

Dieties of Anethaathira

Alektrozh

Spheres: Silence, Patience, Shadows

The diety associated with patience and silence.

Usually patron of assassins and thieves, worship of alektrozh is common but kept underground.

Typically portrayed as a woman wearing purple-black garb, wearing a blindfold.

Aua, Goddess of Serenity

Spheres: Silence, Sorcery, Serenity

Aua is the goddess of serenity, who grants favor to those who do not disturb the world around them.

A kind and caring goddess, her adherents swear oaths of silence.

Due to these oaths, her existence is unknown to the masses, with Jack being her only notable adherent, and chosen scion.

Ballos

Spheres: Hunger, Avarice, Slavery

The great demon diety.

Long banished to hell, this demon is sometimes seen as symbolizing the enslaved and the downtrodden.

This is a mischaracterization.

Ballos consumes indiscriminately, and is banished even by other demons.

Boreas, King of Winds

Spheres: Travel, Freedom, Nature

King of the plane of air, and worshipped by the elves that live there.

Boreas is said to control the winds.

As the winds ever change, so does Boreas.

Worshippers typically live erratic lives, or dedicate themselves to travel.

Seen commonly through Anethaathira.

Ceretedefini

Spheres: Knowledge, Curiosity, darkness

Ceretedefini is seen as having locked himself in darkness to pursue his study.

Devotees often devote themselves towards the pursuit of new knowledge, even the mind-flayers of the underdark.

Typically portrayed as an elderly man wearing scholarly robes, his robes have become a symbol of piety amongst adherents.

Choir of the Storms

Spheres: Lightning, Thunder, Song

The amalgam of all thunderstorms.

Tends not to speak directly to any adherents or disciples.

Infrequently worshipped, not a public god seeking recognition.

Closer to a force of nature than anything else.

Brightlord Enhart

Spheres: Ice, Cold, Light

The Brightlord is frequently worshipped by the tieflings of the plane of frost.

The region being constantly covered in snow, sunlight reflects off the ground.

As such, the brightlord is frequently associated with light, as well as the vicious frost of his domain.

The Brightlord often assumes an avatar in the Plane of Frost, walking amongst its denizens.

A kind and generous god, the Plane is united under his benevolent rule.

The Brightlord's avatar appears as a tan-skinned human male, with black hair and bright blue eyes.

The Brightlord occasionally greets interplanar travelers in-person, under the guise of a local mayor or baron.

Gillast

Spheres: Salt Water, Trade, Travel

God of the lizardfolk found through the plane of water.

Believed to grant safe passage to sea-faring vessels, this god is frequently worshipped by

sailors and merchants on anethaathira.
Typically portrayed as a gleaming fish.

Irahari, Maiden of Purity

Spheres: Purity, Death, Rest

The diety of skeletons.
Corpses are known to be vile things, with lost souls clinging to the viscera.
Remains are traditionally reduced to skeletons prior to burial or internment.
While the maiden's teachings are pervasive throughout Anethaathira, she herself has faded from legend.

Komra

Spheres: Blood, Industry, Civilization

Diety chosen by the dwarves of the plane of earth.
While not typically necessary, Komra condones disproportionate brutality towards those who threaten her people.

Melaz Kir, God of Madness

Spheres: Gambling, Mischief, Chaos

Melaz Kir is frequently chosen by gamblers for his propensity towards chaos.
He typically favors those who spread benign chaos, and frequently asks mischief of his adherents.
Is typically portrayed as a noble on a playing card.

Ngamaha

Spheres: Fire, Punishment, Resolve

The diety of the noble orcs, worshipped all throughout the plane of fire.
Amidst the blistering heat of the deserts of fire, Ngamaha offers resolve and solace for the orcs who travel the plane.
Rarely worshipped outside of the plane of fire.

The River King

Spheres: Fresh water, rivers, dreams

One of the few Arch Fey, has domain over fresh water and associated nature.

Is said to reside in the depths of Coul's lake.

Generally not worshipped, but known to exist.

Sil Naril

Spheres: Oozes, Discipline, Control

Sil Naril is seen the goddess of discipline and control.

She is often seen as a role model to strive towards, allegedly mastering her own body and shaping herself to her will.

In reality, Sil Naril is the goddess of slimes.

Nevertheless, she finds herself oft worshipped by monks and their ilk.

Zanteg

Spheres: Trade, Wealth, Civilization

God of merchants and civilization.

Frequently worshipped by anyone involved in trade, including thieves and fences.

Typically symbolized by a silver coin with stellated edges.

Countries of Anethaathira

Argenia

Common languages: Argenian**Present biomes: Tiaga, Tundra, Temperate Forest, Coast**

A very economically powerful state, Argenia is one of the only countries to have land on both continents. In addition, they own several islands within the Argenian seas, giving them massive control over trade routes.

Breya

Common languages: Kimnuseian, Lainonian**Present biomes: Coastal, Grassland, Temperate Forest**

Breya is a fairly ordinary country. The powers that be are concerned with the situation in Tetaco, but don't have many worries aside from that.

!Shipping is often difficult thanks to the bridge. As a result, Breyan sailors are reknowned for their skill in piloting sea vessels.

Kimnuseia

Common languages: Kimnuseian, Argenian

Present biomes: Grassland, Temperate Forest, Savanna, Desert

With scant access to the western coast, save for a network of rivers in the north east, most Kimnuseian traders travel by land. One of the largest countries by size alone, governance is uncentralized, with most towns sharing a common culture, both socially and politically. Aquilonis Finis resides on the border between Argenia and Kimnuseia. Thanks to its great height, it remains mostly independant from both countries, though they still vie for control over the base of the mountain.

!Thanks to its lack of central control, many cities and towns operate independently. As a result, the military cannot influence affairs far inland, leading to instability along the Kimnuseia-Tetaco border. In particular, Karst has been aggressively campaigning north of the border.

Lainonia

Common languages: Lainonian

Present biomes: Coast

Lainonia competes with Breya for economic trade. The bridge cuts right through the country, revealing the northern coast for free passage without worry.

The country shares much of its culture with its Southern neighbor, Lukia. Trade is frequent between the two countries, and they are both in accord with Finem Orientalum.

Lukia

Common languages: Lukian

Present biomes: Coast, Temperate Forest

Lukia and Lainonia are very closely related culturally. The nations have a treaty over the eastern coast of the continent, and share many trade routes.

Finem Orientalum lies just off the coast of Lukia and Lainonia. The shores of the mountain serve as an excellent stopping point for naval vessels.

Nacalco

Common languages: Nacalcan, Aquan

Present biomes: Savanna, Grassland, Temperate Forest, Coast

A coastal country. Tetaco broke off from Nacalco, and still speaks Nacalcan as a result. Trades heavily with Ordia and Yatinia due to its coastal situation.

!Currently politically stable. Situated far away from the bridges and the termini, though is worried about the instability in Tetaco.

Tetaco

Common languages: Nacalcans, Ignan

Present biomes: Mountain, Tundra, Desert, Savanna, Grassland

The second largest nation, ahead of Kimnuseia but behind Ordia. The capital city Texpan sits high atop a mountain, overlooking the vast plains and deserts of central Tetaco. Just as Kimnuseia, the sheer size of the country makes it hard to manage, but it retains a firmer control over its borders than its northern neighbor.

!Texpan finds itself vexed by the emergence of Karst Jahui. While the fierce warrior rampages through northern Tetaco, the current administration fears that he might secede or otherwise fail to obey their desires. A force has been sent marching northward in an attempt to envoy with Karst.

Tsiuc

Common languages: Lukian

Present biomes: Coast, Mountains, Temperate Forest

Away from the bridge, Tsiuc finds itself having plenty of trade routes through the south of the world. Has close ties with Nacalco and Yatinia as a result.

People of Anethaathira

Alex

Region: Oltava, Nikmaa**Saint**

Alex is an extremely powerful cleric, chosen by the Bone Maiden Irahari to lead a crusade against the growing threat of Ballos.

Sequestered away in the rain forests of Nikmaa, Alex amasses an army of skeletons.

Alex's army is being raised to lead an assault on the void itself to put Ballos out of his misery, lest the demon consume the souls of all the world.

Irahari has personally chosen Alex to lead this assault, and grants him the power to commune with the dead and request their service in his fight.

The souls he speaks with, being consumed and tortured by Ballos, return to their pure skeletons to assist Alex in his duty.

He has five commanders, as well as two main armies.

The Doves are tasked with recruitment, while the Crows are tasked with putting out Ballos' servants and the impure undead.

Alfred Caius

Region: Placus, Kimnuseia**Mayor of Placus**

The mayor of Placus is a portly, well-off individual skilled in the arts of insight and persuasion. He has kept the town of Placus prosperous and well-guarded, though the satellite towns don't have as much in the way of defense.

The mayor has had a good relation with ardents of Ceretedefini, but recently that has changed due to Karst's northward aggression.

He is planning a full surrender to Karst Jahui.

The Iron Branch's forces are much too strong for a city with no army to withstand, and support from the mainland is scant.

Cree Nightshade

Region: Kimnuseia**Shadow Monk**

Cree is a twenty-seven year old monk trained in the ways of shadow.

Cree does not have any recollection of her blood family.

Instead, she was adopted by Liam into the Nightshade clan, where she learned the ways of

shadow.

Liam has since gone missing for unknown reasons in peculiar circumstances.

Cree often sends money back to the Nightshade clan.

Cree has extreme hydrophobia.

Darius

Region: Placus, Kimnuseia

Wizard

Darius is a twenty-six year old magician, close friends with Malcolm.

Darius has a tall, broad build, with short jet black hair and a rugged complexion.

Having learnt as much as he can in the small city of Placus, near the Maple Forest, Darius has set out to explore the world and further empower himself through study and practice.

Darius has reservations about Malcolm's power, finding its source to be somewhat disgraceful to the art of magic, but more importantly, very dangerous as well.

Darius specializes in Abjuration.

Although Darius condemns using otherworldly patrons to gain magical knowledge, the young wizard attains many odd spells and feats in his travels.

His quest for knowledge often leads him to dangerous places, and the powerful magics he channels through himself take a toll on his body.

Deraj

Region: Plane of Fire

Deraj Suncrown

Deraj is an orcish hero, reknowned for conquering the great wyvern Fulgurite.

Deraj wields the legendary trident Edict, a weapon dripping with liquid fire.

He seeks to gain passage from the outer Planes into Anethaathira proper.

He plans on reclaiming the legendary greatsword Shatter and returning it to the orcish people.

Durzo

Region: Tauricope, Kimnuseia

Forge Cleric

A short, bald human with a red beard from the port city of Tauricope.
Wears a sleeveless shirt with an encircled red hammer on the back, and an iron bangle with Komra's red teardrop on his bicep.
Speaks Kimnuseian, Bri, Aquan, and Dwarvish.
Left his wife and children in pursuit of the finest metals with which to perfect his craft.

Garreg

Region: Kimnuseia

Protector of Akrili

Garreg is a large ogre who resides near Akrili.
Unusually well kempt for an ogre, the large creature usually stays out in the wilderness near town.
Garreg is bonded with Grace, a weapon of nobility.
The sentient weapon has given Garreg a deeper understanding of the world than a simple ogre, and causes him to behave atypically.

Garret

Region: Plane of Ice

Hero of Ice

Garret is a proud Tiefling from the Plane of Ice.
The man has garnered the favor of the Tieflings the plane over, as well as commendation from Enhart himself.
Garret has tamed a wild Lindwurm, Bite, and rides it into battle.
The noble Tiefling is in search of a legendary weapon to bond with.

Isaac

Region: Central Ordia

Druid

Isaac is a druid native to the continent of Anethena.
He mentors the Illithid deserter Jizo on the ways of the natural world.
Isaac has little sympathy for interlopers, and is unafraid to use violence to fulfill his goals.

The man mercilessly hunts down the Crows, believing them to be the cause of the fires consuming the world.

Jack

Region: Ultimium Occidens, Ordia

Eternal King

Jack is a powerful sorcerer who ascended to power in Ultimium Occidens.

It's said his gaze alone is enough to bend the world to his will.

Believing himself to be the true successor of John the Planebinder, he set himself as the monarch of the bridge, causing some conflict with the state of Ordia.

None could afford to mount an assault on Ultimium, and Jack's uncontested power has led to his stable, prosperous rule of the western half of the bridge.

Jack is a Mindflayer whose relation with Aua allowed him to break free of the colony from the underdark.

Jack has sworn a vow of silence under Aua, where his sorcerous powers could grow and bloom into his current state.

He is believed to be the most powerful mage currently alive, having Aua over his shoulder and Edict in his hand.

Jizo

Region: Central Ordia

Druid

Jizo is an Illithid male who made his way up from the underdark after the elder brain died, He met the druid Isaac in his search for refuge, and Isaac's burning passion consumed him like a wildfire.

Jizo learnt of the natural workings of the world from the druid, and is beginning to process and understand them himself.

Jizo, being a mindflayer, continues to eat sentient beings. Such is the way of the world.

John

Region: Anethaathira

Planebinder

John was the most powerful magician to have ever set foot on Anethaathira. Having lived some two-thousand years ago, the facts about this man have faded into legend, and myth from there. It is said that he created the bridge that spans the world. John was indeed a powerful sorcerer. He had absolutely dominion over the elemental planes, and stole portions of every plane to construct the bridge. For this, his name is hated throughout the inner planes, and he is known only as John the Thief. Statues of those who stood against him still stand in the various planar cities.

Karst Jahui

Region: Jahuimavapas, Tetaco

Iron Branch

Karst is a war general from a smaller city in Tetaco. The man is known for his tendency to bury a city at the slightest sign of the presence of aberrations, believing there to be an unholy invasion by outer kinds. Other cities are offered a choice: join his cause voluntary, or be crushed under the weight of his army. Karst was contacted by an eldritch being at a young age, seeing the potential in him and wishing to show him the world as it truly was. However, Karst was still only a boy, and his adolescent mind could not handle the stress. The visions twisted in his mind, searing cruel images of otherworldly beings in his brain. He dedicated himself to eradicating the aberrant and the monstrous. In times of great struggle he can bring these visions back to the front of his mind, reliving the trauma in exchange for the ability to see beyond the veil again, allowing him the gift of truesight, and the power to clamp any teleportation near him. These moments are scene as furious, psychotic episodes, and his ferocity during them has led to rumors of insanity.

Khaladna

Region: Southern Arithira

High Mage of Ordia

Khaladna was the great mage of Ordia, famous for his mastery of Etherealness and Truesight. The sage's control over the arcane brought a great expansionary period to Ordia. Khaladna had been resurrected by Alex, binding to his skeleton for the sole task of destroying Ballos.

The skeleton leads an army of Crows in southern Arithira, working behind the scenes. During the fall of Texpan, Khaladna's men descended upon castle Texpan to abscond with King Johnson the First's remains.

Laris

Region: Plane of Earth

King of Dwarves

Laris is the current king of the Plane of Earth. He rules with an iron fist, and has greatly increased the stature of the Plane of Earth. The grey lizardfolk violently claimed the throne from the previous monarch.

Lauv

Region: Plane of Earth

Iron Fist

Lauv is a woman born to the deep ring of the Plane of Earth. She rarely appears publically, so few details are known about her. Lauv has bonded to the legendary weapon Punishment. She is currently employed by Laris, the king of the Dwarves as his enforcer. Lauv has gained the favor of Komra through her unquestioning loyalty to her sovereign.

Liam

Region: Tetoco

Nightshade

Liam is a thief in the Nightshade clan, amongst the upper echelons of their tribe. Liam has mentored Cree Arkay and helped her develop her latent abilities. Liam was captured by Karst Jahui and extradited to Texpan for justice. Along the way, the trickster escaped his captors, and resides in Texpan. Liam is planning a heist on a national magic item auction.

Malcolm

Region: Placus, Kimnuseia

Warlock

Malcolm is a 26 year old human male.

He is a rather thin man with sun-kissed skin, with a skinny nose and thin lips that match well with the rest of his body composition.

His eyes are a deep amber color, and he has light brown hair with streaks of blonde.

Typical attire for Malcolm on a daily basis is a black robe lined with bits of yellow design covering up leather armor underneath.

Malcolm's pact with the arch-fey River King grants him power over reality, but at the cost of eternal service and fealty.

Malcolm expects to be called to service at some point, but the River King does not wait for any moment in particular.

Instead, the arch fey commands Malcolm in dreams, compelling the sleeping warlock to rise to serve his desires unknowingly.

Sharash

Region: Plane of Water

Witch of the Waters

Sharash is a sorceror from the Plane of Water.

Despite her tall lizardfolk stature, she prefers to work in more refined, elegant fashions.

She has excellent control over the manipulation of water.

It is unclear exactly how she does it, with many theorizing she's a cleric of Gillast.

Shasha

Region: Teteco

Knight of Gillast

Shasha is a large blue lizardfolk living in the prime material plane.

Shasha is an ardent worshipper of Gillast, and fights to keep the lands pure and untainted.

The humble, wise lizardfolk wields a halberd as a sign of vigilance.

Shasha's deeds have not gone unnoticed by Gillast, who will exalt Shasha upon death by immortalizing his soul into Persistence.

Taliv

Region: Plane of Air

Storm

Taliv is an older Elvish gentleman, with frightening skill in dueling.

Taliv has wandered deep across the storm-swept fields of the Plane of Air, gaining Boreas' favor.

The fierce elf has bonded with Glimmer, a weapon that enjoys crushing its enemies and breaking their morale.

Thomas

Region: Kimmuseia

Assassin

A middle-aged human, roughly forty years old.

Graying hair and a lean, trim build behind a jovial, kind hearted smile.

Frequently wears a purple cloak with the hood down, accented by a silvery pauldron on the right shoulder.

Finds himself in the good graces of the local nobility, where his unique skills afford him a life of travel.

Thomas's striking efficiency with his craft has earned him the gaze of several powerful groups of people, as well as Alektroz herself.

In combat, Thomas can invoke a prayer to Alektroz, binding everyone near him to a promise with her.

Breaking the promise causes black flames to wick up and consume those who defile it.

Zharka

Region: Southern Anethena

Grandmaster at Arms

Zharka was once the greatest fighter in all of Sigia.

The tiefling was brought under by challenging too many combatants to group combat.

Alex, recognizing the fabled fighter's potential, sought to bring him back to life to combat Ballos.

The skeleton now trains and leads an army of Crows throughout the Sigia, Vilmiers, and Cachie.

The Story of Malcolm, Durzo, and Cree

Saturday, August 24th 2019

Cree, Malcolm, and Durzo all meet at the summer festival of a small town outside Placus. Cree steals from some children, Malcolm does some magic tricks, and Durzo crafts for the chessmen of Ceretedefini.

The trio meet Thomas and go on a water walk with the townsfolk.

That night, they agree to help the guards, and fend off five zombies.

Sunday, September 1st, 2019

The trio finish talking to Thomas, and suspect him of 'something.'

They carouse a fair bit more at the festival while everyone packs up.

Durzo learns about Karst Jahui from some scholars of Ceretedefini, with bias.

On the way home, the party helps to fix the broken bridge between the fairgrounds and the hamlet.

While Durzo fixes the bridge, Cree gets bit by a wolf.

Durzo sees the necromancer eying the villagers from across the river.

The party engages and dispatches eight standard zombies.

Malcolm receives a book of shadows from the Queen of Magic and Night's emissary.

The party arrives in the village and sleeps off their exhaustion.

Malcolm catches up with Thomas and talks for a bit before the party heads to Placus proper.

Sunday, September 8th, 2019

The trio went into town and spoke with the mayor, Alfred.

He seemed concerned about something, but not what the party was concerned about.

They introduced themselves and then left, meeting Vilmiers and Shasha.

Instead of sleeping, they investigated the graveyard, and then further into the woods.

They turned back after facing an ambush of undead.

Back in town the next day, they spoke with Shasha and then the mayor about the murdered guard.

They teamed up with Shasha in the cemetery and got moving, delving back into the wood.

They were ambushed at night by a necromancer and his ghouls, but survived.

They went deeper into the woods, heading East across a river before finding the Necromancer's hideout.

Sunday, September 15th, 2019

The trio began the fight with Cree running into the corner.

Soon followed Malcolm, who gunned down the vulnerable necromancer.

The necromancer traded his life with Malcolm's, Inflicting Wounds upon his Armor of Agathys.

Cree got punched by two zombies and a ghoul until she dropped to the ground.

Following this display of brilliance, Durzo's Armor of Faith made him indomitable as he slowly whittled the undead down.

Durzo dragged them cave, where Shasha had protected them from numerous undead assailants.

The party had magical tracking items planted on them by the Crows while they rested.

The party returned to town to relay the news, rest up, and recuperate.

They soon after returned to the scene, finding the corpses slashed up.

They couldn't find any evidence besides the symbol of Ballos painted on the door.

Returning to town, they said farewell to Shasha, collected their reward from Alfred, and were gifted books from the local temple of Ceretedefini.

They composed letters to loved ones and then disembarked Placus, but not before Malcolm Shattered several smelteries pouring waste into the watershed at night.

The group moved Southwards into Tetaco, on the trail to Texpan.

They encountered a troll warding a bridge, and on the last village in Kimnuseia, learned Jahui's name and his trajectory.

Sunday, September 22nd, 2019

The party moved into Tetaco, with Cree teaching Malcolm and Durzo the basics of Nacalcan.

They kept moving southward towards the capitol, Texpan.

Early on, they had to cross a desert with their horses and carriage.

Along the way, they encountered a small oasis at high noon.

Malcolm climbed a palm tree in the centre of it, and ended up in the Feywild.

He rose from the top to see an endless desert.

At the apex were the palm fronds and massive fruits.

He met the ill-omen malphus, Murder, who was on his way to the Plane of Fire.

That night, Cree noticed a Crow emissary leave a note and a reward for slaying the necromancer.

Traveling into mainland Tetaco, the party found a city to gather supplies before heading further in.

Sunday, September 29th

The party listened to the local crier, learning of highwaymen between Texpan and Psych. Additionally, they heard about a fallen shrine discovered on the way to Texpan. Finally, they hear of the magic item auction happening in the capitol. They set out, running into the highwaymen fairly fast. Cree talked with them, and negotiated passage for several silver, while Malcolm tried to get himself killed. On the road South, they parked their wagon and horses to go wander into the woods. They traveled several hours into the shrine, descending into it and discovering the tomb of an old saint. Inside, Durzo found a secret door that was only openable from one side. Malcolm blasted the stone lid off of the coffin, and after a short while found the Scholar's Robe hiding around. At this moment, their investigation was interrupted by an undead assault. One illithid, split into skin, muscles, and nervous tissue, each re-animated, fought the party. After they won, Malcolm put on the robe, which promptly attuned itself to him. He passed through the stone door, opened it, and led the party down into the caves. They found themselves on the outskirts of an abandoned Mindflayer city, and traveled across a blue lake.

Sunday, October 6th, 2019

The party decides they don't want to be in the Underdark, and travel back to the surface. On the way out, they come across the beheaded monk, who travels into the Underdark. They discover their horses have gone missing, and hitch a ride to the next town. The cart they ride in has Thomas in it, and they exchange some idle words. In town, they buy their cart back from the stables, after getting an earful from the stable master about proper treatment of animals. It isn't too much longer before they're in Texpan, residing for the month at Moongate. Durzo finds one of his old masters and joins his forge. Malcolm becomes a research assistant at a local library. Cree impersonates a judicial clerk, and finds out Liam's gone missing from his prisoner's escort. The three decide to investigate the upper-class city centre, and see the mansion of the magical auction. Later, Liam appears in Moongate besides them for introductions.

Saturday, October 19th, 2019

Malcolm meets up with Boris, who gives him Boris' Instant Portrait in return for several outlandish images gathered using it.

Cree deems fit to go on a heist with Liam Nightshade, and she steal several hundred gold from a nameless noble.

Liam encounters a difficult vault in the basement, which Durzo reckons to be Dwarven in nature.

Malcolm convinces everyone to go out and find the Feywild after revealing the nature of his magic.

They go into the woods, and live through a powerful thunderstorm, before vanishing into the Feywild.

Once there, they face a squadron of flying sentinel mantes, and are harangued by a pack of wolves.

Surviving, they find a tree settlement where Texpan would have been.

They meet Vade the guard, and Mik the townswoman, and settle in for the night.

Sunday, October 27th, 2019

The party had an enjoyable evening walk in the Feywild town of Pantex.

They met the Dwarven farmer Tsuru while he was reading in the park.

He invited them back for mushroom stew at his house, which most of the town attended.

They agreed to take Trisu and his Lizardfolk friend Rashar back to the Plane of Earth.

They set off towards the Fey mountain of Teteco, which they climbed over the course of several days.

Dropping off their friends in a system of caves, the party descended the other side, before deciding to ascend once more and enter the caves.

They killed a Redcap, and eventually made their way into the Plane of Earth.

After dispatching a group of undead in a stone hallway, the party traveled another few days until coming upon a Dwarven garrison.

They ascended from the crypts into the Dwarven city of Siral, and planned to travel to Firechannel soon after.

Sunday, November 3rd, 2019

The party traveled from Siral to Firechannel over the morning.

Arriving in the late afternoon, Malcolm fetched a photograph of the entrance using Boris' Tiny Portrait.

Once inside, Durzo eventually found Alath, who took them on a trip through the statue garden before sharing her wisdom.

Alath sent them on their way, and the party investigated the undead plague, speaking with a deacon of Komra.

The party learned some of the history of Ballos.

They descended into the deep crypts of Firechannel, finding Saint Fath the Weaponsmith

missing.

Similarly, the saint of armorsmithing's sarcophagus was opened, though the skeleton remained in place.

They found some recent activity in the weavers' catacombs, with many freshly-dispatched Dwarven undead littered with skeletons.

Malcolm found several Swan Feathers amongst the body, as well as Ordian scimitars the Crows had to abandon to hide.

They eventually took the Earthgate home to Texpan, meeting up with Liam in Moongate.

They decided to break-and-enter the vault in a noble's basement that same night.

The heist paid off with over a thousand gold, several gems, some scrolls and some tomes of lore.

Sunday, November 17th, 2019

The trio read a dossier on King Johnson and Karst Jahui.

Malcolm met with Boris to talk about travels, and was taught the spell Silence.

Durzo went and made a sword, and later harassed a dangerous-branded slave.

Cree broke into a noble's house and stole a bunch of letters.

The party met up with Liam for one last planning session before raiding the auction.

Malcolm turned Durzo invisible and they all snuck into the auction house.

They immediately ran into a utility closet upstairs, hiding.

Durzo and Cree went downstairs to convince Gerald Thorns, the man whose house they broke into, to come upstairs.

He brought his guards with him, and when they tried to abduct them into the closet, a fight broke out.

One guard escaped and started screaming, so the party split and tried to run.

Durzo disguised himself as a guard and ran outside.

Malcolm tried to run downstairs, but an actual guard saw him.

He phased through the floor and hid in a coat closet in the basement for eight hours.

Cree -- disguised as Gerald Thorns -- ran down the hall and cried for help.

The host of the event pulled her into the safety of his room, and fetched Thorns' guards for her.

She eventually convinced them to escort her home, where she promptly escaped out a back window.

Meanwhile, Liam was invisible in a corner of the house during the commotion. He made out with a pair of sending stones.

After the party regrouped in Moongate, they decided to leave

Durzo went to fetch the cart, but found that the cart had been impounded by the city watch.

Malcolm joined Durzo in being arrested.

Sunday, December 8th, 2019

Malcolm and Durzo were escorted through the beautiful spring-time city of Texpan, listening to the birds chirp and the streetcats play as they were escorted by the guards.

Cree followed shortly behind, keeping herself hidden.

Malcolm was the first to notice the deadening of the streetlife and the smoke South over the castle district.

Cree donned her captain's attire, acting out the role of the Captain of the Guard from the inner court district.

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They promptly fled from the madman, letting the Orcs know no one was left to save.

Malcolm flew over the castle to find and save Boris.

From his vantage, he could see an army of crows ascending the city walls, before he dove into Boris' manor to speak with the wizard.

Boris agreed to come with him, and the duo flew to the top of the inner walls before Malcolm's flight wore off.

They rest for a moment, as a squadron of Crows ascended the inner wall.

Malcolm and Boris met the High Wizard of Ordia, Khaladna, though neither realized that he was a long dead figure.

They all converged on the castle proper, meeting together with King Johnson and his court wizard Carl.

They scryed upon the slave, seeing his risen reavers before deciding to abandon the city.

They escorted the royal retinue to the Earthgate, where the Dwarves were flooding in from.

King Johnson and Scott both met Laris, the King of Dwarves on the other side, and a very informal succession was had.

The party rested once more in Firechannel, preparing for the rest of their journey.

Sunday, December 15th, 2019

The party traveled a short distance to a city near Firechannel.
They traveled down and found the gate to the Plane of Ice, a coliseum with six upright pillars.
The pillars burst with energy, and the party found themselves standing in the cold.
Durzo found a bottle of Winterwash for sale -- A high-proof, mintor liquor.
Meanwhile, Cree and Malcolm bought the team a set of ice boots.
The group found a Tiefling named Cafla and joined him on a five-day journey to Northstar.
They shared many stories along the way, before being assailed by a hungry Lindwurm.
It bit Cree and she contracted Lindwurm Fever, but Malcolm warded it off.

They arrived in Northstar and went to meet the mayor, Lord Hartmann.
Upon finding their mayor into the central lighthouse, they sat for introductions with the man.
He offered a scrying service for them, seeing as Malcolm was set on spying on Darius.
They saw Darius suffocating two would-be assassins.
Cree wanted to see her sister, Ellie, and the mayor obliged.
Ellie had been pirating goods, which the Mayor was able to ascertain.
He recommended they keep better company before ushering them on their way.

The party briefly saw Garret, before visiting a doctor for Cree's illness.
She tried stealing from a noble, but was caught due to her coughing.
She paid a fine to be released, and then the party departed through Icegate, winding up in Sigia.

Sunday, January 12th, 2020

The party did some research on Ballos, the Feywild, and Khaladna.
Malcolm got a fragment of his cloak stolen, and the party ran into Isaac.
Dismissing him as a doomsayer, they decided to board their vessel.

The captain announced the presence of a Saint aboard the boat after embarking.
The group enjoyed the calm waters south of Sigia for a few days.
About halfway through their journey, the party got to experience the avatar of Boreas descending from the clouds.
With high spirits on the ship from the sight of a god, the party and the crew enjoyed a few more weeks of sailing.

A dark and stormy day approached them, and the party geared up to help the sailors, except for Malcolm.
Malcolm was the first to notice that Captain Michael had been apprehended by Isaac.
The Druid commanded the party to disarm themselves, and for each act of non-compliance, he killed a member of the crew.
Eventually, the party submitted, and the Druid commanded the crew to unload the cargo onto

the deck.

Having done so, they pulled out a box containing ossified remains, allegedly to-be-interred.

Isaac commanded them to crush the skeletons. After destroying one, the rest rose up and jumped over the railing into the ocean.

After a brief explanation, Isaac turned into a seagull and departed for the shore.

Later in Cache, the party met up with Isacc to discuss their plans and aspirations.

The Story of Malcolm, Durzo, and Cree

Saturday, August 24th 2019

Cree, Malcolm, and Durzo all meet at the summer festival of a small town outside Placus.

Cree steals from some children, Malcolm does some magic tricks, and Durzo crafts for the chessmen of Ceretedefini.

The trio meet Thomas and go on a water walk with the townsfolk.

That night, they agree to help the guards, and fend off five zombies.

Sunday, September 1st, 2019

The trio finish talking to Thomas, and suspect him of 'something.'

They carouse a fair bit more at the festival while everyone packs up.

Durzo learns about Karst Jahui from some scholars of Ceretedefini, with bias.

On the way home, the party helps to fix the broken bridge between the fairgrounds and the hamlet.

While Durzo fixes the bridge, Cree gets bit by a wolf.

Durzo sees the necromancer eying the villagers from across the river.

The party engages and dispatches eight standard zombies.

Malcolm receives a book of shadows from the Queen of Magic and Night's emissary.

The party arrives in the village and sleeps off their exhaustion.

Malcolm catches up with Thomas and talks for a bit before the party heads to Placus proper.

Sunday, September 8th, 2019

The trio went into town and spoke with the mayor, Alfred.

He seemed concerned about something, but not what the party was concerned about.

They introduced themselves and then left, meeting Vilmiers and Shasha.

Instead of sleeping, they investigated the graveyard, and then further into the woods.

They turned back after facing an ambush of undead.

Back in town the next day, they spoke with Shasha and then the mayor about the murdered

guard.

They teamed up with Shasha in the cemetery and got moving, delving back into the wood.

They were ambushed at night by a necromancer and his ghouls, but survived.

They went deeper into the woods, heading East across a river before finding the Necromancer's hideout.

Sunday, September 15th, 2019

The trio began the fight with Cree running into the corner.

Soon followed Malcolm, who gunned down the vulnerable necromancer.

The necromancer traded his life with Malcolm's, Inflicting Wounds upon his Armor of Agathys.

Cree got punched by two zombies and a ghoul until she dropped to the ground.

Following this display of brilliance, Durzo's Armor of Faith made him indomitable as he slowly whittled the undead down.

Durzo dragged them cave, where Shasha had protected them from numerous undead assailants.

The party had magical tracking items planted on them by the Crows while they rested.

The party returned to town to relay the news, rest up, and recuperate.

They soon after returned to the scene, finding the corpses slashed up.

They couldn't find any evidence besides the symbol of Ballos painted on the door.

Returning to town, they said farewell to Shasha, collected their reward from Alfred, and were gifted books from the local temple of Ceretedefini.

They composed letters to loved ones and then disembarked Placus, but not before Malcolm Shattered several smelteries pouring waste into the watershed at night.

The group moved Southwards into Tetaco, on the trail to Texpan.

They encountered a troll warding a bridge, and on the last village in Kimnuseia, learned Jahui's name and his trajectory.

Sunday, September 22nd, 2019

The party moved into Tetaco, with Cree teaching Malcolm and Durzo the basics of Nacalcan.

They kept moving southward towards the capitol, Texpan.

Early on, they had to cross a desert with their horses and carriage.

Along the way, they encountered a small oasis at high noon.

Malcolm climbed a palm tree in the centre of it, and ended up in the Feywild.

He rose from the top to see an endless desert.

At the apex were the palm fronds and massive fruits.

He met the ill-omen malphus, Murder, who was on his way to the Plane of Fire.

That night, Cree noticed a Crow emissary leave a note and a reward for slaying the

necromancer.

Traveling into mainland Tetaco, the party found a city to gather supplies before heading further in.

Sunday, September 29th

The party listened to the local crier, learning of highwaymen between Texpan and Psych.

Additionally, they heard about a fallen shrine discovered on the way to Texpan.

Finally, they hear of the magic item auction happening in the capitol.

They set out, running into the highwaymen fairly fast.

Cree talked with them, and negotiated passage for several silver, while Malcolm tried to get himself killed.

On the road South, they parked their wagon and horses to go wander into the woods.

They traveled several hours into the shrine, descending into it and discovering the tomb of an old saint.

Inside, Durzo found a secret door that was only openable from one side.

Malcolm blasted the stone lid off of the coffin, and after a short while found the Scholar's Robe hiding around.

At this moment, their investigation was interrupted by an undead assault.

One illithid, split into skin, muscles, and nervous tissue, each re-animated, fought the party.

After they won, Malcolm put on the robe, which promptly attuned itself to him.

He passed through the stone door, opened it, and led the party down into the caves.

They found themselves on the outskirts of an abandoned Mindflayer city, and traveled across a blue lake.

Sunday, October 6th, 2019

The party decides they don't want to be in the Underdark, and travel back to the surface.

On the way out, they come across the beheaded monk, who travels into the Underdark.

They discover their horses have gone missing, and hitch a ride to the next town.

The cart they ride in has Thomas in it, and they exchange some idle words.

In town, they buy their cart back from the stables, after getting an earful from the stable master about proper treatment of animals.

It isn't too much longer before they're in Texpan, residing for the month at Moongate.

Durzo finds one of his old masters and joins his forge.

Malcolm becomes a research assistant at a local library.

Cree impersonates a judicial clerk, and finds out Liam's gone missing from his prisoner's escort.

The three decide to investigate the upper-class city centre, and see the mansion of the magical

auction.

Later, Liam appears in Moongate besides them for introductions.

Saturday, October 19th, 2019

Malcolm meets up with Boris, who gives him Boris' Instant Portrait in return for several outlandish images gathered using it.

Cree deems fit to go on a heist with Liam Nightshade, and she steal several hundred gold from a nameless noble.

Liam encounters a difficult vault in the basement, which Durzo reckons to be Dwarven in nature.

Malcolm convinces everyone to go out and find the Feywild after revealing the nature of his magic.

They go into the woods, and live through a powerful thunderstorm, before vanishing into the Feywild.

Once there, they face a squadron of flying sentinel mantes, and are harangued by a pack of wolves.

Surviving, they find a tree settlement where Texpan would have been.

They meet Vade the guard, and Mik the townswoman, and settle in for the night.

Sunday, October 27th, 2019

The party had an enjoyable evening walk in the Feywild town of Pantex.

They met the Dwarven farmer Tsiru while he was reading in the park.

He invited them back for mushroom stew at his house, which most of the town attended.

They agreed to take Trisu and his Lizardfolk friend Rashar back to the Plane of Earth.

They set off towards the Fey mountain of Teteco, which they climbed over the course of several days.

Dropping off their friends in a system of caves, the party descended the other side, before deciding to ascend once more and enter the caves.

They killed a Redcap, and eventually made their way into the Plane of Earth.

After dispatching a group of undead in a stone hallway, the party traveled another few days until coming upon a Dwarven garrison.

They ascended from the crypts into the Dwarven city of Siral, and planned to travel to Firechannel soon after.

Sunday, November 3rd, 2019

The party traveled from Siral to Firechannel over the morning.

Arriving in the late afternoon, Malcolm fetched a photograph of the entrance using Boris' Tiny

Portrait.

Once inside, Durzo eventually found Alath, who took them on a trip through the statue garden before sharing her wisdom.

Alath sent them on their way, and the party investigated the undead plague, speaking with a deacon of Komra.

The party learned some of the history of Ballos.

They descended into the deep crypts of Firechannel, finding Saint Fath the Weaponsmith missing.

Similarly, the saint of armorsmithing's sarcophagus was opened, though the skeleton remained in place.

They found some recent activity in the weavers' catacombs, with many freshly-dispatched Dwarven undead littered with skeletons.

Malcolm found several Swan Feathers amongst the body, as well as Ordian scimitars the Crows had to abandon to hide.

They eventually took the Earthgate home to Texpan, meeting up with Liam in Moongate.

They decided to break-and-enter the vault in a noble's basement that same night.

The heist paid off with over a thousand gold, several gems, some scrolls and some tomes of lore.

Sunday, November 17th, 2019

The trio read a dossier on King Johnson and Karst Jahui.

Malcolm met with Boris to talk about travels, and was taught the spell Silence.

Durzo went and made a sword, and later harassed a dangerous-branded slave.

Cree broke into a noble's house and stole a bunch of letters.

The party met up with Liam for one last planning session before raiding the auction.

Malcolm turned Durzo invisible and they all snuck into the auction house.

They immediately ran into a utility closet upstairs, hiding.

Durzo and Cree went downstairs to convince Gerald Thorns, the man whose house they broke into, to come upstairs.

He brought his guards with him, and when they tried to abduct them into the closet, a fight broke out.

One guard escaped and started screaming, so the party split and tried to run.

Durzo disguised himself as a guard and ran outside.

Malcolm tried to run downstairs, but an actual guard saw him.

He phased through the floor and hid in a coat closet in the basement for eight hours.

Cree -- disguised as Gerald Thorns -- ran down the hall and cried for help.

The host of the event pulled her into the safety of his room, and fetched Thorns' guards for her.

She eventually convinced them to escort her home, where she promptly escaped out a back window.

Meanwhile, Liam was invisible in a corner of the house during the commotion. He made out with a pair of sending stones.

After the party regrouped in Moongate, they decided to leave

Durzo went to fetch the cart, but found that the cart had been impounded by the city watch.

Malcolm joined Durzo in being arrested.

Sunday, December 8th, 2019

Malcolm and Durzo were escorted through the beautiful spring-time city of Texpan, listening to the birds chirp and the streetcats play as they were escorted by the guards.

Cree followed shortly behind, keeping herself hidden.

Malcolm was the first to notice the deadening of the streetlife and the smoke South over the castle district.

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