that, "her goal is to recreate what she deems is imperfect, which so happens to be the world and universe around it. Before she left me here, she said something primordial 'is to be awoken beyond the Infernal Rise.' I know not what that means, but whatever it is, it's the last step to her winning, beyond of course, her." As he points to Fraemia.

Burk seems confused, so Oric follows on, "You haven't figured it out yet? The darling Fraemia. The most powerful weapon in existence, stolen from the gods before humanity's time. It waits for someone of true power, someone who's a true enemy of man, to wield it. It will destroy us all."

Something very peculiar then happens, Oric claims that if they are to stop and defeat the BB, that they should release Oric from his imprisonment. This is where a very long debate occurs, as to whether the party should let him join or not. For whatever reason, Six ain't feeling it in this moment, so Burk is required to take the reins on this decision. Burk questions him as to why the party should release him and what he has to offer. Oric explains, "Well, you sure do seem stuck right now. Trapped in this infinite plane of existence, well, I have been here and escaped before, and I very well may be able to do it again. Besides, I have every reason to hate her more than you, for I have been puppeted by her my entire life. She will pay dearly for this. I am what you might call, a necessary evil." He also adds that he has information on things that the party might as well die to attempt to obtain. The party continues the debate. During the debate, Burk asks what the fountains in the previous room are for, and Oric explains that they house the souls in which the Arch-Witch plans to harvest to keep herself in existence. During the rest of the debate it is decided to explore the rest of the fortress and come back.

The party leaves the room and moves backwards down the large hallway in which they came. Zarmoth opens a door and on the other side can hear two goblin-like high pitched voices arguing, so naturally, Emily is told to cast the equivalent of a psychic fireball on the two creatures with Burk and Zarmoth following with hostile intentions. The two attack each creature individually, with Zarmoth smacking one of them with his mace, until the party finds out the two creatures are mentally handicapped Merregons. Troyes exclaims that despite the fact he was ready for combat, he refuses to attack the disabled. The two creatures then introduce themselves as 'Dummy' and 'Marky-Mark', but is it still not clear which one is which. Emily then heals the two, and one of them invites Burk to sit down and eat with him, so he does so. Meanwhile, Zarmoth moves to the other side of the room and opens the door to observe what is beyond. He sees a death knight standing 10 feet beyond the door facing the other way. Zarmoth nopes out of that and tells the party what's up. Zarmoth then recommends that they should release Oric and have them gain his trust by assigning him as the handlers of the two creatures.

The party then returns to Oric, and the debate of whether he is to join the party continues. Burk comes up with the idea to test his trust and usability by lending him the spear. The debate gets out of control at this point. Burk makes an emergency call to Six's consciousness, with Six telling Burk that he's retarded for even thinking about releasing Oric. Burk then decides to release Oric and offers him the spear. Oric looks at it like Smeagol first looked at the ring. He declines however, and says "You Burk, are the wielder now. My time has past". The party leaves the room and Oric goes ahead and kills all the remaining enemies in the lower levels of the fortress while 'Shoot to Thrill' plays on the speakers of the fortress for whatever reason <leave me alone im drunk while writing this 11/18/2020>. Oh and, while killing everything, he's unarmed and able to fend off and destroy 3 death knights in the lower levels of the fortress among various other Yugoloths operating nearby. At the end of his murder fest, and release of pent up anger and violence, Oric finds and interrogates the captain of the fortress. Buzzwords of importance such as "the site", "Infernal Rise", and "Titan" are heard in the interrogation. During this time, a woman is discovered in the corner of the room, and is confirmed to be Billy's wife, Hilrae. Oric finishes his interrogation and proceeds to crush the man's skull with his bare hands.

Burk notices a bunch of documents on a table in the room and attempts to investigate them, but isn't able to understand anything of significance. Zarmoth attempts to do the same and discovers the following: The "Site" refers to the location of the "machine" and the "Titan". It is deduced that the machine is being used to awaken and control the Titan. The idea of the primordial Titan matches what Oric mentioned previously. The site is beyond the Infernal Rise, which is described to be a great wall of hellfire that is impenetrable. There is a weak spot however, which is used by the BB's forces to transport materials between the sides split by the wall. There is also mention of a "gatekeeper" within the wall. The site also houses something of great importance to the Arch-Witch, something of spiritual significance. Finally, some of the Arch-Witch's greatest and most devoted followers are positioned at the site, including a particular mad scientist known for creating and abusing monsters and creatures of all kind.

Once the party introduces themselves to Hilrae, everyone leaves the fortress. Once outside the fortress, the group sees Billy's moving house in the pit that used to only be a river. Billy stands atop it and yells, "Hell yeah baby! Time to feel the wrath of BILLY!" Then a bunch of missiles appear out of hatches that pop open around the house. The missiles are fired at the tower and destroys parts of it accordingly. Through the main door to the fortress, the players see the first room fade in and out of existence, only for it to eventually disappear completely, leaving the original building of the city behind.

Billy drives his house near the group and reunites with his wife. He thanks the party and says they're going to settle in the city now that the big bad is kicked out. He then assures Emily and Six that they can keep the weapon he borrowed to them. The party then thinks about what they are to do next, and decide they need to bring Sorin back to consciousness and get him help. Then Billy remembers, "Oh yeah! There's an egg for that." He then gives the party the "Deus ex machina fuck around and find out egg," which cures Sorin, thus awakening him. The party quickly say goodbye to Taloraan and ask Oric where they should go. He guides them to the eastern side of the city toward the bluffs which lead to a great cloud of fog. "We must get beyond the Rise and to the Titan. I know someone who may be of service." The party then enters the fog.

After several days, the party emerges from the fog. In the distance they see a great red hue of colors bordering the horizon, and between that and them a massive swamp. Troyes and Six recognize the swamp as the background for when they first fell into Limbo. The 13 character party head toward the cryptic-looking house sitting inside of it. Oric and Burk head up to the house and knock on the door, only to be greeted by a witch looking similar to the lich in the tower of the plains of Limbo. She has disfigured body parts with decayed flesh falling off. "Mmmmm, fresh meat is here for meeeee!!" and welcomes the two inside. Also somehow Marky-Mark and Dummy are able to see the swamp and the house despite them being blind.

## Chapter 7

The party arrive to the house in the swamp. Burk, Six, Zarmoth, and Oric knock on the door and are greeted by a witch. She says some sketch thing about wanting their flesh and invites them inside. She says some more sketch shit, and then recognizes Oric only to eventually have him leave the house, implying they know each other. The party assumes they had a sexual relationship. While leaving, Oric quietly tells the party that they need to get beyond the Infernal Rise, the great wall of fire, and that she is a master potion maker who may be able to help the party get through. He also tells them not to mention them and the party trying to kill the Arch-Witch, because this one is an avid supporter, even during her first rise to power.

The witch looks similar to the lich Six was zoinked by with decaying flesh and revealed bone and etc. The players question the witch about how she can help them, and she reveals that she may be able to make a potion to combat the hellfire, but not stop its painful effects. She thinks aloud about the kind of ingredients she needs, and mentions a demon's heart. She continues rambling and lists the following items to be retrieved:

* The heart of the innocent, which ends up being just blood
* The dark flower, who requires a sacrifice from a good soul
* A branch of the ancient

The witch teleports behind Troyes and says, "YOU! Fetch me the flower, for only a good soul may retrieve it." Then the witch gets real close with Emily and makes it clear she wants to eat her heart. More talking ensues, and the party venture off into the swamp to find the items they are tasked to find. Zarmoth uses Divine Intervention to get help on how to get past the wall of fire, and as a result, two beams of light are seen descending on two separate locations in the swamp.

Some players go to the one of the spots highlighted by light in the swamp and find what looks to be some sort of tree person, an ent. Troyes fires two arrows from hundreds of feet away and embed themselves into the tree. Before Burk is about to try to cut the ent down, he notices the ent is holding some box, so he tries to climb onto it and grab the box. He fails at climbing but is able to knock the box out of his hand. In this moment the ent starts moving and introduces himself. Burk opens the box and finds a checkers set inside. The ent asks what they seek, and is told the group is looking for some magical branch. The ent says he'll give up one of his branches if someone in the party can beat him at checkers, so Emily and him play and she completely destroys him. The ent gives up the branch, and it ends up being as large as Emily, so Burk carries it back to the house.

Zarmoth goes to one of the lights and finds a flower on a little mound of dirt in one of the sections of water. He walks through the water and uses his dagger on the stem of the flower. He is able to cut it open, but the dagger breaks, and then the stem repairs itself fairly quickly. He then digs around the flower to reveal roots similar in size to a tree. He casts blight to weaken the roots only to find that he slightly damaged the flower but also the roots grew around his legs, thus restraining him. Eventually, Six flys over and Troyes walks up soon after. Six lends Zarmoth the sword to try to cut the stem, only to damage the sword itself. The roots get angrier and attempt to restraing Six, but he is able to release himself. Zarmoth then decides to cast blight as many times as he can on the roots around his legs, only to free his left leg, but the roots are able to barely hold on and constrict his right leg like a serpent. He loses feeling in said leg, but comes up with the idea to cut himself and drip his blood on the stem. The flower is released and falls over. Zarmoth takes it, and the roots release him. Zarmoth is now crippled in his right leg, so he is taken onto Xerxes.

The party comes together with 2 of the 3 items. They contemplate who should give up some of their blood, and they decide it should be Zarmoth, while he's laying on Xerxes outside. So, Burk goes outside, harshly stabs the passed out Zarmoth, grabs his blood and goes back into the house. Zarmoth wakes up momentarily, faintly aware of what's happening, then passes out again. With all ingredients, the witch gets to work. She crushes the branch, mixes the blood, tears about and drops in pieces of the flower, and burns a phoenix's feather. In the end she lines out 13 vials and fills them up with a fiery colored potion. She informs everyone that it has a use time of 2 minutes and is considered a "living potion", which means that even if it's inside your stomach, the effects can be changed depending on whatever else you may consume, so don't consume anything while its effects are active.

While everyone in the party take their turns in getting their dose, Oric stands outside but near the door and whispers to Burk to get him a dose for himself. Burk, like the business man he is, negotiates a form of payment, so Oric hands him a silver medallion he found in his pocket. Burk then gives him his dose.

The party then head out, walking past the swamp. They see a pile of rocks and a small settlement, which can be deduced to host followers of the BB. There looks to be a highway of large boulders and rocks moving in and out of the great wall of fire, so Oric suggests they ride said set of rocks straight into it. Before the party does so, they take a long rest to bring Zarmoth somewhat back to himself. His leg is broken, so he can only take half movement, but he's conscious and has all his spell slots back.

The party nonchalantly climbs a boulder that's in position to be launched and rides their way to the fire. As they get closer, both Troyes and Oric notice boulders floating near the fire turn around and head toward them. Once they do so, three boulders rise up next to theirs with enemies on them. They cast a bunch of lightning and fire-based spells like a driveby. Oric is able to shoot the large boulder down, but a few of the enemies manager to jump or fly over to their rock. Because of the explosions, the main rock begins to crack and fall apart. As the party approaches the Infernal Rise, other boulders piloted by arcanists turn around to not crash into the fire, and the party consumes their potions while running to one side of the rock. Randy assists in getting people to the other side of the rock, but Dummy slips and begins to fall. Burk jumps forward trying to find a way to save him, only for Randy to hold him back. As Dummy falls into the fire below the rock, the rock flies into the flame. Everyone takes fire damage and recover with a round or two of heals, only to find that Randy had not had a chance to take his potion, and that he had burned in the wall.

Then, a great balor named Big Papa reveals himself to the party, initiating combat. Oric suggests that this whole sequence was a trap set by the Arch-Witch. Halfway through the fight, Big Papa summons two other fiends. Two goristros named Medium Papa. The party is able to kill all of them, but their time left on their potions approach its final moments. Over Big Papa's dead body, Burk remembers the witch mentioning the unique properties of the potion, and something about a demon's heart, so he guts open the dead balor and harvests his organs and his anus. He proceeds to eat the demon's anus, thus tainting the mixture in his body. He runs to the other side of the room to leave the wall, with only Marky-Mark standing next to the dead balor, wallowing over his brother's death. Some energy inside the balor begins to hum and increase in strength and while Marky-Mark keeps wallowing, the dead balor body explodes in a delayed fashion, killing Marky-Mark. The rest of the party traverse the wall and take their damage. A few members go down, but both Zarmoth and Liana heal them as such. The players have arrived on the other side of Limbo. The sky is grayer than it was before and the landscape is no longer rustic and flat as much as it is gray and hillish. In the distance something can be seen emanating a bright light like the sun.

## Chapter 8

The party sits upon the other side of the Infernal Rise, tired and weakened, but alive. The sky is grayer than it was before and the landscape is no longer rustic and flat as much as it is gray and hillish. In the distance something can be seen emanating a bright light like the sun, which paints itself across the hillish, gray landscape. Zarmoth suggests the party take a rest to recover, but Oric seems concerned for what lay ahead. He warns that the party must move now and move quickly or else they may miss their chance to escape Limbo. The party reluctantly follows Oric's lead beyond.

After several hours, the party arrive to the outskirts of a valley leading into a cave, in which the light is shining from. Nearby on the hillside is what looks to be some kind of worn down church, over hundreds of years old. Troyes and Nad sense a dark magic pulling them towards the church. Oric warns that whatever the group does, they do it quickly, for the Arch-Witch's forces are summoning the primordial Titan, and that teleportation will be their way out of Limbo. The dark power the two members detect seem to urge them to head toward the church, and Zarmoth soon feels it as well.

With Troyes and Oric leading the way, the party quickly head to the church to check things out. The front door is opened, and the inner walls of the structure look identical to that of the material in the fortress in the city. Naddin realizes this room is the same as the one he saw in his dream when they first escaped the Spire. At the end of the room is a 15 foot tall golden Obelisk that is opaque enough to see some golden strands moving about in it. Sorin peforms an arcana check to deduce that this Obelisk has similar properties to that of the soul fountain in the fortress, thus determining that this structure must be holding the soul of the Arch-Witch, or something similar. The party decides that it must be destroyed, so Zarmoth gives it a whack, only to get 3 natural ones in a row, so Six offers to help, and then Burk says fuck everyone and runs up to it to destroy it. After a few hits, the Obelisk covers itself in cracks and is on the verge of breaking. The party flee to the entrance of the church, except for Burk, for he stays back to give it one last hit. He does, and in this moment black fog permeates the room while echoes of whispers of the dead penetrate the ears of the party. Amongst the darkness, the Arch-Witch stands. Oric warns the party to run to the summoning room while he attempts to distract her. Troyes, Nad, and Sorin stay with Oric to try to land a few shots and slow her down, but her prowess in the dark arts, and that of combat, is too much for them to dent her. They run to the now closed door, only for the remaining members of the party to just barely let them through and keep the door shut with only Oric behind. The party hears a yell or two as a bolt of lightning shoots through the roof of the church. They keep the door shut and decide what to do, and then Oric is thrown through one of the walls onto the ground nearby. His body is hugged by an electrical current, and with his few breathes tells the party to run like hell, so they do so.

For the next 6 rounds, the party make their way to the entrance of the cave. Various minions appear near or in the valley to slow down the party, only for Six, Troyes, Xerxes, and Burk to swiftly handle them. Zarmoth plays dead, only to be grabbed by Xerxes in just barely enough time, Emily and Sorin perform a crippling wombo combo on the Witch, and Liana is brutally betrayed by Oric when he kills her while she's weak. During the chase, Oric is able to deflect some of the attacks the Witch throws at them, but just enough to stay alive. The party arrive to the room inside the cave and see hundreds of arcanists in a massive summoning circle attempting to summon what lie in the center of the room. It is not easily discernible what it is, because it looks like that is revealed is a shell made of mangled metal edges and stone. Clearly impenetrable. The summoning looks to soon be complete, so the party books it into the ring. The world fades.

The party awakes in what looks to be a pristine form of a floating ancient city. At the end of the main road, leading upwards along a hilltop, sits some white brick citadel. The party theorizes as to whether they're still in Limbo or not, but they almost feel a calling to the citadel, as if destiny awaits them. Running between the ruins near the summoning platform is a little girl with a red dress. Six follows her and attempts to communicate, and notices her left eye's iris is a bright golden yellow. Six deduces that she's the young version of the witch, or maybe the witch herself. The girl says cryptic things such as, "Where did my mother go?", "Father won't be pleased," and, "The others, they're afraid. Afraid of me..." The girl leads the party through the ruins only to eventually run up the main staircase leading to the citadel while disappearing into the air. The party travel to and enter inside the citadel, and find a man standing, waiting for them. He introduces himself as Andurin, first son of Anduin, and younger brother to Kisiri, the Arch-Witch.

He exposes that he and Kisiri had a great relationship as kids, and as they got older she increasingly became more and more powerful. She was neglected by her parents compared to her brother despite the fact that she was better at everything. One day she is told why her younger brother is the heir to the throne, and is told by her father that she isn't fit to rule and that she is to lead to destruction. Her emotions blind her and she storms off. In her momentary seclusion, she is touched by something dark and beyond all thought. This interaction gives her a simple yet powerful thought, that she must prove herself. Not just to her father, but to her kingdom, world, and to the universe.

This leads her to seek more power and slowly descend to darkness. During this she fights Miirakail, steals his left eye, and while Andurin is elsewhere, adventuring, she slaughters everyone at the palace, including her father. When Andurin returns, he discovers what had happened and wields his spear of lightning, and the first wielder. The duel is deadly but magnificent. In the end, Kisiri is defeated after Andurin sacrifices himself. Andurin's fatal calculation, however, is the fact that a fragment of her soul remained on the material world, thus beginning the thousand year history of events that would one day lead to the influence Oric Valdes, and the return of the most powerful Witch.

Andurin then reveals that Fraemia holds the tiniest fragment of Andurin's soul. He explains that when Kisiri was killed, she had already sealed a parts of her soul in various items, and the only way to combat her evil throughout history is to repel it in the same way, therefore he casted himself inside only to be interacted with, and finally released, when this vision in the citadel was revealed. Kisiri eventually manipulated the spear to have Oric killed, so that just enough of her soul would be released to trigger the events that led to her rise, and if Kisiri gets her hand on the last fragment held in the spear, she will ascend without question.

Andurin finally informs the party that there are two ways he will help them to defeat her once and for all. Firstly, to use the multicolored "infinity" stones to create custom equipment of unimaginable power, but that he also will sacrifice his spirit to offer his experience in combat to strengthen the party. So with the 5 available stones, Zarmoth gets a staff, Six armor, Sorin a staff, Troyes crackbow 2.0, and Nad a shield. Once their equipment is ready, Andurin prepares to complete the summoning to the material world. In this moment he gives the party a blessing of the Gods, sacrifices his spirit, and the party levels up to 17. They then awake amongst the ruins of Inelethor, the city in which Kisiri slayed them, and the volcano nearby is flowing with lava. A few of Kisiri's fiendish minions break off from the group and attempt to kill the party, but the players are able to successfully hold off 3 Balors and 3 Bone Devils. Zarmoth then summons a temple for the party to rest in.

In this moment, a vision is granted to all in the party, of Kisiri riding a horse into a massive city. As her horse trots along, all people within a hundred feet of her fall over, deceased. Once she arrives to the citadel in the center, she casts some high magic, and the city begins to float and travel deep into the continent of Caelus.

## Chapter 9

With "14" finishing their long rest in the temple Zarmoth summoned, the party prepare for their final confrontation by indulging in a feast in their protective structure. During their feast, the party plans their assault on Arch Witch Kisiri while determining the order in which certain party members are to be saved in the fight. They soon determine the city in which Kisiri is moving her flying fortress toward is the city named after her, Kisirith. Kisirith is also the abandoned city they visited back in time and near where the temple is, where Xerxes' parent laid him as an egg. It is also soon realized that this location is hundreds of miles away, near the center of Caelus, since of course they are in Meridia. Rather than using the Rystrasz summoning, they form a more elaborate scheme to return to their starting position in this adventure. Since Sorin speaks abyssal, he befriends, and deceives, some local balors to hitch them a ride to Kisiri's location. He tells them the party is working for Kisiri and must meet with her. The balors agree to take them and introduce themselves as "Sideways Papa" and "Mike". During their flight to Kisiri and her floating city, Sideways Papa and Mike converse about their terrible health benefits given for working for Kisiri, while also talking about a lost love named "Rohandra" who turned out to be a bitch. In addition Sorin convinces Sideways Papa to confront Kisiri about their health plan, but bitches out once the party arrives to the outskirts of Kisirith.

After about a day's worth of travel, the balors drop off "14" to their final destination. At some point it is revealed that Emily has never spoken, but that Six has spoken in a girl-ish voice on her behalf. While on the outskirts, the party see what looks to be broken ruins of the floating city Kisiri had risen floating above the ruins of Kisirith. It seems chaotic, but a structure inside looks to form some sort of staircase made of stairs and large rocks, ascending upward to the top. Six then reminds himself that a Death Tyrant is the last target on his hitlist, so he has practically everyone attempt to perceive or sense one, with Zarmoth rolling a nat 20. He feels no "noticeable" presence. The party enter the city.

When inside, everyone notices what looks to be hundreds to thousands of civilians standing amongst the ruins, motionless, and ghoul-like, as if they're all dead and standing as puppets. Amongst the crowd stands a familiar character, Don Quiggley! Burk runs up to him and says hello, but soon discovers how dire the situation is. D'Quiggs looks like he's struggling to move or even talk, but shows excitement, and relief, that Burk and "14" have arrived. He begs for Burk and the party to save him, the people, and the world beyond, for everything they see around them is only the beginning. The party notices some rocks amongst the ruins that look to be the start of a long path upward, so the party gathers and begins their final ascent.

The party receives no resistance during their ascent. After several hours, and one large leg work out later, the party comes across a setup of gallows with 5 floating bodies positioned inside. The bodies are soon identified to be Avahgar, Romat, Orla Finch (brothel), Galan, and Sanson (snuck party into places). Emily recognizes Orla, and Zarmoth instantly knows what to do, so he walks forward to attempt to dispose of the bodies. In this moment, each of the 5 bodies are transformed into death knights, thus beginning the final battle. Several of the death knights unlease their orbs of fire upon the party at the same time, performing terrible damage. After one kill, Zarmoth is able to turn undead upon the 4 remaining death knights and herd them off the edge of the rock platform to the bottom. In this moment, the party can see the earth moving like fabric, several miles away. It is deduced that this is the primordial Titan on its way to its master. Burk then takes the stock option given to Avahgar, which gives him 75K gp.

After healing up for a moment, the party continue along. They encounter, and easily handle, two more death knights, but then come across a familiar character, Airgar. He looks sickly, and more ghoulish than the citizens before. He warns of the power of Kisiri, and his failings to stop her. He begs for the party to put him out of his misery, especially before he turns undead. Zarmoth kills him, Six takes his "+20 great sword" and Zarmoth pushes his dead body off the edge of the rock. "14" continue. On the nearly last platform, the group is encountered by 8 death knights, so Sorin uses his meteor swarm, and Zarmoth his sunburst, and effectively the knights are taken care of, but someone of interest is noticed on what looks to be the final platform.

The next platform is much larger than the previous, and includes a large stone, circular platform with symbols along the edges. On top of it stands 4 death knights, and a death tyrant, which reveals itself to be the undead beholder Sichel had released in the casino many months ago. The party engage, but Kisiri soon reveals herself, for the final duel has begun.

The party fights hard, but Kisiri is broken beyond all belief. She easily dominates Sorin, knowing he has Rystrasz' tablet, forces him to snap and drop it to the rising Titan below. She is then able to disable Naddin, stopping his haste and forcing a wave of lethargy upon him. As the broken tablet drops, energetic beams fire out of it and form the outline of Rystrasz. A large red being comes into existence and crashes on the ruins of Kisirith below. Meanwhile, the Titan approaches the city. Rystrasz stands up and begins arguing with himself. He wears a retro style jacket with sunglasses and a burnt afro. He notices the Titan's approach and taunts it. The Titan becomes angry with the wyrm's presence, so it lunges at him. Despite Rystrasz' size, he ain't taking no shit, so he fires a beam of pure fire at the Titan, but has no effect. Their duel begins.

The party's battle continues, with Kisiri being shown to be broken beyond all belief. She is able to neutralize Xerxes via a disintegration, but shows control over Fraemia. Just like in his dream, Burk is soon overtaken by golden armor, presumed to be generated by Fraemia and triggered by Kisiri. He soon transforms into a version of the Imperator, "Burkperator" if you're so inclined. In this moment he uses Fraemia, now ascended, and casts its lightning swarm ability, nearly completely neutralizing the party, except for Naddin. With the combined efforts of Troyes and company, Burk is struck down, with Fraemia falling to the floor of the rock. Like lava, the rock aroun it begins melting. Burk is released from the captivity of the God weapon, but Kisiri is able to bait Six and Nad to another platform, only for the platform to be sent falling, thus removing them from the fight.

Oric is low on hit points, but he's desperate to exterminate Kisiri from the world, so with sheer will power he is able to wield Fraemia only for a moment, and fire a bolt of lightning at Kisiri, damaging her golden eye. As Oric wields Fraemia, the weapon melts his entire right arm, until he has nothing but a smoldering shoulder left over. He falls to the ground in pain and shock.

The numbers of members near Kisiri to keep her away from Fraemia dwindles, so Burk casts healing word on Emily, wild shapes into an eagle, and prepares his miniature rescue of Emily, and Nad and Six. In this moment, Kisiri slays Oric once and for all, for her puppet has done everything she had required.

Kisiri unleashes a meteor swarm upon those remaining, Zarmoth, Troyes, and Sorin. Burk just barely manages to bring Nad, Six, and Emily back to the platform after the other 3 are nearly destroyed. With little health remaining, the party stands for the final moments of this confrontation. Emily and Six join together to combo Kisiri, but she is able to move beyond the area of silence, and up to Troyes. She prepares to smite him down and kill Zarmoth and Sorin at a distance, but Naddin is able to keep up just enough to let out one last attack against the Arch Witch, destroying her and her eye forever. Just like the adventure before, Naddin has killed the enemy of the party and their homelands.

Arch Witch Kisiri of the Dominion of Anduin, is vanquished. "13"'s people, the continents, and the world are saved. The party takes a moment to stop and reflect on their adventure, thinking of all the shenanigans they got themselves in, while thinking on their losses and dark moments. For "13"'s story, their adventure, has reached its end. After Kisiri's death, each member begins their official retirement from "13", now known as the legendary party that saved the peoples of Caelus, Meridia, and the world. Their fame would follow them, and act as a blessing, or perhaps a curse of popularity. In the following months, the truth of Queen Eilis' final order comes to light, which dictates the Dominion of Anduin be divided into the 7 regions it is made up of, with the Northern Fields absorbing the lands of Kisiria into its own. The 6 new kingdoms are to work together as they should have since its creation. For the next several decades, each kingdom in Caelus and Meridia spend their time reconstructing themselves after the events of the High Lord's Meridian Wars and Kisiri's Great Cataclysm. After Kisiri's fall, each member of "13" begin their official retirement from the party, and go off to seek their own fulfillment in their lives.

Troyes returns to his village and reunites with his family, who thankfully have survived the Arch Witch. He settles down once more and spends the next few years of his remaining 20-30 helping to rebuild the village and a few neighboring in the area. He eventually decides to begin training his daughters in the way of the ranger and fighter, so that they may protect themselves. Others in the village respect Troyes' power and history as an adventurer, so he trains others in his ways. News spreads of a member of the legendary "13" training locals in the Ebrihan region, so Troyes obliges these requests as long as they prove their strength and resolve. His furniture making business grows as citizens' homes are rebuilt, but he keeps it modest just to survive and provide for his family. At the age of 72, Troyes dies peacefully in his sleep, with the knowledge of his own heroism and acts of kindness he had done both locally and throughout the region.

After the defeat of Kisiri, several thoughts begin to linger in Burk's mind. That of his mortality and Fraemia. He thinks on its power and importance in the realm, and how it should be carefully taken care of before its passing, so he divides himself from "13" to travel to the very north of the Northern Fields. He arrives to a small fishing settlement, and asks for passage as far north into the great ocean that he can go. He meets a fellow aged Orc who seems to recognize and understand the burden and history Burk has experienced, so he obliges. Before their journey, Burk distributes his 75K gold to the poor people in the village, and then sails off into the north. After several days, Burk arrives to a small island with a single cottage, and chooses to spend the remainder of his days alone until his death. During his last months of self-reflection, he hides away Fraemia on the island, not to protect it but to protect the world from it.

After the final fight, Zarmoth knew his time with the party was over, so he left for his realm to return to his temple. For the next few years he shared his stories, worshiped his god, and begun research on the demon that Six had sold his soul to. One day he had decided to return to his new world and help with reconstruction of the continents. He had settled in the town in which his new friend Randy had been born and raised, so he focused his efforts there. For the rest of Zarmoth's life he spent time trying to recreate Randy City as an inter-world hub for his people and those on Caelus. He worked closely with Six and Sorin to bring the citizens of the lands back to their former glory, but took every chance he could to spread his religion. Zarmoth had also published a book about his adventures and his journey with the legendary group known as "13" while hiring some of his religious allies to form a group to search Limbo for Six's demon. Zarmoth died a happy man, despite how much more he would liked to have done in his years after the party.

After Sorin's adventure had concluded, he decided to return to his world. It would have taken him many long months to conjure a way to return, but luckily his party-mate Zarmoth was able to help him get home. Once returned, Sorin spent many years continuing his political campaign to obtain more power, covertly of course. He told stories of his adventure with a party known as "13" and told it like he was the leader, singular hero, and most powerful of the bunch. Everyone fell for it, because it's true of course. After Sorin had achieved nearly full political domination over his kingdom, he began spreading to the world so new to him. He cooperated with Zarmoth in Randy City as an initial base of operations, and had quickly began working with Six as the organized under belly of society. Sorin soon had joined Six in his quest to seek more "infinity" stones, only to discover after years of searching, that one had been found in a remote village from his home kingdom. He took the stone for himself and became immortal like Naddin. Sorin spent the next remaining years basking in the glory of his victories, gaining more political power, and seeking further stones.

Naddin's conclusion was simple yet justified. After his departure from the other members of the legendary group known as "13", he decided to stay on the down low. He traveled his homeland and Meridia as a vagabond. He would casually help those in need, only to disappear the next day. He would arrive to random towns as a mysterious figure to help reconstruct buildings or slay local fiends summoned by Kisiri, and leave without sharing his identity. When he had the chance, he would reunite with his apprentice, Mason, and teach him everything he knew, so he could become the better paladin. He went down in history as the man who disappeared, but given his stance against mortality, it is rumored he still wanders the lands of Meridia to this day.

As the leader of the infamous "13", Six knew after the death of Kisiri, things would be different forever. The party split off, each member pursuing their own paths until their death, so Six did the same. Immediately after their adventure, Six turned in his bounty and assumed command of his organization, the Mors Marauders. For the next few decades, Six used his fame, power, and rule over the Marauders to help in reconstruction in Eastern Meridia and grow his organization exponentially. In order to keep Emily immortal, Six began his own adventure to seek someone who could do it, but he ended up with a powerful, yet secluded, necromancer, who was forced to use the Clone spell on Emily, extending her age artificially. While Sorin had begun working with Zarmoth in Randy City, Six had gained nearly complete control over Eastern Meridia, but after hearing of Sorin's return, he reestablished his relationship to work with him as an ally for the foreseeable future. By the time half of the party had passed of natural causes, Six's goal to find further "infinity" stones had begun. His ally Sorin was able to find one, but Six was only able to find ancient and cryptic information on them, but he would never give up his search while in power, so he had sent members of the Marauders over the years to cover the world and other dimensions. Hundreds of years past the death of Kisiri, Six was the most recognized name of the land, as the leader of the Mors Marauders, many parts of Meridia, and leader of the legendary party "13", Six had decided to create a dungeon with his own rules. By this time, Six would retire as a dungeon master, only to wait for a group of adventurers who dare seek his riches or to stumble upon him.

Hundreds of years have passed since "13"'s defeat of the most powerful witch the world has ever seen. The winds are quiet. The lands of the Southern Corner of the world are calm, and natural. Peace and order have been found, but something stirs in the dark. Few members of "13" remain alive, but the darkness continues to wait. It waits for its call to the world.

Thousands of miles away, on a remote island in the Great Ocean lay an item of extraordinary power. An item with a history darker than humanity itself. It lay asleep, waiting to be awoken once again, for its true purpose has yet to be fulfilled. Fraemia waits in the void of time.