Curse of Straud – Frost’s Notes

1. Day 1
   1. Meet the Ishvani looking for adventurers
   2. Looking for my mentors (Task Force)
      1. At least one of the Task Force is missing in Borovia
      2. Borovia, Krekz, Vallaki
   3. Boudica is looking for four artifacts: Spear, Sword, Cauldron, and Stone.
   4. Madame Eva = powerful diviner/cleric?
   5. Children:
      1. Disease and madness
      2. Waterfall
   6. Cards
      1. Paladin: Symbol of hope brother of darkness
      2. Monk: Hiding behind the sun in the house of the saint
      3. Conjurer: Village drowned by a river, marred by a bringer of great of evil
      4. Artifact: Look for a man with a monkey, he is more than what he seems.
      5. Horseman:
2. Day 2