

# Ether's Quest



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Ether's Quest is a small story-based 'D&D game.'

The game lore is based on the Innistrad universe, and it is where Ether journeys to save his younger sister Clarabella.

Clarabella was abducted by the evil vampire lord, Salt, to be offered in sacrifice to the demon Iretrat. In exchange for Clarabella's soul, Iretrat will reanimate Pantra, Salt's lost love, using Clarabella's blood.

The sacrifice must be performed on the first day of the Hunter's moon, at the Skirsdag high temple located in Stensia.

Ether's journey to save Clarabella will start at his home in Gavony; he will travel through the region of Nephalia , Kessig, and Stensia, where he will encounter many dangers.

Provided that he survives the journey; at Skirsdag high temple, he will have to battle and defeat both lord Salt and the demon Iretrat to save Clarabella and complete his quest.



# Dice Play

## Attacking:

The attacker rolls a set of two 20 sides dice.

## Defending:

The defender rolls a set of two 10 sides dice.

## Hit:

The attacker hits if the sum of his dice rolls is superior to the defender's sum dice rolls.

If not is a miss.

## Hit Points:

If the attacker hits,

hit points = attacker strength – (defender amor / 150)

## Heath:

if the defender is hit,

defender health after hit = defender health before hit - hit points





# Credits

## Lore:

Magic The Gathering Innistrat.

## Images:

- Background images from PNG Slides 1 through 36, except PNG Slides 11 and 28, Magic The Gathering Innistrat.
- Background images from PNG Slides 11 and 28, Matteo Ricciardi
- PNG Slides, Alejandro Ricciardi

## Narrators:

Micheala Ricciardi  
Isaac Delarme

## Ambiences sounds:

Pixabay

## Story:

Alejandro Ricciardi

## PNG buttons and menu bars:

[pngtree.com](https://www.pngtree.com)



# Ether's Quest

After a long campaign cleansing the Kissig wasteland from the abominations, Lord Gralamar granted Ether a well-deserved Leave.

Ether went home.  
He arrived at his parent's house six weeks before Hunter's Moon.

His mother greeted him, shouting,  
"She was taken, she was taken!" she said.







Clarabella, Ether's younger sister, was abducted by the evil vampire lord, Salt, to be offered in sacrifice to the demon Iretrat.

In exchange for Clarabella's soul, Iretrat will reanimate Pantra, Salt's lost love, using Clarabella's blood.

The sacrifice must be performed on the first day of the Hunter's moon, at the Skirsdag high temple located in Stensia.


Ether promised his mother that he would not rest until she sees her daughter again. The next day, Ether left home to start his quest to save Clarabella.

Ether has died!

You have been sent back to the  
previous set resurrection point.







Ether has won  
the fight!

Ether gained experience.

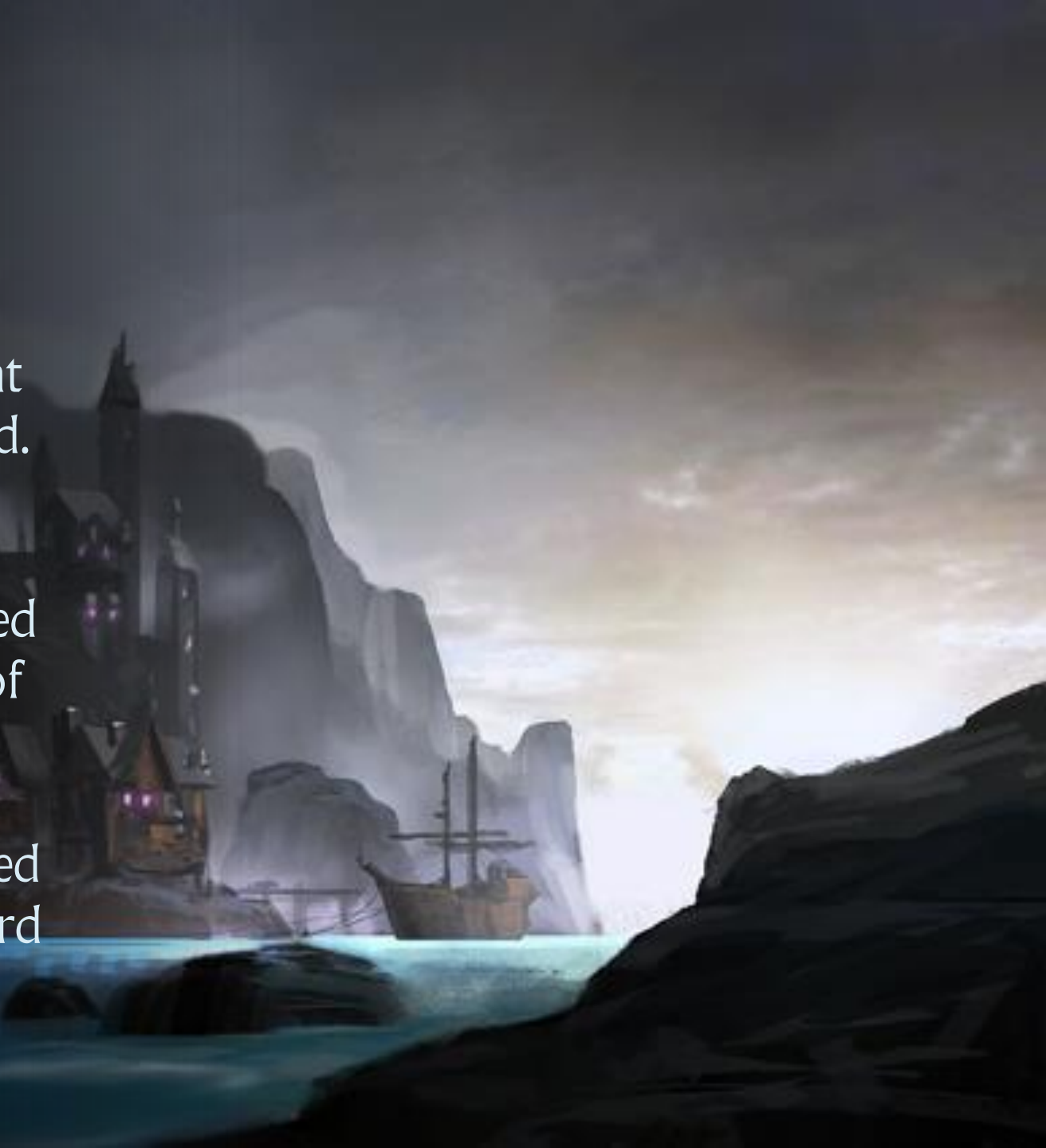


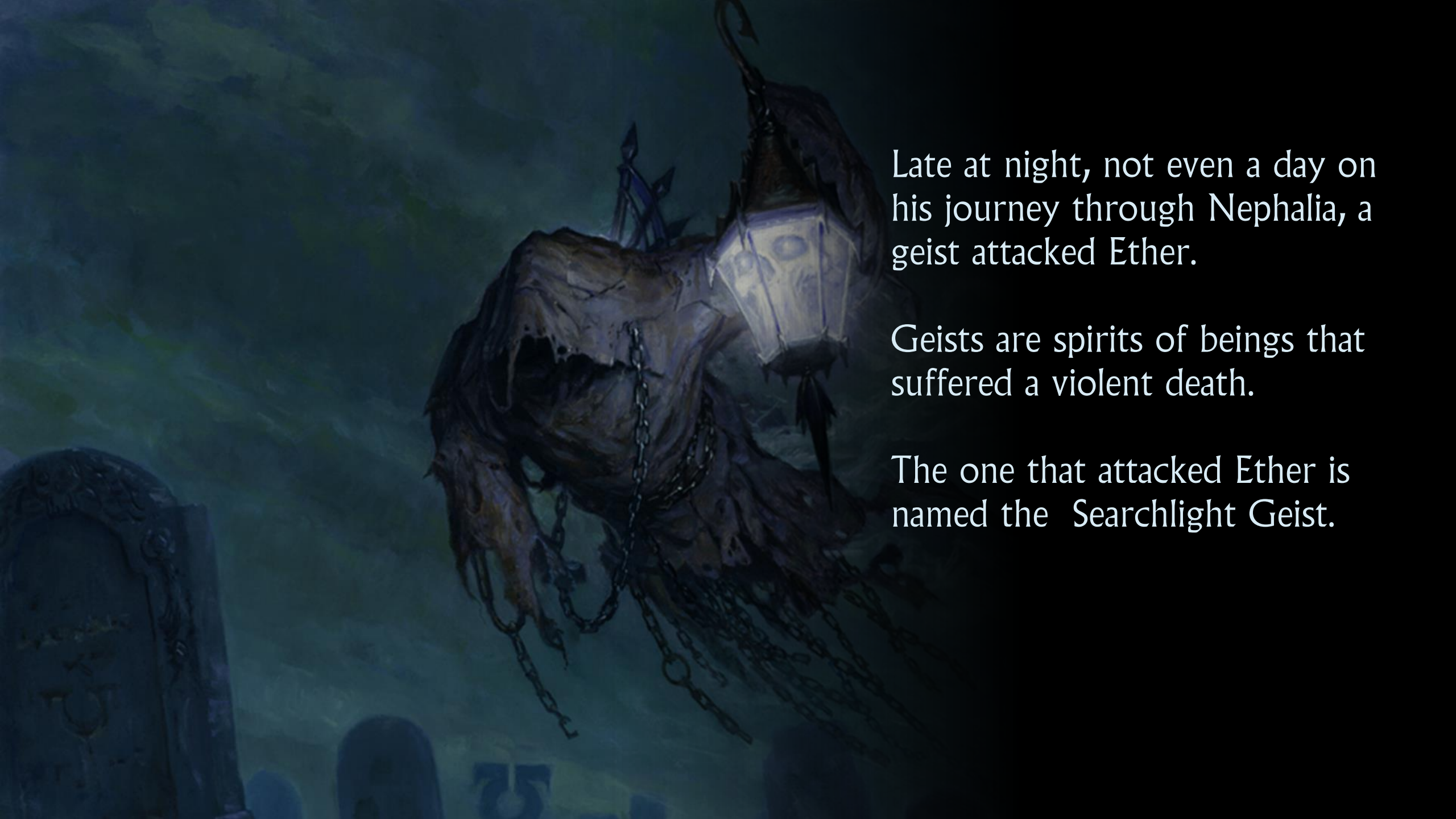
On the second day, Ether left the safety of Gavony countryside and stepped into the coastal lands of the Nephalia Province.

This coastal province is home to several small-to-medium port towns, most situated at the mouth of a river that leads further inland.

Nephalia's sloughs, sea mists, and mysteries cloak its commerce and crimes; it is populated mainly by humans, geists, and vampires, all of whom seek business, secrets, or solitude.

The province's silver sand beaches, punctuated with rocky promontories and sea caves, afford the easiest access to its fog-shrouded ocean.





Late at night, not even a day on his journey through Nephalia, a geist attacked Ether.

Geists are spirits of beings that suffered a violent death.

The one that attacked Ether is named the Searchlight Geist.



After resting for a day and  
recovering from his wounds,  
Ether resumed his quest.

Ether came upon a fork in the  
road, choose!

Ether went left?  
Ether went right?

Either one will bring Ether  
Closer to Skirsdag high temple.  
Closer to his sister Clarabella!



Ether arrived at the village of Napha.

There, the merchant, named Omagra, had a request for Ether.

“Can you retrieve my father’s watch from Ophra and her dwarves?” Omagra asked Ether.

Accept or Reject the quest.





South of the village of Napha.

Ether found Ophra and her  
dwarves.

Ether demanded the return  
Omagra father's watch, but Ophra  
refused to surrender it.



Ether arrived at the Kalla outpost.

There, sergeant Kayla asked Ether for help defeating the four-headed monster that had been terrorizing the surrounding villages.

Accept or Reject the quest.





Kayla guided Ether to the entrance of the cave.

“That’s the monster’s hideout,” she said.

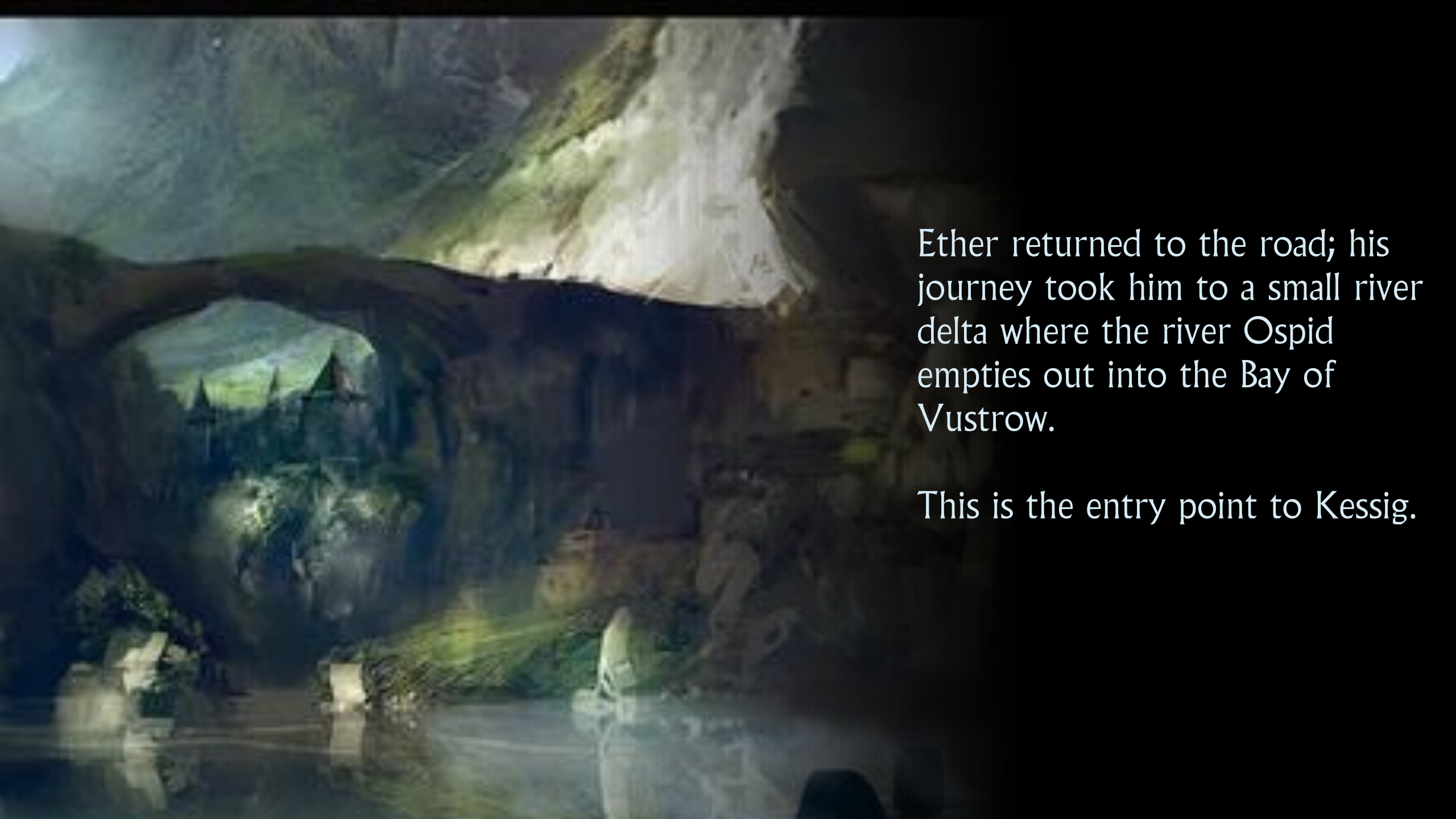
Ether entered the cave and found, hiding in the center of it, an odd-looking four-headed cat-like monster.



Before He crossed to Kessig,  
from the muddy bank of the  
river, a horde of undead  
appeared, the lost souls of  
fallen soldiers, victims of a  
forgotten war.







Ether returned to the road; his journey took him to a small river delta where the river Ospid empties out into the Bay of Vustrow.

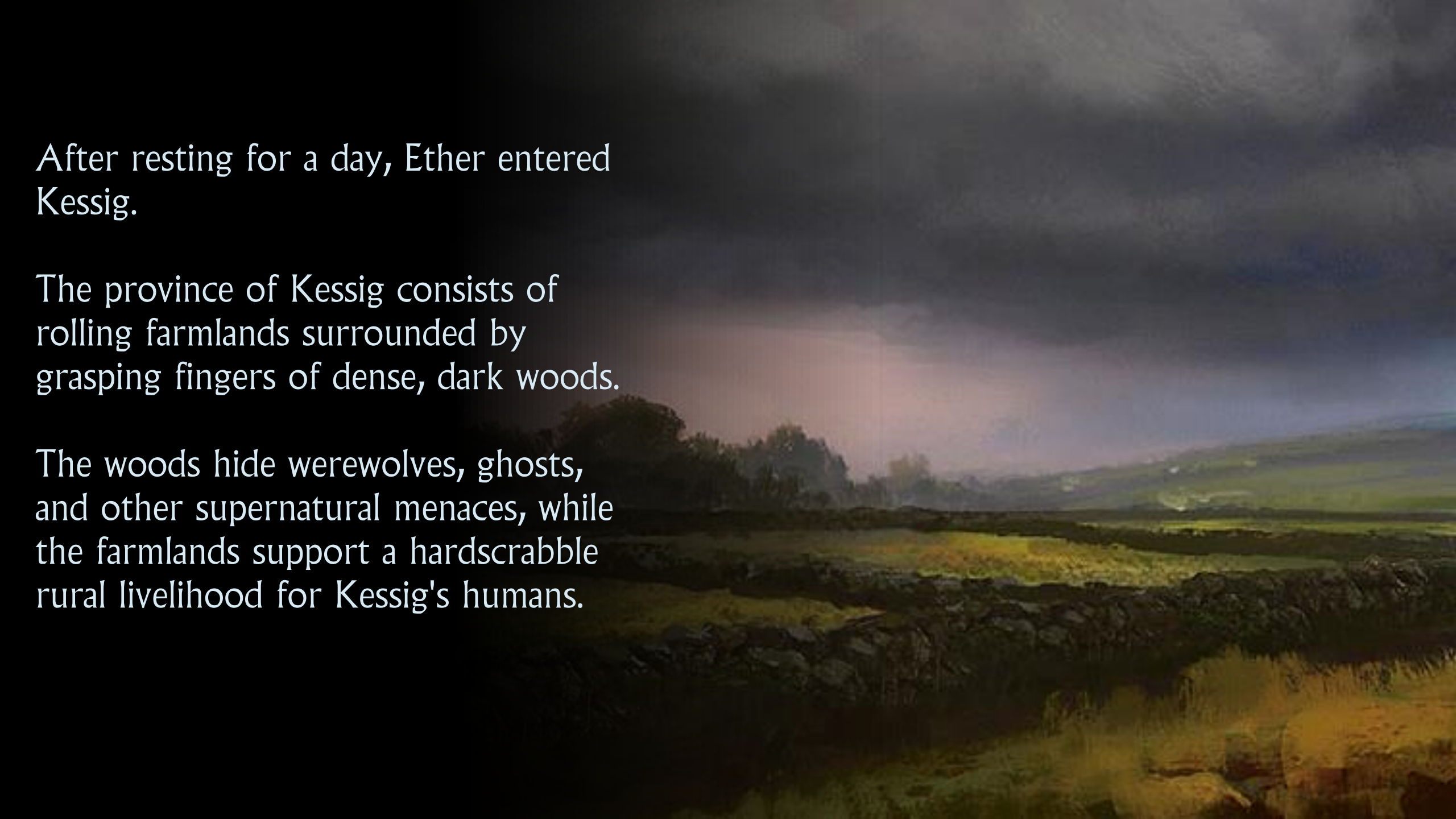
This is the entry point to Kessig.

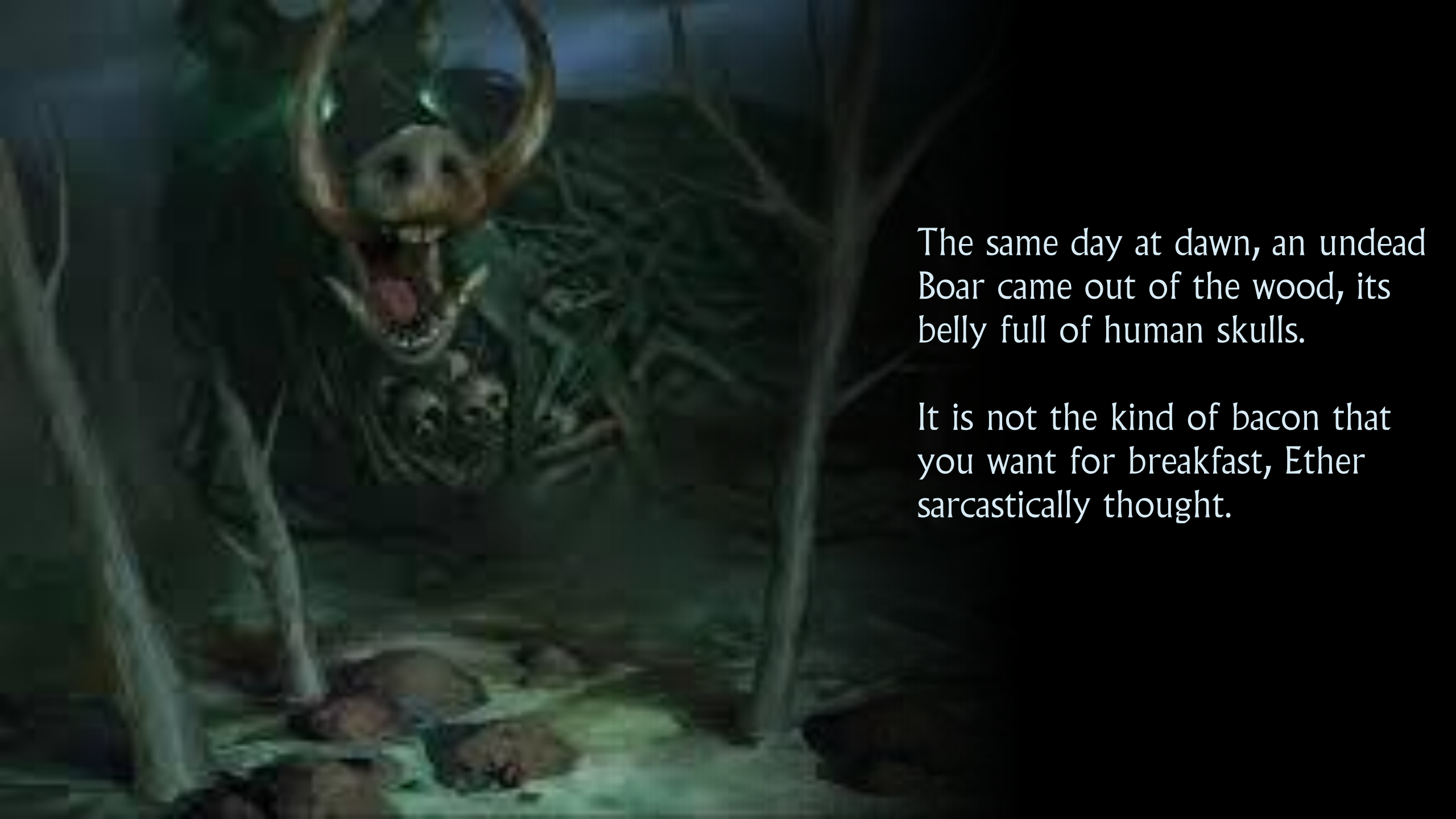


After resting for a day, Ether entered Kessig.

The province of Kessig consists of rolling farmlands surrounded by grasping fingers of dense, dark woods.

The woods hide werewolves, ghosts, and other supernatural menaces, while the farmlands support a hardscrabble rural livelihood for Kessig's humans.





The same day at dawn, an undead Boar came out of the wood, its belly full of human skulls.

It is not the kind of bacon that you want for breakfast, Ether sarcastically thought.

Ether arrived at Redwood village, where a young lumberjack named Connor approached Ether.

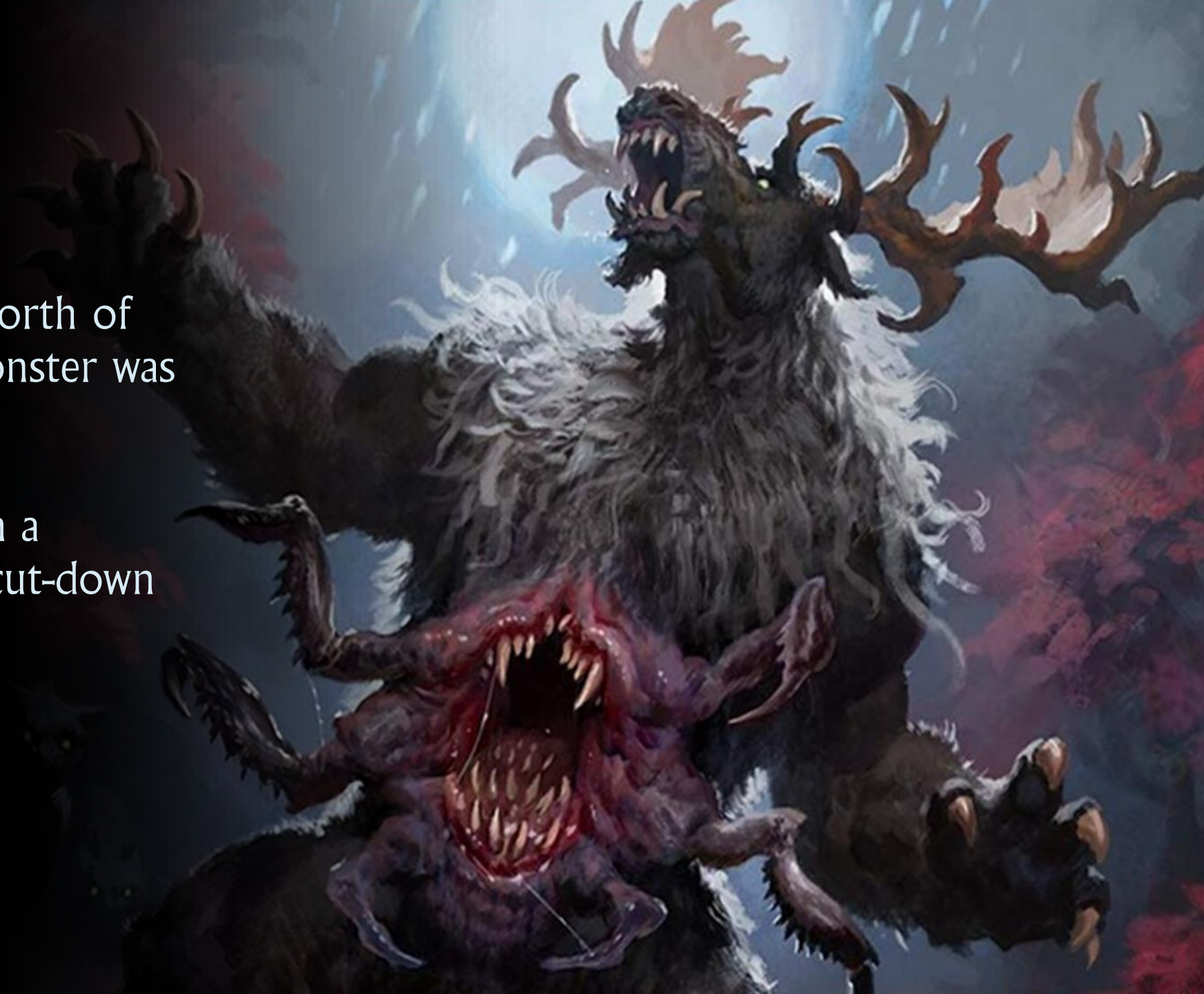
“You look like someone that can fight!” Said Connor, and he added, “it is a moose-like monster in the wood for more than a month now, no one wants to adventure into the wood, and it is affecting the livelihood of the entire village! Are you willing to save our village?” Connor asked Ether.





Connor told Ether to go north of the village to where the monster was sighted last, and Ether did.

Ether found the creature in a clearing by the stumps of cut-down trees.







The road in Kessig took Ether through the rolling plane of Logus; there, on the road, he was approached by a Shepherd named Matteo.

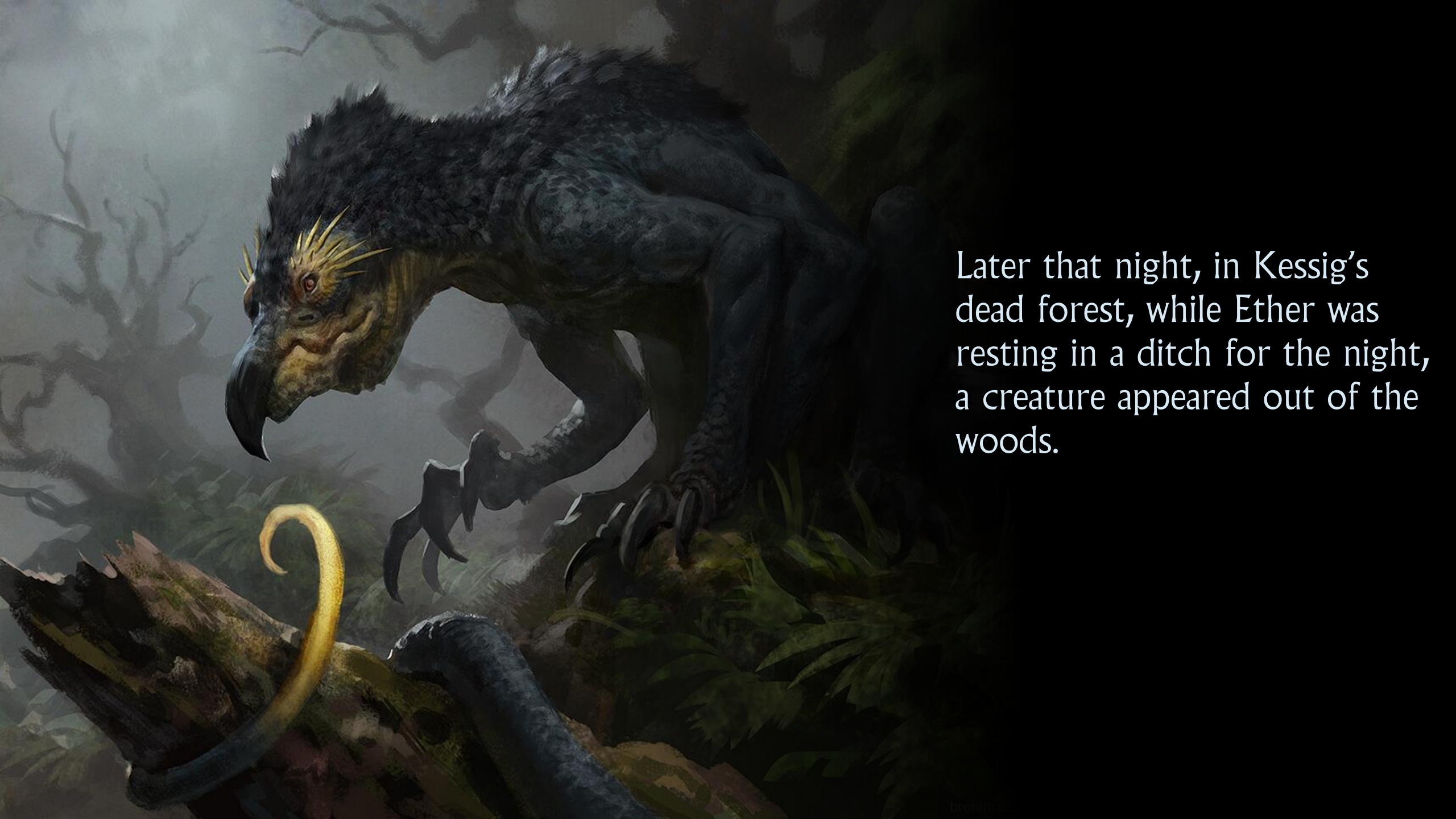
“Hello there! good stranger!” Matteo greeted Ether. For a while, Ether walk with Matteo and his sheep; Ether learned that Matteo’s younger brother, Brian, was affected by lycanthropy so severely that he is not turning back to human form.

“We are not far from his lair,” Matteo said. “Are you willing to put my brother out of his misery?” Matteo asked.



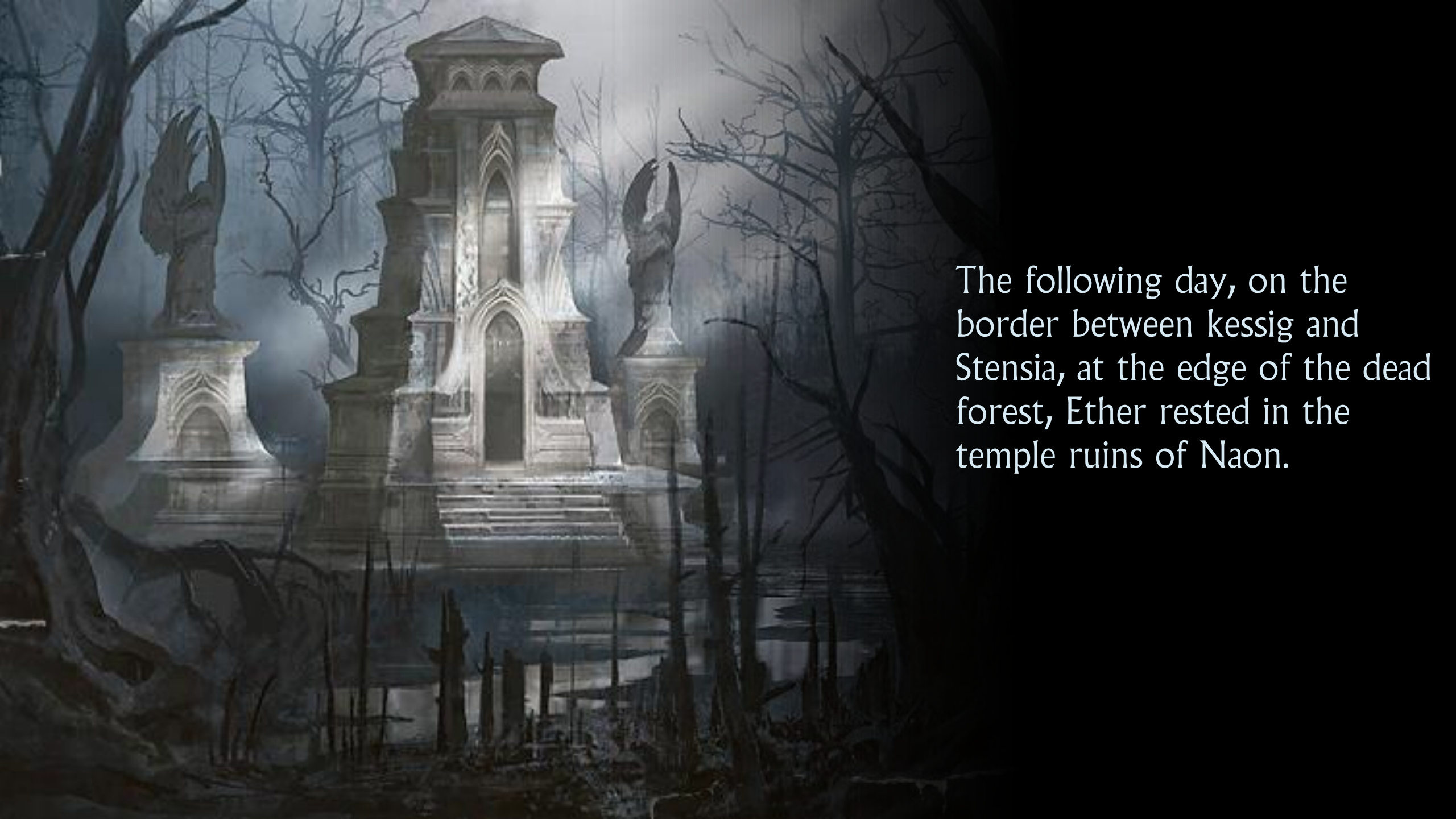
Later that evening, off the road,  
on the way to Brain's lair, they  
found him feasting on the  
carcasses of recently killed  
sheep.





Later that night, in Kessig's dead forest, while Ether was resting in a ditch for the night, a creature appeared out of the woods.





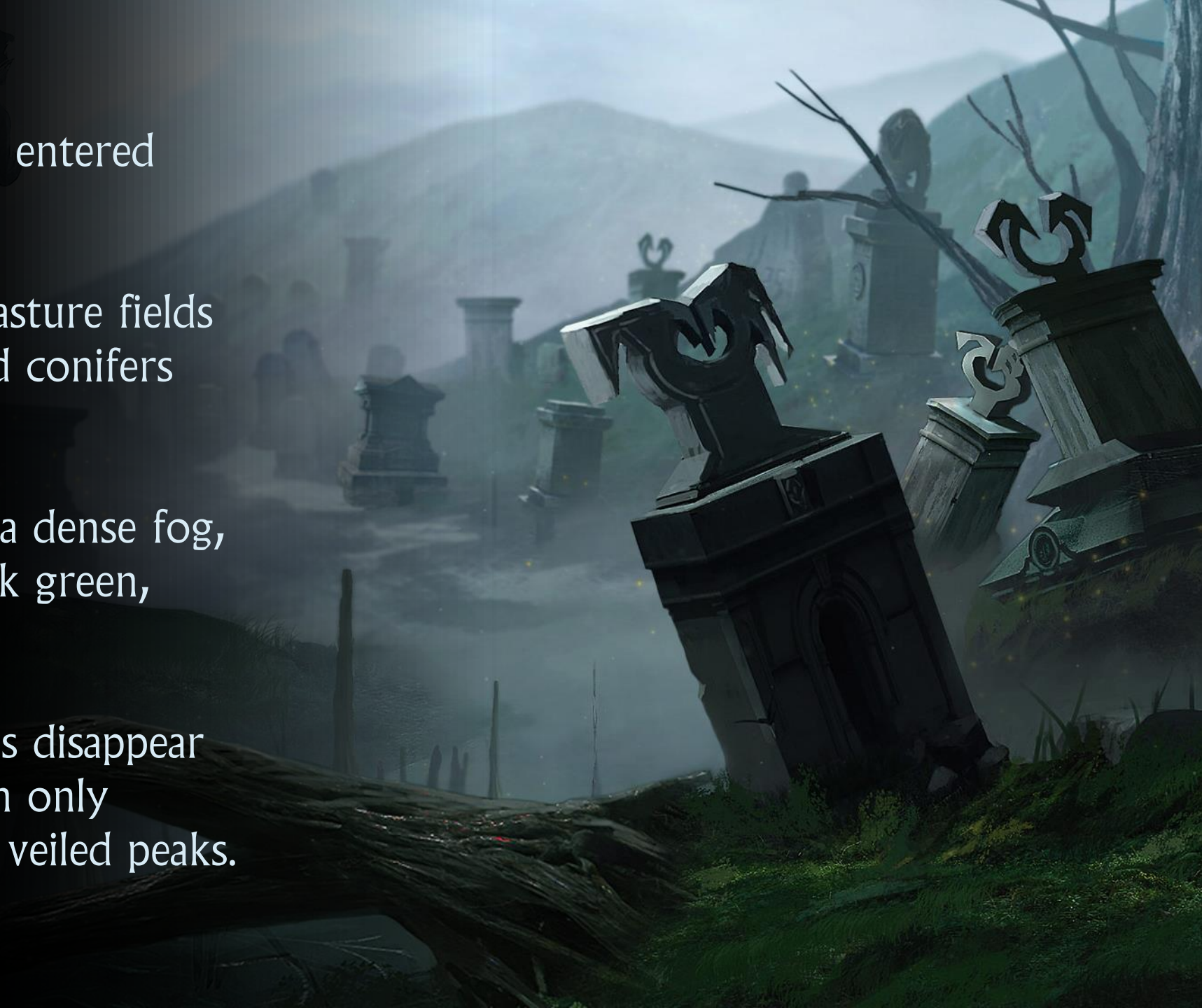
The following day, on the border between kessig and Stensia, at the edge of the dead forest, Ether rested in the temple ruins of Naon.

The following morning, Ether entered Stensia.

Stensia's valleys range from pasture fields to sinister swamps where dead conifers sink slowly.

Its wooded lands, crossed by a dense fog, show chromatic colors of dark green, purple, and gray.

Its indigo and black mountains disappear in the clouds, and humans can only imagine what is living in their veiled peaks.





While crossing the low swamps of Stensia.

Ether encountered an amphibian-like creature.

The amphibian had a putrid smell and sharp crocodilian teeth.

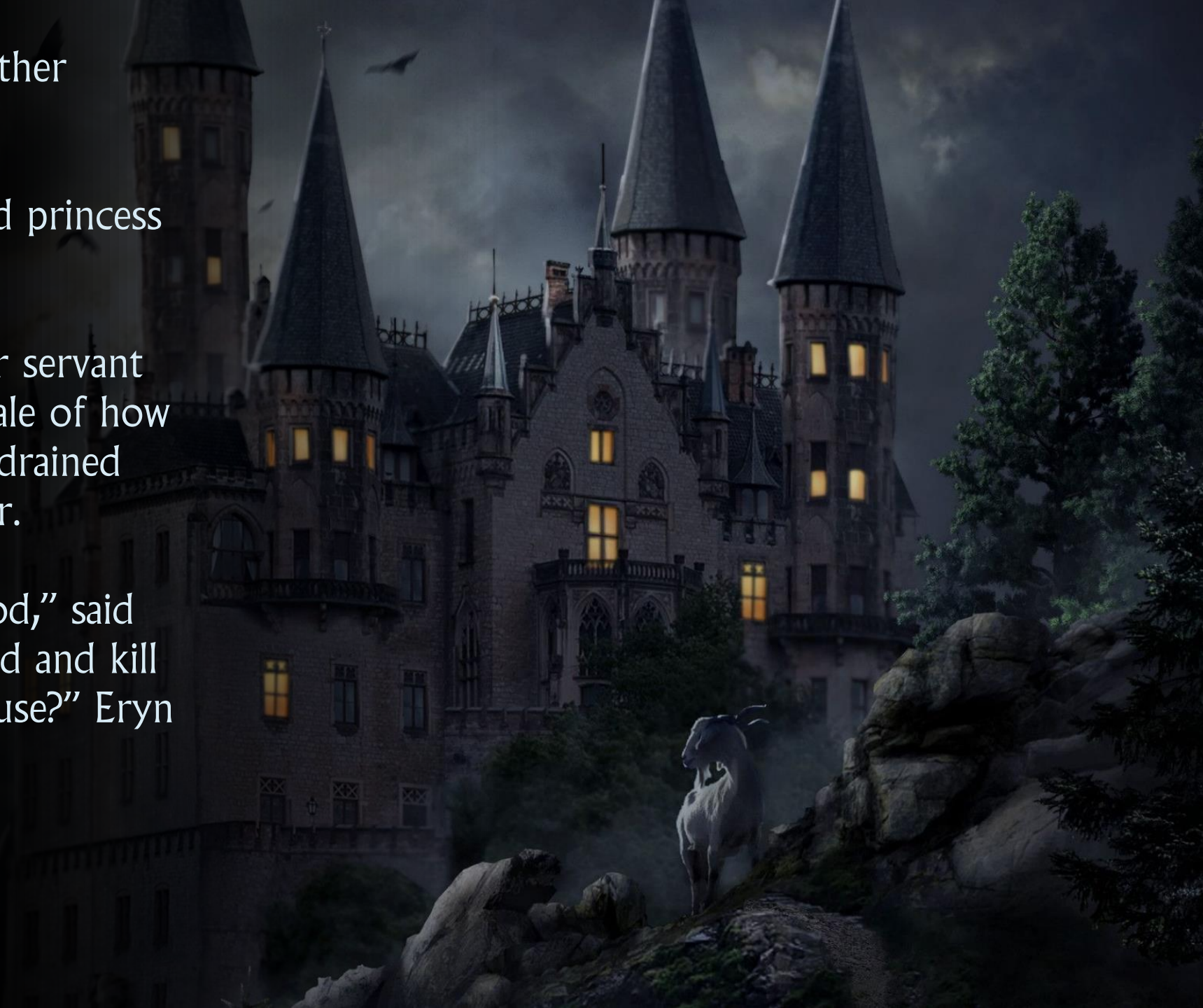


After exiting the low swamps, Ether arrived at Garful castle.

There he befriended ten-year-old princess named Eryn.

Eryn was disheartened about her servant friend Eric. She told Ether the tale of how her great aunt Dalia, a vampire, drained him out of blood in front of her.

“She thinks that servants are food,” said Eryn. “Can you avenge my friend and kill the monster that lives in my house?” Eryn asked.







“Where can I find your aunt?” Ether asked Eryn.

She replied, “Dalia lives on the top floor of the north tower.”

Ether found Dalia just as Eryn had said.



After exiting the low swamps, Ether arrived at a village called Morna.

At the local Tavern, Ether befriended seven-year-old Isaac; he told Ether the tale of how his friend Karla was taken by the nightmare monster.

“If you cry right before going to bed, the monster will come for you!” said Isaac. “And tonight, I will cry because I miss my friend,” he added.

“Can you watch over me and kill the monster?” Isaac asked Ether.





That night, Ether kept watch  
over Isaac until the nightmare  
monster came for him.



Ether returned to the road,  
and late that night, Ether  
found himself face to face  
with egg zombies.







After a day of traveling,  
Ether could feel that he was  
almost to the high temple.



Finally, Ether arrived at the door of the Skirsdag high temple, deep in the Stensia Mountains.



After entering the temple, Ether found Lord Salt having a stroll in the backyard.

“Where is Clarabella?” Ether shouted to Salt. “And who are you, mortal?” Salt asked.

“I am Clarabella’s savior!” Ether replied.





“Where is Clarabella?” Ether shouted again.

With his last burning breath, Salt replied, “she is in the basement of the temple, but it is too late now, Iretrat is drinking her blood.”



Ether found Iretrat just as Salt said.

“And who are you?” Iretrat asked Ether.

“I am the one that will send you to the pit of death!” Ether replied.



As Iretrat burned to ashes,  
Ether saw Clarabella hiding in  
one of the corners of the  
large basement room.







“Do not be afraid, Clarabella; it is me, Ether!”

“My brother! You saved me!” she replied.

Ether asked, “What happened to you? You have wings!”



As Iretrat burned, Clarabella gained his power.

Clarabella's heart was pure and untarnished, turning Iretrat's evil power into angel power.

A pure heart always vanquishes evil.

Clarabella became a mighty angel; she cleansed the land of Innatrad from many abominations.

Ether's quest became a weapon against evil.