

Princes of the Apocalypse

Character Background Options

Best Served Cold: A silver-tongued bard named Harald Grayspear murdered your sister. You seek revenge against this murderous minstrel who now goes by the name of Windharrow. He was last seen in the area of the Dessarin Valley.

Dangerous Information: During your travels you overheard that a group of murderous bandits led by someone named Grimjaw are planning a terrible raid somewhere in the Dessarin Valley.

Dangerous Secret: A mysterious druids of the Circle of the Scarlet Moon supposedly know of a ritual magic unknown to other druids. You have been sent to infiltrate these druids, now residing somewhere in the Dessarin Valley, and learn of their secret.

Dark Omens: The signs and portents are clear. Nature is out of balance. You have apocalyptic dreams of fire, floods, tornados, and earthquakes swallowing up the towns of the Dessarin Valley. You travel to the Dessarin Valley to seek out and remove the reason for this imbalance.

Defeat the Skyraiders: Viscous raiders mounted on hippogriffs have laid waste to several small hamlets and merchant caravans. In the process they murdered your closest friend. You have arrived having heard word of their activity in the Dessarin Valley.

Feathrgale Rebel: Nobles of Waterdeep hired you to retrieve a Waterdhavian noblewoman named Savra Belabranta. She was last seen somewhere in the Dessarin Valley.

The Fugitive: You are on the trail of the wizard Bastian Thermandar who murdered his fellow mages and stole their arcane knowledge. His last recent sightings are in the lands of the Dessarin Valley.

Hired Hand: The homesteaders who raised you as their own and were often kind to itinerant workers are now missing. You now seek to rescue the members of your adopted family who still live and seek revenge for those now dead.

Madman at Haunted Keep: Brigands you used to travel with took a dark murderous turn. You know now that they occupy Rivergard Keep and you just happen to know a secret entrance to the keep.

The Mud Sorcerer: Months ago you were robbed by an earth genasi who killed several innocent bystanders by tearing open a rift in the ground and swallowing them deep into the earth. You must find Miraj Vizann and make him pay.

Ominous Dream: Your dreams are filled with nightmares of the earth swallowing thousands while a male medusa stands atop a rock etched with a strange symbol. You know that this dangerous villain must be stopped before this disaster comes to pass.

Recover Your Sword: Thugs broke into the workshop where you apprenticed and murdered the master smith who taught you. They stole a beautiful sword she made. You overheard that one of the thugs was named Grimjaw and saw a strange symbol carved into the wood of the shop.

Rescue Your People: Raiders have abducted members of your family and must be rescued at any cost. They left behind only a strange symbol burned into the wood of your home. You've heard that similar signs have been seen around the Dessarin Valley.

Seeking Revenge: Your home village had been put to the torch, killing dozens of your friends and neighbors. Your investigations have led you to the name of Calderos who resides somewhere in the Dessarin Valley.

Settle a Score: Your family has been robbed and you were left for dead by marauders wearing armor that looked like stone. They were led by someone the other marauders called "Hedorm". You have heard of similar raids in the Dessarin Valley.

Shatterkeel's Trail: Your ship has been sunk by an unnatural storm sending many of your brothers on the sea to their watery deaths. Your investigations have uncovered that the name of the stormbringer is Shatterkeel Gar and that he resides somewhere in the Dessarin Valley.

Strange Map: An ancient map showing a forgotten dwarf stronghold beneath the Sember Hills has come into your possession. Though incomplete and faded, it has the name Tyar-Besil written on it in dwarven.

Suspicious Fellow: You have been sent to investigate a knight of the Feathergale Society named Thurl Merosska who now resides somewhere in the Dessarin Valley.

Undercover: You have been tasked to break up a smuggling and piracy ring taking place somewhere on the Dessarin River. This ring is apparently led by someone named Quanderil.

Walked Away: While working as a freelance mercenary you fell in with a group who began an unhealthy association with fire as their weapon of choice. After burning their victims alive, you left the group. You now worry that these mercenaries are responsible for troubles in the Dessarin Valley and must be stopped.