

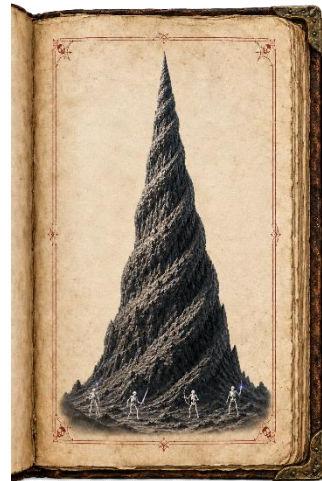
Campaign Summaries

Time of the Sorcerer Lich (*A Tale*)

Campaign Years: 2009–2011

Characters:

- Boone (**Dark Boon**) — Dwarf Warlock
- Hurley (**Sandwich**) — Dwarf Fighter
- Sayid (**Jet**) — Cleric
- Sun (**Thunder Snow**) — Wizard



Highlights: The Endless Spire; the four skeletal identities; infiltration of the Sorcerer King's armies.

Story

Boone, Hurley, Sayid, and Sun entered the Endless Spire as living adventurers but emerged believing themselves transformed into undead skeletons. Adopting the new identities Dark Boon, Sandwich, Jet, and Thunder Snow, they turned their apparent misfortune to their advantage. Able to pass among the Sorcerer King's undead servants, they infiltrated his forces, gathered intelligence, disrupted military operations, and sabotaged his growing army from within.

Unknown to the companions, they had never truly become undead. Their skeletal forms were another Fey illusion created by the Lady of the Winter Court as part of her hidden preparations against the Sorcerer King. The story ended before the heroes uncovered the truth, and their deeds were eventually lost within the greater story of the Time of the Sorcerer Lich. Nevertheless, the intelligence they gathered and the damage they inflicted quietly contributed to Halen's eventual victory and the Sorcerer King's banishment.

Campaign Summaries

Time of the Towers

Campaign Years: 2011–2014

Characters:

- **Brewer** — Human Rogue/Paladin/Fighter
- **Ka'leb** — Human (*Half-elf*) Summoner
- **Marcus Whey** — Human Oracle of the Heavens
- **Penn Hide** — Human (*Dwarf*) Inquisitor
- **Wilhelmina** — Human Witch



Highlights: The restored magical world; the Towers of Magic; Tiamat's growing influence; the beginning of the Age of Division.

Story

Brewer, Ka'leb and his companion Carl, Marcus Whey, Penn Hide, and Wilhelmina began as sixteen-year-olds in the isolated human settlement of Passage, awaiting the apprenticeships that would determine their lives. During a traditional hunt, they encountered an ancient cloud dragon who revealed that the world had been damaged by his actions. Drawing heroic versions of the youths from a possible future, he sent them into the past to kill him before he could erase magic from history. They succeeded and returned to a transformed world in which magic, forgotten peoples, and supernatural dangers had been restored.

As the Time of the Towers began, the companions became its chosen champions. They protected Passage, explored the changed world, investigated magical disturbances, and repeatedly encountered a rival company of dark champions: Chezra, Yorkin Marr, Drayzhan, Zavin, and the shadow-walking assassin Nellia. Visions revealed that these enemies were bound to the party's future and that their conflict would eventually decide the fate of magic itself.

At the center of that struggle were eight ancient Towers of Magic, each associated with a different school of arcane power. The heroes traveled through ruined cities, haunted keeps, hidden realms, elemental planes, and the domains of gods while mastering the Towers. Their enemies attempted to seize those Towers, but the companions defended their holdings and gained control of six, leaving the rival champions with only two.

Campaign Summaries

Their discoveries also exposed the world's concealed divine history. Temporus and Harmonious had repeatedly created and destroyed the world until Temporus betrayed his brother. Harmonious's shattered and maddened essence became Archaous, while the corrupted divine order shaped the conflict between their champions.

The companions also confronted the influence Tiamat had gained during the Time of the Sorcerer King. They battled armies of draconians and chromatic dragons before defeating her avatar in the Valley of the Gods, but her presence created an imbalance among the greater deities that the heroes would ultimately have to correct.

The campaign culminated atop the **Tower of Universal Magic**, suspended between two colliding worlds. There, the companions defeated the rival champions and won the authority to shape the future of magic, the Towers, and the world itself.

Their victory also transformed them forever. Brewer ascended into divinity as **Brew**, while Wilhelmina rose as the goddess **Mina**. Ka'leb likewise ascended to the divine ranks under his own name, with Carl revealed as a manifestation of Bahamut and offered as the divine counterbalance to Tiamat. Marcus and Penn chose a different destiny, becoming immortal wanderers who continue to walk the world—and perhaps countless other worlds beyond it.

Campaign Summaries

Time of Bonding

Campaign Years: 2014–2017

Characters:

- **Fidget** — Halfling Oracle
- **Gwæhithrôn “Grey” aer Liandrion** — Elf (*Eldarin*) Magus/Arcane Archer
- **Horatio Asef “Howler”** — Human Sorcerer (*Earth Elemental Bloodline*)
- **Quirm** — Tiefling Alchemist
- **Yarin Ironheart** — Dwarf Barbarian (*Elemental Kin*)
- **Yorrik** — Human (*Draconic*) Oracle/Holy Vindicator



Highlights: Tarlton’s founding; bonded artifacts; Harmonious’s restoration; Temporus becoming Tempest.

Story

Fidget, Gwæhithrôn “Grey” aer Liandrion, Horatio Asef “Howler,” Quirm, Yarin Ironheart, and Yorrik began as aging adventurers whose glory days seemed long behind them. While rescuing a royal messenger, they entered an ancient mausoleum whose rejuvenating magic restored their youth and began repairing the land surrounding their neglected keep. Soon afterward, Yorrik was elevated to Baron and charged by King Stegmund with pacifying the southern wilderness of Barto and establishing a new center of settlement and trade.

The companions founded and governed the growing realm of Tarlton, transforming a few scattered holdings into a prosperous territory of towns, roads, mines, farms, and restored dwarven cities. Along the way, they defended settlers from the White Claw orcs, explored Gaulderhiem and other ancient ruins, fought monsters and hostile nobles, established alliances, and navigated the politics of Barto.

Their principal mortal enemies included Baron Stragen of Blackwood, who wanted Yorrik dead; Baron Frode of Lagey, who attempted to undermine Tarlton economically; and the manipulative Ingvar, who arranged for the party to be poisoned, kidnapped, and sold into an arena.

Beneath these political struggles ran a much older mystery involving living shadows, dragon-blooded nobility, bonded magical items, and a collection of artifacts known as the Lens, Heart, Key, Essence, and Soul of Chaos. The heroes eventually learned that Harmonious and Temporus were the world’s original opposing forces. Harmonious had

Campaign Summaries

been imprisoned and his mind shattered, causing magic—and reality itself—to fold in upon itself.

Guided by visions and shadowy powers, the companions recovered the scattered pieces of Harmonious's essence, journeyed through lost dwarven strongholds and a hellish floating castle, and entered the deadly mists surrounding his prison.

The campaign culminated in a divine trial conducted after the gods had been banished from the world. Joined once more by Yarin, the companions defeated Stragen, Morania Stoneblade, Nester, Ingvar, the mind-flayer-controlled Grey, and the undying King Stegmund.

Their victory restored the broken Archaeus to his original identity as **Harmonious**, a **Chaotic Good** deity who championed dreams, personal freedom, passionate devotion, and the joyful pursuit of mortal desires. The divine balance shifted in response: Temporus was cast down from his former station and became **Tempest**, a **Lawful Evil** power presiding over destruction, inescapable destiny, suffering, and absolute rule.

Through their triumph, the heroes did more than save the world—they reshaped its divine order and determined the nature of the gods who would govern the Ages to come.

Campaign Summaries

Time of the Sorcerer Lich

Campaign Years: 2017–2022

Characters:

- **Blue** — Gnome Warlock
- **Col** — Wood Elf Monk (Way of the Open Hand)
- **Folly** — Half-Elf Sorcerer
- **Halen** — Human Rogue
- **Kipp** — Human Bard
- **Raff** — Human Cleric



Highlights: Halen's rise; the first undead; the creation of lycanthropy; the Sorcerer King's banishment; Blue opening Tiamat's path into the world.

Story

Blue, Col, Folly, Halen, Kipp, and Raff came from different corners of the world, unknowingly gathering at the beginning of an Age that would witness the births of both undeath and lycanthropy. Halen brought the companions together in Enstead and set them upon a path of rescues, haunted mines, forgotten temples, cloud-giant strongholds, and other strange adventures. He was not yet the legendary hero remembered by later Ages; this was the journey through which he would earn that name.

Blue was a good-natured gnome whose warlock powers appeared after he innocently signed a document he could not read. Believing the magic to be an unexpected gift, he joined Halen in search of a more meaningful life. Neither Blue nor his companions understood the source of his powers or their hidden cost.

During their travels, the companions encountered something the world had never seen: the dead began to rise. These incidents initially appeared isolated, but the heroes gradually uncovered disturbing experiments involving corpses, souls, and negative energy. Behind them was **Rogar Vaelthorn**, though he never revealed his name or purpose. In Caminster, Rogar possessed Sten and deceived the party into gathering four enchanted gems to rebuild the Well of Dreams. Believing they were restoring a place of healing and prophecy, the companions instead completed the ritual that transformed Rogar into the first **Sorcerer Lich**—a truth they did not discover at the time.

Campaign Summaries

Throughout their journeys, the companions were occasionally aided by Dol Dorn, a courageous warrior who appeared whenever their need was greatest. Over the years, he became known as Halen's closest friend and fought beside him throughout the struggle against the Sorcerer King. Dol Dorn's deeds and tales of Halen continued to inspire people long after the Time of Halen had passed, and his legend eventually grew so powerful that he ascended into divinity as the god of liberation.

Their journey continued through the Adventurer Games of Embor, the Temple of Cazic Thule, unstable warp fields, and the Endless Spire. There, after overcoming trials reflecting the animal natures of Col, Folly, Kipp, Raff, and Blue, Halen recovered a sealed scroll intended for him by his mysterious benefactor: the Lady of the Winter Court, secretly his mother, though neither Halen nor any mortal knows that truth.

When Halen read the scroll beneath the full moon, its curse awakened the animal nature within his companions. Every month thereafter, they transformed without memory or control and spread their affliction to others. Thus lycanthropy entered the world. What appeared to be an act of cruelty was part of the Winter Archfey's design: lycanthropes cannot be transformed into undead, and an army immune to Rogar's power would one day be needed.

The campaign's regular play ended after the companions fled Embor aboard the **Wavecrest**, surviving a shipwreck, a kraken, a bloody mist filled with wraiths, and an attack by the pirate vessel **Kraken's Tooth**. The conclusion was played later to give their story its proper ending.

By then, Rogar had become the Sorcerer King and commanded millions of undead, intending to transform the entire world into his lifeless servants. Against them stood hundreds of thousands of lycanthropes descended from the companions' curse. While those armies fought, the heroes confronted Rogar and his lieutenants directly.

During that final battle, Blue learned the terrible truth: the pact he had unknowingly signed was with **Tiamat**. She had granted his warlock powers while consuming the souls of every gnome who died within his growing influence. As Blue became stronger, that influence expanded until it encompassed the world, bringing about the extinction of the gnomish people and opening a path through which Tiamat could influence the mortal realm. With her design complete, Tiamat consumed Blue's soul as well.

Though they lost their friend, the remaining heroes destroyed Rogar's lieutenants, shattered his plan to condemn all life to undeath, and banished the Sorcerer King from the world—for a time. Through that victory, Halen became the legendary hero remembered in later Ages, and the companions preserved a living world for those Ages to inherit.

Campaign Summaries

Time of Awakening

Campaign Years: 2023–2025

Characters:

- **Brand** (*Pathfinder*)
- **Jacob** (*Vampire*)
- **Misha** (*Mistborne*)
- **Stranger** (*Shadowrun*)
- **Tyce** (*Warcraft*)
- **Tyler** (*Sentinels of the Multiverse*)



Highlights: Game-like interfaces; passage between different worlds; Earth's supernatural Western era; modern superheroic Earth; the War of the Lance upon Krynn; and a demiplane to save Uni.

Story

Brand, Jacob, Misha, Stranger, Tyce, and Tyler came from entirely different worlds, each living a life governed by different laws of magic, technology, and reality. When death claimed them, an unknown power seized their spirits and brought them together. They awakened within a silent redwood forest governed by a game-like System, where colored crystals granted them archetypes and abilities such as Analyze, Communications, Identify, Loot, Navigation, and Quest.

The System provided them with new bodies and a sanctuary that served as their home between adventures. From there, they were sent into other worlds, assuming forms suited to each reality while gathering knowledge, experience, and artifacts. Although the System presented their journeys as quests, the companions understood little about its origin or the purpose behind their second lives.

Their first destination was Earth during the supernatural Western era of **Deadlands**. Near Wichita, they investigated three young troublemakers whose souls had been stolen by the demonic **Black Coachman**. Their search exposed Doctor Herbert Langston's attempt to control the creature through the forbidden grimoire *Das Ebon Schleier*. After confronting Langston's mechanical scrap monster, the companions forced the Coachman into physical form, defeated it, and reclaimed the stolen souls.

Campaign Summaries

They next entered modern Earth as superheroes during the reconstruction of Megalopolis. Beginning with an attack by spider-like robots upon the immense Akash'Flora tree, the companions became involved in a chain of crises spanning psychic breaches into the Void, Insula Primalis, an unstable Russian reactor, and a false Tomb of Anubis. Their victories helped reunite the Prime Wardens and ultimately revealed **Baron Blade** as the architect of the disturbances. The companions assaulted his underwater base, defeated him, and prevented him from using Akash'Flora to power an endless robotic army.

The System then carried them to **Krynn**, creating new identities and histories that connected each of them to the adventurer Ispin Greenshield. Brand became a paladin and Knight of Solamnia, while Misha became a Qualinesti rogue. Tyce became a warlock who joined the Mages of High Sorcery and wore the Red Robes, as did Jacob, who became a bard of the Red Robes. Stranger became an artificer and entered the Mages of High Sorcery wearing the White Robes. Tyler assumed the name Ishbi, becoming an eldritch knight who joined the Mages of High Sorcery as a Red Robe.

Early in their time upon Krynn, the System suffered a catastrophic failure. It suspended their **Spirit Forms** while reconstructing portions of its thought processes, directives, and goals. When the companions were restored, their interface abilities had been strengthened and their sanctuary had changed. They did not yet understand that the failure had been caused by their own spirits resisting the power that controlled and exploited them.

Their adventures upon Krynn formed the greater part of their journey. During the opening of the War of the Lance, they survived the destruction of Vogler, defended Kalaman against the advancing Red Dragon Army, and opposed the return of dragons, draconians, and other servants of the Dragon Queen. Along the way, they developed an intense hatred for Bakaris "the Younger" Uth Estide and were **exhilarated** when they finally brought him to his end. Their campaign culminated at the City of Lost Names, where they thwarted Lord Soth's plans and preserved Kalaman from destruction.

Their final journey drew them into another mysterious world, where they undertook the **Hunt for the Lost Horn** to save Uni. Once Uni's powers had been restored, Uni carried the companions to a unique place outside ordinary time and space, appearing to them as an old Western saloon. There they met a stranger dressed like a cowboy, who finally explained the truth of their shared existence.

Their souls were uniquely connected across worlds. A **Greater Mimic Spirit**, seeking to ascend as a god of monsters, had discovered that connection and waited for each of them to die. It then gathered their spirits and created the System, sanctuary, bodies, and simulated worlds through its ability to imitate any creature or reality. By sending the

Campaign Summaries

companions into other worlds, it acquired the artifacts, knowledge, and experiences it needed to learn and grow.

The stranger warned that the powers seeking to destroy the companions would eventually find them again. For their protection, he sent their united spirits onward to a **Forgotten Realm**.

Campaign Summaries

Time of Forgotten Souls

Campaign Years: 2025–*Current*

Characters:

- **Ajax** — Human Fighter (*Champion*)
- **Fili** — Halfling Rogue (*Arcane Trickster*)
- **Perihelion “Peri” Dawnstone** — Aasimar Barbarian (*Path of the Zealot*)
- **Rook** — Tiefling Monk (*Warrior of Intoxication*)
- **Seven** — Tiefling Sorcerer (*Wild Magic*)
- **Virgil la’Rae** — Eladrin Cleric (*Light Domain*)

Highlights: Running Trollskull Manor in Waterdeep.

Story

The story of the **Time of Forgotten Souls** is where our current story is unfolding....



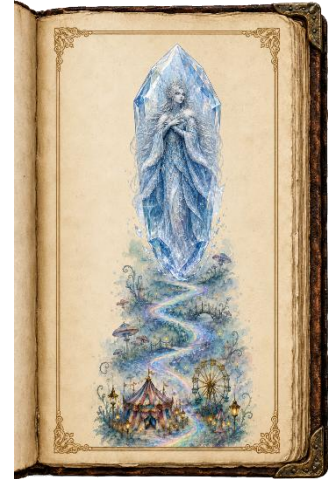
Campaign Summaries

Time of the Frozen Lady

Campaign Years: 2025–*Current*

Characters:

- **Ebony** — Human Rogue (*Arcane Trickster*)
- **Esme de Clare** — Fairy Warlock (*Archfey Pact*)
- **Euric Skala** — Aasimar Cleric (*Light Domain*)
- **Mral** — Halfling Druid (*Circle of the Moon*)



Highlights: Losing something at the Witchlight Carnival as children; traveling through Prismeer to recover the missing parts of themselves; and perhaps—just perhaps—freeing Zybilna.

Story

The story of the **Time of the Frozen Lady** is where another new story begins....