

TOMBS

ARIEL DAWNBRINGER

Anywhere on Arieian soil, must spill blood and commune with the land

DELORN SILVERMANE

Ruins of Ehryndel, only non-sylvan allowed to be buried there

SABLE OF LUNA

Highmoon Temple in Cyris, buried in ancient catacombs beneath temple

KEIRA STORMHAMMER

Icemaw, cave and ancient temple carved by the builders north of Frostreach

WEAPONS

LUMEN - Temple to Luna, Mier' Rial

Temple built on mountainside, deep inside is Lumen guarded by a powerful Golem. Must also deal with the Mier' Rial people who have been told to keep the secret of the temple safe. Remember story about Andromeda.

LIGHTBRINGER - Cave in Sunset Mountains, Wyrmtooth Peak, Ariea

The hammer lies amidst a sleeping dragon's treasure. Entrance to pass leading to the peak lies through Caer Dawn.

HEARTSEEKER - Valley of Stars, Hearthstone Mountains, Fae Wood

The bow is in a valley in the middle of the mountain range, taken and protected by the Avariel. Must gain access through Aventine and then find clearing surrounded by large trees (Treants), bow is embedded in Hearthstone table, and Treants will attack once it is removed.

WAVEBREAKER - Ruins of Alantia, Lamoura

Deep under the city is a flooded area where the spear is guarded by a sea wyrm or other dangerous critter(s). Must also deal with the Lamourans for access to their holy ruins.

NOTES

- Will all Soulborn survive to the end?
- Will any Soulborn switch sides?
- Will any of the 9 switch sides?
- Meeting at the Break of Dawn
- Night of fire (what does this signify)
- War is upon you (at what time)?
- Assassins hunting group
- Fame and reputation