Victor will ask: "Where did my friend's end up after they died?"

Ever since the Owlbear killed his friends, Victor has been starting to think about the afterlife. Rituals of any kind always seemed like superstition to Victor so he hasn't pledged himself to a deity, but his friends had and he never thought anything of it... to each his own. Victor is wondering if they each made it to their diety's realm.

Alex (Human Fighter): held Kord's Destiny: [Baervan Wildwanderer](http://forgottenrealms.wikia.com/wiki/Baervan_Wildwanderer)

Connor (Human or Half-Orc (no one knew for sure) Barbarian): [Ilmater](http://forgottenrealms.wikia.com/wiki/Ilmater)

Rolen (Elven Archer): [Mielikki](http://forgottenrealms.wikia.com/wiki/Mielikki)

Up to you to decide where each of them ended up, but please don't add a bunch of detail... I want to flesh that out on my own down the road :-).

Apparently, there's all kinds of stuff that can happen after a person dies in Forgotten Realms.

Basically...

1. You die on the Mortal Plane
2. You pop up on the "Fugue Plane" which is ruled by Kelemvor from the City of Judgement.
   1. If in life you didn't worship a deity then you are considered one of the "Faithless". (Victor would fall in this category)
      1. The wall around the City of Judgement is made up of the souls of the Faithless. Souls are bound to it until they dissolve into the wall or are stolen by a demon (The Tanar'ri) and taken to the Abyss.
   2. If in life you did worship a deity...
      1. If you betrayed your god, then you are one of "The False" and are compelled into the City of Judgement where Kelemvor doles out punishment in some way based on your betrayal.
      2. If you were true to your god, then you wander around the Fugue Plane (unaware that you are dead) until your deity's representative comes by and takes you to that god's realm where you serve in some way.
         1. While waiting, you have to contend with demons
            1. The Baatezu (Lawful Evil demons) have a deal worked out with Kelemvor to bargain with souls. They can't trick or hurt you but they can try to convince you to willingly go to the Nine Hells instead of your god's realm. Over time, a soul can grow powerful in The Nine Hells so this may seem like a better alternative to some who:

Didn't outright betray their god but still might have displeased them in some way and fear punishment when arriving at their realm.

Worshipped an evil god that will torment and/or treat them poorly forever no matter what.

* + - * 1. The Tanar'ri (Chaotic Evil demons) show up at random and try to steal souls.
        2. These two factions of demons hate each other so when the Tanar'ri show up on the Fugue Plane, the Baatezu will fight them alongside Kelemvor's servants.

Here's some links about all of that:

<http://frc.proboards.com/thread/10252>

<http://forgottenrealms.wikia.com/wiki/Fugue_Plane>

<http://forgottenrealms.wikia.com/wiki/The_Faithless>

<http://forgottenrealms.wikia.com/wiki/The_False>

<http://forgottenrealms.wikia.com/wiki/Kelemvor>

<http://forgottenrealms.wikia.com/wiki/Jergal>

<http://forgottenrealms.wikia.com/wiki/City_of_Judgment>

<http://forgottenrealms.wikia.com/wiki/Nine_Hells>

<http://forgottenrealms.wikia.com/wiki/Abyss>

<http://forgottenrealms.wikia.com/wiki/Tanar%27ri>

<http://forgottenrealms.wikia.com/wiki/Baatezu>

<http://forgottenrealms.wikia.com/wiki/Baervan_Wildwanderer>

<http://forgottenrealms.wikia.com/wiki/Mielikki>

<http://forgottenrealms.wikia.com/wiki/Ilmater>