

THE SOULBORN CAMPAIGN

NOTES: 7/14/2015

- **THE END:** Final Battle with the avatar of the greatest and most powerful of the Daemon princes, Azamel (without the weapons of power)
- Closing the breach (Mistakenly think that “need all 9” refers to all 9 of the Soulborn, instead all 9 weapons of power must be sacrificed to permanently close the breach. The breach will have already been opened and a large portion of the Daemon armies will be upon the world)
 - The 9 weapons of power/artifacts. One given to each of the champions: **Lightbringer** (Morningstar of Arnos), **Firebrand** (Flaming sword of Pyros), **Cudgel** (Quarterstaff of Lorylon), **Soulburn** (Axe of Hendel), **Elowyn** (Bow of Ehlora), **Lumen** (Quarterstaff of Luna), **Blight** (Pole arm of Malhavoc), **Wavebreaker** (Spear of Saphira) and **The Scale of Justice** (Dagger of The Arbiter)
- Killing the mortal avatars of the other 5 Daemon Princes: Balar (Giants), Veyra (Forsaken), Sanguine (Undead), Dagon (Changelings) and Graza’ Fel (Warlocks and Witches)
- Investigating and stopping the storm that is perpetually growing out of the gorge or specifically the shadow tower. This storm is blotting out the sun and shadowing the realm in advance of the Daemon army invasion. Could be a powerful magical artifact or could be a trapped elder god or other ancient magic from the first age
- Fending off the armies of the Daemon who are terrorizing the world. They will be using Wyrms to dig tunnels to attack the major cities or threats and pour out in a surprise attack. They follow the perpetual storm that is covering the world in darkness. Major cities will fall; hundreds of thousands will perish, etc.
- Side quests involving cults of some of the old gods who are taking advantage of the Daemon incursion, some could be allied with Azamel (The Crippled God, The Burned God, Abhorus, The Night Hag, Vermina, Dragon Cults, etc.)
- Quests to retrieve the weapons of power (these are god weapons, true artifacts of the first age avatars of each of the nine), these quests could involve proving your worth, powerful guardians, travel to other realms or dimensions, etc.
- Uniting the armies and remaining races of the world to fight the Daemon (Aria forging alliances with the civilized realms, gaining the aid of the remaining Sylvan and Builders, uniting the beast clans, uniting the northern tribes, uniting the church, etc.)

- Quests to find the final resting places of each of the 9 champions (there we will gain magic items and weapons such as: the quiver of Ehlora, the mantle of the wolf, dawnbreaker, the moonstone, the sapphire pendant, various armors and so on)
- Only four Soulborn left at the end, player characters. The others have all been killed. Some could have died as children others could make it nearly to the end. Logistically it will be easier to just worry about the player characters and not the other 4 or 5 Soulborn. Characters will still need to gain all of the weapons of power.
- Quests to find the other Soulborn:
 - Ariel Dawnbringer/Sythis Dawnbringer – ARNOS – Male Old Kings Blademaster
 - Thoren Silvershine/Xyme Silvershine – HENDEL – Male Builder Knight
 - Delorn Stormrunner/Gideon Stormrunner – EHLORAH – Male Beast Bounty Hunter
 - Sable of Luna/Ravenna of Luna – LUNA – Female Chosen Priestess of Luna
 - Keira Coldstone/Citra Coldstone – SAPHIRA – Female Northern Sorceress
 - Amir Firebrand/Amon Firebrand – PYROS – Male Southern Gladiator
 - *Xanamier the betrayer/Xanamier* – MALHAVOC – Male Eldar Magi
 - Lyra Stahr/Elyndra Stahr – LORYLON – Female Sylvan Cleric of Lorylon
 - Horus Gray/Tomas Gray – THE ARBITER – Male Changeling Mystic
- Personal quests or storylines for player characters
 - Sythis (Cassandra pregnant, Missing father/brother, Talia from Zephyryn, Alliances forged for Ariea, Sister and adopted sister and mother, tied to the land, etc.)
 - Citra (Lost love, Northern ties, finding a companion (bear), finding clan member(s) still alive, finding out about her past, etc.)
 - Ravenna (Finding closure with her mother, Tess and Jonathon, Brother Nathaniel, starting an orphanage, etc.)
 - Gideon (Returning to the clan, the sylvan princess, dealing with Galen's sister, discovering the "beast" within, etc.)
- Side quests until we reach advanced levels. These quests could provide hints for the future or setup future quests. They could deal with character issues such as Citra's lost love, who will be king now in Ariea while Sythis is running around saving the world, etc.
- **THE BEGINNING:** The Soul Forge and awakening of the characters. We will begin to realize our past lives and begin to be hunted by the daemon forces that can now clearly see us for what we are. We will need a guide of some kind to help us stay on the path.