

Destinies

At the beginning of the adventure, each player should choose a Destiny for their character. These are side plots related to the main epic that are unique to each character and give them their own story within the greater adventure. Players that follow their destinies will find great personal rewards for their characters, increasing their power as well as their sense of accomplishment.

The following destinies are available to the PCs at the beginning of the adventure, Wrath of Cydeth.

Dark Beginnings

Theme: Blood and Justice

As a small child, you remember your “beloved family member of choice” was brutally murdered by an Orc with runic scars carved into his face. The details of the murder are bloody and horrific, but your memory is hazy, and you can’t remember much about it.

Magical Connoisseur

Theme: Eldritch Spells/Magic (Wizard)

You are in search of Magical knowledge. Your research suggests that an ancient order of Wizards was once active in these lands. If you could unearth the secrets of this order, you may be able to acquire an understanding of the Eldritch Arts you so hungrily crave.

Missing Companion

Theme: Loyalty and Devotion

A childhood friend of yours, Captain Grisham, was supposed to meet you for drinks yesterday, but he never showed. It’s not like him to miss an appointment without sending word. Last you heard he had been sent on an investigation up north, but he should have been back by now...

Debt of Gratitude

Theme: Repaying a Debt

The Matron Livingston of Iron Bell Falls took you in when you were young, giving you an education and getting you on your feet. You have not seen her for several years, but you’ve been thinking of traveling north to check in.

Tracking a Murderer

Theme: Religious Justice (Cleric, Paladin, or member of a religious order)

A colleague and member of your order was recently and suspiciously murdered. Soon after, Lethista, another member of the order, suddenly disappeared. Your order has charged you with finding her and discovering what happened. You’ve been tracking her as she traveled north.

Descent into Madness

Theme: Insanity

Your dreams have been turning strange and dark, filled with disturbing images. You’ve repeatedly seen a shrouded statue of black obsidian. You have been loath to mention this to others, not wanting to appear unstable. With grim resolve you vow to uncover its meaning before it is too late.

Relic Hunter

Theme: History and Treasure

You are in search of rare items and artifacts. You’ve seen writings that talk of a powerful seer, once worshipped as a god. Lafidonus’s tomb is said to be somewhere in the north and it could hold treasures of great historical and monetary value.

Demonic Hunter

Theme: Against the Evil

You’ve dedicated your life to ridding the world of Infernal Denizens. Demon sign is present in the north.

Fae Champion

Theme: Fae

You’ve always felt a connection with the Fae. The spirits in the north call to you. They are in pain.

Healing the Land

Theme: Nature (Ranger, Druid, etc.)

You can feel a great darkness descending upon the land, and the further north you travel the stronger the feeling gets.