

Lucien Snow

Character Name
Fighter 9
CLASS
Normal
Vision

Noah

Player Name
Triton / Humanoid
RACE
9 (9) 48000 / 64000
Character Level (CR) EXP/NEXT LEVEL

Njord

Deity
Medium / 5 ft.
SIZE / FACE
23
AGE

None

Region
5' 3" / 170 lbs.
HEIGHT / WEIGHT
Male
GENDER

Chaotic Neutral

Alignment
Deep Blue
Hair
Grey/Yellow
EYES



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	11		+0		
CON Constitution	18		+4		
INT Intelligence	8		-1		
WIS Wisdom	12		+1		
CHA Charisma	12		+1		

PROFICIENT	SAVING THROWS	TOTAL	PROFICIENCY	ABILITY	MAGIC	MISC	TEMP
■	strength	+7	= +4	+3	+0	+0	
□	dexterity	+0	= +0	+0	+0	+0	
■	constitution	+8	= +4	+4	+0	+0	
□	intelligence	-1	= +0	-1	+0	+0	
□	wisdom	+1	= +0	+1	+0	+0	
□	charisma	+1	= +0	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+4/+4	1d3	20/x2	5 ft.

Handaxe	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+7/+7		1d6+3			
TH	20 ft.	60 ft.			
	+7/+7	+7/+7 (Disadvantage)			
Dam	1d6+3	1d6+3			

Silvered Greatsword (Weapon +1)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x0	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+9/+9			2d6+4			
Special Properties: Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons. Weapon +1, You have a bonus to attack and damage rolls made with this magic weapon.						

*: weapon is equipped

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Splint		+7	+0	+0	0
Ornate Plate		+8	+0	+0	0
	(Plate)				
Demon Armor		+8	+0	+0	0
	Not attuned to Item				
Shield	Shield	+2		+0	0

HP hit points	105							
AC armor class	10 = 10 + 0 + 0 + 0 + 0 + 0 + 0	TOTAL	BASE	ARMOR BONUS	SHIELD BONUS	STAT	NATURAL ARMOR	MISC
INITIATIVE modifier	+0 = +0 + +0	TOTAL	DEX MODIFIER	MISC MODIFIER				
Encumbrance	Light							
Proficiency Bonus	+4				Acrobatics			

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	PROF MODIFIER	MISC MODIFIER
Acrobatics	DEX	0	=	0	+
Animal Handling	WIS	1	=	1	+
Arcana	INT	-1	=	-1	+
✓ Athletics	STR	7	=	3	+ 4
Deception	CHA	1	=	1	+
✓ History	INT	3	=	-1	+ 4
Insight	WIS	1	=	1	+
✓ Intimidation	CHA	5	=	1	+ 4
Investigation	INT	-1	=	-1	+
Medicine	WIS	1	=	1	+
Nature	INT	-1	=	-1	+
Perception	WIS	1	=	1	+
Performance	CHA	1	=	1	+
✓ Persuasion	CHA	5	=	1	+ 4
Religion	INT	-1	=	-1	+
Sleight of Hand	DEX	0	=	0	+
Stealth	DEX	0	=	0	+
Survival	WIS	1	=	1	+
✓: Proficient Skill.					

Conditional Skill Modifiers:	
Passive Perception is 11	
+4 Dulcimer	
+4 Vehicles (Water)	

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Clothes, Fine		Equipped	1	6 / 15	
Purse		Equipped	1	1 / 0.5	
1 lbs., 1 Tinderbox					
Purse		Equipped	1	1 / 0.5	
0.6 lbs., 29 Coin (Gold), 1 Coin (Electrum)					
Signet ring		Equipped	1	0 / 5	
Waterskin		Equipped	1	5 / 0.2	
Filled					
Tinderbox		Purse	1	1 / 0.5	
Handaxe		Carried	2	2 (4) / 5 (10)	
LongRange: 60, RangeLongMult: 3, ShortRange: 20					
Rope, hempen (50 feet)		Carried	1	10 / 1	
Silvered Greatsword (Weapon +1)		Carried	1	6 / 50	
Artisinal Craftsmanship: Executioner's Blade					
Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons.					
Weapon +1, You have a bonus to attack and damage rolls made with this magic weapon.					
Shield			1	6 / 10	
Umberhulk Chitin Backplate					
Rations (1 day)			22	2 (44) / 0.5 (11)	
Torch			6	1 (6) / 0 (0.1)	
Backpack			1	5 / 2	
18 lbs., 1 Valdoor's Book of Demonology, 1 Valdoor's Guide to The Nine Hells, 1 Scroll of Pedigree, 1 Mess kit, 1 Bedroll					
Valdoor's Book of Demonology		Backpack	1	5 / 25	
Demons (Book)					
Valdoor's Guide to The Nine Hells		Backpack	1	5 / 25	
Devils (Book)					
Scroll of Pedigree		Backpack	1	0 / 0	
Mess kit		Backpack	1	1 / 0.2	
Bedroll		Backpack	1	7 / 1	
Splint			1	60 / 200	
Stealth: Disadvantage					
Ornate Plate			1	65 / 1,500	
Scavenged from the body of an Air Myrmidon (Plate)Stealth: Disadvantage					
Demon Armor			1	65 / 1,500	
Not attuned to ItemStealth: Disadvantage					
Ring Of Warmth			1	0 / 0	
Not attuned to Item					
Vistani Wine			1	2 / 2	
(Bottle, glass)					
Vase			1	2 / 3.5	
(Bottle, glass)					
TOTAL WEIGHT CARRIED/VALUE		28.6 lbs.	3,362.5gp		
WEIGHT ALLOWANCE					
Light 240		Medium 240	Heavy 240		
Lift over head 240		Lift off ground 480	Push / Drag 480		
MONEY					
Coin (Gold): 29[Purse]					
Coin (Electrum): 1[Purse]					
Total= 29.5 gp					
MAGIC					
Silvered greatsword: -A traditional greatsword by all accounts, other than it being made of silver. -Ignores some magical resistances and immunities. -Particularly powerful when it comes to the undead and lycans.					
Languages					
Common, Primordial, Siren					
Other Companions					
Wolf - Shifter - Barbarian?					
Luxor (Luce) - Human - Divine Soul Sorcerer					
Raigor Ferrehord - Our guide on our mission from the king of Eartheart - Dwarf - Gun Slinger Fighter					
Vanalis - Water Genasi - Tempest Cleric - Worships Njord - Has a pet hawk named Shiv					
Lokenmas - Tiefling - Eldritch Knight					

Other Companions	
- Has a pet lizard named Fang	
Alexandria - Half-Elf - Ranger - Shot and killed an innocent man - Attempted to restrain me in my tent while I was asleep - Deceased	
Personality Traits	
Despite my noble birth, I do not place myself above other folk. We all have the same blood.	
If you do me an injury, I will crush you, ruin your name, and salt your fields.	
Bonds	
The common folk must see me as a hero of the people.	
Ideals	
Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)	
Flaws	
By my words and actions, I often bring shame to my family.	
Race Traits	
Ability Score Increase	[Wizards of the Coast - Volo's Guide to Monsters, p.117]
Your Strength, Constitution, and Charisma scores increases by 1.	
Amphibious	[Wizards of the Coast - Volo's Guide to Monsters, p.118]
You can breathe air and water.	
Control Air and Water	[Wizards of the Coast - Volo's Guide to Monsters, p.118]
A child of the sea, you can call on the magic of elemental air and water. You can cast fog cloud with this Race Trait. Starting at 3rd level, you can cast gust of wind with it, and starting at 5th level, you can also cast wall of water with it. Once you cast a spell with this Race Trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells. Spell save DC 13.	
Emissary of the Sea	[Wizards of the Coast - Volo's Guide to Monsters, p.118]
Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.	
Guardians of the Depths	[Wizards of the Coast - Volo's Guide to Monsters, p.118]
Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.	
Languages	[Wizards of the Coast - Volo's Guide to Monsters, p.118]
You can speak, read, and write Common and Primordial.	
Class Features	
Waterdhavian Noble	[Wizards of the Coast - Sword Coast Adventurer's Guide]
You are a scion of one of the great noble families of Waterdeep. Human families who jealously guard their privilege and place in the City of Splendors, Waterdhavian nobles have a reputation across FaerO.n for being eccentric, spoiled, venal, and, above all else, rich. Whether you are a shining example of the reason for this reputation or one who proves the rule by being an exception, people expect things of you when they know your surname and what it means. Your reasons for taking up adventuring likely involve your family in some way: Are you the family rebel, who prefers delving in filthy dungeons to sipping zzar at a ball? Or have you taken up sword or spell on your family's behalf, ensuring that they have someone of renown to see to their legacy? Work with your DM to come up with the family you are part of - there are around seventy-five lineages in Waterdeep, each with its own financial interests, specialties, and schemes. You might be part of the main line of your family, possibly in line to become its leader one day. Or you might be one of any number of cousins, with less prestige but also less responsibility. Skill Proficiencies: History, Persuasion Tool Proficiencies: One type of gaming set or one musical instrument Languages: One of your choice Equipment: A set of fine clothes, a signet ring or brooch, a scroll of pedigree, a skin of fine zzar or wine, and a purse containing 20 gp	
Feature: Kept In Style	[Wizards of the Coast - Sword Coast Adventurer's Guide]

While you are in Waterdeep or elsewhere in the North your house sees to your everyday needs. Your name a-d signet are sufficient to cover most of your expenses; the inns, taverns, and festhalls you frequent are glad to record your debt and send an accounting to your family's estate in Waterdeep to settle what you owe. This advantage enables you to live a comfortable lifestyle without having to pay 2 gp a day for it, or reduces the cost of a wealthy or aristocratic lifestyle by that amount. You may not maintain a less affluent lifestyle and use the difference as income-the benefit is a line of credit, not an actual monetary reward.

Tunnel Fighter [Wizards of the Coast - Unearthed Arcana, p.1]

You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Fighting Style [Wizards of the Coast - Player's Handbook, p.72]

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Second Wind [Wizards of the Coast - Player's Handbook, p.72]

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + 9. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge [Wizards of the Coast - Player's Handbook, p.72]

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Martial Archetype [Wizards of the Coast - Player's Handbook, p.72]

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Echo Knight [D&D Wiki - Sword Coast Adventurer's Guide, p.x]

A mysterious and fearsome frontline warrior from the Kryn Dynasty, the Echo Knight has mastered the art of using dunamis to summon the fading shades of unrealized timelines to aid them in battle. Surrounded by echoes of their own might, they charge into the fray as a cycling swarm of shadows and strikes.

Manifest Echo [D&D Wiki - Sword Coast Adventurer's Guide]

When you choose this archetype at 3rd level, you can use a bonus action to magically manifest an echo of yourself in an unoccupied space you can see within 15 feet of you. This echo is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another echo, or until you're incapacitated. Your echo has AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the echo to move up to 30 feet in any direction (no action required). If your echo is ever more than 30 feet from you at the end of your turn, it is destroyed. You can use the echo in the following ways:

As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of your movement, regardless of the distance between the two of you.

When you take the Attack action on your turn, any attack you make with that action can originate from your space or the echo's space. You make this choice for each attack.

When a creature that you can see within 5 feet of your echo moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the echo's space.

Unleash Incarnation [D&D Wiki - Sword Coast Adventurer's Guide]

When you choose this archetype at 3rd level, you can heighten your echo's fury. Whenever you take the Attack action, you can make one additional melee attack from the echo's position. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Echo Avatar [D&D Wiki - Sword Coast Adventurer's Guide]

Starting at 7th level, you can temporarily transfer your consciousness to your echo. As an action, you can see through your echo's eyes and hear through its ears. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your echo is being used in this way, it can be up to 1,000 feet away from you without being destroyed.

Ability Score Improvement [Wizards of the Coast - Player's Handbook, p.72]

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two

ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack [Wizards of the Coast - Player's Handbook, p.72]

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable [Wizards of the Coast - Player's Handbook, p.72]

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 1 time(s) between long rests.

Feats [Wizards of the Coast - Unearthed Arcana]

Blade Mastery [Wizards of the Coast - Unearthed Arcana]

You master the shortsword, longsword, scimitar, rapier, and greatsword. You gain the following benefits when using any of them:

- *You gain a +1 bonus to attack rolls you make with the weapon.
- *On your turn, you can use your reaction to assume a parrying stance, provided you have the weapon in hand. Doing so grants you a +1 bonus to your AC until the start of your next turn or until you're not holding the weapon.
- *When you make an opportunity attack with the weapon, you have advantage on the attack roll.

Sentinel [Wizards of the Coast - Player's Handbook, p.169]

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits: * When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. * Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach. * When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Proficiencies

Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip

Triton Innate Spellcasting Spell-like Abilities					
Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Fog Cloud	Conjuration	1 action	Concentration, up to 1 hour	120 feet	PH:p.243
[V, S]EFFECT: You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed [at least 10 miles per hour] disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.					
<input type="checkbox"/> Gust of Wind	Evocation	1 action	Concentration, up to 1 minute	Self 60	PH:p.248
[DC: 13, Strength] [V, S, M (a legume seed)]EFFECT: A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.					
<input type="checkbox"/> Wall of Water	Evocation	1 action	Concentration, up to 10 minutes	60 feet	XGtE:p.23
[V, S, M (a drop of water)]EFFECT: You conjure up a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain. Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid [at least a 5-foot square section is frozen]. Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.					
* =Domain/Speciality Spell					
Triton Innate Spellcasting Spell-like Abilities					

- ☐Fog Cloud
- ☐Gust of Wind (DC:13)
- ☐Wall of Water

Lucien Snow

Triton

RACE

23

AGE

Male

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Ambidextrous

DOMINANT HAND

Humanoid

Race Type

Race Sub Type

Njord

DEITY

5' 3"

HEIGHT

170 lbs.

WEIGHT

Grey/Yellow

EYE COLOUR

Silver-blue

SKIN COLOUR

Deep Blue, Straight, medium length

HAIR / HAIR STYLE

Autophobia

PHOBIAS

Iron-willed, Secluded

PERSONALITY TRAITS

Monster slaying

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

None

REGION

Description:

A triton male of fair stature and stocky build. His most notable features are his hair, which is as blue as the deepest depths, and his eyes, which are as seering as his determination, with golden flecks like the sun. Lucien's complexion is akin to that of a pale silver under the light of the moon.

While he has reached the age of maturity, he is still naive to many of the aspects of the world. Further, his noble upbringing has caused this aspect of his personality to grow as he did.

Biography:

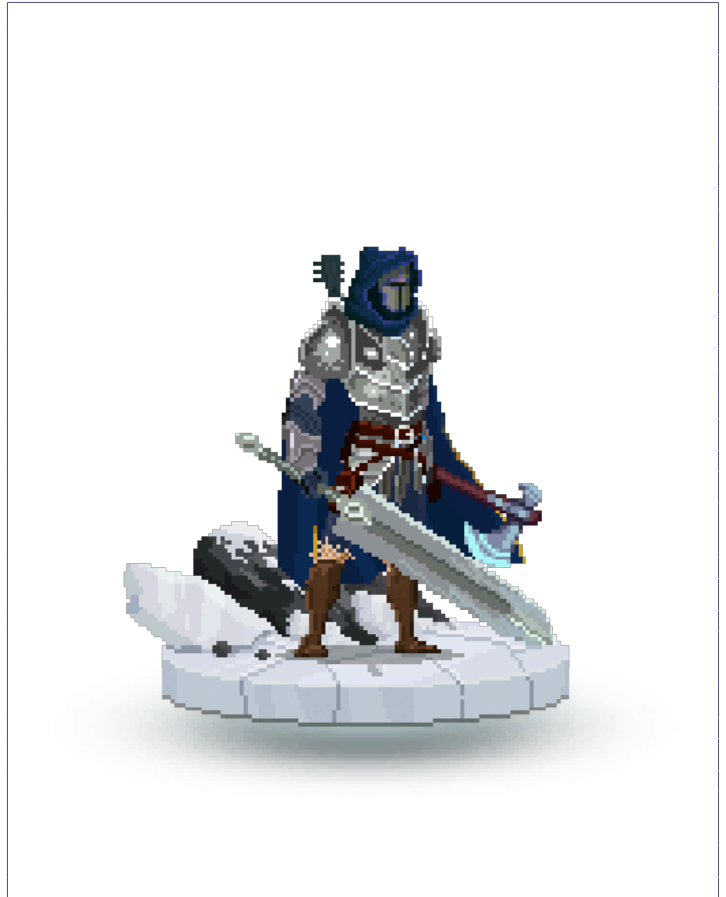
After the Adarbrent family moved to the northern city of Luskan in the Sword's Coast, relations between the mercantile family and the triton families of Snow and Y'tei soon grew strong. The Adarbrent family promised the houses an opportunity for expansion and trade, and in return family Y'tei offered energy from the oceanic thermal vents, while the Snow family offered their skills as Leviathan slayers. Over the years, these families grew closer and closer, as the Adarbrent family found their way into nobility. As the ties grew stronger, the families soon began to intermingle between themselves.

Lucien Snow is a result of a special sort of intermingling of a man of house Snow and a lady of house Adarbrent.

A triton boy conceived after a night of merriment during the Feast of the Moon. He was raised by two human parents of the noble family, and as such he learned of trade routes, cartography, and other naval trade skills. However, while he studied, he could never shake the feeling of being an imposter within his family. Although he was the eldest of his siblings, they soared far above him in their studies as he lagged further and further behind. While he was indeed the oldest, his parents did not see him as fit for carrying on with the family business. After all, his siblings were far better choices than he was.

As he reached his teenage years, he became more and more ostracized by the other members of his family. He began to hear stories from the older parts of the family about how his birth was an act of sin, and that he was no better than those "untrustworthy kin-eating cretins of the sea." This pushed him to become more and more secluded from the rest of his house, only visited by his kind mother. She would tell him stories about how things weren't as they are now. That his real father was a heroic man of a once close family, and of the wonderous deeds of the once trusted house.

At first, Lucien handled the seclusion pretty poorly, but over the years, he appeared to cope better and better. During the first year, he would cling heavily to whoever would allow him to get even moderately close to them. But, as the years passed,



this clinginess lessened. Lucien had developed an imaginary friend. Whenever left alone, he would begin talking to himself, about what had happened throughout his day, and would even play games with them. No one paid this much mind, other than considering him to be a little weirder than they may have originally thought.

As time passed, however, additional voices could be heard coming from Lucien's room, but whenever inspected, he was still alone. Furthermore, the members of his house would claim to see him running through the halls in one direction, only to be greeted by him in the opposite direction.

These strange happenings would continue to haunt the Adarbrent family whilst Lucien resided there. He would insist that this was all due to his 'imaginary friend,' though, unsurprisingly, no one believed him other than his mother, who was still skeptical of the true nature of the phenomena.

Once he reached the age of 18 years, he was considered an adult by the other members of his house, Inspired by the stories from his mother, he sought to become a great hero, like his father, hoping to clear the false stain of the old house. He trained for four years with the use of martial weapons, and naval battles. He was especially keen of tight arenas, using the constricting space to his advantage.

Upon his 23rd birthday, he finally set out on his journey to right the wrongs peddled by house Adarbrent, heading first to the capital of Waterdeep...

Notes:

Bufs and Debuffs:

(-) Thantophobia

Fear of the Reaper:

You have disadvantage on ability checks while within 5 feet of a dead body, or 10 feet if it was an acquaintance (i.e. named, friendly NPCs or former PCs).

Death Defiant:

You may gain advantage on a death saving throw. Once you do so, you cannot use this ability for 7 days.

(+) Zariel's Command

Alignment Shift:

CG -> CN

You have Expertise in Charisma (Intimidation) checks. In addition, you can turn your eyes a deep red for a minute. You can do this once per long rest.

Notes:

===== Day 1 (Uktar 9, 1505 DR) =====

Our carriage was attacked by some bandits. I tried to convince one to give up that life, but in the midst of battle, he was struck in the back.

Arrived in Earthheart. We are in search of a Kenku who stole the king's son, and a very dangerous artifact known as the "Shard of Heartcleave."

Traded my chain mail for some Splint Mail.

===== Day 3 (Uktar 11, 1505 DR) =====

Saved a man who appeared to be consumed by some malevolent spirit.

===== Day 5 (Uktar 13, 1505 DR) =====

Came across a strange refreshing pool of water that restored my vigor.

===== Day 7 (Uktar 15, 1505 DR) =====

Came across group of cultists, one of whom I captured. They spoke warnings to me of their diety and I wanted to try to right him from that path.

===== Day 8 (Uktar 16, 1505 DR) =====

A guard's man came to our party asking for help on a raid on his tower. I gave him that reinvigorating water from my waterskin

Looked over that cursed abyss, and I felt my mind slip.

===== Day 9 (Uktar 17, 1505 DR) =====

I just witnessed Alexandria kill an innocent man in cold blood... How could she? I tried my best to stop her, but I wasn't strong enough

Came across quite a jolly fellow who invited us to have a meal with him. He gave us this odd looking gold scale.

===== Day 10 (Uktar 18, 1505 DR) =====

Learned a few things from the high priestess of Gond, who entrusted two books of demonology unto me.

A thing of note between Demons and Devils: Devils can, in some cases, be negotiated with, for a price. Demons, under no circumstance, can be negotiated with. If you are met with a Demon, you are left with only two options: Run or Fight. Furthermore, Demons and Devils dispise each other more than the Gods dispise either (this knowledge may be of some use).

===== Day 11 (Uktar 19, 1505 DR) =====

Traveled through a strangely dense fog whilst traveling through the forest.

I think I'm losing my mind, I think I am hearing voices

===== Day 12 (Uktar 20, 1505 DR) =====

Awoke in a maze. I have no recollection how I arrived to that place. There were strange ritual altars, and most of my party was nowhere to be found. After destroying one of those strange altars, I managed to catch up with the rest of my party, and escaped that place.

For some inexplicable reason, I can feel my slipping even more. DAMN IT, I NEED TO HAVE MORE CONTROL OVER THIS LUMP OF FLESH.

Came across a giant subterranean lizard as we made our way out of that damned forest.

I tried my hand at looking over that abyss once again, and I swear I am starting to see things.

We were abushed by a few of those acursed drow.

Was attacked in our sleep by this rage filled boar. Luckily I was able to trap the boar in a pit near where we were sleeping

Throughout the day, I swear I keep hearing this... being... telling me of some sort of trials

===== Day 13 (Uktar 21, 1505 DR) =====

Those voice appear to be more than a dream. We awoke to an image of Baphomet himself, as well as a minotaur and this horrible abomination I learned of in that book. Apparently it is called a 'rutterkin'.

Luxor left our party. He saw our cause as futile at this point

Came across these charming two undead fighters. Showing respect for their art, I challenged one to a friendly duel, and let's just say his old bones packed one hell of a punch.

Lent the Demonology book to that curious new fellow, Lokenmas, for a week.

===== Day 15 (Uktar 23, 1505 DR) =====

Distrust for Alexandria after she snuck into my room attempting to restrain me. I thought she was a bear at first, but it seems my mind is playing tricks on me. She insists it was for a joke, but I am not so sure.

===== Day 16 (Uktar 24, 1505 DR) =====

Broke my arm whilst on the search for the guide, through the underground catacombs, trying to find the colleseum.

Alexandria has died, at the hands of Venger, a spirit who has sworn vengeance against her and Wolf.

Guide now seems to like me a bit more after having saved him from Venger, in the underground colleseum. I was also able to pick up a very curious looking potion and greatsword.

Gladiator event: (in 5 days) (448th Annual; Tradition)
-Sponsored by the inkeeper of Amtaria
-3 opening slots
-teams of 2 (16 total teams)
-minigames:
-effects that last a minute over the fight are not allowed
-DQ'd for killing other players
-DQ'd for attacking the crowd
-double elimination
-Bloodied is out; revivify on standby
-400 GP for first prize; 150 GP for second place; 60 GP for third place.

Hippogryphs, Gryphon, Lion, Talking horse, and degrading creature at Duskpole, Amtaria exotic animal trader. (Young Hippogryph 3000GP, Egg for 2000GP)

Introduced to two new odd characters. A spy sent from the king, who says his name is Tav, and a old merc who says her name is Tallia. They seem decent folk, especially Tav, but I guess only time will tell.

===== Day 18 (Uktar 26, 1505 DR) =====

Over the two days after the collesium you kept on seeing ghastly shadows and loved ones long gone in your peripheries, but they'd dissapear when looked at. The second day you walked out of the tavern, went about 2 blocks, saw a fellow noble from back home who wronged you, and slashed at him with your sword. Turns out it was actually a signpost and the guard captain ended up charging you a 5 gold fine for vandalism and public disturbance of piece.

===== Day 20 (Uktar 28, 1505 DR) =====

Lokenmas has returned my books to me.

===== Day 21 (Uktar 29, 1505 DR) =====

Over the past four days, that charming priest has spent most of his time at my bedside healing my arm, and I think it is now back to tip-top shape.

Spent some time rehoneing my skills doing some pit fighting before the tournament. Didn't do the best, but managed to pull off an upset.

Met the other teams that will be competing in the competition, before returning to the tavern for some merriment. I spoke to who I believe will be my competition for tomorrow. He is bard from Waterdeep who says he is traveling wherever the road will take him, and is currently heading as far west as he can go, and that he's on his way to Camp Selune as well. He is also aided by this fantastical wooden contraption, which I am not too sure about, as they were eyeing me up the entire night, as I shared drinks with my new friend. Seeing as though he couldn't hold his alcohol, and being the one who bough him the drinks (3 shots each of Tiamat's choice, supposedly the strongest drink they had to offer here, though

they didn't seem too bad), I don't see it fit for him to travel alone, so I had him bunk with me. Hopefully he won't be too out of our fight tomorrow.

===== Day 22 (Uktar 30, 1505 DR) =====

The first day of the tournament. I've decided to both watch and gamble on the fights in these first rounds

Jade's Might vs. Raven's Harry:

-Odds 1:64; bet 2 GP on JM, who lost

-Crowd Favor: 3:5

-Jade's Might: Two javelin throwers, though one appeared to have a makeshift palm pistol.

-Raven's Harry: The underling didn't appear to be that powerful, only using typical fighting techniques. The leader, however, seemed to be a bit of a half-caster. He was able make a sphere of fire to attack with, as well as being able to cast bolts of fire. He also seemed to be wielding a runic greatsword.

Arcane Stabber's vs. Wyvern's Wing:

-Odds 4:5; bet 20 GP on AS, who won me 22.5 GP

-Crowd Favor: 4:3

-Arcane Stabbers: Lokenmas and Tav. Seems a strong combination. Lokenmas used his oh-so-useful shield ability, and Tav was able to do massive amounts of damage when close enough to double team their opponent.

-Wyvern's Wing: One appeared to be able to use spectral wings of sorts, and the other was able to attempt a shocking grasp. Decently armored overall.

Maglubiet's Legion vs. The Destined of The Wroughtlands:

-Odds 7:1; bet 10 GP on ML, who won me 1.3 GP

-Crowd Favor: 1:5

-Maglubiet's Legion: A solid fighter and a warcaster. seems a deadly combo, and they were decently armored. Were able to cast both lightning bolt and fire ball. Scary stuff. Try to take out the caster as soon as possible.

-The Destined of The Wroughtlands: Very strong barbarians, though not nearly as well armored. Put up a decent fight, but were snuffed by the caster.

Shadow's Deft vs. Iron Leopards:

-Odds 3:5, bet on 2 GP on SD, who lost

-Crowd Favor: 3:3

-Shadow's Deft: A spy and an Illusionist. Illusionist was able to pull off a few wild tricks, such as invisibility and creating some sort of hallucination that deeply disturbed the ranger of the Iron Leopards. The Spy was quickly knocked out, but was able to pull off a fantastic backstab on the fighter

-Iron Leopards: Not much was shown other than raw power. Very beefy ranger and a strong and decently armored fighter.

Ormpetarrs Flame vs. Battalion of Gond:

-Odds 12:1; bet 110 GP on OF, who won me 8.3 GP

-Crowd Favor: 4:2

-Ormpetarrs Flame: Two very strong warriors. One was a spear thrower who had outstanding strength. Quickly destroyed their opposition.

-The Battalion of Gond: A cleric and his apprentice. Didn't stand much of a chance, sadly.

Aqua Regia vs. The Chorus of Waterdeep:

-Odds 2:5; My fight. Won.

-Crowd Favor: 3:5

-Aqua Regia: I kept most of my tricks up my sleeve, only revealing I was a tunnel fighter with parrying stance. Vanalis was able to keep our heads in the game, though the bard's

shatter did not make things easy, nor did the Nimblewright's speed.

-The Chorus of Waterdeep: Hungover bard and extremely quick Nimblewright. Bard was able to turn invisible as well as taunt and cast shatter. Nimblewright crossed the entirety of the battlefield in 6 seconds, and was extremely resistant to my attacks, while dishing out many of its own. It was quickly defeated. Bard wore a chainmail vest and the Nimblewright was quite dextrous.

The Topaz of Silverhand vs. Suthwood's Branches:

-Odds 7:1; bet 120.9 GP on The Topaz of Silverhand, who won me 15.5 GP

-Crowd Favor: 5:2

-The Topaz of Silverhand: Melee and mage. Melee throws daggers. Mage has both magical missiles and can paralyze his foes.

-Suthwood's Branches: Two druids who were able to cast a spell to make them tougher in combat.

Light's Courtiers vs. Fluxx:

-Odds 7:4; bet 136.9 GP on Fluxx, who won me 214 GP

-Crowd Favor: 4:3

-Light's Courtiers: Two knights in plate. Dwarf and Elf. Dwarf carries heavy crossbow and greatsword. Elf carries a spear

-Fluxx: Radiant zealot shifter barbarian, with insane speeds and ferocity. Very dangerous on first hit. Has bad manners, causing the team to lose favor. Halfling rogue is less dangerous, unless she can sneak up on you whilst in combat with the shifter. Can not let the two get together. Keep them split up.

--Loser's Bracket--

Jade's Might vs. Wyvern's Wing:

-Odds 1:11; Wyvern's Wing won.

-Crowd Favor: 2:7

-Jade's Might: An orb of darkness appeared in the middle of the arena, and while one of the goblins were defeated before they could react, the one with the gun shot at the flying priest before entering the orb, which promptly disappeared.

-Wyvern's Wing: Flying priest carries scimitars, the other can fire magic missiles.

The Destined of the Wroughtlands vs. Shadow's Deft:

-Odds 6:7; Shadow's Deft won.

-Crowd Favor: 3:3

-The Destined of The Wroughtlands: Heavily reliant on melee combat and cornering their opponents, rather than defense or trickery.

-Shadow's Deft: Illusionist was able to make himself flicker in existence, and toy with the minds of the berserkers. Illusionist also seems capable of casting magical missiles. Spy tends to kite the enemies around to keep the enemy from doubling up on the illusionist, taking pot shots when they can.

The Chorus of Waterdeep vs. Battalion of Gond:

-Odds 7:1; bet 10 GP on The Chorus of Waterdeep, who won me 1.3 GP

-Crowd Favor: 4:1

-The Chorus of Waterdeep: In addition to blasting down his foes with shattering sounds, the bard is also able to put his foes to sleep. The Nimblewright is just as fast as ever. The battle was quickly decided.

-Battalion of Gond: The leader can cast a bolt of light, as well as summon angelic figures. Apprentice was unable to move before being subdued.

Suthwood's Branches vs. Light's Courtiers:

-Odds 1:2; bet 30 GP on Light's Courtiers, who won me 13.5 GP

-Crowd Favor: 2:5

-Suthwood's Branches: Druids seek advantageous positions, and are able to cast fire, plant growth, and spikes

-Light's Courtiers: Knights move closer, while taking on strategic positions. Both seem to carry heavy crossbows, but are not very accurate. Tend to try to surround their enemy, blocking retreat. Can release a flurry of blades that with demolish all in their path

After the fights were over, in an attempt to make amends with the night of heavily drinking with the bard, I make my way to an alchemist in search of some potion that can help him with his hangover. The alchemist's store appears high quality. He himself is softly spoken, and asked me if I met any other members from the alchemists guild. I let him know of the untimely encounter with such a man, and of the fate of those involved. He nods and notes that they knew of the dangers. I buy a potion they assure me will help with the bard's issues for 75 GP.

Once everything settled, all the teams returned back to the tavern for a round of minigames, the first of which being The Little Niner. The Little Niner was a drink that consisted of nine different layers, each of increasing intensity and effects. Everyone but myself dropped out by the seventh layer, but I pushed myself and finished the drink scaring many of the patrons, before promptly passing out

Awaking later, I had a throbbing headache, and a general despise towards everything. I won 9 gold for finishing the drink, refusing the minigame reward of 25 gold for a chance to win a magical item.

===== Day 23 (Nightal 1, 1505 DR) =====

The second day of the tournament. I plan to continue my game from the previous day

Raven's Harry vs. Arcane Stabbers:

-Odds 5:2; bet 319.2 GP on Raven's Harry, who won me 96 GP

-Crowd Favor: 3:4

-Arcane Stabbers: Lokenmas casts darkness in the battlefield and they both use it for cover.

-Raven's Harry: The leader's sword appeared to just cleave through Lokenmas' magical shield, and can seem to cast magical missiles.

Maglubiet's Legion vs. The Iron Leopards:

-Odds 3:2; bet 415.2 GP on Maglubiet's Legion, who due to a slow start, cost me all of my gold.

-Crowd Favor: 2:4

-The Iron Leopards: Archer fired two devastating arrows at the devastator twice, knocking them out of the game.

-Maglubiet's Legion: Another show of raw power, the devastator hurls a fireball at The Iron Leopards.

After losing all of my gold, I feel less interested in paying close attention to the fights.

Aqua Region vs. Ormpetarr's Flame:

-Vanelis pops the lacky with a shattering spell, and I hold the leader at the bridge, and we slowly knock them out of the fight.

The Topaz of Silverhand vs Fluxx:

-Odds 5:3; The Topaz of Silverhand wins

-Crowd Favor: 7:2

-The mage takes hold of Wolf, and after multiple attempts of breaking free, they knock him out, then go after the new rogue, knocking her out of the fight too.

--Loser's Bracket--

Fluxx vs. Wyvern's Wing:

-Odds 2:1; Wyvern's Wing wins

-Crowd Favor: 3:5

After the fight, I am approached by a woman with crimson eyes, red-hair, and wearing full plate armor. Her voice was like a deep raspy gurgling. She asked me about our current quest, the one involving the Kenku. She seems to be having issues with demons herself. She handed me a letter, telling me its a "business deal." It appears to be sealed with a faintly glowing rune. She told me not to open it until after I have proven myself against a stronger one of the abyss. I assume, from what I have read that she meant slay a demon of notable stature. Lastly, she told me that any point afterwards, I may sign the letter, and that she will know. Today seems to just get more and more interesting.

Ormpetarr's Flame vs. Shadow's Deft:

-Odds 4:1; Ormpetarr's Flame won

-Crowd Favor: 5:3

-Gladiators struggle against the illusionist, but manage to knock out the spy with a javelin. I also learned that the gladiators have a ring that makes them resistant to force damage.

Maglubiets Legion vs. The Chorus of Waterdeep:

-Odds 3:2; The Chorus of Waterdeep wins

-Crowd Favor: 2:3

-Bard casts shatter at the start of a match, instantly knocking out one of the hobgoblins and greatly injuring the other.

-Nimblewright swiftly crosses the field, gets blasted by magical missiles, and returns a lucky stab, knocking out the last hobgoblin

Arcane Stabbers vs. Light's Courtiers

-Odds 5:2; Arcane Stabber's win

-Crowd Favor: 4:4

-Arcane Stabbers: Tavdon casts ice knife and hits one of the knights with an explosion. Tav also launches an arrow from a shortbow and misses. Lokenmas launches volleys of arrows and takes out both knights with a series of volleys of four bolts. Match is ended when Lokenmas stabs the last knight in the stomach

After returning to my room in the tavern, I am met with a purple pentacle encircled by candles are foreign writing. The book glows dimly. I touched the book and with glows more brightly and flips to a page entitled "Zariel." I am then met with flashes of images, including angels bickering, a massive battlefield with pikemen and many creatures I have seen before, and a being with horns. This being had flaming weapons (sword and spear) and wings, dark skin, and hooved feet, as well as a menacing look upon its face. This all took place in half a second, before a bright flash. I then awoke in bed.

Next minigame: Orc Swords.

Lokenmas won the first board.

Vanelis won the second board.

Ormpetarr's flame leader won the third board.

Topaz of the Silverhand leader won the fourth board (i lost in 2 moves).

illusionist won the fifth board.

Tavdon did not join in the minigame

Lokenmas won his second game.

Vanelis lost his second game.

Lokenmas enters the final game head to head with another player.

Jaden Silvermane (leader of Topaz) won and decided to go for a magic item.

After everything settled in the bar, Talia and I thought to earn some extra coin and started to head to the pit fights, before learning that they were not open at the time. In a stroke of genius, we discussed the thought of simple drumming up a crowd and fight each other outside the tavern. With Vanelis as our announcer, we took to the street and proceeded to remove our armor and engaged in a fist-to-fist brawl. After a decent period of time, our performance drew to an end as I knocked out the halfling. We managed to scrape together around 11 gold coins during all the hubub, and also attracted the attention of some guards. I began to try to drag Talia into the bar, but Vanelis managed to bring her back to her feet as the guards approached. We managed to escape them for tonight, though the guard captain didn't seem so happy with me, especially after last time.

Splitting up our newly acquired coin betwixt the three of us, I managed to earn 5 gold coins, 3 silver, and 5 copper ones.

Before the night was over, however, I intended to actually show my prowess at orc swords since I wasn't able to during the minigame. I managed to entice another oddly spoken fellow to game, and bet 2 gold on myself. I took him for two games, and managed to win 12 gold pieces total.

===== Day 24 (Nightal 2, 1505 DR) =====

Day three of the tournament. Determined to make my money back, I am back to betting on the rounds.

Raven's Harry vs. Iron Leopards:

-Odds 4:1; bet 17.35 GP on Raven's Harry, who won me 3.3 GP

-Crowd Favor: 4:3

-Nothing of real note occurred

Aqua Regia vs. The Topaz of Silverhand:

-Odds 5:4; we won

-Crowd Favor: 6:7

-A hard fight. Managed to close in on the wizard, but they kept evading me. Vanelis managed to hit them with a shattering boom earlier in the match, and met with melee in combat, but was taken out quickly enough. Jaden Silverhand met me in combat, and things looked dire at first, but determined to win, I managed to turn the tides on him, and made my way back to the wizard. Being blast by spell after spell, whilst not being able to catch up to them, I was forced to call upon my friend. As I approached, he would appear behind them. They would knock him out and run, and I would close in more, and he would appear again. I threw my handaxes at the wizard, barely grazing them, when finally, he struck his blow. The wizard was finally knocked out of the fight.

--Loser's Bracket--

Wyvern's Wing vs. Ormpetarr's Flame:

-Odds 2:5; bet 20.65 GP on Ormpetarr's Flame, who won me 6.2 GP

-Crowd Favor: 2:6

-Wyvern's wing knocked out the lesser gladiator with magic missiles, but overall didn't have enough raw damage on their side to knock out Renetus.

Ormpetarr's Flame vs. Iron Leopards:

-Odds 3:2; bet 26.85 GP on Ormpetarr's Flame. who won me 13.4 GP

-Crowd Favor: 6:4

-A very intense and close fight. The lesser gladiator appeared to have some immunity to non magical attacks. The veteran had to use flasks of oil to slowly chip away at him. Renetus takes down the vet, while the archer pincushions him. Renetus manages to close the distance and get a few hits in on the archer, before being knocked out of the fight with a few well placed arrows. The lesser gladiator then takes on the archer one on one. Due to a few missed oil flasks, the lesser gladiator manages to steal the win, but only just barely.

Previous Effects:

(-) Afflicted with longterm madness

-Lasts, in total, 90 hours

-Spasms and ticks

-Disadvantage on attacks and STR&DEX saving throws

(-) Anger Issues

-ends after an undisclosed period of time (1d10 days after a certain event has taken place)

-UPDATE: After a close encounter with Baphomet himself, I seem to have learned that this accursed throbbing in my head will leave me after 3 more days journey

(-) Vivid Hallucinations

-Lasts, in total, 70 hours

-Disadvantage on ability checks

(-) Two Concurrent Madnesses

-Disadvantage on Saving Throws

-Could be more detrimental in the future

(-) Offhand arm broken (left)

-Think possibly a minor fracture

-Bound with makeshift splint made from a burnt out torch, normal torche, and my rope bundle

-6 weeks to fully heal

(-) The Ninth Layer (until next dawn)

-Vulnerability to physical attacks unless I make a melee attack

-Temporary alignment shift to LE