Good Squad Campaign Timeline by Hannah

Last Update: 6/11/2018

652 Romenstace, the end of summer

Day 1:

* Allora, having traveled a long way through the wilderness, arrives in Alame’a
* Nala Turnuroth, traveling to see the historian ceremony, arrives with her family in Alame’a
* Finnith Fëanor, after a successful audition, is practicing for the historian ceremony at Istalandir, the bard college in Alame’a, the elven capital
* Mehmon and Finn are two people who Allora meet during her exploration of the city
* After accidentally stumbling into an almost-engagement with Nala, Finnith meets Allora for a short time, and then retires to his room at Istalandir
* Nala escapes from her family and meets Allora that night, and they have an altercation with some thugs at a tavern

Day 2: The beginning of the New Year

* After being drugged, Nala stays with Allora in her room at the Laughing Lagac, but successfully returns to her family before any notice of her disappearance
* Finnith wakes early, finds his parents at the Croaking Cockatrice, and (after a run-in with Luthil) convinces his parents to talk the Turnuroths out of the engagement
* The historian, Mevella Amastacia, is shown to the people of Alame’a at the ceremony. Her three daughters, who have something of the divine about them, are also present
* Allora, Finnith, and Nala all meet up and eat dinner at the Cheeky Chocobo, where Finnith is nearly dragged off by a waitress amid a scuffle with multiple thugs. They all return to the Croaking Cockatrice for that night, where Finnith’s parents see to them.

Day 3:

* Allora leaves early to participate in the hunting competition, where she wins quite a bit of money and a lagac, and promises to fulfill a quest for the giant elk. She also meets Balthasar the delk.
* After Finnith profusely apologizes for last night’s events, he goes to the library of Istalandir to study.
* Nala does some shopping before meeting up with the other two after Allora’s hunting competition.
* Amuulzhin Norixius makes his appearance that night, spooking Finnith, disarming Allora, and knocking Nala unconscious before disappearing.

Day 4:

* Amuulzhin introduces himself to the party, and he is hired by Nala’s parents to protect her.
* The party travels to the Laughing Lagac farm where Allora meets Kevin the lagac.
* Allora splits from the party after Finnith attempts to confront Amuulzhin, and she sees a tiefling being captured by the Coven of Eternal Light
* Operation save the tiefling commences—Finnith plays at Dan’s Diner to distract the Coven while Allora, Amuulzhin, and Nala explore the catacombs of Alame’a to reach the Coven HQ and rescue the tiefling, Verge.
* The Purge happens at midnight. Finnith, captured by the Coven, is rescued by Allora and Nala. At least, Beshaba exerts her power to cause a commotion, allowing Finnith to be saved.
* The party, plus Mehmon and Finn, flee the capital to a safe haven in the forest.

Day 5:

* Something’s up with Amuulzhin’s eye, Allora’s horns are impossible to hide, Nala’s family has been kidnapped by her uncle’s lackeys, and Finnith’s leg/foot have been badly injured.
* Mehmon and Finn advise the party to visit Lialin and Namfoodle Scheppen after #ElkQuest2016
* The great elk gives Allora a pendant to take to a specific location. Amuulzhin and Verge (the daughter of Edge) will meet the party in Lialin.
* The party, traveling near the Duin Umoira, arrive at the location. All had dreams relating to the power of the wind, which manifests itself and reveals a tall armored figure, Vindus.
* Allora takes the scales, Nala the sword, Finnith the shield. They pledge their service to Vindus, a deity who is only now being reborn into the world

Day 6:

* The party sets off towards Lialin.

Day 7:

* The party reaches Lialin and are accosted by a few acquaintances of Finnith, kicked out of the Dao Dive due to an incident involving Allora, Finnith, and one of those acquaintances. They meet back up with Amuulzhin and Verge.
* Balthasar is called away from Allora by Beshaba.
* They find Scheppen’s Shilling Shop and meet Namfoodle Scheppen, who sells Finnith a brace to help his injury and the rest of the party several magical/enhanced items.
* Finnith discovers a puzzle relating to rune magic and the book written by Scheppen.

\*During the night, the Christmas Special Session happens, and Allora gains a new animal companion, the bear Frikka. No one remembers anything from the session except for the choice we made and our meeting with our mirror-selves.

Day 8:

* The party has an argument with Amuulzhin
* Finnith solves the rune magic puzzle, probably, and is encouraged to hurry it up and leave because the dragonborn are ready to go save Nala’s family.
* Verge bids the party farewell, saying she may go to Clearwater
* The party hastily leaves Lialin to begin their journey to the dragonborn country, amid a few verbal scuffles with Amuulzhin
* During the night, a multitude of black birds surround the party.

\*During the night, the First Anniversary Session: Tournament of Survival happens. No one remembers anything of it.

Day 9:

* The party discusses their plans when they reach Nala’s homeland, and prepare themselves for the multi-week journey.
* Travel for most of the day, arrive in a human town towards the evening, which isn’t particularly welcoming towards the party, most pointedly Allora.
* The party makes camp outside the town for the night, a spot shown to them by a man named Pete the Wanderer.

Day 10:

* In the morning, Finnith pesters Amuulzhin into sparring with him. The resulting fallout is… immense.
* Allora, after thinking about it and speaking with Beshaba, decides to leave the party. She says farewell to Nala and Finnith and travels for most of the day, meeting with her mirror-self at one point.
* Finnith mentally contacts Vindus and relates the situation, so Vindus invites Nala and Finnith to return to his realm for a few days to re-center themselves.
* Nala and Finnith do so, planning to meet Amuulzhin in a few days at the Pickled Egg. Amuulzhin draws Nala aside after Finnith leaves and expresses some concerns.
* Nala and Finnith arrive at Vindus’ realm, a paradisiacal place where they can travel with the power of the wind. Finnith avails himself of the library while Nala ponders her next steps.
* Nala leaves a letter for Finnith to find and leaves Vindus’ realm.

Day 11:

* [Note: may not be Day 11, but seemed to be] While practicing her swordplay, Nala hears something behind her, throws a dagger at it, and sees it to be her mirror-self.
* Finnith wakes, discovers Nala’s letter, and is greatly distressed. He meets his mirror-self in the middle of his ponderings, who has a lot to say to him.
* *[This timeline is now pretty solidly Finnith focused because I’m not aware of what’s going on in the other sessions, time-wise, so it won’t really be relevant to everyone until the next time we all meet (hopefully).]*
* After doing a bunch of thinking and talking with Vindus, Finnith decides what he will do next.

Day 12:

* Finnith leaves Vindus’ realm and sets out to complete his quest, heading southwest to a town named Thraden. He travels through the day and makes camp.

Day 13:

* Finnith continues traveling, turning south at a crossing, and makes camp by the road.

Day 14:

* Finnith continues traveling, reaching Thraden at the end of the day. He meets Nebra, the owner of the Kackling Kenku, and stays the night there.
* In the middle of the night, Finnith is awakened from his dream by a young girl’s scream in the village.
* He runs out and sees chitines, giant spiders, and a choldrith in the town. He saves the child, Helena, but despite his best efforts is defeated in battle.

~Day 15-16:

* In the Underdark, Finnith was discovered being dragged into a chitine camp by Neroth’s people, who brought Finnith back to Neroth’s castle.
* Finnith agrees to help Neroth, a sun elf who was banished to the Underdark, in his mission to restore the peoples banished by the Sidus Council to the Surface, as well as to learn rune magic from Neroth.

Day 17:

* Finnith receives the *seele* rune from the Embers of Creation. After establishing a way to communicate with Neroth through Neroth’s rune, the Weaver’s Circle teleports Finnith back to Thraden.
* Finnith goes to investigate the tunnel just outside Thraden.
* Finnith meets Radkis Boarsrot, the owner of Thraden’s mine.
* At the bottom of the mine, Finnith combats the dead bodies of three Coven members being controlled by a mysterious crystal. The mental trauma causes him to be deafened for 20 hours and lose the ability to speak for 80 hours.
* Finnith escapes the mine as it turns pitch dark and spends the rest of the day sleeping at the Kackling Kenku.

Day 18:

* Finnith wakes up in the middle of the day. Nebra takes him back to the mine, where problems persist.
* Finnith makes his way through the magically dark mine, losing the ability to hear for 60 hours, gaining an attachment to a “lucky charm” for 50 hours, and gaining a form of indefinite madness. He confronts one (?) of his other selves who was disguised as Edge most of the time. This one looks different from the one Finnith spoke with several days ago.
* Finnith uses Vindus’ sigil to banish the darkness in Thraden’s mine.