

# Session 7 - 03.03.23

#session [Session 6 - 23.02.23](#)

## Arrive at Everwatch

- Guard lets the group pass
- Dave points the group to the Everlight(local tavern)
- Group meets Kremlo
- --> **Card game** <--

- 2 copper buy in

-2 copper

- pot == 8 copper
- Ulqikke Dealt a King and an Eight, tell dealer to hit, dealt another king and goes bust
- Dealer (Kremlo) wins with a King and a Jack
- Kremlo reveals location of mining guild and offers to take the group tomorrow
- Threats and Violence occur and part of the party are removed
- Stay the night in the inn (**long Rest**)

-7 Copper

---

# Journey to Miners Guild

- [Kremlo](#) offers to craft arrows for resources (tallow, sticks, feathers, metal for arrowhead, poison) and a
- Group go to general wares store
- Group travel to [Mining\\_guild](#) under the guidance of [Kremlo](#)
- [Kremlo](#) knows [Esther Lyon](#), the head of the guild.
- Go to material ore shop

-10 Gold  
+3 Steel Ingots

- Explore around the city, visiting different shops and finding the resources needed to craft arrows. All the materials are found
- 3 Gold  
+Tallow, +Sticks, +Feathers
- Kremlo Introduces group to head of the mining guild
  - When asking about cruciate ore Esther directs the group to [Norman Cadlas](#) and his two underlings who is planning a journey to find some of said ore. He was the owner of the caravan being loaded outside. An abandoned dwarven mine is mentioned to possibly contain the ore
  - offer of a guide and 60 gold (half before and half after) to protect and guide the caravan
  - The group accepts and plans to set off in 2 hours

+5 Gold

- The group sets off with the caravan and leaves Everwatch

## Journey to Dwarven Mines

- The journey is 1.5 Hours
- Survival check is passed and the group travel without incident
- The group split into 3 group to keep watch during the night
- A mist begins to settle (**Roll Initiative**)
- Fight Ensues against Mist Dogs
- All creatures defeated
- **Short Rest**

# Session 6 - 23.02.23

#session [Session 5 -](#)

\*\*

- Went back to Deidergil
- Did some shopping
- Handed in quest
- Got 500 Gold plus 2 Incense vials
- Travelled towards Everwatch
- Ambushed by [Nightmare Terror](#)
- Killed [Nightmare Terror](#)
- Arrived at Everwatch

\*\*

# Session 5 -

#session [Session 4 -](#)

\*\*

- Journeyed to the village of Ecrin
- Hired a guide called [xStefan Allbrightonx](#) to lead us on the mountain trail to Galdarahl
- Cart lost two wheels on the climb and was abandoned
- Ambushed by bandits on the trail
- Josh smacked a bitch with a bird
- [xStefan Allbrightonx](#) turned out to have led us into a trap
- Killed [xStefan Allbrightonx](#) and all the bandits
- Found note on [xStefan Allbrightonx](#)'s body

Note:

Stefan - Your group needs to get their act together. You are, by far, the worst group among my web - how mere civilians keep evading you I will never understand. Your continuous excuses to your mediocracy are becoming tiresome, tiresome enough that I am beginning to question your usefulness to me. If you don't get your act together soon, you'll be cut off, permanently.

- - F (Fox)
- Myrica Ameniacum Quest
- Used maps found on the bandits to find our way to a cave containing Myrica Ameniacum
- Collected 19 Myrica Ameniacum flowers
- Upon exiting the cave we were attacked by a pair of [Griffins](#)
- Due to taking a beating in the ensuing fight we decided to partially close up the cave and take a long rest within.
- We emerged in the morning and went back to Ecrin
- Shawy druid transformed into a bird and tried to fly back to Deidergil but got so lost he ended up back where he started.

\*\*

# Session 4 -

#session [Session 3 - 12.01.23](#)

\*\*

- Travel: Langdale -> Deidargil
- Informed the captain: He reveals that this group has been active on this continent for a long time but it is not public knowledge, however, now they are exercising more daring operations
- The captain informs the group that there are no more tasks right now but that they should return soon.
- Shopping trip
- Galdarahl is a dwarven fortress that contains Kushite ore; the dwarven kingdom has an isolationist approach to the continent like the elves.
- Galdarahl has exiled Fafnir.
- Peasants denied sermons at Deidargil cathedral.
- Myrica Armeniacum is a holy incense that is grown nearby Galdarahl high up in the mountains. A priest asks the group to attain some to allow the sermons to continue.
- Myrica Ameniacum Quest - 6 Days.

\*\*

# Session 3 - 12.01.23

#session [Session 2 - 05.01.23](#)

## Capital

- Start session in capital
- Head to captains office
- Covert Op: take Magical Gem to wizard in [Langdale](#) and assist in their research. Could help turn the tides in the war

## Travelling

- Using a cart to travel (10 hours per tile)
- Steal an extra cart wheel successfully
- Make camp part way on travel
- Bear attacks the camp
- Josh knocked unconscious
- Bear is defeated
- Josh is healed
- Bear is skinned and harvested for meat. We eat the meat. Assortment of claws and teeth are acquired
- Searched forest for ingredients to make an antitoxin potion. Roll failed and only 3/5 ingredients were acquired.
- While travelling in the dark we hit a ditch and lost a wheel on the cart. Spare wheel was added however it took a while and darkness fell over the group
- Arrive at Langdale

## Langdale

- Follow noises of people to arrive at the tavern
- Have a few drinks and spend the night (long rest)
- Show [Barkeep \(Langdale\)](#) the letter given to us by the captain. Barkeep informs group of the location of the wizard

# Ivor's Residence

- Found the house, doors are locked and there is no answer
- break in through open window and open back door
- no one is in the house, fire is on and there is food in the pantry, fresh warm food on the table
- Books on curses and different dimensions
- Door in bedroom but it is locked and enchanted. any attempt at opening results in the person being thrown back and electric shock.
- Held gem to the door. Runes around the door light up before fading. Nothing else happens
- Underneath bed is a compartment containing a key
- The key opens the trap door and it swings open
- Find ourselves in basement. Dark, dingy and cluttered. Tables and bookshelves all filled with books and arcana related items. Crystals and runes scattered around. There is a blank wall that stands out.
- Found 3 chrome balls (roughly meatball size), black metal rod, a stone mug with dwarven runes, Candle deep blue in colour with a deep green flame when lit, in a drawer 2 armoured bracers are found, in dark corner under a few boxes is a crate separated into sections each containing bottles.

2 health, invis, shielding, ever smoking potions were found in the crate.

- Metal safe is found embedded in the wall. No markings or signs of magic are found on the safe.
- Safe is cracked and the door swings open

150 gold pieces, a book, 72 silver, 17 copper found in the safe

- Book is enchanted in some kind of secrecy spell. Its unable to be read without the correct password.
- Find an identify scroll within the residence
- Identify is used on the bracers

+Archery bracers, +2 to damage rolls

- Identify used on other items that were found

+Immovable rod, once activated it cannot be moved

+Beads of force, 1d5, one time use

+Bottomless mug

+Candle of the Deep

+Gem of Brightness (30ft radius, lasts until turned off. DC 15 con save or blinded from beam of light. 5 charge use of blinding in a cone, all enemies must roll save)

- Blood is found on the floor back upstairs
- The blood itself is not magical.

- Hole in the wall behind the bookshelf with a mark in the wall. A cross with a snake wrapped around it.



- alamy

- Symbol is related to a group that worship the Necromancer (BBEG)
- Using the crystal on the hole in the wall removes the illusion and opens a crawl space to the outside.
- Book opens up using the password of the old capital name
- Wizard seems paranoid in his notes, closes in on a breakthrough in his research on how to pass through no mans land then a day before the party arrive the entries stop.

## Players leave Wizard Residence

- Leaving the house the group notice a spot where someone has been knelt down watching. They track the being to a river before losing the scent
- Finding footprints on the other side of the river, the weight distribution of their feet leads the group to think they entered a portal so the group give up and return to the tavern in the town

## Return to Langdale

- Return to tavern, bar fight ensues after party member is caught cheating.  
(Long Rest)

# Session 2 - 05.01.23

#session [Session 1 - 30.12.22](#)

- Started session in capital at midday
- Accepted contract on river troll
- Fought and defeated river troll
- Found a magical gem
- Travel back to capital
- Earn 40 gold for group

# Session 1 - 30.12.22

#session session 0 -

- defeated goblins that attacked convoy
- Introduced to the Capital Deidargil
- Talked to Captain of The Guard
- accepted bounty on goblins
- stayed at inn in the slums (long rest)
- travelled north to recent goblin attack
- tracked goblins to cave
- entered cave and defeated goblins
- left cave and camped for the night taking turns to watch (long rest)
- Travelled back to capital to report findings and outcome of contract

# session 0 -

#session

## World Introduction

- The Current year is 84 AC - After Cataclysm
- A few Centuries ago a Necromancer rose to power in the abandoned Fortress of Aberrant, deep in the Shadow lands where only the creatures of darkness dwelled, a Warlock far more powerful than any that had come before him. For years he would quietly gather his forces, powerful creatures and bands of Orcs, Goblins and other foul creatures would flock to his banner. And then on a simple day, he was ready, and he attacked.
- The Nations of Eriodran were unprepared, and reeled under the swarm of monsters suddenly assailing the free realms. The Empire, ruling supreme over the land, rallied her armies and fought back with all she could muster.
- They grinded armies against the hordes of beasts the Necromancer commanded, pushing the armies first out of the land commanded by The Empire and took their first steps into the Shadow lands. Victory seemed to be assured. But the Necromancer would not be so easily best, unleashing a plague which revived the dead - recently or not - killed crops and poisoned water, corrupting the land itself with darkness.
- Caught off guard for a second time, the forces were decimated, entire armies would disappeared under swarms of their own dead. The Empire had fallen right into a trap.
- They were pushed out of the Shadow lands, and then further. But The Empire would not go quietly, new technology and magics would be created and used to gain minor victories, tens of thousands of soldiers sacrificed for a mere month of reprieve.
- But it would not last, Elsgate would fall, hailing the beginning of the end for The Empire. Her resources exhausted, her armies empty, and her leaders aimless.
- The worlds salvation would come from the Cataclysm, the premier group of magic users called The Conclave would cast a spell so great it split the continent in two, separating the living from the dead. Doing so would have

grave consequences, many of [The Conclave](#) would lose their magic and lives after the spell, it permanently lowered the presence of magic in the world and ensured that from then on that any magic user would be regarded with suspicion and dislike.

- For decades further the war would continue, Nations had crumbled, races brought as low as to a few thousand. And now, the realm is on the brink of defeat. But a few Nations remain, The Dwarven strongholds of [Galdarahl](#) and [Dirbadur](#), the Human realms fractured into their own petty nations, the Elven tree city of [Thaisera](#) and the Kobald mines of [Groleche Caverns](#).
- The world rests on a knifes edge...

