Auros

The world in which the campaign started in 2026 is based.

- Sessions: Cephla Tensions, Prince Harlow
  - Session 1: Beginnings

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A log of summaries about each session within the campaign involving Prince Harlow as well as tensions brought on by invasions from Cephla.

Session 1: Beginnings

Our heroes begin their journey. They meet and head to the square to hear of Governor Ibara's pleas to recruit help with the impending invasion from Cephlian forces. While contemplating their next move, they hear a cry for help.

Investigating, they encounter three goblins who are attacking a lone victim. They unalive two of the goblins while one runs away. The victim — a young red-headed self-proclaimed archaeolgy enthusiast — treats the heroes to drinks and, with some pressing, explains his motives: to find the hidden, ancient treasure of Corneria. He entreats them for assisstance in his quest, promising a portion of the spoils. He also shares, that such a treasure lies in catacombs, supposedly sealed beneath the city.

The heroes debate whether this is worth their time as opposed to helping their countrymen. They decide that while the impending invasion from Cephla is serious, they'd bolster their position with the additional wealth potentially acquired via this quest. They agree to help their new acquaintance.

Delighted, he suggests they meet in the main square of Corneria an hour from that point.