

DnD: Shrine of Melkavar Notes

Session: 15.03.2020

Mechanus: Start with peyote trips.

Hot Orc's (Vakgar) sister will be our guide? Her name is Grossie

- Vakgar works in building 17
- Grossie is also hot
- Thief/artificer thing? Badass, knows her way around, likes mechanus

PEYOTE TRIPS:

- Varenzai:
 - Heard a noise that sounds like Thera
 - Heard childhood best friend, remembered romping through wilderness -- eventually as their voice fades he recalls that ill fated jump when I died.
 - Can see numbers above everyone's head for how much time they have left alive:
 - Lachlan: [REDACTED]
 - Vola: [REDACTED] "full half orc life"
 - Tora: [REDACTED]
 - Holmgren: [REDACTED]
- Varenzai Appearance: Basically GW2 Varenzai, short microgreenesque stubble, leafy hair, some blossoms around shoulder and neck. Wilted and brittle after peyote trip.

Lachlan's portal always opens in the same part of Mechanus...

Grossie's home:

- Really cool place! Lots of herbs and stuff and plants dried and living hanging. Big meat spinning on spit. Bead door to small room.
- Lots of fish in bowls.
- 3 HALF orcs come and go: Grossie, Vakgar, and an older male Half-Orc

Octavius:

- Half-Orc man in Ko'Themar that Aloy told us to look up if we need help (but not mention her to him)

Aloy's needs her body burnt to be her bff but it may have already been burnt

Ko'Themar:

- Lots of dwarven monuments, six ones facing away from the city
- Lots of Blue Arctic Roses -- a stoic flower native to the region
- Different districts have cool names: fancier one, crafting one, arcane one
 - Different tavern options, many types, spas, baths, brothels:
 - Fools blade: mid/lower range -- this is where we're staying
 - Brightcastle: Higher end
 - Velvet Pillow: Brothel
- Temple

- A priest or something named Gull sent me to the Prodigal manner (grand temper), or some shrine in the Hell hound district
- Its super naturey and druidy there are birds and I like them
- Temple to the Lord of Plants

Session: 22.03.2020

Still in Ko'Themar

Lachlan spoke to someone named Holderheck -- leader of a religious order, needs some jobs done

- In particular, wants a Young White Dragon to stop from attacking neighbouring towns
- Young White Dragon: Second smallest, uses cold/arctic attacks
 - One of them most vicious of the chromatic dragons, makes up for the fact that they're more simplistic -- not very vengeful or play with food, just hunts and kills

Market District:

- Octavius Oddities -- guy Aloy told us to look up but not mention her to
 - David -- shopowner? Eccentric hot half orc
 - Carmella -- Half-elf girl who works for him, city doesn't like her
 - Made some secret deal with him to kill a monster in the sewers -- 3000 gold + lepurine helmet for Vola -- must keep it top secret and tell no one
 - Could be to set up thief's guild or set up secret pass to Nym Thalass through sewers?

Arboreals: Plant race throughout the arctic, masters of stealth, wilds. Mostly hunters, keep to themselves

Other stuff but I was sick

Session: 29.03.2020

Still in Ko'Themar

Recap: Holmgren and Lachlan went to the Sylvan Odeum, Holmgren was immediately like 'what's the cult about?' and they got kicked out,

Heading to the hellhound borough to a) have a fight with that angry old dwarf, b) lachlan meets with his mystery person at the brothel and c) secret rat plan

Vola couldn't fight because no one actually set up the fight

The bookie is named imograr?

Went looking for Lachlan's brothel, went down a mysterious alley. Found some strange immaculately simple door, bribed our way in. Was very beautiful inside.

Eida Shadowquick: Ko'Themar council spymaster, new to council wants this dude killed, he's in prison

- The Veil: Some sort of cult in Ko'Themar that Eida wants us to look into, they do all kinds of awful things but she wants us to look into them.
- Grayson Orthak: Bad guy in prison who the veil wants to break out -- she wants us to stop their attempt before it happens

Taking up the job for Lachlan and Holmgren: Going to Sylvan Odeum where they got kicked out for calling it a cult: Looking into references of 'Gloria'

- Gloria: Human, brown hair in braids, seamstress for Sylvan Odeum
 - Been at Odeum about a year, does their laundry and seamstressing -- they stressed she's there by choice
 - She seemed a little sad about it, said she had wanted to continue her studies and was really interested in magic
 - School didn't work out for her -- other classmates weren't so nice
 - "Sometime people aren't good to you and don't know when to stop -- you have to know when to get away from those people"

Get Flowers to Heal Children: Large Flying monstrosity they can't recognize (not a dragon) flying is guarding some special magical flowers they need to cure people (healing salve) -- haven't been able to get the flower because of this creature so they need someone to clear it.

Descending into the sewers:

- When we went to see Davide he gave us all flowers -- these were the EXACT SAME flowers that Tora had that she had said she bought for herself -- she blushed when I noticed and questioned Davide
- Blindfolded and taken to sewers by anonymous male henchman -- Davide followed along -- did so playfully with Tora
- Davide: Involved with lots of stuff, but seems like a nice good genuine guy. Likes to be in control
- Lead us to sewers, said to go kill beastly, but avoid arcane symbols/runes (these are probably protecting someone/something)

Session: 29.03.2020

Went into sewers.

Scouted ahead, party didn't follow.

Found a secret room behind an illusory wall, triggered a fire trap -- this lead to bigger sewer section.

Vola & Lachlan got taken off secretly by roof crawlers and almost died, we found them in a lair with necrotic fungus and saved them.

Varenzai almost gotten eaten by littler worms burying into him.

Session: 12.04.2020

Started off from necrotic lair, tried to finish scouting gates of large sewer chamber, this was ultimately a waste of time.

Proceeded down through sewers, eventually found some weird chamber with clean water as opposed to bad icky sewer water.

Fought some aberration tentacle monster in here (didn't belong here, how did it get here?)
Was already injured.

Ley'Ara -- Full-elf found in the rooms, she was kinda mysterious and not forthcoming. Got along well with Varenzai, took Fairy he found to save her. Varenzai gave her a healing potion.

She said there were two alligators (that's what fought the tentacle monster) but then they 'poofed' away. We rested, she went on her way and we went on ours.

We seemed to find boss chamber next and triggered an attack from a hydra.

Session: 19.04.2020: Mushroom One-Off

Helping half-elf mayor of some small town (Raven's Grove) outside of Slim-Tolic -- daughter is missing

Daughter: Diana, came to city and was adopted 2 years ago, ~15, not popular -- no known relations or connections in city.

Came from Western Lands (typically full of Bugbears and Orcs -- guy is guarded when telling Vola this)

Mayor himself is not popular, was a Tia'mat worshipper and has tattoos of that on his face.

Daughter left in middle of night after throwing a firebolt at Dad, ran into outskirts of forest.

- OK SO CORRECTION:
- Mayor has been mayor for 20 years
- Worships Bahument now (there is a Bahument church in town)
- Mayor is popular among the townsfolk, its travellers and sailors who don't like him because of his past, but people in town trust and like him

Gotta ask Rose at the general store about the book she sold her

Vola & Varenzai & Thera went to question some Terri the Hunter at the local tavern.

Tavern owner, couple, human: Leeland & Moira

Grimwood Forest: Gloomy, scattered light, lots of dogwood, hemlock, and ferns. Lots of mushrooms.

Parasol

Mushrooms, kicked out of home.

"It was foul and cloudy and there were trees everywhere"

Session: 26.04.2020: Hydra Slaying

Crystals

Cyclops

The vulture did it

Alligators

Ly'ara leads us to veil

Davide's sisters and dad
Lachlan mentions Aloy

Session: 03.05.2020: We join a cult

Octavius: DOES NOT LIKE ALOY: 'If you're working for her you can tell her that I'm not fucking interested'

Octavius threatens Ly'ara and takes our blood

Flesh prison

I shoot Ly'ara's

I should finish these notes

One-Off: 09.05.2020: Enter the Humblewood

Vola, Varenzai, Thera, Holmgren, and Jerome -- we're in some small place, staying in someone's barn

Vola woke up, got a nat 1 on a perception roll, and we woke up in a Forest as humblewood folk

Dead racoon, owl party, we got supplies off them

Dervem Forest

Meadowfen

Raccoon people = Mapach

Birds: Kiri & Liri

Session: 10.05.2020: Holmgren's Sister

Mr. Noc = new scranton in Ko'Themar, city councillor

Zanzibar = HOLMGREN'S SISTER -- EDIT LATER 07.06.2020 : SHE's PROBABLY EVIL

- Also Asimar
- About same age, slightly younger, but looks much younger and very youthful -- was lost in Astral plane where she didn't age
- Has been looking for Holmgren her whole life with her parents
- Came to take Holmgren to claim his 'birthright' -- that quest and other stuff isn't as important -- this is annoying Tora

Nora -- half-elf girl who works in Daveed's shop

Sable -- short human woman in Daveed's shop, annoyed -- OH SHIT THAT WAS Ly'Ara in disguise!!!

When we went to see Daveed some half-orc left in a huff

Ly'Ara is Daveed's wife!!!!

He wants us to sign some book to join his worldwide secret organisation in return for protection from the veil

COMPANY ZERO

Nora is Daveed and Ly'Ara's daughter -- EDIT LATER 07.06.2020: Who was Carmella? Also daughter?

As the session ended, Holmgren offered Daveed a bottle of wine we had stolen from the sewer. Daveed siked it aside at the last minute as Holmgren drank it -- told us it was torture wine, Holmgren will be paralysed and in anguish for the next day.

Session: 17.05.2020: Save Holmgren

We level up.

Vola takes Holmgren to the Temple of the Everlight (god is Raei) -- Human, Ara, is head priestess

Temple to the Lord of Plants Dardiel: in Brighting District

The cult girl Gloria: writes a lot of letters (but they're super creepy) she wants to sell her wedding dress, signs letters with different names, involved blood in one? Kept calling the guard Caleb but his name is John

Vanuth (human) was waiting for us back at Tavern, wanted to talk to Briza.

- Apparently she's the arcane leader of the council.

Everyone hates each other now

- Lachlan got a mysterious message from an old contact of his and Holmgren's. It seemed very different than the others. Tora and Holmgren determined it was forged or counterfeit.
- Jeff decoded a hidden message within it about 'Someone is trying to kill you. A woman with light hair will try to take you away and kill you.'

someone is trying to kill You or bring you somewhere a woman with light hair came searching for You a predator, knows A hunter Do Not trust her Run Run."

- Varenzai got suspicious and told the party about the times he saw in the vision for when people would die. This pissed Tora off, she ran up to tell Holmgren, they talked then came down and cast Zone of Truth.
- Tora got very mad at Varenzai for not trusting her and accepting her into the party, and the party had a heart to heart and we shared all our secrets

Dryad's tree: Special tree in Arcanists Borough beside Tower we have to break into

- Says "I will live forever." in common, and there was something in Sylvan that was scratched off

Session: 24.05.2020: The Tower of Horrors

Ooops forgot to fill this in

From memory: We went in, found some Claptrap (borderlands) robot that was eccentric, wanted us to help plan a birthday party

From this point on, Bort locks himself in a closet and Holmgren stays behind and tries (and fails) to become Bort's friend.

Then it sent us down the wrong path through a hall of terrible traps, I lost my left arm below the elbow

We get back, robot says it was a joke and takes us up to wizard in elevator

There's a construct that seems to be the wizard, then a dog comes out from its robes -- that is Roe, construct is Aisha. They also have some construct dog named Noodle. They're equals or something and they built Claptrap (Bort is the real name) to serve them.

Roe laughed at Vanuth, said she's a narc who wants to be popular so that's why she wants badge to speakeasy (can't get one cause she's a narc), I forget why but for some reason agreed to give us some.

Holmgren asks if he can buy Bort, this offends them

I ask if they'll regrow my arm and we end the session around there.

Session: 07.06.2020: The Truth about Aloy & Meteors

Start, convince them to regrow my arm in return for interesting anecdotes, we trade some stories -- seems to go well.

Tora is fairly uninterested in all this until Lachlan mentions his heart, then she gets concerned. Roe and Aisha are interested but don't tell us much.

Briza gets a journal she can write in to keep and touch with them.

We each get a badge, as well as an extra for Vanuth

I give Bort my Weird Metal Spike in Glass Flask as a birthday present... I will miss it.

Aisha: warforged

Sylvan Odium hates dogs

OCTAVIUS IS ALOY'S SON!

Aloy backstory session, from Roe

- Very popular in town, solved everyone's problem
- Was killed by accident by the king, wild magic accident
- Town had big parade and funeral pyre, very sad when she died
- She was prepared, did some necromancy spell to have a clone of her younger self ready when she died, soul went into that body once she passed. People did not like this, that's why Octavius is mad at her.

Ro regrew my arm!

It's around 4AM -- some Airship captained by a Tabaxi, Captain Gryphon (Griffin?), lands outside the city, apparently there's going to be a banquet or some such in his honour.

We decide to go to the speakeasy, Delver's Den, speakeasy under the Ivory Porcelain (under the library), kinda like a university -- that's what the badges we got for Vanuth are for.

Roxanne, owner of Delver's Den, attractive french dog, Lachlan and her have a thing

They have some drug and magical impairing effect so things not immediately around us were obscured (like not having my glasses on) and we didn't really remember ordering drinks or anything.

They had some attractive suggestive dancer doing aerial aerobatics, the White Dove (Roxanne referred to them as 'it'), looking at her she briefly had a planty appearance -- I (Varenzai) left her one of my blue shoulder flowers on the stage.

Now all hell breaks loose:

We get back to Fools Blade Tavern, Ms. S is waiting for us, she's sad (not really disappointed in us, just sad) that we didn't move on the quest and kill the guy or whatever she needed done (i'll never get a handle on this) -- says the trial is today, it probably won't go her way and we can't get in cause its a closed trial, but she asks us to come by for a recess at 2 as moral support and sets up a cute moment with Briza, has a present with her -- she definitely gonna die. Veil gonna stage a jailbreak?

Try to make a plan with party about assassinating the guy to help Ms. S and be there if any shenanigans happen.

Most of us go to the courthouse to wait in morning, except Holmgren gets a mysterious letter from Daveed (something about making amends to him or something)

METAGAMING: ONLY holmgren went so we don't know, but someone (Ly'Ara?) gives him a letter, tells him to deliver it 10 blocks up street and then Company Zero is done with him. We don't know this.

As we get to courthouse, prisoner wagon comes through crowd, Blue dragonborn inside -- Tora breaks out, recognizes him, runs out and has the following conversation in Dwarvish: She calls him: Bolero

He calls her: Jad'zeeya = Tora

"I was trying to get up the fucking mountain" -- B

"I'm not like Jerome, I'm not some fucking messiah, I don't care about the means to this end, I care about the end." -- B

"I got it, I have the conch, it's in my room" -- B

At some point they switched to Draconic but I still understood.

Confront Tora about this after, she's very upset and runs off for a bit but then come back -- we speak in Sylvan, not to hide from party but just passerbys

She knows this guy, somehow related to her and Jerome -- says he shouldn't be in there and do not assassinate him (that's why I asked in Sylvan)

I try to reassure her that we're her friends and want to help her with and through this but we don't know tf is going on -- I guess that it's something about they had some club or were all friends in High School, learned about the artifacts and grouped together to find them, either for power or something (and so maybe she's not fully honest about all of their intentions with them) -- she says this isn't too far off from the truth (not the not being honest part, just the friends trying to find artifacts) and her and Varenzai share their first kind of nice moment

Young woman blue robes and book, old man, little girl in cloak with basket and flowers (girl Ly'Ara told Holmgren to give letters to?) go up the courthouse, girl goes up to Ms. S, gives her a red letter with something red inside

Briza and I notice a whistling and little black specks in the sky -- meteors descend and destroy the courthouse presumably killing everyone inside -- session ends here

Session: 14.06.2020: What Hath Holmgren Wrought or: Consequences

Chaos of the meteors, craters where the courthouse was, city in disarray

Tora recovers from blast, looks at wreck, turns into a hawk and flies to it, Briza immediately runs over to it

Briza gets to Ms. S's body, gets rubble off of it -- she's dead

Lachlan notices some out of place people -- 2 Tabaxi, a very pale woman, and a half-orc, helping in the crowd

Found body of Biaro, Tora's friend -- he was very dead, nothing on him or around. Found feather from Tora hawk but she moved on, gone -- probably to get conch?

4 Options:

1. Assassinate Eida
2. Daveed is against Veil, wanted to kill Greyson before they could free him
3. Daveed is working with Veil and this is cover to free Greyson
4. Biaro was in Greyson's place seemingly falsely accused. This relates back to Tora/Daveed/Jerome/Biaro high-school quest for the artifacts, Daveed set Biaro up because he was hot on the trail and was trying to eliminate them.

Halfling comes up to Briza mourning Ms. S, is also very upset (named Penny Silvereyes?)

Guard asks if anything can be done, there must be something that can be done. "Surely he has a store...?" don't know what that means

Briza writes in the notebook to Roe scrawling distressed "Courthouse! Now!"

Varenzai was looking and asking around for information about Dead Biaro (Bolero) like a prisoner manifest but was chased away by guards.

Half-orc from the crew cast a spell that was able to preserve Ms. S's body. She needs 500g of diamond within 10 days to resurrect her. It's Diamond Quest time!

Possible diamond sources

- Roe
- Daveed
- Aloy
- Somewhere else in the city
- Somewhere outside of the city (Nym'Thalas? Halflings?)
- **HOLMGREN?!?!?!?! --** discussing where to get diamonds he says FUCK IT and pulls out a massive fucking diamond monstrous/obscene

Holmgren explains the connection to Daveed about being handed the letter and told to deliver it -- he doesn't remember where so Varenzai doesn't know it was given to flower girl necessarily, but does know now that Daveed is connected.

Holmgren and Briza stay behind while Eida is being resurrected.

As Lachlan goes off, one of the Tabaxi crew people asks me who my friend who went off, I say Lachlan, they don't talk to me anymore

Lachlan goes off to Daveed's shop, I explain to the guards that "This is connected to Daveed and the Veil" connection of the letter, could be an attempt to break out Greyson, be on alert. Then Vola & I go after Lachlan.

Daveed Visit:

Lachlan enters, Daveed is upset, comforting his daughter -- shop is closed but we go in
When we come in, sends his daughter home

I ask if this means we're done our contract "You're never done." Along the lines of 'don't you understand what you did signing that book, you're in now'.

Stresses "Didn't you understand what I meant when I said we were equals, why would I understand anything more than you do"

Doesn't answer when I ask where Ly'Ara is. Says he doesn't know where Tora is or that Bolero was in the city (Bolero = Biaro)

Basically just gets mad at us, is clearly upset at being used as a pawn and doesn't want to talk about it, shoos us out.

Lachlan tries taking some healing potions and supplies as we walk out -- gets cursed

As I go out I say "I thought you'd know more about your family affairs is all" He takes great offense to this, tries to curse me but we get out.

The big dark Tabaxi comforts Briza. The Half-Orc successfully resurrects Eida. Penny is overjoyed as is Briza.

IMPORTANT CORRECTION: I completely misunderstood the connection with Bolero vs. Greyson -- Bolero was just there coincidentally, HE WAS NOT Greyson like I thought, he was just also there -- so like all my other plans still coulda worked or whatever.

ToDo:

- Figure out WTF is going on with Tora -- Conch artifact, Bolero, Daveed, Nym'Thalas
- Find a cursebreaker to get out of our contract with Company Zero
- Investigate this airship business
- Work more with Ms. S, after this Varenzai is probably much more that whatever's going on she's the best outcome
- Overall Main Quest: Hire the airship people to take us over the mountains

Holmgren and Briza get Ms. S back to her home, Briza gets her presents -- a blue dress tailored to her with 2 pockets (extradimensional space), a note that says 'you'll be a great leader one day' and a box of 6 magical chocolates (box of possibilities) that give her some giant fucking adventure (d100 effect per chocolate) -- she hopes it refills

Holmgren in his bag sees a flower crown he bought to give Tora and it refreshes his memory about who he gave the letter to.

Briza is determined to kill whoever delivered the letter.

I get back to our Inn, Tora hasn't been back, I ask if Sphynx owner knows of a Birght Blue Dragonborn, where he might be saying, he gives me a contact "Calli" who stays near the gate and helps visitors and tourists, she might know, so I go to see him.

Vola & Lach get to the tower & try to get in, seems like no ones home. They can't get in, Vola flies around on Vulture and gets yelled at, has trouble flying

Tabaxi who asked who Lachlan was finds him, tells him they need to talk and ushers him into alley, then pulls a gun in his face, "Where. The fuck. Did you get that gemstone?"

Session: 21.06.2020: After the meteors and after the vulture

Briza ate a chocolate that make her sad and Holmgren gave her drugs to shut her up But then they got attacked by randoms in an alley so he lesser restoration her and they got their ass kicked anyways but Tablackxi game to save their lives

Lachlan's lady owner human is named Mz Willow, Gryphon, the black long haired tabaxi from the air ship also knows her, gave her the gem that is in Lachlan's collar -- that's why she didn't mug Lachlan.

THEY THOUGHT LACHLAN STOLE THE COLLAR FROM HER THAT'S WHY THEY FOLLOWED AND ATTACKED HIM, THEY DIDN'T REALIZE SHE GAVE IT TO HIM, THANKS FOR THE INFO VOLA

Vola manages to get off vulture and joins lachlan

Vola passes a 10% off fancy pet store Bugs, Bears, and Beyond, on their walk back to tavern

I join halfway in.

Holmgren and Briza get attacked by roof people -- guards told them to clear the roads so they went into alley and got attacked by some gang. Black Tabaxi helps them as does some unseen person on roof. Some crazy light descends from the heavens to help them -- IT'S ZANZIBAR!

Varenzais Adventure:

- Gets to gate: Cannot find any information on Tora or find that Tour guard
- Lots of commotion and chaos, tons of people who were just visiting the city or whatever and are trying to get out, but city is under lockdown, guards holding them in
- Among the chaos there's a wide circle around a Roc that is causing a commotion, bucking and restless -- a young small Firbolg woman and Pale faced man are trying to control her but it's not working
- Varenzai walks up with Thera, clicking to communicate, and manages to pacify the Roc -- Firbolg is very impressed
 - Roc = Lulu -- very small for a Roc, size of a large eagle
 - Firbolg = Nemo
 - Pale-faced man = Caius -- Vampire

- Nemo is very bright and bubbly, Caius is stoic and sort of apathetic to what's going on but they're all together
- Nemo links arms with Varenzai and walks with him, explains they're with the airship, trying to get out of city to let Lulu fly around because she's restless (they don't want to let a giant predatory hawk fly freely within the city, but guards won't let them out)
- They walk back to tavern all together

Briza and Holmgren:

- Black Tabaxi & Zanzibar save them, they walk back to tavern -- Briza seems to make friends with Black Tabaxi
- They walk back to the tavern
 - Black Tabaxi = Urk

Back in the Tavern

- Briza does not like Nemo -- wants to be the only bubbly one (THERE CAN ONLY BE ONE)
- Varenzai gets Nemo a drink, Briza gets jealous and Holmgren gets salty
- Holmgren gets himself kicked out of the Inn and has to walk out all saltily
- A lot of the crew is there with us -- Gryphon starts talking with Lachlan about Mz. Willow, his former owner -- Gryphon is asking questions about her, where is she now for some reason, they say they gave her the collar she gave Lachlan
- They say they last saw her at Sundertos Port, and Lachlan says he remembers a ship the Drunkard's Waltz

Lachlan is from Sundertos Port (big, beautiful, coastal, "people write romantic stories about it", big trading port, lots of opportunity, very glamorous, pirates and things like that, adventurous, people talk about it but it might be stories")

Ashkeeper's Grove -- where Ms. Willow is buried

Lulu seems to have a close bond with Gryphon

Airship Crew:

SHIP: The Stormlight

- Nemo: Bowman, ties things up, yoyos and draws a lot, Druid
- Gryphon: Captain
- Usk: Quartermaster
- Caius: 'Cleaner'
- Lorca: Illusory Cleric, First Mate, lots of rez lots of sneak, makes copy of self
- Aerindor: 'very normal' can fix & make things
- Timmy Two Shoes: Some sort of construct, ball that sprouts 8 legs and has agun
- Peaches: Devil Goat
- Yonder: 'fixer'
- Thraal/Quori/Kalashtar: Pale faced magic lady, doesn't speak common. Can fly. From 'dream plane'. She is the cook.
- Aerindor Eralas: Navigator, artificer, haphazard, ~400 years old
- Jada: She goes *boom*

Varenzai stays behind to chat and drink with the crew, Brzia stays too, Lachlan and Vola leave to look for Holmgren. Zanzibar quietly left after him too. They realize Holmgren went to the Sun and Cidre, Vola yells into bar they're going there, Lorca gets really excited about this and says they all have to go.

Session: 28.06.2020: Death & Consequences

We start walking from The Fool's Blade to the Sun & Cidre to try and find where Holmgren stormed off to.

Lachlan & Gryphon very quiet, Lach just learned about his owner lady, apparently had son who died with Gryphon who he's named after.

From Fireside Chat: Nemo Home

- Very green forest, in Northern Continent(?)
- Crystal Tree with special fruits
- Her dad is in charge, only speaks Old Sylvan
- Have to be 'good'(?)

We get to the Sun & Cider. Our Motely Chaos Crew does not impress and we learn nothing. Holmgren trips out in his room. Has a drug vision of Zanzibar, she brought him a head in a bag -- the decayed head of Laddy Mook, his headmistress from the orphanage.

While we're in the lobby a torrent of water comes from upstairs -- like a pipe burst or bath broke. Chaos and panic.

Varenzai confirms Holmgren is well and leaves back for the Fool's Blade, he wants to sleep. Nemo plays in the water and Briza secretly freezes her.

Gryphon seems afraid of the water

Vola & Briza & Nemo do a good performance at the tavern on Ocarina & Flutes before leaving

Vola & Briza try smoking cigarettes

Back at the Fool's Blade

We all leave the Sun & Cider together, including Holmgren who's finding somewhere else to sleep

Roxanne meets Lachlan at our tavern and they go on their date

Varenzai asks Apilin if he's heard anything about Tora, he says no so Varenzai goes to bed

Vola also goes to bed

Briza stays down drinking with the crew and offers them drugs.

Briza finds out that officially the crew are here to help advise on the potential creation of a new Skyport in Ko'Themar, but Nemo implies there's more to that.

Nemo gets wasted and laments that her imaginary friend in grade 2 wouldn't be her friend Nemo's dad is 'god of the forest' -- urk takes her to bed. "The forest moves cause it has legs and it walks around, you'll never find it!"

Lorca was hitting on Briza before realising Briza had no clue what was going on, then pulled back when she realised Briza had only been around people for 3 weeks.

People are blaming elves of Nym'Thalas for attack on courthouse

Hawthorne, leader of the Spellbinder's Guildhall (who veil said was evil) survived the attack

In our Room at the Fool's Blade

Vola, Thera, & I get to bed, get a short rest. Briza comes in and goes to bed. Two assassins sneak into the room and murder Briza in her sleep before she wakes up.

We try to fight them, Vola absolutely destroys one and erases his existence. The other we damage but they slip out, we try to chase and track.

Lachlan's Date

Roxanne takes him to some awesome magic speakeasy through a portal, seems real cool. They have a great time and head out somewhere more intimate

Back in the Room

Varenzai & Thera go after the surviving assassin, Vola goes back and alerts Inn, gets Lorca, Urk is with the body. Finds Reeree eating Briza's platinum and nothing but a special assassin knife on the body.

Holmgren gets there, they do the ritual, Holmgren and Vola nap, Vola dumbs reeree in a bathtub with some money and stuff. They revive Briza successfully.

THE VEIL!!!!!! CAUSE BRIZA WASN'T PROTECTED BY COMPANY ZERO

Varenzai chases the guy to the sewers and gives him chase through them but eventually loses him, makes his way back home.

We manage to get home, Varenzai watches over Thera with Briza, and they Finally get a long rest!!

Something about a banquet?!? Fill this in

Invitation from Mrs. S to a Banquet at the 'Jade Chateau', this has to do with getting over the pass

2 Days to banquet?

Fancy social event, chance to meet and schmooze all the councillors. They're not voting on letting us through then, it's just a chance to see them all and stuff.

Things to do next:

- Find Tora
- Revenge on/Safety from the Veil
- Work with Mrs. S, ensure her safety
- Where did Greyson go? (Relates to Veil stuff)
- Get through to Nym'Thalas (no point doing this without Tora)

Session: 12.07.2020: Holmgren the Devil Worshipper

Morning Conversations in the Inn:

- Holmgren decides he wants to go talk to Daveed about Tora (even though we already did this, fiiiiiiiine)
- Briza decides disguise herself and cast Nondetection, Disguise self -- we'll keep her resurrection hidden for now
- We talk a lot about murder theories and Company Zero vs the Veil in front of the crew -- was Briza assassinated in revenge for the veil because she wasn't protected, or because she saw the book but didn't sign
- Lorca asks what's so special about going over the mountain, 'it's dangerous over there', we kinda say a few things eventually Lachlan says 'we're like bodyguards for our friend and she wants to get over'.

Split The Party: Encore!

Airship crew goes shopping for the Banquet I think?

Holmgren, Vola, & Briza decide to go see Daveed

- They get to the shop, Merchant's district look all closed but Daveed is in his shop and goes up to door when they knock
- Holmgren says 'I may have delivered the letter for the meteors', he seems like why would you say this just in the street (and he probably already knows given Ly'Ara gave Holmgren the letter), so he brings them in store
- Sees through Briza's disguise
- Briza: "so you know what happened to me?" D: "Well you look a little rough there kid." B "Do you know why" D "Do you" B "I asked you first" D "You're In my store" B "Touche. We have theories, things of that nature"
- Daveed insinuates Varenzai's theory about the assassination was right -- that the Veil are going after us, but he can protect us from them if we sign his book. Because Briza didn't sign, she's not protected.
- Daveed insinuates Tora is very shady, has asked Holmgren why we're with her anyways and when Holmgren said he loves her 'There's plenty of other people out there.'
- Daveed: "No one ever says they're working with Tora, or plenty do but they're never right. She only has people working for her."
- He stresses again as Holmgren asks that he has no idea where Tora was
- Vola asks if Daveed's family is ok and he very shortly responds 'they're fine' thus bringing full circle to Varenzai's earlier conversation with Daveed

Varenzai & Lachlan go looking for Calli again

- We get to the gate, same levels of chaos and stuff, I advise Lachlan to ask the guards for Calli while I look around
- Lachlan is unsuccessful but Varenzai manages to spot her:
 - Short gnomish woman, wearing nice bright yellow doublet, holding sack of papers and fliers and quills, taking notes
- She's very nice and very helpful, remembers helping a fancy dragonborn
- Told him to go to brightcastle
- GILDED PILLOW
- We thank her profusely and each tip her a platinum piece, she gives us a 5% off coupon and invites us to tea

We meet back up

They relay to us that they got nothing from Daveed (except that Varenzai's Theory was probably right), and we relay to them that we found where Bolero was staying. They don't really relay their concerns about Tora.

We try to figure out how to get into Bright Castle and the inn. Lachlan suggests he could disguise himself as Bolero then ride my shoulders to look the part.

Holmgren was concerned they wouldn't let us in, restricting movement within the city, but then why would Calli tell us we could stay at the Gilded Pillow.

We go to Kira's Habadasherie and Clothing (Dress lady Lachlan met a while ago) -- get clothes for Brightcastle and for banquet while we figure out next steps

She gets us nice clothes, including specially fitted some for Thera, and a Tabard for Holmgren to put over his armour

Holmgren doesn't know what god he worships -- Lachlan reveals it's Umberlee (The Bitch Queen), an evil sea goddess -- destructive and vengeful to both those who love and hate her.

Briza & Lachlan dimension door into the Brighting District, and Varenzai, Thera, Volia, & Holmgren go in through the gate and the guards make fun

Debate over what to do and where to go next: Mrs. S or the Inn, should Briza tell Mrs. S everything or not?

Private Conversation we don't hear between Briza and Lachlan

Lachlan pulls Briza aside and successfully casts Suggestion on her to not talk about Company Zero

Foyer of Mrs. S'

Penny is still there making her tea and stuff

- Nemiza asks to speak with Mrs. S, he asks where's Briza
- I tell him Briza's dead, he's distraught
- Nemiza insinuates she's ok, 'she's closer than you think'.
- Penny gets very upset that I briefly said Briza was dead but brings us up to see Mrs. S
- We try to get Mrs. S up to speed on what we know, explain Briza was assassinated because we investigated the Veil and then went to Daveed for protection and she's like WTF
- Then Holmgren reveals to us all that he delivered the letter and she gets terrified and furious because that's the catalyst that kills everyone, kicks us all out except Briza
- She also admits that Ox Bellows is bad but won't say much, says she's working with him to protect someone she loves
- She has a private conversation with Briza, worries she's gonna get fired, basically admits that Ox Bellows is a human trafficker does kidnapping and stuff to accomplish his ends
- THERE ARE NO GOOD GUYS

After this, we go to the Gilded Pillow to investigate Bolero

At the Gilded Pillow

- We walk in, Holmgren very unsuccessfully tries to bribe the receptionist, but Vola talks our way in -- she says Bolero has been there, but someone new is staying in his room
- They let us up, the room is: 6th floor, 10 doors down from elevator -- I give a great tip to the person who brought us to give us time
- Holmgren teleports in and leaves us outside, doesn't convey anything
- Inside is Zanzibar, they talk a bit, she says something about getting rid of things entangling Holmgren so he's free to go with her
- Briza finally picks the lock after ~10 mins and we bust in. Zanzibar runs, in the next room we see a blonde woman (not Tora) who looks scarred and very beaten. We find Tora's scimitar there too. We end here.⁶

Session: 2.07.2020: Stabby stab room

Just after we burst into room.

Didn't really discuss because Varenzai had seen Zanzibar run off and wanted to get after her, went to open room she went into and got stabbed -- C O M B A T

She summons four fiends, we fight, almost TPK. She's clearly not going after Holmgren, needs him for something.

Holmgren threatens to kill self to get her to stop fighting, doesn't really work yet.

Thera dies again.

I miss with Quiver of Wonders and turn myself into a Dragon, she tries to fly out window and escape, I chase after her (debris kills some bystanders, whoops), Briza rides on back, we don't catch her but I do get her with some flames, we return.

Jadzia, who was Tora all along (cast illusion and lied about name, Holmgren knew the whole time) starts to wake up, her and Holmgren share a touching romantic moment, Varenzai begins to mourn the loss of Thera, warns party to say Zanzibar summoned the dragon and we Banished it.

Session: 02.08.2020: Back to the Mushroom Cave

Recap: Raven's Grove, port city south of Orillon

Mayor's daughter is missing. People of town really like him, but travellers passing through have a lot of disdain for him because he has a giant faded Tiamat face tattoo (but has since reformed to Bahamut). Mayor got daughter a bunch of books, a few days later she shot him with a fireball and ran off into the woods.

We meet a guardian mushroom, Taki, tasked with looking after these mushrooms of this cave, Ruru leads us on.

We get to a final chamber and encounter baddies. Some mighty chain demon, a fire dog, and what Jerome later concludes to be an incubus. Fight them, Taki banishes the demon, eventually we get the incubus to run. Find the mayor's daughter asleep on some moss pile by an evil portal that Jerome closes, with a book akin to Tom Riddle's diary that made her do it all (she got it from Rose at the General Store).

Ruru reveals she was also working with the Incubus because he promised her she would be supreme leader, but she didn't really understand and will die in 10 days anyways. We safely return the mayor's daughter and leave the book with him.

Important names (but I don't remember who for)

Dendar -- The mayor?

Psilofyr -- I think the main mushroom guy we first encountered.

Session: 09.08.2020: The End of Secrets

Initial stuff after saving Tora

Holmgren, Lachlan, & Briza investigate the room

The Fiends are some sort of evil thing that tortures people to create memories for them to eat. They love human flesh

Side note: Kudzu footfalls only work in Home Forest.

Jadzia is very anxious to leave and Varenzai is very upset. He leaves first, and then the party follows soon after.

Hotel is in alert mode, party confirms at least 1 dead on the ground around hotel.

Return to Fool's Blade, at top floor I briefly confront Jadzia, give her back the War Fan of Admiral Hutzin.

Jadzia, Holmgren, Vola, Varenzai, Lachlan return to our rooms. Briza stays downstairs and eats with Lorca & Nemo.

Nemo tells Briza the banquet is cancelled and the city is put on lockdown for 5 more days.

Yonder is in charge of their ship in the meantime.

Lachlan has a sad moment with Griffon talking about his past owner Lexi (she had a child with Griffon, dead now or something) He has 'echo stones', they're like a recording of that person. Gives one to Lachlan.

Briza's Papers

Briza looks through the papers she found at the room. Appears to be crazy notes in various languages written by Zanzibar. One seems to be some weird language spoken by the 'Ghyf'.

There are a few maps and a list of names:

- Lati Grook -- This one is crossed out -- Cruel Headmistress from Holmgren's orphanage, Asher found her dead.
- Asher Drake
- Orion 'Dawnrunner' Montgomery

Bumps in the Night

Everyone goes to sleep, Varenzai performs the ritual to bring back Thera.

Vola wakes up in the middle of the night, surrounded by darkness but feeling calm and focused.

She realises she's in something that's as close as to what she understands to be 'Nirvana' She gets an intense focus on the Ticking of his Clockwork Heart.

[GODVALE DESCRIPTION]

Towards the end of the ritual when Varenzai feels it should be over, he has a vision. He is standing before a great White Tree, glittering like Moonstones. He has flowers and leaves plants sprouting along his arms. Looking down water begins to rise around his feet with an icy bitter biting cold. He moves towards the tree as the cold seeps up his limbs, and it brings him warmth and comfort.

Arriving at the tree out of the cold he is hit by an intense wave of familiarity within the tree stronger than anything he's ever felt. He realises the tree is not white, but actually crystalline and made of crystal. Reaching the tree he feels his bond to Thera, like a vine entwining them together stronger than it ever has been, and understands it is his past and future. As he awakens, Thera does not return -- he realises she is not gone but trapped somewhere. Varenzai gets the sense this tree is somewhere in the arctic, sees that terrain and mountains around it. Doesn't know exactly what it means, but wants to ask someone who knows magical history -- ALOY. Gets the sense that Thera feels lost, is also trying to get back but can't find the way.

The morning after

Morning comes with ritual not having worked, Vola talks to Lachlan about

Lots of yelling at each other, especially between Varenzai and Jadzia. Jadzia keeps saying 'I didn't kill Thera, I didn't ask you to come save me', Varenzai yells at her 'I spend the past 3 days looking desperately for you while your boyfriend got high at a brothel, and you don't care whether we live or die for you'.

Jadzia tells us she's from the Western Kingdom, yells at Vola 'They're my people not yours, you never speak of them or bring them up for comfort etc.', very rude.

We learn Jadzia is from Kourn'fel'Dour -- Capital of the Western Kingdom that's going to war, Jadzia is princess here -- Bronzerock.

The Shrine of Melvakar

Jadzia/Jerome/Bolero were at a monastery with some others, notably assistant Arch-Mage Balthazar (he's that guy from the Jungle who made us the portal here to the Arctic). One day a horrifying event happened, and the archmage was destroyed in twisted eyes and ichor.

Apparently this was the work of Dullalan/Melvakar, a very powerful archfey of the Shadowfey. He was unhappy because his magical trinkets (the all-powerful artifacts) were missing, the monastery people had to return them to appease them or he'd wreak havoc on the world, starting wars and stuff.

"We were all together at the monastery, we were there for a long time, balthazar appeared to us and we have to fix it, we have to return the artifacts to where they belong"

IT'S HAPPENING SHE SAID MELVAKAR! (Sylvan for Dul'Lahan, archfey dude).

“Most higher beings don’t comprehend that men make cities. They simply don’t comprehend that there’s a layer of reality where monkeys and pigs write poetry.” -- This made Lachlan realise that his patron is Dul’Lahan (Melvakar) some seemingly very evil ArchFey. Somehow this made them realise they need to collect the artifacts and give them back to Melvakar to stop bad things happening in the world.

Dullahan in Dwarvish, Majesty of the Feydark, King of the Empty Court, The Twisted Spine, Melvakar in old Elvish, Kararktos in Draconic

Coronet --

the artifact in Nym’Thalas, Jadzia called it this

Party Personal Details

We spend the rest of the time airing out any personal stuff

Lachlan

Lachlan explains his owner was Lexi, who apparently also had a kid with Griffon named Lachlan -- exact timeline/connection unclear.

Says Lexi gave him the jewel on his collar. She was killed (I think) and he’s looking for her murderer.

Soon after he was awoken by his patron, apparently by Melvakar. Seemed (or feigned) not remembering much, but

Varenzai

Tells party about being from Alaren/Faelar, left because of the resistance there, basically that it got more extremist, less about preserving nature vs. dominating other races to protect it.

He fought against this with friends in a sort of underground resistance, not really open rebellion, but more like two groups against each other in the background, violence and disappearances became increasingly common etc. He left when it became too dangerous to stay, some of his friends had already left and others left after. Very close friend was trying to leave but he doesn’t know if she was successful.

Vola

Had a nice home and upbringing but wanted to see the world. Trained as a blacksmith from as long as she could hold tools, good at it, but good fighter too. Always loved animals. Had a close friend, could have been something more, but they left for some reason (just moving as people do, not a big force pushing them out), so she said after that there were less reasons for her to stay, she wanted to travel and adventure before settling down.

Vola Friend: **Brene Gorel**

Briza

Found and raised and protected by Frost Giant **Jarfun**. One day he died, the other giants wanted to eat her so she hid in caves and left. Eventually found a secret mountain pass opening to Mrs. S' garden, ate from that and lived in cave until Mrs. S found her and "decided to keep me." then we found her.

Godvale

Briza recalled this matching the description of my vision for where Thera could be, we need to go here next to find her spirit. I should get herbs before doing this.

Session: 16.08.2020: The Closed Day

Post-Fight -- Down in the bar

We go downstairs (Holmgren & Jadzia stay upstairs while he puts clothes on) and meet the airship crew huddled around, talk to them

Lorca says I'm unlikely to find any open shops

They say they also want to leave, but are going to wait 2-3 days -- they told the city they're going to stop trading with them, so don't want to piss them off further by sneaking out

They ask why Varenzai is so anxious to leave -- he brings up that Thera is no longer there and he has to go find her in the Godvale. We also mention needing to go to Nythm'Thalas but don't explain why:

Court of stars -- Nym'Thalas (This is how **Aerindor** describes Nym'Thalas, navigator of airship)

Gryffon tells us the airship can leave in 3 days. Lorca negotiates price with us (she's awful)

Thrall tells us this about the godvale:

Thrall is not from this plane, they come from Dream plane

Tree is god, will judge, if good you'll go where you're going (some sort of portal connected to dream plane?)

Ulutiu, god of the Godvale tree, God of the Ice and the arctic. Rangers and people who follow the nature of the Arctic worship him

Briza worships Thrin (or at least her Frost Giants do)

We eventually arrange:

1000 gold for airship passage

We'll also perform duties and work on the ship to help while it goes.

Fuck Lorca

Ghyf Letter:

Thrall translates the Ghyf letter for us. It says:

"Grenwold. You've said, time and time again, you knew who had this exalted staff, and where they've gone. Her patience grows very thin. You wander through these planes like a wildling. Your gift was not given without strings, and they grow taut in her grasp. She... is timeless. You...are timeless. For now. The shadow will follow the boy. Bring him to the divide, or we will. And not without leaving your fate to the voidstones, which will be your only companions. Dictated but not read, Vlaakith CLVII"

To the temple

Varenzai gets fed up with the negotiations, goes to the Plant Temple to Dadriel. Gall, the same human priest who was there last time is there, he's nice to Varenzai.

Gall doesn't recall the Godvale directly but says he can bring Varenzai some books tomorrow.

Varenzai meditates on Thera's memory a bit then takes his Memorial Peyote.

The others

Jadzia writes in a journal

Holmgren plays Bone Dice and drinks with Caius, loses bad

Briza plays flute

Vola tries and fails to summon a rabbit (she must already have found one)

Lachlan asks Nemo some questions, then invites Roxanne to join us on our adventure. She agrees!

Briza attuned to the fan.

Holmgren is attuning with the conch.

Vola got a pet pikachu she named Volta.

Varenzai meditates and gets high but no other effects like the last time he had peyote, just time dilation and focus. Wakes up at ~1AM, Gall has draped a blanket over him and was asleep under a blanket on a bench. Varenzai wakes him to tell him to go home then returns to the tavern and gets a long rest, then starts reading the Void Dragon book.

Void Dragon Book

Very old and difficult to understand Elvish. Can study in the 4 hours after my trance each day, but will take 6 weeks of dedicated study just to this book doing that to get any benefit from it.

Paralyzed Vale

Sanctuary there, floating
Past a bunch of frozen lakes (Harrowfrost Plains)
Fortress there, for a god, carved out of an iceberg, the Hall, holds "Spirits of the Damned"
Floating sanctuary and Hall are different, but same place
Barren

Session: 30.08.2020: All Aboard

The Airship:

The Stormlight
Dragon Class Aravel Ship
Lots of filigree, ornate metal, dragon imagery as well as other mythology
Lightly to medium armoured -- much more obviously for speed than war
A few heavy cannons on board

Getting Aboard

Vola asks Lachlan and Roxanne a bit about what they're up to
Volta shocks Vola
Varenzai pets Peaches a bit, Nemo says peaches wants to eat him

First Chat with Aerindor

She seems pleasant enough, knows of Varenzai's continent and what's going on there (talk to her about that later).
Was happy and able to provide Varenzai with maps of the arctic and Nythm'Thalas region.

Mostly lots of talking and stuff, Briza's knife got stolen, update about that sometime

2 white dragons

Session: 13.09.2020: All Aboard

DRAGONFIGHT

It crushed, Vola crits it with big shot

The Emptied Isle, Full of Dragons, don't let just anyone in
Drakken -- Dragonborn of Emptied Isle, name for themselves, really hate elves, even half-elves

Ruler: The Tiamat, chosen lineage, not hereditary -- female drakken born and chosen (divinely) to be The Tiamat, not allowed to have children/relationships

Late Addendums

This was 5 weeks ago so who remembers what happened, notable:

Lachlan talked a lot to **Gryffon**, **Mrs. Willows** anda cool book

Briza climbed a mast and got yelled at by **Urk**

Yonder threw a knife at someone and got in trouble

Shenanigans of some sort? Definitely various drug shenanigans.

Holmgren and **Jadzia** had some serious talk, hugged at the end? Break up or reassurances?

Session: 25.10.2020:

The final Airship Days

We are 3-4 days from landfall, describing how we spend that time

Lachlan talks to **Gryffon** more and tries deciphering the book he was given. It's written in a cipher by **Mrs. Willows**.

Holmgren stares at the conch. Tries to get permission to stay and study it in the Air Elementals room, Lorca tells him to put a deposit of 40 gold down to do so, Holmgren tells her to fuck off

Varenzai talks to **Thrall** a bit, gets a delicious plant dish. She says she doesn't know her people (either orphaned or they were all destroyed) has been on the airship a long time, but not as long as **Gryffon**. Talks to **Aerindor**:

- **Leyline Crisis**: Entheri have manipulated magic and returned their whole continent to the Fey realm, magically planeshifted the land it seems like
- **Phasing Out**: Somehow magically kill people? Send them to the next phase? Could involve meditation?
- **Crew plans**: no solid plans after they drop us off, they're not going to hang around but might pick us up again.
- **Harrowfrost Plains**: She's never heard of this specifically

Vola hangs out with Nemo, tries talking to Cat and Peaches, Cat is cool, Peaches won't talk to her

Vola is from **Bhalgozul**

Briza causes general mischief and mayhem, carves her name, finds dark iron arrows.

Varenzai talks to **Jadzia**:

- Things seem ok with her and Holmgren, they obviously had some tension but are just reassuring each other
 - She says she questions his judgment, but also her own
- She thinks we'll find the **coronet** in Nythm'Thalas
- Varenzai says again his focus when landing will be Thera, and he has some leads

Aerindor looks at the maps we had found on **Zanzibar**: **Zanzibar Maps**

- Map of the Astral plane, very clear and detailed
- Map of the Negative Plane
- Map of the Southern Shiverreach, southern part of arctic we first arrived
- Map of the Ethereal Plane
- Map she has no idea what it is

Deal with **Aerindor** for **Walkie-Talkie** Earrings

- Go to Sime Tolic (East Capital) or Kurnfaldur (West Capital)
- She gave us something to deliver to either a goblin named Gring Jo or a dragonborn named Kaleb

Off the Airship

We arrive over the 'drop-off' point, Gryffon has us just jump off the ship, everyone gets down in their own way (I think he cast Feather Fall on Vola, I ride down on Jadzia as an eagle)

We have a bit of discussion over which way to go, Briza is a big asset because of her familiarity with the arctic. I hear a Yeti howl.

Holmgren tries and fails to make snowshoes

We decide to head generally in the direction of the Bodr Mountains, I think that way is our best chance of finding Thera

We find a good little cave to stop for the night, I radio **Aerindor** and we talk about our plans: **Aerindor** says that there's almost certainly people in Nythm'Thalas we could ask who know these things, almost all knowledge of anything especially this magic stuff is available there **Aerindor** says we wouldn't be arrested or anything when we arrived at **Nythm'Thalas**, but it wouldn't be like a warm reception or anything. She says we'll be fine so long as we "Don't insult the big guy, don't insult his wife".

As we walk we see a giant dark chasm a long way (few days walk), called the Spine of the Mountain, big notable landmark

We rest in our cave and take watches. On her's Briza sees and follows some floating motes of light. She finds floating buildings in a cavern!!!! We meet up there, and some floating mystery magic lady invites her up. She tells Briza this is not the Godvale.
ASK FLOATING LADY ABOUT THERA AND GODVALE

Session: 08.11.2020: Hints of Brian

Clay notes: basically this is what happened

Briza opens box

Sleepy time

Briza vs. Lachlan grudge match

Holmgren throws briza

Holmgren responsibly moves the sleeping members of the party to a safe location and keeps their body temperatures up, makes coffee

Varenzai wanders off to talk to a fucking sentient pinecone

Talks to a flower

Thinks he's a super cool nature guy- first instinct is to rip it out of the ground

Fucks up ripping it out, ensuring its slow demise

Thinks he should nurture it in remnants of oil

Briza opened her music box and put everyone except Varenzai to sleep, fights with Lachlan over it

We seem to be in the some other plane or something, some sort of illusory world.

NOTE TO NOTE: Jadzia is very touchy about saying 'she works for a demon/knows demonology'

White blue tentacles of light

Pinecone people

Flower

We went to some dream realm in the cave and all saw visions, super traumatising for everyone except Varenzai, he had a great vision of reuniting with Thera.

Varenzai Vision: Godvale tree, fall through to Faelar, find Thera there, purple beetle with red spots

Holmgren Vision: Wartime, soldiers massacring a village

GUNNAR

Sacrifice Oblation Immolation

Holmgren dun goofed -- in the vision we learned Jadzia had been engaged to by Gunner, a noble from the East, but turned him down publicly -- the diamond she had given Holmgren was from this ring, that he had chopped up and not told her. They're not talking about this.

Varenzai offers to keep scouting the cavern to find people's lost items, we stumble upon a Gnoll ambush

Session: 22.11.2020: TPK maybe?

Lots of large Gnolls with spears, and smaller ones with intricate patchwork cloaks
One small one in back has completely white eyes and casts mean spells

Combat -- Holmgren kicks ass while the rest of us are relentlessly harassed and roll shit
Vola gets Banished
Mega Toad consumes
Varenzai quadruple kills with Lightning Arrow.
LACHLAN DOES CREEPY MAGIC SHIT WTF
Jadzia wastes a gnoll with blight

Fwoosh wind feathers
Big furry thing with lots of decoration
Lots of gnolls coming from cave

A roc circles the battlefield, a MASSIVE bear with beads in fur and magicky orb-like eyes enters the fray and helps kill Gnolls

LACHLAN GOES FULL NECROMANCER

The giant bear fucks shit up, but also messes up Jadzia, Briza seems to recognize it and yells out [SOME NAME] No!

Holmgren is bloodthirsty, smearing blood on his tabard and drowning in a pool to appease his Bitch God Umberly.

Varenzai gets an epic shot and destroys a gnoll
Vola gets picked up by the Roc, we try to rescue

Varenzai makes a fool of himself trying to pacify the Roc, and gets picked up by it
Holmgren vapourizes the roc freeing Varenzai
The bear fights Lachlan's Zombies as Briza tries to stop the fighting and we end

Session: 13.12.2020: Fuck, I'm tired

We arrive back in the aftermath of the fight

I do perception, nothing more coming, morning getting mistier.

Briza & the Bear

Briza runs up to bear thing and says along the lines of "I know you want revenge on Jarl, but change back!"

- "I know you respect power and I know you just saw what we did to your bird" -- Uh oh, Roc was his pet?

BEAR CHANGES INTO A FROST GIANT -- **Vacmir** -- Matted hair, big scar down face, intense blue eyes

Briza had a discussion with him, basically if we help him he'll take us to Godvale

He punches Holmgren for killing his Roc

Were-Polar Bear -- Cast out by tribe by Jarl for this unique ability, he wants to kill Jarl in revenge -- PolarWere **Vacmir** is a curse, if we're not bitten while in Polar form we'll be ok
If we help him, he'll take us to the Godvale!!!

We think he wants us to heal the Jarl so he can have a fair fight to kill him proper.

We try to arrange that he'll take us to Godvale (cursed place) first, and then he'll help us, but he doesn't want to pass through 'that city' (Frost Giant City?) on the way

We spend the next 40 minutes discussing how Holmgren, Jadzia, & Lachlan take drugs.
Briza & Vola loot the bodies. I heal everyone, then Holmgren and Jadzia also heal people.
We arrange an order where I take point with **Vacmir** trying to look out ahead, I ask Vola to take the rear to keep an eye on everyone else as they go through

Walking Along

Briza eats some chocolate and a sphere of darkness appears around her
As we go, random magical effects seem to happen to each of us:

Drugs, or ancient arctic wild magics?

Varenzai: Can't see other living beings

Lachlan: Must kill a humanoid every week or will die himself

Jadzia: Says she's fine, it's not so severe -- Can't kill anything

Vola: Anytime she does damage, it will be reflected back to a random party member

Holmgren: Can't sleep within 60 feet of someone else

Briza: Venereal Darkness

We're not quite sure what to do about it, Varenzai wants to keep pressing on and we'll figure it out as we go

The Darkness sphere spreads to Holmgren

We seem to think this is all caused by the chocolate?

Briza *pretends* (we don't know she's pretending) to activate the antimagic field and says it does nothing

I try to verify where we're going and make my own notations on Aerindor's map as we go, I see she hasn't been this way -- I make my own notes on it to fill in.

March for a long time, Holmgren whines, we find a cave to rest in, I fail a roll and fall into a pit

Otherwise good cave, Holmgren tries to find somewhere away from us to left, Jadzia takes out her staff, says 'Grow' in Sylvan, and a 60' tree sprouts from her planted staff

Jadzia cures me with Greater Restoration, but reveals each cast of that costs 100gp worth of Diamond Dust, so she has a very limited amount of times she can cast it.

We debate who needs restoration, she goes for Lachlan next

The Stranger

Vacmir says a stranger came -- "Hair and Horns and Chains, a Shadowy Figure" -- came a few months ago and influenced the Jarl, he may be who we have to deal with

Vacmir lead us somewhere, not the normal Frost Giant Fortress but somewhere else -- Vacmir said this is the last place he saw the Jarl and the '**Stranger**' a few days ago

We get to the outskirts of this area and setup camp

The Stranger: Wooden rod/switch, covered in fur, no clothes, wears chains, horns not curved back but demonic looking, human-looking face with red eyes and very sharp teeth, has a tail -- some sort of demon-satyr? -- Carries a cloth bag

On all fours -- large frost giant with leash on -- satyr demon (KRAMPUS!?) is walking him like a dog and whipping him with wooden switch thing.

Session: 20.12.2020: Got to bed at 7, niceeeee

During the Recap Holmgren reveals he did more Wizard Drugs during our march and f'ed himself over again

The Outskirts of Kamp Krampus

Description: Theme of punishment, sack, cloven hooves, chains, fur, Frost Giant on all fours being whipped, lead by chains

The closer we get to this camp and further from our own, there is this deep creeping chill that penetrates us, disproportionate, almost a magic barrier

We get within 120', hear the chain first, dragging across rock and snow

Creature: Very large, smaller than a frost giant, but at least 10' tall.

Fog impedes our vision as we approach, we get incredibly cold
As I look at it and try to suss it out, I start to feel sleepy, in a way I never have since I meditate.

I try to figure out if my holy arrows would affect it more, roll a nat 1, and it radiates light out giving away our position.

Creepy white eyed face with teeth with an uncanny smile looks like he's staring right at us
I use Fade Away to go invisible and BOOK IT with Jadzia bird

Vola radios in to ask what's up, I say we're coming back, but roll Survival to take a convoluted path back to try and mislead anything following us

Back at Home Camp

We get back to camp, Jadzia transforms back, and we discuss everything we saw -- Jadzia doesn't immediately rat me out which is nice.

We figure out the Jerky Vola found was 'Orc Rinds', made of orc.

Briza eats ANOTHER chocolate

I have a bit of a sidebar about strategy with Holmgren

Lachlan is convinced we need Mistletoe to attack it.

I bring up the possibility of trying to reason for it but that seems unlikely and I suggest we all sneak attack at the same time instead.

Jarl: Bigger than most Frost Giants, lots of scars that he proudly wears as Badges of Honour -- we think that was the one held by Krampus

Briza says **Vakkmigr** won't come and help us with this for some reason

I generally turn people to my side that we should just attack it head-on -- the party wants to just try using the conch, I would like to avoid that at all costs except as a last resort.

We spend the whole rest of the day discussing, I don't notice anything coming up to or threatening camp, but I do notice a lack of any wildlife, it's eerily quiet.

Spend rest of day discussing, I read my Void Dragon book.

The resting at night

We take watches, not much activity except Jadzia says she feels cold at points, is nervous.
As I come out of my trance and keep reading, Lachlan takes his watch, sneaks over to Briza and casts Dream:

Puts Briza in a dream back to the meteors, where she found Ms. S's body. Beside the body is an open box of chocolate. As Briza finds the body, Lachlan runs up and cries 'What did you do Briza? What did you do?!'

Briza fails her save for this and is scarred

Eventually night ends, some people felt flashes of the cold, but we all wake up ok

The March to Kamp Krampus

At first light we begin to make our way towards Krampus. We discuss strategy on the way and settle that I'll bring them close then scout ahead.

I go ahead, stealth ok but don't see much, so I try to get closer and closer. Eventually I accidentally come right up on him, and get charmed -- in this case my Sylvan heritage is a big disadvantage, I seem especially susceptible to him.

Unable to contact me with the earpieces, the party moves forward (very clumsily except for Vola). They come up to the cave without finding anything, I was stealthy enough to leave no trail.

Eventually they come up into the cave where Krampus makes me wait to ambush them, I shoot an arrow that would've hit but Briza has something to block it. Krampus appears behind them, casts PAIN on Holmgren and Home for the Holidays (Banishment) on Vola, but she just makes her save (AT DC 23!!!!)

Lots of Combat, Krampus summons demons, I do mad damage, Holmgren misses a ton of rolls, Jadzia and Lachlan do cool shit, I turn Vola into a Dragon again!! He banishes Dragon Vola and knocks out Jadzia

Session: 02.01.2021: New year, same us

We come back in the fight right where we left off, Jadzia had gone down and Krampus kept attacking so she had 2 failed death saves -- Holmgren immediately healed her.

Fight happens, I kick more ass, eventually they banish Krampus -- but Lachlan immediately freely walks into a wall of fire and passes out, bringing Krampus back.

Vola and Jadzia knock me out, and fight ends with them banishing Krampus again, along with Vola's Hammer, Holmgren's Sword, and any potential christmas loot.

They tie me up while I'm unconscious and try waking me up. I immediately call out for Krampus and sing their curses so they knock me right back out

Lachlan tries to talk to Jadzia and she's typically cagey. Holmgren kicks me while I'm down. Vola gets a cool ring and mopes about her hammer. Briza thinks of eating a chocolate

Session: 17.01.2021: Where's Krampus?

They're not really sure what to do about us.

Vola suggests Jadzia try Dispel Magic on me, Jadzia hasn't thought of that and is proud of Vola for the suggestion.

She casts it, but because I'm unconscious, they're unsure of the result.

In the meantime, Holmgren walks around looking for signs of Krampus, popping off some Divine Senses -- gets a read on Briza of something, but doesn't tell anyone yet

After a few hours, I wake up still in love with Krampus, they knock me back out, and try damaging me with a Krampus weapon instead

They decide to rest here the night and try feeding me something in the morning.

In the meantime, Jadzia tries to connect Vola with her parents

Vola has a conversation with Billy the Rabbit, a local Arctic Hare, using her Laparine helmet. She gets some info about the nearby Frost Giants, and asks for some rope.

Jadzia's watch comes and she casts the spell on Vola. Vola goes to some dreamscape described like 11 going into her trance, and manages to communicate with her mother.

Vola describes parts of our adventure to her mom, hears that the war has brought hard times for them, but a good challenge for her father, tells her about hammer and needing a new one, asks about her old friend, 'Bren'? Mom, **Olive**, says she has heard stories about her, that she went to an apprenticeship in Sime Tolic, and is now in Kim Fal'Dhour, working under Nathalas Snowbeard.

They continue having an adorable touching conversation, Vola says she misses them, Olive says 'I say this because I love you, but I don't think this place misses you. You were never meant to stay here whittling your time away, that makes your dad and I happy, but you were meant to go do great things.'

The Following Day

Varenzai finally wakes up normal, doesn't remember anything, but they describe to him. He is horrified but the party actually sort of reassures him, happy to have him back.

The Jarl is the same as before.

We debate a bit what to do with the Jarl, decide on trying to get in touch with Vakkmigr and telling him to come to us. He says something about 'Jarl Melfy has killed everyone' apparently she's jarl of a rival clan and has come in and brutally murdered this clan.

Riding the Wind

We decide our best bet is to head toward the Frost Giant Fortress, we think that's our best bet of where to find Vakk migr, Jadzia turns us all into 'wind' and Briza leads us as clouds to the fortress.

Briza trolls us as we fly leading us in many winding directions, we eventually see the Bodhur mountain range and a fortress, very blue.

"You can't communicate, you can't talk to each other as wind."

As we get closer we see many many Frost Giant bodies lying in the snow, Briza recognizes a lot of them.

The fortress is made of and lined with Dragon Bones.

Briza takes us to some hideout cave place she had about an hour from the fortress. There's about 8 hours left in the day so we debate what to do, Briza just wants to rest until Jadzia can get in touch with Vakk migr again. Jadzia and I decide to scout out ahead towards the fortress and see what we can see.

We don't really see much, get to the bodies, they seem to have been dead for a few days, maybe a week.

We find a herd of mammoths nearby in proximity of the fort

No real signs of activity at or around the fort, but the trails seem to lead in and up to it.

We get back, night passes generally uneventfully, some small bird comes that Vola sees but Varenzai misses.

For the most part, the other watches pass mostly uneventfully -- until on Briza's, she sees some elf-like creature near the edge of camp, about 80' away, blue sallow skin, white pupiless eyes. She yells for its attention then waves at it, it waves back, but doesn't speak.

The elf asks what we're doing and how many friends she has. Briza says we're looking for Thera and as many as she can get. The elf says their name is **Kala** and they are looking. The elf knows of Vakk migr but not personally

Kala wants Briza to show them around inside the fortress, says they'll take us to the godvale if she does. Kala says they are from a big city.

Into the Fortress

The next morning we discuss a bit what to do. We can't get in touch with Vakk migr through Jadzia's spell. We decide to help Kala into the fortress, I pinky promise Briza I won't let Jarl Melfi eat her.

We go to the fortress entrance and Briza waves to Kala. As she approaches I notice what seems to be an Arboreal use Transport by Plant on a tree to leave the perimeter area, like it was watching us.

Kala wears very fancy armour, some sort of Elven Mithril. Able to cast spells.

We ask Kala about the Godvale and stuff, she tells us she can take us there, most people know where it is, the trouble is accessing it:

Godvale is a test, trouble isn't getting there, it's getting an audience, they can't guarantee we'll survive the audience but can probably get us one. Test to give you what you want. "Was she of this plane originally?"

Kala is from Nythm'Thalas

Arboreals all over, keep to themselves, goodhearted

Personal interest in the fortress

As we go into the fortress its littered with bodies, Briza recognizes some, does not like them. Massive massive cavern lined by giant dragon bones.

Keep going into large massive cavernous places, some where Briza hadn't been able to go before or some where she could get but the giants could have

Some horrific smells and such around where the Frost Giants tore bones like fortune cookies

Kala is most interested in the areas where Briza couldn't go

From Insight Check:

- She's clearly looking for something specific and powerful/magical in the fortress.
 - Most interested in the closed door Briza is describing that she couldn't get through
 - She's giving a polite interest to the other thing Briza is saying, but is most interested in that.
- Probably heard from scouting reports or something what had happened at the fortress, and that it was more easily accessible now.
 - Some militaristic/driven character about them.
- Godvale is in Nythm'Thalas, the audience we seek has to be with the king there.
 - Some hint of sadness when they spoke of it, as if they sought something from it and were unsuccessful in trying to gain it.
- They genuinely did recognize Briza, they're somewhat older for an elf and the way they said I know you was more with a sense of nostalgia, like remembering someone they knew from a long time ago

From Persuasion Check (What are you looking for)

- They promise they will take it, not a threat, but even if we try keeping it from them or whatever, they will leave with them
- Looking for a magic orb and a magic sickle

We get to a room that's mostly stone, some ice, as though the raw side of the mountain. It was Briza's quarters, distant from the main hall, very not nice place, a sort of 'we hate you so go live over there' Harry Potter under the stairs type deal

As we continue in we get to a very fancy door with some markings on it, this is the door Briza could never get through when exploring

The engravings are in Celestial, Holmgren is (finally) able to read it. It says something about the formation of the world, the primordial gods coming together to make it, they fear one things

Men desire me in public and fear me in private.

"In the time before time, the gods sprang fully formed from the primeval void. All these first gods were equally endowed with the power of the cosmos, and each claimed jurisdiction over certain aspects of the universe. In a spirit of cooperation that has not been seen since, they built the worlds together, separating matter from energy, land from sea, and sky from earth. They only fear one thing. Men alike desire me in public, but fear me in private."

Briza has a flask of dirt.

Kala ends up being the smart one, casts Tongues or something on herself, and says "The Truth" in celestial, allowing the door to open.

We go into an old-timey like study, so many quills and books with old bindings. A pedestal on the left has a cloth covering something circular.

Beside it, near desk, some sort of shattered glass crystal thing that looks like it once had something in it now gone.

Behind desk is a mummified, at least dead for 100 years, emaciated, wearing a fine scholars robe with gold embroidery, greyish skinned, older version of Briza, not just like related, but looks exactly like Briza. Same hair and everything but not blue.

ASK KALA HOW SHE KNOWS BRIZA AND WHAT THIS IS AND DO SOME CHECK ON THE BODY

Theory: Based on how it seems like Kala knows another version of Briza, and what we saw with Aloy, is it possible Briza did the same sort of thing, making and inhabiting a clone body, but for some reason she doesn't remember. And this is the old one?

Theory 2 (unrelated): Kala is here looking for things related to whatever made them fail in what they were trying to get from the Godvale.

Jerome tried to contact Vola saying he's trying to reach Jadzia, apparently he's already tried to contact Holmgren but he just didn't say anything.

Session: 17.01.2021: Briza's Body

Vola med checks the body we found. She finds a ceremonial looking dagger on it, and the throat is slit, looks self-inflicted

The body seems to be 120~130 years old

This gnome was about ~450 years old when died, skin has turned grey but seemed to originally be the same colour as Briza's, a bit shorter than Briza but probably because of age. Faded ring line

We find books on her desk opened to a page, its written in celestial then common then gnomish. Titled Vorgrims Frozen Tempest, crossed out and retitled Vorgrims Grimoire of Echoes. There was also a Journal.

There are drawers and a trunk in the room that are not locked.

Kala recognizes the body but is toying with us, not for any evil or bad reason but just because its more of a game to her. She found a glass crystal-ball thing, probably her orb.

Trunk has stuff, a bag of evil, a snowglobe, a black torch and maybe others

Holmgren tries to ninja loot the chest but Jadzia catches him and calls him out.

The ring has the name inscribed inside of it: Briza Vorgrim

Lachlan investigates the tank, Kala found the orb beside it. It has a sort of salty liquid inside, we determine it's the right size and properties that it could have potentially been used to grow a body!

The Journal:

Mostly celestial at beginning, then common, last part in gnomish

Earliest writings were from ~240 second era (Currently 869). Writings are interspersed with runic, over time there's a notable shift of the handwriting going from beautiful cursive to printing to chicken scratch, and less detailed. Written in many different colours and inks

Lachlan has a bit of a back and forth with Kala about what she's up to

She says:

The orb belongs to Nythm'Thalas, as do I, I am returning it. Many thought it was here but it was difficult to get to.

She denies that it relates to her trials in the Godvale, says she has no desire to be tested there.

Holmgren plays around with a puzzle box he found, Kala does as well, then gives it to Jadzia who doesn't know wtf to do with it. She hands it to Briza and it immediately opens.

It contains:

A fancy dagger
A sickle!!!
An orange-sized heart thing
5 ornate gems (not diamonds, but very fancy gems)
A tiny sword that grows into a greatsword as it comes out, it's VERY black

Before this keep was taken by the Frost Giants it was the fortress of a Cloud Dragon.

King had a queen who died. Court of stars, with different leaders, but the king is the king, and his word is law. -- what the fuck does this mean, past Matteo?

WRITE A SUMMARY OF KEY POINTS FROM BRIZA'S JOURNAL

This is her third incarnation?

She got the Coronet (artifact we were looking for) for the king from the Godvale, fitted it for the queen. She originally exchanged her shadow to the Godvale, but no one could recognize or see her, so she went back and gave it her mind instead. -- or as in no one could remember her, she left no shadow, no trace

She was in love with the royal princess, but cut out her --[the princesses? Or her own?--see below, was heart of the queen] heart and gave her dreams to the 'tree'.

When she came back out the second time she eventually went to the Bodr Mountains (here)? Ley lines and vault.

What Varenzai knows about the Feywild

'A shadow over this place, magical place' Leylines from here cross over to this world.

Courts of the seasons (Spring, Summer, Winter, Fall)

Briza stole the heart from the queen of the winter court

It's where Varenzai's people are now.

Godvale is a door to where I need to be or give what I need (if worthy) to get Thera back -- it's not like a prison where she's trapped or something that took her soul, it's essentially a door or connection to the Feywild in a sense, but in a wishing well give you what you need put you where you need to be for a price.

RE Leyline Crisis, people misunderstand, foolish to think you could tame a place in the Feywild for your own.

Theory: It's my people's fault Thera didn't come back this time, when she died her spirit went back to Elysia through the Leylines because it's in the Feywild now.

Fuck so I gotta figure out what's going on, what the significance of the Godvale here is, why my ritual with Thera failed, what the leylines mean, and what's going on.

Rooms full of humanoid sized corpses

Runes along the wall, iconography dragon and lunar

A lot of the bodies are not tossed around or in the middle of doing something, they're all laying in bed in their cots like they died lying there.

What is on their skeletal remains is very simple, like this is a temple -- seems like this was a temple to Bahamut once, but based on the stories told in the pictures this isn't the original Bahamut as I know it but some different sect.

There is one picture in particular that a lot of the stories and images lean to, and it looks like a fabric carved into the stones

1 person per room in rooms with bodies

Weird session lots of stuff happened, gonna have to sort through it all.

--oops, forgot to fill this in again.

Kala knows a lot and was generally helpful in the end, if withholding.

FIRESIDE STUFF: Implication is if Varenzai got banished he would return to the Feywild → FILL THIS IN WITH WHAT I LEARNED FROM ASKING MEG QUESTIONS ABOUT WHAT VARENZAI KNOWS ABOUT HISTORY!!!

Session-EARLY: 28.03.2021: The Trials Commence

Setting: Forest near Sime Tolic

Can't fully change the present, but this will have some consequences

Not one person considered 'pope'

Some gods considered much more popular, generally those associated with agriculture: 'melora, pelor, the sun', melora is more chill, followers of pelor are much more strict, they do have local leaders but it doesn't go all the way up to a pope or like one person who the god 'speaks through'.

Varenzai is making his way to Sime Tolic from the coast

While going, came upon a small forest, completely taken aback by how beautiful it was
Absolutely beautiful, like something from a fairy tale

However as I was going through, I came across several dead bodies -- doesn't look like a fight or struggle, they were just chilling -- maybe poisoned or instant-killed.

Eventually, found a small firbolg community -- I learned it's because EVERYTHING in the forest is poisonous

Daear: In the forest 1000's of years -- not worship exactly, but lots of reverence to a particular old and large oak tree growing in a spiral shape

Very friendly community, no creepy vibes just inviting Varenzai to stay with them, wanting to both protect the forest but also people going through it.

The tree has a sort of 'living handprint' on it, they tell me to put my hand on it, and I feel a sort of heartbeat

I've made friends here, they're not hostile but they seem on edge -- strange occurrences, like people talking to no-one etc., they kinda play it down, it's not part of the forest but something else, community wants to be private and not influenced by outsiders

Eventually I learn it's a ghost! Ghost only started haunting them recently and it's been worse and worse until everyone in the community saw it.

A few weeks ago, it seemed to be trying to communicate with people and 'cursing them' -- they pass through a person, and then they get an affliction, but it seems random but there's not just one thing, everyone gets something different

Ghost is humanoid, I caught glance of it, tall and thin, human or half-human at one point
Strange bluish red-tinge at the end of it's spectral form

I've started to try to communicate with this fellow

Ghosts in this world are pretty rare but not unheard of, especially rare one that sticks around.

People communicated with have found **out ghost is missing something, and wants it back to rest -- it wants a ring.**

Seems to leave a recurring thought of this, not just the madness, this is the common denominator linking people.

Desperation feeling, not domination

Ring: Gold, with little ruby, very simple.

People keep repeating: salt-licker (PEACHES?!) -- people seemed much more afraid of that than anything with the ghost

Saltlicker was the last name of a family/creature that lived in a forest -- some call a hag, other says that was just said to insult

Saltlicker, one way or another, seems to have this ring.

The firbolgs can't leave the forest, and much more so they don't want to go to the bone forest -- plants do not grow there, it's bone and ash, and lots of undead -- big air of necromatic energy around the entire bone forest

Bone forest is the kind of place where people say on the outside it's just like a patch of trees, but when you're in it seems endless -- spooky forest

QUESTIONS:

Am I first of my kind they've seen --

Timeline, am I part of our own party -- This is before finding/forming party, when Varenzai is in exile wandering the land looking for work

Have I seen a ghost before -- from where Varenzai comes from, no such thing, considered extremely unnatural, the ultimate perversion of natural order, reinforces the feeling that the ghost is trapped -- ghosts form from that kind of unfinished business, revenge, wrongly killed, one story of a ghost haunting an area because they were confused because they

didn't have their glasses and they needed their glasses everyday to read stories to their adopted daughter

Undead vs. ghosts -- I figure there is some way that these are connected, necromancers draw on the same kinds of energies and forces

I was given a vague strange set of directions through the bone forest. The sentiment is I was told what I'm looking for, in here there's only one place to go, one structure.

Walking in, the bright beautiful day suddenly turns gloomy and sad, no clouds that kinda appeared, but a sense of big heaviness

Crunching through, walking on bones and ash and a strange mixture of things, cough and not feel why

After a few hours of travelling like this, I see the outline of the structure -- a large 3 or 4 storey church, very decrepit (HIDE AND OBSERVE)

Small tiny window slits that let in a tiny amount of light -- brief perimeter, single entrance, large circular stone door

I spend a minute doing primeval awareness -- thought it would be a nice easy minute, but it just drags on and on and on, I eventually finish and detect no humanoids in 5 miles.

I don't perceive people having been around, like footprints or anything -- I do note a lot of gravestones around the church, it looks like some of them were once gathered together, a set put there purposefully, and then more added over time, peppered around, so the church has a whole slew of graves around it -- don't even seem like graves at first, just simple marker's like a walk.

Each epitaph is very different, all kinds of scripts.

We feel pretty stealthy walking through and around.

Door has no handle -- carving of snakes -- lever next to it that looks like it operates the door

As I was walking around and scouting I did notice sound from this place, odd sounds -- wave my hand and a bug goes by, or like a 'skittering' -- but there were no bugs in the rest of this forest

Kind of annoying, the one I swatted was trying to bite, Thera seems similarly uneasy.

Snake carvings seem important on door.

After 10 seconds or so after pulling lever, the door begins to open -- walls are VERY THICK like a fortress

It's completely very dim, I can see in with my darkvision

Place is destroyed, full of debris, all sorts of moth-eaten fabrics
Dim light makes it hard to see details of everything, but I feel like I should be able to see further than I can

History check on snake imagery: serpent gods in general, are often associated with hearing a hissing voice in their head that calls to people, all the ones I've ever heard is that they were imprisoned a long time ago beyond the border of the world for doing *something*. Some stories say they broke free, other stories are they're still imprisoned but powerful enough to bewitch from prison, all about seduction and bewitching, but taking more than they give

We stealthily advance pew by pew, I check around and see that the walls of the stone room are filled with different sized paintings:
Paintings are all of faces of different people, regal, family-portrait type vibes, serious looking. All different kinds of races, humans and elves and such
As the rooms go on the paintings change, looking more grotesque, like features drawn out of proportions and exaggerated until they appear demonesque,

This is definitely a kind of magical darkness, light (except by magical means) would probably not have an effect, I'm not seeing more as I go further in

As I make my way through, there are bones everywhere, just like outside in the forest.

But, a pile of bones in front seems especially unique -- no flesh, just bone, but the skeleton looks like it had fallen and sunk into the floor, and parts are sticking up, like it phased through into the ground, it goes right through carpet and floor

Another skeleton by a painting almost seems to be trying to reach out of the wall, half it's body is trapped in

As I investigate these bones, I hear like a moist rubbing sort of schloopy sound coming from the two braziers in front of me, not getting closer or anything -- the braziers themselves are made of flesh, fused together, like parts of people, but smoothly together -- there's some movement to them, built into the floor.

The braziers are filled with coals, but doesn't look like they've been lit recently.

The skin shows pocks and scabs and scars where it's maybe been burned.

A wooden chandelier almost crushes me but I dodge out of the way.
I hear a strange wooden knock at the front door, which has closed.
I go to climb the stairs, they all look fine and super normal, some dust everywhere, so doesn't look

As I climb the stairs, my feet start to feel a bit sticky to the floor and hand to the wall -- wall looks like a normal clean wall, and normal floor, but my feet and hands seem covered in blood -- seems related to the stairwell

Second floor -- portraits in different kinds of frames and such, still grotesque -- the only thing that's really here that doesn't seem destroyed

The knocking continues intermittently, in all kinds of different ways, different rhythms and noises and such. No clear pattern,

As soon as we get to second floor, the knocking suddenly stops -- didn't want me to go up here? Or a warning not to?

Second floor, some sort of balcony space to the second floor.

More portraits on the walls here, but these ones are already grotesque, getting worse

Sharp sudden knockknockknock that scares me as I enter second floor. Wood floor is creaky here

I decide to check out one of the paintings -- tiefling woman, 2 horns on curling up other down -- skin is purpley and freckled with something like white freckles, very beautiful but hands gripping head like she has a terrible migraine or she's trying to stop something from getting inside, eyes closed wincing in pain. She's sitting, hunched.

After a little delay, it looks like where I touched the painting rippled through it. It shifts, and the woman is now splitting the flesh off her head.

I light the painting on fire -- it looks like a slow stop-motion animation, static images blink in, I never see it change, it just changes as it goes. It burns very well but not quickly. As it burns a horrifying stop-motion show appears, as I watch the person slowly burn to death. She looks out, seeming to make eye contact with me, then falls over, seemingly dead.

Portrait next to that one catches fire, I manage to beat it out with my blanket. Whereas the last portrait looked like she was in a lot of pain, this portrait of 2-elves looks like they're in great fear, like something is crawling under their skin.

I reach out and cast cure wounds on the painting, looking for a reaction, seems to be no effect.

CHECK THE PORTRAIT ON THE OTHER SIDE BEFORE IT'S TOO LATE

Wall here doesn't have blood effect of stairwell, but I do leave bloody footprints now.

I put out remaining portrait fires, knocking continues and seems to be getting more frantic. Stairwell still has creepy weird blood effect. I go up to third floor and it's very similar to where I just was.

These paintings are much worse than the ones from before, these are abominations, like creatures fused with people, very unnatural and awful.

Knocking has stopped.

Groaning, creaking of floor as I walk on it, almost instinctual to keep hand on a wall because it does not seem structurally sound.

Looking up from here, seems I'm fairly close to ceiling, next floor is top highest. More wooden chandeliers. The ceiling is like a very black stone. Move torch a little and the light seems to almost glitter and gleam off of it in an iridescent way. It's not stone but the ceiling is FILLED with bugs, some like beetler coating it completely reflecting the light back

Fourth floor, more paintings and such, a lot of these paintings have holes and massive tears in it, no figures in them, like they weren't paintings of anything. Some of them look wet from far away.

As I check it out, I hear a screech from below -- THERA! A bony ragged hand reaches out of nowhere and swipes at her.

It disappears then swipes her again, she looks very disoriented and something wrong

A metallic movement, a voice says 'WHAT?!' and coughing from above on the fourth floor, a kind of hacking. And then buzzing.

Thera is cured of her blindness and we go to main campaign

Session-Normal.03.2021: The Ice Fortress

Refresher -- Holmgren found a broom, Briza is dancing with corpses, Lachlan is throwing up and Vola is holding his ears back, Kala and Varenzai are milling about.

As we come in we are immediately ambushed by Ice elementals, Jadzia had noticed it was getting colder, start picking away at them.

Midway through the start of the fight, we here some weird awful grinding noise rom far off, and something seems to change? Not sure what.

The ground is shaking, almost a pulling sort of noise -- Briza and I see some horrible abomination dragging itself out of the depths, its massive and black and has a lot of teeth -- a fog follows it, it looks like a giant, but all smooth shrouded blackness, its gut is open in a massive maw with tons of teeth. They smell really bad.

The thing charges me and fucking eats kudzu!!!! Briza deploys the anti-magic ball, does nothing but block our own spells.

I try diving in after kudzu, am unsuccessful and it just spits me back out, and then the madness commences.

Some wild magic effects start going off as we cast the spells.

A bunch of trees are summoned, they are covered in mouths and help us kill the ice elementals, before singing to put us to sleep maybe? They're trying in any case.

I try to cast conjure animals, but the wild magic makes me turn into a potted plant (RACISM!?). Jadzia's shadow disconnects from her and becomes a shadow monster.

A different effect goes off and our consciousness all transfers around our bodies:

Varenzai → Vola → Briza → Jadzia → Lachlan → Holmgren → Varenzai

Holmgren in Varenzai remains a potted plant

The evil demon thing (Tomb skulker or something) tries to eat Vola's new sword but she succeeds the check and hangs on.

Demons summoned, Jadzia dead

Monster kills Vola

Lachlan retreats into the Mechanus portal with Varenzai Body.

Kala comes back

As it eats Holmgren's sword, Briza's Maw Demon chomps it and kills it!

We end up in Mechanus, Vola brought back, but all her items gone

Session-Normal 11.04.2021

Meg decided to have fun with her other friends instead so no 8-am session this week.

We resume right where we left off in Mechanus, all of mechanus looks very similar so hard to tell where we are

Varenzai wakes up confused and offends holmgren who tries to punch him but misses

We debate a bit where to go and what to do next, pretty much set on reviving Jadzia

We decide to wrap Jadzia's body up in the bedroll tied with silken rope, as this is happening a disposal modron runs straight for the body. Lachlan is able to dismiss it.

We decide instead of Grosie, we'll go for where the modron said the nearest other living things were in this part of Mechanus

Holmgren gets himself locked up in prison by causing a big ruckus

Lachlan can control the modrons, but does not give specific enough instructions to get him back, and is now trying to talk to all the managers and superiors until he gets to a powerful enough one to help

I recommend asking if any could have resurrection magic maybe if they're powerful enough

We wait for bigger more powerful modrons, Vola messes with a puzzle box Briza gave her that she said is a weapon. Vola gets it all locked up

We finally decide to keep walking. We have a modron follow us, eventually Briza and Lachlan order it to explode and two other modrons brutally disassemble it

We order another to bring us Holmgren (or a description of him) and keep going
Eventually we come to a building with a monk-looking woman -- Isabella

We introduce ourselves and I try to explain our plight to her. She doesn't really engage or take kindly to us being here, and is pretty dismissive, but she tells us there's a public transit system we can use.

TRACK DAYS SINCE JADZIA DIED, we should have about 10

Mechanus Prison: 101.101

We get Holmgren out easily because Lachlan is in charge, he gets all his stuff back.

We have a pointless useless debate over whether or not we should rest because we literally just died and are all injured, or if we should immediately jump right back through some random portal in the middle of nowhere.

First the group votes on random portal, but then finally comes to their senses that we should probably do what actually gives us the best shot -- because we don't really know where any of the portals go (we have a list of cities but have never been) -- we decide to rest the night to let Lachlan's portal recharge, then we'll go back to the citadel through it, and trek back to Nythm'Thalas, should be a 4-5 day walk, but its our best option with everything

TRACK KA'LA ON THE WAY

Portal Destinations in Mechanus:

- Nythren Aethel
- E'hshara
- Bograz
- The Torak Obelisk
- The Matealerion
- Crystalgate

Peyote Trip

Very quiet cube-room in tavern, no idle chatter or anything, but not very comfortable

Confining but peaceful

Sit and close eyes

See myself in first person walking, city streets, people at market stalls selling wares
A little kid runs up to someone and asks for help, another kid steals someones wallet
I laugh a little, but my laugh is not my own. I look down, my hands are not my own, I'm wearing heavy armour
I take something off my face, and now I can't see, but I feel myself put something down, lay down on my back and face the ceiling
I hear a very very low voice say 'For order' and then I wake up

I can tell from remembering and a good INT check that **I'm that blind clericy guy from Jerome's Party**

The city was lush and grassy, clear skies, not some arctic city or forest dwelling ,average people about. Can't recognize it.

Briza also takes peyote and has a vision
Holmgren does something he can do once every 3 days

From whatever Holmgren did, he says he knows our weapons have not been destroyed, they're around somewhere
We wake up and set out -- Lachlan makes his portal back to the land of the living

The cavern is empty, everything looks back to normal.
The creature is dead before, looks cutting open, any semblance of a digestive system is missing, seems like Ka'la took it.

The other's are like 'That bitch! Took our stuff' but I said that's basically what we would have done in her case, like party of adventurers goes missing, maybe dead, and leaves behind a bunch of magical items

I see a trail that might correspond to Ka'la, pitons heading down the chasm we crossed that she came out of.

As I climb, Briza jumps with feather fall, Holmgren jumps with his wings, but because he is incapable of making good choices, they give out and he falls to his death.

Jadzia's bag of holding tears open.

Briza stabilizes him, and he comes to, tries to gather up his things, tries to remove curse on himself but he's still weakened.

I continue climbing down.

Session-EARLY: 25.04.2021: Church & Hangovers

RECAP

Firbolg community in ancient beautiful poison forest being haunted by a ghost -- ghost wants a ring back

REMEMBER: Looking for a ring in the church

Found old creepy church -- lot's of snake iconography, flesh braziers CREEPY portraits, hands covered in blood after touch wall/leaving bloody footprints
Attacked by bone hand, shot it off.

NOTE: Heard some sort of buzzing but it's very unnatural because no other bugs

I hear some sort of whistling coming from the darkness on this floor

I reach into the darkness -- cold, unnatural, nasty

I step into it, nothing really happens, clanking and whistling and buzzing stops, but nothing else really beyond it's very uncomfortable, can't see

I Arcana check the darkness, usually there's some sort of source, a command or code by the person who created and controls it, sometimes very powerful magic light can get rid of it, or an object/trigger

Try lighting braziers? I go back downstairs, halfway down stairs a rapid knock knock at the door

I investigate braziers -- made of human flesh, it definitely seems 'alive' in some way -- it's not going to jump out and attack me, doesn't feel menacing, but it definitely feels cursed, for whoever these are made out of.

I light them -- horrible tortured screeching, as if something is burning, so near death but can't die

The darkness dissipates, reveals the rest of the room.

There's a 10'X10' pit, 40' deep, spikes with impaled remains, but they're long since rotted, just some clothes and stuff remaining

I approach an altar, one hard knock at the door, hear some scittering behind us

ALTAR: 2 small glass Klosses, 2-3" tall, one is empty, the inside looks incredibly clean relative to the outside

Inside the other is a pale mostly translucent spider, just passively resting in the kloss
Ethereal 'blink' spider -- comes from Ethereal (Verdant) planes. Very rare of them to just hang out, they generally have no reason to want to just hang out in the Material Plane, summoned or trapped here

Generally highly valued as collectibles or pets, they do have their own spider communities a la Harry Potter. Generally prefer to stick to themselves, they don't pick fights with other creatures. They can poison people, that's one reason to trade them.

Not mythical but very strange, would be in the window of an exotic pet shop.

A pale blue shimmer around it.

Single black unlit & unmelted candle

Behind Altar: Hanging from the ceiling, swaying slightly, meat hooks, 3 on each side, dried blood on them

Pile of bones and dried blood

One large painting, royal size huge, directly overtop of bone pile, Incredibly Obese Naked Human Man, blood down side of face and chin and chest
He doesn't look horrified or suffering, smug, and like he's been feasting

I pick up the spider Klosh, and free the blink spider, he blinks away
The other klosh wobbles a bit, something drips out, howl of creature outside

Feels like some sort of spiritual binding between the two klosh's. The glob that came out doesn't seem like blood but more like some kind of acid. Feels like idea of setting something free.

The Pit: Something shiny down it, like metallic jewellery -- I tie a rope to the pew, tell Thera to keep watch, she's very uneasy. I climb down -- as I get closer I see it's not a ring but like some kind of wrapped up pendant

As I get close enough to see it I feel a strange sense of dread like I'm seeing something unnatural

It's incredibly plain, no symbols or gems, but made of a very nice metal, more like a locket
Wrapped slightly around bones like what was once a hand

Most recent bone in pit seems like only a few months old

The walls of the pit are covered in scratch marks, like those sent down trying to claw back up

I get back out and open the pendant -- Left Side -- a little circular mirror -- Right Side -- face of a very beautiful young human woman, dark hair up in a bun, loose with little flowers, portraitesque, soft smile, quite nice clothes. On her hand is a **beautiful ring with a small ruby**

I poke around the corpse pile, just bones and stuff, the painting is now looking at me

I poke a hole in the corner of the portrait.

Nothing happens while I watch the portrait except when I inadvertently glance away or blink -- body now has a wound in stomach, trail of blood -- now he looks pissed

A line of blood is trickling down from the hole

I start investigating the rest of the church again, lighting it with my torch as I go --I see boots with skeletal legs -- a skeleton in manacles, chain around body and arms, only has boots on. Leaning against back wall. One of it's arms is stuck in the air, it's flipping me off

I talk to the skeleton, he wants me to let him out. Asks what year it is, is like 'riiiiight'. Behind him is a grandfather.

THE RHYME OF THE SALTICKER:

"Lock the door, blow out the light;

The Saltlicker haunts the night.

Hide and tremble, little one;

The Saltlicker wants to have some fun.

Hear it scratching on the door;

See its shadow cross the floor.

The sun won't rise for quite a while;
Till then beware the Saltlickler's smile."

The clock: very fancy and ornate, ticking backwards, very beautiful. On the front door where the body, some sort of symbol or maker's mark

Farley the skeleton.

THE HAG:

Check out the rest of the church with Farley

The ripped open paintings the people in them are dead, that's how they 'go'

Open sores along throat and head and side

Short

White hair, lots of things like plants braided into it. Lots of clothes and sacks and rags

She's wearing some kind of animal skull on her head, like a ram skull. Out of it is some sort of spine made from all kinds of different vertebrae from different animals. Limbs too short in some places, too long in others.

At her side is a sack, size of a basketball -- looks familiar in style to braziers, made of flesh, mostly faces, dripping onto ground

I gave her all my trust in return for the ring and letting everyone go

CHOICES WERE MADE, probably bad ones

Lots of buzzing noises and scittering

Human Woman, **Laurelay Rowley**, tell her I'm thinking of her

Session-EARLY: 09.05.2021: The Second Adventure

Varenzai & Thera: Takes place before the last one, before Varenzai sold his soul at the church

Varenzai and Thera are in Dawnrock, southeast of Ihemor

Some account tasked me with protecting his daughter and some important goods (family heirlooms), and escorting them to Stagfalls, to the Southwest -- supposed to be a safe, fortified city, but close to an Orc Stronghold, the roads can be dangerous with bandits and orcs

Journey expected to take 4-6 days

Boss: **Count Gulizur** -- all half-orc family, noble so he can pay for an escort -- seemed kinda close/tight-lipped not many details just something that needed to be done
Daughter is 16-18, overheard them saying something about her doing well in school.
They don't hug goodbye, just share a glance

Daughter: **Senoti**

The carriage is nice but nondescript -- he's trying to keep a lower profile, not secret just lay low.

He's a 'pretty big deal' so has some 'competitors'

'Don't get lost, don't get killed.'

I spend the night in a nice inn meditating with Thera -- sound around me grows louder and louder -- it is raining very hard, absolutely pouring.

Seems to keep to herself, holds a book up to her face, reads the whole time

Stagfalls is like a fortress training ground. She's going there to train/study

She is not very interested in studying, just doing it because it's the path set out before her.

She starts telling longer stories and talking to me -- different demeanour than her step-father -- she says she's met all kinds of my people before, seems to be obviously lying wants to seem worldly and informed.

She is reading the book Runic Landmarks

Raining, 1 or 2, horses spooked.

Horse on right, dark brown, a bit bigger, is slightly more agitated. They seem ok, just taken aback

On the path ahead I see something on the path -- the rain seems to move aside around it in an instant like a crack of lightning. -- the rain in my field of view shifts over to the left, or down and diagonally, moving how it seems it shouldn't

Hear a noise -- weird, guttural, unplaced what could make it -- comes from same spot

To the right of me, some movement of water gathers and shoves me to the ground, pushing me back 10'

I can't find any clues, return to the carriage and lead it carefully around

As we move past the shifting water, keep hearing that weird guttural noise -- doesn't seem to be following

Rain has let up, more light raining with mist

Bumps in the night -- on my watch I think I see something in the distance, have Thera guard carriage, I approach stealthily

It's 3 bandits, we fight, they're awful it's a close battle but we force them to retreat.

Session-NORMAL: 09.05.2021: Holmgren in the pit

We resume right after Holmgren splatted off the cliff

A battered and broken man in body, mind, and soul, now literally at rock bottom.

Vola brings Lachlan & I down with Vulture

We heal up Holmgren, Briza pranks us by running off but I found her.

Primeval Awareness: No humanoids BUT HERE THERE BE DRAGONS -- straight up, right at 8km edge directly above us

We pick up Ka'la's trail at the bottom of the cavern -- her tracks lead way down deeper in, and then back up the other side of the cliff.

We follow her tracks down, find a small side-tunnel -- we can't fit in but Briza and Lachlan go and find some teeth and gems and stuff. 14 moorbounder teeth

They find the name 'Vorgrim' carved into the small cavern there, and then carve their own names, then head back out.

They are Moorbounder Teeth! A really larger panther-like beast, can be used as a mount

We meet back and continue following the tracks -- claw marks around walls, seems to be from Tomb Tapper, preferentially crawled on walls rather than ground.

We come to a larger terminal cavern, recent campfire here, lots of Ka'la tracks around, settled dirt and dust and debris around something, like something was there that was taken -- she probably took it with her.

Lachlan sends out some Eldritch blasts, and is knocked back by a kind of recoil -- they feel much more powerful. -- we realise we must be in a Ley Line down here

We decide Lachlan should try Banishing me here to see what will happen
We each collectively hear a popping noise -- we haven't moved but feel like we're somewhere else where we shouldn't be
Around us, in ~40' radius, the ground around us has moved with us -- the area looks dark, slightly hazy, twinkling
The air is pulled down -- the rock we're standing on plummets 30' to the ground and shatters into a million pieces

A haze of ambient light with no clear source -- stone walls surrounding us are similar to where we just were, but more exaggerated.
Cavern is ~100' in height, a bit larger than the other, some different surface details, blacker walls than they should be, but all really eerily similar but we know it's not the same.

Even with my Boots of Winterland, I feel COLD -- not in an arctic way, just a piercing cold

Hands, goat legs, grey rocky face, hair that works like appendage -- satyr-like things

LOTS OF CONVERSATION STUFF -- get their names

They recognize Briza, call her the vandalizer, 'she is not happy you're here'
We deduce 'she' is the Queen of the Winter Court, who controls these lands -- the one Briza pissed off in a past life.

'The feywild exists as an echo of the material plane.'
Time is weird, but can't know in which direction (ie contracted or dilated) until you get out and see
Magic is wild, at least for fae, much more powerful, probably a lot more powerfully magical creature

Winter, Summer, Spring, Autumn court -- the main opposing factions are summer and winter; spring and autumn are especially opportunistic
The courts do not want to necessarily eliminate one another, it's just that they're always vying for power against one another
Neutral courts like twilight

Seelie Court -- summer, good
Unseelie Court -- winter, evil

Analogous in a way to modrons not being aware of things except those directly above or below them -- the fae know of the existence of things, but find things outside of their own relative power insignificant, ie 'why would I care about you?'

We try banishment on Vola -- we can't leave
We're staying in the Faewild, looking around the fortress a bit, I want to try to see if it matches the description for where Thera could be, and if not make our way to Nythm'Thalas

IMPORTANT TO INVESTIGATE: Melvakar is a powerful fey, creating chaos and discord through wars and stuff -- at all connected to all the turmoil and bad amongst my people???

Session-NORMAL: 23.05.2021: Exploring the Feywild

We come back still in the cave, ready to continue our exploration through the feywild and find out wtf is going on. We are just as confused each on what our specific goals are going forward.

Also we levelled up and all totally remembered to do that in advance.

We turn a corner -- instead of a cavern, mountainscape unexpectedly with some goat creature there:

Dark, grey, long spindly-clawed hands, two horns off of head angled off side, white pits of eyes, goat-like face, matted hair all the way down body

Riders, trampling of hooves and paws, black heavy riders careening through some kind of forest/swamp, leaving a trail of dead grass & trees behind them

Another creature of shadow and stuff running around

A wolflike thing with crying eyes

A wolflike thing covered in eyes

First 2 wolves and riders had trees all around them, some sort of haze and darkness

Eye-covered wolf is in a completely different place, clawing around in emptiness

But you can't say beyweep

Nonononono

That word doesn't belong there

It belongs here

No air

No drink

No sleep

It feeds on souls

Our vision fades again, then we come back to a place of darkness and emptiness

A woman, skirting around and hiding behind different places in this darkness

Goldish skin, glimmers slightly

Long blond hair, slightly grey

Magnificent sword in hand

Old man, armour matches design of her sword -- skeletal wings Lyregreen

"Avadra, 3 seconds"

And then they both lash out in time against some invisible creature, shifting in the darkness, incorporeal

Finally, a vision of some dragon -- A VOID DRAGON

Apricots, the goat man!

Lachlan: That vision was my 'friend', was for me

We come out of the mouth of the cave
Hazy mountain scape, definitely arctic
No great recognizable features, not certain where I am

Briza wants to use Raise Zombie on Jadzia

I FIND A TINY BABY ICE DRAGON -- I NAME HER AURENE (obviously)

I Confirm she Female

Wurmling -- 6-10 y/o min., horse by this age

Can't speak yet, so she probably needs a lot of care right now

Dragons are not pets, they are sentient, but they can be companions, bond and companionship, very smart, can tell when being treated like a pet

Raise her as a guardian, like her adoptive parent, not as a pet

We hear excited voices in the distance

-- a group of goblins playing in the bones

They're pretty nice, helpful, speak elvish to Vola & I

They lead us to their fortress

Urithana is their leader/guide, speaks lots of language, taught them Elvish, going to help them

The goblins don't exactly seem trustworthy, but they say they hate the queen so that's good enough for me for now

Urithana is an elf, seems to be really nice and good, makes them feel like they want to be good, they describe her how a goblin would describe an elf

Edge of fortress, surrounded in vines and vibrant green leaves, bright red beautiful berries

I recognize them as goodberries

Briza immediately eats one, it's very sweet, then eats a lot more

Lots of goblins in the fortress, wooden

Beautiful elven structure, blue-white light cast by glowing crystal balls, a river of clear incredibly fresh water and a bridge over it

We come to a central dining hall

Drow with bright red hair and long red nails, ornate silks, flowing cape

Beside her gaunt goblin, cocky looking, dreadlock hair, stein of ale, other arm behind head, made entirely of ice

Seems to function like a normal hand/arm

SHE KNOWS WHAT'S UP WITH MY PEOPLE, ASK HER WHAT I CAN ABOUT THEM
She seems helpful, she's going

Wants dragon

Can't lie for a month

Can't observe the ritual

She knows some stuff about feywild, ask more about Thera

Things demand sacrifice

Ok so here's a better summary of what happened:

- Start with weird vision of Melvakar in some mountains, and then what appeared to be the Queen of the Winter Court's soldiers, and some creepy wolf beasts
 - See accompanying rhyme above
- Vision ends, we leave cave, I hear a call in the distance
 - Abandoned Ice Dragon, from what I know of dragons this isn't a normal nest or place for one to be
 - I name her Aurene, and carry her wrapped in a blanket so I don't get cold-burned
 - Going to raise her, keep in mind this is like being guardian for a sentient creature, not a pet
- Around side of mountain is a GIANT MOUNTAIN-SIZED HUMANOID SKELETON, and voices from it
 - Voices belong to goblins playing around in the skeleton, we stealth in but Briza reveals us
 - I roll a Nat 1 trying to make myself seem like a fey creature
 - They seem all shifty and shady, but we determine that's more just because of their goblin nature, they're actually trustworthy and good natured
 - They say they live with some Elf named Urithana, inspires them to be good, teaches them different languages
 - They like to play charades
 - They hate the queen of winter court
 - Queen has no face
 - They take us to their place
 - Walking with them I ask if they've ever met any of my kind -- one says he's seen like 40'000 and met 5'000, I assume he's just joking around
 - Later it will be revealed he was probably not just joking around
- We arrive at a beautiful elven fortress thing, surrounded by vibrantly green vines growing goodberries
 - Pristine clear fresh stream runs through it
 - 6 hours of daylight//30 hours of night

- I get the feeling that I'll be ok in this short term, but might suffer effects from lack of light in the long run
- We arrive in a dining hall
 - Urithana is a drow with flowing bright red hair, ornate silken robes, long red nails
 - Seems to float around
 - Seems much older and more mystical than she appears
 - Various goblins around, and by her side one fancier cocky looking one with an arm made of ice
- Aurene feasts on some of the meats laid out on the table
- We discuss various things about who we are and where we're from with Urithana
 - She basically asks us about our goals and intentions -- we say it kinda comes down to three things:
 - Save Jadzia
 - Save Thera
 - Get the artifacts
 - She asks us if we get Jadzia what we'll do
 - Get Thera and continue artifact quest
 - We ask if helping Melvakar is good, will it help people
 - She says it will help some people, probably not others
 - Won't really give a straight answer on if Melvakar and what we're doing is good and right or not
 - Says she can probably tell me a lot more about Thera and the Godvale and what I need to do to save her
 - Says she's very familiar with my people, has met lots, wouldn't really say when/how recently, and that she knows what they did with Elysia and coming to the Feywild
 - COME UP WITH MANY QUESTIONS ABOUT THIS
 - Says she can bring back Jadzia, but we need to sacrifice something in return, not like diamonds and stuff, but typical fey trickery
 - Someone suggests Aurene, she asks if I'd give her up, big talking ensues but I am immediately defensive and say absolutely not, the others are like why not, Vola is on my side
 - I go into a talk about how she's a sentient creature, I am raising her but will not just trade her, it's up to Aurene to choose her own path
 - Urithana agrees with me, seems like was some sort of test of where I stand
 - She says she can do a ritual, but there are stipulations
 - We cannot try to observe or spy on the ritual in any way
 - We cannot lie intentionally for 1 month -- YIKES
 - We go off to do the ritual, putting the body from the bag on a bed -- Holmgren asks for time alone with her and spends a lot of time in private chat doing stuff discussing stuff
 - sus
- We end the session with Lachlan revealing he lied, and never tried casting Banishment again to return us to our home plane

Session-NORMAL: 06.06.2021: The Resurrection of Jadzia Bronzerock

Urithana is in the thick of her ritual, so we go around talking about what we want to do while she's busy conducting it.

Clay forgot we had a session and showed up 10 mins late LOL NOW THIS IS RECORDED FOREVER

Briza

Explores around casually and talks to the goblins

They tell her they didn't build this place, they found it.

Forest was maybe closer at one point but they've been pushing it further back

The beds are all sawed in half cause Goblins short.

No clear room/area where Urithana might sleep.

One room with a heavier door and circular brass handle -- inside, incredible smell of fresh air, like opening a window.

Inside is a blue flower with many layers of petals like a lotus or artichoke -- peppermint/sandalwood smelling

- OH SHIT THEY MIGHT BE GOODBERRY FLOWERS

A stable with 7-8 Auroks -- large, yak-like creature

He finds a pen with 7-8 Almiraj -- bunnies with horns

Lachlan

Reads & tries to decipher Mrs. Willows journal

Basically establishes it's some kind code not meant to be broken, so will need to find some way around that.

Holmgren

Sleeps outside of the ritual door

Varenzai, Vola, Lachlan

Talk to goblins to try to learn things

- Avandra: Name of a goddess, so some of us and some of them are familiar
 - Daughter of Seyaline and Koralon in the Elven Pantheon
 - Symbolises change
- They talk about people come through, not really a straight answer of whether they're from the Feywild or not more like 'dude we're just here don't worry about it, sometimes you end up places'
- BUFFLEWUMP -- some kind of ~secret weapon~

- 7-8 years ago a bunch of Entheri came through to a cavern that was once a forest ~10km from here, not really sure why, I don't have a specific memory
- Otherwise no one of my people has really been through, but various members of other races have for different reasons, looking for shelter or fey treasures or travelling between cities, or lost
- There are various settlements and small cities and villages throughout the feywild
- Queen of the Winter Court is typically invisible, need magic to see her
- She has a large court of all kinds of minions she can whistle to to issue commands
- The wolves we saw in vision are bad news, bone one you die if you see

Vola talks to the Almiraj, they're here because it's warm and happy

HOW TO CARE FOR YOUR DRAGON

Get from Meg basic things for caring for Aurene, like sleep and food and stuff

- Dragons in general, especially one this young, needs more sleep than typical 8-hour
- Ice dragon would eat mostly meat, especially a young growing girl

DOOM BLOOM

A 'headache' if what or who you try to look for is more savvy than you

Smell the flower, say a name, if they're on the same plane it works like the scrying

Threshold Crest -- Magical stones that anchor something, like a city/region/place and allow it to transport to another plane of existence in a time of crisis

This is what the Entheri used to shift Elysia to another

NOT BOUND TO ANYTHING NOT SURE WHERE

Essentially: the entheri didn't want to be bound to the material anymore, but in doing so fucked up, helped create 'leyline crisis' where the planes are beginning to bleed over into one another, and they are no longer bound to any one place, not sure where they are now

DENDAR: night serpent, created the first time a mortal creature had a dream, based on what they dreamt?

- She consumes nightmares
- People that serve her create nightmares for her to eat
- She's who Ruru was serving in that Myconid cave, opening a portal for

Thought to live in the Fugue plane

The weeping wolf -- does not exist here, only exists in one place

No one knows how they come into being

They feed on souls, getting larger and bigger as they eat

When they eat you your soul is captured and you grow as an eye on its body for as long as it's alive

Creatures on the body have their soul trapped, you cannot revivify etc.

"I haven't seen it with my own eyes, I saw it in a vision, as I saw most things"

Only exist in the negative plane

ENTHERI STUFF

--feels like there was probably a lot more I should've taken notes on

I think there was something about Entheri destabilizing themselves so their Island continent isn't tethered to any one plane anymore, but is kinda suspended or travelling between them all

I share with party a bit more about my backstory, fighting in resistance and stuff, leaving for own safety

Then some evil nasty creature attacked, Urithana seemed real chill, a bunch of goblins died
Important instruction we got was not to let Jadzia be disturbed so I figured we should go run to protect the door to her room but no one else really seemed to think that was important, fuck her I guess

Fight ensues, bunch of goblins die but Vola Smash and we summon all kinds of friends to help

BUFFLEWUMP -- Friend, Alpine Minotaur

Mammoth, friend

Wolves, friends

Goblins, friends

Enemies:

Sniffura, polar mounts

Shadow bitch

Giant chilly Ice Dude

Session--NORMAL: 27.06.2021: Wolfpack Mammoth Attack -- Electric Boogaloo

Continuing Combat

At the start -- VOLA SMASH

Wolves rush in, miss

Varenzai tries to run around to outside to be able to do *something(anything)*

Darkness in main room

Vola tried cheating and used her hammer for a bit before pointing out it gone

MIDWAY THROUGH THE FIGHT:

Briza decides to open the Antimagic Orb thing -- Urithana and the shadow monsters are caught in the blast -- Urithana transforms into her true form -- A UNICORN

I shot a great supercharged arrow at the Ice Monster and slayed it! But it exploded into a million ice shards, damaging me and killing (knocking unconscious) Vola.

The goblins spit on me to stabilize me, but it works.

We get through most of the fight, one shadow bitch left, Holmgren on the verge of death.

Session--NORMAL: 11.07.2021: The Funeral of Holmgren Grenwold

FIGHT

Clay comes to us from the scene of a horror movie.

Vola manages to drag him out of the darkness

Holmgren straight up fuckin' dies.

Varenzai goes down trying to save Lachlan

Unicorns are cool, celestial beings that tend towards being good.

Lachlan summons a devil, clearly it's incredibly uncomfortable in this land but it does what he says

Fight finally ends, final demon runs away, Vola gets me back up

Holmgren is dead, some debate over whether I have a spell slot left but we decide not.

Unicorn says she could maybe bring Holmgren back, but we need to sacrifice something -- not a thing necessarily, but how she had us agree not to lie for a month to bring Jadzia back -- some sort of inherently good personal sacrifice.

Saving Holmgren

Lachlan tries to offer to surrender his personal quest for vengeance to kill the person who killed his master.

-"A life for a life is a trade. But, I have already given you a life, but you have already taken."

"I will accept your proposal, with an addition. You must do as you say, but you must also dedicate yourself to instilling this same value as him *points to Holmgren* within your lifetime."

LACHLAN GOTTA BECOME HOLMGREN'S SPIRIT GUIDE -- stop his quest for revenge against the spirit guardian.

Lachlan agrees and Holmgren immediately wakes back up.

Aftermath and Loot

Dusk Eladrin -- creatures of the queen's court of shadow and darkness and apathy. Sees no value in life, and highly trained to fulfill any task on her behalf.

- Investigation Roll: The way they were moving, always surrounded by wisp and shadow, unsure exactly where the physical form is, but I find one. No blood. The more time that passes, the more the shadow just slightly dissipates.
- Appearance of a very dark elf with this melancholy aura around it, even in death
- A Dusk Eladrin is an elf that has gone down a very dark path
- LOOT:
 - Mithril Half-Plate Armour (Medium Armour (15+2 dex AC), doesn't impose disadvantage on dex) -> Varenzai
 - +3 Longsword -> Vola -> Holmgren
 - Boots of springing and striding -> Holmgren
 - Ring of Elemental Command -> Lachlan
 - Sovereign Glue -> Briza
 - Magic Dagger -> Varenzai

We kind of sit and discuss and decompress, dividing the loot among us.

Varenzai collects 4 Doombloom Flowers

Asks Urithana if the goblins are ok if there's anything we could do

- They have suffered great losses, but they will go on. You can be there for them but be as they will.

Varenzai seems the animals, they're stressed but ok, tries to pacify them, gets some ok but can't do much

Doombloom, trying to Scry Elyra

Nature Check on Doomblooms:

- Nothing to do to preserve them, they'll last for 9 days

Varenzai finds a quiet area, sniffs one and whispers in the name "Elyra".

Sweet sweet candy-type spell -- reminds of Briza, try to hear my thoughts with the visions of my friend

Everything feels very disjointed, can't really focus on them -- hear voices, but they sound disjointed

Visions of thousands and thousands of people, not necessarily people I know, not Entheri, but I hear all kinds of voices from everywhere, gets very very disjointed and painful, piercing, builds, and I take a large amount of Psychic Damage and feel pained.

The petal I plucked to activate the effect fades, and the flower explodes -- assume spell failed, she's not on this plane.

Others

Lachlan goes to see Bufflewump

Vola collects some goodberries, trades teaching them Red Rover for 5 bottles of Goodberry Wine

Moving Forward

Aurene is fine, determine what to do with her -- seems like I could leave her here, or I could bring her with and try raising.

THE AWAKENING OF JADZIA

Jadzia awakens, Holmgren goes there first. He starts to explain things, but she FREAKS OUT when she learns we're in the Feywild, and wants to get out immediately. Tries to immediately get up and get going, goes through her stuff, learns she was in the Bag of Holding

She comes out, won't tell us much but clearly wants to get right out, but agrees we could long rest, but wants to get out soon.

Varenzai says 'that's twice we've saved your life now', she does not take it well.

They decide not to long rest instead, so we get ready to set out, I just need to figure what to do with Aurene.

Final Talk with Urithana

Aurene -- will almost certainly die if left in the wastes

If I left her there, she wouldn't exactly 'raise' her, would feed her and make sure she survives but that's it

No guarantees for if I choose to keep and raise her -- this is what I chose

I ask about reuniting, in particular note I don't know much about travelling between planes -- she says neither do they, and my best hope at 'reuniting, whatever that may mean to you' would be to 'change their minds'

No real technical advice on how to actually contact them, but that felt reassuring.

Leaving the Feywild

We arrange to ride the Skurja from Urithana's to the Candlemaker, tender of the portal back to the material plane. To get to the portal we'd need to do a perilous swim through frozen water.

We move at a fast pace, Varenzai trying to lead the group and scout ahead. Skurja would telepathically talk to us, humming tunes and songs, like Tom Bombadil.

He'll sing a song about the terror wolves we had visions of, finishing his song as we get to some creepy magic forest, willow wisps, the 'candles'

We get to the candlemaker, and receive GIFTS from the goblins, and a poem from the dude!

Erna Poem

Erna is the Skurja

Erna heard a poem once about these wolves:

"Howler Howler, caterwaul,
Piercing shriek, cantankerous call,

Listen Listen move through stone
Sightless silence, never alone
Blinding poison, noxious breeze
Veiled shadow amongst the trees

Weeping wolf who rules the night
Eyes in the dark and never the light
Spirit prison, eat despair
Has no need of food or air
Die too close, another eye
Living nightmare, final cry
I wish I may, I wish I might
A spirits chance to flee the bite"

Session--NORMAL: 01.08.2021: The Well of the Candlemaker

The queen has agents in the feywild, but it's not clear if they can cross realms
We get back started, mostly just talk about life and then general stuff we've been up to
We talk about our special weapons, Holmgren didn't get one Imao

- Holmgren gets nothing
- Lachlan has a mysterious box and egg
- Briza gets a winged wand
- Vola gets a fancy maul (Heaven's Gavel)
- Varenzai gets an amazing super-awesome bow (Arc of the Alicorn)

They all have similar motifs in design and appearance
Vola's has imagery of unicorns and dragons

Right at entrance of a thick dark forest, faint motes of light within it, presumably from the
candlemaker (confirmed by Erna)

After a long and exhausting discussion about purely hypothetical situations, we FINALLY
have Erna summon the candlemaker -- he rubs his back up against a tree like a bear might,
shaking it

Eventually we see the candlemaker approach

Candlemaker comes, we see tons of small lights approach through the dark forest. He's covered in all sorts of jingle jangling baubles. Candles light behind him in his wake as he walks past

OF NOTE -- he's not some Oakheart-esque giant like I thought, he's Briza sized

Into the Forest

Only light we can see in the forest is candles, everything else is choked out, very very dark. The deeper we get, there is far less density of candles

Feels like the forest is sleeping

As the candlemaker walks, he turns around, taps his footsteps where he was walking as though a reminder to follow, and then keeps going

His mouth feels full of burn/scorch marks

As we walk Lachlan asks me if I see anything, I do perception

PERCEPTION CHECK

- "Smell it before I see it" -- as we follow it gets stronger and stronger and more pungent -- smells like rotting

As we keep going, very few candles at this point on the path we're on

As we go, Candlemaker holds up hand to stop -- we see a human-looking figure about 15-20' off the path, impaled on a poleaxe, gashed and lacerated, intestines pouring out, eyeballs missing

CANDLEMAKING

The surrounding area almost seems decorated with the gore

Candlemaker approaches it, starts cutting off some of the skin and fat of the body, sticks hand right in, pulls out bloody hand, puts hand together, twists them as if wringing out a rag, opens hand and there is a candle.

Leans down and places it to the path on one side.

As Varenzai watched him, it's not like he was specifically taking certain parts of the body, not specifically going for any organs or fatty tissues, more just generally hacking away

Clay shows us Marco is once again on a door

Body was likely killed maybe 1 day ago or so, seems fresh

Bird Attack

Briza goes to body we find, after the candlemaker leaves it. She tries to loot it, rip stuff off.

Candlemaker walks off

Briza continues to loot and gets viciously attacked by a big flock of awful birds

I can see that her wounds are already turning black, the fleshing dying around where they peck

NOW WE FIGHT

Candlemaker continues to walk away and fades into the distance

Varenzai tries to keep following him, hits a bird, it flinches but doesn't go down, like a normal bird would

BRIZA DIED AGAIN WTF -- once again the brilliant planning and foresight and unity of the party leads us to great success, instead of resting and preparing before entering the forest, or just simply sticking to and following the candlemaker

Turn timers (s)

Holmgren: 211, 248, 151

Varenzai: (NULL, Estimate: 122), 108, 135

Vola: 126, 137, (NULL)

Lachlan: 357, 105, (NULL)

Jadzia polymorphs Vola into a T-rex which helps us wreck the birds, finally combat ends, Briza is able to be revived and we resume following the candlemaker and keep going

The Cave

After the fight we follow the candlemaker to a cave with a pool in it. He gestures at the water and then leaves, the candles go out behind him.

This is the pool to go through to get to the portal back to the material plane, we talk a bit about the best way to get through.

Varenzai writes a note on some parchment in sylvan:

"Varenzai, a free Entheri, travelled through here on [Today's Date]. Other free Entheri should please seek out and contact me."

He leaves this in the cave sealed in a glass bottle.

I go over with Aurene in draconic and miming that we need to swim through. She looks down and says back in draconic while also chirping (in the equivalent of a little kid voice in draconic) "food?" -- Essentially her first word

We basically need to swim through the pool of freezing water to get to the portal, but run into a big issue -- Because of the goddamned evil artifacts, Briza can't hold her breath, so can't go underwater.

Although there are several apparent solutions, in typical fashion the party tries to overcomplicate with convoluted spells and issues.

IMPORTANT NOTE: Teach Aurene to Swim

Vola smartly dives right in and swims well and direct to the portals

The others enact they're crazy convoluted plan, it goes right off the rails with a series of bad rolls, and we basically roleplay a very drawn out scene of the party drowning

Varenzai sits in Jadzia's bag of holding because even though she would be resistant to the cold we weren't sure she could swim, and Jadzia wouldn't let her be in the bag alone.

FINALLY eventually the party comes out the other side of the portal, some kind of intense feeling and darkness to brightness, feels like breaking through a surface

Hard floor below, marble steamy room, 8-9 people standing around. Most feel exhausted and intense pain of the cold and almost drowning

Pop out in a very very fancy bathhouse pool -- SEEMS LIKE we're finally in Nythm'Thalas

Getting Back

10th Brotok (4th month of year), 872 -- IT WAS FALL OF 869 WHEN WE LEFT WTF
--So its 2.5 years later than when we left.

Vola & Lachlan forget everything about our time in the Feywild, remember leaving in 869, Lachlan and then just poofing back here

So we basically came out in some fancy hoity toity they're all haughty and are mostly offended that we're dirtying the place.

Some elves and dragonborn people around, one young one and his father is in charge

They call it a temple and the Relaxation Grotto

They say it's a half-day's walk to Nythm'Thalas from here

Politically more of the same, lots of tension between Ko'Themar and Nythm'Thalas, dwarves aren't welcome there but we should be able to get in

They say it's 'lent' right now in Nythm'Thalas, they're being boring, Brightfather Festival of Spring -- Celebrates Corolon

Session--NORMAL: 14.08.2021: The Relaxation Grotto

Flashback: Lachlan Filling in Holmgren on the Deal

Brian remembers he wants to fill Clay in on the deal Lachlan made to save Holmgren

- They do a quick description and RP of how/when it happened
 - They have some weird conversation where Lachlan tries to explain it in a very roundabout way, Holmgren doesn't seem incredibly receptive
- I think it's something like Holmgren will stop killing everyone when he retires

Back in the Grotto

Ask Big Dragonborn about Nythm'Thalas

Ask Demmi for rooms

Brief conversation about what happened

Talk to Leia -- she was the most recent in Nythm'Thalas

They take us to some bedrooms and it's really sus, the rooms each seem based around us in some way -- Jungle room for Varenzai, Victorian for Holmgren, Beach Themed for Vola/Briza

- Varenzai deduces that this is not the case, they just have a fascinating array of rooms

Quarterstaff with many many ribbons, reading a small leather-bound book, very colourful clothing

Elf lady, but some parts that seem a bit odd

'No heaviness about anything about her'

Very well dressed, in a simple style but good quality, not excessive/ostentatious

Very calm, not the frantic energy of Demmi

Was very well travelled, 'well, more now'

The ends of the roads are guarded, especially Nythm'Thalas

- Small mountain pass -- Belly of the Voiceless Summit
- 7 gates protect the city, constant guard, made of different things
- Bounded by dark stone
- ½ day walk at normal speed

'A situation between Nythm'Thalas and some surrounding cities' Many lives were lost, king was adamant about maintaining this aggression until he reached a certain but king thinks his goal is impossible now, so he's opening Nythm'Thalas to the world again

Holmgren has a really sweet talk with Varenzai about Thera

The Next Morning

Demmi sends us a magic message asking if we'd like breakfast in the hall or in our rooms, we opt for the hall

We walk down the large grandiose halls, we pass by many doors. One distinctly has the sound and smells of animals behind.

Demmi says its a Sloth Sanctuary, shows us inside -- they're in perfect conditions, very happy

Boss man, his father, is named **Dimitrius**

Demmy is 14

Briza has a necklace with the name of the daughter of the winter queen court lady in it.

Takes us to a grand hall where we have a very lavish breakfast, so much food laid out, more than we could eat

We have a nice talk at breakfast the next morning going over everything and filling everyone in with what happened.

Nythm'Thalas is a mostly wealthy city -- lots about magic and arcane armaments

The Grotto: Like a cathedral, very grandiose, used to be a temple to a god, the place is named the Immortal Sanctum

The road is very well maintained, quite beautiful, even if not travelled on recently it's still well kept and beautiful and maintained

We spend about 4 days resting and waiting here, the days feel very long, not for any magical reason but moreso because we haven't had a chance to just sit and relax in a while.

Varenzai tries to spend time caring for the sloths and stuff

Caring for Sloths for Dimitrius -- he is very happy with the interest I show in them and the knowledge I bring, this is a 'hot angle' for him

Dimitrius is also very ok with Varenzai teaching Aurene to swim -- she very much prefers the cold water

It goes ok but not excellent -- she has rudimentary

TO GO OVER WITH MEG -- Got in touch with Aerindor, figure out that actual conversation with her out of game -- and also how much progress

Varenzai tries to talk to Jadzia with everyone about how she reacted in the Faewild, she pretty much just dodges it, says she doesn't want to talk about personal things and the 'main show' main concern was the stuff with Briza-clone and the Winter Queen coming after us. She is starting to recover physically, but Varenzai gets a sense she's really struggling internally with the 3-year thing, it's very hard for her.

Oh I guess I forgot to fill this in but we came to a pleasing end to our time there and they say we owe 8500 gold

Session--NORMAL: 22.08.2021: Dining & Dashing

So we come back

OH FUCK WE ALL LIE AGAIN GODDAMN -- we discussing how to pay, Briza pulls out her diamonds and we talk about using those

THEY do not like seeing the diamonds WARNING FOR NYTHM'THALAS. Say they wont accept them

We lie saying we don't have any diamonds, OOPS, lie well enough but that was dumb

Vola & Briza go off with Dimitrius to try and sell her jewels

Dimitrius DOES NOT LIKE being called buddy

"Thra'maluil doesn't really like to make appearances, not at all. Only now at the behest of his children."

Thra'maluil is king of Nythm'Thalas

He does sometimes attend the arena

Something about we'll pay our debts by fighting in an arena in Nythm'Thalas, maybe against the king? We don't even need to win or anything apparently, just enter and fight and he'll make money regardless.

It occurred to me I never thought of how to get to the Godvale, just getting to Nythm'Thalas. Winning this arena tournament might be the best way to get an audience with the king.

Can't bring in magical things. Can bring in one magical item, pending approval by Scourge the Undying. No consumables/potions/etc.

FIND SOME SORT OF BANK OR SAFE SPACE TO STORE OUR SHIT

We walk for about 7 hours, don't see or pass anyone. Road progressively narrows, until we come to a massive stone and metal door carved right into a large mountain

Guards make us pay a 'visitor's tax' (extortion, not real), Briza negotiates it to 20 gp/head. We see the next gate in the distance, within the mountain, also stone, people patrolling the top.

The first 3 gates go through a mountain, The Voiceless Summit. The rest go out and go higher and higher to give a high ground. Mountainscape up and behind, so Nythm'Thalas is heavily defensible built around mountains

The gates progressively become more and more heavily guarded, and go from being made of stone to steel

The last gate stands open, series of guards in formation wearing similar armour as Ka'La. One approaches us, she wears clawed shiny gauntlets. She gives us all a big once-over. Elemmakil.

She recommends we stay at The Beautiful Fox, north of Rimecrest.

She's not being snarky or anything, but is amused like we're a caricature of foreigner's visiting.

She gets us a map, the guards are very formal and disciplined, but can see they resent little duties like getting a map

Gothic-elvish design, very dark, made of black stone and curved marble

Despite the dark aesthetic the city has a liveliness about it, markets and guilds

Given elves have dark vision, city is sort of darker than a typical city.

Lots of elves around, some of other races, but NO DWARVES <3

Arena is a big coliseum right in the middle of town, surrounded by an iron fence and gate, some dudes chilling in the fields. Covered in a glass dome, artistic stuff on the bars

Ash & Dust Arena

As we enter arena is very echoey, and there's a whistling tune

We need to talk to **Scourge the Undying -- basically a Hylek**

A very small green frog dude steps out with a walking stick with braided leafs around it.

His mother is there too, also named Scourge, she has a blue cookie tin (probably for sewing)

He's quite nice and very excited to sign us up

Nythm'Thalas is a bureaucracy

We can keep our stuff in the arena.

In the individual fight, make sure to kill Briza first.

I ask if Ka'la ever comes by -- he looks to his mom and says something in their frog language, -- then he says she comes by sometimes but it wouldn't really appropriate for her to fight because she's a general, so mostly like because she's a professional soldier not really a fair fight.

Good to know thought **Kala Ka'la** is still around, and is a general -- maybe promoted after she recovered those artifacts.

Penelope is one of the favourites

We sign up and then make our way to the Beautiful Fox Tavern -- the decor is mostly taxidermy crows and animals and things, lavishly laid out drug bars and stuff.

So we have the evening in the tavern, Jadzia will arrange the rooms. We have the evening and one day before the fight, things for Varenzai to do:

Things for Varenzai to do

IN TAVERN

- Try to casually chat about the Godvale like a tourist
- Ask if anyone ever leaves the city or see if there are any other outsiders
- Chat someone up, make a friend?
- DOOMBLOOM Jerome

NEXT DAY

- Sell things like magic dagger I picked up -- I give dagger to Briza, she gives me
 - Small gnome woman looks at it for me for 10gp. Probably worth 8'000-10'000 GP, it's a VERY NICE Emerald. I try to ask her to direct me somewhere I could get the best price for
- Look around
 - Temple to Melora or other plant/nature god, or get a sense of that in the city
 - Find a library, books on dragons on the godvale or anything
- STUFF FOR AURENE
 - Leatherworker -- make her a harness to carry her with
 - Get her a toy or something, maybe some kind of doll or chew toy?
 - MEAT
 - Bag of Colding?

We end here basically giving a list of things we want to do

DON'T FORGET TO TALK TO PARTY ABOUT VOID DRAGONS MAYBE

Session: 05.09.2021: FIGHT!

We starting right at the Arena Solo Fight.

We go over basic rules and questions and stuff first.

Basically just massive fight, tons of fun

Varenzai immediately almost goes down in terrible situation surrounded by PENELOPE and some rogue. Lachlan spares him from Slow so he gets away and hides in a tower --
INVESTIGATE CHEST IN THERE

Vola paralyzed, Holmgren stunned for a while
Varenzai found a quiver with 10 explosive arrows, and a regular shortbow

Session: 19.09.2021: The Battle Continues

We start on my turn -- I investigate to see if the chest is trapped -- the chest is safe but turns out I'm standing on a fucking pressure plate :(So I live here now

Vola & Holmgren still stunned

Vola goes out, then Holmgren, then Briza
Chicken Monk goes out (Aarocockra)

Varenzai and Lachlan go out last on the same turn
Holmgren tries hitting Varenzai with a potato
Varenzai goes in and out of the tower a lot, eventually Penelope climbs up, he tries to drop down and away but she finishes him.

Then Penelope finishes Kite and wins! Epic showdown as Penelope corners Kite on a platform, says 'you could give up' Kite says 'no it's fine, just do it', and Penelope kicks her off the platform.

At the end, Penelope has a clear moment where her Rage drops and then she just straight up drops dead. Some clerics come out and cast Revivify on her without diamonds and she comes back up, crowd keeps cheering as if this is entirely normal.
-- Meg tells us she's some kind of special CR homebrew barbarian that's basically invincible.

VARENZAI NOTE: GET SLEEPY ARROWS.

Session: 17.10.2021: The Team Fight

We're quickly skipping through the next two days between the individual fight and the team fight. Varenzai will essentially be doing what I messaged Meg about, shopping, looking for things in the city, and mostly trying to figure out how to see the Court and get to the Godvale. Also want to continue to be asking around about Kala, see if I can track her down -- right she's a general now.

Asking about the Godvale

Getting an audience with the Royal Family would probably be my only hope

They used to be really closed off and shut-in. Wouldn't see just anyone, and the wait-list is years long.

Only way to really be able to be seen would be to know someone, 'Grease the right wheels', or bribe/have some other way in.

Winning a tournament or some similar deed would be 'more than a step in the right direction'

Pre-Fight

I ask Jadzia about the quest, if she's tried to contact Jerome. She says she hasn't and isn't really sure what to do after the Coronet here.

Briza 'amps us up' by making fun of us all

Into the Fray

We raise up to the roaring crowd through a similar sort of elevator. Instead of darkness there's an intense light and heat through the entrance grate.

LAVA ARENA

There seem to be many teams, coming out from different sides of the arena. To our left, a bunch of tiny flying creatures.

To our right, goblins & bugbears on some team.

Team NAMES:

Before we have a chance to do anything, Briza introduces us as 'The Melvakars'

We also hear:

- The Honey Badgers
- The Scarlet Death
- The Butterflies

S

One of the fairies polymorphs Briza into a turtle, another hunter's mark and hits me.

Lachlan casts some hell-pit on the goblins

The goblin dudes start charging over but a spell misses.

I shoot the goblins and Vola acids them

Turt-Briza bites Vola

Session: 31.10.2021: Absenteeism

I missed this session.

Urzoth -- One of Jerome's old companions, on minotaur team (monk, the one who kept stunning Vola)

- Crossed over side of field
- Not wielding any weapons
- Long fingernails
- Specifically scratched everyone once
 - Only cared about this, triggered a ton of opportunity attacks
- No magic worked on her and attacks were ineffective
 - Vola noticed she was faking damage
 - She was able to take damage (especially in the lava)

Iron Golem wasted people, and then just went away -- driven by Scourge the Undying

We won, celebrated afterwards at the tavern, got drunk and revelled. We won an audience with the king.

We went off to bed, and then we woke up in some dream realm.

Creature that is immune to a certain level of spell, can only be harmed by certain weapons/attacks, & relies on using it's claws, and can curse others -- Rakshasa

- So this is what must have done this
- Who's this about? Why would Rakshasa have taken Urzoth form
 - They saw Urzoth somewhere far away, in a plain on a horse
 - Jerome in some kind of library, somewhere warm

Prize

1000 gp each

Audience with king

- Can ask for one small thing each, or one big thing together

Session: 14.11.2021: The Dream Realm

We roll shit on history, but can piece together that we're somewhere else -- dream plane of something.

Jadzia isn't here -- so we can't ask her anything?

Plane of Dreams

Chaotic

Doesn't make sense

Not an abyss or plane of hell -- but just like a dream it can be nightmarish

Not sure if there are any kinds of rules, or creatures here

The environment is like looking through a kaleidoscope or rose colour glasses -- all a bit hazy, and the more we look at something the closer it seems
Landscape is always shifting

Ourselves and our companions seem 'constant'
Everything else around us is shifty, and kind of dark, distant

Varenzia Perception Check

The only constant is that it's not constant.
At a distance, there seems to be some kind of storm.

- Also kinda constant
- Stays where it is

Holmgren's God says Zanzibar is somehow involved

Vola Commune with Nature

It's very unnatural to her
As she settles in and focuses on all of this, she notices other people and creatures that kind of fade in than out

Not exactly corporeal, or like they're really here or not

- Things like bugbears fighting in a coffee shop
- Vola as a child running around, having a fight with another kid
 - Has hair as a child, it gets caught as she's fighting

Dendar: Serpent thing that eats nightmares

- Could potentially be connected
- But she's more associated with the **Fugue Plane**, part of the **Astral Plane**

'When you take a dream from the dreaming world, all the things that could have been die, and only the things it is survive.'

As she says this, we start to see more of Vola's day -- it's like watching a TV show of any day in her life, could be some monotonous day

Vola's Day

She's sitting outside, alone in a clearing, maybe like a camp

There are mountains in the background

This is 5-7 years ago so she's late teen/early 20's -- no hair at this point

Another female half-orc (Brene) with short hair walks up, hands her a nug of something, and they just start talking, chatting about this that everything and nothing.

Lachlan asks about this, Vola is fairly deadpan and is like 'she was a friend, she's doing something in another city'

Varenzai insight checks her as the scene goes. She has that sort of sad wistful nostalgia, not necessarily regret (though not that that's absent), more remembering something nice.

Brene Gorel: In Kurn'Feldor, the capital of the region. Not like she had to leave, but more to master smithing and get to the next level, had to go somewhere bigger to take the next steps.

Holmgren Day

Holmgren also sees a memory

Just one of the days from AFTER when he was in the military

Was taken in by some sort of religious man at a kind of monastery

Training and working with the people there

After military, before the scattering when they were attacked, killed, scattered to the wind

"Another time when I didn't know a lot about the way things were, I wish it had stayed that way."

Mentor Dude: Older guy, 'normal seeming dude', not wearing ragged clothing, but very simple, like any guy on the street. No religious either. Functional and very wearable clothes.

- Comes across as very wise, like you go away from him having learned a lesson
- **Holmgren Mentor Name: Ezechiel Sansonae**
- **Holmgren Monastery Religion: Eldath**

Holmgren and another guy are working, wearing similar kind of clothes, mentor is watching from a tree.

There's a dwarf family around, they're exchanging some small talk with the children

They're doing work for the community, helping them with their town, help the community in general.

Holmgren goes around helping as he can, offering to do what he can. Gets along well with animals, leading horses and stuff.

Lachlan Vision

From his days on **The Drunkard's Waltz** -- Gambling/Pleasure boat that he was on
Kind of ship that goes port to port, ready to raise anchor and move on quickly as the winds change

Lachlan is going around on the boat

There's an older man, seems annoyed a dog is there

Another woman is there, talks about how animals have feelings etc.

Man is accused of cheating, and a heated argument ensues

Eventually the man is thrown overboard into shallow water, walks off in the huff

Cheering and revelry ensues

Lachlan walks around with a sense of confidence and belonging like 'you're in my house here'

Holmgren does what roles he can, like trying to serve drinks although he's not well adapted to it

Some of the crew/bouncer-types are his buddies

E.g. one guy no-one has seen before approaches, walks up, Lachlan barks at him, and the bouncers block his pass like 'dog doesn't like you, sorry, you can't come on'

JUST BEFORE AWAKENING: Lachlan was just the ship's dog at this point

- Seems a bit younger, eyes brighter
- He isn't exactly like fully aware of anything, but as an animal has intuition about the people

He remembers this, but now has more insight about it, can make connections -- remembers emotions a lot, remembers the people. He was happy, the days blended together a lot.

This was a few years ago, ~4 years ago.

Upheaval leaving the boat -- it wasn't just a big life change, but also he was leaving people he had been seeing every day

- Maybe never saw them again

Mrs. Willows took care of people in ways they didn't know how to take care of themselves

Varenzai Vision

Scene from the Faetar academy ~60 years ago

Elyra, Daesyk, & Varenzai are around a table, working on Kudzu. Varenzai has Kudzu on table, Daesyk is reading in a book (of enchantments, magic). Elyra is quietly watching with her ae at her side.

Kys & Taern are at another table drinking and arm wrestling, make some comment about hurrying it up to get to the Grotto before dusk, and Varenzai makes a comment back.

Briza repeats her comment: 'Everytime you take a dream from the dream world, all the things that could have been die, and only the things it is survive.'

We look at the visions, and see them almost imposed on a series of strings, seeming nonsensical

We see Vola's vision, we see her consider something then take a drink, and strings and branches fall away. She reaches forward to tend the fire, burns her fingertips, and more branches and strings fall away.

This time, we start to see something different happen:

Scene of something Vola could have been doing instead

- E.g. she doesn't learn blacksmithing, she doesn't pick up a hammer, she moves away to a different land

We each see some change like this

Vola:

The streets of Kurn'Feldor, just a glimpse of them
A hooded cloaked figure goes into a store, Vola follows here
It's just an ordinary general store, they go around separately shopping
The figure comes over, and hands her something 'look, they made those biscuits you love!'
Still no hair, same general demeanour
She carries herself more or less the same
Hands black from blacksmithing
Clothes rougher, worse for wear

Just having a normal day, getting groceries

Vola is a good competent smith, but also not like an expert master blacksmith. Just a good skilled tradesperson, from what she learned with her parents. Doesn't want to do a formal program because she's already learned what she's needed to.

She gets a little bored. Has a nice comfortable life, but not out there. She'd see adventurers pass through Kurn'Feldur, with all kinds of scratches and bruises and wounds, but they seem to carry themselves in this high self-assured manner. Tell Vola stories of things she couldn't even dream of.

Brene Appearance: A little taller than Vola, sporty/athletic build (leaner etc.) -- jump on your back, arm wrestle, very physical

Holmgren

Elaborate pomp-and-circumstance type ceremony
Holmgren is much older than he is now, very sombre
Men on horses around him, also sombre.
Dark rainy day.
Dressed in armour that is silver with tints of blue

Another group with horses trots out, in black armour, with different insignia

They meet under flags of peace.
Some other guy on Holmgren's side come over, clearly of some higher rank
Holmgren has badges and stuff, clearly served with distinction for a while

Guy on other side is huge, 8' tall, dismounts

General idea: a future where Holmgren ended up on the wrong side of something
Seems like this is a sort of surrender ceremony

Holmgren is startled by the sight of himself, especially in full military regalia when he himself left that life

HOLMGREN WAS NOT ON THE WINNING SIDE HE WAS ON THE SURRENDERING SIDE

Holmgren Army = The Western Army

Holmgren doesn't recognize the other side in the black armour, they're not exactly clear.

Armour is constantly shifting with lines and stuff, they seem strange and alien.

His army is clearly still the western army.

Holmgren is forlorn in this scenario

- Physically seems a bit healthier, and with how he carries himself

He gives off this attitude of this is my business, very serious, this is what my life is

Lachlan

~age he was in last vision

Not on a boat -- in ribbons and tassels

Fine wood furniture around him, porcelain bowls full of food

Goes around -- beauty-and-the-beast massive mansion hall

A woman comes and picks him up, as she does she calls him '**Alfie**' -- he licks her face as she does

She gives him a lot of baby talk

He has a different collar on from his normal one

He's very cared for, pampered

There are 2 other Boston Terrier's, also pampered

Fight on the walk and stuff

Lachlan is very friendly & playful with the other dogs

They each have individual embroidered pillows to sleep on

Get a whole roast chicken instead of dog food

Chubbier, but more buoyant in how he walks around

- Not trained, will destroy cushions etc.

Old woman not Mrs. Willows -- big overdone hair.

Varenzai

Ambush with Elyra & Thera

Varenzai is crouching on a branch up in trees on a canopy, overlooking some twilit path through a forest.

Voices and noises in the distance.

Coming out of the shadows, Elyra leans in, squeezes his shoulders, and gives him a kiss on the cheek before disappearing back into the shadows going further into the dark foliage.

A group of four Entheri wearing the same kind of armour/uniform walk under the tree. In a soundless simultaneous motion, Elyra drops from the trees directly over them while Varenzai looses an arrow from Kudzu, A trail of stars and darkness follows her axe as she swings it through the air and brings it down on her target.

Thera viciously jumps out from the surrounding thicket and joins the fray, seeming even more vicious and focused.

As the fight ensues, one starts to run away, Thera initially goes to chase after but Elyra calls something out and she instantly stops. Varenzai takes a different arrow from his quiver and fires after, hitting the runner square in the back. The runner bursts into flames, screaming, igniting some of the surrounding plants aflame and the vision fades.

Aftermath

These visions fade, and we come back to the world around us. We *know* those visions aren't real, but we get the feeling they very much could be real if things were just a little different.

Coming back into the swirling dream plane, and it's almost comforting over the uncanny valley we just went through.

It seems like we've fully watched each of these visions, it seems like the whole time they took occurred.

- But we see Vola is still doing her ritual, it hasn't even been 11 minutes.

Based on this, and the knowledge that things could have been very different with just a few changes, we get to multiclass one level into something else!!

Session: 28.11.2021: Through the Nightmare

We begin with review & then Vola's commune with nature (3 questions answered)

- She senses a fiend about 300' above us.
- Nowhere within 3 miles that other planes are bleeding in
- Beasties nearby?

We all look straight up -- above us are like rolling clouds and constantly shifting light -- twilight, dim, light, flash of lightning.

No visible creature above us when we look

We decide to take a short rest, Varenzai will be wary during it

We march onwards unto the storm -- cautiously but not so stealthily

- Varenzai tries to dream up a canopy of cover for us to walk under but nothing happens

Landscape shifts around us -- at some point a giant marble rolls in front of us

As we walk on Briza is pensive, and confused seeming -- is this the dream she stole from the Winter Court's daughter, is that this queen or because of that?
But we think this is tied to Zanzibar.

The storm is far far away -- about a "day's" walk (what is time here?) -- still the only thing that really seems constant, doesn't really seem to be other patterns?

We debate the way forward

- Try to long rest?
- Beat someone unconscious?
 - Not preferred option
- Banishment?

Varenzai brings up that we might want to deal with the Rakshasha, but the others, especially Holmgren and Lachlan seem to think it's no issue, that they're here incidentally and we have other concerns. Varenzai thinks they brought us here for a reason, and any way forward is tied to that but oh well.

Rakshasas:

- Type of **fiend**
- If you kill them its torturous/agonizing -- but they then return to where they're from, and reform seeking revenge
- You need to kill them in the 9 hells to truly kill them

Briza starts dreaming things up and it all manifests -- she flies, a tree appears, she heals her wounds

She cannot change Lachlan

They can all dream things up except Varenzai and have fun with it
Briza dreams the best creamiest ice cream she's ever had

Lachlan dreams a version of the tower from the first solo duels that I had hidden in, and bears in armour with bow & arrows to guard it. He takes the first watch up top

Vola sleeps floating in the midair

Holmgren dreams up a hammock to sleep in

Vola dreams up a pillow for Varenzai but he finds it unsatisfying

New Commune

- Rakshasha is still around, but further, like 1km away

Primeval Awareness

- No beasts, humanoids or dragons

The Dreamless Night

We all take watches, nothing happens. The bears mark their shifts on a punchcard at each long walk.

On Varenzai's watch, he takes a piece of his old leather armour and tries idly carving into it, some old Entheri designs he remembers from his vision, reflecting on the past.

We all wake up feeling refreshed and normal -- somewhat more in tune with the world around, and time itself.

Setting Out Again

We start to head off, all seems normal

Holmgren tries Remove Curse on Lachlan -- he poofs away! But holmgren still feels him
Lachlan makes his head reappear and is like 'Did it work?!' trickster that he is

Holmgren misty steps and it seems to work
Briza chastises him for wasting spells

A GIANT bag of holding appears phasing out from under the ground. Three of them climb aboard. Eventually Vola & I join

More things seem to appear -- they seem more real & corporeal than anything else we've encountered here

The Vision

We seem to hear some sort of shuffling sound all around us, like something twisting on itself

I look over the side of the ground (perception check) and the ground seems very far away, like we're very high up now. The sound it seems like is coming all around us, like we're in a sphere, like walking through one of the visions we walked through before. It's like we're inside a giant version of one of the visions, but it hasn't fully shifted yet.

I hear crying -- lot's of crying, like loss

People talking over each other, very solemn, like reading something, very heavy, solemn sorrowful

Tons of people in a graveyard, kneeling over different graves

Background and landscape -- very familiar blue roses of Ko'Themar

Large memorial, some people we recognize

People we recognize based on who's there, this is a memorial for the victims of the attack.

People crying, leaving things at grave. Mrs. S is there.

We put this all together pretty quickly. After ~30 seconds, the landscape starts to shift again.

A hand breaks through the frozen permafrost ground, and reaches up. Zombie-people rise from each of the graves, and start to attack people.

But then they turn to look at all of us, the air gets colder. The rest of the vision fades away and they're in front of us.

Lachlan hears the sound of rocking, like a boat rocking in the water. But it's very empty, feels like there should be laughing, talking, but there's a very noticeable silence. A bird lands on it, but then immediately goes off, like fuck this place. Someone inside, with a lantern, like a white silhouette.

The door opens, and it's not a person, but a ghost! A very ethereal, almost dripping version of Mrs. Willows. She's running her hand along the boat, kind of looking slowly mournfully going around. Then she looks right at Lachlan.

Holmgren & Vola: An intense battlefield, destroyed land, fighting, fires, corpses strewn out, dead and injured horses left to rot. But this isn't a memory -- they both recognize this as the land around Kurnfeldur. Holmgren recognizes someone Ivan Grev -- he has pompous armour on, very well decorated, fighting. Vola recognizes past him Breine, as a soldier, in armour, infantry, fighting. On the point about to collapse. The front of her is covered in arrows, she seems like she can't go on anymore. She wails out, and collapses. In a wispy form she's on the ground, tries to pull an arrow out of her, but can't

All of these visions overlay and happen over one another. More things like giant floating potion bottles and stuff float around us.

Vola "This isn't real like? This isn't actually happening."

Lachlan takes off running towards Mrs. Willows. The ship in the background kind of fades, but she looks down at him, like he's really there.

We somewhat recognize Mrs. Willows as Lachlan has described her and we've seen her in the vision.

Lachlan keeps going forward but his steps seem heavier and heavier. HE can't really figure out why, but as we watch he ages 8 years.

Holmgren gets out his wings and goes after him, picks him up to bring him back. Lachlan fights him the whole time, stabs him with his dagger

The soldier holmgren friend dude (Ivan Greve) fired an arrow at Holmgren, hits him in the back.

Other than that, the rest of the visions just stand still and watch, and wait.

Over the bag we can't see ground below anymore.

Holmgren pops off a divine sense

- Sense Breine as undead as well as the zombies
- Senses Rakshasha below us

Holmgren tells Varenzai to shoot them, but he says he doesn't want to do anything to make this real

So naturally, he and Briza start attacking the zombies

Lachlan slips free

Varenzai especially distinctly gets a feeling of time passing -- like we're losing control or sense even, like it's flowing more than normal

Varenzai shouts off the bag 'come up here and face us yourself you coward!' to the rakshasha

Holmgren just flies over and starts wailing on a zombies

This triggers everything to kick off

Holmgren murders a dead child zombie

Mrs. Willows runs over as Holmgren runs to her, and lets out a terrible scream. We all age more:

Lachlan & Vola by 1 year

Varenzai by 4 years

Briza by 5 years

Vola flies over and tries to see Briene

Takes a shit ton of damage from something. Breine Seems like she's trying to get herself up off the ground but can't get up. Vola holds position

Holmgren gets attacked by zombies & his old friend.

Briza flies off the edge to go look for the Fiend, and lo & behold, the Rakshasha is floating in a lotus pose right below the bag. She tries to do some sort of Dispel Evil thing but the Rakshasha ties the save and stays.

Lachlan is able to snap himself out of his thing, and casts banishment on Mrs. Willow, banishing her.

The Rakshasha looks over at Briza, grabs her, and says 'Do you really think it's been enough TIME', and then Power Word: Kills her.

I go fly down, fumble a bit but fly with alicorn and grab Briza's body

Rakshasha does a little wave and disappears

Vola floats down, Briene scratches her on the way, but she goes by -- but can't find Rakshasha, they're gone.

Session: 19.12.2021: The Fourth Corpse of Briza, or: Awakenings, or: The Morning of Pointless Secrets

After dying in the dream, Briza wakes up feeling like absolute shit. She has 4 points of exhaustion

Looking around she sees our room has been ransacked, shit thrown everywhere and out of the bags

Someone outside is pitter-pattering around and knocking, trying to get in

The contents of the bag of holding are everywhere

Some young arctic elf guy is at the door

- HE HAS FUCKING KUDZU ON HIS BACK
- **Lahne:** name, got kudzu for his birthday
 - Son of **Shelly**
 - Nephew of **General Ka'la**
 - 'But you've met her already right? She's really nice'
 - 'She sent me up, I wasn't supposed to be leading the questions but now I think I am'
- Has a cute fluffy mini pet mammoth thing
 - Lahne Mammoth Name: **Bramble**

Briza & Lahne clean the room and then Briza wakes Vola up

Briza pokes Vola in the face till she wakes up and she whacks her in her panic.
Vola wakes up with all the knowledge/memories from the dream world.

Lahne Ka'la, waiting for us at place, Lahne is a beastmaster, about 40 year old elf lad.

Died, cut it open, nothing there

Residual energy, went hunting the tomb tapper, found it's lair with all the loot it had eaten.

Ka'la is Lahne's aunt

- Once she died, gave him Kudzu as a present

Ka'la conversation goes terribly

- No clear direction, we kind of overload her with lots of conflicting information and then insult her somehow?
- But in the end it seems like she'll help us?
- We tell her a lot of things about what we're up to, but only really half-way

Session: 02.01.2022: Still in the arctic, Still in Nythm'Thalas

We talk a bit about our plans going forward

- What to say to the king
 - DISCRETION
 - Approach things as they come up, don't just offer things up
 - Don't be shifty either
 - Be polite
- Use our Big Ask on Godvale/Thera
 - I owe Briza a pony in return
 - Pinky promise

We go find a temple to remove our Rakshasha curse

- Statue of stone fire
- As we walk up to the temple, some people recognize us, starstruck from our victory
- Lahne tags long
- Chantry of fire

Temple to : **Kossuth: God of Flames**

Pelor: God of the sun, but need to consider the nature of the sun – where does light, radiance, and dawn come from

- We all get remove curse
- Lot of chaos inside, Briza & Holmgren antics
 - Young apostle cleric types, they snicker at how the priest is getting annoyed
- Fire temple, Varenzai waits outside, makes friends with surrounding pigeon flock
- They all get remove-cursed inside
- Priest comes outside, is nervous of pigeons
 - Varenzai dissipates the pigeons away
- Varenzai asks about their beliefs (see above RE Pelor), pays and gets removed cursed
 - Varenzai donates another 10 PP

Continuing on:

- Party goes to Scourge
- Varenzai & Lachlan go shopping
 - Vola also goes

I think in the end it's decided that there's no point to go to Scourge, and instead we split into two groups:

Vola, Lachlan, & Varenzai

Erdantz' Garment Store

Very old elf man running the shop – upscale fancy garment store in the Opal Towers

- Nice guy
 - 'So green!'
- Prices range from a few silver to ~30 gp
 - Lots of racks, change rooms, some seats for people waiting
 - Some stuff ready to go off racks, others ready to go off shelf
 - Bored kid on one seat
 - Large back room where he does his work, lots back there
 - Pyramid of thimbles on his counter
- I go and explain have important meetings, ask for some garments
- Lachlan sits on one of the seats and tries to meditate on the Talisman he gave to Roxanne
 - It still exists
 - It's very far away
 - (11 Arcana)

FANCY CLOTHES FROM NYTHM'THALAS

Vola Gets:

- Very fancy tricorne hat with a feather
- Blue Suit

Varenzai Gets:

- Fancy clothes
- Flowing green robe/suit with gold patterns/trim and a gold sash
- Loose pants
- Hat with a brim, pinned up on one side, feather, gold
- Aurene:
 - Blue with gold trim kind of cloak with a hood that I could put her in to kinda help make ambiguous she's a dragon

Lachlan Gets:

- Maroon jacket
- Very nice scarf

Holmgren & Briza

Go to a very fancy 'relaxation station' – beautiful springs/ponds, some kind of colossal salamander thing in the pool

They both go for the 'complete' package no question about price

Briza gets a whole treatment, different rooms and saunas and stuff

- Fish foot bath
- Her skin colour starts to revert – less fluorescent blue, now a lighter blue

They're big stars from the arena, so don't even have to pay, get the whole great treatment

Ask someone about the king:

- 'He doesn't seem like he's all there'
- "Especially now 'wahh my wife'"
 - She 'died' – long time ago
 - Body is still in the throne room on display 'Mr. Freeze type situation'
 - "She's dead, she's there, but she made that choice if you know what I mean"
 - "She was very unhappy" – pretty depressed, didn't want to get married, never got to do anything she wanted
 - "You need supplies, and when you want to do a spell like that, boy you need a lot of supplies"
 - **Grandalfa** – name of this person who knows about the king of Nythm'Thalas in the relaxation place

Important Courtly Names

- **King: Thramaluil**
- **Queen: O'iara**
- **Child: Nasir Yllaven**
- **Child: Arun**

They were looking for some 'kid' who died ~4 years ago, that ended the war

- This person was someone very skilled in magic who they thought could help, resurrect the queen or something
- Had lots of beads in their hair
- Aloy or Vorgrim?
 - Probably **Aloy**

Looking for Jadzia

After shopping, Vola, Varenzai & Lachlan go back to the arena to speak to Scourge

Somewhat interrupt him while he's working on something with his mom

Doesn't work out

Mini Urzoth

"Send the shiny one tomorrow or the day after"

- Holmgren picks up his goods

Meeting Ka'La

We meet at the Inn and tell each other about our days

Ka'la comes at supper as she promised, and says she found someone who will scry for us

We go through a less-built-up area and come to what seems to be a library

- Book everywhere
- Humid, plants growing

- A personal library, but built to host/for people to come through

Ka'la calls out loudly "Zorra!" – echoes through

- From behind a little staircase another elf that looks very similar to Ka'la comes down
 - Hair bundled on head with a scarf, and flows out the top
 - Septal piercing, gold & ornate, links to earring on ear
 - Wears a warm-looking tunic, flowy as elven clothes are
- Walks up without smiling, Lahne says 'Hi ma!'

Ka'la seems much younger, protective, seems nervous like she wants to make sure to protect her sister.

Zorra speaks very directly & matter of factly – questions us about the direct parts of what we're asking.

- She knows about the Entheri

The Whereabouts of Jadzia Bronzerock

In a library!

- Probably the same one we saw Jerome in
- WTF are they doing there
- Leave a note?
- Zorra did not like the magenta colour of the floor
- Architecture:
 - Architecture built ~1000 years ago in the Flatlands of the Desert Continent – very distant
- Book: Some form of Spellbook – Jerome's?
 - Is she gonna become a wizard?
 - Book with black cover & binding and very very uneven writing – similar as Jerome's

Sitting, slightly angled forward on a bench, with a book in her hands, eyes looking straight forward

- Not reading the book, eyes were looking forward

Not one in Nythm'Thalas, or at least not one that Zorra recognized it

Wearing her autumn cloak

Was not as clean as Briza/Holmgren

Did not seem to be being attacked or anything

Where are you, are you ok, someone took the artifacts, zanzibar curse rakshasha, are you coming back, meeting king tomorrow.

“Who are you?”