Dren

Quick Facts

- **Player:** MichaelKong / Mike
- **Race:** Mountain Dwarf
- **Class:** Fighter
- **Known level progression:**
  - **Level 2** (Session 1)
  - **Level 3** (Session 2–3)
  - **Party reached Level 4** (Session 4; Dren’s exact class level at that point is *Not stated*)
- **Faction:** Undecided / Not stated
- **Status notes:** Absent in Session 5 (played by DM)

Role in the Party

Dren is the group’s reliable frontliner: the one who takes space, soaks pressure, and keeps enemies busy while everyone else does the “clever” stuff. When things go bad, he’s still standing—or standing on 3 HP and pretending that’s normal.

Personality & Character Style

- **Unyielding:** Repeatedly framed as a “hold the line” presence in combat.
- **Direct problem-solver:** Less talk, more impact (as reflected by his repeated frontline highlights).
- **Quietly hard to kill:** Survived the sewer fight with **3 HP** and stayed in the mix.

Appearance / gear aesthetic:


Dren

Voice / mannerisms: *Not stated.*

⚔ Combat Style (Observed)

- **Primary role:** Frontline bruiser
- **Weapon noted: Maul** (explicitly referenced in Session 3 combat notes)
- **Spell use:** “Frontlined with maul and spells” is noted in Session 3, but **specific spells are not stated**.

□□ Notable Moments (Chronological)

- **Session 1 — The brain-eaten incident:** Dren was found being tortured in the sewers alongside Floon Blagmaar (torturers included a wizard, a Mind Flayer, and an Intellect Devourer). The Intellect Devourer consumed Dren’s brain, incapacitating him.
- **Session 1 — Back from the brink:** The party got Dren to a temple; Floon funded a **Wish** spell that restored Dren’s mind.
- **Session 2 — Legal consequences:** Dren was imprisoned for **10 days**, fined **32 gold**, and placed on **3-month probation**. (Reason for arrest: *Not stated*.)
- **Session 3 — Fireball aftermath investigation:** After Silas identified the blast as magical, Dren confirmed the **Necklace of Fireballs** was what it appeared to be.
- **Session 3 — Sewer ritual fight:** Held the frontline with maul (and unspecified spells), surviving with **3 HP**.
- **Session 4 — Gralhund Villa bloodbath:** Cleared rooms and fought side-by-side with Captain John through multiple ambushes inside the villa.
- **Session 5 — City of the Dead pressure:** While absent (played by DM), Dren is recorded as frontlining against **Zhentarim** and later against **duergar**.

□□ Relationships & Connections

- **Captain John Mercer:** Explicitly paired in Session 4 as the duo clearing rooms and pushing the fight forward.
- **Floon Blagmaar:** Key turning point: Floon funded the Wish spell that restored Dren after the Intellect Devourer attack.
- **Legal system (Waterdeep):** Arrest → imprisonment → probation (Session 2). Ongoing impact on Dren personally: *Not stated*.

□□ Gear, Loot & Resources

Confirmed personal items claimed: *Not stated in the notes provided.*

Notable gear referenced:

- **Maul** (combat reference)

⚖ Legal Status & Consequences

- **Sentence (Session 2):** 10 days imprisonment + 32 gold fine + 3-month probation
- **Current legal status after Session 2:** *Not stated.*

◫ Open Questions

- What subclass is Dren using (if any)? *Not stated.*
- What spells did Dren use in Session 3? *Not stated.*
- Any defining personal goals, grudges, or ties in Waterdeep after the brain incident and the arrest? *Not stated.*

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