

The hunt for clarent

After the group got the quest to retrieve Clarent the mage assistant of the king Orphior Thadali gave each member of the group a ring. This ring so that Orphior and the king could keep an eye on the group after the tavern fight that Gokher started. The king promised the group "kings rewards" after retrieving the sword.

The king send the group to Doveport where they met a informant who first asked for help to kick out some thieves who stole gold and alcohol from villagers. The group went to the group they introduced themselves as the Vistani. Gokher was ready to attack them if they stole from him but the Vistani offerd they would leave and bring them to Clarent. At first Gokher did not trust them but seeming that the Vistani were the only clue to the sword they had the group decided to agree.

They got brought to a place called Dalgenen. Gokher was impressed by that the sun was fully blocked out but could get easily used to it due to living in a mountain all of his life. The group got their fortune told by one of Vistani members. This fortune got told that it was the only way of achieving our goal of retrieving Clarent. Daevalur Sunmeadow had to draw 5 cards for the group each card resembling something the group should be searching for. The cards had the following descriptions.

“ This card tells of history. Knowledge of the ancient will help you better understand your enemy. I see a nest of ravens. There you will find the prize.

“ This card tells of a powerful force for good and protection, a holy symbol of great hope. I see a dark room full of bottles. It is the tomb of a guild member.

“ This is a card of power and strength. It tells of a weapon of vengeance: a sword of sunlight. I see a sleeping prince, a servant of light and the brother of darkness. The treasure lies with him.

“ This card sheds light on one who will help you greatly in the battle against darkness Look for an entertaining man with a monkey. This man is more than he seems.

Your enemy is a creature of darkness, whose powers are beyond mortality. This card will lead you to him! He lurks in the darkness where the morning light once shone - a sacred place.

After getting their fortunes told the group decided to travel to a town called Dalgenen. Here they met one of many vampires who was held hostage by the local priest 'Donavich Moldovar'. Donavich explained that the vampire was his son and he would try anything to save him. Samael, Deavalur and Gokher decided to sneakily inspect what the vampire was like. After entering the basement where the vampire was the vampire instantly attacked them. Donavich tried to save him by healing him but it was too late and Gokher had already killed him. After seeing Donavich trying to heal his son Samael went into a rage where he only wanted to kill him. Philipé stopped him by knocking him out. After it was also noticed that "Deavalur" also did not like Donavich's actions. Gokher decided the only way to keep Donavich safe was to lock him in a room with Gokher where they could both sleep. Gokher wanted to be sure no one could enter through the door if someone did Gokher would attack them even if it was one of his allies. The next morning the group decided they were okay with Donavich and Donavich wanted to join the group on their adventure to redeem himself from his mistake.

After going out of the town the ruler of the region Count Strahd von Zarovich decided to abduct one of the group members Philipé. Gokher was annoyed that someone could just come in and abduct someone just like that. Gokher wanted to do everything to save his friend but released Strahd was too big of a match for him for now. Shortly after a mercenary Bulgar wanted to join the group but decided later to leave again after not being paid. Shortly after Bulgar a Gnome Baldur wanted to join the group because he had nobody else after his group was slain by Strahd.

When the group was in the region for a bit longer they got attacked again by Count Strahd von Zarovich. He was mad that the group let his only love Irina escape Dalgenen through a magical pool. In the attack one of Gokhers allies Samael Morningstar was slain by Strahd von Zarovich. Donavich was also slain by Deavalur who was controlled by Strahd's magic. Gokher at first did not understand the magic Deavalur was controlled by but later he understood. Gokher did not feel bad for Samael's death mostly because he could already see that Samael's death looked inevitable. After the battle the "abbot" came and resurrected Donavich but refused to resurrect someone who was directly slain by Strahd. The group decided to burry Samael on holy ground so he wouldn't become a vampire. The group also decided to call themselves the lightbringers in honor of Samael Morningstar. Shortly after they met a Paladin who wanted to join the group Caedric Vindae. The group accepted because he shared the same goal as the group had, kill Strahd von Zarovich.



The group decided to help a winery where they had to retrieve gems for them to get the wine going again for the region. The winery explained the wine was one of the only things to keep the

people happy in the region because there was not much to live for. While looking for the gems the group encountered multiple enemies a few notable ones are Baba Lysaga and Wintersplinter. Gokher got killed by Wintersplinter but was later resurrected by the Eboth in trade of Baldur's life under Strahd's command. Gokher will always be thankful of Baldur's sacrifice for his life. Shortly after Baldur's death a new cleric wanted to join the group Reed Tealeaf.

After killing these allies of Strahd there was only one thing left for them to do kill count Strahd von Zarovich. Gokher decided he wanted revenge for his friend Philipé and retrieve the sword Clarent to strength himself. Gokher got into a frenzy rage first moment he saw Strahd. Gokher got also hasted by Vulmar Ventris which helpt him chase Strahd through the walls. Gokher dealt great damage to Strahd with help of Beogh but died when Strahd transformed into a t-rex.

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