

# D&D with Entropy: An Introduction

written by edward j rathke | October 26, 2014



Welcome to the world of Dungeons and Dragons.

Though this is my first time entering this vast multiverse of fantasy, horror, and monstrosities, I shall be your guide, and you'll learn with me.

I'm your Dungeon Master and I'll guide you through the lives of these would be adventurers, these wannabes and castaways, the elves, dwarves, humans, and halflings who long for riches and glory, or maybe just a quiet place to call their home. Many reasons brought them to the road and the many adventures that rest before them. With me as your eyes, ears, and mouth, you'll meet them as amateurs and some day see them as the most renown of this or any other world.

For we commence the greatest and most important Dungeons and Dragons journey to ever occur!

But, here, come meet these hapless adventures.

## **Ewomir Rastenfir**

Ewomir Rastenfir is an elven wizard from an academy somewhere in the west, who thinks very highly of himself but has never actually been very good at magic. (Which is why, despite being very old, he's at such a low level.) Ewomir is well educated, vaguely pretentious, but good at talking to people. He's also occasionally very racist; he likes dwarves and halflings, but despises humans.

Despite not being particularly noble, Ewomir left his academy after summoning an intensely powerful demon, which destroyed a whole section of the academy—including everyone in it—and intends to shoot it in the face with a magic missile.

## **Walian**

Walian, a hill dwarf advancing in age has led a mostly sedentary and academic life. Living in an abbey for most of his years, he eventually became the master brewer providing a means for his community to make a living. However, one day the abbey was run over by a horde of giant spiders, leaving Walian

the only survivor. Disillusioned with his faith and beliefs, he became a wandering hermit mainly keeping to himself. He is subsequently distrustful of others, not very talkative, but also can't completely escape his upbringing. Thus he tends to find himself going out of his way to help others while also externally doing everything to disassociate from the larger world.

## **Barents of the Mountain**



Barents of the Mountains is a Ranger from the Elven city of Öndölinde, which is an incredibly clean place located somewhere in the mountains in the north. The Rangers protect the city by keeping a watch on the nearby orc and goblin camps, dragon and animal populations, and everyone traveling in the area. After one particularly persistent orc attack, Barents' mentor followed the orcs back to their camp and found an ugly-looking stone idol that seemed to incite the orcs and goblins. Barents has volunteered to search for the troubling idol's origins and stop its influence from spreading into the mountains again.

Barents is a quiet and slightly xenophobic elf who hasn't been to any large human or dwarf city yet. He's used to traveling on his own searching for the traces of the ugly idol, but doesn't mind working in a group as long as they don't hinder his investigations

## **Eric the Undefeated**

Eric grew up in a small, rustic village on the edge of a great forest. Unlike the other boys of the village, who dreamed of being soldiers and knights, Eric always wanted to be a scholar, and he performed little services for travelers in exchange for stories or, even better, books. One particular traveler, a wizard, saw something in Eric and invented excuses to pass through the village at least once a season, teaching the boy what little he could of the art of divination. The studious farmer's son grew pale and thin from the long hours spent reading by candlelight, and the other children mocked and bullied him. That all changed, however, on the day when Eric cast his first successful Augury and discovered that a terrible, unnatural storm was about to lay waste to his village. With his warning, the villagers were able to prepare and weather the disaster. Since then, he has been the village's most prized citizen. As he reached adulthood, though, Eric could no longer contain his thirst for knowledge, and he said goodbye to his humble family and set out to explore the wider world...

## Benik Battlebeard the Mighty

Benik Battlebeard the Mighty, a Mountain Dwarf, hails from a noble and prestigious family. His father is remembered as a great warrior and leader of his people, but of Benik's parents were killed in the last Great War. Though of moral and genuine character, Benik is also known to have a thick dwarven stubbornness and quick temper. He is often very direct and blunt, speaking his mind and proceeding quickly, urgently, and persistently. Though on the outside he maintains an honorable face and understands the crucial role his parents played in the Great War, he will not admit the creeping darkness that is gradually causing him to have doubts about his occupation as a fighter and about the world in general. He therefore has an overly empathetic personality. Meanwhile, he always seems to be craving biscuits and beer and will never turn down an invitation to a feast.



They don't yet know the cruel world they enter and though I'm their guide and arbiter, I may turn my back on them and watch as the road turns savage, full of monsters and horrors.

So today is for introductions, but tomorrow may be the last day of their foolish lives.

But how will they journey together? Will their petty xenophobia rip them apart, or will they grow to love one another as a family?

Only time will tell. Well, Time and me, for I have the privilege of holding their fates in my little hands.

Stay tuned here! Soon you'll hear tale of their first quest, to the Mine of Phandelver and their first battles with the monsters of the Forgotten Realm.

Until then.