

?? Eirlys “Eyeless” Shadowstep

☐ Quick Facts

- **Player:** Justin / Slitzer
- **Race:** Aasimar
- **Class:** Paladin
- **Known level progression:**
 - **Level 2** (Session 1)
 - **Level 3** (Sessions 2–3)
 - **Party reached Level 4** (Session 4; Eirlys’ exact class level at that point is *Not stated*)
- **Faction / Affiliation:** Lords’ Alliance (listed on party status in Session 2)
- **Aliases used in notes:** “Eyeless”

☐ Role in the Party

Eirlys consistently shows up as the party’s moral spine and frontline anchor: the one who steps into danger, keeps people alive, and refuses the “easy” solution when it crosses a line. When

chaos hits, he also shifts into a calm organizer—directing civilians, managing the scene, and pulling the Watch into play when it matters.

☐ Personality & Character Style

- **Justice-driven:** Repeatedly framed as righteous and principled in the notes.
- **Protector instinct:** Stabilized a bleeding servant girl under active threat (and rejected the suggestion to hide her among corpses).
- **Command presence:** Took charge of frightened survivors and pushed someone to run for the City Watch.
- **“Light in the dark” vibe:** Described as shining with radiant presence; later literally used the light of his shield during the mausoleum search.

Appearance / clothing:



Eirlys Shadowstep

✘ Signature Moves (as seen on-screen)

- **Divine offense:** Smote a serpent (Session 3).
- **Spellcasting:** Used *Guiding Bolt* (Session 3).
- **Emergency aid:** Used **Healing Hands** to stabilize a wounded servant girl (Session 4).
- **Durability:** Dropped by cold/poison in the sewer fight, then brought back into the action (revived by Slim Jim) (Session 3).

☐ Notable Moments (Chronological)

- **Session 1 — Aftermath & cost:** Party reached Level 2; Eirlys ended the session at **Exhaustion Level 3**.
- **Session 2 — Alignment taking shape:** Listed as affiliated with the **Lords' Alliance** while still at **Exhaustion Level 3**.
- **Session 3 — Sewer battle:** Smote and cast *Guiding Bolt*; was downed by cold/poison and revived by Slim Jim. Post-battle status recorded as “downed, revived, cleared exhaustion.”
- **Session 4 — Gralhund Villa triage:** Stabilized a bleeding servant girl with **Healing Hands**; organized survivors; ensured the City Watch was called.
- **Session 5 — Harper leverage:** Persuaded Silvermane at the Yawning Portal; recovered the mausoleum key; recorded as having “held ground with Watch.”
- **Session 5 — Mausoleum search:** The party searched by the light of Eirlys's shield, found the familiar dead, and arrived too late for the Stone of Golorr.

☐ Relationships & Connections

- **Slim Jim (Tiberius Argent):** Revived Eirlys in Session 3. Ethical clash in Session 4 when Slim Jim suggested hiding an injured servant among corpses (Eirlys refused).
- **The City Watch:** Eirlys actively involved them at Gralhund Villa and later “held ground with Watch” (as recorded in Session 5 party actions).
- **Silvermane (Harpers):** Eirlys' persuasion secured confirmation about the key's destination and opened the Harper task thread.

☐ Gear, Loot & Resources

- **Greater Healing Potion:** Purchased (Session 5; bought with a standing 20% discount from a merchant).

- **Mausoleum Key (unknown):** Recorded as recovered (Session 5; later tied to a South Ward mill lead).

Other notable loot from sessions: Magical scrolls and +1 weapons were recovered in Session 3, but were listed as unassigned (no confirmed ownership for Eirlys).

☐ Open Questions

- What is Eirlys' exact level/class details after the party hit Level 4? *Not stated.*
- Any distinctive appearance, insignia, or oath details you want locked in for canon? *Not stated in the notes provided.*
- Does Eirlys have any personal stake in the Stone of Golorr beyond the party objective? *Not stated.*

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