

# Campaign Overview

## The Trials of Brindlewind and the Rise of the Brindlefins

**Setting:** The once-thriving coal mining village of Brindlewind now faces devastation in the wake of dark magic and ancient tombs. As its foundations crumble, a group of diverse adventurers come together, each with their unique quests and backgrounds, uniting to restore hope and order.

### Adventurers:

**Ealla Karaske, the Aasimar Wizard:** (Female) Pursues ancient bracers once worn by her ancestors.

**Thestreale, the Eldrin Druid:** (Female) Seeks a rare medicine to cure an ailing merchant vessel member.

**E-on, the Warforged Cleric:** (Male) Dreams of forging armors from rare metals.

**Deogee Lightpaw, the Barbarian Tabaxi:** (Male(s)) On a quest for materials to shield his mage companion, Fenfa.

**Tolkith, the Satyr Bard:** (Male) A wandering spirit, desiring experiences beyond the Feywild. Ultimate goal is to find the Deck of Many Things

**Holareth, the Astral Elf Fighter:** (Male) Determined to return to the Astral Plane and find his friends.

**Sexton, the Undead Warlock:** (Male) His mysterious quest centers around Esme his black feline companion seeking adventure on her last ninth life.

**Breezan, The Lost Air Genasi Fisherman:** (Male) Found in the Iron Isle and lost to the sea from a storm shipwreck. He hopes to one day go home to Mistvale but he is in no rush.

**Jericho, Reborn Visonary:** (Male) A young mage of visions, sought out the Brindlefins to help them along their journey and hopes to aid them in finding a path that leads them to victory and not the deaths he sees in his dreams and visions.

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### Session-By-Session Overviews:

#### Session 1:

Following Rozumin's chaos, Brindlewind is a place struggling to hold onto hope. Buildings stand scorched and half-collapsed, and the streets bear the scars of a swift and merciless attack. Still, there is an undeniable spirit of resilience among the remaining inhabitants. They are eager to rebuild and protect their home, knowing they'll need the aid of brave adventurers to ensure its future.

#### Session 2:

The party having just helped to recover Brindlewind from fire and the undead started by the entity known as Rozumin has now started to make their presence known as a friendly and helping hand to the village. Having met with Captain Haldor of the militia and his two companions the party found that not everyone in town is keen on their presence. Alara, her two sons of The Black Diamond Tavern were very happy to host them for the night following the tragedy of the tombs. Sister Aeryn, requested the parties help with the Alchemist shop and church. [ Brindlewind ]

The party has taken to the road in search of provisions to help aid the village of Brindlewind back to health.

#### Session 3:

The party started their 2 day trip from Brindlewind to the town of Bloomfield to gather supplies and goods to help rebuild the town of Brindlewind. During their travels they found that there was a disturbance within the depths of the forest of a creature crying out in distress. While going to investigate they found a young injured Griffon. The druid ( Thestreale ) and the wizard ( Ealla Karaske ) were able to persuade the creature to try and help it just when a pair of giants came to the same screams of the creature for a free meal. The group was able to fend off the creatures and save the Griffon from death. The group now rests while attempting to help mend the Griffon back to health before continuing on their journey to Bloomfield.

#### **Session 4:**

After the party was able to fend off the hungry giants from taking their meal of Griffon the party was able to help the creature to mend its wounds. After a short time they were able to get the creature to take off on its own. A huge rain storm slowed the travel and washed out the road which caused multiple travelers to become stuck in their travels. A group from the city made their way past the group lending aid to any in trouble from the storm.

The party continued to Bloomfield where they met Garvol Barlett and his younger brother Benjamin Barlett. After doing so they were directed to speak with the mayor upon which they came across his assistant. Informing the assistant of the encounter just outside of town they were told that the tooth they had retrieved from the Griffon was that of a Wyvern.

The group now seeks a way to make payment for the supplies they need to help Brindlewind.

#### **Session 5:**

The group traversed Bloomfield to get a better understanding of what part they can play within the town. With the rain washing out the road the day before access to goods and services was limited.

During their travels they came across a wandering Bugbear that was seeking a bounty. The party offered to walk with them and lend aid to the broken village of Brindlewind. Verrückt Schwert, the Bugbear Paladin, now ventures with the group until he can dedicate his cause to a fallen village.

The party was able to determine that the Rozumin made his way through this town just before the party. The Party also made an acquaintance with an old professor that had the library locked down due to an infestation of Imps. The party agreed to help clear the Archives for a bounty of 2,000 gold pieces.

#### **Session 6:**

The group made their way to the mayor to talk with him about the wyvern tooth. Without much information given he did offer the tooth back if another form of evidence of the wyverns was obtained. The group then made their way to the Professors home where they met with the Gith mage Drotar. With the mage the group was let into the Library and the party started seeking out the Imps. Upon finding the Restricted section the party was set upon by an Enigma Specter. Promptly the party dispatched the Specter and contracted the last of the Imps to cats.

The party then called for the door to be opened where they were to complete their contract with the Professor giving him a group name.

#### **Session 7:**

The party gave the name of the group as the "Brindlefins" to Professor Bartholomew Whimsy to complete the contract of clearing out the Library in Bloomfield. With the contract completed the group headed to the

Mayor's office to collect the bounty of 2,000 gold pieces which was split into ten shares allowing for the nine group members to have a share but also start a group share. Fenfa, now a proud member of the "Brindlefins", gave a detailed recounting of the events that happened in the library where it was mentioned a Portal of some sort was left open in the Restricted section. With the knowledge that a svirfneblin was recounted to have visited the Library only days before seeking out information on the region's history the party believes this could possibly be something caused by the one called Rozumin.

The Brindlefins now made their way across the town to seek out goods and services with their newly acquired wealth to aid them in their next adventure. They aim to seek out Lyra Stoneshield, to complete the Stoneshire Mines Closing due to problematic elementals.

#### **Session 8:**

The group continued its shopping quest at Trinkets & Treasures Emporium where Tilly a negotiating Gnome runs the shop with a handful of different little magical trinkets. The group gathered a small assortment of items to aid them in their quests then took rest at the Griffin's Feather Inn. Obtaining a rain check for room stays for three nights the Brindlefins took to the road. Climbing the pass to Stone Shire they came across small group of Wyverns feasting on an Owlbear. The group quickly dispatched two of the Wyverns and chased another away. Just off in the distance the party also took note of another creature in an air battle with a forth Wyvern which may have been another friendly Griffon from before Bloomfield.

#### **Session 9:**

The Brindlefins gathered evidence of the Wyverns then continued their journey up the mountain. Upon reaching their destination they found the settlement ravaged by unknown elemental effects. Buildings burned, shattered and frozen. The group investigated the remains to find their contact among the victims. The group, cautious of their movements investigated the lift and the crystal but found no means to work it before nightfall. The Brindlefins took the night to rest and ready themselves.

Upon the next day they found the contract that would have be theirs among the frozen victims and boarded to the gondola to the mine. On the way into the mine, a swarm of beetles made their way to the base where the Sexton was maintaining the cable car's progression up the mountain.

#### **Session 10:**

After a harrowing battle with Mud Scarabs the Brindlefins have found that a dynamic deck of crazy weird effects might be helpful at times just as it might be odd. The bard, having pulled a card of the Deck of Minor Things, had become invulnerable and obtained randomized narcolepsy. Being used as a weapon the Bard became the Barbarians tool for the final destruction of the Mud Scarabs.

Licking their wounds they eventually made their way up the mountain to a staging site where it seemed those whom once mined used to manage and take respite. They took sometime to gather themselves before venturing forth into the depths of the Stoneshire Mines.

#### **Session 11:**

The group made their way into the Stoneshire mines where they came upon a fork in the path. The path to the right gave them a clean and clear path into the mines whereas the one to the left was scarred with scorched surfaces. In an attempt to follow the elementals they took the elevator shaft to the left which seemed to have been damaged by that of intense fire and heat.

After starting down the shaft they found the lift was faulty to have it later fall as the group leapt to an opening that would lead them down the path to their intended destination. Down this path they found that the mines were heavily

stripped of any ore but further down an ambush was being prepared to unleash a molten attack dog upon the party. During this encounter Holareth was able to persuade the shifty and shadowy figure to halt its attack dog upon them. In doing so the creature mentioned the loss of shepherds and to take one for that which they lost.

The group was able to save Fenfa from certain and outright death just as the shadowed creatures turned the wounded Fenfa to stone as he was dragged into the melding stone floor.

The party regrouped within an Urn and without then started their way with an additional focus and purpose as well as with some new enhancements from the respite.

### **Session 12:**

After taking a short rest the party continued forward for some time before running into a gigantic serpent of radiant fires of white and blue. After determining that *Zephyrial* was not hostile the group listened to his story and found that he is a lost soul.

His companion Caelum, went through the "*Rite of the Ember Bond*" which gave them a deep connection beyond most other Fire Spirit Druids. Only to have a foe, "*Morwenna*" of their home, The "*Verdant Kin*" to have turned him to stone. *Zephyrial* took to the land and wondered until he found a call to his nature. He found a cavern housing a ancient statue with a massive ruby inbedded the Red Dragon statues chest.

The group learned that the "*Toarnok Tribe*" found the serpent and started to worship him. After some time the tribe started to have members changed and mutated into various elemental mixtures.

The Brindlefins aim to make their way to the *Toarnok Tribe* and find a way to retrieve their stone friend Fenfa.

### **Session 13:**

The Brindlefins successfully made their way into the Toarnok Tribe of Goblinoids. The party was set upon by two different groups from the tribe, one of normal goblinoids and another by the elementally altered goblinoids. The group agreed and split into two groups. The normal goblinoid group was brought to Shalna where the elemental goblinoids were brought to Bryx. Both groups successfully communicated with these group leaders and were granted the right to see the other leader for acceptance to "The Rite". After swapping the discussions and presenting the gifts given from the other leader, Bryx and Shalna brought their groups to their Idol of the Red Dragon statue.

Deege accepted to be the one used for "The Rite". The goblinoid swarmed the statue as "The Rite" was performed. Thumping chests and arcane chants lifted Deege off the ground as an ethereal Khenra spirit was pulled from Deege. The ritual ignited the Ruby in arcane magics causing a shift in the statue's essence. This shift changed the Red Dragon statue into that of a Blue and Sapphire statue.

Deege survived "The Rite" and the Brindlefins demanded their reward for their aid. Once the communication of what they wanted was shown to the leaders, their petrified friend Fenfa, the group realized the Goblinoids didn't fully understand their request for Fenfa. Shalna gave them a potion in which the group used to unpetrify their stone friend.

### **Session 14:**

The Brindlefins found their way out of the Goblin encampment with the distinct impression the tribe did not want any new visitors or for the group to stay beyond their welcome. Traveling with *Zephyrial* in tow, the group took the day of travel to make their way out of the mine. Attempting to make their way out with a fire serpent behind them they started to make their way to the exit in the dim light of the morning.

Quickly realizing while making their way to exit, that the bright light from *Zephyrial* brought attention to the mouth of the mine. The mine's entrance was swarmed by the nesting Wyverns.

A short battle brought the Brindlefins to regroup within the Urn while they left *Zephyrial* to fend off the entrance. After a short time, the group exited and found the area burned and destroyed by fire yet the fire was the only thing keeping the swarming Wyverns from attacking the group.

They found a way to sneak their way to the base with fly and invisibility leaving Zephyrial back at the mine. Along the way, the group also found the remains of a large giant that seemed to be dropped from the sky but all that remained were the white bones picked clean.

The Sexton made his way back to Bloomfield and the Griffon's Feather Inn carrying the party safely within the Urn.

#### **Session 15:**

The Brindlefin's have made their way back from the mines and now have found that the Mayor of Bloomfield has gathered a group of volunteers to make their way to Brindlewind to help rebuild the small village.

After finding out the threat of wyverns will most certainly reach Bloomfield, the group made their way to warn Syl'eana of the threat. They came to find she and the Professor are of a long lineage of the protector Aurelius.

Agreeing to meet with Aurelius, they found him on edge and very uneasy to deal with. Syl'eana told them of their connection to the region's protector and agreed to travel with the Brindlefins to find the cult of the Crimson Specters to ensure her own justice for her lineage and her now passed father.

#### **Session 16:**

The Brindlefins, an eclectic band of adventurers, have found their latest exploits intertwined with the legacy of ancient curses and draconic bloodlines. After alerting the Mayor's Assistant of Bloomfield about the dangers lurking within the overrun mines, they learned of a dire situation involving the wyverns plaguing the region. This revelation led them to Syl'eana, an elf with a hidden draconic heritage, and her grandfather, Aurelius, an ancient silver dragon cursed to live as an elf. The party discovered that to vanquish the wyverns and restore Aurelius to his true form, they would need to confront the malevolent cult responsible for the curse cast upon his bloodline.

Their journey northward to seek the cult in the swamps brought them face-to-face with Rozumin, a nefarious necromancer previously freed by the Brindlefins' own hands. In a twisted display, Rozumin offered them a challenge in the form of a grotesque creature, an amalgamation of a zombie beholder and a phase spider, which after a harrowing battle, revealed a bevy of personal leads and the Arcane Summons necessary for their quest. The fight not only served as a harsh reminder of their past mistakes but also presented an opportunity: each member of the party found their individual quests linked to the fate of the Brindlewind region and the dark forces at play.

With the Arcane Summons in hand, the Brindlefins now set their sights on the daunting Exstall Summit, where they must perform a ritual to summon "Mavros, the Umbral Sovereign." This enigmatic dragon could hold the key to locating the elusive cult, Crimson Specters, and lifting the ancient curse from Aurelius. United by a common purpose, the Brindlefins prepare to ascend the mountaintop, knowing that the answers they seek may also lead to further entanglements with their own destinies, as every step forward weaves their tales deeper into the fabric of Brindlewind's troubled history.

#### **Session 17:**

The Brindlefins journey led them to a foreboding swamp, shrouded in black mist and fraught with peril. Here, Thestreale, their Eldrin Druid, unveiled her newfound ability to transform into a majestic griffon, offering a means to traverse the treacherous mire. They traveled in an unusual manner; the party tucked safely within Sexton's Urn, while Syl'eana, the elf with a secret lineage, rode atop the griffon, guiding them through the murky skies.

Upon landing, they found themselves in a bog, a land of mud and mystery, where every step was a struggle against the clinging earth. The air was thick with an acrid, volatile scent, hinting at hidden dangers lurking in the swamp's heart. Ingeniously, they adapted, shaping the earth, shifting forms, and fashioning snowshoe-like devices to aid their passage through this hostile terrain.

Their path eventually led to a winding stone trail, barely visible through the dense fog enveloping the swamp. But this semblance of civilization offered little respite, for they soon found themselves besieged by sinister creatures, with gazes

as deadly as the swamp itself. Yet, through courage and quick thinking, the Brindlefins emerged victorious, protecting not only themselves but also those who had worn the path beside them.

#### **Session 18:**

As the Brindlefins found themselves ensnared in the gloom of the corrupted swamp, their path seemed fraught with despair. In this moment of dire need, Syl'eana, their enigmatic elven ally, presented a key - a beacon of hope amidst the darkness. This was no ordinary key; it opened a door to Exavier's Exquisite Emporium, a sanctuary hidden within the astral realms, a haven for the weary and a trove of wonders.

Stepping through the portal, they were greeted by Geraldo, the Gracious Greater, a suave warforged attired in a suit, embodying both elegance and helpfulness. The Emporium unfolded before them like a realm of endless possibilities. They explored Sydia's Selestial Saloon, a cozy nook offering rest and nourishment, and Wrence's Wonders & Wares, where a small ape and his troll-like assistant concocted alchemical marvels. Illreenna's Incredible Iron showcased a thri-kreen Queen's mastery in forging magical weapons, while Lycoon's Lavish Library, presided over by a scholarly mastodon, promised knowledge beyond measure. Other intriguing locales like Dax's Dashing Dollhouse and Tenysha's Titanic Tailoring hinted at more hidden gems within this astral bazaar.

Yet, the Emporium held deeper secrets. It was not just a marketplace but a part of a Dreadnought, a colossal entity within the Astral Plane. Here, in this sanctuary among the stars, the party found brief respite, though at the cost of a precious Catilis. Amidst this recovery, a shadow loomed over their companion Syl'eana. Torn by internal conflict, she grappled with a harrowing choice: her own existence against the safety of those she held dear. Ultimately, deciding to leave the Emporium, she stepped back into the fray, the Brindlefins trailing. They left the astral haven behind, ready to face whatever awaited them in the murky depths of their quest, a tale of bravery and sacrifice woven into the stars.

#### **Session 19:**

Our valiant adventurers trod upon the ancient stone path, their hearts were set on a singular goal: to find and aid their companion, Syl'eana, who had ventured ahead, burdened by a turmoil that threatened to eclipse her very existence.

But fate, as often is its wont, had other plans. From the murky depths of the swamp, a creature of nightmares emerged. Bat-like wings unfurling against the fog-laden sky, eyes aglow with a sinister light, this demon sought to claim the Brindlefins as its next victims. Yet, underestimating the might and unity of our heroes, it soon found itself outmatched. With swift and decisive action, the Brindlefins dispatched the fiend, their resolve unshaken, their bond unbroken.

With the threat momentarily quelled, the group resumed their pursuit, the path leading them ever deeper into the heart of the Black Mist swamps. It was there, amidst the swirling mists and shadowed boughs, they made a pact: to stand together, not just for Syl'eana's sake, but for the very soul of Bloomfield itself. In a display of trust and unity, they gathered within Sexton's mystical urn, a sanctuary amidst chaos.

Transforming once again into her majestic griffon form, Thestreale took to the skies, her wings cutting through the heavy air as she bore her companions towards the looming mountains. Above the treacherous swamp, their journey continued, a testament to their unwavering courage and the indomitable spirit of friendship that bound them together. And so, the Brindlefins soared towards their destiny, leaving behind the darkened waters, their story a beacon of hope in a world rife with shadows and uncertainty.

#### **Session 20:**

In the latest chapter of the Brindlefins' saga, our intrepid adventurers embarked on a journey shrouded in mystery and veiled by the dense Black Mists. Thestreale, their resourceful Druid, having expanded her abilities with a potent potion from Wrence's Wonders & Wares within the Astral emporium, transformed into majestic forms of a giant eagle and owl. This newfound power allowed them to traverse the mists for much longer.

Sexton, with the Urn in tow, joined Thestreale in these high sojourns, braving the biting cold and the relentless expanse of the skies. Below them, the landscape of the Black Mists unfolded in a tapestry of wonder and peril. They soared over

dark, obsidian-like terrains riddled with vast crevasses, and small mountains whose summits dared to pierce the veil of mist.

At last, Thestreale, with Sexton by her side, descended upon the snow-laden slopes of a towering mountain, the closest giant among the range. Their exploration revealed hidden stairs, leading to the mountain's summit, where they discovered an area magically shielded from the harsh elements. Here, amidst the cloud cover, lay a mystical symbol and a pedestal, the key to accessing the Black Mist swamp gate network.

Utilizing this arcane network, they opened a portal to another platform, an arena designed for a singular purpose - to summon the region's reigning dragon. With Syl'eana's aid, they used the dragon statue to initiate the summoning, opening a grand gate through which Mavros, The Umbral Sovereign, stepped forth in all his imposing glory.

What followed was a dialogue of destiny, where revelations unfurled like the wings of the dragon itself. Mavros disclosed that the Wyverns ravaging the southern continent did not originate from the Swamps but hailed from a land afar. In a twist of fate, upon releasing their summoning bond, Mavros agreed to aid the Brindlefins. He pledged to transport them to the lands where the Crimson Specters could be found, the next crucial step in their relentless pursuit of truth and justice.

Thus, the Brindlefins, ever steadfast in their quest, found new allies and greater challenges awaiting them. Their journey, woven with magic, bravery, and the unyielding bonds of companionship, continues to unfold, a tale as timeless as the stars themselves.

#### **Session 21:**

The Brindlefins' journey took a daring turn atop Mavros, the Sovereign of the Black Mist Swamp. They rode the colossal dragon to the eastern coast of Primval, enduring a turbulent voyage through the skies. Descending to a rocky cliffside, they dismounted and navigated down the mountain to its bramble-strewn base, where Sexton and Thestreale recognized the ominous foliage.

Venturing into the entangling brambles under stormy skies, the Brindlefins pressed forward as animated thorns sealed their path behind them. Their trek led to a sinister pit, oozing with caustic ichor and the stench of death. Holareth and Sexton, in a bold move, leapt into the abyss, only to discover it was a trap - a living, carnivorous entity luring prey to its demise.

A fierce battle ensued, and the party, with tenacity and courage, vanquished the monstrous pit from within. Their escape from this deadly maw was aided by Syl'eana, who, embracing her nascent draconic powers, guided them to safety.

The group then emerged among an unexpected gathering - merfolk and serpent-like beings, seemingly in reverence of a dying Corpse Flower, the root of the death pit they had just destroyed. However, this solemn scene was abruptly disrupted by a Yuan-ti ambush. The merfolk scattered in the chaos, but the Brindlefins swiftly dealt with the assailants, with the last of the Yuan-ti fleeing in fear of Sexton's daunting presence.

Undeterred, the Brindlefins continue their quest, delving deeper into the mysterious realm in pursuit of the Crimson Specters' heart. Their tale, marked by bravery and unyielding resolve, unfolds further, each step drawing them closer to their elusive quarry.

#### **Session 22:**

As the Brindlefins, their hearts emboldened by recent trials and tribulations, navigated the treacherous waters of the swamp, they encountered a most curious and unexpected guide. Homoyi, a child of the merfolk, emerged from the depths, her presence as mysterious as the waters she called home. She followed the group with a quiet curiosity, her eyes reflecting the murky depths of her watery domain.

With Syl'eana's gentle persuasion and an offering of food, a bridge of trust was slowly built between the Brindlefins and the young merfolk. Homoyi's knowledge of the swamp and its inhabitants proved invaluable as she guided them to a rocky haven amidst the endless waters. Here, amidst the solace of solid ground, Homoyi revealed her name and shared tales of her people and the elusive Yuan-ti, painting a picture of a land divided by conflict and mistrust.

The revelation of the amulet's power to reveal the hidden leylines opened new possibilities for the Brindlefins, a glimmer of hope in the dense fog of the swamp's mysteries. Homoyi, with the innocence of youth, extended an offer for the adventurers to commune with the elders of the merfolk, a gesture that spoke of potential alliances and newfound paths. But as the murky waters of the swamp continued to hold their secrets, a new shadow emerged. A specter, as elusive and foreboding as the Crimson Specters themselves, approached the group. Its ghostly form glided over the swamp waters, a silent harbinger of the unknown challenges and mysteries that lay ahead.

#### **Session 23:**

The Brindlefins faced an enigmatic and daunting challenge within the murky depths of the swamp. Their encounter with the Crimson Specter, a ghostly entity linked to the blood curse, presented a test of both wit and resilience.

Seeking to glean knowledge about the blood curse, the group turned to Syl'eana, whose lineage and connection to the curse held the potential key to unlocking its mysteries. Encouraged by her companions, Syl'eana approached the specter with a newfound confidence, determined to extract the information they desperately needed.

However, the specter, summoned at the behest of Rozumin, proved unyielding and cryptic, offering little in the way of answers. Frustration mounted among the Brindlefins as their attempts at communication seemed futile. In a moment of desperation, Syl'eana resorted to a bold and unorthodox method – using her own blood as a conduit for interaction. Cutting her hand, she struck the specter, an act that ignited a fierce and dangerous battle.

The specter, repulsing magic with its mere presence, proved a formidable adversary. The encounter escalated quickly, with Syl'eana's life hanging precariously in the balance. The Brindlefins rallied with all their might, fighting not just an external foe but the internal struggle of preserving their companion's life.

In the brink of defeat, with tensions at their peak, the group managed to fend off the specter just long enough to save Syl'eana from a grim fate. With quick thinking and the use of their magical resources, they executed a desperate teleportation to the Iron Isles, the homeland of Ealla, the Aasimar wizard.

This harrowing experience not only tested their combat prowess but also strengthened their bond as a group, proving once again that their unity and quick thinking were their greatest assets. As they regroup and recover in the safety of the Iron Isles, the Brindlefins reflect on their encounter, knowing that each challenge brings them closer to unraveling the mysteries of the blood curse and the fate that intertwines their destinies with the troubled lands they traverse.

#### **Session 24:**

The receding waters left behind a trove of sea life, attracting a familiar threat from Primval - a swarm of Wyverns. With courage and skill, the Brindlefins vanquished these sky predators, preserving the town from further calamity.

In preparation for their return to Primval, the Brindlefins, along with Breezan, a newfound ally, uncovered a revelation: the Whispering Echoes Caverns and the surrounding region belonged to the Karaske Family. More astonishingly, Ealla was revealed as the Crowned Princess of this pirate haven. Urged by her companions, Ealla tapped into her royal resources, securing passage back to Bloomfield through a portal conjured by Carter, a servant Devil of the Karaske lineage.

As the group reconvened in Bloomfield, they found Holareth, their lost companion, deeply engaged in work with Garvol and Drotar at the library. While Deogee and Fenfa lent their aid there, Tolkit and Breezan ventured into town, seeking respite in the form of fine drinks.

The tale took a dark turn when Syl'eana sought to inform her grandfather, Aurelius, of the grave peril looming over his cursed existence. In a moment of profound sorrow and shocking brutality, Aurelius, executed Syl'eana in a fit of draconic rage, her demise echoing with a draconic roar that shook the very foundations of Bloomfield.

A terrifying winter vortex, unleashed by Aurelius in his draconic form, swept through Bloomfield, freezing all in its path. Amidst this chaos, Rozumin, the necromancer, played an unlikely role, sounding the alarm and aiding in the evacuation. The Brindlefins, with courage and quick thinking, managed to save a third of Bloomfield's populace, leading them to safety a mile away from the frozen devastation.

In the following days, the survivors of Bloomfield, now refugees, journeyed toward Brindlewind. There, amidst the ruins of their past and the uncertainty of their future, they sought to rebuild and pondered the grim task ahead - confronting the tragedy of Bloomfield and the wrath of a dragon lost to his own curse.

#### **Session 25:**

After the party was able to fend off the hungry giants from taking their meal of Griffon, the party was able to help the creature mend its wounds. After a short time, they were able to get the creature to take off on its own. A huge rainstorm



slowed the travel and washed out the road, which caused multiple travelers to become stuck in their travels. A group from the city made their way past the group, lending aid to any in trouble from the storm.

The party continued to Bloomfield, where they met Garvol Barlett and his younger brother Benjamin Barlett. After doing so, they were directed to speak with the mayor, which upon they came across his assistant. Informing the assistant of the encounter just outside of town, they were told about the tooth they had retrieved from the Griffon was that of a Wyvern.

The group now seeks a way to make payment for the supplies they need to help Brindlewind.

#### **Session 26:**

In the bustling village of Brindlewind, a recent encounter with Ice Drakes brought unexpected chaos, momentarily disturbing the peace that the Brindlefins had strived to maintain. This skirmish, however, opened a new chapter for the group as they crossed paths with Jericho, a new adventurer whose skills proved invaluable in quelling the draconic menace.

With the decision to linger in Brindlewind for ten days, a strategic pause in their journey, the group found themselves at a crossroads. Deogee and Fenfa, committed to safeguarding the village during its phase of rapid growth, chose to stay behind. Meanwhile, Holareth embarked on a crucial mission to the neighboring village, accompanied by his trusted ally, Benjamin Barlett, to procure necessary supplies.

These events marked a pivotal moment for the Brindlefins. Deogee's unwavering dedication to protect Brindlewind alongside Fenfa underlined his deep connection to the village. At the same time, Holareth's journey with Benjamin was not just a quest for supplies but also an opportunity to strengthen bonds and alliances beyond Brindlewind's borders. The emergence of Jericho as a new ally in the face of the Ice Drakes' threat was a fortuitous turn. His timely arrival and assistance in subduing the drakes not only proved his prowess but also hinted at the potential for his integration into the Brindlefins. His background, skills, and motivations would soon weave into the rich tapestry of the group's ongoing saga. As the Brindlefins prepared for the next phase of their adventure, the ten days in Brindlewind offered a much-needed respite and a chance to fortify the village further. These moments of calm before embarking on their next quest were a time for reflection, planning, and forging new relationships that would shape the course of their journey ahead.

#### **Session 27:**

As dawn painted the skies of Brindlewind in hues of gold and crimson, the Brindlefins, hearts heavy yet spirits unbroken, prepared to journey westward towards Runeswick, following the path of Holareth. Their departure, however, was halted by urgent news: Garvol Barlett, a man of strength and valor, lay grievously injured in the mayor's office, a victim of the prior day's harrowing encounter with the Glacial Elemental Drakes.

Garvol, stricken by frostbite that had turned his right leg a deathly black, writhed in pain, a dire situation indeed. His words, tinged with anguish and accusation, suggested that the troubles befalling him were but a shadow of the Brindlefins' own making. In response, Thestreale, the Eldrin Druid, stepped forward, her heart set on mending the wounds inflicted by fate's cruel hand.

With a ritual steeped in ancient magics and the assistance of ethereal woodland spirits, Thestreale channeled her profound mana to heal Garvol. Her powers touched the very essence of his being, mending the frostbitten flesh and knitting together the fractured bone. The ritual's completion saw Garvol and Mayor Dawson, overwhelmed by the ordeal, succumb to a deep, restful unconsciousness.

Leaving the care of Brindlewind in the capable hands of the recuperating Garvol and Mayor Dawson, the Brindlefins, accompanied by their new allies Jericho and Breezan, set forth on their journey. Deogee and Fenfa, ever loyal and vigilant, remained behind to safeguard the burgeoning city in their stead.

The road, however, was not devoid of encounters. A troupe of travelers, their journey halted by a broken wheel and shrouded in mystery, sought the Brindlefins' aid. Despite their reservations, the group lent their assistance, mending the wheel with cautious diligence.

The day's travel was uneventful, but the night brought with it an air of foreboding. A battalion of Elven soldiers, their purpose as enigmatic as their presence, crossed paths with the party. Their inquiries, met with minimal response from the Brindlefins wary of the soldiers' anti-magic capabilities, added a layer of intrigue to the night's proceedings.

An unsettling tremor, powerful enough to unsettle Thestreale, punctuated the night. Shortly thereafter, the same battalion of Elven soldiers galloped past, urgency etched in their every move, racing back towards the direction from whence they came.

A message sent to Deogee about the tremor from Ealla only created more questions than answers. This encounter, brief yet charged with an unspoken tension, left the Brindlefins to ponder the deeper machinations at play as they continued their journey, each step taking them further into the heart of unfolding mysteries.

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## **Non-Player Characters**

**Alara:** A surviving Changling of Brindlewind. She and her two sons help the town and run the Black Diamond Tavern. She has asked aid of the Brindlefins to recover a brewing recipe that was lost in the Brindlewind tragedy.

**Captain Haldor:** Human male and now leader of the Brindlewind Militia, which now only comprises himself an older dwarf and another half-elf. He isn't overly fond of the Brindlefins and the role they played in the Brindlewind tragedy.

**Sister Aeryn:** Human female who runs the Widow's Watch, this is an Alchemist shop and a Chapel for those whom need it. She after the tragedy also set up the Widow's Watch as a temporary medic station to help those in need of medical and medicinal treatments.

**Mayor Dawson:** A light skinned and very blonde haired dwarf of the Town of Bloomfield. He always seems to be busy and isn't a huge source of information as he is always on the move attempting to complete the town's work. He seems to be very interested in the Wyvern tooth the Brindlefins brought to town and the possible implications Wyvern's might have.

**Syl'eana:** Young High elven woman that always seems to be deep into books or paperwork. She works as Mayor Dawson's Assistant but does tend to take care of the more diligent work required of that dealing with outsiders like the Brindlefins. She also shows high interest in the Wyvern tooth brought in by the Brindlefins.

**Professor Bartholomew Whimsy:** A very old Human male who already has one foot in the grave. He contracted out the Brindlefins to clear out the Archives of the Imp infestation. He is willing to help in any way possible most times as long as it doesn't interfere with his mid day naps.

**Garvol Barlett:** A large middle aged retired logger and adventurer. He helped to get Holareth on his feet when thrown from the Astral Plane. He is a well mannered man but definitely enjoys the solitude of the country away from the booming logging business of Bloomfield.

**Benjamin Barlett:** Massive human male, in which he has taken up the head of the logging business since his older brother Garvol gave it up. If it wasn't for the knowledge of his family one might just mistake him for a runt Giant. His brash personality always sets those around him on their heels and it seems that this is the way Benjamin prefers it.

**Brogar Ironfist:** A burly dwarf smith with a bald head and fiery red beard running the Bronze Anvil Smithy. He's been working on some new metals and has offered help to Brindlewind if ores are brought to him for smithing. He also was informed of his relatives death at the loss of the Brindlewind smithy.

**Drotar:** A gith mage contracted to manage the magical barriers on the Bloomfield Archives. Not much is known of this creature other than it prefers to speak psychically.

**Myteadis:** A black dragonborn male who runs the Ironclad Outfitters in Bloomfield. His shop specializes in weapons and armaments but has a large variety of other general goods.

**Tilly:** A small Halfling female that runs the Trinkets & Treasures Emporium in Bloomfield. She has an joyous personality and enjoys speaking with the people seeking her goods. She tends to have a cane she leans on when speaking with people but has no need for it to walk.

**Payprus:** A large male Firbolg with deep purple fur that almost seems black. He came across the group at the Ironclad Outfitters and has seemed to take a liking to Thestreale.

**Aurelius:** A sliver dragon cursed to be stuck in his elven humanoid form through a blood curse from the cult of the Crimson Specters. Also, grandfather to Syl'eana and Father to Professor Whimsey. He protects the territory around the southern reaches of Primval.

**Mavros, the Umbral Sovereign:** A ancient Shadow dragon said to reign over the Blackmist Swamps

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**Toarnok Tribe:** A tribe of gobliniods whom have made the deepest parts of the Stoneshire mines their home.

- **Bryx:** The leader of the elemental infused gobliniods of the Toarnok Tribe
- **Shalna:** The Shaman leader of the normal gobliniods of the Toarnok Tribe

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**Zephyrial, the Awakened Elemental Serpent:** Deep within the Stoneshire Mines a lone serpent grows. He is known to be a once druids spirit through a very rare ember bonding

**Morwenna:** A swamp hag known to have turned Zephyrial's Companion to stone.

**Caelum:** A fire druid and companion to Zephyrial

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**Exavier's Exquisite Emporium:** Exavier has been said to be an Astral Dreadnought hosting the shops and bizarre accessible by a magical key

- **Geraldo, the Gracious Greater:** A warforged greeter that aids anyone visiting with the manors of a well manored Butler
- **Wrence's Wonders & Wares:** An gobliniod creature with features of a small ape. This creature conjures a orc like being to help him with his Alchemical creations

- **Tenysha's Titanic Tailoring:** Nothing is known of this place as of yet.
- **Ilreenna's Incredible Iron:** This is a Thri-kreen hive where the hive works tirelessly to create magical creations of weaponry and armors
- **Sydia's Selestial Saloon:** A female elf running the saloon that caters to the visitors providing food and bed for those in need.
- **Lycoon's Lavish Library:** A mastodon like Luxodon creature sitting on a wooden throne within a massive library. This creature answers questions but it might take some time if you can withstand his magic paper creations while waiting.
- **Dax's Dashing Dollhouse:** A male tiefling demonoid creature in all white and white brothel but offers any type of entertainment you could possibly want