Story Ideas

Overarching: Cloud was once a part of the bygone order of the Mistwalkers. The Mistwalkers were a society bent on protecting the world from the Shadow—the mysterious force that began the Dark Crisis. They are opposed by the Revenants, vile worshipers of the Defiler, bent on releasing the Shadow from its prison. Cloud held the key to the survival of the Mistwalkers and the downfall of the Revenants. As he lay dying, he told his secret to Adavald. Now, as Emelle lay on the brink of a raid by the Revenants, Adavald entrusts the key to Healfdene. He then uses himself as bait for the Fangadorian raiders in service to the Revenants. Adavald is captured and brought to Fangador.

There are five keys of the Mistwalkers. Each key comes in a different shape or form—the first being a plain brass key. The keys together open the vault of Solem Reyk, in which lies the secret of the Shadow’s imprisonment.

The players adventure to first find their brother, but soon they discover that they are getting mixed up in something much larger.

--Character: Healfdene

--Constriction: The loss of Adavald and the acquisition of the strange key

--Desire: To find Adavald-> To stop the Shadow's return

--Focal Relationship: His relationship with Sammie

--Resistance: The Revenants

--Protagonist: Healfdene

--Antagonist: The Revenants

--Raul Milenko, former bailiff of Emelle

--Lord Norrix of Fangador

--Riley Roco, “The Barber”, the Revenant that comes to Emelle

The Revenants

--They believe themselves to be servants of the Defiler—they don’t fully understand the Shadow.

--While originally the organization sought to unleash the Shadow, the cult has since digressed. Now, under new authority—the Council Three—the group has re-asserted its position. It has gotten fresh leads on the five keys of the Mistwalkers—said to be able to unlock the Vault holding the secret of the Shadow’s imprisonment.

The Mistwalkers

-- Mirabel and her siblings took on the Shadow during the Dark Crisis.

--The Mistwalker bloodlines have mostly dissolved, and the council has long since fallen into legend. The few remaining members have stalwartly kept the Keys.

fetching water, lighting candles, copying texts, servicing the departed

Ghouls as vulture creatures after battles

Weapon that burns water as if it were oil.

Weapon that causes festering disease: onset of 1 day, DC 15 1d3 Con 1 1d3 Wis

Pop Stone: small stone that allows dimension door

An object that eats off your limb and replaces it with a better version/newer version

**Ring of Akhaten (Ring of Memory)**

Artifact

Property [attuned]:

As a bonus action may trade a personally important or significant memory in exchange for good fortune. The chosen memory is absorbed by the ring, and forgotten. Choose Skill Check, Saving Throw, or Attack Roll: you make your next roll of that type with advantage.

If the memory is not significant (up to the DM) the ring does not activate, and you cannot use it again without taking a short rest.

If you successfully activate the ring more than once between long rests, you must succeed at a DC 15 Wisdom save or take 4d8 psychic damage (half on a success) due to the mental stresses involved in losing multiple significant memories.

Whenever you successfully activate the ring, roll a d20. On a roll of 1 the ring begins to glow bright white. You must succeed on a DC 15 DEX save to remove the ring, which you may drop or throw. The ring inflicts 8d8 radiant damage to anyone wearing it, and 4d8 radiant damage to anything within a 10-foot radius of it. The ring then disappears, reappearing in a location from one of the memories stored in the ring 1d10 days later, no longer attuned. When this happens every memory absorbed by the ring is returned to the mind of the person who gave it up.

As long as a party member within thirty feet of you is alive but at 0 hit points, you gain additional damage equal to your proficiency bonus on all successful attacks.

A weapon whose power grows with each kill.

A needle that grows with each kill

A blade that grows longer 1/day

*Charm made from a small bone on a leather cord.* You gain resistance to slashing, piercing, and bludgeoning damage from non magical weapons for one encounter per day.

*A +1 great sword with a gold and white hilt that gives off a faint glow. Dark magic has suppressed the blade's true power.*

2d6+1 slashing damage

When you reduce an enemy to 0 HP with an attack made with this weapon, add 1 charge to it. When this weapon has 5 charges, you may perform an **Ultima Slash** as an action. Make a melee weapon attack against a creature. Upon a hit, creatures within 10 feet of you must succeed on a DC 17 DEX save or take 15d6 radiant damage, or half as much on a successful save.

*A bronze hourglass with bright yellow sand inside.*

Once per day you can reverse or speed up time on an area within a 1' by 1' cube for up to 1 year. Effects include: making a sapling grow, reviving a small creature that has recently died, meding an object that was broken, ageing and decaying an item, healing a wound(you may only revert the last damage that was done this way). You must finish a short rest before you can use this ability again.

CHARMS

Red glasses that give +1 to Spellcasting DC

"The worm" a giant excavator that can house an entire army used for attacking cities from underneath. Only one exists and is used by the Catalan in destroying Spanish cities.