

Loki Varren Notes

Lupus

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Players and characters

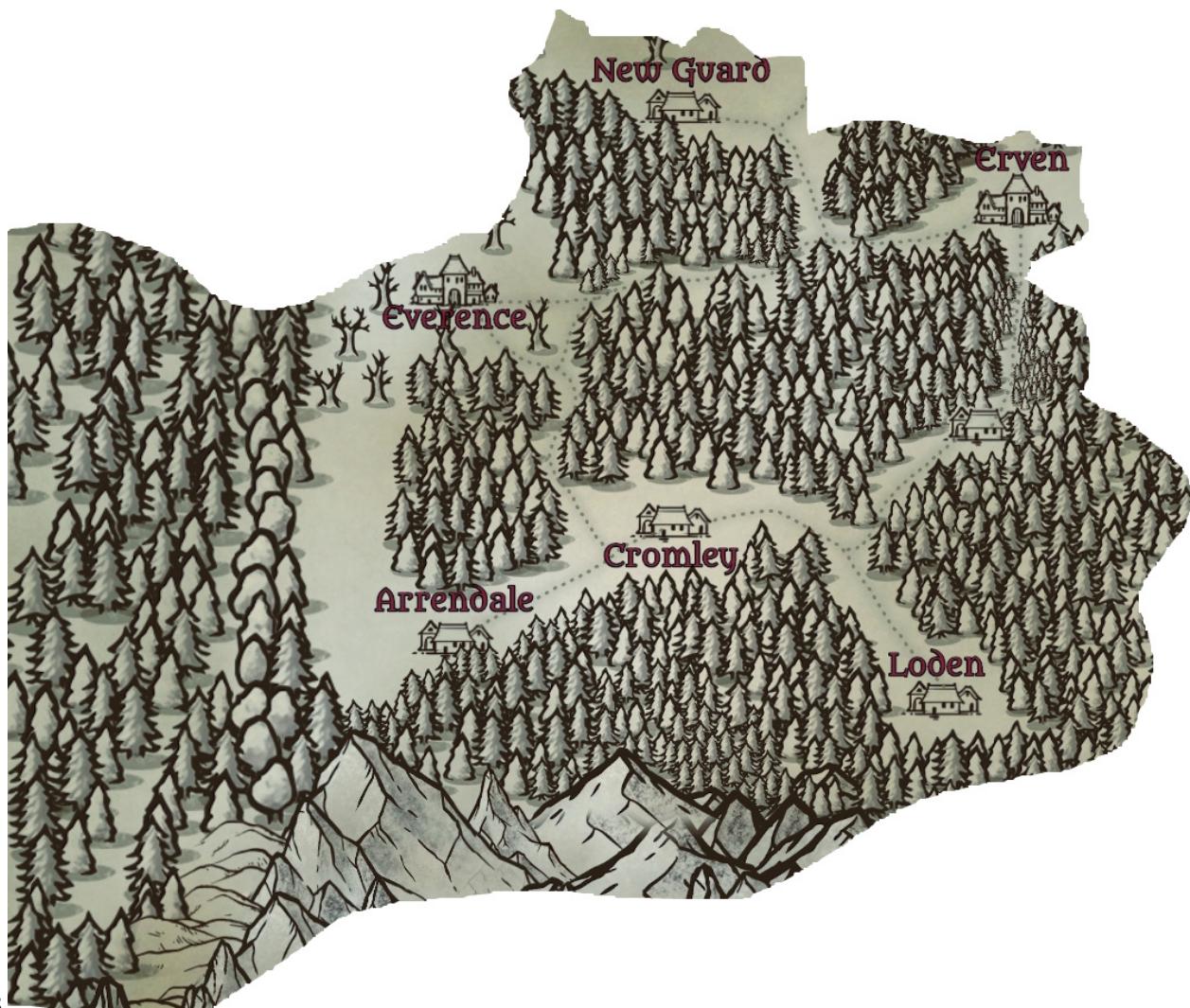
Loki	Gabe	Slowpoke	Barth	Okami	Lupus
DM	Hugo	Cassandra	Donald Quijote	Stray	River



The world

Places

Arriven



Date: Shu 1763

Varren



People

Overview

- Felix (DAD) 
- Mayor Everett
- Baker Martha Stevens deceased
- Mr Stevens. Hunter and lumberjack
- Father Vincent
- Traveling merchant (trav)

Resources

- Farms
- Trees

Buildings

- Tavern

- Orphanage
- Bakery
- church

Trav

The traveling merchant merchant.



Storyteller, well liked. friend of Felix. (river calls him Trav) Is from way up north, his uniform being a basket on his head. Real name is Jin, he is a good person and knows how to survive in the wild.



After the encounter with the **Frog king** Trav's woven basket was removed, revealing his face and elven nature.

Felix Used to be part of the **Hunters**

Bio

Felix



Founder of the Varren orphanage, Father to the children. An old man with a kind heart. Felix has a ring on his neck, though he doesn't talk about his past, we know he was a wanderer. He does all he can to make sure his kids can live a normal life. Calls **Trav** Old friend.

Past

Felix grew up in the town of Besta, with his older brother **Holden**, bigger and more muscular than him. Trav met Felix around 20-30 ys ago, before Felix left with his brother. They left the town near age 30, when Felix joined a group of wanderers, sometime during those days he got married to someone... though he's presumed widow now.

Father Vincent

Holyman of Longinus



Devout follower of Longinus, educated man in charge of the Varren church. Taught Cas, Lucas and River. He held the line with Felix in letting the others escape. Turns out could cast spells because of his devoutness.

Stevens family Mr Stevens, a hunter and lumberjack, rarely seen.

Before the events that drove the Stevens out, Marthas baby Emily died.

After Martha Stevens, their mother, died. Most of the children put the blame on the children from the orphenage. Not willing to travel together, they split ways.

Jessy



Cunning, unforgiving, untrusting and jealous. She is the least talkative of the three
(16)

Lucas



Bookworm, wants to be a hunter, studied in the church, extremely prideful.(17)

Michael



Big boy, the eldest, farmer, lumberjack, mama's boy.(19)

Cromley

Town most near Varren, filled with old people, According to **Felix** they won't last too long.

Upon reaching the town, The party found out it was overtaken by cannibals from the north, they had a **letter** Killed and brought to justice 4 cannibals, 1 escaped. they left New Guard in search of rumors of a ruin.

They won't be missed.

Gimmley's letter Gimmley, my stupid brother, what separates man from animal? The ability to think and feel. For the last time I am telling you to stop with that twisted ideology of yours. Those are people, the reason why so little of my men want to be with you is because they are disgusted by you.

Anyways, I need you and your men to go south. The wind tells me that there might be an interesting place that might be useful to us in the **woods near the Tior** mountain range. Could be a new hideout for us and also could be full of **relics** or something. I will warn you though, lay low and take your time. I was told that the place is a **darkzone**. Get a sniffer or somethin, make sure you leave no trace of dark glow else the horde will come smelling after you. Find the place, secure the area, and then report back to me.

Yoren

Camp Lucille

Small camp made for and by wanderers.

when the party arrived, they founds everyone but a young girl slaughtered by **Terrors** There is no-one left there now, nor anywhere north of Erven and Everence for that matter.

Abbie

Abbie



A young girl of the age of 12 ; she was alone after (and maybe before) the **Terrors** attacked, leaving her as last in the camp. She lost her parents a while ago, as they made a path for her escape from their captors. She seems really capable and smart for her age, a sweet girl and slight trickster.

Erven

About the same size as Varren. A small town with a tavern, meatshop, guard posts next door, general store. shady cloaked person: Tristen, a tiefling, stealing bread and protecting smaller tiefling child.

New Dawn

Lage part controlled by the hivemind

New Dawn is a town many times larger than Arriven. Standing tall in the town is a cathedral to **Tavi**. Next to the market there is a Monolith celebrating those who evacuated dawns light. **Talian bellroy** being the largest name engraved. Dislikes tieflings for stealing.

Buildings:

- Cathedral of **Tavi**
- Guard post
- Tavern (probably controlled by hivemind)
- Market and monolith
- Mayor's house

Mayor's den The den of the mayor has been overtaken by the **hivemind**. The **mayor** himself has been overtaken and is experimenting on **terrors**.

Guard Post Last hidden bastion of humanity in New Dawn. Guards have been disappearing and the few remaining guards have established an escape plan, in the night from New Dawn.

Raymond Aurin

Raymond Aurin



Tough guy and realist, The leader of the guards.

Lucian Sult

The thief king



Part drow, 100% criminal mastermind and orchestrator. Clever and connected with people in the city.

Travellers trinkets There is a small little shop northern side, selling trinkets, carvings. Get Trav 5 interesting ones at a cheap price. see if you can buy some nice snacks, like candy or fruit.

Weamsly There is was a beggar with a noble soul in New Dawn, his name is Sir Weamsly. He was found stabbed to death on the street.

Besta

The town where **Felix** grew up and lived.

Mr Besta, knew **Felix**, Trav says to go to him and show the item Felix gave the party, a token from when he was a wanderer.

Loden

Forge town, has ties to the old world, the founders were dwarves. Rumors exist about a hidden trove of artifacts from the old world. Overtaken by Terrors, says a note left by a brave soul, dead next to a signpost.

Oro

Town, overtaken by the hivemind. The suppliers of the 'fish'

The leaky eel The tavern selling the ‘feemsh’

Delith

Town of halflings.

Amelie, the halfling

The council of Daemons. In the town hall there is a council of Hunters.

They are adamantly against magic and want to find out more about the **Hivemind**.

World Lore

Longinus

Seated high in the ranks, Longinus serves as a balance between the gods of desire. He is a shield against the demonic hordes and sympathizer with the mortals. Once an adventurer who sought only justice and goodness, he became a paladin and ascended to godhood. Now he guides his followers on a path of glory, those few that still believe in such a lofty idea like justice.

Longinus is the god that governs justice and kindness. He is the staple paladin god who does only goodness. A shining beacon in the darkness, those who serve him bow to no evil and will stop at nothing to do good.

holy symbol



His symbol is that of a long sword struck into the ground whose hilt is that of a weighing scale.

Appearance

Being from the Pantheon of fire, his skin is a deep red, emanating a scent of brimstone, there are two long horns growing from his scalp. On the horns there dangle two scales, one on each. His face bearing an expression of both manevolence and beneficence.

older brother of the god of vengeance and conquest

Other gods

Godess Tavi A primordial god, the lifegiver. The ones who serve her are only women: priestesses and healers.

Her tenants being: *Heal the wounded* Preserve the cycle of life and death.

Dangers

The twisted forest made by a jealous witch, because a king was more liked than her. Spreads continually, unhampered by people.

Ever darkening sky civilizations, bandits, wanderers, military factions.

The Hivemind The head of the hivemind is either in **Oro** or the ocean

Through the consumption of strange slugs. The hivemind expands and takes over. Cunning, manipulating and views itself as benevolent.

Heart of Darkness Monsters bodies steeped in raw mana turning them into deviants even among monsters. They are destruction itself. A blight on the lands far north, where **Trav** is from.

The corruption, telltale sign of a darkzone.

Dark glow Dark glow is the particles emanated my magic use and casting. A glisten in the air, like ethereal residue, proportional to the magic used. This residue is said to attract **Terrors**.

Dangerous people cannibals aren't rare Watch out for bandits

People to remember and pray for

Travelers killed by wolves People found to have been killed by wolves, saved our lives with their equipment.

3 humans(Elizah, Marcus, Sam) and a half orc(Gork).

Man in the crossroads. There lay a man in the crossroads from Cromley, Loden and the camp. He crawled there, bleeding out bravely, just to leave a warning not to go to **Loden**, it's been overtaken with **Terrors**

People of New Dawn

Close people

Confirmed dead

Name	Cause of death
Martha Stevens	Died escaping Varren.
Sir Weamsly	Died being stabbed by the hivemind.

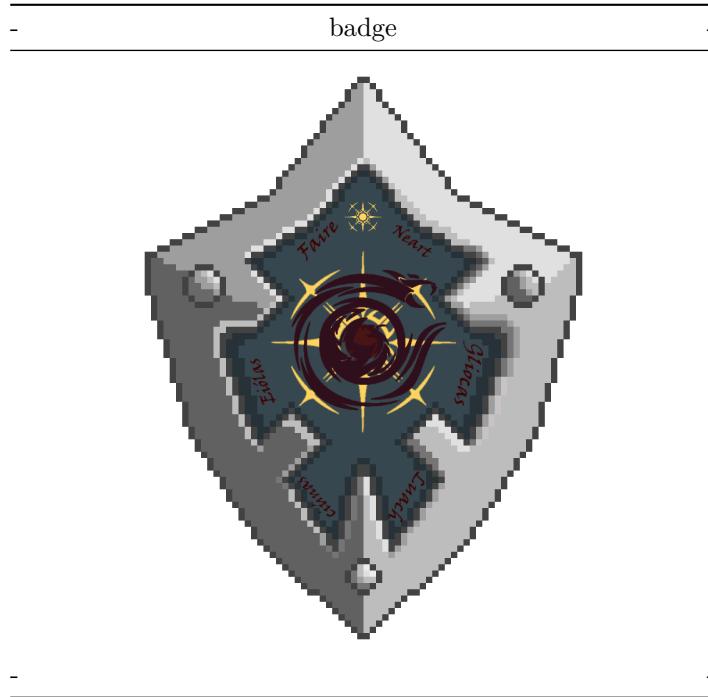
Status unknown

Name	Last seen
Felix	Fighting Andrus and the corrupted , to let the others escape.
Father Andrus	Fighting Andrus and the corrupted , to let the others escape.
Stevens kids	Splitting from the party on the path to Cromley. Taking their own path towards survival.

Organizations

Hunters Travel alone without magic, slaying terrors. Acting like inquisitors, keeping an eye out for corruptions of magic monsters and otherworldly forces.

Felix's badge The Token is a badge, with six words written in an old, nigh lost language. The tenants of the hunters.



Old word	Meaning
Faire	Valour
Neart	Strength
Gliocas	Wisdom
Luach	Cunning
Ciùnas	Scilence

Old word	Meaning
Eiòlas	Knowledge

Dusk knights Remnants of the military (black guard). They roam around the regions, using magical equipment, constantly drawing attention of terrors. To people they are a beacon of hope in time of need. When not in need they are shunned.

Trav's stories

Dark sun 100 years ago there was this dragon called dark sun, with it worked a halfling. Wherever the sorcerer went, calamity would follow.

The Azura Azura, exceptional warriors. given the title, they embody the spirit of war. Ten-lan. 7 sages returned with armor and swords. Invaders wanted to destroy the monuments, do this or kill the people. Put on the dead guardians armor so he could fight back, it is said the spirits of the dead were so inspired they blessed him, as he cleaved through each one of the invaders. He had found himself a new purpose, to protect his people. this happened long ago. Some say the armor is still hidden in the lands.

Azura of lightning had a special technique, causing masses of warriors to challenge him.

Fighting stances

Elemental stances These stances are from **Trav's** homeland. There are 4 stances related to the **elemental planes**.

- **Earth**
Mostly defense
- **Water**
Offense/defense
- **Fire**
Purely offensive
- **Wind**
A lot of moving around and footwork

Stances from around here These stances are ones practiced in Varren, There is one teacher known in the northern cities.

- **Wrath**
Holden, practiced and learnt this stance.
- **Ki Felix** learnt this stance from **Besta** his hometown.

Bestiary

Terrors

Common Terrors

Name	Shambler	Shadow	Aromatic
Appearance			
Smell	NA	-	Great
Sight	good	-	NA
Hearing	NA	-	-
Weaknesses	-	-	-
Notes	Most common, humanoid terrors. They Growl loudly, communicating with the others. They seem vastly stronger than normal men, though with seemingly diminished intelligence.	Less common, lurking in the shadows usually.	One of the least common, with an insane sense of smell. Might be able to distract with stronger cent somewhere.

Uncommon terrors The **Hauntings** Are powerful terrors, feasted on magic and have become stronger and more dangerous.

Name	Haunting Zorn	Haunting Chotgor
Appearance		
Smell	NA	NA
Sight	NA	NA
Hearing	NA	NA
Weaknesses	-	-
Notes	The white humanoid Terrors, smarter, leaders. Wield a gigantic powerful meat-cleaver type blade. Its face seemingly grown into a gaping tooth filled maw.	Not much is known about these, keep away.

Andrus and the Corrupted

Adventurers who traveled to **Varren** from the west, said he woke in a **hospital** where people were experimenting on people. **From Magdala**, a city which has not existed for a long long time. After a week of being in the town, suddenly some sort of **black corruption overtook them**, transforming their bodies as they writhed in pain, their feet leaving black cracks of corruption in the ground. They attacked the people of Varren, driving them out.

Andrus	Striker	Forward	Slinker	Tracker
 The leader of the adventurers, charismatic, the only one who did not wear headgear.	A powerful swordsman, her training of Don was ruthless	Large armored Tank, his shield thick like his armor	Hider of the shadows, carefully he trained Corras	Ambusher, she trained Stray ruthlessly.

Frog king

In a well lies the frog king with his queen the cricket on his back. it is said that when you hear croaking from the bottom of a well it is the frog king complaining that you've been naughty. The **Frog King** is filled with honor and holds to his word. He controls his little frogmen servants as shinobi.



Figure 1: Frog king

The king and his wife

Title	Frog King	Queen
Appearance	Green like grass, round and plump, 10 feet on each side. He is as magnificent and cute as he is terrifying.	A cricket the size of two fists, she rides on the back of her King
Abilities	Can swallow people, spit acid, smack people around, leap into the air and cast magic like thunderwave .	Cast magic like shield and healing spells.

Frog minions The frog king has many followers, all frogs themselves.



Undead

Zombie There was a zombie spotted in the forest, it seemed to have come from the swamp or the town Valence.

Hivemind

The hivemind is an interesting case, as it can overtake other creatures (and most likely some terrors), it is spread through slug creatures.

Name	Eyeballs	Controller	Tentacles
			
Appearance			
Abilities	-	-	Magical cleric like abilities
Weaknesses	-	-	-
Notes	Do not speak common	-	Swift and powerful, can create tentacles at far.

River

Bio



Curious, headstrong and kind, those are the words one might use to describe River. Of average height for a half elf, his muscles are toned from carrying supplies and helping till the fields. His appearance being unusual, the red tinged blond hair and the sharper ears are all from his elvish ancestry, or so he's gathered.

Goals

Get to besta

- path
 - 1. Arriven
 - 2. Cromley
 - 3. Camp between Cromley and Erven
 - 4. Erven
 - 5. New dawn <- Find way to fix Abbie
 - 6. Delith [current]
- ? . Besta <- Find felix?

SAVING PRIVATE ABBIE Abby has been infected by **the hivemind**. You must find a way to free her or sever her link to it.

Learn more about magic and its problems

Backstory

Birthplace

Born to a poor family, River's parents struggled to get by. Little does he remember of them, his mother's gentle embrace, his father's sharp features. And the last time he saw them, they went on a walk into the woods, walking for too long for him to keep track. They sat him down on a log next to a stream. Told him to sit still while they go wood chopping... they didn't return.

Lost and Found

He didn't know how much time had passed but it was getting dark. He started wandering downstream, until nightfall. There was a bridge. As He passed out on the side of the bridge. Before he knew it, it was bright, and he was hungry as he woke with a start. The rhythmic thumping of shoes on dirt waking him. A traveling merchant following right behind, picking up the kid and taking him on his back to rest and drink. The merchant asked the kid questions, but he was too young to answer most. Neither did he get the kids name, so he started calling him River, after the place where he found him.

New Beginnings

River was taken to the **Varren** orphanage. Where he met his new family. His brothers and sisters, the children, and someone he would come to call his dad, **Felix**. River was a goodhearted kid, always trying his best to help and do good. He studied lore with Father Vincent, being enamored by this force of good looking over people holding them took these words into his heart, promising to himself, he would share the blessings the world and it's kind people had given him. After days and months of pleading. River managed to convince Felix to train him. He learned the basics of swordsmanship and strategy, he would use this to protect those he cares for.

misc notes to carry into top

Thrones, worships the herald of peace (primordial god), weird slug meal.