Velgarth sandboxes

Authors: swimmer963, Alicorn, westwind, lintamande

- ademption
- escape this
- lost centuries one broken earth
- you never know when temperamental weather's gonna come
- fianchetto

ademption

Tarinda lands on Velgarth

Link

Authors

Alicorn, Swimmer963

Thread Description

Tarinda in Velgarth

- **Status:** on hiatus
- **Warnings:**
  - spoilers for A Song for Two Voices through book 8

Prerequisites

- Will (short story)
  - Author: Alicorn
- optionally, A Song for Two Voices (Fanfic)
  - Author: Swimmer963

Settings

- Velgarth
- Singleton

escape this

Promise (fairy Bell) lands in Velgarth

Link

Authors

Alicorn, Swimmer963

Thread Description

- **Status:** on hiatus

Prerequisites

- repeat after me (Sandbox), or another Promise thread, for character context
  - Wiki page
- A Song for Two Voices (Fanfic), or other familiarity with the Velgarth setting
  - Author: Swimmer963
  - Note: "escape this" contains spoilers for ASFTV

Settings

- Velgarth
- Harmonics

lost centuries one broken earth

Native Lev in Velgarth

Link

Authors

westwind, Swimmer963

Thread Description

lev and leareth are lifebonded

- **Status:** on hiatus

Prerequisites

- A Song for Two Voices (Fanfic), or other familiarity with the Velgarth setting
  - Author: Swimmer963
  - Note: "lost centuries one broken earth" contains minor spoilers for ASFTV

Settings

- Velgarth

you never know when temperamental weather's gonna come

Duke Valdemar and a Carissa in the Eastern Empire

Link

Authors

lintamande, Swimmer963

Thread Description

the Eastern Empire is really a lot like Infernal Cheliax

- **Status:** in progress

Prerequisites

- none

Settings

- Velgarth

fianchetto

Blai in ASFTV Book 11

Link

Timeline

Day 1

- Blai spells:
  - Orisons: Spark, Light, Guidance, Create Water
  - 1: Air Bubble, Endure Elements, Forbid Action + Divine Favor
  - 2: Burst of Radiance, Delay Poison, Hold Person + Qualm
  - 3: Create Food and Water + Prayer
- Blai yeeted to Valdemar. Heralds question him and quickly determine he is not working for Leareth.
- Changecreature attacks. Blai and Savil kill it and save Arven. Blai does a Cure on Arven and also a channel.
- Heralds decide to send Blai to k'Treva, but it is destroyed. Savil is knocked out and slightly irradiated, and the permanent Gate threshold is destroyed.
- Vanyel and Savil trace the Changecreature by pastwatching spell to the Pelagirs.

Day 2

- Blai spells:
  - Orisons: Guidance, Create Water, ?
  - 1: Comprehend Languages, Entropic Shield, Liberating Command, Summon Monster I, Protection from Evil
  - 2: Lesser Restoration (2), Minor Prophecy + Qualm
  - 3: Protection from Energy + Prayer
- Leareth hears rumors and kidnaps Blai (leaving a letter). Nayoki questions Blai and figures out what actually happened.
- Valdemar calls in its allies. Vanyel and Stef head north.
- Leareth sends Blai and a messenger to a records cache near Vanyel's current location. Vanyel questions them, confirms they're not compulsioned or anything, but can't confirm Blai is not under Mindhealing effects.
- Stef impersonates a Herald and sends a letter to Melody asking her to come. Jisa comes instead.
- The group up north all collectively decide that it's worth trying to keep talking to Leareth and that they should send a letter to Haven to that effect.
- A storm starts up.
- Blai casts Minor Prophecy on Jisa and sees her in the pass with Vanyel and Leareth (and a kyree) about to make magical oaths to each other, and then attacked by Suddenly Gryphons.
- Jisa sends a message to Brightstar via elementals.
- Stef asks the kyree to take Vanyel and Leareth's messenger to town. (The messenger gets sent on to Haven.)
- Yfandes talks Enara through jailbreaking
- A tree gets struck by lightning and falls on the party still at Leareth's cache (Blai, Stef, Yfandes, Jisa, Enara). They end up cold and exhausted inside the cache.
- Stef extracts Blai's secret backstory.
- Vanyel comes back near dawn. He sends a letter to Leareth trying to arrange a meeting.

Day 3

- Blai spells:
  - Orisons: presumably Guidance and Create Water
  - 1: Endure Elements (4)
  - 2: Minor Prophecy, Owl's Wisdom (2)
  - 3: Aura Sight
- The group goes to the kyree's caves.
- The Death Bell rings in Haven.
- Vanyel and Leareth (and Stef) meet in the dream.
- Blai casts Minor Prophecy on Vanyel shortly before dawn. He sees Vanyel exploding at the Heartstone.

Day 4

- Blai spells:
  - Orisons: Guidance, Light, Detect Magic, ?Create Water?
  - 1: Endure Elements (3), Detect Law
  - 2: Minor Prophecy, Owl's Wisdom, Suppress Charms and Compulsions
  - 3: Dispel Magic
- Blai and Vanyel meet with Leareth. Blai confirms Leareth is Lawful. Vanyel casts a Truth Spell and Leareth swears he has not lied to Vanyel and did not attack Haven or k'Treva.
- Blai casts Minor Prophecy on Leareth and sees Brightstar destroying Leareth's immortality method.
- Blai and Enara get Gated back to Haven in the evening. Yfandes goes to be a Mindspeech relay halfway there.
- Blai and Enara are assumed to be enchanted or tricked. Yfandes is killed by an avalanche.
- In the middle of the night, Melody talks to Blai and they put together that the Death Bell was tampered with.
- Jisa contacts Leareth and Gates him to the kyree caves.

Day 5

- Blai spells:
  - Orisons: presumably Guidance and Create Water
  - 1: Endure Elements, Air Bubble, Comprehend Languages, Forbid Action
  - 2: Owl's Wisdom, Suppress Charms and Compulsions, Lesser Restoration, Minor Prophecy
  - 3: Planar Inquiry
- Jisa sneaks into Haven pretending to be Clara and sends Clara to talk to Vanyel.
- When Vanyel finds out about the Death Bell, he asks the Shadow-Lover some pointed questions and figures out a strategy.
- Seldan walks out of the Grove and Chooses Blai.
- Vanyel and Stef come to Waymeet, ask for Melody to come block Vanyel's mage-gift so he can't be wedged into a Final Strike, and then go to Haven.
- Randi gets a Lesser Restoration.
- Brightstar takes a strike group north and blocks communications between Leareth and points south. When Vanyel puts this together, he, Blai, and Seldan go back north to re-establish communications and warn Leareth.
- Brightstar attacks Leareth: a spell causing an earthquake, cutting off *all* comms, weapon from Urtho's tower, gryphons, immortality spell.
- Leareth gets Jisa and Enara out but that delays him enough that he gets hit. Nayoki, Vanyel, Blai, and Seldan rescue him and capture Brightstar.
- Minor Prophecy on Brightstar shows Featherfire coming to hug him.

Day 6

- Blai spells:
  - Orisons: Guidance, Create Water, Light, Stabilize
  - 1: Endure Elements(2), Forbid Action, Gentle Repose
  - 2: Owl's Wisdom, Lesser Restoration (2), Minor Prophecy
  - 3: Nap Stack
- Minor Prophecy on Leareth shows a gryphon attack on Haven.

- Blai, Seldan, and Vanyel go back south, with an escort for anti-gryphon purposes. They pick up Lissa in Waymeet.
- A bunch of people get Stacked Naps: Treven, Dara, Tran, Joshel, Katha, Keiran, Savil, Katri, Lissa. Not Vanyel or Shavri.
- Randi gets two more Lesser Restorations.
- Blai talks to Karis about illegal orders.
- The Star-Eyed breaks a bridge and dumps Blai and Seldan in the river.
- Blai talks to the Shadow-Lover. He advises talking to Cayden Cailean, or to Desna, Sarenrae, Shelyn, or Abadar.
- Blai and Seldan go into the Nap Stack near the end of it.
- Blai casts Gentle Repose on Yfandes.

Day 7

- Blai spells:
  - Orisons: Guidance and Create Water presumably
  - 1: Air Bubble, Endure Elements, Liberating Command, Summon Monster I
  - 2: Minor Prophecy, Lesser Restoration, Owl’s Wisdom, Gentle Repose
  - 3: Remove Blindness
- Sandra's blindness gets cured.
- Minor Prophecy on Savil shows the Highjorune Heartstone causing problems and Blai collapsing when brought in to heal Featherfire.
- Heralds evacuate a bunch of important people in advance of trying to shut down the Heartstone, away from Haven and now also Highjorune. Blai goes north.
- Midway through the casting to shut down the Heartstone, Vanyel falls over, suddenly trapped in the Foresight dream with Leareth. Savil finishes the casting.
- The Shadowgod talks to Cayden and points Cayden at the Star-Eyed.
- Stef gets sent into the dream with an update.

Day 8

- Blai spells:
  - Orisons: Guidance, Stabilize, ?Create Water?
  - 1: Dream Feast (3), Air Bubble
  - 2: Lesser Restoration (2), Minor Prophecy, Summon Monster II
  - 3: Remove Curse
- Star-Eyed tells Brightstar she might have made a mistake.
- Vkandis makes the energy of the Iftel barrier into a death ray and shoots it at Leareth's base.
- The Star-Eyed boots Leareth out from the dream just in time for him to pick up a huge dose of radiation and Gate out. He comm-spells Jisa and passes out.
- Blai's healing gets Nayoki into shape to cast a Gate and get Vanyel, Stef, Nayoki, Blai, Seldan, and a few of Leareth's Healers to Haven
- Jisa gets Brightstar to help her find Leareth via his immortality. They Gate him to Haven, but it's just slightly too late.
- Shavri starts doing triage.
- Shadowgod talks to Abadar and Sarenrae and Shelyn
- The three irradiated Healers die overnight.

Day 9

- Blai spells:
  - Orisons: Guidance, Stabilize, ?Create Water?
  - 1: Remove Sickness (4)
  - 2: Lesser Restoration (4)
  - 3: Lesser Restoration
- Abadar clerics Joshel
- Shelyn clerics Vanyel

- Sarenrae clerics Karis
- Star-Eyed talks to Sarenrae and Shelyn. Shelyn explains apologies.
- Seldan and Blai talk to the Shadow-Lover, on purpose this time. Shadow-Lover instantiates Leareth with them so they can mediate a conversation.
- Karis and Joshel both go to Iftel to do disaster relief.
- Jisa has been doing research on Gate routings to Golarion with Leareth's people.

Day 10

- Blai spells:
  - Orisons: Guidance, Stabilize, ?Create Water?
  - 1: Remove Sickness (4)
  - 2: Lesser Restoration (4)
  - 3: Nap Stack
- Nap Stack: Vanyel, Stef, Nayoki, Shavri, a bunch of Healers. Not Blai and Seldan because they were in the last one.
- Brightstar comes to talk to Blai about how to make good choices. He decides to help with the Gate research.
- Shavri tells her patients that she can only give them another week or so.
- Strategy and planning meeting. Projected Golarion ETA two weeks, until Brightstar suggests that he speed it up with unsafe experimental techniques. Nayoki hands over what she knows about Leareth's research.
- Nayoki dies.

Day 11

- Blai spells:
  - Orisons: Guidance, Stabilize, Create Water, Virtue
  - 1: Remove Sickness (4)
  - 2: Lesser Restoration (3), Summon Monster II
  - 3: Lesser Restoration, Protection from Energy
- Blai's summoned fire elemental and Brightstar's summoned fire elementals meet.

Day 12

- Blai spells:
  - Orisons: Guidance, Stabilize, Create Water, Virtue
  - 1: Remove Sickness (4)
  - 2: Lesser Restoration (4)
  - 3: Lesser Restoration (2)
- Brightstar starts unsafe experimental exploration that leaves him covered in horrible burns until he gets in a channel.

Day 13

- Blai spells:
  - Orisons: Guidance, Stabilize, Create Water, Virtue
  - 1: Remove Sickness (4)
  - 2: Lesser Restoration (4)
  - 3: Nap Stack, Protection from Energy
- Vanyel's hands have nerve damage and casting gets hard.
- Another Nap Stack, this one with Blai and Seldan and senior Heralds.
- Stef gets the first infection.

Day 14

- Blai spells:
  - Orisons: Guidance, Stabilize, Create Water, Virtue

    - 1: Remove Sickness (4)
    - 2: Lesser Restoration (4)
    - 3: Remove Disease (2)
- Researchers put together a talisman replicating Protection from Energy. ETA to Golarion at least five days.
- Vanyel has pneumonia.

Day 15

- Blai spells:
    - Orisons: Guidance, Stabilize, Create Water, Virtue
    - 1: Remove Sickness (4)
    - 2: Lesser Restoration (4)
    - 3: Remove Disease (2)
- Blai starts confusing Shavri for his seminary instructors sometimes.
- Unsafe experimental exploration is finished. Math time.

Day 16

- Blai spells:
    - Orisons: Guidance, Stabilize, Create Water, Virtue
    - 1: Remove Sickness (4)
    - 2: Lesser Restoration (4)
    - 3: Remove Disease (2)
- ETA to Golarion at least four more days.
- Stef definitely wants to try to survive to contact with Golarion.

Day 17

- Blai spells:
    - Orisons: Guidance, Stabilize, Create Water, Virtue
    - 1: Remove Sickness (4)
    - 2: Lesser Restoration (4)
    - 3: Remove Disease (2) + Prayer
- Everyone is delirious by now.
- Shavri decides this will be the last day.
- Brightstar figures out a routing.

Day 18

- Blai spells:
    - Orisons: Guidance, Stabilize, Create Water, Virtue
    - 1: Remove Sickness (4)
    - 2: Lesser Restoration (4)
    - 3: Remove Disease (2)
- Blai is awake and coherent enough to pray for spells, but only because of Vel-meth and a quick trip to the Shadow-Lover's place to orient
- Brightstar gates Joshel to Sothis and passes out.
- Joshel talks to Nefreti and the temple of Abadar and organizes a rescue party.
- Blai tries to die at the last second before the rescue party arrives, and gets a Breath of Life.
- Yfandes is Raised.
- Most of the rescue party goes to the Iftel border.
- Raad Speaks With Soul Nayoki.
- Shavri apologizes to Seldan about being terrifying to Blai and offers to buy them a Breath of Life scroll.
- Randi gets a Heal

Day 19

- Blai spells:
  - Orisons: Guidance, Stabilize, Create Water, Read Magic
  - 1: Endure Elements (3), Air Bubble
  - 2: Gentle Repose (4)
  - 3: Remove Disease (2), Minor Prophecy
- Radioactivity gets Removed from all the living patients.
- Healer Sera, Nayoki, and Leareth get Raised
- Brightstar decides to apologize to Leareth while Leareth is still impaired