

## LEVEL [12]

SHIELD ADDED 7/1 AC=22

# In-Game tracking

0 PT INSPIRATION

0 BARDIC (d8)

Hit Dice

# Used	Total	Die
	12	D8 + CON

Flash of Genius

# Burned	Charges
5	5

At 7th level, you've gained the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

Radiant Weapon

# Burned	Charges
3	4

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. **The weapon regains 1d4 expended charges daily at dawn.**

Health

Current HP	Max HP
63	76+16

Spell Slots

*Can recover one from spell refueling ring as an action!*

Level	Total Slots	# Burned

1	4	1
2	3	3
3	3	2

## Spell Storing Item

Stored Spell	Total Casts	# Burned
	10	

## Amethyst Lodestone

<https://dnd5e.wikidot.com/wondrous-items:amethyst-lodestone>

**Flight.** As a bonus action, you can expend 1 charge to gain the power of flight for 10 minutes. For the duration, you gain a flying speed equal to your walking speed, and you can hover.

**Gravitational Thrust.** As an action, you can expend 1 charge to focus gravity around a creature you can see within 60 feet of you. The target must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet in a direction of your choice.

**Reverse Gravity.** As an action, you can expend 3 charges to cast **Reverse Gravity** from the stone (save DC 18).

Charges	# Burned
6	3

## Artificer/Class abilities

### Inventions/Magic Items

#### *Babble Fish*

A small rainbow colored fish inside of a round palm sized glass orb with a cork. The babbefish can be inserted to the ear and for one minute, the user can understand any language spoken around them and it sounds to them like their most familiar tongue, but they cannot speak the language. After one minute the Babblefish craves water and must be returned to his bowl for 1 hour before he can translate again.

#### *Leitarep Lens*

Attached with a chain, this finely crafted gold monocle can be placed over one eye. Normally, looking through the monocle grants no benefits. As a bonus action, the wearer may speak a command word (inscribed in the artificery in the lens) to activate the monocle. When activated and looked through, the monocle shows the wearer all footsteps from the past 24 hours. The

footsteps glow a faint blue, with more recent footprints glowing brighter. The shape and size of the footprints is also retained, allowing the wearer to attempt to determine more information about the person or creature that left them. This effect lasts for 10 minutes or until the monocle is taken off. The monocle can only be used this way once per day.

Command word is "Leita"

### *Insulin Pump*

Starting to design 1/22

### *Magical Flashbangs*

100Cm to build prototype

In inventory: 0

Made from: 70 mechanical armor suits from artificer workshop dungeon, 30 Artificer engine workshop

### *Lockpicking Stethoscope (Boban)*

1/1 days to build, 200Cm to design/build

2 hours, .5 Sval, and 75 components

Made from:

160x intact articulate insect legs, bulbs from eyes (working), screws mandibles springs smaller cogs tension tensile bars from the crossbow as well as just your general gear screws and sort of basic acroturemen normal shop things. Fairly well preserved not rusty  
30x Thick coiled metal like a spinal cord, sharp bits, bits of thin metal plating

### *Magic stone mechanical broadhead*

4/4 days needed, 100 Cm to design, 20 Cm to build one

<b>Active broadheads</b>	1
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Made from mechanical spider mandibles, snake jaws, springs, metal sheet, some welded assemblies. Spring loaded jaws close when the device hits a target like a mechanical broadhead.

### *Homunculus Servant*

10/2/20: floating egg slowly constructing itself from gear energy

6/20/21: mech cat dragon after killing the ale ooblek/ooze king

### *Tiny construct, neutral*

The homunculus regains 2d6 hit points if the **Mending** spell is cast on it. If it dies, it vanishes leaving its heart in its space.

**Armor Class** 13 (natural armor)

**Hit Points** - **0 out of 18** equal to homunculus's Constitution modifier + your Intelligence modifier + your level in this class

**Speed** 20 ft., fly 30 ft.

**STR** 4 (-3) **DEX** 15 (+2) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 7 (-2)

**Saving Throws** Dex +1

**Skills** Perception **+4+1**, Stealth **+4+1**

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands the languages you speak

**Evasion.** If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated

**Might of the Master.** The following numbers increase by 1 when your proficiency bonus increases by 1: the homunculus's skill and saving throw bonuses (above) and the bonuses to hit and damage of its attack (below).

#### ***Actions (Require Your Bonus Action)***

**Force Strike.** Ranged Weapon Attack: **+SpellAtkBonus +1?? = +10** to hit, range 30 ft., one target you can see. Hit: **(1d4) + ProfBonus +1 = +5** force damage.

#### ***Reactions***

**Channel Magic.** The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.

#### ***Scroll Bracer***

Deployment mechanism built into suit for using scrolls, from Hylok.

#### ***Mechanical hand for Britta***

600 components, mostly from the mecha vjallraven

#### ***Ether Glass Lens from***

Increases lightning launcher die from d6 to d8

## Infusions

### *Infusions Known*

(Lvl 12: 8)

1. Homunculus Servant
2. Replicate Magic Item
3. Spell Refueling Ring
4. Enhanced Defense
5. Winged Boots
6. Helm of Awareness
7. Shield of Repulsion
- 8.

### *Infused Items*

(Lvl 12: 4 + 2 on my armor: **chest, boots, helm, special weapon** )

1. Homunculus Servant
2. Spell Refueling Ring
  - a. While wearing this ring, the creature can recover one expended spell slot as an action. The recovered slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.
3. [Helmet] Helm of Awareness
  - a. While wearing this helmet, a creature has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.
4. [Special Weapon] Radiant Weapon
  - a. This magic weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, the wielder can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. The wielder can extinguish the light as a bonus action.
  - b. The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. The weapon regains 1d4 expended charges daily at dawn.
5. [Chest Piece] Enhanced Defense
  - a. A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.
  - b. The bonus increases to +2 when you reach 10th level in this class.
6. [Boots] Winged Boots
  - a. While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

- b. The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

## Attuned Items

1. Winged Boots (infusion)
2. Radiant Weapon (infusion)
3. Spell Refueling
- 4.

## Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma Saving Throws against magic.

## Gunner (lvl 12 feat)

You have a quick hand and keen eye when employing firearms, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms (see "Firearms" in the Dungeon Master's Guide).
- You ignore the loading property of firearms.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

## Squat Nimbleness (feat?)

You are uncommonly nimble for your race. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill (your choice).
- You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being grappled.

## Dark vision

## Speak With Small Beasts

Through sound and gestures, you may communicate simple ideas with Small or smaller beasts.

## Artificer Infiltrator subclass Lightning Launcher

A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d8 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target. (+INT +PROF +1 = +10 attack) (+INT +1 = +6 dmg)

With Gunner feat: no disadvantage on melee

### ***Powered Steps***

Your walking speed increases by 5 feet.

### ***Second Skin***

The armor's weight is negligible, and it becomes formfitting and wearable under clothing. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, the power armor doesn't.

### ***Armor Modifications***

At 9th level, you learn how to use your artificer infusions to specially modify your Arcane Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Arcane Armor.

### **Fade away**

Immediately after you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

### **Keen Mind**

- You always know which way is north.
- You always know how the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

### **Magical Tinkering**

Touch a Tiny nonmagical object as an action, give it one of:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.



# Inventory

6 CP

2 SP

128 GP

997 PI

## Slotted items

Dagger,axe,light crossbow

Plate armor

Thieves tools

Dungeoneers pack

Studded leather armor

## Potions

1x potion of angelic reprieve (spell slots back)

2x fire resistance pot (1hr resistance to fire damage,  $\frac{1}{2}$  damage)

0x Superior healing pot (8d4+8)

0x potion of healing

1x potion of spider climb

(scrolls as a reaction)

1x Scrolls of shield (+5AC as reaction)

1x Scroll of absorb elements

## Components

2	Bars of Adamantine (Italian Job bar size)
1 sval each	Salt peter and sulfure
10	Glass vials
185	Aelintram components (assorted)
60	Bits bobbles, pieces of alchemy gear
Couple vials	Ash from the small eldrhundr pups (stays warm in the vial?)

## Items

- Cog key (first room of artificer) (didn't work on central pillar)
- Maps of E Meadowfold and SW region of Ferulir near Siglun
- Letters in gnomish (?) from Grimhook room
- Spring loaded wooden stake for vampires
- Golden monocle frame (no glass) with artificery circuit-board like engravings on inner ring, from flail snail gnolls.
- Troll effigy
- First editions of the entire Spicy Count's Apprentice series

## Sellable Items

- (from Sanctum) maul, great hammer, great sword, longsword, shield, plate armor, splint armor

## Spells

Lvl 12

Spell save DC = 8+Prof+Int = 17

Spell attack mod = Prof+Int = 9

Spells known = Int bonus +  $\frac{1}{2}$  Artificer level rounded down = 11

### Spell Storing Item

At 11th level, you can now store a spell in an object. Whenever you finish a long rest, you can touch one simple or martial weapon or one item that you can use as a spellcasting focus, and you store a spell in it, choosing a 1st- or 2nd-level spell from the artificer spell list that requires 1 action to cast (you needn't have it prepared).

While holding the object, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

## Cantrips

### Firebolt

*cantrip evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

### Shocking Grasp

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

**At Higher Levels.** The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

### Spare the Dying

*cantrip necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Target:** A living creature that has 0 hit points

**Components:** V S

**Duration:** Instantaneous

**Classes:** Cleric

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

**\*\*Minor Illusion***Illusion cantrip***Casting Time:** 1 action**Range:** 30 feet**Components:** S, M (a bit of fleece)**Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## Level 1

**\*\*Magic Missile***1st level evocation***Casting Time:** 1 action**Range:** 120 feet**Components:** V S**Duration:** Instantaneous**Classes:** Sorcerer, Wizard

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals  $1d4 + 1$  force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

## \*\*Thunderwave

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Components:** V, S

**Duration:** Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes  $2d8$  thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by  $1d8$  for each slot level above 1st.

## Absorb Elements

*1st-level abjuration*

**Casting Time:** 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

**Range:** Self

**Components:** S

**Duration:** 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra  $1d6$  damage of the triggering type, and the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by  $1d6$  for each slot level above 1st.

## Expeditious Retreat

*1st level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V S

**Duration:** Concentration, Up to 10 minutes

**Classes:** Sorcerer, Warlock, Wizard

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

## \*Cure Wounds

*1st level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Paladin, Ranger

A creature you touch regains a number of hit points equal to  $1d8 +$  your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by  $1d8$  for each slot level above 1st.

## \*Sanctuary

*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (a small silver mirror)

**Duration:** 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack

or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

## Catapult

*1st level transmutation*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** S

**Duration:** Instantaneous

**Classes:** --

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

## False Life

*1st level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V S M (A small amount of alcohol or distilled spirits)

**Duration:** 1 hour

**Classes:** Sorcerer, Wizard

Bolstering yourself with a necromantic facsimile of life, you gain  $1d4 + 4$  temporary hit points for the duration.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional Temporary Hit Points for each slot level above 1st.

## Grease

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a bit of pork rind or butter)

**Duration:** 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

## \*Feather Fall

**Casting Time:** 1 reaction, which you take when you or a creature within 60 feet of you falls

**Range:** 60 feet

**Components:** V, M (a small feather or piece of down)

**Duration:** 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

## \*Faerie Fire

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice).

Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

## Identify

<https://dnd5e.wikidot.com/spell:identify>

## Level 2

### \*\*Mirror Image

*2nd level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V S

**Duration:** 1 minute

**Classes:** Sorcerer, Warlock, Wizard

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

## \*\*Shatter

*2nd level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V S M (A chip of mica)

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer, Warlock, Wizard

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes  $3d8$  thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

**At Higher Levels:** When you cast this spell using a spell slot of 3 or higher, the damage increases by  $1d8$  for each slot level above 2nd.

## Enlarge/Reduce

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a pinch of powdered iron)

**Duration:** Concentration, up to 1 minute

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

**Enlarge.** The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category – from Medium to Large, for example. If

there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage.

**Reduce.** The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category – from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

### \*Spider Climb

*2nd level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V S M (A drop of bitumen and a spider)

**Duration:** Concentration, Up to 1 hour

**Classes:** Sorcerer, Warlock, Wizard

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

### Lesser Restoration

*2nd level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Paladin, Ranger

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

### \*Heat Metal

*2nd level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V S M (A piece of iron and a flame)

**Duration:** Concentration, Up to 1 minute

**Classes:** Bard, Druid

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot above 2nd.

### \*Dragon's Breath

*2nd level transmutation*

**Casting Time:** 1 bonus action

**Range:** touch

**Components:** V S M (A hot pepper)

**Duration:** Concentration, up to 1 minute

**Classes:** Sorcerer, Wizard

You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a

15-foot cone. Each creature in that area must make a Dexterity saving throw, taking  $3d6$  damage of the chosen type on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by  $1d6$  for each slot level above 2nd.\|

## Enhance Ability

*2nd level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (fur or a feather from a beast)

**Duration:** Concentration, up to 1 hour

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains the effect until the spell ends.

- **Bear's Endurance.** The target has advantage on Constitution checks. It also gains  $2d6$  temporary hit points, which are lost when the spell ends.
- **Bull's Strength.** The target has advantage on Strength checks, and their carrying capacity doubles.
- **Cat's Grace.** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- **Eagle's Splendor.** The target has advantage on Charisma checks.
- **Fox's Cunning.** The target has advantage on Intelligence checks.
- **Owl's Wisdom.** The target has advantage on Wisdom checks.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## Magic Weapon

*2nd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

### \*Invisibility

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (an eyelash encased in gum arabic)

**Duration:** Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

### See Invisibility

*2nd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a pinch of talc and a small sprinkling of powdered silver)

**Duration:** 1 hour

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

### Web

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a bit of spiderweb)

**Duration:** Concentration, up to 1 hour

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing  $2d4$  fire damage to any creature that starts its turn in the fire.

## Skywrite

*2nd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Sight

**Components:** V, S

**Duration:** Concentration, up to 1 day

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

## Levitate

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)

**Duration:** Concentration, up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

### \*Vortex Warp

*2nd-level Conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You magically twist space around another creature you can see within range. The target must succeed on a Constitution saving throw (the target can choose to fail), or the target is teleported to an unoccupied space of your choice that you can see within range. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 30 feet for each slot level above 2nd.

### Blur

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

### \*Rope Trick

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (powdered corn extract and a twisted loop of parchment)

**Duration:** 1 hour

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.

The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

## Level 3

**\*\*Hypnotic Pattern**

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S, M (a glowing stick of incense or a crystal vial filled with phosphorescent material)

**Duration:** Concentration, up to 1 minute

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

**\*\*Lightning Bolt**

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self (100-foot line)

**Components:** V, S, M (a bit of fur and a rod of amber, crystal, or glass)

**Duration:** Instantaneous

A stroke of lightning forming a line of 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## Fly

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a wing feather from any bird)

**Duration:** Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

## Arshardalon's Stride

*3rd-level Transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V,S

**Duration:** Concentration, up to 1 minute

The billowing flames of a dragon blast from your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks.

When you move within 5 feet of a creature or an object that isn't being worn or carried, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. The spell deals an additional 1d6 fire damage for each slot level above 3rd.

## \*Revivify

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (diamonds worth 300 gp, which the spell consumes)

**Duration:** Instantaneous

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

## Blink

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane).

At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

## Water Walk

*3rd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a piece of cork)

**Duration:** 1 hour

This spell grants the ability to move across any liquid surface – such as water, acid, mud, snow, quicksand, or lava – as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

## Haste

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a shaving of licorice root)

**Duration:** Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

## Dispel Magic

## Rizzvizzdrin

Spells

DC 17, +9 to hit

Health: 28 of 49

	Spells per day	USED
firebolt/ray of frost/prestidigitation/light	x	
Burning hands/mage armor/magic missile	4	1
Mirror image/misty step/shatter	3	
counterspell/fireball//lightning bolt	3	1
Ice storm/stoneskin	3	1
Cone of cold/bigbys hand	2	2
Chain lightning/wall of ice	1	1

Delayed blast fireball	1	1

# NOTES

Food to cook

1/15/21 Shepherd's pie with mashed and fried carrots

2020 (you fool)

Ebbe - man we met at bar while getting info for robbery of Frau's house

Ar~vid (sp?) - Britta's friend, tormund giantsbane vibes

Thundervale - monster hunter, dwarf w white brim hat, long leather coat, from helgi

1/5/21

## QUOTES

"Like a horse girl who found her way onto a weird subreddit."

1/8/21

Bramblestaff- Jürgenfell Coffin steps, is where the herbalist is who made anti-vampire serum



Rune on the ring of evasion taken from Frau Torhaul

1/15/21

Book is the dealer of spells at the Grimfaun

Bramblestaff

Mr. Smith is nice blacksmith near Guild and Burr is the basic one at the vardasmith  
Measurement system: Svaltime

In Rene-

Vintage Guild  
Harland Honey House  
Aurorae Tap Room

278th Ale Feast, brandy brew is the historical background



Rune that Burr puts on the armor, his makers mark

1/22/21

Capt Halsteen- tiefling captain of guard

Arcanum of artifery

(14 int check)

- Non aelingarg articiery
- Town of kiara
  - Wood elf artificers
  - Intricate elevator system
- Impetus of the aelintram
  - Kilgars predecessors
- In Sigrun
  - Impressive fortification
- More about the vetrangr
  - The vangr family
  - (we met volka vangr)
  - They invented lots of machines

Eringun's book was checked out by Quovis, before that Steven, Keden

1/31/21

Mayor's mound at the festival

Vintage guild

Brandy at the brewery, tell her Val sent us

Met Hulda, monk of the runic fist on the road to Renny

- N part of Aelingard
- Freshly tattooed hands

Husband of ?? is Bo, they travelled w us from Jurgenfell

Rough hewn obsidian on necklace of barbarian attacker on road

- Seance cults?
- "The great seance" - a time when all the pagan/naturalistic tribes meet to commune w the old gods

2/2/21

NW of Drangnavik is the monastery of the runic fist (high up)

Selby Bjorgleflor is the travelling fletcher/artificer

Says was with Mr/Dr Green at crossroads

Cold at crossroads, whispers

2/5/21

Died in the foothills of Aelingard

Writing on wall of mage tower in blood

"He is not dead. He spits on death. He died and death made him and now he hates death. He lives. Split his soul into four. One for each sibling. Each piece brings the dead back. There is a birth place. There is a resting place. There are three, there are three. Three Obsidian Ondfangs. He wants them together, apart. Must kill. Must kill. Must restore. He died near the gate. He rose."

Mentions of Quovis

- Went against Revna, creating undead, raising bodies on the battlefield
- They fought and Revna gained control over death
- Research trying to find where battle was fought
- No real undead since Revna ascended?
- Research suggests Quovis did not die that day, but was reborn through necromancy
- Artifacts responsible: OBSIDIAN ONDFANGS
  - Out in the world, allowing undead to arise when they resurface
  - Info leading to them is cursed

Cylindrical case 3ft in length with cork topper

In notes of visit, Ingvild's notes in mage tower

- Half elven male, golden skin, black plate armor
  - Discussed necromancy at length
- QUOVID DEATH LOCATION NEAR RAGNBJORG (inert Fae gate)

2/12/21

Henbeck - ale merchant with the bet

2/22/21

Ottar Oatmiller - owner of one of the great ale houses in renee

3/5/21

Fellheim Hall - Renee division of heroes guild

Boban I AM THE FONDUE in the bath

#### ALEFEAST SCHEDULE

- Day 1: The Tapping [Parade & Mayor taps kegs]
- Day 2: Traditional Costume Contest
- Day 2: Silver Spoon Cooking Contest
- Day 3: Bard Contest
- Day 4: Bareknuckle Boxing
- Day 5: Rolling Hills Cup
- Day 6: Post-cup brunch & Fireworks Display

3/12/21

Fran the schnoz - she knows the truth (bartender at blackdragon)

3/22/21

Gear- bowl cut halfling stuck in elemental. Owns meat & potatoes.

Elemental trail dries out and ends right at brandyburrow.

Boban 61 damage high roll

3/29/21

Yan (dude w 5th place custom)

Bergtora got second place to

4/9/21

- Silver spoons at ale feast cooking comp made by my competitor in the spoon game, **Zenkickk**
- I intimated that something terrible happened between us

4/17/21

- Kids shoe and old brewery parts found in remnants of ooze
- Path from the trash was found

4/21/2021

- Cotton candy sexcapades is the headliner at ale fest music day

5/24/21

- Sigurda (sigred?) is the female elf archer competing w Boban at golden arrow
- Fleming Foyd (sp?) is not at the mayor's meeting, guy from honey hole
- Gleb Garnsen isn't here from honey rabbit

6/20/21

- For reference

**STRENGTH** -1 (8)  
**DEXTERITY** +3 (16)  
**CONSTITUTION** +1 (12)  
**INTELLIGENCE** +5 (20)  
**WISDOM** +0 (11)  
**CHARISMA** +0 (11)

**INSPIRATION**: 1  
**PROFICIENCY BONUS**: +3

**ARMOR CLASS**: 18  
**INITIATIVE**: +3  
**SPEED**: 25+5

**HIT POINT MAXIMUM**: 38  
**CURRENT HIT POINTS**:  
**TEMPORARY HIT POINTS**:  
**HIT DICE**: Total 6, d8  
**SUCCESES**: 3  
**FAILURES**: 2  
**DEATH SAVES**: 2

**PERSONALITY TRAITS**: Gruff, super intelligent but not at all wise (very little street smarts)  
**IDEALS**: Efficiency, very engineer-y in his practicality and material realism.  
**BONDS**: Formerly of the Ivaldi Artificer's Guild  
**FLAWS**:  
**SKILLS**: Acrobatics (Dex), Animal Handling (Wis), Arcana (Int), Athletics (Str), Deception (Cha), History (Int), Insight (Wis), Intimidation (Cha), Investigation (Int), Medicine (Wis), Nature (Int), Perception (Wis), Performance (Cha), Persuasion (Cha), Religion (Int), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis)

**PASSIVE WISDOM (PERCEPTION)**: 10

**OTHER PROFICIENCIES & LANGUAGES**:  
- Armor: light, med, shields  
- Weapons: simple, hand crossbows, heavy crossbows  
- Tools: Thieves tools, tinkerers tools, blacksmith tools, firearms (?)  
- Languages: Gnomish, common, Dwarven

**ATTACKS & SPELLCASTING**:  
**Dagger**: ATK BONUS +6, DAMAGE/TYPE 1d4 piercing  
**Handaxe**: +3, 1d6 slashing  
**Light crossbow**: +6, 1d8 piercing  
**Spell save DC**: 8 + prof + int mod = 16  
**Spell attk mod**: prof + int mod = 8  
**[Dagger = returning wpn now]**

**EQUIPMENT**:  
5 Dagger, axe, lightxbow  
1 Mail armor  
Thieves tools  
Dungeoneers pack  
Studded leather armor  
1x hp pot (1d4+2)  
1x hp pot (2d4+con)  
2- Lutfish  
Box o firecrackers

**FEATURES & TRAITS**:  
-Darkvision  
-Gnome cunning (advantage on int/wis/char saving against magic)  
**Feat: Keen mind**  
- Always know which was is N  
- Always know hours until sunrise/sunset  
- Accurately recall anything seen/heard in last month  
**Feat: Fade Away**  
Immediately after you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

7/10/21

- Laquer on the flail snail shell is anti-magic
- Flails on the knolls weapons are healthy, the cutoff ones are shrivelled
- Monocle we found has artifcery about it, circuit board like engravings
- Boban's backstory
  - Sailed on the dreaded black jellyfish
  - Always following the longest tentacle of a jellyfish thrown on the map
  - Leg broken jumping through the porthole escaping the kraken

7/17/21

- Scroll at the Raven's Claw from Ottar:
  - Rolph came by and briefed the brewers on the investigation
  - Found a device in the harlan honey house that holt was using to enhance fermentation- magical device, elemental in nature, had a druid on staff who said it was linked to druidic elemental magic
- Log books from mage tower: Quovis was in the log right before shit went down, and Ingild is no more, turned into a banshee/shadow thing
- Quovis notes from above
- Head to the Jarl's Library
  - Talk to val about above
  - Talk to halfreed (sp?) about what happened to ingvild
  - Monocle
- Library:
  - Green dragonborn at the front desk doesn't like eiringunn
  - Val conversation
    - Four gods of chaos
      - Grimgut- hulking figure if gnarled plate armory, every weapon imaginable (halo of weapons in illustration)
      - Grubface - famine fiend, maggot ridden horror. Causes famine by eating all the food.
      - Bonelegs the liar- tall hobgoblinoid leaves whispers on the wind where it walks
      - Pack of wild dogs, mother is Humdrugr (sp?) - massive hyena dog hive from which gnolls are sprung
  - Head over with Holki (lizardborn librarian) to
    - Monocle gold with chain
    - Frame of lens inscribed with artificer network/circuitry
    - Dwarvish inscriptions
    - Strange dialect
    - DSS - dwarvish subscript (artificery language)
    - Need some type of gem which transmits the arcane energy
    - Must be some type of Laiteret (sp?), upon speaking command word activates lens to track things
- Head to Aelintram/Kilgar:
  - Asked about guild/sons of ivaldfi
  - Down near the varda gates
  - Could've sworn he saw a gnomish or drawvish artificer with two warforged with him
  - Went over to western side of the coffin steps
- Aelintram status

- Guy we brought is the head digger
- Great progress, gotten a few more miles, still a few months out

Librarian inspector Porvid is the mageguard dude (not here today)

7/19/21

From Halfreed

- Quovis, "the old necromancer"
- Orlun's shop was robbed, used the lens to investigate
- Footsteps in the shop are multi-pronged sharp footprints, from dragonborne/lizardborne, multiple

9/9

- Sightings of quovis near kagnavik and the dormant volcano (?)

9/20

- On the map on the wall
- Tributaries that slash across the plains about half days right from hafnorlon, what looks like a claw sweep around the western side of lake fagir

10/4

Flargis the dwarf tried to climb yrdrasil and fell off and died (assumed)

10/11

- Thunderwave pushing a razormaw off a cliff and T3 dragon's breath blasting him in mid air, before boban slides in and shishkabob suplexes him to death

12/11

- Eldrhundr attacks happened equidistant from where we fought the troll king (~the fingers)

1/15

- Parsnip Fleabane is the old man whose life Boban and I saved in the attack

2/5/22

- After almost being killed by the eldrhundr, Tolvis has a bandolier of large bite marks across his chest and back
- Scene of britta and signe sitting in the Matrix white space ("desert of the real", photoshop britta in and then signe as the black dude big dick meme with signes face but huge
- Tolvis dream on himself on a mountaintop in a hot tub with eldrhundr pup eating a sandwich scooby style (while signe/britta above dream)
- Via revna
  - Eldrhundr was a demigod of chaos and served the goblinoid gods
  - Not an insignificant blow to them
  -

2/28/22

- Tolvis recognized the woman's description of the guy who sold her the lust potions on the road to carnaval
  - CURLY MUSTACHE FORKED BEAR FANCY CLOTHES, SELLING ALCHEMICAL CONCOCTION
- Got his stuff from Duke Margraves at the Honeyed Hornet in Sigrun

3/21/22

- Thergin Firebrand, uncle Hazelflurgus, father ?
- I know Flurgus name from norolending
- Jordungr

4/2/22

- Old man in the bar, hand wraps -> FENRIR
  - (6/27 he is a bearded man with face tattoos wearing a blindfold, pointed ears)

4/24

- Asking about ivaldi/artificing in jotunstride
  - The town was built with help from Ivaldi
  - Later on in the records there were a few generations of luddites
  - Evidence of large industrial/construction equipment at that point to help build the city
- Filigree in the underground tunnel is ancient dwarven style, cracked/crumbling
- Sconces turn on automatically
- Makers mark on the mecha vjalraven is the hammer - an Ivaldi creation

- Guard called it “the sanctum”, inside the armory/study is a maul, great hammer, great sword, longsword, shield, plate armor, splint armor
- In the bookshelves: an entire series of the spicy count’s apprentice
- In the notebook which is identical to Vil’s: one line on first page, “it’s alright, drink up little valkyrie”

5/23

- Skardy Goodrickson - wood elf that i caught as a catfish
- Notsketr is where they plane shifted

9/7/22

- Shelf top librarium when searching for tech that came through the fae gate
- Museum of Drow History is green building next to Traveller’s Trunk
  - Curator/info desk person (white trim on robes, intricate broach on breast): Minalla Hunth
- Makeover: white hair and pencil mustache, flat top haircut, black duster. If John Waters was Morpheus
- Guy I was sitting with wants Britta (Ursa) to come by the Dizzy Tome his shop across Murkwood
  - Aidwin Einithas, proprietor
- Next guy is Olodryth ?
  - The Honeyed Hornet

9/26/22

- Blythe - guy recommended for drugs at the orgy by Olodryth
- Spidery guy and wife at orgy - Gizelda (6th cousin 4 times removed of the duchess) and Alanthis Slendermum

10/17

- Two names in the ledger from hometown
  - Lord Loam
    - Kingpin around town
  - Ergot Clay
    - Great artificer from the past
    - Founding members of sons of ivaldi
    - Artificers who are in the sons use it as an alias to bend the rules (cliche nickname)
- Sorn Blundythe operates out of the cowl, operates under the duchy in the northern area of the city

Thigh length black coat, green leather shoulders  
Boot cut black pants  
Green boots  
Leather bolo  
Iron Golem T6300

10/31/22

- Cloth masks soaked in something were a defense against the gas grenade

11/7

- Base of waterfall, 10ft wide x 5 ft tall opening with clear water coming out at the bottom of the waterfall, water ~4ft deep, some headroom at the top

2/18/23

- Dwarf at the gala i notice, tuft of white hair, artificed cane, weak hip, Engulf Lausenson. High up sons of ivaldi member. Known for copartners of lau-sig which is an artificer firm.

6/10/23

- Current date (toralind) 10-56
  - 4 days until ascension day
  - 34 days till next vetting
  - 47 days till svetsvir (sp) in grund
  - 63 days until great seance
- Album/songs
  - Curse from afar
  - Compelling the hag
  - No names, no flowers
  - Hit the hag
  - Bag the hag
  - The great retirement (in the ground)
- Potential plan
  - Hit the hag
  - Sigrune teleport via nexus to->
  - Hjaltaeyrr (3ish days)
    - Alistair lore
    - Teleport spell?
    - Dahlia's dad
  - Jurgenfell for trip planning
  - Vetting

- Gate to fae wild

7/29/24

- Engulf Lausenson and Elen Mordheim (CEO) are the keys to the sons
- Fitzcranks
  - Bronze cog, extra tarnish

3/10/25

- Mordheim: dragonborn, don't know well but spoke to a few times
- My rebellion would have been tracking the rumor mill about them
- Lausengson and Sigursdottir (LauSig) front company

5/12/25

- Thune college in rangavaelir is the artificer school, best
- The college I went to in NorJor Artificers College
- Jrin Gor quartermaster in gavlan

9/6/25

- Jarl Ofin Glintbraid is elected jarl of the Gor Ban Dal in norjor
- Orator Palefern was the red haired dwarven women orating in the square on arrival

10/6/25

- From Illinin: ooze from a gelatinous cube, arcflouric acid, moonwater + ?? in 2:1 alchemical ratio to weaken adamantine at a joint, store in stoneware, make a spray fixture out of copper but it's one time use

11/24/25

- Found in the Atelier vault: upgrades for wagon axles that allow them to traverse difficult terrain without disadvantage (headcanon: mars lander independent leg wheels)
- Leather box/bag situation: pocket workshop!
  - Utter command phrase, unfolds with ladder to 30x30ft extradim space with walls lined w tools, workbenches, drawers with useful but standard components
  - Creature can remain inside indefinitely with door open

12/15/25

- Discovered in the atelier
  - Sons of ivaldi studying monstrous lairs and dragons
  - Dragons are like dinosaurs almost, mythical
  - Different cultures have different myths and texts
  - The giants were created to push out the dragons and they ruled the disc until the discfolk mortals developed
  - Dragons are inherently magical beings
  - Their magic suffuses into their lairs
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