tavern path   
    main path:  
        -wake up offer a position on the knight's force  
        -join   
            -rise up in ranks (road of trials)

             - hear rumors of talk of an assassination attempt on the king

                       -discover it's Kain

                        -confront him or investigate

                         -confronting leads to lies

                        -investigate, bring evidence up to the counsel

                             -probable, but not enough evidence to really pursue.

                             -Counsel gets Kain to come in and defend himself.

                                  -convinces those are lies

                             -you are made out to be a liar, and the counsel are wary of you

            -the temptation of murdering Kain to protect the King  
                -choice of subcumbing to the power lust or not (maybe do this)

                 - if subcumb the character will die.

             -there's talk of an outbreak of Lamia, a hybrid snake-human that has seducing humans to come with them

-find out that they are being controlled by an Archmage, he’s been kidnapping people to uncover a cure to Nevermore.

-confront the Archmage

-turns into a giant spiky spider

-once he dies, the Loomas dissipate and the city is free from Loomas

-A letter comes in from the other kingdom for Zillia, the king is dead

-they rush back to the kingdom and find that there are soldiers blocking the party out of the castle

-fight, and hide

-find Kain sitting at the throne all smug.

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Zillia - dragonborn

    - honorable

Kain

    -the scumbag that you get to kinda kill off

    -behind a group that assassinates the king

Unknown Prince - Zacharus Barnham

    -Captain of the Paladins

    - Other kingdom

Archmage

* Lost wife to Nevermore Disease/Illness
* Daughter has it as well
* Froze her to buy time for him to get a cure
* Been kidnapping townsfolk to experiment concotions
  + Many end up dying because of it
  + Bodies lying around in the cave