

Serla Erni

YUANTI MEDUSA LIFE CLERIC/DOMAIN OF DREAD WARLOCK

Origin Story

Written

By

Jordan Riley

Cleric Patron: Ilmather

Warlock Patron: Xideirde, Undead Medusa

Species: Partial Medusa (Game Mechanics of a Yuanti Pureblood) (former human)

Age: Mid 20s

Favorite spells: Eldritch Blast, Toll the Dead, Poison Spray

Likes: Helping others, Hot Chocolate, salty crickets, hot sauce scorpions, travel, sunsets, seeing people smile and knowing she did a good job

Dislikes: Maliciously Scaring People, Winter, Cruelty, Seeing

Friends: Snakes, (She's a little reserved)

Enemies: Sadists, The Mystery Person In Purple Boots

Magic Item: Ring of Petrification (DC 11 save)

[https://www.dandwiki.com/wiki/Ring_of_Petrification_\(5e_Equipment\)](https://www.dandwiki.com/wiki/Ring_of_Petrification_(5e_Equipment))

Origin:

Serla was a human brought up in a village besieged by large battles. Some time later a group from the Church of Ilmather came to offer aid to her village. When the work was done, she decided to join them on their mission work. She liked what they did helping others and their optimistic outlook on life.

One day her group received word of people being turned to stone at a spooky manor outside a nearby city. Serla volunteered to investigate. Searching around she found a strange Medusa. The Medusa appeared to be undead, her eyes were bandaged up and had only a few snakes on her head. The Medusa named Xideirde told her that someone had come to her lair recently and murdered her. Instead of taking her head this individual took several snakes from her head and ate them. They then removed Xideirde's eyes, blinding her to her murderer's identity.

The last thing she could recall was the figure's gaudy pair of purple sparkly boots as they removed her eyes. Serla decided to help this Medusa out, confusing both the Medusa and the Ilmather group. She believed it was the right thing to do and she felt bad for Xideirde.

In order to aid Serla in her search, Xideirde gave her what one might consider a spooky hair and spa day ritual. By the end of it Serla had been transformed into a Medusa with a quarter power.

Xideirde said this would allow Serla to better detect the thief and allow Xideirde to see through Serla's eyes on occasion to better help and confirm things.

Serla's group was scared at first by her new appearance. But took it as the kind of thing their god would do. They gave her a mask to cover up her eyes to not freak as many people out.

Sometime later, Serla noticed a suspicious individual in a crowd that seemed to match the description Xideirde gave. Serla followed them into a nearby alley that looked super foggy and cold, despite it being clear and sunny. This transported her into the mistrealms.

The following sections are a series of her misadventures/mistadventures in the mistrealms:

I'Cath

When Serla emerged from the mist she found herself in the city of I'Cath, a dull grey city with winding streets leading to nowhere that makes sense. Many of the inhabitants she came across had bloodshot eyes. Whenever she approached one of them for information during the day they ran away telling her to hide and never fall asleep. As soon as the sun went down, she encountered a gang of jiangshi (hopping vampires) and was chased around the city. She manages to hide out in a low key looking building exhausted from her fight and flight from her would be blood suckers. Serla falls asleep exhausted.

She awoke some time later. The city was bright and abuzz with activity. The city still had its winding nonsensical streets. Only this time the colors of the buildings were brighter, vibrant and covered in construction equipment and people making changes to these streets and buildings.

Serla was caught by one of the samurai guards. She came to learn that this place was a dream realm of I'Cath controlled by the Dreadlord Tsien Chiang. All the inhabitants of this realm are forced to constantly redesign the streets and buildings to suit the whims and desires of this ruler. But nothing ever truly satisfied her, so the citizens work constantly in this dream realm whenever they fall asleep to redesign the city.

Serla was stuck working on one of the construction crews. As they worked she motivated her fellow workers with hymns to raise the spirits of those around her as well as healing anyone who got injured on the job. Several of the samurai were getting annoyed by her presence and workers' spirits no longer being crushed. Serla was smuggled to safety by a person who opened a door out of nowhere after getting chased by guards. He wore a jacket, suspenders and a pork pie hat. On top of that, this guy was in black and white despite everything else around them being in color. This guy introduced himself in their chase as an Agent of Flirma Vhage, a detective around the mist realms who tends to pop into different places and solve strange cases. Serla looked a little out of place in I'Cath, that's why he decided to take up her case and take her to his boss.

Vhage Agency

When they stepped in the door, the entire world around Serla changed to black and white. She and her rescuer found themselves in a black and white detective's office space one would see from a 1930s gangster movie. Serla was introduced to the ruler of this realm, the head detective Flirma Vhage.

Serla introduced herself and gave her a rough description of the person she believes she was looking for in addition to wanting to know where this place was. The head detective gave her a basic rundown of where she was and how the mist realms function, requiring one to have a key to have a special token to each realm from the Dread Lord who ruled each realm in order to leave the one you're currently in to travel to another.

Flirma suggested seeking out the Carnival as one of the better ways of getting around the mist realms. The Carnival was the only realm that could cross the borders into other territories with no restrictions. Flirma gives Serla a poster token as a means of accessing the Carnival in the event she manages to find it. Her rescuer drops her off in the realm of Tepest as a place to get started.

Her agent friend says he'll remain in touch in the event he comes across any hints of the figure with the odd boots.

Tepest

On observing the village Serla noticed most of the inhabitants were ethnically much lighter than her. Being much an ethnically darker skinned person, keeping a low profile was a little difficult in this place. She had a few close calls after discovering some creepy cult activity going on in this place after dark a few months in.

Fortunately she managed to come across The Carnival a few days before the village's big harvest time celebration. Serla was not keen on finding out what it fully entailed.

The Carnival

During her time at the carnival Serla worked as a carnival barker promoting the shows in each realm they appeared in. She has also helped calm and motivate the snakes in many of the acts. At the time of the campaign/one-shot it's an off peak day at the carnival. Not much is going on that day and Serla is currently on her break between performances by the time the party meets her.