**Any Great Evil that manifests within the universe is usually a collection of entropic energies that subsumes its own demise. However, a new type of being has emerged with outside help. The walls beyond the planar universe have been perforated and an ancient power has entered the universe. The universe like any complex system has defence mechanisms, but the vastness of imagination and infinity moves too laggardly, and left to its own devices the randomness of the universe isn’t fast enough to create a solution to this imbalance of power.**

**Mysterious forces larger than the planes themselves have seen, older than time itself; they know. Mightier than the gods the mortals worship; they can act. Their method is to tinker with the flow of time and pray (oh the irony – to whom can these being pray to, is there anyone above them?). Their aim is to win a war against a foe of imaginable power in the cleanest way possible; to ensure their eventual defeat at the hands of heroes forged specifically for this purpose.**

**With these ancient primordial deities placing their thumb on the scale, and trying to prevent the unforeseeable greatest cosmic injustices to come, some lives will have be change and cease to be what their timeline had in store for them...**

In this story the Warrior-Cleric Setesh needs to become the Cleric Seteshi…

Sondre was born to a family of Tortles in an equatorial desert country called Xaroc, and grew up in the West of the country in a large town called Siliglaz\*(1).

From a very young age she showed herself to have a strength that outclassed those of her age, and as is the tradition, was coerced at an early age to become a fighter. Sondre trained the first years of her desert experience at the Siliglaz Youth Territorial Cadets\*(2) until the age of 9.

At the age of 12 while out on a routine patrol with her troupe and adult fighter guides (Farrukh and Vassaris) in the desert plains south of Siliglaz, an earthquake caused the land-bridge, Solba, they were travelling on to collapse. Sondre being near the back of the line with Farrukh managed to sprint back to the desert plains side of the bridge in time, but all the other members of the troupe either fell off the bridge during the earthquake, or went down with the collapsing bridge in the aftermath. Of these only ~~Vassaris and~~ **Vassaris will not be needed here, the fighter in Seteshi shall not be nurtured – a small tweak of fate to make the fighter be just out of reach of the mages hand.** the mage Andavon managed to survive because the mage was able to cast Feather Fall ~~on them~~. Farrukh and Sondre’s only chance of survival came from venturing toward old abandoned dwarven mining caves that was a day trek south east, and then trying to return to Siliglaz on the eastern land bridge (Elba). However they were set upon by a band of roving Genasi desert pirates that overwhelmed them by strength in numbers and left them for dead with no provisions in the blaring desert sun, and were barely able to make it to the caves, and had no hope of surviving the journey back to Siliglaz.

They were found by an order the Xarocian Desert Priests\*(2). They nursed the injured pair back to health on the move but travelled even further South in the process. When they were fully recovered, the priests agreed to help take them back to Siliglaz after they had travelled to Bakanestra to deliver an important package. All in all the pair should have been away from Siliglaz no more than a couple of weeks. The fighters in Farrukh and Sondre could not lay restless for the journey so they helped the priests out in battle across the perilous desert. After a short while adventuring alongside the priests, it became apparent to Farrukh and Sondre that the priests benefitted from their help. Due to a series of unfortunate mishaps such as the package they were supposed to deliver being stolen, the journey home which was supposed to be two weeks, turned into several months (though they were able to send word via sandkestrel that Farrukh and Sondre were alive). During these times Sondre became enamoured with the solidarity cleric magic that the priests were practising and was keen to learn more **Seteshi has to catch the reflection of the sun of a ceremonial chalice once sunset lands outside the peaks of Resjen**.   
  
At the age at the age of 13\*(3), and safely back in Siliglaz, Sondre at her Tensihara was initiated into the Order of the Xaorosian desert priests and became a ~~fighter-~~cleric ~~hybrid~~. Aligning very much with the priests motivations she accepted their god and was able to channel the power of Oketra. Upon initiation Sondre changed her name to Setesh to mark her new devotion to her new god, but with a trace of her old name. Farrukh kept travelling with the order, always at the side of Seteshi but never fully converted.

When Setesh had travelled with the order for 2 years (3 years in total travelling with the order), the priests, so impressed with her progress they bequeathed to her the Sun Blade for her to wield to channel the divine power on her foes, which she adored. Setesh and Farrukh travelled with the order for 5 years and across many adventures **including an encounter a mysterious fixer called Maisy who Seteshi healed after a deal went awry caused a fire to break out and Maisy to sustain some minor burns. Seteshi would also feel indebted to Maisy as it transpired that the reason the travelling desert priests found her was because it was her that ordered the special delivery to Bakanestra in the first place.** the troupe found themselves two days ride out from the Nansumi. It was here that the Priests encountered

~~one of their greatest foes, the Maligned. In the ensuing battle the Maligned was defeated but not before opening a portal and casting Setesh into it’s void sending her to a random place on Rau Karda. Farrukh left the desert priests to find her, but the priests bound to the desert and its’ peoples could not leave.~~ **a sandstorm that drove them to seek shelter in the same caves Farrukh and Seteshi has sought refuge in all those years ago. It was here that Seteshi meets the young Elvenfart who with all the cocksure gusto of an outsider and a bard strode into the desert unprepared and similarly to her back then was severely dehydrated and fighting for his life. When Seteshi notices the elf, she heads over to heal him, the elf warbles in a very weak voice to save Turkey leg, and a dehydrated chicken flops out of his cloak.**

**When Elvenfart regains from strength and his effervescent nature starts to return, Seteshi immediately takes a liking to him. They journey together back to Siliglaz, where Seteshi orders Elvenfart to get some rest. It is here that via some of the priests that made it to Siliglaz a few days prior that Maisy’s summons reaches Seteshi. Seteshi gets permission to leave the troupe to undertake the request and when she tells Elvenfart in passing - says that he would like to tag along as well, and Seteshi cannot say no for some reason.**

***Appendices***

\*(1) **Geography of Siliglaz**

Siliglaz sits on large cliff face at the easternmost tip of a shelf of land called the Arokka plain, which expands westward into the neighbouring country of Estamavar. It is separated from the mainland Xaroc by giant land bridges to the North, East and South, (Solba, Elba and Nansumi respectively) hewn into the bedrock by the erosion of the river Silij in ancient times of where continental plates of Akoxia and Mavonistria were separated. When these plated joined, the ancient river lost both its source and its mouth, and became a lake that over thousands of years was evaporated by the harsh desert sun. The

Siliglaz is a town that thrives of its trade with its fellow Xarocian population centres. It has two main specialties: clothing such as robes and cloaks made from fibres derived from Burrowtrap spider silk; and rings of all kinds made from metals found in ore deposits found in the Silij valley surrounding the town.

\*(2) **Xarosian desert priests**

Xarosian desert priests are clerics that worship the goddess Oketra. They are largely nomadic sects that travels between towns. Their veneration to Oketra comes in the form of culturally tying the Xarosians together into one people; sharing traditions and beliefs between the disparate towns and cities of Xaroc by providing religious services, sharing stories, and delivering messages across the country.

Due to the nature of their work, desert priests troupes have a culture of spreading information far and wide, to do this they regularly change the make-up of their travelling bands and are rarely made up of all the same members of the troupe. The leader of the troupe is the Frier and will take inventory of the priests that come and go. Given that there is safety in numbers when travelling across the desert, it is not uncommon for merchants and travellers to join the priests for some or all of their journey across the desert. In addition given their status and importance among the people, Xarosian priests are rarely set upon by roving bands of thieves, and if caught assaulting one, the punishment is often death.

Retired Friers, or those who can no longer take the toll of travel on their bodies, either return to their birth cities and set up facilities for travelling priests to use, or take up service in the Council of Bishops. The Council of Bishops, based out of the holy site of Ketteranostra (said to have been the place where Oketra revealed herself to the first travellers), is the organisation that is responsible for the desert priests. They ordain all the Friers who lead the desert troups use the guidance of Oketra, and their previous experience to help steer the nation forward as a whole by advising the government of Xaroc. Two seats on the Supreme Sultanate of Xaroc are reserved for the Xarosian desert bishops, and the two that do are the de-facto leaders of the religion.

\*(3) **Xarosian populations and coming of age.**

The most populous races in the surface dwellings of Xarosia are Tortles, Humans and Lizardfolk. Given the amount of caves and mines around Xaroc, Dwarves are also not an uncommon appearance, but they prefer to stay in their underground lairs mostly coming to the surface to trade especially given the contrast in lifespans between themselves and the surface dwellers. Genasifolk are rarer, but prefer to keep to themselves or roam the country. Tortles, Lizardfolk and Humans and typically all live sub 100 years, with the typical lifespans of the former being half that. Given this all Xarosians are considered to be proto-adults at the age of 12. They don’t have full rights of adulthood yet but here childhood education stops and these new adults are given a year to figure out their vocation. This is called the Yesenoifa (year of self-discovery) and on their 13th birthday take their first (and potentially only) right of initiation – the Tensihara - into whatever path they so choose for themselves. It is not uncommon for children who show early signs of a career path to partake in extracurricular cadet activities before this though. After they undergo this ceremony, they receive specialised education in their field and at 16 when they finish this are granted full rights of adulthood.