

The Story So Far

In 564 CY, you all met at the wedding of a mutual friend, Jarvik Hatzinger. Obsessed with the "Temple of Amiritza" and the lost Valarian Empire (Amedio Jungle), he failed to report back to anyone by Coldeven 10 (via Raven messaging). A dreamer and avid treasure hunter, you all presumed that he perished.

Coldeven 18: Now, a raven has arrived with a frantic message: Jarvik has found something big. He needs you to meet his contact, Barliman Azimar, at the Sasquatch Inn in Voldrun on Growfest 4. He said that acquaintances would be there as well. From there, you would journey south into the unknown. Did Jarvik's promise of gold sway you? Or was this just a venture fraught with danger? ... What acquaintances?

The jungle to the south, once dismissed as deadly and impenetrable, was now a beacon for treasure-hunters, backed by wealthy sponsors and reckless ambitions; many expeditions departed weekly. The allure of the southern region proved irresistible and was often the subject of gossip. The question was who would reach it first.

You all met at Jarvik's wedding, in the Free City of Greyhawk. At the time, none of you imagined that the bond formed over wine, music, and laughter would lead to an expedition into the Amedio Jungle four years later. Perhaps the lure was the promise of treasure. What did Jarvik find?

Back then, you were all just travellers, mercenaries, or scholars — drawn to Greyhawk for different reasons but brought together by circumstance and one eccentric groom who couldn't stop rambling about lost empires & ancient secrets. Jarvik, ever the dreamer, fancied himself the Indiana Jones of the Flanaess. His enthusiasm was infectious, and his charisma kept you loosely connected, even as you each pursued your own paths.