

Party

Party members and their variations.

- [Dil \(Six, Four, etc\) \(Matt\)](#)
- [Harvey \(Fang\)](#)
- [Sandro Botticelli \(Michael\)](#)
- [Solara \(Glenn\)](#)
- [Fulton McCracken \(John\)](#)
- [Mario \(Chris\)](#)
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Dil (Six, Four, etc) (Matt)

Backstory

Dil is a rich and powerful man, a minor noble with a hand in all of the organized crime activity in Atur. While fiendishly intelligent and devilishly handsome, Dil inherited a whole host of genetic weaknesses that have proven impossible to cure, even for the city's most talented clerics. Frustrated with the relentless degeneration of his failing body, Dil decided to put his vast resources to work finding a permanent solution to his ill health. After much consultation with his court wizard, Magnus, Dil settled on a bold strategy: transfer his mind into a new healthy and long-lived — preferably immortal — body.

After many failed attempts, Magnus perfected a process for transferring a copy of Dil's mind into a corpse. Over the course of several months they created six copies of varying races, including a Dhampir, a Warforged, a Reborn, a High Elf, a Dwarf, and a Firbolg. Each copy was fitted with an amulet emblazoned with their creation number which suppresses the memories of their true identity. The copies were then placed under a powerful Geas spell compelling them to hide, protect, and never remove the amulet, and to trust Dil and only tell him the truth. The copies were then each told that they are an honored guest suffering from a memory disorder who must remain on the property until a cure can be prepared. Each copy was told their real name was unknown so they would be referred to by the number printed on the amulet they wore until their memory returned.

During their time on the property, each copy was introduced to Dil's favorite foods, activities, and pleasures. Dil then discretely interviewed the copy to determine if they were enjoying these pleasures in the way Dil himself would. After gathering this data, each copy was placed into magical suspension until Dil made a final decision on his new body. After much consideration, Dil choose Six, his copy in the Dhampir body. (decision point!) He woke the copy from stasis and informed him that the cure for his condition was close at hand and would be applied in a few days time.

However, unbeknownst to Magnus, a year prior Dil had learned of a powerful magical item with the power to extend life indefinitely, called the Ring of Winter, lost somewhere in the jungles of Chult. He had dispatched a skilled treasure hunter to recover the ring but had lost all contact and assumed the mission was a failure. The day before switching places with his chosen copy, the treasure hunter appeared on Dil's doorstep and handed over the ring in exchange for a small fortune in gold. As he left, the hunter warned Dil that the ring bestowed powers beyond immortality. He seemed to be greatly relieved to no longer have the frost-covered ring in his possession.

Dil eagerly slipped the ring onto his finger and was amazed at the flood of power that washed over him. His stiff knees became supple again; his aching back felt strong again; the headache that had plagued him for the last three years faded away like a wisp of smoke. The ring was ice cold but

within an hour he became used to the chill, as if it were a comforting reminder of his newfound strength. When Magus noticed the ring with its unmelting rime of frost, he used a discrete Identify spell to confirm his suspicions. The ring was known among the Archmage community for its curse that drove its wearer to destructive fits of rage.

Magus suggested that Dil remove the ring so it could be examined. Dil refused. When Magus insisted, Dil excused himself with a smile, found the captain of his personal guard, and ordered him and his men to destroy the wizard at once. The ensuing battle left much of Dil's vast estate in ruins. Dil himself now commanded extensive new ice-based powers, and Magnus had an arsenal of powerful magic at his disposal. During the chaos, Six slipped away and ed into the city, eventually making his way across the continent to start a new life. He was eventually taken in by a temple, swore an oath, and became a Paladin.

Character Variations

Six	Dhampir	Oath of Vengeance Paladin	Lawful Neutral	Ring of Jumping
Four	Warforged	Champion Fighter		

Harvey (Fang)

Backstory

Harvey and Gropal were out foraging for herbs and exploring one of the stream gullies that flows into the oasis lake east of Timbuktu. Gropal, a budding Grung ranger was leading the way along the small stream that had carved out the gully. They followed the curve of the gully as it turned northward. Suddenly, there was a great rush of sound. Both Gropal and Harvey hopped up the steep bank, desperately trying to avoid the rushing floodwaters that they assumed were cascading down the gully. After a couple of minutes with no extra water visible in the stream, they slid down and continued their trek towards the cacophonous sound.

They found a roiling torrent of water rushing down a thin forested valley that ran roughly parallel to the gully they had been following. A small streamlet broke away from the tumultuous flume of white water. They were intrigued and delved deeper into this "hidden valley". The foliage of the trees and bushes was thicker, blotting out the sky. They continued upstream and uphill, picking some of the odd pinkish berries growing on vines in the rockwall.

Gropal reached out over the water rushing dozens of feet below them to pluck some orange grapelike fruit from a vine crossing from the opposite wall a large bird flushed out of the foliage. The sudden blur of movement and shrieking caws startled the young explorers. Harvey spooked and leaped away from the bird, managing to clutch onto a tree limb. Gropal did not recover as well from his startled leap, crashing down the slope to dangle just above the rapids.

As Harvey caught his breath, he looked around, searching for the brightly plumed bird. He spotted the bright iridescent colors of the bird, caught in a large spider web on the other side of the river. Over the roaring water, he heard a feminine voice calling, "Help me before the spider attacks!".

Harvey Prime

Harvey looked down to survey his perch above the river and saw his comrade clutching to the slimy rocks below. He could see Gropal slid a few inches further toward the roiling rapids and could barely hear the intent plea, "Harvey, I'm slipping." He looked back over toward the 'bird' caught in the web. There was no spider in sight and something seemed a bit off about the webbing. Sliding down the gnarled trunk of the tree, Harvey reached a crotch in the tree that would afford him some leverage and pulled out the rope from his small pack. He tied off one end of the rope and tossed the other end down to Gropal, who leaned out and made a desperate hop to grab the dangling rope. Gropal climbed up the rope and the two explorers carefully shinnied along a branch back to the rocky bank.

Harvey climbed up the bank far enough to get a clear look at the far side and the spider web. Instead of a bird with bright plumage, there stood an elegant, tall elf woman in a diaphanous, feathery dress. She scowled with derision at Harvey. "You chose that slimy pollywog over me?" she screeched. She launch darts of energy at the rocks they were standing on, causing the boulders to

start sliding into the river. Harvey and GroppeI hopped to a slightly more substantial perch just before the ground gave way. "Run away little vermin." She cackled dismissively, then whispered to the trees around them. Harvey and GroppeI raced back to the cleft in the rockwall where the streamlet veered away from the river, branches and weeds grasping at their clothing the entire time.

When they reached a familiar clearing, they collapsed in amid the shafts of bright sunlight.

Through gasps of gulped air, GroppeI swore in awe, "I think we crossed in the FeyWild back there. Who was that woman?"

"Someone I hope to never meet again," replied Harvey.

Harvey Omega

Harvey looked down to survey his perch above the river and saw his comrade clutching to the slimy rocks below. GroppeI was clutching a boulder with the sticky pads on his hands and feet. He looked back over toward the 'bird' caught in the web. For a moment, it looked like a beautiful woman where a feathery dress caught in the massive web. Blinking the weird vision away, he caught movement along the edge of the web out of the corner of his eye. He glanced back down toward GroppeI. Over the roaring of the water, he could barely hear GroppeI shouting up to him. It sounded like a garbled, "Harvey, I'm fine."

Harvey crawled over to the trunk of the tree, slid around the gnarled trunk and shinnied out onto a limb extending toward the far bank. He got as far out as he could and then leaped for the rocky embankment. Scrambling up from the edge, he could see the woman clearly as she called to him, "Help me and I will reward you." He ran over to the web, slicing furiously at the web with his small hatchet. A spider the size of grapefruit rushed from a cleft in the rock to protect its web. Harvey planted the hatchet firmly into its body, splattering ichor across the rock.

"My hero", the woman's voice gently caressed. "Join me in a victory feast." She laid out a small picnic of orange grapes, pinkish berries, and scones. As Harvey sat down to enjoy the offered food, he heard a loud splash from rocks below.

Harvey returned to Timbuktu alone after spending a wonderful afternoon with the mysterious woman. Returning home, his mother scolded him for being gone for three days and nights. He had no answers for GroppeI's family about where his friend had disappeared. As time went on, Harvey became more distant from his old friends. Harvey spent days and even weeks at a time exploring the valley with the roiling waters, often meeting up with the mysterious elven woman to talk and delve into Fey magic. The increasingly short periods of time he spent in Timbuktu found him wandering amid different areas of the city, seldom visiting the same places twice. Stories began to get back to his home neighborhood about a Harengon that ensorcelled and took advantage of people for his own gain.

Sandro Botticelli (Michael)

Alpha

Turtle Monk/Rogue

Beta

Turtle Monk

Sandro

Solara (Glenn)

Solara

Goliath Light Cleric

Umbr

Goliath Monk

Fulton McCracken (John)

Human Dance Bard

Mario (Chris)

Super Mario RPG is LG.

Mario the Hunter is TN.

Dr Mario is LG.

Mario Sunshine is NG.

Party Loot

Sigil

[Sensory Stone](#).

Sylvania

[Periapt of Wound Closure](#). Given as a gift from [Kopoha](#) to Four.

Faunal

[Rope of Entanglement](#). Enchanted snake skin.

Ring of Protection +1. Quest reward from Razzak.

[Figurine of Wondrous Power, Serpentine Owl](#). Quest reward from leader of herbivores.

Tower

[Talisman of the Sphere](#). Given to us by a dragon to give the "one who sees silver". That was a witch who arrives chasing Renee, a juvenile time dragon. We traded away Four instead, so the party keeps the talisman.

Glorium

A foot-long tooth from the worm as a prize (Fulton).

Cloak of Protection. (Fulton)

+1 Glaive. (Nine)

+1 Scimitar (Harvey)

3 magical feathers. They are 3 anchor tokens. Freeze a ship in place for 24 hours.

Semuana's Bog

[Alchemy Jug](#) in the form of a lizardman skull filled with blooming flowers. It can produce springwater, but cannot produce anything with calories (mayo, beer, wine).

Curst

Liar's Amulet. Once per day it can make a mind reader believe one false thing when reading the wearer's mind.

Excelsior

brooch of shielding and a **lantern of revealing.**