

Mission and long-term

Largely a collection of ideas for Duncan

Steps is beginning his journey as a cleric of Thor, in a world that may not necessarily like this type of clerics all too much. While their outreach work through the Stormward Sanctuaries is generally lauded, there are both direct and indirect forces working against the Open Hall of Thunder's goals of communing with the thunder god, learning his powers, and mastering the arts of divine storm magic.

As part of his personal growth quest Steps will need to learn to get familiar with wielding the forces of the storm before being called upon to complete a holy mission for the Open Hall in which he's called upon to free his imprisoned religious brethren from the Silent Chain / Royal dungeons (your choice). This will (through events that are as of yet something that I have only sparsely thought of) result in him gaining his religious moniker/alias of "Thunderpaw".

Later on, as his powers and aptitude have grown even further, he receives direct divine vision from Thor in which he is tasked to help recover Thor's favourite axe JarnBjörn from the magically protected and extremely well-guarded vaults of the Ledger / merchant's guild in general / Bane worshipper's lair / other party that would be co-conspiring.

Should he succeed in this quest, the gods bestow the closest thing to actual Mjollnir on him for his efforts - Thunder's Answer - a legendary thrown hammer that has a statblock based on the dwarven thrower, but is flavored to fit the thunder and lightning theme of Thor.

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