**Lukas Pf 2e groep campaign einde:**

Michel:

* Fused met statue voor de Arcane Academy.
* Ziet alle tijd voor en na.
* Greg Voorhees had het geheim van tijddivinatie ontdekt. (Dit blijft geheim voor party)
* Begrijpt nu wat z’n voorouder heeft gedaan. Yay heet voluit Yllum Anthonius Yackery Voorhees. Is een volle nazaat van Gregorius Voorhees, de wizard uit de tower uit z’n dromen.
* Greg wilde met de tijd tinkeren om de Fall of Aroden ongedaan te maken. Dit werd hem ingefluisterd door een groep Allgolthu’s die weer wilden herrijzen als wereldheersers.
* Aroden zou nog steeds bestaan, maar in de great beyond ergens. De Allgolthu zouden zich in plaats van hem manifesteren in zijn naam en zo de wereld overnemen.
* Yay laat iedereen welke potentiele paden iedereen’s toekomst had kunnen bewandelen.
* Voorhees foresaw that the only salvation was in Cayden’s odd farfetched plan of complete randomness. But he still feared the random factor of it, so he took it upon him to try and guide it a bit here and there when he could. He got help from a Devil of Asmodeus and an Angel of Iomedea.
* Their plan was to find a group of heroes somewhere in the world that were most likely to not ping on any divine radar and help them grow into the strong power needed to battle the Allgolthu’s. He found several parties, but they all perished or got subverted along the way.
* Ultimately, his actions backfired as the results of all his meddling was making continous new situations that only made things worse over time. The last surviving party member of one of these parties was speeding to Voorhees’s tower to tell him to stop as he was about to break spacetime with his last resort.
* In the end, Voorhees decided to take matters into his own hands and place a clone of him in an orphanage with the hope he would merge with the only party left with the potential to fight all this. The angel and devil disagrees as this would need all the power of all three and would spell the end of them. This turned into a fight, wherein the tower exploded, breaching the plane they were on and making it possible for the shards in the Golden halls fall through the cracks between planes to certain spots on the Prime material Plane. The blast also took out this last party member.

Loedie:

* Arazni was verraden door Aroden die haar opofferden om te leren wat Tar-Baphon precies kon, zodat hij niet nog meer resources zou kwijt raken. De Knights of Ozem werden misleid om haar te binden in de final fight om te zorgen dat ze niet zou overlopen. Hierdoor was ze zwakker en kon TB haar verslaan.
* Iomedea knew all this upon ascension, but chose to stick with Aroden for fear of losing the only spot she saw as essential to keep Aroden in check. After Aroden’s fall, she took over Arazni’s domain in guilt and hope to make her proud someday.
* Knights of Ozem were ready to march on Absalom to proclaim the truth if they heard that Aroden was potentially still alive.
* Your armies grew from several sources and after taking on numerous volunteers during your travels. Your army would become known as the Righteous March of the Many, and much feared and respected

Lukas:

* Embroiled in intrigue, politics and underworld matters.
* Almost all scenarios that you chose, has you die a fateful or sorry death.
* But then you experience reincarnation and discover you are a half-child of Cayden, and cannot die. Red Suzy is actually your sister, separated at birth. Your mother was a happy go lucky dancer/entertainer from the Puddles, who unfortunately didn’t make it through childbirth.
* Your dispute with Jaco leads you to a confrontation with McNamara who is Jaco’s god-uncle. This resulted in many back alley clashes and law-adjacent activities in order to topple him.
* Through your dealings with Lady Dary, you first inadvertently help McNamara with secret stashes and some kidnappings/robberies of his competitors. Then you find out about Dary’s allegiance to McNamara and that she is blackmailed into it. You either kill her and then go after McNamara, or you reconcile with her and make her give up the blackmail thing so she isn’t under McNamara’s control anymore. Her blackmail thing is that she let her family’s mansion be robbed which killed some family members of her and got her exciled for cash and drugs to get out under her oppresive father.
* Cayden made you two as a last resort wild card after he witnessed the massacre in the Golden Halls. He figured the best way to fight a tightly orchestrated plan is to enter a completely unguided set of wildcards and see what happens.

Maria:

* You become more and more in touch with nature and its many wild sides. The Desna side of your aspects becomes more in tune with you. Bombastus develops into a fearsome form of battlecat and you yourself learn to change into several different monster forms if needed.
* It’s you who finds out that Voorhees was planning something to alter time and thus change the natural order of things.
* You come into contact with Azlanti tech from far below Absalom and find new ways to use that in your travels, from small homunculi to help to big golems to protect you.
* During your travels, you find that nature and wild animals/monsters become even more dangerous and ravenous everywhere you go. You discover this to be a global threat if the source of it is not found.
* You find this source to be the demise of Desna herself, which leaves the wilds ungoverned.
* Through your studies of alchemy and natural phenomana, you discover means to further refine the shards that you find. This awakens Bombastus even more, who in turn helps you to find the starting point to the Starstone trial.
* If you pursue this further, you take the trial together with your party.
* You ascend to take Desna’s place who succumbed to her wounds with the fight with pseudo-Lamashtu.

Final ending:

* The party battles to the starstone cathedral through scores of bubbles of monsters or enlisted enemies.
* In the Starstone cathedral, the party faces the Allgolthu just as they are about to end Aroden’s life with the help of Achekek.
* They have the following options:
  + They kill the Allgolthu; Achekek kills Aroden, but is left mortally wounded and flees to the far realm, never to be seen again. The death of Aroden annihilated Absalom and the party itself, apart from Poppy who survives due to being an actual deity.
  + They stop Allgolthu from having Achekek kill Aroden. Aroden flees to the far realms, never to be seen again. Achekek then slays the Allgolthu for daring to control him, after which he turns on Poppy as the only deity left alive in his viscinity. If the party helps Poppy, they all die and so will Achekek. If the party does not, only Poppy dies, and the following explosion strips the other party members of all their divine powered abilities. Desna’s place is taken by lamashtu in order to balance the natural order of things.
  + The party kills Achekek. The Allgolthu go after Aroden in order to take control of him, and they get into a struggle of wills. Aroden decides to not chance a defeat on this plane and takes the Allgolthu with him into a blind planehop to the far realm in order to save this world. In the aftermath, Poppy takes her place in the pantheon as goddess of monsters and beasts, Prez and Suzy ascend to herals of Cayden with the freedom to sometimes travel to the PMP for funzies, and Escanor must decide if Iomedea or Arazni or he himself is fully instated as goddess with the other two set back to mortal life without divine powers but in charge of the Righteous Army of the Many.