

Map

Thursday, July 7, 2022 6:20 PM

Bodies of Water:

The Chiriden Ocean

The White River

Bay of Homatai

Mountains:

Mount Temetiu

Mount Rumshire

Mount Carna

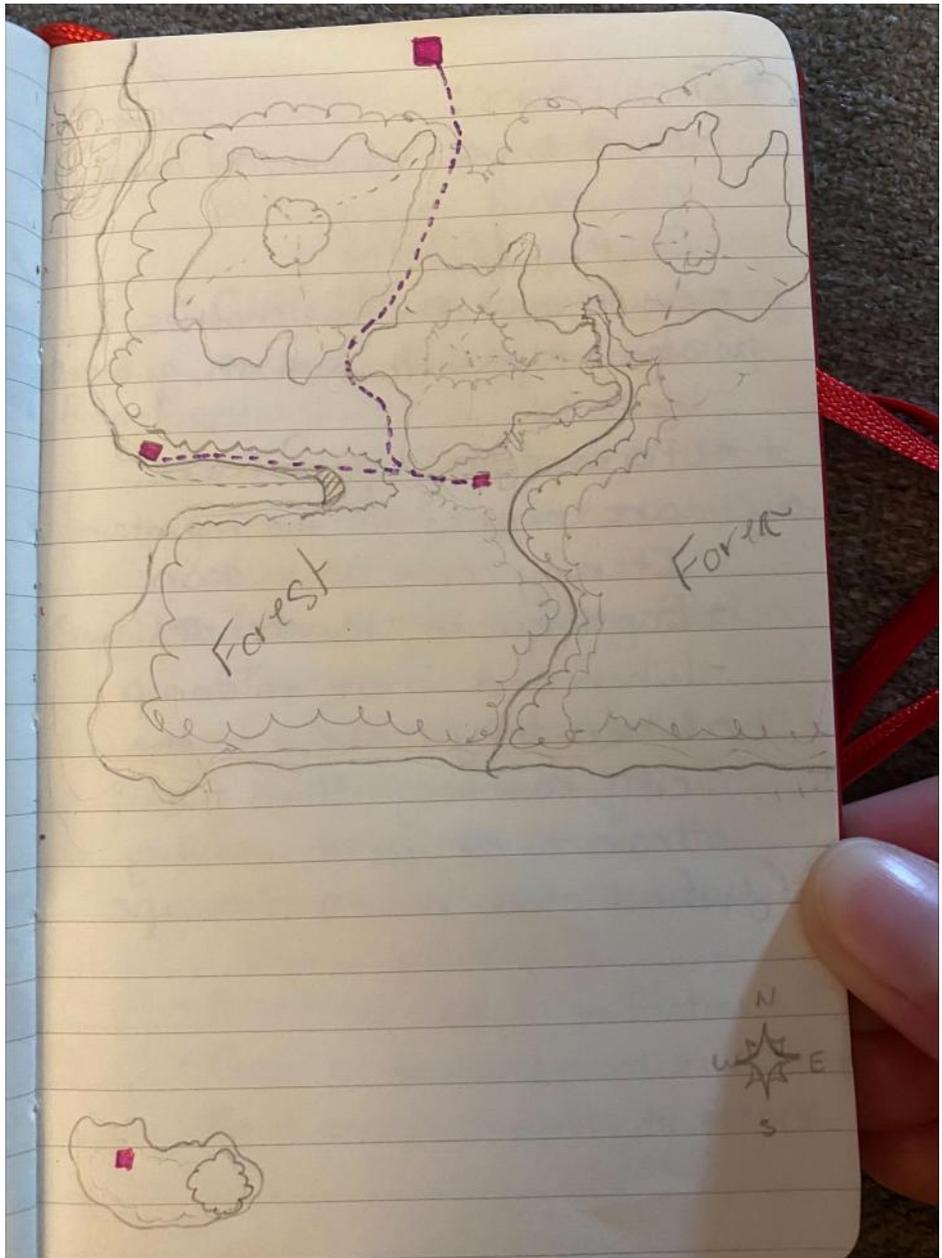
Cities/Towns:

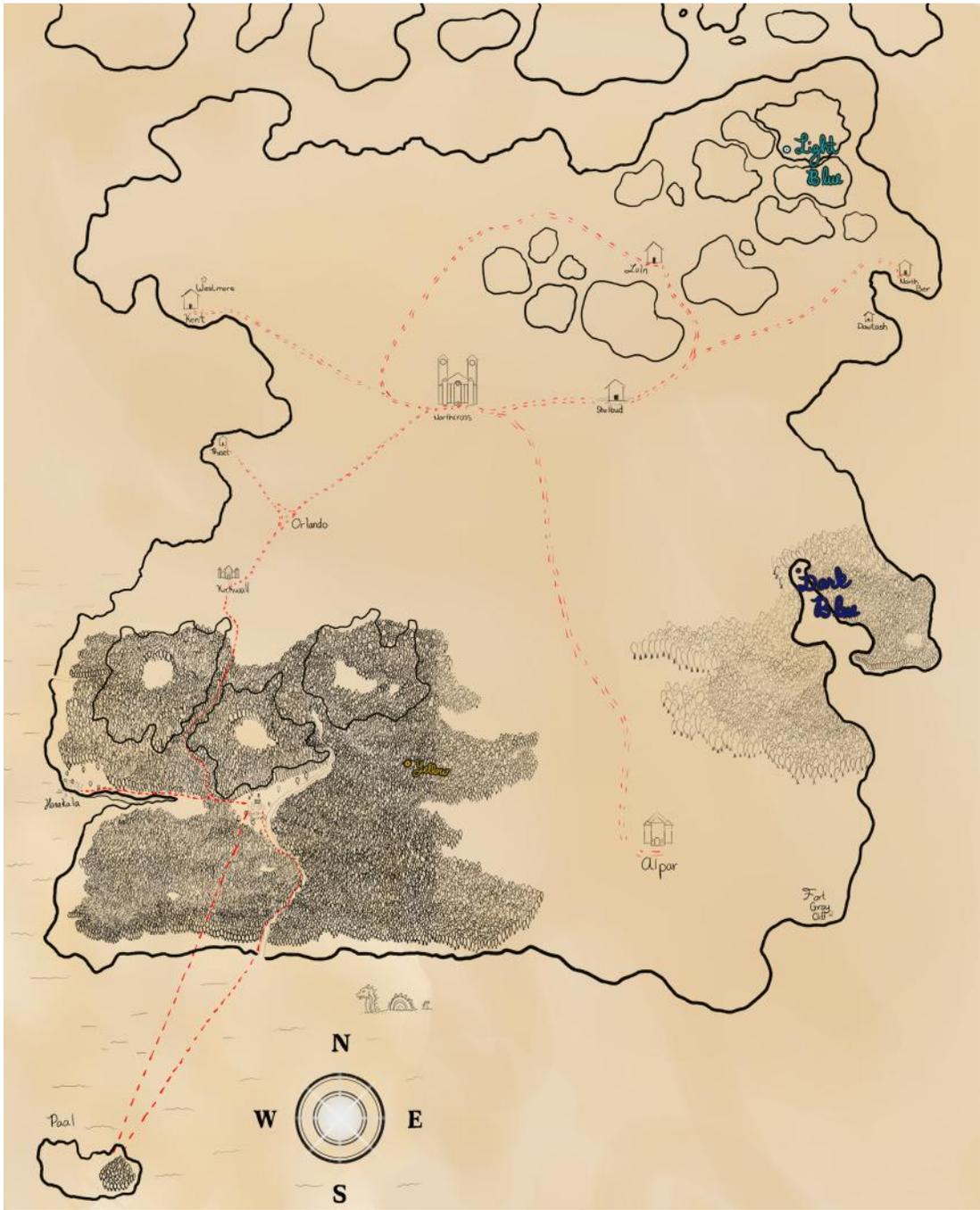
Kirkwall

Hanakala

Birchborne

The Island of Pavv "Pitstop"





History of Area:

Sunday, July 10, 2022 2:25 PM

12,000 years ago: Primordials occupied the territory (genies who are predecessors to Genasi)
When they left, they left a stone naming the mountains "the Choral Sisters"

4,000 years ago: early human settlements start trying to settle the area but come ill equipped to deal with the monsters that fill the land.

3,975 years ago: humans sell the land to a group of dwarves who wanted to settle the mountain and wanted to claim the river for a mining operation.

3,866 years ago: the dwarves abandon the mountain, calling it "cursed." Most interpretations think that they meant "barren" due to the short amount of time between them buying the land and then abandoning it. But they managed to clear out most of the monsters.

1,100 years ago: The Primulyeran Kingdom is established. (Prim-mull-E-air-in)

1,000 years ago: The city of Kirkwall is established as a logging colony.

851 years ago: A gnomish envoy creates the colony on the coast of the Chiriden Ocean in order to make a more effective trade route with the Primulyeran Kingdom. It is named Hanakala in reference to the gnome's sea god

500 years ago: A new colony is established at Birchborne to lay claim to the forest as a logging resource that the gnomes were beginning to use.
The gnomes are annoyed by the blatant act of aggression, but let it slide in order to maintain trade relations.

354 years ago: Kirkwall transitions from a logging economy to an industrial economy. More emphasis is put on the trading partnership between the gnomes and the Primulyerians. (Prim-mull-E-air-E-ins)

250 years ago: Gnomes and humans have small clash over ownership of the Bay of Matalita, which was being used as a waste dump by humans, but was part of the Hanakala fishing grounds. There was also tension due to the Gnomes feeling like their trade deal had lost their equal terms that they had started with.

240 years ago: A new deal is reached between the humans and gnomes. They would have ownership of all the forests south of the mountains and west of the river, and Birchborne would be moved East.

235 years ago: While the trade deal is followed, a small group of humans and other non-gnomes remain on the western bank. They are mostly escaped prisoners from Kirkwall who haven't been recaptured. The gnomes are aware of them, but have heard of the growing brutality from the Primulyerian prisons, and they weren't as annoying as the Primulyerians, so they let it go.

78 years ago: A famine begins in Kirkwall due to industrial toxins poisoning the food supply. Blame is put on the Tiedfling population.

75 years ago: The Red Moon Riots take place in Kirkwall due to mounting tensions over the lack of food. Tiedflings are forced out or killed. Many head south to the perceived safety of the criminal city of Birchborne.

74 years ago: the Primulyerians find out where the Tieflings are hiding and that the gnomes are aware of the situation and are doing nothing about it, so they break their trade deal and march into the southern pass to eradicate the criminal town of Birchborne. The gnomes find out about it, and make an alliance with the town in order to fend off the invasion.

73 years ago: Facing the possibility of war on two fronts and against a gnomish army who is well known to be heavily armed, the Primulyerians back off. Birchborne and Hanakala form a mutual aid agreement promising to come to each other's aid if the Primulyerians attack, and form a trade deal with each other for food and supplies, while still affirming the independence of the town of Birchborne.

71 years ago: The eastern city of Birchborne collapses on itself due to the monsters that had not been wiped out by the dwarves repopulating on the eastern side of the forest.

70 years ago: As they are no longer trading partners with the Primulyerians and they seem to have accepted the loss of territory, the Gnome council decides to no longer fund the colony beyond it's worth in logging. Many gnomes move to Birchborne or back to their home across the sea.

35 years ago: A group

28 years ago: Refugees from war torn country to the far east travel to Birchborne and Primulyerian Kingdom for safety.

6 years ago: A genasi researcher found evidence that their ancestors where the original inhabitants of the mountains and surrounding area, and genasi from around the world have begun migrating to Birchborne to be closer to their roots.

House History

Tuesday, February 21, 2023 11:47 AM

House was originally owned by Madam Le(a)d McNash

A two story house with a basement. Made from a marbled white rock with dark oak wood. First floor has an entertaining room, a private room, a dining room, a kitchen, and a bathroom (No tub) Over the front door is a fresco piece of Madam and Mr. McNash. The house is undecorated, save for the fresco which is embedded into the wall. Anything of historic/or otherwise value was stripped from the house and sold or put into the local museum. The second floor has a more private entertainment room, two bed rooms and a bathroom (With tub)

Tiefling woman who worked as a servant in The Lord's House in Kirkwall. Married to Mr. Joseph McNash. She saw growing tensions in Kirkwall as the famine grew more desperate, and one night as she was cleaning his house, she saw that he had plans to instigate a riot between the humans and tieflings in the city, treating them as the scapegoat for all their misery. She left work to tell her community to start packing and make an exodus out of the city before the violence took place, but when the human part of the community caught wind of it, they acted quickly, attacking tieflings in the street and starting the Red Moon Riots. Her husband was caught in the riots trying to help get people to safety, and when they found out his wife was the one who warned everyone, they publicly executed him in the most vile manners. Madam McNash was forced to leave her husband behind and keep leading everyone past the mountains to safety.

She was the one who negotiated the peace treaty and integration of the exiled population into Birchborne, and was hailed a hero by the survivors, but she was never the same, the trauma of the experience crippled her, where she constantly was sick and grew weak and melancholy.

Playthrough

Friday, July 22, 2022 10:29 PM

Intro: You begin in the southwest part of the continent of Golathia, in the town of Birchborne named for the birch forest that fuels the town. To the immediate North are 3 mountains: Mount Temetiu, Mount Rumshire, and Mount Carna. Past that is the City of Kirkwall in the Primulyeran Kingdom (Prim-mull-E-air-in). To the West is the Bay of Homatai marking the beginning of the gnomish territory, though the population is focused in the city of Hanakala. To the far south is the Island of Pavv, though it is more commonly known in the area as "Pitstop Island" To the east, is the White River. There isn't much known about what lies east of it in the forest as local legends say that it is infested with monsters who lurk in waiting for stray travelers.

In Birchborne, the population is predominately human, followed by a large tiefling population.

Will start at the ____ part of town (If any player is from Birchborne, it will start in an area that is a center for their race) if none, they will all start in the open-air market that is predominantly tiefling in front of city hall.

Let them do any shopping they want to do.

Give them an opportunity to see the community.

Tell them that newcomers should go see the mayor who will want to give them a welcoming as well as help them set themselves up with housing and a small plot for gardening or animal keeping if that's their interest.

After they have a vague understanding of the area, a strong earthquake will shake the area and they will see the eastern slope of mount Rumshire collapse before a plume of ash will shoot into the sky.

(Perception 12) You see the clouds shoved out of way by a barely visible shock wave.

5 seconds later, it hits you, rattling your rib cage, and you feel your heart shaking out of sync with your body.

If they are around Mayor Amnon, she'll say that she needs to evacuate the school, and will ask the players to help the people evacuate and to get out of town. There's a map in her office with the escape routes she would've gone over with them as part of their welcoming to the community.

Mayor Questionnaire

Name:

Date of Birth:

City of Origin:

Sex:

Gender:

Race:

Parents City of Origin:

Married:

If yes, when, and spouse(s)' City of Origin

Children/Dependents:

If yes, how many, how old, City of origin

How did you hear about Birchborne?:

Do you have someone sponsoring you in the city?:

Do you currently have a job, or prospective employment?:

Do you currently have housing, or prospective housing?:

Are you a magic user?

If yes, which focus?:

What is your highest level of education?:

Please list last jobs held, including a brief summary of responsibilities entailed

Are you a part of a nomadic culture that may out your residency status into question?:

Have you been exposed to, or contracted any communicable diseases in the past 6 months?

If yes please name, and list severity of symptoms

Have you been the victim of a crime?:

Have you been found guilty of a crime?:

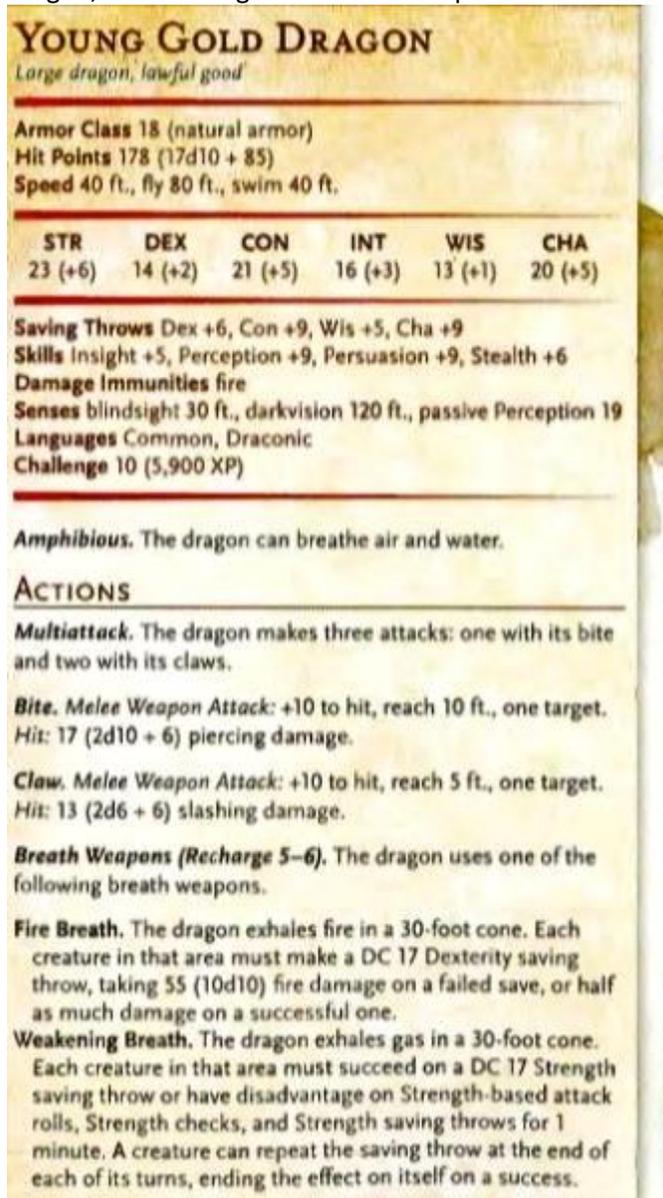
Do you have any connections to the cities of Hanakala or Kirkwall

Any possessions to declare

North Encounters

Sunday, July 10, 2022 2:43 PM

- Need to move quickly to avoid ash cloud
- Earthquake
- Young gold dragon crashes approximately 1 mile from the path, carrying gold and egg, trying to shape change into a human, but injuries force return to dragon. Not going too well. If they help dragon, leave then gold and will scamper off towards the coast. If attack, will fight them.



- (Perception 10) There are cracks in the mountain's west side (Nature 10) these cracks indicate loosened sediment and it is fairly possible that a landslide is imminent (Nature 25) the way that the rock is cracking and the depth of these cracks implies that the mountain itself may collapse soon.
- Earthquake + Landslide (Lahar)
Need to run, create protection, or just try to dodge
If the landslide catches them DC 20 Dex save to avoid being buried
DC 15 Dex save or 4d6 damage. 2d6 for passed save
For this used restrained under 5 feet of dirt (Strength 15) to escape

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's Attack rolls have disadvantage.
- The creature has disadvantage on Dexterity Saving Throws.

- Camping
DC 10+1 Con save for each hour past 8 hours of travel. Failed is 1 level of exhaustion. Long rest + food and drink reduces exhaustion level by 1.

Exhaustion Effects

LevelEffect

1	Disadvantage on <u>Ability Checks</u>
2	<u>Speed</u> halved
3	Disadvantage on <u>Attack</u> rolls and <u>Saving Throws</u>
4	Hit point maximum halved
5	<u>Speed</u> reduced to 0
6	Death

- Magma Elemental



Please emphasize that this is unwinnable. There is no way on God's green acres that they will survive this encounter.

- A massive being, a titan of the earth elemental plane. A demon to a hell you could never dread to visit towers over many of the trees in the forest as it bursts through the side of the mountain, a cloud of noxious gases and smoke follow in its wake as it makes its way towards Mount Temetiu As it walks by, they will have to hide (sneak 5 (they are too small to be any interest in killing outright so long as they hide) but as it passes, it will turn its head towards them (tremor sense) looking like it's contemplating moving towards them, but will eventually continue towards the mountain.
- Kirkwall
Get transportation further north.
Will be harder if there are any Tieflings in the party. Younger generation will look at them like they're an extinct species.

Everyone gets a chance to see elven ghost man and his fucked up deer. w

West Encounters

Wednesday, July 13, 2022 3:39 PM

- Ash cloud
They will spend time in the ash cloud.
Need to find a way to protect skin, eyes,
and lungs.
Ash is about 300°F

POISONED

- A poisoned creature has disadvantage on Attack rolls and Ability Checks.

Burnt othur fumes (Inhaled): A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

*2d6 every hour with failed save. Ends after exposure to poison ends

- Cliffs
Repel to relative safety or keep walking through the ash
- Repel option
 - Must repel everyone ≈40ft to the water. Water is about halfway up the cliff to the average human. ≈1ft deep
1d6 bludgeoning damage per every 10 ft
 - Tide comes rushing back
(Perception 10) the ocean looks...off? Bad vibes.
(Perception 16) the horizon looks taller than it should
(Nature 14) the waterline on the rocks is about 20 ft above their head
They have about 10 minutes to find safety, either climbing back up or getting to the caves
 - In the caves
Need to find a fresh air supply
Escape back into the water or move through the tunnel system
 - Tunnel system
The tunnels are hot, so much

that
the further north they go, the
water deeper in the tunnels
turns to steam and it feels
hard to breathe and even
harder to travel with a lot of
stuff Con Save 10

- They'll reach a hole in the ground and will have a look into a magma chamber filling with magma. Appearing crawling out the magma are a number of creatures from the elemental plane of earth, and right below them are 2 magma mephits who will try to engage them in battle.

MAGMA MEPHIT					
<i>Small elemental.</i>					
Armor Class 11					
Hit Points 22 (5d6 + 5)					
Speed 30 ft., fly 30 ft.					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)
Skills Stealth +3					
Damage Immunities fire, poison					
Damage Vulnerabilities cold					
Condition Immunities poisoned					
Senses darkvision 60 ft., passive Perception 10					
Languages -					
Challenge 0 (10 XP)					
Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.					
False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of lava.					
Innate Spellcasting (1/Day). The mephit can innately cast "heat metal" (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.					
ACTIONS					
Claws. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one creature. <i>Hit:</i> 3 (1d4+1) slashing damage plus 2 (1d4) fire damage.					
Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.					

- Escape the tunnel about 3 miles away from Hanakala
- Hike 1 mile until they're where the water meets the land
- In the water
They need to swim against a rough current that is pushing towards the rocks (Athletics 16)
Swim 10 miles to the town in rough waters (1/2 speed)
They will be able to find debris in the water that will hint at the state of Hanakala, but also support their weight and make traveling this way safer.
About 2 miles away from Hanakala,

the land flattens out with the water level

○ Non repel option

Still need to find clean air

Steam vents

Dex save 12 3d8 fire damage failed 1/2 successful

Ghost of dark elf Druid with ghost fungal deer show up (neither can speak and the dark elf has serious burns on his body.)

Tied to the mountains - blames himself for not saving his friends - he suffocated in the toxic gas of the last eruption.

Home brew spell: kiss of life. Kiss on the forehead = protected lungs for 1 hour.

Will motion then to follow him and walk them to a wizard's tower. (DC 5 survival)

The abandoned tower is less a tower and more a crumpled ruin. With rocks around it that look like they hit a bubble that surrounded the tower

Basement is locked but not trapped (lockpick 15)

In the room is completely clean (albeit stale) air

They will find the skeleton of the wizard who owned the room, and there will be an archway to nothing, next to a cabinet and a podium.

In the wizard's bedroom will be a chest of personal effects, and a journal detailing the spell he used to make a passage to safety, but it is in an old form of elvish and they have to translate it to figure out the rules to safety

Translated text:

- The sands of fire that sear the stone and steal a baby's breath (Ash)
- A plant of icy fire (Peppermint)
- A medicine plant, a devil's nettle, with flowers of white that float like clouds along the ground (Yarrow)

- Make a paste, apply the ruin to a face, and slip through the door to the peace that you seek

If done correctly, they will walk through

the arch and teleport to into a City Hall at the Northern tip of The Primulyeran (Prim-ul-E-air-E-in) Kingdom in a city called Hadrol's Point. They will be quickly spotted and guards will surround them.
(And end)

- The swim to Hanakala
The water around Hanakala is less water and more a slurry of ash, debris, and water
They can swim, use the debris as a boat (perception 10), or (perception 15) find a boat that's been damaged, but is still in floating shape, and try to navigate through the debris field (survival 13) to the town

Once they get out to sea, they will see a small group of boats of the remaining gnomes who will offer to help get them to safety.

Southwest Encounters

Tuesday, July 19, 2022 4:48 PM

- Get away from the ash cloud (Very Easy)
- Hike through uncharted forest with no sun to guide (Survival/Nature 19)
- Hot ash sets forest fire (escape)
- Hunters trap - a crystal in a tree makes a never ending pathway. Bird skeleton giveaway.
- A greenhouse - with 1 blood red flower that's smells like citrus. Each petal is equal to 1 healing potion. Attached to the greenhouse is an old log house, had an old woman and a child who are both nowhere to be seen.
- 3 treant escaping carrying forest animals.

TREANT
Huge plant, chaotic good

Armor Class 16 (Natural Armor)
Hit Points 138 (12d12+60)
Speed 30 ft.

STR	DEX	CON
23 (+6)	8 (-1)	21 (+5)
INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)

Vulnerabilities Fire
Damage Resistance Bludgeoning, Piercing
Senses passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, reach 60/180 ft., one target. *Hit:* (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

- Tree statue - a rock statue of an elven goddess encased in tree bark
Elves (religion 17) everyone else (religion 25)
She is the ancient elven goddess of nature and harmony.
Anyone who prays to her will gets a blessing of an automatic short rest.
- Get to sea, get to the island. The area is fairly safe from fire and smoke so players can take some time to

get there.

- Earthquake - liquefaction: DC 15 Dex save or sucked 5ft below sand. Escape with DC 15 strength check, or help

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its **Constitution** modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its **Constitution** modifier (minimum of 1 round). At the start of its next turn, it drops to 0 **hit points** and is dying, and it can't regain **hit points** or be stabilized until it can breathe again.

For example, a creature with a **Constitution** of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 **hit points**.

South Encounters

Friday, July 22, 2022 7:39 PM

Pyroclastic flows 1d10 fire damage

Use timer on phone:

(Perception 25) Hear the river flooding with 4 minutes to spare

(Perception 20) Hear the river flooding with 3 minutes to spare

(Perception 15) Hear the river flooding with 2 minutes to spare

(Perception 10) Hear the river flooding with 1 minute to spare

(Perception 5) Hear the river flooding with 30 seconds to spare

River is overrun with melted ice and debris (Trees, rocks, mud) all moving around 40mph at 100F

Hit by log 3d6 bludgeoning damage.

(Athletics 15) Get on top of a log and be swept off.

If swept off travel 350 ft per round.

If trapped underwater - start to drown until find a way to get out (Suffocation Rules Apply)

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

If a character gets trapped underwater, their vision begins to black out, and they'll have a vision of an elven man on the banks of a calm river fishing calmly, He'll catch them and pull them out of the water with a smile right before the volcano erupts, scaring them both. He'll cling to the player and their vision will fade out. The player will wake up clinging to a log.

Need a way down the river

Hear cries for help - If they investigate it, they'll find two Kenkus sitting in a tree mimicking a family that was lost down the river when it ran over. Will sound like a baby's cry, a mother screaming, and a dog.

3 Giant Beaver wants their wood log that they use to get down the river.

Family: Giant Beaver

[childpages location="left"]

Medium beast, unaligned

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Dexterity +3

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1 (200 XP)

Special Traits

- **Hold Breath.** The giant beaver can hold its breath for 30 minutes.
- **Keen Hearing and Smell.** The giant beaver has advantage on [Wisdom \(Perception\)](#) checks that rely on hearing or smell.
- **Wood-Eater.** The giant beaver deals double damage to creatures, objects, and structures made of wood.

Actions

- **Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.
- **Tail Slap (recharge 4-6).** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 [Strength](#) saving throw or be knocked [prone](#).

Get to the island.

Chuul - If any player has any magic item on them, it will try to steal it.

CHUUL

Large Aberration, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills [Perception](#) +4

Damage Immunities [Poison](#)

Condition Immunities [Poisoned](#)

Senses [Darkvision](#) 60 ft., [Passive Perception](#) 14

Languages Understands [Deep Speech](#) but can't speak

Challenge 4 (1,100 XP) Proficiency Bonus +2

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the [detect magic](#) spell but isn't itself magical.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is [grappled](#) (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures [grappled](#).

Tentacles. One creature [grappled](#) by the chuul must succeed on a DC 13 [Constitution](#) saving throw or be [poisoned](#) for 1 minute. Until this poison ends, the target is [paralyzed](#). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

City Hall Characters

Friday, July 22, 2022 11:34 PM

Mayor: Succor Amnon (She/They)

Friday, July 22, 2022 11:34 PM

- Tiefling
- Ancestral Worship
- 38 years old
- Mayor for 3 years
- Her grandparents were forced out of the Northern Kingdom.
- She has a crush on Dain Serpentwind, but hasn't acted on it because she's busy as mayor and doesn't have the time to commit to a relationship, and definitely doesn't want to ruin the friendship she already has with him.

Description:

Crimson red Tiefling with owlsh orange eyes, and sharpened canines.

She wears a black beaded necklace that circles twice across their neck, each bead with a letter in infernal. The first row is mostly filled, while the second row has three beads.

Her outfit is very upper management-esque. The seems of her dark green dress hemmed a little more snugly to look very neat. Her hair is thick, resting around her hips, but is extremely well taken care of without a hair out of place.

If she wasn't so nice you'd call her a try-hard.

Permits and Land Distribution Manager: Arthur Lunadream (He/Him)

Friday, July 22, 2022 11:40 PM

- Human
- Magician
- 90 years old
- PLD worker for 58 years.
- He was 3-5 during the Tiefling Exodus and has strong loyalties to them
- Asthmatic/Arthritic
- Will choose to stay behind in order not to hold the groups behind - will say that someone needs to stay behind to make sure everything is tidy when they return.

Description:

An old white man, with wispy white hair combed over a rather pronounced bald spot at the top of his head. Wrinkles so deep that they must've set in 50 years ago

He is sincerely a creature of comfort, dressing in a soft, warm sweater with little yellow ducks, that are just on the wrong side of professional dress. But based on his age and general demeanor, nobody's really calling him out on it

Town Historian (1): Maerwynn Fenwick (She/Her)

Friday, July 22, 2022 11:44 PM

- Human
- 18 years old
- Polytheistic worship (Variant 1)
- Town historian 6 months 15 days
- Her books mean everything to her. She will be in city hall trying to save as many books as possible, and will be dragged out by Dain Serpentwind.

Description:

A young black girl, with short coiled hair, is the definition of bookish. She has thick rimmed glasses, a white cable-knitted sweater with a brown collared shirt underneath.

She is very young for her title, pimples still dotting her face along with a few small scars from picking at them.

Dragon fursona.

Chief Town Historian: Dain Serpentwind (He/Him)

Friday, July 22, 2022 11:48 PM

- Half-elf
- 44 years old
- Polytheistic worship (Variet 2)
- Town historian for 12 years
- In love with Mayor Succor Amnon - hasn't acted on it because they work together and doesn't want to make things weird between them.

Description:

A very tall and gangly man with amber skin, he is dressed what most people would consider formal for humans, but with that very flowy stylized element that high elves are known for. It is a smooth burgundy suit with a cream colored shawl that crosses his chest, going over one shoulder, coming back across his back, and wrapping around his opposite arm.

Extension Office (1): Kamea Kealoha Xyroqys Qili (They/Them)

Friday, July 22, 2022 11:52 PM

- Rock Gnome
- 191 years old
- Extension office for 6 years
- Agnostic
- Their wives are Farmers (2) - an orc and a human

Description: short even for a gnome, they have cool Grey skin and they are covered in moss and flowering vines. Their green mossy hair is covered by a hat designed to look like a portabella mushroom. Their body is an entire biome, complete with a rather persistent bird who has been trying to nest on them.

Caused by a witch who they insulted, so she tried to turn them into a real rock to match their look, but only partially succeeded. Now they are more of a living rock with a thick layer of skin.

Extension Office (2): Luanda Crew (She/Her)

Saturday, July 23, 2022 12:00 AM

- Human
- Ancestral Worship
- 23 years old
- Extension office 5 years
- Deaf - Uses sign language exclusively

Description: A human woman without a care in the world. She wears a very thin green fabric, like a cheese cloth, as a poncho of sorts, but underneath isn't a human shape per se, lumps the size of a fist protrude outwards.

Underneath are small bushes of plants, contained in little pots of dirt around her waist. If pressed on the matter, she will take a leaf from one of the bushes, and give it to the pcs without explaining anything and gesture for them to eat it.

Kamea will have to stop them and explain that this is a plant Luanda is breeding that doesn't eat sunlight, but excess heat that people give off and the leaves have a mild healing effect to them, but it needs more testing before being given to doctors, because unfortunately not all of them are winners. Some leaves hold a toxin that can slightly poison the person who injects it.

(1d4) on a 1 user takes 1d4 damage, any other roll the user gains 1d4 health and if they have a common cold/flu, they feel much better.

On her door, you notice a bright red dress with many floral parts added to it.

Front Desk: Ortguth Steelsplitter (He/they)

Saturday, July 23, 2022 12:01 AM

Orc

33 years old

Front desk 10 years

Monotheistic worship

Has little caramels in his desk that he shares with children who come visit.

Description: A very large orcish man., rippling muscles. His top, not really a shirt, in the same way a turban isn't a hat. It is very long piece of fabric that wraps around him, the pattern being developed by twisting and weaving it back into itself.

His tusks are long and protruding out from his mouth, one tusk being bored into, creating small holes for him to stick gold and silver jewelry through. His left eye covered in a golden eye patch. His ears adorned in golden pieces that clip on and dangle, if he shook his head you just know he'd jingle.

Names for General NPCs

Friday, July 22, 2022 11:34 PM

Human:

Saturday, July 23, 2022 12:11 AM

With their penchant for migration and conquest, humans are more physically diverse than other common races. There is no typical human. An individual can stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds. Human skin shades range from nearly black to very pale, and hair colors from black to blond (curly, kinky, or straight); males might sport facial hair that is sparse or thick. A lot of humans have a dash of nonhuman blood, revealing hints of elf, orc, or other lineages. Humans reach adulthood in their late teens and rarely live even a single century.

Masculine Names:

Jen Ing
Teldarn Grasswoods
David
Joseph
Daniel
Anthony
Mark
Paul
Louis
Juan
Logan
Gabriel
Bayani
Donghai
Hyun-Shik
Matteo

Feminine Names:

Monae
Gina
Abigail
Devondra
Nayeli
Amira
Fabiana
Zenzi
Mai
Miranda
Bettine
Harsha
Ishana
Emiko
Niko
Eunji

Tiefling:

Saturday, July 23, 2022 12:28 AM

Tieflings are derived from human bloodlines, and in the broadest possible sense, they still look human. However, their infernal heritage has left a clear imprint on their appearance. Tieflings have large horns that take any of a variety of shapes: some have curling horns like a ram, others have straight and tall horns like a gazelle's, and some spiral upward like an antelopes' horns. They have thick tails, four to five feet long, which lash or coil around their legs when they get upset or nervous. Their canine teeth are sharply pointed, and their eyes are solid colors—black, red, white, silver, or gold—with no visible sclera or pupil. Their skin tones cover the full range of human coloration, but also include various shades of red. Their hair, cascading down from behind their horns, is usually dark, from black or brown to dark red, blue, or purple.

Masculine Names:

Malxius
Baremon
Thyrus
Xarvenom
Rolmos
Guemeros
Iarus

Feminine Names:

Nethvine
Peslista
Crali
Yucyra
Aniphi
Dameia
Agneki

Virtue Names:

Psalm
Song
Harmony
Pleasure
Ennui
Cherish
Mantra

Gnome:

Saturday, July 23, 2022 12:28 AM

A gnome's energy and enthusiasm for living shines through every inch of his or her tiny body. Gnomes average slightly over 3 feet tall and weigh 40 to 45 pounds. Their tan or brown faces are usually adorned with broad smiles (beneath their prodigious noses), and their bright eyes shine with excitement. Their fair hair has a tendency to stick out in every direction, as if expressing the gnome's insatiable interest in everything around.

A gnome's personality is writ large in his or her appearance. A male gnome's beard, in contrast to his wild hair, is kept carefully trimmed but often styled into curious forks or neat points. A gnome's clothing, though usually made in modest earth tones, is elaborately decorated with embroidery, embossing, or gleaming jewels.

Masculine Names

Haoa

Kanakamana

Lokela

lokepa

Mililani

Mahi'ai

Onaona

Feminine Names

Leilani

Aolani

Noelani

Pele

Haleakala

Pōhaku

Uluwehi

Neutral Names:

Makani

Ahuahu

Hiapo

Punahele

Halfling:

Saturday, July 23, 2022 12:28 AM

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They are inclined to be stout, weighing between 40 and 45 pounds.

Halflings' skin ranges from tan to pale with a ruddy cast, and their hair is usually brown or sandy brown and wavy. They have brown or hazel eyes. Halfling men often sport long sideburns, but beards are rare among them and mustaches even more so. They like to wear simple, comfortable, and practical clothes, favoring bright colors.

Halfling practicality extends beyond their clothing. They're concerned with basic needs and simple pleasures and have little use for ostentation. Even the wealthiest of halflings keep their treasures locked in a cellar rather than on display for all to see. They have a knack for finding the most straightforward solution to a problem, and have little patience for dithering.

Masculine Names:

Elhorn Leaftopple
Yargin Littlelade
Vindak Quickmeadow
Yenpos Laughingearth
Oriwan Softcheeks
Corbul Fatstride

Feminine Names:

Rosvyre Barleytopple
Frojen Thistledew
Zefora Tenwind
Arisys Nightpot
Isasira Swiftcrest
Rosbrix Wildfeet

Elf:

Saturday, July 23, 2022 12:29 AM

With their unearthly grace and fine features, elves appear hauntingly beautiful to humans and members of many other races. They are slightly shorter than humans on average, ranging from well under 5 feet tall to just over 6 feet. They are more slender than humans, weighing only 100 to 145 pounds. Males and females are about the same height, and males are only marginally heavier than females.

Elves' coloration encompasses the normal human range and also includes skin in shades of copper, bronze, and almost bluish-white, hair of green or blue, and eyes like pools of liquid gold or silver. Elves have no facial and little body hair. They favor elegant clothing in bright colors, and they enjoy simple yet lovely jewelry.

Masculine Names:

Leojeon Castrothria
Balgolor Shelthi
Pakian Duskblossom
Thelar Golddreamer
Dorhorn Hazelkind
Glynhice Bostrith
Sarzumin Elmmane

Feminine Names:

Fazana Raincloud
Grelana Fogsmile
Bithyra Quentacisa
Aragella Amberlight
Bifina Oakenshadow
Lorazana Nadrephor

Half-Elf:

Saturday, July 23, 2022 12:29 AM

To humans, half-elves look like elves, and to elves, they look human. In height, they're on par with both parents, though they're neither as slender as elves nor as broad as humans. They range from under 5 feet to about 6 feet tall, and from 100 to 180 pounds, with men only slightly taller and heavier than women. Half-elf men do have facial hair, and sometimes grow beards to mask their elven ancestry. Half-elven coloration and features lie somewhere between their human and elf parents, and thus show a variety even more pronounced than that found among either race. They tend to have the eyes of their elven parents.

Masculine Names:

Feminine Names:

Orc:

Saturday, July 23, 2022 12:29 AM

Orcs are disfigured humanoid carnivores, standing approximately 5'11 to 6'2, weighing from 180 to 280 lbs. They are easily noticeable due to their green to gray skin, lupine ears, lower canines resembling boar tusks, and their muscular builds. Orcs stand in a bent over shape making them appear as ape-like humans.

Masculine Names:

Feminine Names:

Dragonborn:

Saturday, July 23, 2022 12:29 AM

Dragonborn look very much like dragons standing erect in humanoid form, though they lack wings or a tail. The first dragonborn had scales of vibrant hues matching the colors of their dragon kin, but generations of interbreeding have created a more uniform appearance. Their small, fine scales are usually brass or bronze in color, sometimes ranging to scarlet, rust, gold, or copper-green. They are tall and strongly built, often standing close to 6½ feet tall and weighing 300 pounds or more. Their hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

The blood of a particular type of dragon runs very strong through some dragonborn clans. These dragonborn often boast scales that more closely match those of their dragon ancestor—bright red, green, blue, or white, lustrous black, or gleaming metallic gold, silver, brass, copper, or bronze.

Masculine Names:

Feminine Names:

Dwarf:

Saturday, July 23, 2022 12:29 AM

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. Though they stand well under 5 feet tall, dwarves are so broad and compact that they can weigh as much as a human standing nearly two feet taller. Their courage and endurance are also easily a match for any of the larger folk.

Dwarven skin ranges from deep brown to a paler hue tinged with red, but the most common shades are light brown or deep tan, like certain tones of earth. Their hair, worn long but in simple styles, is usually black, gray, or brown, though paler dwarves often have red hair. Male dwarves value their beards highly and groom them carefully.

Masculine Names:

Feminine Names:

Genasi:

Saturday, July 23, 2022 12:29 AM

Genasi inherit something from both sides of their dual nature. They resemble humans but have unusual skin color (red, green, blue, or gray), and there is something odd about them. The elemental blood flowing through their veins manifests differently in each genasi, often as magical power.

Seen in silhouette, a genasi can usually pass for human. Those of earth or water descent tend to be heavier, while those of air or fire tend to be lighter. A given genasi might have some features reminiscent of the mortal parent (pointed ears from an elf, a stockier frame and thick hair from a dwarf, small hands and feet from a halfling, exceedingly large eyes from a gnome, and so on).

Masculine Names:

Feminine Names:

Demographics Information

Monday, February 20, 2023 9:30 AM



Census
Informati...

Player Characters

Monday, February 20, 2023 11:07 PM

K's Ajax (he/they)

Monday, February 20, 2023 11:07 PM

11:06 55%

Ajax's Character Sheet - D&D
www.dndbeyond.com

D&D BEYOND

Ajax
He/They Earth Genasi Monk 5
Level 5

HIT POINTS
43 / 43

INSPIRATION

PROFICIENCY BONUS **+3**
WALKING SPEED **40 ft.**
INITIATIVE **+1**
ARMOR CLASS **11**

DEFENSES
CONDITIONS

STRENGTH +2 15	DEXTERITY +1 13	CONSTITUTION +3 16
INTELLIGENCE +1 12	WISDOM +0 11	CHARISMA +0 11

SAVING THROWS

STR +5	INT +1
DEX +4	WIS +0
CON +3	CHA +0

You have no saving throw modifiers

SENSES

III O <

D&D BEYOND

Ajax
He/They Earth Genasi Monk 5
Level 5

HIT POINTS
43 / 43

INSPIRATION

+1 +0 +0

12 **11** **11**

SAVING THROWS

STR +5 **INT** +1

DEX +4 **WIS** +0

CON +3 **CHA** +0

You have no saving throw modifiers

SENSES

10 PASSIVE WIS (PERCEPTION)

11 PASSIVE INT (INVESTIGATION)

10 PASSIVE WIS (INSIGHT)

Additional Sense Types



11:08 59%

D&D BEYOND Q ☰

 **Ajax** MANAGE HIT POINTS 43 / 43
 He/They Earth Genasi Monk 5 Level 5 INSPIRATION

PROFICIENCY **+3** **BONUS** **WALKING** **40 ft.** **SPEED** **+1** **INITIATIVE** **ARMOR** **11** **CLASS** DEFENSES CONDITIONS

NOTES

ALL ORGS ALLIES ENEMIES BACKSTORY OTHER

ORGANIZATIONS
+ Add Organizations

ALLIES
Ajax's family members

ENEMIES
+ Add Enemies

BACKSTORY
 Ajax lived with their nomadic family. They worshipped the Wildmother and any minor gods of nature from the lands they stayed in.
 Ajax broke off from their family to explore more of the world on their own, but still keeps in touch with their family via letters or paying someone to send them a message.

OTHER
+ Add Other

11:08 59%

D&D BEYOND  

 **Ajax** MANAGE

He/They Earth Genasi Monk 5
Level 5

HIT POINTS
43 / 43

INSPIRATION

Personality Traits

Very curious about how societies work. (never got used to the idea of so many people being around each other that aren't family and that they don't know personally.)

Ideals

Does not mind working with small groups of people. But definitely has the idea that most things have to be done yourself or they don't get done at all.

Mild power distance. Ajax will definitely climb to be an elder and children definitely listen and hold respect for the elder family members. But they can voice their opinions as a younger generation and still learn on their own.

Have more of a short-term orientation.

Neutral to the feminine spectrum.

Low certainly avoidance.

Bonds

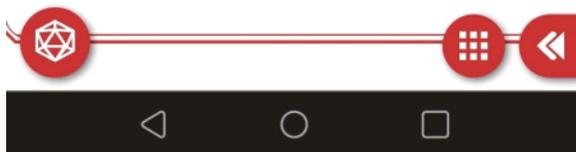
family bonds (they dont know anyone else)

Flaws

Ajax does not care for long-winded social cues or introductions. They also get bored easily.

APPEARANCE

+ Add Appearance information



11:08 59%

D&D BEYOND  

 **Ajax** MANAGE HIT POINTS 43 / 43 INSPIRATION
He/They Earth Genasi Monk 5
Level 5

DESCRIPTION

ALL BACKGROUND CHARACTERISTICS APPEARANCE

BACKGROUND

Outlander/wanderer

CHARACTERISTICS

Alignment: Neutral
Gender: He/They
Eyes: Brown
Size: Medium
Height: 5'7
Faith: Worship a minor god
Hair: Black
Skin: Grey with rust color freckles. Similar to iron.
Age: 20
Weight: 133 lb.

Personality Traits
Very curious about how societies work. (never got used to the idea of so many people being around each other that aren't family and that they don't know personally.)

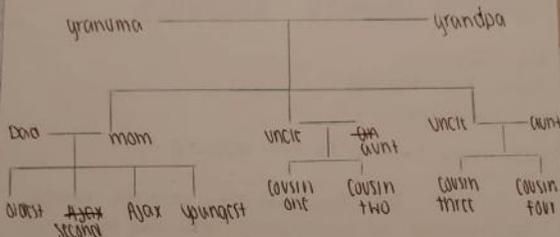
Ideals
Does not mind working with small groups of people. But definitely has the idea that most things have to be done yourself or they don't get done at all.

Mild power distance. Ajax will definitely climb to be an elder and definitely listen and hold respect for the elders of his generation and still learn on their own.



Family History / Info.

Immediate Family tree:

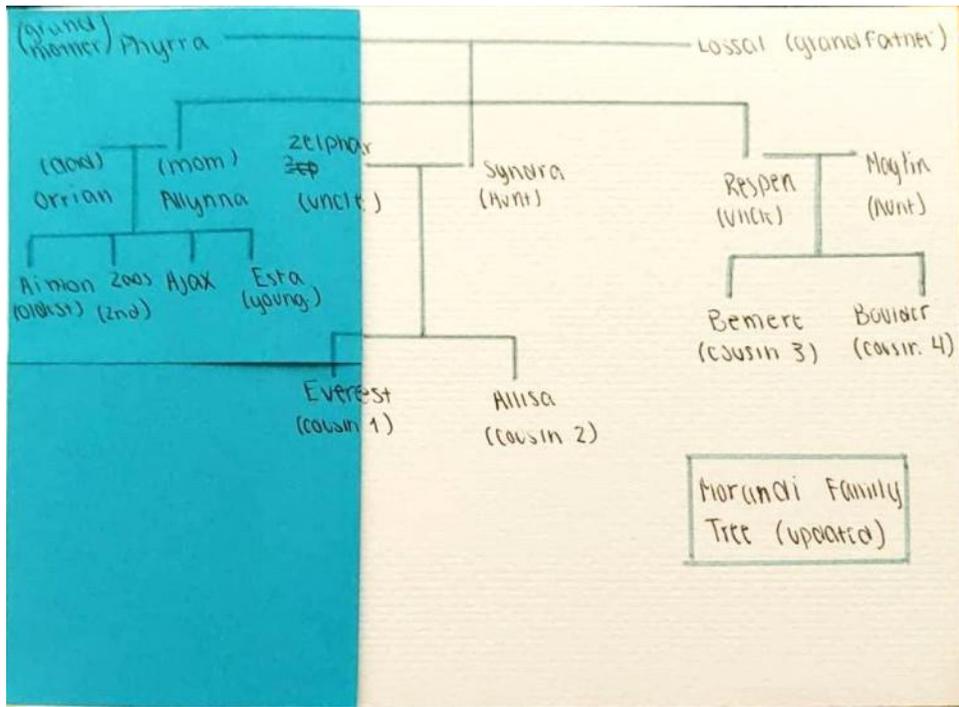


Family History / Background:

The family started with a larger nomadic tribe, when the tribe got too big they and a couple of other families broke off into a separate branch.

They kept many of the oral traditions of the original tribe and started new ones as they kept growing.

The way of the four elements came from the original tribe. Most of the of the family is trained but it is not required ~~to~~ for them to learn.



Theo's Karter (he/they)

Monday, February 20, 2023 11:10 PM



Karter (he/they)
Wood Elf Druid 5
Level 5

HIT POINTS
38 / 38

INSPIRATION

11 **19** **12**

SAVING THROWS

STR +0	INT +3
DEX +3	WIS +7
CON +2	CHA +1

 against being charmed

SENSES

17	PASSIVE WIS (PERCEPTION)
10	PASSIVE INT (INVESTIGATION)
14	PASSIVE WIS (INSIGHT)

Darkvision 60 ft.





Karter (he/they)

Wood Elf Druid 5
Level 5

HIT POINTS
38 / 38

INSPIRATION

PROFICIENCY

+3

BONUS

WALKING

35 ft.

SPEED

+3

INITIATIVE

ARMOR

13

CLASS

DEFENSES

CONDITIONS

STRENGTH
+0
10

DEXTERITY
+3
16

CONSTITUTION
+2
15

INTELLIGENCE
+0
11

WISDOM
+4
19

CHARISMA
+1
12

SAVING THROWS ⚙️

STR +0	● INT +3
DEX +3	● WIS +7
CON +2	CHA +1

A against being charmed





Karter (he/they)

Wood Elf Druid 5
Level 5

MANAGE

HIT POINTS
38 / 38

INSPIRATION

PROFICIENCY

+3

BONUS

WALKING

35 ft.

SPEED

+3

INITIATIVE

ARMOR

13

CLASS

DEFENSES

CONDITIONS

ORGANIZATIONS

+ Add Organizations

ALLIES

Karter keeps a pet frog in his chest pocket. He's named him Richard.

ENEMIES

+ Add Enemies

BACKSTORY

Karter's family tried to teach him to be a leader, expecting him to become a prominent figure in the future. As hard as they tried, his family couldn't seem to turn him into who they wanted to be, once they'd given up on him he was ignored, never really taken seriously. Karter left his family to live amongst nature, never really feeling a connection with other people. His family claims his loneliness could be due to his carefree, and slightly off-putting, attitude towards others. He hasn't used his family's name in some time, attempting to fully separate himself from them. He finds companionship in the animals around him.

OTHER

+ Add Other

 Karter (he/they)		<input type="button" value="MANAGE"/>	HIT POINTS 38 / 38
Wood Elf Druid 5 Level 5			<input type="button" value="INSPIRATION"/>
PROFICIENCY +3 BONUS	WALKING 35 ft. SPEED	<input type="button" value="+3"/> INITIATIVE	ARMOR 13 CLASS
			<input type="button" value="DEFENSES"/> <input type="button" value="CONDITIONS"/>

DESCRIPTION

ALL

BACKGROUND

CHARACTERISTICS

APPEARANCE

BACKGROUND

Noble

Feature: Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

CHARACTERISTICS

	Karter (he/they) Wood Elf Druid 5 Level 5	<input type="button" value="MANAGE"/>	HIT POINTS 38 / 38
			<input type="button" value="INSPIRATION"/>
PROFICIENCY +3 BONUS	WALKING 35 ft. SPEED	+3 INITIATIVE	ARMOR 13 CLASS
			<input type="button" value="DEFENSES"/>
			<input type="button" value="CONDITIONS"/>

Height: --

Faith: --

Hair: --

Skin: --

Age: --

Weight: --

Personality Traits

Karter tries not to interact with actual other people, finding animals more appealing. However, when he does need to talk to others, it's usually in a sarcastic way. He doesn't think too much about the consequences of things, often times doing things that would help him personally. He acts in a carefree manner, and while his wisdom is his strongest trait, he lacks intelligence.

Ideals

Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)

Bonds

+ Add Bonds

Flaws

By my words and actions, I often bring shame to my family.

APPEARANCE

+ Add Appearance information

Before I forget to ask, because I do want to have your family involved in some way in dnd,

1) what makes your family special in their social sphere

2) how do you think they would feel about their kid going on the adventure you and Ajax are going on?

I imagine they're in some sort of political position of importance. I want the vibe to be that Karter is mad at them for sort of allowing him to run away, like he feels abandoned even though he's the one who left, and his family is mad that he left, but a small part of them starts to worry about him. Like, Karter is painted as the bad child in any news type things because that way the rest of the family doesn't look bad, but at the same time they hope he's doing okay. I think once they hear about the adventure it's kind of like "wtf did this kid get himself into?" Then like "oh shit, he might die 😬"

Who is your least favorite family member? Why? How did your choice to leave the family affect that relationship? Was it already strained and that choice was the straw that broke the camel's back? Was it already apathetic and that relationship merely officially dissolved? Were they close before and it came as a shock?

Daddy issues - mom is not so bad, but still awful.
Strained before ran away

[] Who is your favorite family member? Are they immediate family or extended? What makes them different to your other family members? Are they sympathetic to your plight? Are they also black sheeps/abandoned their family's plan for them? Do they support Karter leaving the family? And/or do they personally like that he left?

Younger sibling. (Youngest) Middle child is a people pleaser to mom and dad, but Karter tried to change them to be more rebellious

Pretty naïve and moldable. Easier to instill rebellion.

Objectively:

Personally:

Didn't understand but didn't feel personally responsible.

[] Your immediate family are politicians, does that extend to your extended family? If so, are they that way through their merits, or does nepotism run deep, or a combination of both?

Probably a dynasty.

There are merits but they're not the most qualified.

[] What kind of politicians are they? Treasury folks? Diplomats? Bureaucrats in local or national governments?

Government workers, not diplomats. Chuck Shumer level office.

[] Your character sheet says their family wanted to teach them leadership skills, but ultimately failed: was this through active resistance or did Karter genuinely try to live up to their expectations and that didn't work? What parts of leadership did Karter struggle with (organizing, public speaking, political double speak, strategizing, the weight of the responsibility, etc.)?

Tried and was bad at it, so quit.

Fine at public speaking, no filter.

Responsibility is a no go zone.

Impulsive, not very good at strategy

[] Do Karter's siblings excel where he struggles? Or do they have to work and merely succeed? How is he compared to them, whether explicitly (verbally compared to each other) or implicitly (who gets what responsibilities and who's the one who gets no chores, or who is constantly monitored while doing work while the rest of the siblings are left to their own devices, etc.) How do their siblings view that relationship with their older siblings not living up to their parents' expectations

Meriele Middle sister (Adult) : excels at job

Vall Youngest Brother (child): Still a child, not yet being taught the job.

Comparison: In conversation, "she's doing so well" 🙄 🙄

Saying it without saying it.

Sister: Disappointment, "you're going nowhere" little bit of resentment "You fucked up and now I have to deal with the consequences" also "Yay mom and dad trust me to do what Karter couldn't"

Brother: Doesn't understand consequence, not fight the power, but also not really upset about them.

Mom: Birell

Dad: Paelias

Archeological NPCs

Tuesday, February 21, 2023 10:53 AM

Kimberlite (she/her)

Tuesday, February 21, 2023 10:59 AM

Wants to research genes to hunt her x150 grandfather down for never visiting

Dark skin with white acne spots

Very playful

Very confident

Scoria (they/them)

Tuesday, February 21, 2023 11:00 AM

Very dirty green robes. They have pebbled rough brown skin and sparkly green gemlike eyes. Their silver hair is cropped short. Their left arm is crippled. They are 111 years old (elderly), 5 ft, 10 in (178 cm) tall, and weigh 204 lbs (93 kg).

They are insightful and incredibly intelligent. They believe intelligence is a great gift and believe it is important to be in touch with nature. They believe the tried and true way is best - creativity is a distraction. They pray to the god of history and autumn, and their alignment is lawful neutral (LN).

Drip (she/they)

Tuesday, February 21, 2023 11:01 AM

Wears simple academic robes and is carrying a few books and papers. She has dark green skin and large blue eyes. Her wavy black hair is twisted into many short, tight braids. She is 25 years old (young adult), 6 ft, 1 in (185 cm) tall, and weighs 165 lbs (75 kg).

Big eyes, big heart, big interest in learning

Flute (he/him)

Tuesday, February 21, 2023 11:01 AM

Air genasi

A quill pen is perched behind his ear, ink smear on his face right below it. He has pale skin and light blue eyes. His straight grayish blue hair falls to his shoulders. He has a thick grayish blue mustache. He is unusually tall. He is 40 years old (adult), 6 ft, 6 in (198 cm) tall, and weighs 156 lbs (71 kg).

Always moving his weight from left to right.

Very kind, writes slowly for a note keeper, but his notes are exquisite and very detailed

Eddy (they/them)

Tuesday, February 21, 2023 11:02 AM

Wears fine robes, but the bottom hems show signs of tottering, like they weren't expecting archeology to be so hands on.

Little nose in the air, but keen to lecture on their findings to report it back to the rest of the world.

Session 2 Plans

Monday, February 27, 2023 9:03 AM

They see the Magma elemental

MAGMA ELEMENTAL

Huge elemental (earth/fire), neutral

Armor Class 16 (natural armor)
Hit Points 228 (24d12 + 72)
Speed 40ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	17 (+3)	4 (-3)	10 (+0)	9 (-1)

Saving Throws Str +11, Con +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Ignan, Terran
Challenge 13 (10,000 XP)

Lava Form. A creature or object that touches the elemental or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage. A creature that ends its turn within 5 feet of the elemental takes 5 (1d10) fire damage. At the end of the elemental's turn, it ignites all flammable objects within 5 feet of it that aren't being worn or carried.

Cooled Lava. If the elemental takes cold damage, it partially cools to stone; its speed is reduced by 20 feet until the end of its next turn, and its Lava Form trait doesn't function for that duration.

False Appearance. While the elemental remains motionless, it can choose to suppress its Lava Form trait, causing it to be indistinguishable from a normal (albeit huge) boulder.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet while its Lava Form trait is functioning.

Molten Tunnels. When it burrows, the elemental leaves a tunnel in its wake. The sides of this tunnel remain burning hot for 10 minutes, after which the tunnel collapses. When a creature enters the tunnel for the first time on a turn or starts its turn inside the tunnel, it takes 11 (2d10) fire damage.

Siege Monster. The elemental deals double damage to objects and structures.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two smash attacks.

Smash. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 21 (6d6) fire damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is not flying, on a hit or a miss, the area of ground in a 15-foot diameter circle centered beneath the target becomes filled with lava. The area is difficult terrain for the next 10 minutes, and any creature who enters the area or ends its turn there takes 21 (6d6) fire damage.

Meteor Breath. The elemental spews tiny chunks of burning stone. Each creature in a 10-foot radius sphere centered on a point within 60 feet of the elemental must make a DC 16 Dexterity saving throw. On a failure, a target takes 10 (3d6) bludgeoning damage plus 10 (3d6) fire damage, or half as much damage on a success. Each object within the area that isn't being held or carried also takes full damage, and is ignited if it is flammable.



ART CREDIT: "Pyroclastic Elemental" by Svetlana Velnova
BY BENEVOLENT EVIL (@EvilBenevolent) UNLEASHED

If either of them try to attack the being, a ghostly looking humanoid will reach out and try to stop them. The humanoid will look elven-ish with most of its face charred over in a deep dark obsidian looking rock, what's left of the remaining face a skull with hair braided ornately only on the pieces of skull. It's wearing a green robe that has grayed over with time or ash. +

Behind will be a deer but big like a moose, its flesh is rotten and chunks have fallen off exposing muscle and bone, but over it, mushrooms and other fungi have grown tall and large. As it seeming breathes, it spreads spores along the ground.

They come across a medium sized tent.

If the dragon survives, she will leave the group at this point, saying it will be hard for her to hide the fact that she's a dragon from the people in the city, and her egg needs to be warmed.

Getting to Kirkwall - the town will look seemingly abandoned from the entrance, but will hear the distant sound of a commotion. If they follow it, they will see a large group of people. Thousands, trying to get on a train that will head north. People will be literally climbing on top of the carriages for the possibility of survival. The conductor of the train will pop his head out and say that they've radioed ahead, and there is one last train that will pick people up and bring them out of here in 5 hours. Sd

As the train leaves, Mount Temetiu will rupture as a standard stratovolcano does.

At this point it's getting dark, and they notice the power to the city is cut. There are no candles burning, no lights. An entirely dark city with the exception of the lightning in the sky from the ash cloud.

3 hours in, they will feel the earth shake violently, worse than they have felt previously. People who are prone to motion sickness with vomit, and buildings will collapse. If they look for the cause, Mount Rumshire has collapsed in on itself, and even with the winds blowing westerly, the original collapsed part of the mountain went north, and the sheer amount of material has hot ash heading towards them.

5 hours in, the train is not yet here, people are getting very anxious. Constitution checks for exhaustion start.

DC 10+1 Con save for each hour past 8 hours of travel. Failed is 1 level of exhaustion. Long rest + food and drink reduces exhaustion level by 1.

Exhaustion Effects

LevelEffect

1	Disadvantage on Ability Checks
2	Speed halved
3	Disadvantage on Attack rolls and Saving Throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

6 hours in, the train arrives. People start boarding. They see some people are pulled to the side and they are wailing, left behind.

They are mostly poor, criminals, undereducated. Not the cream of the crop of citizens. They get to Ajax and Karter, the elven train operator recognizes Karter and calls them the "Dishonored child" and will attempt to throw them out of line.

If they are thrown out of line, they will have to find another way of getting out of town, tired.

City: Northcross

Friday, March 3, 2023 2:27 PM

Maudit = accursed

Ophelie = French elven mayor not evil

Tobias = german helper bbg

Mayor of town is not as high up a position here as it is in other towns because it's the capitol so the emperor and his legislative council live here and effectively make the rules for the home city.

Hampton Inn

Ophilie (Mayor)

Thursday, March 16, 2023 9:19 AM

High Elven woman 311 years old. Looks to be in her 40s.

Originally a lawyer, she rose to power after her prosecution of the former mayor of Kirkwall who everyone thought was going to be set free because the emperor was fairly ambivalent about the genocide, but was convinced after her very passionate argument.

She was elected 78 years ago and has been consistently reelected afterwards with high approval, has been thinking about retirement from politics for the past 5 years to become a monk in a temple to the elven god Labelas Enoreth (God of Philosophy and maintaining the correct passage of time.)

Tobias (Assistant to the Mayor)

Thursday, March 16, 2023 10:05 AM

45 year old dwarf/human.

The bastard son of the Emperor. Abandoned at birth by his father, and destitute with his mother.

When he turned 40, he found out the nature of his conception and wanted some of the inheritance that he was legally entitled to, asking for the council of Ophilie, knowing her history as a successful lawyer and his unlikeliness of winning anything against the emperor.

Feeling bad for him, she accepts his case, letting him know that this is the longest of long shots, and it's extremely likely that not only will they lose, it will put them in the emperor's bad graces and banished from Northcross. She's willing to take the risk because she's planning on retiring anyways to a monastery outside of the empire. Slightly dissuaded, he tells her that he'll only take this to court as a last resort, but wants to know legal ways to get into the inner circle and earn his keep that way.

Through intense research, they find that there is a precedent of an illegitimate child of the upper class gaining status during one of the wars of expansion by becoming *amicus imperatoris* where they become a legitimate child to the upper class due to their feat of great assistance to the Empire. (Basically your bloodline is so great, that it is capable of overcoming any obstacle and is therefore worthy of the bearing the name of their ancestors as well as carrying any benefit incurred from it.)

Ophilie tells him that his most likely path of becoming *amicus imperatoris* is through either law or business. And when he told her he couldn't afford either, she offers him a deal: in exchange for working for her, she will teach/tutor him to get his law degree, and if his work is commendable, she will let him use her name as reference which should carry enough weight to get him into a prominent law firm.

5 years later, he finds that he's decent enough at law through sheer repetition, but actually hates doing it. Does his own research with some shady wizards and clerics to find that there is a way to fake the elven apocalypse and make it so that the way to fix it are sources of power from territories adjacent to the empire that could be taken over, which would definitely be a great feat. They agree to help him, in exchange for gaining power when he gets in with the emperor. He agrees, and as a token of good faith, they give him a necklace to put on Ophilie to put her under his control so he will be able to use her influence to his advantage whenever he wants. (Has the effect of casting Dominate Person but as a permanent condition unless the necklace is taken off.)

Emperor Rudiger Primulyeran

Thursday, March 16, 2023 11:01 AM

65 year old human male

Haoa - Librarian

Friday, March 17, 2023 2:53 PM

Gnomishsh guy

Session 3 Plans

Thursday, March 16, 2023 11:14 AM

Character Stats

The trope you choose will determine how you assign dice to your six stats. The higher the possible value on a die, the better your character is with that stat. The six stats are:

Brains: This stat determines how book-smart a character is. This will determine how well they understand problems, how well they did or are doing in school, and how quickly they're able to solve academic problems.

Brawn: This stat determines how much brute strength a character has. It does not determine how well they can fight — just how well they can lift things and how much physical damage they can take. It also determines how physically intimidating a character is.

Fight: This stat determines how good a combatant a character is with whatever weapons or fighting skills you decide your character knows. While a character with a high Fight stat won't be able to pick up a gun and use it effectively if they have never fired one before, this stat will make them good with weapons that they do have experience with. Also, they'll be able to learn how to use new weapons and fighting skills more easily, if given proper training.

Flight: This stat determines how fast a character is — as well as how skilled they are at evading their problems (both literally and figuratively). Characters with a high Flight stat will be fast and tough to trap both physically and verbally.

Charm: This stat determines how socially adept a character is and how good they are at reading the emotions of another person or group of people. Characters with a high Charm stat will be able to talk themselves out of tough situations and into good ones with relative ease — within reason.

Grit: This stat determines how hard it is to break a character emotionally or physically. Characters with a high Grit stat will be able to keep a level head in the worst of situations and will be able to keep their cool even when pushed hard. Finally, this stat also determines how street-smart a character is.

SUPERB - Even upon first meeting you, anyone would be able to readily tell that this is a strength of yours. You are remarkably good with respect to this stat.

IMPRESSIVE - People who know you would say that you're pretty good with respect to this stat, but it wouldn't be something that's obvious during a first encounter.

ABOVE AVERAGE - You aren't remarkably good in terms of this stat, but you're slightly above average

BELOW AVERAGE - You aren't too bad in terms of this stat, but you're certainly not good, either. You're just slightly worse than average.

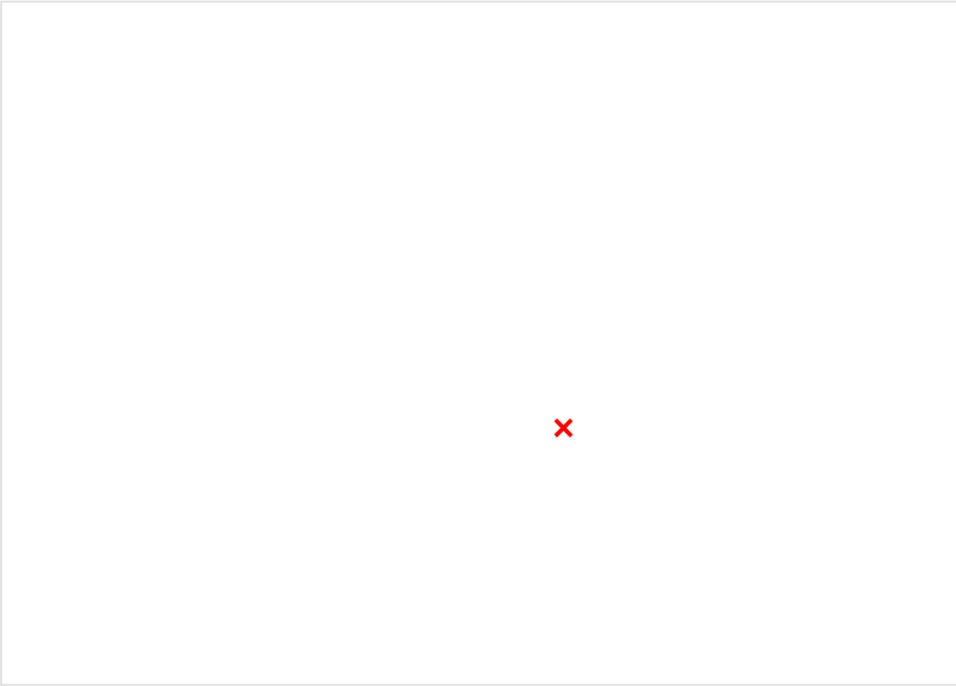
BAD - People who know you would say that you're pretty bad with respect to this stat, but it wouldn't be something that obvious during a first encounter.

During the down time until parents get there:

- A dark cloud to the south appears
- Tobias "runs" into them. Hypes up Ophylie.
- Harder to get around, streets are very very crowded. Sending message limited to one message per person.
-

- The summoning of Ghost Man Balgolor Shelthi

- .
 - o Incense
 - o Candles
 - o Priest/Holy Person
 - o Ouija Board
 - o A gift of comfort or personalized gift.
- Will ask if they know the spirits name or have any of its personal effects or marks
- (If ask Ophylie she'll know where the mark should be.) Better call to them.



x

Mon pauvre maudit. Porteur forcé de la fin des temps de bonne volonté.

Je fais ressortir ceux que tu as bénis de ta **marque**.

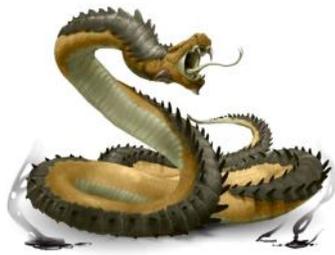
Ils demandent votre aide, votre sagesse et votre réconfort. Venir. Montrez-vous devant vos partisans et mettez en lumière la connaissance de votre fardeau. Seule votre connaissance du passé peut prévenir la souffrance de notre avenir.

- If not Ophylie

Maudit. Je t'appelle avant moi. Vous portez la connaissance de l'avenir à travers votre vie du passé. Les élus ont besoin de compréhension.

The Maudit cannot speak, but will use the Ouija board to signal basic yes or no. Will act as a Speak With Dead. Only 5 questions and will then disappear.

Training. In a field to the south of town,



Poisonous Hunter Snake

Medium beast, unaligned

Armor Class 14
Hit Points 36 (5d8 + 6)
Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
10(0)	18(+4)	13(+1)	2(-4)	10(0)	3(-4)

Skills Perception +2
Senses blindsight 10ft., passive Perception 12
Languages -
Challenge 1 (100 XP)

Keen Smell. The Poisonous Hunter Snake has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Comes across a poisonous snake who's looking for a meal, acts defensive.

Brain d6
Brawn d8
Fight d20
Flight d10
Charm d4
Grit d12

Ajax's family arrives

A group of nomads walk into town. Ajax recognizes his immediate family, and some of his extended family, except his Grandfather Lossai and Cousin 2 Allisa [name them when K messages] They have left to explore a town to the Northeast, but they are unsure of it's name. It's odd because they say it was swallowed by the earth.

If Ajax asks what they should do, his grandmother will look to him and ask him "If you do nothing what will happen?"

(This apocalypse will consume us all. The paths they travel in their yearly movements will be covered in soot, the plants and animals that live there will go extinct and they will starve.)

"When a river encounter a boulder, does it simply freeze? Or does it push its way through? Use the patient determination to carve through it, shaping the great valleys and canyons.

Push yourself through this problem, carve it to your will."

Earth Genasi are slow to action but steadfast. Descendants of the Dao.
Grey Skin with rust colored Freckles. (mild variation)

What will hopefully happen

They learn to trust Ophylie enough to go with her. She will direct them towards an island in the bay to the far west, south west. She can not teleport them there, because not only does she have the spell, she also doesn't know exactly where it is as fails to stay in the same place for long.

Tobias will recognize the flowers as the dwarven crystal boquet. Stones of power scattered throughout the continent.

She tells them that there is a large crystal there of enormous power. It is a dark blue and looks as though an ocean resides just inside. They need to convince the local there to give them the crystal by any means necessary.

A light blue one covered in frost hidden to the north

A yellow crystal bright like the sun, hidden deep in the caves of the Graveby Forest

Session 4 Notes

Friday, March 17, 2023 3:59 PM

North
Northern North

Train ride to the northern north Loin or North Ber
To whatever city

March to the cave
Snow storm 2 hours: DC 8 grit save or 1 level of exhaustion.

Bear

POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

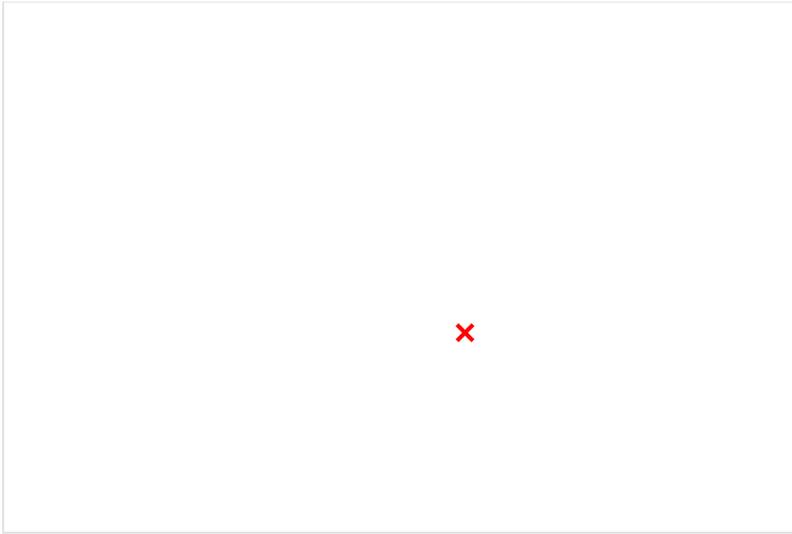
Hit: 12 (2d6 + 5) slashing damage.

In the cave freezing cold, but no wind.

Wind chimes flight role 10 to stealth

Get to a cavern frozen block of ice
Inside a dragon with a glint of blue in its eye

Pull it out, muscle in the eye moves, a rumble starts



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$$\begin{array}{r} 176 \\ 346 \\ \hline 522 \\ - 19 \\ \hline \end{array}$$

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Session 5 Notes:

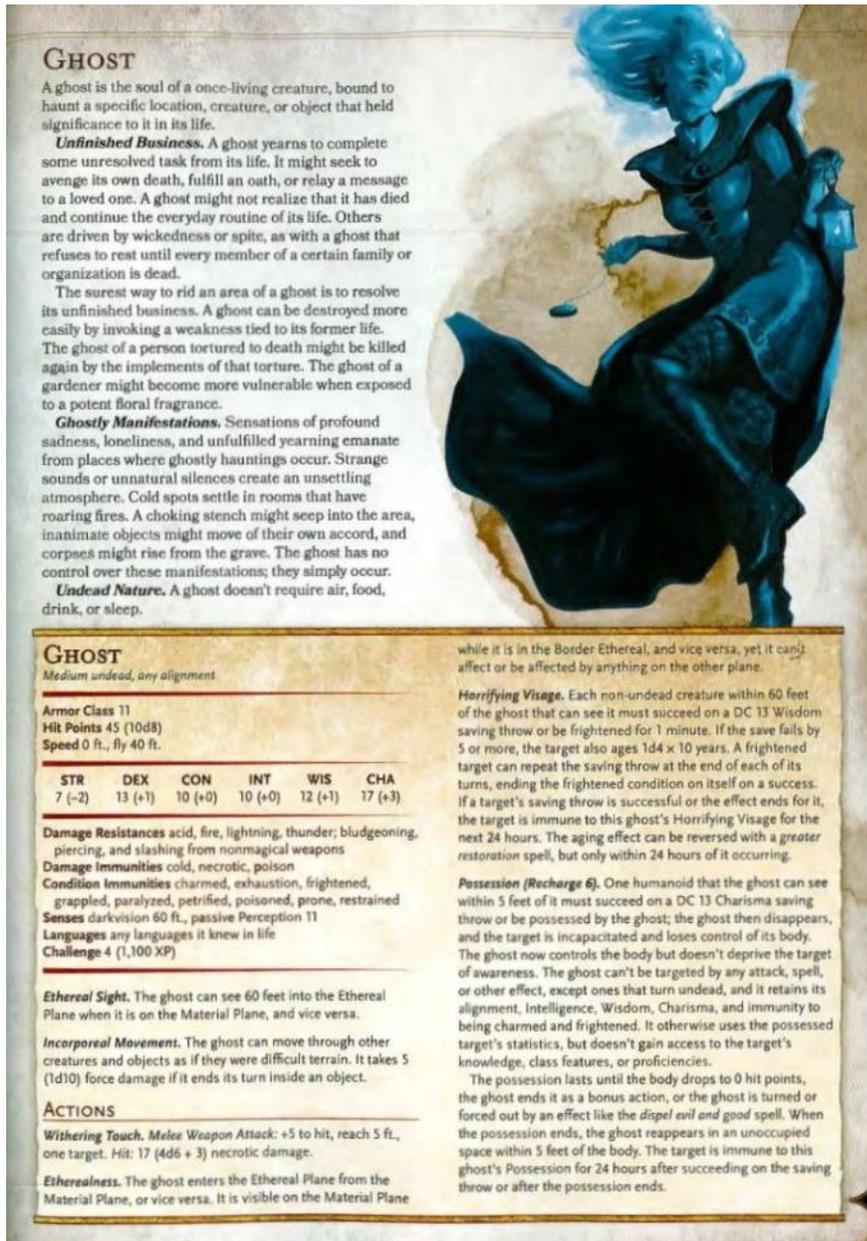
Friday, March 24, 2023 11:45 PM

Exiting, there's cracks in the room some of the windchimes are on the floor. Exit in a snow storm.

Perception at disadvantage. DC 15

Standing outside the cave, there are cracks in the ice/snow. And a ghost who is standing across from the ice, elven features, face ashen and asphyxiated.

She holds her hand out for the orb, and will fight for it.



GHOST
A ghost is the soul of a once-living creature, bound to haunt a specific location, creature, or object that held significance to it in its life.

Unfinished Business. A ghost yearns to complete some unresolved task from its life. It might seek to avenge its own death, fulfill an oath, or relay a message to a loved one. A ghost might not realize that it has died and continue the everyday routine of its life. Others are driven by wickedness or spite, as with a ghost that refuses to rest until every member of a certain family or organization is dead.

The surest way to rid an area of a ghost is to resolve its unfinished business. A ghost can be destroyed more easily by invoking a weakness tied to its former life. The ghost of a person tortured to death might be killed again by the implements of that torture. The ghost of a gardener might become more vulnerable when exposed to a potent floral fragrance.

Ghostly Manifestations. Sensations of profound sadness, loneliness, and unfulfilled yearning emanate from places where ghostly hauntings occur. Strange sounds or unnatural silences create an unsettling atmosphere. Cold spots settle in rooms that have roaring fires. A choking stench might seep into the area, inanimate objects might move of their own accord, and corpses might rise from the grave. The ghost has no control over these manifestations; they simply occur.

Undead Nature. A ghost doesn't require air, food, drink, or sleep.



GHOST
Medium undead, any alignment

Armor Class 11
Hit Points 45 (10d8)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

In one of the broken ponds they'll see a holy symbol for Labelas Enoreth (Medal with the depiction of a setting sun)

The pond acts as holy water for 1 turn.

HOLY WATER

adventuring gear (consumable)

Category: Items

Damage: 2d6

Damage Type: Radiant

Item Rarity: Standard

Properties: Improvised Weapons

Range: 20/60

Weight: 1

After they beat the ghost, Survival at disadvantage to get back to the train station

They go back to the capitol, take a trip to a shop for a healing potion.

Possibly talk to Ophylie (She's cursed)

She shakes their hand and holds on just a little too long.

They take a train to Alpar or walk to Shalbud.

Then they have to get to the bay on the coast through a thick forest.

Nature 18 to find the floating island.

If not: 2 lizardfolk + 1 lizardfolk shaman

LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Lizardfolk are primitive reptilian humanoids that lurk in swamps and jungles. Fiercely territorial, they kill when it is expedient and do whatever it takes to survive.

LIZARDFOLK SHAMAN

[Homme-lézard, chaman]

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*

1st Level (4 slots): *entangle*, *fog cloud*

2nd Level (3 slots): *heat metal*, *spike growth*

3rd Level (2 slots): *conjure animals* (reptiles only), *plant growth*

ACTIONS

Multiattack (Lizardfolk Form Only). The lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

If the battle goes well, the lizardfolk will run off towards the island to warn their folks of the incoming invaders. Makes a stealth entrance harder but also gives the players an idea of what the lizards folks look like

Getting into the city,

DC 15 stealth/deception/persuasion

DC 18 if spotted by the lizardfolk and they escape.

The city is a floating one the floors aren't stone but made out of vines and dirt that is held together by mangrove tree roots.



Houses are thin, but held together in the canopy of the trees. Fishermen are seen on the ends of the island

There are people with paddles on the ends as well guiding the island along the bay

Some people are on the ground, many are in the trees and a few aarakocra flying above. (flavor speak Draconic, Aarakocra and Auran.)

They make their way to the orb, see Meriele a wood elf familiar to Karter, by being his cousin on his mother's side, surrounded by some of the lizardpeople. She doesn't seem to be distressed, in fact, there seem to be a few lizardfolk fawning over her a little, following her around. They are talking in draconic.

Can have the opportunity to talk to Urlacos to try to ask for help or to at least not report them.

In the room with the Dark Blue orb, they find a wood elf and a rather large lizardwoman talking with one another. They are here to make a deal to not sink their ships and keep pirates away in exchange for gold and a portion of the food on their ships.

BARD

Medium humanoid (any race); any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Speaks Draconic and Elvish

LIZARD KING/QUEEN

Medium humanoid (lizardfolk), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Skills Perception +4, Stealth +5, Survival +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Draconic

Challenge 4 (1,100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Skewer. Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

ACTIONS

Multiattack. The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

DC 20 to persuade cousin to join them.

DC 25 for Ajax

If they get the orb and pull it out, the area around them will shake and the roots of the mangroves will shift, the dirt its holding falling and the whole island will sink into the bay.

They have to escape and make it back to land.

Characters

Sunday, April 9, 2023 9:47 PM

Lizard Queen Thosk:

LIZARD KING/QUEEN

Medium humanoid (lizardfolk), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Skills Perception +4, Stealth +5, Survival +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Draconic

Challenge 4 (1,100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Skewer. Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

ACTIONS

Multiattack. The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

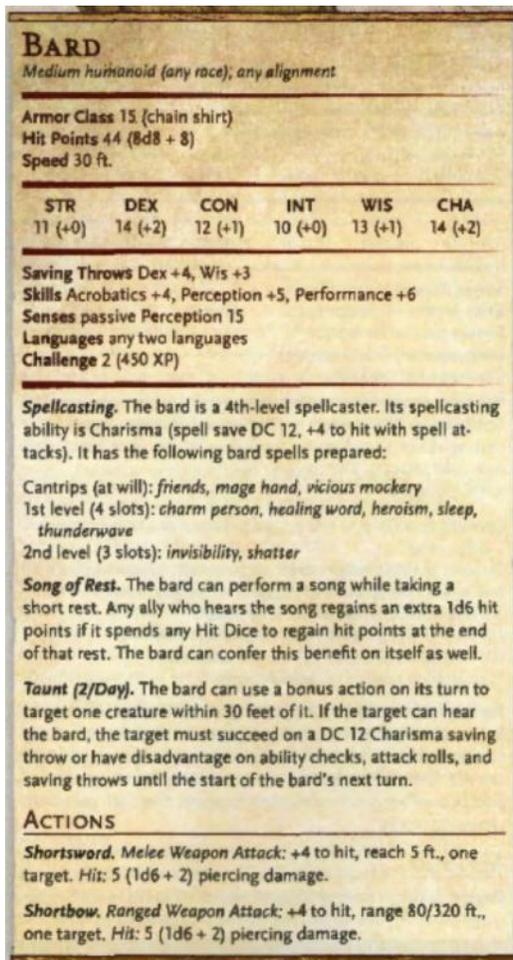
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

She is a very resilient character who has a strong love of her home and country. She's not sure what the orb does, but she is aware that it is culturally significant.

Meriele:



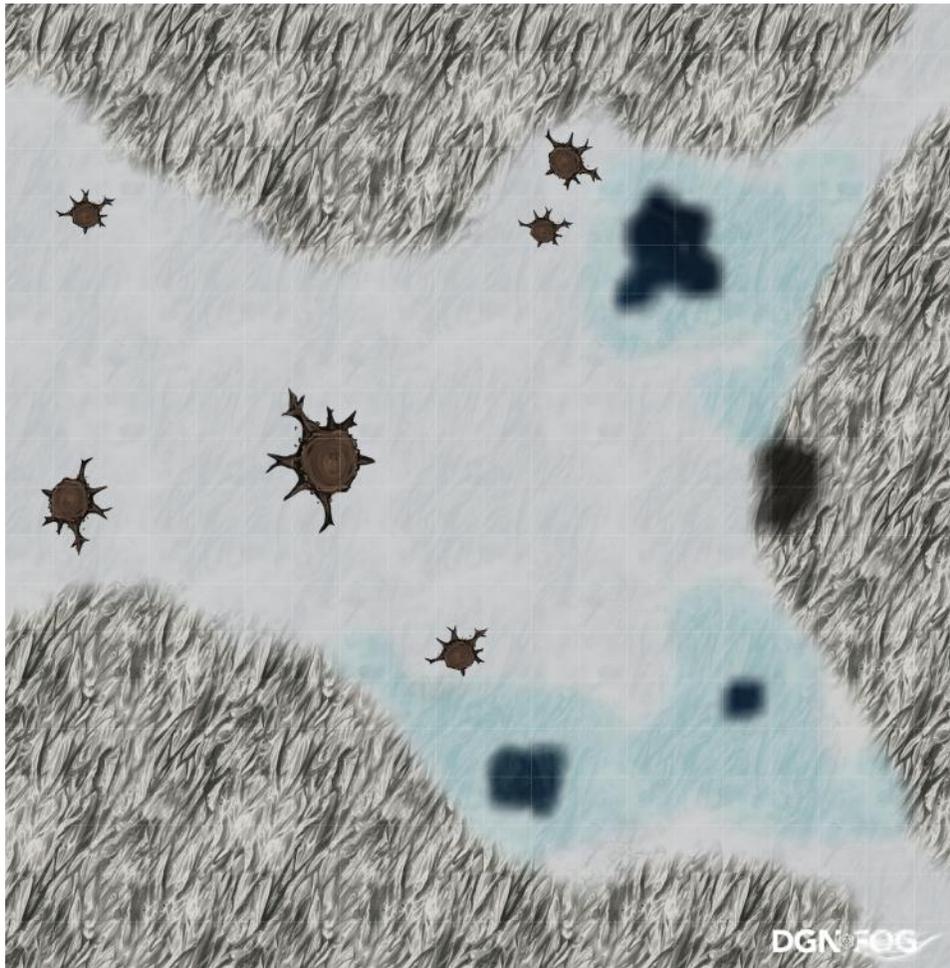
Uptight, family focused. Wants to be an honorable daughter and succeeds, but has a little bit of jealousy over the freedom that Karter gets from rebelling.

Lizardfolk names:

- Inri
- Ukikriass
- Qas
- Koz
- Qax
- Charsuk
- Igumi
- Chamzokko
- Riaki
- Aregox
- Juthraxl

Combat 1:

Monday, April 17, 2023 1:41 PM



Key:

Medium Blue: Difficult Terrain

Light Blue: Regular Terrain

Dark Blue: Hole in the Ice, DC 12 Con Save, 1d6 Cold Damage.

Smallest hole is holy water. 2d6 radiant damage.

White: DC 10 Dexterity Save not to crack the ice when player steps through the ice. But will break the ice behind them. DC 15 not to break the ice at all.

Dark Teal: Trees DC 10 athletics/acrobatics to climb.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane

while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Combat 2:

Monday, April 17, 2023 3:51 PM



Green: Normal Terrain

Dark Green: Difficult terrain

Brown: Tree - DC 10 Climb

White: Broken Pillars - Cover

Fire: 1d8 fire damage

1: Nothing

2: 2 Silver

3: Breathing Bubble- This translucent, bubble-like sphere has a slightly tacky outer surface, and you gain the item's benefits only while wearing it over your head like a helmet. The bubble contains 1 hour of breathable air. The bubble regains all its expended air daily at dawn.

4: Trapped: If not using mage hand or similar means of opening box, DC 20 Dex save or 2d6 lightning damage. Inside are assorted broken diamond. Or if opened without setting off trap, one diamond worth 300gp

5: 5 copper, rotting deer meat.

6: Blue Ether (Inhaled): Subject must succeed DC 15 Con save or fall unconscious until the end of their next turn.

7: Midnight Tears (Ingested): A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

8: Serpent Venom (Injury): Subject must succeed DC 11 Con Save. 3d6 on a failed save, half as much on a successful one

9: Book of rituals to Talona, Goddess of poisons and disease. Initiate must be able to identify 3 poisons, or drink and survive the ones they were unable to identify to become a member of her clergy.

LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Lizardfolk are primitive reptilian humanoids that lurk in swamps and jungles. Fiercely territorial, they kill when it is expedient and do whatever it takes to survive.

LIZARDFOLK SHAMAN

[Homme-lézard, chaman]

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*

1st Level (4 slots): *entangle*, *fog cloud*

2nd Level (3 slots): *heat metal*, *spike growth*

3rd Level (2 slots): *conjure animals* (reptiles only), *plant growth*

ACTIONS

Multitattack (Lizardfolk Form Only). The lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

CROCODILE

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 19 (3d10+3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d10 + 2) piercing damage. The target is grappled (escape dc 12) Until this grapple ends, the target is restrained, and the crocodile can't bite another target

Combat 3 Option 2

Wednesday, May 10, 2023 10:32 AM

LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

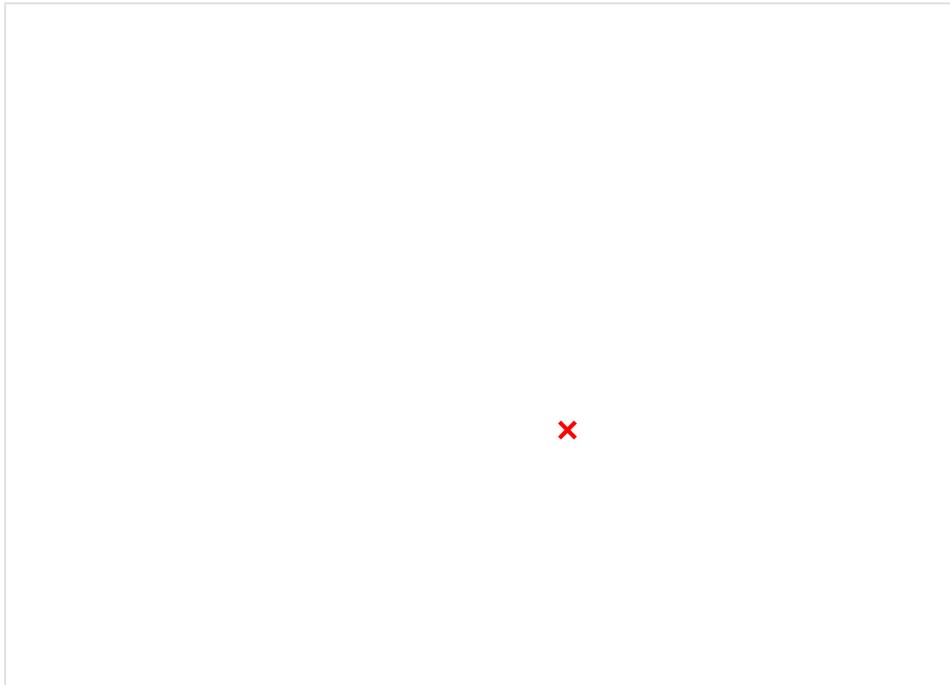
Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Lizardfolk are primitive reptilian humanoids that lurk in swamps and jungles. Fiercely territorial, they kill when it is expedient and do whatever it takes to survive.

Guards:

Combat 3:

Tuesday, April 18, 2023 11:37 AM



Windows: DC 10 Strength based/Attack 5 HP AC of 5

Climbing the Stones: 10 ft High. Strength modifier of +3 no check, or Athletics 15 to climb up.

Fire 1d8 Damage

Statues Climbable, DC 20 Athletics to knock them over. Jump onto it, (Long Jump: Your strength score on 10 feet of movement (ie score of 15 jumps 15 feet) Foot of jump = jump of movement)

Lair Actions: Everyone on brown must make a DC 12 Dex Save or be grappled. Recharge with a 6 on a d6

Queen Thosk

LIZARD KING/QUEEN

Medium humanoid (lizardfolk), chaotic evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Skills Perception +4, Stealth +5, Survival +4

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Draconic

Challenge 4 (1,100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Skewer. Once per turn, when the lizardfolk makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage, and the lizardfolk gains temporary hit points equal to the extra damage dealt.

ACTIONS

Multiattack. The lizardfolk makes two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 3) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Sister Meriele

BARD						
<i>Medium humanoid (any race); any alignment</i>						
Armor Class 15 (chain shirt)						
Hit Points 44 (8d8 + 8)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)	
Saving Throws Dex +4, Wis +3						
Skills Acrobatics +4, Perception +5, Performance +6						
Senses passive Perception 15						
Languages any two languages						
Challenge 2 (450 XP)						
<p>Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:</p> <p>Cantrips (at will): <i>friends, mage hand, vicious mockery</i></p> <p>1st level (4 slots): <i>charm person, healing word, heroism, sleep, thunderwave</i></p> <p>2nd level (3 slots): <i>invisibility, shatter</i></p> <p>Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.</p> <p>Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.</p>						
ACTIONS						
<p>Shortsword. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.</p> <p>Shortbow. <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.</p>						

DC 20 to persuade sister to join them.

Tannatar Shazana

And

Elyon Sylcaryn

COMMONER

MEDIUM HUMANOID (ANY RACE)

ANY ALIGNMENT

SPEED: 30'

CHALLENGE: 0

(10 XP)

AC: 10 HP: 4

STR DEX CON INT WIS CHA
10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (-0)

SENSES: PASSIVE PERCEPTION 10
LANGUAGES: ANY ONE (USUALLY COMMON)

ACTIONS:

CLUB.
MELEE WEAPON ATTACK: +2 TO HIT, REACH 5 FT., ONE TARGET.
HIT: 2 (1D4) BLUDGEONING DAMAGE. **SCIMITAR.**



x2

DC 15 to convince them to turn

Lord Orym Oriberos

Diplomat

NOBLE

MEDIUM HUMANOID (ANY RACE)

ANY ALIGNMENT

SPEED: 30'

CHALLENGE: 1/8

(25 XP)

AC: 11 HP: 9

STR DEX CON INT WIS CHA
11 (+1) 12 (+1) 11 (+0) 12 (+1) 14 (+2) 16 (+3)

SKILLS: DECEPTION +5, INSIGHT +4,
PERSUASION +5

SENSES: PASSIVE PERCEPTION 10
LANGUAGES: ANY TWO LANGUAGES

ACTIONS:

RAPIER.
MELEE WEAPON ATTACK: +3 TO HIT, REACH 5 FT.,
ONE TARGET. HIT: 5 (1D8 + 1) PIERCING DAMAGE.



DC 20 to turn him

Pull the orb out, instantly, the roots shift in place. Dex Save 15 for everyone on the roots not to fall through into the water.

Session 6: Into the Feywild:

Wednesday, April 19, 2023 9:20 AM

Orbs

Tuesday, April 4, 2023 10:15 AM

Boreal's Shard: (Light Blue Orb):

Frozen Energy

Has 6 Charges regaining a charge whenever rolling a 6 on a d6 at the end of every turn

Frostbite - 0 Charges

Armor of Agathys - 2 Charges

Dragon's Breath - 3 Charges

The Bounding Main's Reliquary: (Dark Blue Orb):

Has 6 Charges regaining a charge whenever rolling a 6 on a d6 at the end of every turn

Shape Water - 0 Charges

Water Walk - 3 Charges

Tidal Wave - 3 Charges

The Ardor (Yellow Orb):

Has 6 Charges regaining a charge whenever rolling a 6 on a d6 at the end of every turn

Shocking Grasp - 0 Charges

Witch Bolt - 1 Charge

Call Lightning 3- Charges