

ABC PLAYERS AND STORYLINE

INTRODUCTION

This is an overview of the characters and storyline that this campaign has been following for a group of students that the author has been running it with. This is the first time (other than one quick session) the author has been Dungeon Master for a group of people so the story and play style varied greatly as to see what things work best.

CHARACTERS

GASHTAI

WHAT WAS GIVEN TO THE DM

My mother was a Kalashtar and was the victim of a band of pirates who sailed on a ship called Cerberus. Three years and nine months later the ship returned to the small town of —. My father found my mother, and after more abuse discovered me and took me away to raise me a pirate. For the first thirteen years came abuse, lots of deck scrubbing, and witnessing the horrors that men could inflict on others. Then I was forced to join in. I tried to refuse but I was threatened with death. When I had worked up the courage to refuse again, my father cut a gash across my right eye and threatened to return to my hometown and kill my mother and my sister, which I didn't even know I had. So, I learned to be a pirate, and to put on a show of enjoying it, but I hated every minute. I discovered I was slightly telepathic and when I could I would use it to help the victims of the crew of the Cerberus by warning them and telling them where to hide. After a raid on a small town where the crew mutilated and killed half the population I worked up my resolve and snuck off the ship in a dingy, hoping to find my mother and supposed sister before my murderous father did.

The fates had something else in store for me and they brought on a massive storm. I barely managed to keep the dingy afloat and when the storm finally passed I found myself in unfamiliar waters with no land in sight. As the days passed I grew mad with hunger and thirst.

That's when Hades came to me with an offer that I was too delirious to refuse. I would become a reaper of souls for him in exchange for the power to protect the mother I barely knew and the sister I'd never met. He gifted me a tattered black cloak and a staff and fused me with the powers of life and death.

When I regained my complete cognitive senses I first realized that I had no clue where my hometown was or even if my mother was still there. I didn't even remember her name. Then I realized that I had just traded piracy for something just as perverse. My job was to kill people and collect their souls for the god of death. And this was a long contract. I was screwed.

It took me the next few weeks to find land, during which time I realized that I no longer needed food or water to sustain myself. I resolved to track down my father's ship and crew and use my new-found power to bring them to justice and maybe wring the location of my hometown, or mother out of one of them. I knew though that there was a chance they would die before giving me the satisfaction of that information, so I also decided to search far and wide for relics or powers that would aid me in finding my long-lost family.

On my journey, my outward appearance would be a persona of a cut throat pirate, striking fear and sometimes death into those who deserved it, while my telepathic voice would assure the innocents of their safety.

WHAT WAS GIVEN TO THE PLAYER

While searching for lang after becoming a reaper of souls, you had much time to think of the past. You have a distinct memory that you obtained through meditation on the past. This memory is that of your father saying “you will never return there, you will never see —— again!” The only problem is you cannot recall the place said. Zelos? Zeroes? Xebulos? You cannot recall.

When the god of hades (you inferred) visited you, you were given the task of hunting down and removing Dastan from existence. You were told that the Dastan you’re after is notorious for his crimes. Your most recent intelligence has led you to believe the Dastan you seek has been captured in the Tempestas prison (a major trade city). You have managed to secure passage on a spice trade ship to Tempestas. It just so happens that you’ve also heard of the legend of the power stones which can reverse time which you seek to help you in your search for your mother and sister, if they are still alive. Tempestas is known to have a vast assortment of knowledge which is perfect for you that Dastan is claimed to be there.

VICTOR ANDERSON

WHAT WAS GIVEN TO THE DM

My character is going to be obsessed with death, but only so he can grow strong enough to pull a Hercules and save a loved one from the underworld. But during his strengthening, he became absolutely fascinated with death, and now he struggles with a purely academic obsession, sometimes forgetting his mission. He’s not a creepy guy, just gets excited and eager to examine death as an energy.

He has a problem with falling for pretty girls, and one day he was greeted Zeus-style by a goddess, and she bore a daughter to him. When she was just starting to come of age, she was kidnapped by whatever version of underworld deity you choose. As payment, the god offers a pact to my character, giving him underworld power (hence, fallen aasimar). My character tricked the god by accepting, and is now studying magics that will help him siege the underworld and rescue his daughter.

DM ADDITIONS TO BACKSTORY

Victor Anderson. He has a problem with falling for pretty girls. One day he was greeted by a goddess who called herself Ishtar. She bore a daughter to him and told him her name was Samilah (meaning brightness of the night). Ishtar claimed this daughter would be of great importance to the entire world. When she was just starting to come of age, she was kidnapped by an un-named goddess of the underworld (Osiris). As payment, the god offers a pact to my character, giving him underworld power (hence, fallen aasimar). He tricked the god by accepting, and is now studying magics that will help him siege the underworld and rescue his daughter.

Victor is obsessed with death, but only so he can grow strong enough to pull a Hercules and save a loved one from the underworld. During his strengthening, he became absolutely fascinated with death, and now he struggles with a purely academic obsession, sometimes forgetting his mission. He’s not a creepy guy, just gets excited and eager to examine death as an energy.

What isn’t known is the purpose of Samilah. Samilah was created by the Celestials as a mortal containing much of the knowledge of the ascended Celestials. Her purpose was to find the San’graal and prevent it from being used to destroy the Celestials. She is then to lead the mortal followers of Celestus in the conquest of the world.

WHAT WAS GIVEN TO THE PLAYER

Victor, as being plagued with the lust of the flesh, you are unable to resist a pretty woman. One day, greeted by Ishtar, you were offered the opportunity to know her in exchange for raising a daughter. This daughter was to be named Samilah and was to be of great importance to the whole world. When coming of age, she was kidnapped by an un-named goddess of the underworld. The goddess would

have taken her regardless but you made her think you were willing and 'traded her for power.'

As a goal of finding your lost daughter, you've become obsessed with the underworld and death. You seek to conquer the underworld yourself to save your daughter. In doing so, you have been chasing legends and myths pertaining to the underworld. In your studies you have come across a reference to a 'hidden place outside of this world', where 'secrets of the gods powers lay', which you look at as the underworld. It is legend that there is a way to access realities outside of our own which were safely ghuarded and hidden away with Morgana.

In your search for more on these legends, you have set sail to Tempestas. Tempestas is known as a center of trade and knowledge and so you are hoping that is where your answer lies. You were able to buy passage to Tempestas via a spice trade ship and are now on your way.

CANDY BARR

Your son (one of many) returned from a long journey, like a thief in the night. He came with his fiancé. As the mother, you naturally prepared them a great wedding. The evening went great but unfortunately no one except you awoke the next day.

After a few days of grieving, you realize that it's easier to take care of one person than many. You live peacefully for a few years but start to feel lonely. You choose to leave because you feel it's your duty to reproduce. You pack up your most valuable things, which includes a small box you had kept packed away since the wedding. It contains some recipes and a small box of spices. You get the idea to travel via a spice ship after seeing the small box and hitch a ride to Tempestas (a large trade city) in search for your long lost happiness.

CLIME

WHAT WAS GIVEN TO THE DM

Nothing.

WHAT WAS GIVEN TO THE PLAYER

You awake in prison.

FERROUS APOLLOS

WHAT WAS GIVEN TO THE DM

Raised in a dwarf clain, I was exiled at a young age due to subpar beard growth. Wandering the wilds, a priest - a follower of Apollo took my into his church. Raised by the devout, I often seek to discuss religion and am heavily indebted to the priesthood.

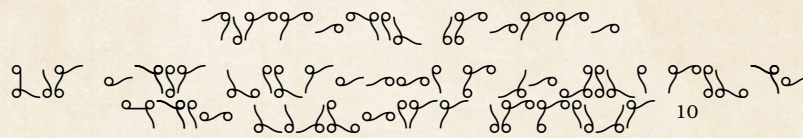
I focus on charity and healing, and my holy symbol is a small stone (about 2 inches by 3 inches), worn, round and smooth by repeated use. I had carved a basic prayer to Apollo into it when I had first been taken in, the text now difficult to make out.

Growing without my true family, I view Apollo as my true father, but as such I am not very judgmental of other faiths. However, the scar of abandonment in youth makes me find others suspect and have troubles trusting them.

WHAT WAS GIVEN TO THE PLAYER

You were raised in a dwarf clan in a small town named Kharanos. When young, you were very picky about your meals and did not eat fish or nuts. Because of this, your beard growth was shunted and you were exiled.

After becoming a follower of Apollo, you were gifted a small stone (a holy symbol) that was supposedly carved from the reality stones made during creation. On the stones your younger self, while in a spiritual trance, carved a prayer onto the stones which looks like



You know what the prayer was you carved but due to the trance, you do not recognize the script you wrote it in.

Because of your past, you have had troubles with trust. Your church has entrusted you with a 'holy calling' to spread the words of your religion to the city of Tempestat. On your long journey, you have been trying to understand your holy symbol which has led you to apparent contradictions having to do with Apollo's creation teachings and the reality stones. You've thought it necessary to try and better understand the legends and history surrounding your holy item in order to draw nearer to Apollo. It just so happens that the rich trade culture and wide spread of knowledge found in Tempestat would be the perfect place to do so.

DARRIS MCSTICKLE

Darris was not always present to the sessions so sometimes runs off or disappears from the rest of the players.

WHAT WAS GIVEN TO THE DM

WHAT WAS GIVEN TO THE PLAYER

You have been living in Tempestat for some time now. Unfortunately, you found a boy sitting over a cliff by a waterfall and could not control the urge to Sparta kick him off. After doing so, you were taken to prison by the city guards and have been there ever since.

YZOM

WHAT WAS GIVEN TO THE DM

Yzom was found at a doorstep of an orphanage. He was the smallest kid and had to learn how to con the other kids to keep them from picking on him, wearing glasses and reading all the time didn't help his case either. Over the years his ability to con got better and better and yzom started pulling cons on the rich and powerful, the bigger the highest, the more fun it was. The money was never the reason for this life of crime, it was always about the thrill, and maybe one day a big retirement.

Reading always attracted strange new ideas and conspiracy's, and somehow somewhere "the man" (government/rulers) was definitely trying to pull something over on the people. Reading and dealing with the criminal underground together brought forth learning many languages both from needing to talk to others and from needing an identity for a con that needed a new language. "Trust no one, but Give no one up." Became a motto yzom held to, it wasn't often in his line of work that he could find true friends, but regardless of how close he was to his current team, he would never give away a fellow criminal, that is at least if they haven't back stabbed him.

Never met something he couldn't either steal or con his way into getting, because of this, yzom became well known in the criminal underground giving him many connections. However, the life yzom has lived has for the most part been alone, he has never had a team he could trust for more than a few months, he is good at being alone and makes new friends fast, but has never had a close relationship. Yzom has a soft spot for kids and orphans because of his past as an orphan child. This has Driven him to stealing great wealth and donating it to orphanages.

¹⁰Which states "Hallowed Apollo. May this gemstone provide light when darkness appears"

WHAT WAS GIVEN TO THE PLAYER

You were raised in an orphanage in the city of Tempestatas. A vastly wealthy city where you learned the art of the con. In your research, you have been lead to believe that there is a conspiracy by the leaders of the major trade cities (Tempestatas, Dalaran, Nar'Shadaa, Corinth, Jericho, etc...) to reform a rumored one world government that existed centuries ago. You believe there is a hidden city, Camelot where advanced technologies are being made to change the world. Your search has lead you to investigate the situation further in Tempestatas where you can also donate to the orphanage you were originally from.

You know you will need to remain low-key while in Tempestatas because of some past cons you played on some higher ranking nobles. For this reason, you've secured passage to Tempestatas via a trade route and spice ship and have been told to find someone named Dastan to secure passage safely out of the city.

VINIA KOBAS

Vinia is a member that joined late into the campaign. Vinia joined after session 07.

WHAT WAS GIVEN TO THE DM

My story began as a child. My parents taught me the ways of the wild before they had to leave to provide food for our tribe. One day, they never returned. I had to find out what happened even though my tribe advised against it. I left them in search of truth. I searched high and low for them but they were nowhere to be found. That is until I found my parents bloody clothes and their weapons broken and stomped into the ground. I fell to my knees knowing that they would never return, for they were attacked by monsters.

I stayed in the dirt for three days in grief. It wasn't fair. My parents always respected the wilderness, how could it attack them? I felt betrayed and bitter. I went to leave the woods forever. Wait, said a voice, soft and still. I turned around and saw a ghostly glowing deer. The only sound it made was from the voice. She said that she was the spirit of the forest. She explained how all of life needs to be balanced, including life and death. Though she did not cause, she didn't stop it for that reason. That was when I truly understood the druid way. She showed me how nature could be an ally. She spent all day¹¹ with me teaching me spells that I would need to know.

Before I left she also told me that I would not find my tribe where I leave them. They went missing. Where could they have gone? I felt panic setting within me. How could I find them? Where do I go? Where do I start? Before I asked her, she told me to head southwest towards the swamp. I looked in that direction and when I looked back, she was gone. What was left was a necklace made of willow tree branches and leaves. It must have been left for me. After all the willow tree represents balance and growth, which is what this life has intended for me. With it on, I set out to find my tribe. Little did I know what awaited me in the swamp.

WHAT WAS GIVEN TO THE PLAYER

You are a young druid. You have been told all of your life that the tribe you are in is among one of the few safe places in the surrounding forest (for a young elf like you). You were told by your parents to never wander too far from home. Despite their warning, you've ran off a few times when they were sleeping to see the region for its beauty, so you are slightly familiar with various parts of the forest.

Your mother always wore a golden necklace infused with the tooth of a displacer beast (one of the majestic predators of this region). You did not find the necklace when you found your dead parents. Since you left the spirit of the forest, you've seen a few wild creatures (which is not unusual). The unusual thing that stuck you though is that you don't recognize any of them even though you've grown up here your whole life. Similarly, the sounds of the forest and wind seem... off to you.

¹¹I discussed with the player that this would make more sense if it was a large period of time, a few weeks perhaps. She agreed.

When heading south towards the 'swamp', you came across a huge cliff/drop. All you could see is fog at the bottom and the cliff you and the forest are on, which was far too steep to climb down. You used your skills and courage to mount a large winged creature (this took a few days and some patience) and use it to glide down. You knew this was what you needed to do but as soon as you entered the fog and could no longer see, you wished you hadn't taken the leap.

NOVEMBER (NR-48)

NR-48 is a character that joined late into the campaign. DR-48 joins the story after session 12. This is a character played by Ferrous Apollo after his character brutally committed suicide because he did not like his character.

WHAT WAS GIVEN TO THE DM

NR-48 was a soldier. Not by choice, by function. He deleted memories, but hangs on to his rank insignia out of habit. After the war, he lived a simple life, distancing himself from others out of fear, despite his own love of making friends. He fears he'll hurt those he loves if he gets too close. He seeks a wise counselor to help him get over his fears; his life goal is to find a worthy cause and lend his hand to their success.

WHAT WAS GIVEN TO THE PLAYER

After the war, you retreated to a dense forest to separate yourself from others. After years of living in this forest, you learned to avoid the dangers of the area by avoiding many of the large threats that lurk throughout. One day on a long hunt, you came across a sheer drop overlooking a vast forest. While there, you were attacked by a small displacer beast (one of the dangerous predators of the area). You managed to scare the beast off, but first suffered some deep wounds and in the process lost some of your equipment to the cliff. Of the things lost, your rank insignia was among them. You could see a potential way down, but you could not see a perceivable way back up. You took the leap. You fashioned a parachute and headed down.

You retrieved your items but were now in a completely different region of forest that was unfamiliar to you. After a few weeks of traveling, hunting, surviving and exploring, you came across a large tower, which was home to a wizard named Baba. Baba seemed to have a deep understanding of your fears and need for a counselor and was able to relate to you well. She convinced you to stay with her for a few days in the hopes that you would be needed for a worthy cause. She could not spend a lot of time discussing and counseling because she appeared to have something very important happening with her studies, but she did provide you with a place to stay, information about the area and food.

THE ADVENTURES

SESSION 01 SUMMARY: CHAOS IN TEMPESTAS PART 1

SECURING PASSAGE TO TEMPESTAS

Ferrous begins on a holy voyage with some fellow Apollo followers. His journey to Tempestas was rather long and a few stops for supplies were made on the route. During one of the stops, they came across Gashtai who was looking to buy passage to Tempestas. Although Ferrous and the rest of the crew could see Gashtai's outward shady look, they were only a day out from Tempestas and decided it would be a good opportunity to expose him to the ways of Apollo and also make some extra money by providing passage to Tempestas.

Meanwhile, the spice trade routes in the area were making their routes around the nearby islands. The spice trade is also a common known 'taxi' service as there is generally room in the holds of the

ship for people to travel along with the spices. The aroma of the ship is ever changing due to the spices being traded, imported, and exported from various regions. Sometimes the aroma becomes so strong you can taste new flavors just through breathing which provide for an interesting experience when traveling. A particular ship, The Bar-Kokhba was making its way towards Tempesta and accepting passengers heading that way. Victor Anderson, Yzom, and Candy Barr all managed to hitch a ride via this ship to the city of Tempesta. Victor and Yzom managed to pay their way onto the ship. Candy Barr was able to trade her box of spices from her sons wedding, which is when she learned one of the vials contained poison. She bartered to keep the poison but traded the rest away. This poison could explain the sudden death of her family members after the wedding.

While on the spice trade route, many conversations arose between the various hitch hikers. Victor developed somewhat of an annoyance for Candy Barr and could not wait to be free of the tight enclosure of the spice ship. Candy seemed to show her nosy and loud nature during this ship, where she overheard conversations she wasn't apart of and made accusations of things she heard such as Yzom stealing a purse/bag from another traveler. Victor managed to strike up a conversation with a traveler regarding death as well as gathered the history of Candy's past misfortunes pertaining to her family deaths. While on the Apollo ship, Apollo Eleven, Ferrous made a great effort to preach to Gashtai. Gashtai, however, developed an annoyance for Ferrous and for the most part remained silence trying to sustain his patience as he would be in Tempesta soon.

ARRIVAL IN TEMPESTA

As the Bar-Kokhba rolled into port, there was a surprising amount of guards on patrol at the docks. The guards were searching vessels and approving arrivals before they could enter Tempesta. The normal crew of the Bar-Kokhba was not used to this which implied there was something up. Upon discussion with the guards, Victor learned that the city was on lock-down and high alert due to events happening to the southeast of Tempesta. The ports were currently closed to leaving and only opened to entrance for supply ships. Upon arrival, the ship was searched. Victor and Candy were questioned as to what their purpose in Tempesta was and they were allowed to walk free. Unfortunately, Yzom, who has spent a good amount of time in the past in the city, was recognized by one of the guards (temporarily acting as militia). This particular guard worked for one of the city nobles Sir Lancelot and knew that Yzom had succeeded on pulling cons on him and his regions in the past. For this reason, the guard apprehended Yzom. Him and a few other guards took Yzom to the Tempesta prison while the others were free to roam about.

As the guards dragged Yzom away to the prison, Victor decided to intervene and attempt to persuade them otherwise. He attempted to perform an illusion on one of the guards to make it appear as though he had leprosy. Within the immediate guards, this appeared to be effective. However, a nearby guard happened to see the whole thing and called out Victor's craftiness to calm the other guards. Victor was warned what would happen if he tried to mess with the city guards and Yzom was finally taken off to the prison.

The Apollo Eleven arrived into port with Gashtai and Ferrous. The ship was similarly inspected and the members questioned as to why they were entering Tempesta. Even though the city was closed to all entering except supply ships, these particular guards (militia) were fond of the religious establishments of the city and always welcomed new outlooks. For this reason, the ship and crew were allowed to enter and both Gashtai and Ferrous were free to roam the City. Ferrous was directed to the Tempesta Cathedral in the Cathedral square. Gashtai wondered off to explore the city. Victor entered a scribe shop and negotiated for a map of Tempesta. He managed to use a swift illusion to exchange a cheap map for a more detailed map and ended up leaving the store with a detailed map of all the major locations of Tempesta.

EXPLORING TEMPESTA AND THE CHURCH INCIDENT

At the docks of Tempesta, the greatness of the city can be seen. A large towering wall surrounds the sea walls of the city with two entrances through the walls. These entrances are large gated sections in the walls. To get to the gates, a large ramp must be traversed which is filled with people, guards, and

traders. Candy Barr was not use to the vastness of a large city like this. In the moment of appreciation for all of the large gates, walls, and grandiose appearance of the city, she lost sight of what her duty was. She walked up to the city entrance and began wondering around and creepily following people, unsure of what to do. Gashtai encountered Candy Barr as she started following him after entering the city gates. They had a brief encounter and he was very nice to her which gave her a likening of his character. Gashtai continued off to explore the city. He asked a guard if he had known where to find Dastan and found out that he was in the prison. He convinced the guard that Dastan was his father and he came to bear witness to his inevitable execution. He was heading towards the prison.

Ferrous was on a mission, to preach the word of Apollo. Immediately after leaving the docks of Tempestas, he headed to the Cathedral. He traveled through the gates of the city and made a B-line to the Tempestas Cathedral. In his mind, he would make a grand entrance. He would magically blast the doors open, ignite all of the candles and enhance their light, and yell hail Apollo in great glory. In his mind he had a perfect vision of how to make a grand entrance. When approaching the front of the Cathedral, his vision became more clear. He prepared for his grand entrance and WHAM! The doors flung open, all of the candle light enhanced, and a glorious yell, "Hail Ap..." A bloody screen followed. There flung on the ground was a pregnant woman, screaming in pain. The door had been flung right into her stomach. Her shirt starting to turn red with the stain of blood. Ferrous was frozen in disbelief. His countenance fell away in an instant. In a panic, Ferrous attempted to heal the woman, which succeeded from an outside appearance, though the woman was still screaming. "My baby! My baby!" The high priest of the Cathedral came running over, knelt down, and prayed to his gods. In a spectacular display, a blue aura surrounded the woman, and her screams ceased. Her expression with that of belief and astonishment, she appeared as though everything was now well. In a manner of shock, Ferrous turned and ran faster than any other dwarf had ran before in a direction away from the Cathedral. Over the river, and through the town, to escape Ferrous was seeking. Candy Barr and Gashtai both saw the small dwarf booking it.

THE PRISON BREAK AND ESCAPE OF DASTAN

Clime, Darris McStickle, and Dastan were all in the Tempestas prison in nearby cells. Clime entered an interesting but brief conversation with Dastan, whom seemed like he was just where he wanted to be. Dastan remained silent for the most part, but reassured Clime that he would not be in here much longer. Clime had no idea how he had even ended up in the prison and had none of his stuff with him. He was a holy man, unsure of what he could have done. He had no memory of being thrown in here either. After a brief time after Clime's awakening, Yzom was brought into a cell just down the way and thrown in a cell. Yzom and Clime established a brief line of communication and Dastan remained in the shadows secretly smirking.

After another short amount of time, Sir Lancelot entered the area and headed to Yzom's cell. He began to laugh at the misfortune of Yzom and rubbing it in that he was finally in prison. Not remembering what he had done to Lancelot, Yzom played it cool, but had no idea how he would escape from here. Dastan called to Lancelot, to which Lancelot turned and focused on the real reason he was at the prison. He walked over to Dastan and had a quiet discussion with him which the others only heard as whispers. Sir Lancelot opened his coat, pulled out small bags and placed on on each cell as he walked out. Dastan murmured "Get back." and each bag placed on each cell lit with a light of fire, and moments later the iron of the bars started melting through the bright glow of thermite. The cell doors began to ajar and each prisoner was free to leave.

Darris was the first to run out, followed by a few other prisoners and then Dastan. The other sections of the prison had apparently also been let loose and a large mass of criminals were running out from the prison. The militia working at the time were low in number and struggling to apprehend all of the escapees. Within moments, there was a crowd of criminals running from the prison through the city streets blending with the people of the streets. Dastan had vanished and Yzom was running out of the prison trying to blend with the crowd. City horns started blowing and guards started leaving their normal posts to head towards to prison area.

After seeing the chaos that is incurring directly ahead of Gashtai, he turned around and headed

back to Candy Barr after running off from his previous conversation with her. Victor, upon leaving the scribe store, ran off to a secluded area and began summoning a familiar. Yzom and Clime met up while running from the prison and distanced themselves from all of the guards they could see. Yzom, being still in his normal clothes came up to a tailor shop who was working on some custom projects for his clients. While distracted he stole a pile of clothes from the shopkeepers patio and ran off to give them to Clime. Fortunately, there was some items that fit Clime and they were able to get him out of his prison clothes. Through using their surroundings as camouflage, the two were able to remain relatively hidden from the passing by guards looking for the escapees. Ferrous entered the scene when all of the chaos was occurring and retreated to the scribe's shop so as to escape from the crowd. He was similarly able to purchase a map but a less detailed version that Victor had. He began chatting with the scribe about some stories and myths and continued to do so for a bit.

SESSION 02 SUMMARY: CHAOS IN TEMPESTAS PART 2

THE FORTUNE TELLER AND SHADY FIGURE

Gashtai met up with Candy Barr away from the chaos ensuing from the prison break. Candy Barr decided she liked Gashtai as he was nice to her but Gashtai was indifferent about her and was mainly focused on finding Dastan who appeared to have vanished in the chaos. An elderly woman exited a nearby shop and approached Gashtai and Candy. This woman focused out Candy and enticed her to have her fortune read to her. This woman had a surprising knowledge of both Gashtai and Candy which intrigued Gashtai. After entering the fortune teller's shop, Gashtai and Candy sat down and the process began. The mysterious fortune teller's knowledge concerned Gashtai and enticed Candy Barr. The teller knew about Candy's past and what had happened to her family. She gave Candy a hope of a way in which her family could be brought back, which Candy took as a way to remedy her duties to reproduce and loneliness that she has been feeling. The fortune teller told of a legend of a great artifact hidden on Statu which had power over temporal (time) events which could be used to go back and save Candy Barr's family. As payment for the fortune that Candy was given, the teller demanded payment and accepted the vial of poison as an exchange. The fortune teller did not seem interested in Gashtai other than him not having the luxury of gaining more insight into the situation.

After leaving the fortune teller's place, Gashtai noticed a shady figure off in the shadows of an ally between the shops. The shady figure tried to get Gashtai's attention and succeeded in drawing him over. After a brief conversation, the shady figure made Gashtai think he is needed somewhere and left him with a riddle.

At the time one less than three, meet at the hour of three.
At the location of the Arachnid, that is colored by the sea.

This riddle decodes to mean "Meet at the Blue Recluse at eleven." Gashtai was convinced that Dastan will be at this meeting and therefore was intrigued and dedicated to being there are the correct location and time. He was also very hasty in determining the true meaning of the riddle.

TRAVELING TO THE GRAVEYARD

After summoning his familiar, a hawk owl, Victor decided to head towards the Tempestas graveyard. On his way, he managed to notice Yzom and Clime poorly hidden between some bushes along on of the canal paths. Yzom and Clime were also spotted by the city guards in which they started to pursue them as suspects of escapees. The guards caught up to them and began to take Clime into custody after realizing he was in the prison when the prison break happened. Yzom managed to convince the guards that he was not one of the prisoners and managed to walk away freely. Victor followed closely as Clime was dragged away by the guards. As the guards took him towards maximum security, they passed by Ferrous. Clime called out to Ferrous as a man of Apollo. The guards took notice of him and stopped him to question him.

Prior to these events, the fortune teller of the town had foretold the murder of a baby by a man of Apollo, and thus when Clime came to town weeks earlier, he was arrested. However, Ferrous was not

very good at keeping secret his feelings of what he had done and the guards knew immediately that Clime was not the man of Apollo that the fortune teller had spoken of. The guards released Clime and apprehended Ferrous as soon as they discovered the truth. As Clime was now free, he wandered off not knowing where to go. He approached the northern region of town where the chapel and graveyard were. Victor followed closely and decided to meet up with Clime after seeing him freed from the guards. Victor convinced Clime to travel with him towards the graveyard because he had something important for him.

APPREHENSION OF FERROUS

After the guards learned about Ferrous, and how he must have been the Apollo follower that the Fortune teller had warned the city people about just weeks ago, they took him into custody. Seeing as the main Tempestas prison was damaged and under siege, they would have no choice but to take him to maximum security. They lead him that. To get to maximum security, they need to pass the canal on a boat. Because of this, they have temporary cells that they can place prisoners in while waiting for the next available boat to transport them. On their way to maximum security just along the canal, they moved a torch on the city wall opening up a small room in the side of one of the large city walls. They pushed Ferrous into the opening and sealed the wall. Ferrous could only see a small amount of faint light through some grate at the top of the room, but other than that it was completely empty and fairly dark. Ferrous began to pray to Apollo, unsure of what would happen next.

At the northern side of town, the high priest of Tempestas had heard news of a Celestial Prior visiting the town. He hastily made his way towards the front gates of the city to meet the prior. On his way he was intercepted by guards and told of Ferrous and his capture. The priest stopped at the cell near Ferrous on his way to meet the prior. After the wall opened and he looked upon Ferrous, his heart felt warmed as he sensed great sorrow in Ferrous' heart. He looked upon Ferrous, placed his hand on him and stated "repent and sin no more." He motioned to the guards to release Ferrous and continued onward to the city gates.

THE STREAKING TIEFLING

Darris, after frantically running away from the prison and hiding in the crowd realized he is still wearing his prison clothes. Rather than keeping a low profile, he stripped completely naked, grabbed some leaves from the ground to cover himself, and ran back to where his home was across town. His roommates were not super shocked as they were use to his shenanigans, but immediately demanded rent, since he has been absent from paying for a while. Darris happened to have some gold hidden among his personal items there in which he was able to pay rent with. He dressed and gathered his items and then proceeded to sneakily steal back his rent payment from his roommates belongings. He packed the leaves he had into his things and ran off towards the graveyard for unknown reasons.

DISTURBING THE GRAVES

SESSION 03 SUMMARY: THE COALESCENCE OF UNEXPECTED FATES

THE SEARCHING OF YZOM

THE MYSTERIOUS PRIOR OF CELESTAS

THE BLUE RECLUSE INN

SESSION 04 SUMMARY: THE MYSTERIOUS DASTAN

THE MEETING OF DASTAN

THE ROYAL LIBRARY DROP-OFF

THE BRAWLERS GUILD

HARASSING THE ENCHANTER

SESSION 05 SUMMARY: LEAVING TEMPESTAS BEHIND

THE QUEST OF DASTAN AND HIS COMPANIONS

THE BATTLE OF TEMPESTAS HARBOR

When last conscious, all of the party members were sleeping in the Blue Recluse Inn save Darris who was back home. Little did he know he was being watched all night and Dastan and the others knew precisely where he was. While still asleep, each one of the party members were treated with a sleep inducing compound so that they would not awake to movement or noises. When comatose, the party members were strategically transported to a ship awaiting Dastan within the Tempestas Harbor. Dastan and his companions concealed the members in crates so as to seem inconspicuous when loading them aboard.

Last they were aware, the party members were closing their eyes to get a nights rest. Yzom was the first to awake. He awoke to being shaken by Turelyon whom handed him a vial of green liquid and told him to give this to the others. As he wakes, he sees the others laying asleep next to him. As he rocks back and forth he realizes they are in the underbelly of a boat. Yzom questions whether he should wake the others, but after hearing some distinctive cannon fire from above, he decides to wake the others.

THE GREAT STORM

SESSION 06 SUMMARY: AWAKENING ON THE JUNGLE COAST

'VISIONS' OF DREADED MEANINGS

Gashtai slowly comes to consciousness. As the light enters his eyes, a ship appears in the distance. The ship approaches slowly as Gashtai wakes from the daze of the storm. He does not see anyone else around, but only wreckage from the ship. As he comes to, he notices a figure atop the ship. He then quickly recognizes the ship as the Cerberus. Still tied to the mast of the ship, he unties himself and prepares himself for what could be coming. The ship approaches right to his location and the figure on deck becomes apparent as Gashtai's father. "You had one job Gashtai. And you let him free. Dastan was your only target. And you failed. You don't realize how important this was that you took him out." He pulls a bow out of a quill, pulls back on the drawstring, and releases. Gashtai's sight goes black.

Ferrous slowly coming to consciousness. Floating there in the cold sea, adrift on pieces of wreckage from the ship. No other crew members in sight, and nothing but vast sea. The storm has calmed, but the sky is still dark. After a moment of floating, Ferrous begins to pray. But through the

lids of his eye, he sees a light, and when opening his eyes, an angelic being descends from the sky in front of him. The being starts talking to him about how he was sent to convert Tempestas to the ways of Apollo. After a moment of a peaceful tone, the eyes of the angelic being start to glow bright and the being begins to raise its voice to the sky and shout.

“The enemies will turn Tempestas into a stronghold! With it they will send out angelic powers throughout Orilla and destroy all those who oppose them. The only way to keep them at bay has been lost with time. You were sent to convert Tempestas, and you failed.”

The being calms down and looks at Ferrous. Reaches out with an arm of light, and upon touching Ferrous on the head, his sight turns to darkness.

Victor, slowly coming to consciousness by a voice, begins to lift his eyelids. He is laying in a boat, and someone is calling out his name with a gentle voice. He begins to come to and looks up to see his daughter. She is the same age as she was when she was taken.

“Dad... Wake up dad... Dad... Dad are you alright? It's okay now dad I'm here.”

Both him and his daughter Samilah are floating in a lifeboat. The storm has calmed and the sky has cleared. The horizon is light with thin cloud cover and an orange sunset. After a brief conversation of introduction and Victor coming to consciousness to understand what is going on, his daughter continues.

“Dad... I had to come to let you know something. I had to let you know that I'm safe dad. I'm safe with the Celestials. They took me in and have been watching over me. Dad I wanted you to know that they are taking care of me. They are keeping me safe. Their words are truth and the others you are with seek to destroy them. You can't allow this to happen dad.”

She reaches out with her right arm and places it gently on the left side of his face. As she makes contact, his sight begins to fade to darkness as he leans to one side.

Yzom, slowly coming to consciousness. The sky still black from the storm, ship debris floating in all directions and no sign of the party. He looks up to see a hand stretched out. It's a large black man, the man who ran the orphanage he grew up in. As Yzom wakes into consciousness, he recognizes the man immediately. The man takes his hand and begins to talk to him with a tone of importance.

“Yzom... You have to follow your heart my child. Not everything is as it seems. There are dark secrets around the path you follow and you must see through to the conspiracy. The fate of the world is balancing on fine threads and you are on a path that leads to great importance. Everything is not as it seems.

The man disperses and Yzom is left afloat. After looking down in the water, a mermaid approaches with its arm stretched out. Yzom reaches to it, and the mermaid pulls him into the cold depths. As they get farther down to darkness, the mermaid's face turns to a devilish siren being. And then he is pulled into the darkness until all fades to black.

Candy barr awakes, in the debris of the wreckage. A large ship approaching in the distance with many voices shouting out. As they get closer, and Candy begins to awake, the sight of her family is revealed. The ship is her family calling out to her. The ship approaches right by and a rope is thrown. Candy does not move, does not reach towards the rope. A few of the members jump in and rope her up. They are all vastly excited to see her and asking how she has been doing and how her adventures are going. In the midst of the fellowship, they all pause and say “Why did you let us die Candy?” A small little girl walks up with a sad face and says “Save us Candy.” Her family grabs her with ropes, ties her up and pushes her to the end of a plank. Their faces all have turned dark and grievous. At the end of the plank, the little girl approaches again, still with a sweet yet sad face. “Save us Candy. You still can.” Then Candy is pushed into the waters and immediately falls into the darkness of the depths. As everything turns black, Candy loses consciousness.

TREADING INTO THE UNKNOWN FOREST

The party members awake washed up on a dirt beach. There are many rocks, shells, and pieces of the ship scattered along a large area of shore that they are on. The party members are all spread out and a little ways away from each other. Gashtai is still tied to the mast of the ship but quickly unties himself. Candy Barr, Yzom, and Gashtai all approach Ferrous after seeing him. Victor finds his way to the rest and they have a brief discussion about what happened. To the east, a large rock face and huge sheer cliffs lining the sea line. To the north, thick and dense jungle that appears to only end at a sandy beach as to where it appears the tide comes to. Behind the beach area, large cliffs and mountainous regions.

After a moment, Victor decides to tread into the jungle. Gashtai follows. After a short distance traveled, a growl nearby is heard. Victor, out of reaction casts his attack towards the sound, damaging the bushes and jungle in that direction. As they continue walking, they hear the sound again and the same occurs. In a quick turn of pace, two mountain lions appear out of the dense jungle and attack as if starved. The first, leaps out towards Victor, but catches its claw right between two thick branches, giving Victor an opportunity to blast the beast. The second, ran out from behind Gashtai and took a bite at him. The first quickly broke from its branch binding and mauled at Victor. Victor's instincts came in and he was able to quickly defeat the beast with his magical potency. Behind him, Gashtai swiped at the beast and completely missed. The beast leaped onto Gashtai and soaked its teeth right into his shoulder and neck. Gashtai blacked out instantly. From the commotion, Candy Barr and the others had ran into the forest to see what chaos was ensuing. Candy bar pulled out her axe, took a large overhand swing at the beast, but caught her axe on a branch and lost control. The axe fell back onto herself injuring her.

In a fearful turn of events, as Victor turns from his battle, Gashtai is being drug away soon to become this lions lunch. Victor, with his quick thinking jumped onto the lion and began to curse its flesh. As the lion backed away through the brush, quickly retreating, Victor continued to curse the beast until boils appeared and its flesh decaying. The life of the beast quickly faded as his wounds increased and skin began to break open. Victor had killed the second beast as well, followed by drinking the pus of his wounds to cleanse his battle scars.

Ferrous finally caught up to the area where the others were and saw the finished battle. He revived Gashtai and healed the others. Yzom attempted to come along behind them, but as they all ran off, Yzom tripped on a low vine and fell face first into a thorn bush, covering his face with thorns. After plucking most of the thorns out of his face, he attempted to run into the forest to catch up with the others. This time, tripping on the same vine and falling into the same thorn bush a second time. Luck was not on his side and while the others conversed, he sat back and plucked thorns out of his face. This time keeping the thorns in a small pouch he had. Candy barr quickly retreated to the beach area while the others stayed in the thick jungle.

After briefly recovering from the battle of the lions, Victor and Ferrous are bitten by snakes. The poison lingered in their blood spreading throughout their bodies. Slowly weakening from the effects, Victor had pulled out a book that survived their shipwreck (that he had purchased earlier from an alchemist shop) and began searching for the ingredients for a generic venom antidote. He found some of the ingredients but not all. During this, Yzom was determined to travel into this forest despite two falls into thorn bushes. He clutches his fists and joints, stands with his feet together and back straight, and then begins to show his true acrobatics with front flips, double back-springs, somersaults, and perfectly aimed dives right through the jungle. With precision and accuracy, he leaps forwards deep into the jungle and far surpasses the others by heading in a different direction.

While on the shore, Candy encounters Clime, who had just washed up on shore. Clime, asked her where the others went and trotted off into the jungle searching for them. After finding them through some back and forth yelling, Clime finds them and is able to heal them both from their poison. At this point, three Dire wolves that they had heard earlier approach them. There was a fourth but it caught a glimpse of Yzom traveling by and broke off to take a look. The single wolf attacks Yzom after seeing he is all alone. The three others attack the group. After Gashtai almost dies, the group defeats the three wolves and Yzom defeats his single wolf. Yzom heads back towards the group and catches up with them. Seeing their injuries they all heal each other as much as they are able then leave the jungle.

Seeing Candy Barr set up a stable shelter on the beach, they all decide it's as good of a time as any to setup camp and stay on the beach prepared for the night. Unfortunately, they did not pay attention to the signs they noticed earlier that there is only a forest line due to the apparent tide that comes in each night...

SESSION 07 SUMMARY: THE ETERNAL MARSH PART 1

THE BINDING OF FLESH AND ETERNITY

Darris never arrived on shore with the rest of the party. Similar to the visions of the rest of the party, Darris had his own interesting encounter.

A dark tendril from the depths of the sea caressing his unconscious face. As he comes to, he feels nothing but the pain of the ship mast he is impaled with. Already having lost a vast amount of blood and continuing to lose more, he is light headed. Cloud cover from the storms are still filling the sky with darkness, but a hint of sunshine fades through just on the horizon give the area just enough light to make out shapes and features. Darris comes to seeing wreckage in every direction scattered abroad. Apparent as though nothing survived the wreckage. His vision slightly starting to blur as the pain of his wounds linger. The thoughts of death arise in his seemingly lifeless body.

The tendril on his face starts to slither and another comes from the depths of the ocean and wraps itself around Darris' lifeless body. You are too weak to shift yourself and see what is happening, but in a matter of moments, it's grasped you and begins to drag you into the depths. You hear and feel a deep rumble and then a voice is clearly heard through the waves of water around your immersed body.

"This is not your grave... But you are welcome to it."

As the slow and deep voice fades, Darris' vision turns black and fades to dark. Coming to a second time, he cannot see anything but black. The feel of strict binding around his body, the rest of his limbs numb. Slime covered, and dripping sweat. The area humid and wet. Almost as though the air is made of warm vapor. A deep rumble approaches again, and from feet in front of him a voice trembles and echoes throughout the cavern.

"You are but flesh and faith, and your mind has been deluded. There is much talk, and I have listened, through rock, and metal, and time. Now I shall talk, and you shall listen. The prophets promise you freedom from a doomed existence, but you will find no salvation with them. Those who built the faith knew what they wrought. Do not mistake their intent, or all will perish as they did before."

The creature has connected with Darris' nervous system and can understand his thoughts at this point (unknowing to Darris). After it finished speaking the above, it can sense that Darris doesn't really have an interest in what is being said. The creature squeezes Darris more tightly with its grasp.

"If you will not hear the truth, then I will show it to you. There is still time to stop the key from turning, but first it must be found. Fate had us meet as foes, but the enemy will make us brothers. I will restore you and those you knew if you embark on this sacred journey."

Darris still being gripped by the tendrils of the creature, he only has enough energy to speak one thing. After a moment of hesitation... "I.... I accept." A deep grumbling noise travels through the damp cavern. Darris' eyes suddenly see a faint amount of light and the creature in front of him becomes visible.

"Silence fills the empty grave, now that I have gone. But my mind is not at rest, for questions linger on."

A sharp tendril hovers in front of Darris' left eye. In an instant, it pushes itself into his eye quicker than reflexes could perceive. A sharp pain knives through all of Darris' veins and in a moment he blacks out. The great beast was impregnating Darris with its offspring. A parasite that intertwines itself with Darris' Nervous system.

DRIFTING DOWN THE BEACH

The players left off after their adventures in the jungle and decided to camp along the beach line for the night. They discussed taking shifts for keeping watch over the night and Victor and Gashtai were up first. After a matter of moments, Victor pulled out the Book of Celestials he has and began reading. After about three lines, he dozed off due to being very tired from the earlier battles. Gashtai was able to stay awake for a short time, but fell asleep after about an hour of keeping watch. After all had fallen asleep, the tide began to come in and raise onto the shore.

Before anyone noticed the tides coming into them, a medium sized rogue wave approached. While they were still all asleep, the wave crashed into the shore, pushing the party into the tree line and then pulling them back into the sea. Some of them awakened underwater gulping the salty sea water while others awoke being pushed with the water immediately taking to swimming and struggling to stay afloat. In a manner of seconds the party was grabbed by the current as as they struggled to stay afloat, they could see the tree line traveling by as they were washed further down the shore. Only a few minutes go by and the current has pulled them miles down the beach. Fortunately, the current flow reaches a curve around this section which releases tension just long enough for the party members to break free and swim back to shore.

The party collects themselves in a new and unfamiliar region of the beach. They are unsure how far down they've been carried by the current but they do notice a large difference in the surroundings. The beach is becoming more muddy. The tree line is thinning out and turning into more of a forest rather than a dense jungle. The sky is dark and there is a fog off into the distance further down the beach. The party looks around at their new surroundings. Yzom notices something off in the distance laying on the ground and trots off towards it. The others see and as he approaches, he finds a bottle. A sealed glass bottle with some paper rolled inside of it (a message in a bottle perhaps). He opens the bottle and tries to pull the message out. His fingers cannot grasp the small papers within so she smashes the bottle on the ground and removes the glass from the documents. Inside he finds three documents. The first is a simple map of Orilla. The map seems to be very detailed and has various colors that could reference forest, snow, desert and ocean/seas. The second is a map of some small regions which are labeled as to where they are. Yzom doesn't notice at first that there is a connection between the two maps. The third document is a distress letter written by Captain Belshrak Nie from Tel'Drassil.

AN UNEXPECTED CHANGE

With only the light of the moon and few stars leading the way, the party knew they were still worn out and needed to head out for rest. The clouds cover is such that the light from the moon is coming in and out as the clouds cover the lights of the heavens. When covered, the players cannot see much, but in a moment when it was uncovered, they saw something they did not expect to see. There was Darris, washed up on the shore. They ran over to see his condition and immediately noticed something strange. Darris appeared different than any of them remembered in that his left eye was almost parasitic or alien like. He had small purple veins surrounding his eye and leaving from the area into the rest of his head. Darris awoke to see the party over him, not all of them happy to see him due to his past actions.

Darris begins interacting with the party members, some of whom want to kill him. His actions seem lighter and more friendly than before. Some of the members, such as Gashtai interpret this as perhaps a change of heart (possibly even caused by the parasite). The others believe he is still just the same as he was before. Clime uses his magical senses to see what type of spirits reside within Darris and gets a sense of conflict of both a good spirit and evil one (unsure which is which). Darris continues to act as if he has had a change of heart while some of the party members discuss either removing the parasite from his head or killing him (or both).

After a long argument, Darris is restrained and they attempt to take a blade to the eye. A deep "Nooo" is heard by Darris as his body seems to react on its own and move out of the way. He takes no note of the voice and plays it off cool (after pulling himself out of Climes grasp). The party members who dislike Darris use this as an excuse to justify that the parasite needs to be taken out. They attack

Darris, knocking him unconscious. Gashtai, in his concern revives Darris. Darris comes to, and remains calm even though just being brought to the brink of death. The party strikes him again! Darris is knocked down, his heart stopping. A few seconds go by and Gashtai, being unsure of what they should do revives Darris again. Darris continues to remain calm and the party considers that he may be telling the truth and have turned good.

The party ties Darris up and Clime carries him as they continue on. They are still exhausted and need to find a place to rest. Some of them are intelligent enough to suggest not setting up a camp or resting on the beach again like before as the tide may still be coming in. They start to head into the mainland. The sky is dark and there is heavy cloud cover. The moon is out as a three quarters full waning crescent but the light from it is fading in and out as the clouds overpass it.

Candy Barr throws out a strange idea of holding hands. The rest of the party is on board to try it so no one gets lost except for Gashtai, whom refuses. As the party pesters him to hold their hand, he holds to his refusal. He holds up his hand towards them giving them a firm no. As he does so, Yzom slowly sneaks around the back of him and grabs onto his hand while still holding onto the others. As they all hold hands, the light from the moon comes through the clouds illuminating the party. Gashtai does not notice at first but then realizes he has been tricked as he can see the party twisted around him and Yzom holding onto his hand. He pulls his hand away in slight frustration. The moon flows back behind a cloud. The players begin insisting that they need to hold hands again. Gashtai refuses and starts to walk on ahead. Again, the party maneuvers in such a way that Yzom can grab Gashtai's hand without him realizing. The moon comes from behind the clouds and illuminates the party once again. Gashtai realizes this is happening again and pulls his hand free and treads forward. This time the light stays illuminating the party for a bit.

They head off into the forest region and find some trees that some of them can climb into. They set up camp and take a long rest. Nothing happens to them during this rest, but Darris awakes to find himself untied from his restraints. He greets the other members upon waking by hugging Gashtai. Gashtai pushes him away and the others are concerned how he got untied. They retie Darris and he allows them to do so. Clime decides he will carry Darris along with the rest of them but as soon as Darris is put on Clime's back, he collapses due to his fatigue.

A CHANGE IN TERRAIN

They continue their journey and travel further down the region. The terrain changes over time and becomes less of a forest and more of a muddy swamp area with short dead trees all over. The fog is thickening. After a while of traveling, they have entered a marsh region. The terrain is becoming difficult to walk over and the fog has thickened to limit their view to their immediate area. As they continue to tread through the rough terrain. As they travel the terrain becomes full of marsh (traversable though) with a thick fog limiting their view distance to mere feet. As they listen to their surroundings, whispers and strange sounds come from within the fog.

DANGERS LURKING WITHIN THE FOG

As they enter and traverse the thick fog, the first living things they come upon are a group of Myconids. The Myconids turn and look at them all. Darris takes off running towards the Myconids and attempts to give the large one a big hug. The Myconid takes this as a threat and takes a large swing towards Darris. Darris ducks out of the way and runs off into the thick fog away from the rest of the party. The largest Myconid reaches down and grabs a large pile of mud and turns towards the others. Victor, before the party can react holds his hand out and says "wait!" The party stands still staring at the Myconids. The Myconids stare at the party, not moving in for an attack. As the tension builds, the mud drops from the Myconid's hand revealing a large rock that the Myconid picked up. They have not attacked. The party decides to slowly walk away and around the Myconids in a non-provoking way. They successfully leave the area of the Myconids and head off further into the fog.

The party discusses a formation plan for if they are ambushed by anything. They stand in a sensible formation with all angles covered as they traverse through the marsh. A few hours later, the party encounters three water weards. They spring up out of puddles surrounding the party and attack

the members. The party successfully fights off the weirds, but as they do, the water from the puddles bounces from one another as if combining and a larger, more powerful water weird is born. The party similarly fights this off with little struggle. They continue through the marsh for 2 days, coming across various hostile things to fight off, but nearing the other side of the marsh.

SESSION 08 SUMMARY: THE ETERNAL MARSH PART 2

DARRIS VERSES THE MARSH

Immediately after provoking the Myconids, Darris took off running in a direction away from the party. He ran off into the thick depths of the fog. He approached more Myconids and continued running past. He was running through a Myconid village. At one point he saw a deep burrow. He turned and ran off away from the entrance. Within a matter of seconds later, he took a step with his right leg, which sunk straight into the muddy waters, up to his knee. Almost getting stuck, he was quick enough to pull his leg right back out. However, the mud was so thick that it grabbed at his leg almost pulling him deeper in, but instead pulling off his right shoe. As he pulls his leg from the grasping mud, he loses his balance and falls face first into the mud. Unfortunately he falls right into a sharp rock and slices his forehead open and knocking him out cold.

Unaware for how long he was out for, Darris comes too. Unable to see due to the mud covering his face. He wipes away what he can with his similarly muddied arms. He clears enough of the mud away from his eyes to have some sight back. He can tell there is blood all over the mud beneath him. The gash on his face all but clotted with mud. After looking up, he immediately sees a large and menacing snake-like creature. Darris takes off running as fast as he can, moving through the muddy terrain, leaving his boot behind and not looking back. As he hears the whispers of the fog, he begins to become overwhelmed and driven slightly mad.

He runs in a single direction for about an hour. He stepped on what appeared to be a clam and sliced his right foot open. He is completely lost as to his sense of direction and running low on stamina as his movement has slowed to a limping walk. He continues to tread forward before coming across a large creature bathing in the mud. A Large, almost round creature, with multiple tentacles protruding from it's body. It is swiveling and slightly bouncing in the mud as if bathing. As soon as Darris sees the creature he tries to stop and not make noise. In that instant he was on his injured foot and swiftly let the other down, right onto a small root, snapping it and making a loud noise. The creature immediately turns all of his tentacles towards Darris, each with an eye on the tip looking straight into Darris' soul. The creature turns itself around and Darris becomes utterly frightened. His vision becomes dizzy and he faints before the creature.

The next memory of Darris is that of himself standing on unfamiliar ground, He is holding the arm of what looked like one of the Tentacles from the creature with an eye on the end of it. He is drenched in some sort of goo and has a distinct memory of eating a large amount of seaweed and reeds but completely unsure where the memory came from. As Darris takes his first step forward, his balance is even further off than it was before. He looks down and realizes he is missing a toe. He listens to the whispers of the fog as he takes a deep breath in. He immediately notices a deep breathing sound and slowly turns behind him seeing a large Xorn creature. The creature looks extremely angered with Darris for unknown reasons and immediately grabs him and starts treading off into the fog. Only thinking of himself, Darris does not notice what's in the other hand of the Xorn.

THE ELF AND A XORN

Out of the thick fog, the remainder of the party hears something approaching. Before they could hide, a large beast appeared, a Xorn. The beast was holding Darris in one hand, and an elf in the other. The best, looking extremely dangerous, charges towards the party. They brace themselves and prepare to attack. Darris sees the others and makes an attack towards the mouth of the creature. He gets the bright idea of lunging into the large open mouth of the creature to attack it from within. Darris shifts his weight towards the beast and takes a stab towards its mouth. The beasts grasp is too strong for him to shift and he ends up swinging his arm towards the mouth of the creature and right onto a

tooth. A tooth of the creature pierces through Darris' forearm. He cries out in pain. The others join in on the attack and start to throw furious blows at the creature.

The creature is furious and fights them back. As it swipes at the party members with its huge arms, it bites at Darris. The creature's teeth sink deep into Darris' shoulder and bites his entire arm straight off. Darris is instantly incapacitated. The wound mysteriously scabs over in a matter of moments. Clime approaches the beast and slams it with a thunderous blow, knocking it back and onto the ground. When the beast falls, its grip on the elf releases and she starts attacking the creature. Victor and Gashtai work together to pummel the creature with necrotic damage, killing it. The eye in the center of the creature bursts from the necrotic plague it's been inflicted with. The fallen beast releases its grasp on the unconscious Darris and its arms fall to the ground.

Clime runs over and heals Darris bringing him back to consciousness. The party begins to communicate with the elf that the Xorn was carrying. They discover her name is Vinia and begin questioning where she is from. She tells them she is from this region. The party members examine the body of the beast. Xorns are known to be attracted and able to sense precious gems and metals, which is how it ran straight for them. Victor is the first to examine the body. He finds gems and gold hidden under the skin flaps of the beast. A few of the party members decide to take a claw or tooth from the beast as a memory for its defeat. After they have done all this, Clime begins to skin the beast for meat. The party magically cleanses and cleans the meat so they can keep some of it as rations. All of the party members take some portions of the beast. Darris, not interested in being friendly anymore, begins to threaten the party members and throwing things at them. The thick fog has begun to drive him crazy. Ferrous, Gashtai and Yzom take this as the last straw. They are not going to let Darris stick around for much longer. In their hearts, they have already decided to rid themselves of his pestering.

THE BONDING OF CLASSES

Throughout the time they have been spending in the marsh, they have begun to converse and tell about each other. A few of them also asked if the others could teach them a bit about magic. Yzom reached back into his memories and realized he had a chance to learn about some magic as he has always desired. Ferrous similarly decides that his cleric ways are not serving him any good and decided to learn about some of the ways of a warlock from the others.

With his new found spells, Yzom attempted to detect any magical presences nearby. A small vine began illuminating to his sight. He turned invisible and was unable to be seen by the others. He walked off towards the root and the party notices his footprints tread off. They followed the prints and then notices a root being pulled at as Yzom tugged to remove the root from the ground. The party decided to join in and try to pull the root out with no luck. Then Gashtai comes over and pulls the root out with little effort just by applying some leverage. Yzom turns visible again after they squabble about why they just pulled a root out of the ground. Yzom asks for the root and they chip away at it. Yzom notices a ring of Radiant resistance grown into the wood. He equips it and they head forward in the marsh.

THE SHIMMERING FLATS

After another few hours, the fog has noticeably slimmed and the ground begins to harden away from its muddy terrain. They continue traveling farther and reach an area where the ground is hard and rocky and there is a short layer of water along what appears to be a huge flat area. The fog is still present but not inhibiting their sight significantly. They begin to travel along the flats and after they are removed from the fog, the shine of the sun causes the water covering the flats to shimmer. They have unknowingly entered the Shimmering Flats. The party continues for a while and Victor summons Bird Person (his familiar) to scout ahead. After a bit of time, Bird Person notices a wind mill far off. The sun is setting on the horizon and the party decides they will head to the cliffs to their right and take a rest before heading further towards the windmill. After reaching the cliff face, Gashtai begins to pray to his god as to whether or not he should remove Darris from the party. After finishing his prayer, a large earthquake comes and rocks begin to fall upon the party from the huge rock face. A few are hit by rocks and badly injured including Darris whom is crushed by a large stone and taken to the edge of

life. Gashtai interprets this as a sign of approval from his god.

SESSION 09 SUMMARY: DISCOVERING AURUSHIRE

THE AWAKENING WATER

After settling in near the mountainous cliff, most of the party prepared for a long rest. While off guard, the water near the members began to bubble and slosh. A young water elemental could sense the dying presence of Darris from the blood he left behind as they traveled through the waters. In a moment, the great elemental formed out of the water. Water blades were swirling around the creature and shadows formed a menacing looking face. The creature appeared as close to the party as it could and caught them off guard. Taking the creature to be a threat, the members immediately started to attack. The creature, being battered at took to a defense and started to fight back. As the party swiped and battered the elemental, it formed large hammers with its fists, smashing and grappling both Clime and Gashtai. With a water hammer containing them, the creature then took a swing towards Victor and Yzom. Gashtai was thrown into Victor as the elemental smashed at him. The creature took a swing at Yzom but he was able to maneuver out of the way. Clime was slammed on the ground and broke from the bonds of the creature. The creature, although very tough, was no match for the numbers the party contained. The creature was swiftly defeated leaving only bangs and bruises on a few of the party members.

THE DEMISE OF DARRIS

Darris is laying on the ground, battered and beaten. He is missing an arm, a toe, and is sitting on the edge of death. Yzom, who is on first watch whispers to Ferrous, "I'll wake you when it's time to kill him." Ferrous is so fed up with Darris he storms towards him. "I'm doing it now." He rushes over to Darris, places his hand over his mouth and shocks him. Darris is immediately knocked unconscious. A tear drips from the parasitic eye of Darris as well as Apollo onlooking from the heavens. Yzom pulls out his short sword and drives it straight through the alien-like eye. Victor notices the members attacking Darris and just before Gashtai can join in for a killing blow, he interjects pushing Yzom and Ferrous away from the two of them. He then persuades them to not kill him yet. He makes a compelling argument to wait until everyone is asleep and they step down. Clime, onlooking these events, begins to pray to determine whether or not he should interject. Darris is out cold and balancing on a thin hair of life. Moments pass by and his heart continues to beat slowly. His body has taken more than any normal man should be able, but somehow is still miraculously clinging on.

As everyone else falls asleep save Vinia whom is on first watch, Gashtai retreats into the shadows while Yzom and Ferrous stay up waiting. When they perceive the others to be asleep, they move in and make their move. Ferrous stealthily fires his magical attacks towards Darris, igniting the body in an eldritch flame. Yzom removes his sword from the eye and strikes at the corpse searching for the killing blow. Before Ferrous and Yzom can get the killing blow in, Gashtai comes from the shadows and hammers his scythe down into Darris killing him and inflicting his corpse with necrotic damage. The body starts to decay and mummify like that of a zombie. They all know the deed has been done, as Vinia stands by and watches questioning whether this was right or not. Ferrous and Gashtai feel a sigh of relief.

AN ETERNAL WARNING OF RETRIBUTION

Upon the death of Darris, Gashtai begins to suck up his soul from the corpse. As Gashtai sucks the soul of Darris, he feels a strange presence of a second soul, the Neokoros creature within Darris. The creature has been killed alongside Darris, and Gashtai also begins to suck the soul of it. When he does, he relives Darris' encounter with the Eternal Neokoros as if he were inside of Darris during the experience. After seeing the event occur, Gashtai is knocked out cold and falls backward to the ground. As the party begins to sleep and rest, a few of them have some interesting dreams.

The awake members finalize their preparation for a long rest and prepare for bed. Yzom and Vinia are on first watch.

As Ferrous falls asleep, he feels a sense of accomplishment for finally ridding himself and the others from the murderous Darris. His righteous nature at this point has all but drifted away into the background. When asleep, a dream came upon him. In this dream, an angelic light approached him from the sky. This being showed the face of a woman and spoke to him as if from Apollo.

“What has troubled you my child?”

Ferrous is confused as to whom the being is, knowing that Apollo is a man, he doesn't think that he would appear as a woman. He replies, “I thought I was on my own and that I was abandoned.” His little faith is comes off as all but displeasing.

“You of so little faith! Did you not know that I was with you. You have hardened your heart and done what is good in your own sight. For that, I will not protect you from the wrath that seeks you. Be warned, repent and sin no more.”

The angelic being put it's hand onto Ferrous' forehead and the dream ends. He awakes and briefly questions whether the dream mattered or not. Stuck on the idea that Apollo is a man and so that must be just a dream, he disregards it to be anything but real.

In his sleep, Clime also comes upon a dream. In his sleep, his dream seems vivid and real. It is that of him looking upon Darris' corpse. A single tear falls from the eye of the corpse and then the body starts to come alive. The corpse bursts into a hulking rage. It's muscles expand and the skin rips off from the necrotic damage done to it. The muscles come alive and the corpse begins to speak in a deep voice.

“You have condemned my only son. Now your salvation cannot be won. Unfortunate for you, I have concluded. And now all but perish, you will as deluded.”

Clime falls back in terror and immediately awakes from the nightmare.

Gashtai, in his sleep comes upon a vivid dream. It begins with him awaking from his sleep and looking onto the corpse of Darris. Due to the necrotic damage he dealt to the body, the skin has all but began to decay and fall off. The corpse ages quickly and all the skin decays to nothing leaving just the bones and the Neokoros within. He can see the creature stemming throughout Darris' corpse and as he is observing it as comes alive. The Neokoros parasite begins to move and slithers towards Gashtai. He quickly backs his way up and the creature slithers faster towards him and jumps onto his face darkening his vision. Now unable to move, the next thing in sight is the face of the Eternal Neokoros. The creature speaks to him in a deep thunderous voice.

“You have condemned my only son. Now your salvation cannot be won. Unfortunate for you, I have concluded. And now all but perish, you will as deluded.”

At this point he awakens to being kicked in the side.

Yzom, in his sleep comes upon a vivid dream. It begins with him awaking from his sleep and looking onto the corpse of Darris. Due to the necrotic damage he dealt to the body, the skin has all but began to decay and fall off. The corpse ages quickly and all the skin decays to nothing leaving just the bones and the Neokoros within. He can see the creature stemming throughout Darris' corpse and as he is observing it as comes alive. The Neokoros parasite begins to move and slithers towards Gashtai. He quickly backs his way up and the creature slithers faster towards him and jumps onto his face darkening his vision. The creature speaks into his mind.

“You have condemned my only son. Now your salvation cannot be won. Unfortunate for you, I have concluded. And now all but perish, you will as deluded.”

Yzom then awakes from his nightmare.

After Victor awakens the next morning, he sees Darris' corpse laying dead on the group next to Gashtai. He questions the others as to what happened and they tell he him died. His corpse is burnt

and blistered from the necrotic plagues. Victor, being obsessed with death, decides to examine the corpse. He essentially dissects the tiefling corpse, which he is perfectly familiar with from previous experience. He immediately notices that the parasite that was his eye is spread throughout his body with nerve tendrils all over his muscular system. As the party prepares to leave, they toss rocks onto the corpse. Some of the rocks are larger and cause the organs to burst and splatter over the ground.

THE FRIENDLY GREETING OF AURUSHIRE

After finishing up the party headed back out into the Shimmering Flats towards the town which Bird Person saw earlier. After a calm but wet hike, the party sees a boat off in the distance to their left and a large windmill on a cliff to the right. Ahead of them is a large hill leading up out of the water and to the area of land on the same height as the windmill is placed. They head up the hill. As they reach the top, farmland can be seen over the region and a man there working to greet them. "Hello visitors!" They began a dialog with the man who gave them a brief description of the town ahead and where they are. They pulled out their maps and he pointed them to the region of Statu. Gashtai recognizes this as where they want to be in the search for what is called the Trinity Stones. Some of the other members are not sure if that's what they want to do because they aren't quite sure what he's talking about. Others simply note what Gashtai says. They depart the man and head into town.

They discover a little about the layout of the town and head from the outskirts directly into town. Their first encounter is with a man named Throom. Throom is half owner to Tracey's armory and takes shifts working the shop. He is currently on duty but comes out of his shop to meet the visitors. Arryn, one of the watchers of Aurushire comes walking towards the visitors from the port area. Arryn is able to guide some of them to the Inn and Tavern while others head to the town library looking for information. Some of them head to the Inn to buy a room and drop off some of their belongings, then heading into town to discover what is in the area. A few of them head to the library where they meet what looks like a small child. He is sitting and reading and informs them that the library is kind of open to the townsfolk to use as needed. The party finds a few books that they are interested and take them to use. One of which is simply titled Prophecies. Another, which is the last book in a 64 book set on elves.

After visiting the library, the party gathers at the tavern/pub to relax and decide what they are doing next.

SESSION 10 SUMMARY: THE BREWERY OF CHEN STORMSTOUT

THE DELICATE ELIXIR OF CHEN

AN UNEXPECTED FIND

THE BATTLE OF LIKELY FRIENDS

SESSION 11 SUMMARY: THE TRAINING OF BROTHERS

THE STORMSTOUT TRAINING GROUNDS

REVENGE OF A FALLEN ALLY

SESSION 12 SUMMARY: THE ETERNAL PRIOR

AWAKING TO DASTAN

THE VISITING PRIOR

THE JOURNEY TO BABA