

Blightspore Beckons

Like many of the heroic legends of old, this story begins in a time of relative peace. Children excitedly run through the streets, screaming with mirth, while elves, humans, the fey, and people of countless other backgrounds stuff their faces with meat mies, fight against the current of the river, and herd ravenous gargantuan gees all in friendly competition. You would find yourselves in the midst of Luna Pine's annual Festival of Harmony filled with excited festival goers. Though not all is as it seems as many powerful and unknown figures choose this moment to step into the light and make themselves known and would entwined their fates with yours.

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Story Tracker

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Plot

The following is a list of important and current plot points that are occurring throughout the Blightspore Beckons server event. If you have questions or believe that something is missing then reach out to either an [Admin](#) or [Edgelord](#).

Plot Hooks	Notes
The Festival of Harmony!	The annual Festival of Harmony is underway in Luna Pines and offers a variety of games from pie eating to geese herding and riddles to rice harvesting. Then there is the race to retrieve the Crystal Flower! Who will excel in the games and who will be deemed champions of the Festival of Harmony!
Rivals	Several people calling themselves Umberlee's Wave have made an appearance in town and are making a splash in the Festival of Harmony. Who are they exactly?

The Melencholic Scholar	Upon claiming the Crystal Flower, several adventurers were transported to a strange realm where they encountered a vision - a woman named Regna pleading for help. Who is she and what happened?

Threads

The following is a list of unresolved plot threads that are occurring throughout the server event. These differ to plot hooks as there is not a defined ending. Some example may include the farmers cows escaping because the front gate was left unlocked or a powerful relic was lost by a player because they rolled a nat one while crossing a ravine. If you wish to explore one of these plot points then grab a couple of friends and reach out to either an **Admin** or **Edgelord** and they will help kick off a scene.

Threads	Notes
High Magister Seraphina	An important fey figure who has never made a public appearance before decides to take lead in a recently festival. Could there be more to this or could she simply have changed her attitude?
The Silent Treant	A figure assembled with various moss covered sticks and twigs would silently stand by Seraphina's side at all times, silently observing, unless they were making appearances in the final race. A simple guardian, or is there more than meets the eye?
Miscellaneous Nobles	A number of distinct nobles watched the race from the stands. It appeared almost ceremonial. Who are they? Or were they simply bored and made an appearance.
Golden Tome	A golden tome that was locked shut seems to be tied to a mysterious figure named Regna. What exactly is this book? Is it a book at all?

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NPCs

Information on NPCs can be found [here](#).

Factions

Information on Factions can be found [here](#).

Story Summary

A Call to Adventure!

Introduction

As you step into the outskirts of Luna Pines, the verdant canopy of the dense forest provides a natural ceiling for the lively scene below. The air is infused with the aroma of wildflowers and the distant melody of a lute. A dense crowd have gathered in anticipation for the Festival of Harmony.

Elven families adorned in vibrant attire move gracefully through the crowd. Children with pointed ears chase each other, weaving through the legs of adults. The air is filled with snippets of conversations, creating a tapestry of voices. A firbolg mother urging her three children not to go near the baby dire geese, a drow guard in shining insectile armour complaining to his partner that his gauntlet was crushed by a hulking orc while arm-wrestling, and a pair of young dryads in swimwear hollering as they rush toward the banks of the azure waterfall. Throngs of people, most of them elven or fey weave their way through the crowds, laughing, singing, running, and sightseeing.

Banners showcasing a meat-pie eating contest, while another is emblazoned with the words "Riddles and Rhymes: Unbeatable Riddles!" The festival is yours to explore—where do you want to go?

The Festival of Harmony

The festivities kicked off with a pie-eating contest that drew laughter and cheers from the crowd. As participants dove face-first into sweet, fruity concoctions, the aroma of freshly baked pies wafted through the air. Moon, Myzcali, Tap Tap, Manhik, ZylNaera, and Torrin would emerge victorious over the day.

Herbert and Elspeth, the lovely firbolg couple, hosted a rice harvesting event under the azure sky of Luna Pines. Some teams of two struggled to cut down the rice stalks, while others chose a

more...fiery approach. Torrin and Mini (7 min), Zylnaera and Masson (8 min) , Falner and Tap Tap (6 min) where able to encourage one another to victory and embodied the spirit of teamwork.

The arm wrestling challenge, overseen by a local guard saw contestants pitting strength against technique. The ring echoed with cheers and groans as competitors showcased their might, creating an atmosphere of friendly rivalry. Bronwyn, Gethin, Zylnaera, and Blyze were able to show off their muscles!

After a rocky start where Yensen had to calm down a rising mob against a very punchable goblin, a race against the river's current tested the agility and determination of participants. Navigating through the water, they vied to retrieve a spear. Yensen, Velda, and Moon as an Orca were able to set new course records. Moon also cheekily created a large wave to push everyone else across the line.

A labyrinth, masterfully crafted and watched over by a diligent aarakocra, invited participants to test their wit and agility. The twists and turns of the maze mirrored the unpredictable nature of life....Luckily few people lost their way this year.

A strange creature, a male hag, curiously watched over a small riddle games of dragons, celestial objects, and poison. Though it is uncertain how much attention they could possibly have paid as they were asleep the entire time! Nevertheless, the adventurers proved their wit and Icarus had a lovely conversation with the hag.

A pack of predatorial, gargantuan geese were let loose to challenge fair goers to herd them back into their pen. Luckily, no one was seriously maimed but who honestly thought that this would be a good idea? Numen will have her hands full for a while.

Race for the Crystal Flower

As the sun dipped lower, the climax of the festival unfolded—the race for the Crystal Flower. Even the nobles and the High Magister Lady Seraphina came to witness this grand spectacle. The points were tallied, teams were formed and at the beat of the drums, the adventurers were let loose one by one to fly into the sky and scale the mighty pine tree and traverse through enchanted fey landscapes.

The teams faced the gargantuan pine tree, its branches reaching towards the sky. Verdant, bioluminescent arrows guided them along the trunk, through clouds and branches, and into a

realm where the mid-afternoon sun mingled with silvery moonlight.

Thick branches animated to block their path and after some trial and error everyone was able to push through tiny gaps while Ferren tried to set the place on fire. Hopefully, that was taken care of... Soon afterwards they reached a split in the path, each direction marked by arrows, one delving into mid-afternoon sun, while the other darkness. The choices were evenly divided.

Some people took the path to the left which spiralled high into the sky and they were blocked by a pair of pillars guarded by ravenous bone white vines. Unfortunately, this is where Icarus had to part with their mighty steed. Pushing through, they would find themselves in an enormous cavern blocked by a landslide to one side and a crack in the 100 ft tall dome leading somewhere. Marielle and Moon were even able to find a secret treasure. Most opted to clear the landslide while Moon, Effie, Sam risked flying towards the crack where they discovered a rainbow road filled with hundreds of voices vying for their attention and discovered a shortcut. Effie would hear one voice asking them to find a hidden sanctuary.

Marielle and co. pushed past the landslide and after a brief swim in some very questionable ponds, uncovered a scroll and encountered several schools of vicious flying fish! Nope! Get right out of there!

Meanwhile, down the shadowed path, the contestants would find areas to be bathed in darkness. Velda noticed a glint at the bottom of a deep hole and flew down to investigate. This is where they encountered a pink flying dolphin which telepathically sung sea shanties. Their team immediately fled and left the carnage of the dolphin to the trailing teams.

Next they would have encountered a steep, narrow, verdant tunnel that blasted all with a devastating gust of wind. Unfortunately, this is where Bronwyn, Gethin, and Myzcali had to throw in the towel. However, with some rope play from Irmisz they would help their team cross the wind tunnel. Meanwhile, Mathias would destroy the tablet and turn off the magical wind, allowing everyone else to pass. What a great guy!

Not all was bad though, Moon was able to jump into a pond where they temporarily gained an enhanced polymorph and Sam found a sentient blade that was convinced they were a weapon. Weren't the nicest either...

The adventurers then slowly converged in a crystal chamber where the saturation was turned up

to 11! This is where they met the Autumn Fey Lirael and their Moon dragon companion Nalunthir. They fiercely fought the adventurers while offering words of advice. Icarus and Masson helped out the other teams, there is no I in team afterall, while Umberlee's wave returned the favour. Though not all was good times as Marielle made an enemy of Valshoon. Many people tried to claim the Crystal Flower around Nalunthir's neck, Irmisz and Yensen came close but it was Marielle who was able to snatch victory and claim their team the title!

Nalunthir transformed into a humanoid creature and summoned a verdant portal which must have been tampered with as several people found themselves inside a cavern that opened up to the midnight, starry sky. Here they would find a locked golden tome that instigated a vision where a female human, adorned in a peculiar leather armour and tattered white dress, with a shield strapped to her back, and curly auburn hair framing a face that bears unspeakable melancholy would call herself Regna and plead for help from the adventurers. She would pray to the Knowing Mentor and the Dawnfather as she asks for salvation. She requests that they take the tome and visit the site of an evil temple....

Then they would be back in the town centre where they would celebrate their victory in the race and celebrate late into the night. The winners of the race would even receive a golden meddalion depicting a solar eclipse poking out from a mighty tree.

Factions

Faction Overview

The following is a brief summary of every important faction that has made an appearance during the server event. Some are towering monoliths spanning countries while others stick to the shadows or perhaps they may even employ you!

Umberlee's Wave

Faction Name: Umberlee's Wave

Leader: Yesnen

NPCs (Titles): Yesnen (unknown), Tap Tap (unknown), Minimrie (unknown), Valshoon (unknown), Gavin (unknown)

Motivation: Adventuring?

Enemies: Unknown (Partially Marielle)

Allies: Icarus, Masson

Flaw: Unknwon

High Magister

Faction Name: Unknown

Leader: Unknown

NPCs (Titles): Seraphina (High Migister), Treant (Unknown)

Motivation: Unknown

Enemies: Unknown

Allies: Unknown

Flaw: Unknown

NPCs

NPC Overview

The following is a brief summary of every important Non-Player Character (NPC) that has made an appearance during the server event. Some are fearsome foes, others are allies while some are trying to mind their own business. More details of these NPCs will be found below in the NPC card section.

Name	Race	First Encounter
Yensen	Triton	Calming down the crowd at the Crystal Relay
Tap Tap	Kenku	Joining in at the 3rd round of the pie eating contest
Minimrie (Mini)	Firbolg	Speaking to the old firbolg at Rice Rush Rumble
Valshoon	Tiefling	Being forced into the pie eating contest
Gavin	Human	Patiently waiting at the start of the pie eating contest
Glasha Smellingpot	Orc	Cook and host of the pie eating contest
Clap	Aarakocra	Watchful eye at the Laughter of Wonder
Herbert and Elspeth	Firbolg	Lovely old couple that were there over Rice Rush Rumble
Arealel	Dryad	Confident animal wrangler watching over Gathering of the Wild
Sybbyl	Hag	Snoozing and overseeing the answers to these Questions Tied to the Past
High Priestess Numen Aureum	Tiefling	Announced the end of the event and the start of the Harmony Festival

Misc Minor Noble 1	Winter Fey	Assembled after Numen announcement
Misc Minor Noble 1	Wood Elf	Assembled after Numen announcement
Misc Minor Noble 1	High Elf	Assembled after Numen announcement
Misc Minor Noble 1	Human	Assembled after Numen announcement
Misc Minor Noble 1	Drow	Assembled after Numen announcement
Misc Minor Noble 1	Herragon	Assembled after Numen announcement
Misc Major Noble 1	Winter Fey	Assembled after Numen announcement
Misc Major Noble 1	Summer Fey	Assembled after Numen announcement
Misc Major Noble 1	High Elf	Assembled after Numen announcement
Stoic Treant	Treant (?)	Silently stood beside Lady Seraphina
Lady Seraphina Galathaniel, High Magister	Winter Fey	Announced the beginning of the race for the Crystal Flower
Regna	Unknown	Came as a vision at the Crystal Flower race place to help

NPC cards (players)

The following is a visual representation of the character and essence of a particular NPC. This is to allow players, and DMs, to quickly jump into the action and pick up right where they left off even when the the petite forest troll has not left their home for several months. More information can be found [here](#).

Major NPCs

The following are the NPC cards for the major NPCs for the Blightspore Beckons server arc. These are currently the main players in the game!

NPC Mind Map

The following image is a relationship chart between the various NPCs and factions for the Blightspore Beckons server arc. This way you will know of every public relationship and dynamic between the various NPCs or groups of NPCs



