We search around the rest of the cave to make sure we haven’t missed anything, and come across a strange chest. While trying to pick the lock, Dhamiria cleverly notices that the hole is.. moving. She stabs it with her pole arm and it reveals that it’s in fake a fake chest, it’s alive! I try to tell it that it’s a bad chest, but it doesn’t seem to care. Dhamiria eventually stabs it to death.

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We camp at night next to the moss ruins. Mittens runs away to hunt, we chase him through the woods until we come back to camp and find him there already.

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Next day, we hear ogres down the road arguing. We convince them that the smaller one is planning on betraying the big one by stealing their dwarf snack and running away. He believes me, punches the smaller ogre. While they’re fighting, Dhamiria and Kaz run to the dwarf. I conjour an illusion of a giant ogre. The largest one is terrified of “the missus”, ,the smaller ones are confused. Through this and dissonant whispers, they are confused and run and generally distraught.

We rescue the dwarf, and eventually find her family. They stab Kaz before we convince them we’re friends. Among them is Chief Orvig, They wander through cave systems. He asks if we have seen an old white haired dwarf wandering around (called Old Silverhands). He’s some kind of legend. Seen all the way east and west on the continent, appears to those who need help and helps them out. The chromed silver paint that they wear on their faces is meant as a gesture of good will to him. The band itself refers to itself as the chrome shamans.

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They find us a lovely cave to spend the night in!

Zephyr sees the haver’s sack move slightly, She watches as a long dark hand, then arm, reaches slowly up out of the bag. A shoulder follows, and something starts climbing out of the bag.

We approach Leafside, and smell burning bodies of sorts. There is a beautiful mansion we can see over the walls. We pass by 2 piles of 20-30 hallow individuals. There are two large creatures being ridden by individuals in plate. They are a bright-blue cross of a Komodo dragon and a rhino, they’re bulky and built. They’re drakes

We tell the guards we mean to speak with Rolar, who apparently is a Drake Lord. (the town’s economy and power is centered around these creatures). They say we’ll have to wait our turn.

We meet a random Firbolg who we tell our stories, he advices us to go to the Cerulean Garrison with our news. He’s from \*somewhere\* in Olomathia, he has a fishing business. Meet at the Stone Kayak.

Rolar tells us she has :

1.      Hollows at the gates almost every day – they’re coming from the East, most likely from Laudran.

2.      Molgar Darkbrow (the trade Baron) is going nuts about what’s happening to trade.

3.      There are rumors of Laudren being wiped out.

4.      She has a nasty piece of work taking advantage of my villagers – he is killing the villagers. He’s known as the re-embowler, he’s a goblin. She sends people out and they get killed.

5.      And there’s clattering out on the ruins of the lake – ask around on the docks.

We stay at the Stoic Kayak:

Talk to Samwell – he lives in the south of town across from Cod Capers (?).

- The clattering keep should start making noise sometime later in the night

- Everyone’s saying that the hollows are just people from other parts of Ikesh – somehow brainwashed

- Whoever’s behind this is attacking Hillvine next

- If you want to know more about rumors, find Tormid Mcgleary (the town drunk). He likes to wander around at night. He “listens” very well – need to bring some liquor to butter him up.

The CCC: They originally ask for a gnome who has a bunch of piercings and purple hair and a mohawk. Then, they ask for someone wearing a hat of disguise. “Otis, show him the thing, Otis put it on”. The goliath turns into a tall green Firbolg – it’s a hat of disguise!. They believe a dude named Voros is using illusionary magic to hide in the city. They (the band) is backed by the ChoiceCutsCorporation (I guess they have lots of money). Their names are Otis and Suliana. They told us about a statue on the shore of the island where the sound seemed to be emitting.

Vivian – sea bend. Raised by the matrine mother – orphan. Evil mother squandered money of vodka and darkgrass. Growing mottled patches of skin – hardened youth. She left, lived on the road. She kept rage bottled up, until it billowed outward and summoned her master. She sensed a kindered spirit, she trusted him. He transformed her hatred, and she went to the public house of the magistrate. She demands the magistrate swear feality to her master. He says no, Vivian meditates. Master steps forward, unfolds himself. The screaming began. 453 heartbeats, all was quiet. He smiles, and they look towards the vision of the future.

Year: 1127 P.C

Earthquakes: started a few months ago – should time to see how far about in between they are

- Dhamiria got bit by the rabbit man (and got healed)

- Saw listings for tasks:

               Kill some bugs (1 gp each)

               Find Dog (15 SP)

               Meet with archaeologist (???)

               Grain Harvesting (50 CP)

- Stablemaster who is being attacked by insects- Thrulda

**22nd of Isoldre**

Horse:  50 gold

Kupo: 75 gold

Moorbounder: 110 gold

We find ourselves in a dank tunnel, winding and twisting away out of sight. We go right into an empty cavern – nothing there. We carry on left into an open room. Kazbiel is immediately assalted by a grow wriggling tiny worm that drops from above, monching his shoulder. Ouch. Dhamiria wrestles it off of him, and a battle ensues. After much embarrassing missing and bites on Dhamiria, brave Zephyr finally put an end to it. Using detect magic, we discover a stone box with Draconic Runes on it – it’s dangerous to open. We use mage hand to open it, and fiiiind a silver dagger. It is magical, it appears. Elvish, enchanted for the purposes of keeping it intact. Based on everything I know (I supposed Zephyr knew a thing or two also), this is extremely unusual. I simply don’t know what to make of this. We walk into the next room, and are immediately accosted by some blade-faced fruit bats. Zephyr blast two of them with a thunderous bolt, and Dhamiria hacked the third one off of her. Feeling demoralized, we left to rest.

In the stables, we see a leopard-like creature with uniquely fashioned sitting gear (someone must ride this). There are also antelope-like creatures with riding gear. Apparently they are very quick, but have no staying power. The leopard is a trusty friend in battle. From the short chat I had with him, he is very unhappy with his lot. Poor creature, this is not right. I will be back to help him – he costs 110 gold pieces.

We return to the inn to rest and eat, until the archeologist arrives. They are diminutive, with a large scarf wrapped around their face – I cannot see it. The scribble in their books by themselves, they seem to want some privacy. She seems rather protective of her books, I suppose that is reasonable. Still, I wonder what knowledge might be hidden there… She pulls out a juxtaposed pair of cubes. It is inscribed in Primordial, and it seems to have something to do with the 4 elements. She is an investigator from the Halls of Antiquity (from Lysinor where Zephyr is from). She is investigating this object and its purpose in the ruins. She seems incredibly focused, zeroing in on whoever she is talking to intently. She would like us to protect her while she does her work while she goes into the “deeper parts” of the dig site. She wants us to help with wild animals and ruffians. She’s offering 20 gold/day total – we can buy the leopard friend!

We carry this womans, archivist Kelly Seekerton’s, stuff for 2 hours along the river, until we arrive at a cave entrance. I’m starting to feel rather terrible…She begins assembling some kind of mechanism, which cogs, etc. At the front is a large conical object, it looks like it can roll. Eventually, she shoves a small object into the device – it has a faint reddish glow. The conical object begins spinning quickly, and she makes her way into the cave. I notice Kazbiel has a very disconcerting glow coming from him, and his eyes are…blue. He seemed not to want to talk about it. We emerge into a massive cavern and there’s a walkway switchbacking down. At the very edges of the cavern, there are looming columns. Carved on it is something with a lot of legs… Kazbiel recognizes it as iconography from his people’s history, but does not share. She begins boring out holes in the wall. Zephyr finds twisted sea serpants on a column, with primordial runes. Lady breaks through the wall into something important, and goes down the stairs there. An earthquake starts that doesn’t stop this time. Kaz follows her down the stairs, and almost gets charmed. At the bottom are piles and piles of boulders. She gets mad and blocks out the pathway with stone. We hear a clicking clicking CLICKING – they swarm us. We hide in a hallway and minor illusion a stone wall in front of us.

The terrifying insects are upon us. They don’t seem to see us for now. We decide to wait for 10 minutes for them to leave, hiding behind our illusion, because Dhamiria insisted. They are still there – time to enact our other plan. As we argue, Kelly comes back through the door, thank the gods. We all hold hands at her bequest, and we are uncomfortably yanked into a grassy field….somewhere. Kelly says it is somewhere on kamuin – Amazing! I had no idea this kind of magic existed. Dhamiria drives a hard bargain, and Kelly agrees to pay us each 5 gold for the inconvenience.

During the night, Zephyr’s alarm gets triggered. It is a small creature wrapped in leathers. I tried to speak with it, but it answered in a peculiar manner – it seemed to only use words that I myself used, but changed their meaning. Zephyr threatened it and it ran away…I’m so very curious what it was and what it wanted.

**23nd of Isoldre**

This morning, we are not taunting death. Dhamiria and I went to harvest grain, it’s hard labor, but honest work. I feel this is good work for my soul. As I go, I feel my body growing heavy. This is much much harder than I thought. We are handed 5 silver pieces for our work – not bad! As we head back into town, we see a couple of haggard looking people coming into town down the road. I call to them, they look run down and in need of friends. They pull out daggers and charge us! What is with this town?!

Zephyr blasted them with a thunderwave, and by the time the constable came they were dead. We carried their bodies to a mass grave outside of town (why does this town have a mass grave?!) and Dhamiria says a nice prayer over their bodies. Why were they not effected by dissonate whispers? I can’t figure it out.

We make it back to town, a small girl in the cage. Hafling in the crowd presents a small piece of silk that came from the murder urchin - is decorative. It’s from the east, somewhere around the Bay of Denalas. We feed him the entire plate of biscuits, and still he is not satsfiated. The couple we fought probably came from the south, while the docks are to the north of town.

At the end of all this, the constable told us that he’s starting a night watch.

After all this adventure, I feel…stronger.

**24th of Isoldre**

We have breakfast – Kelly trudges in, covered in muck and looking incredibly tired. Poor soul. We ask her where the cloth from the murder urchin might have come from. She says it’s not from Ikesh, probably came through a seaport – maybe from Delamont in origin – northeast corner of kamuin.

We go into the caverns and fight a giant spider – kazbial got downed again

I find a skeleton with chain mail -

Then we went shopping

We talked to lady about Mittens the Moorbounder

We joined the city watch set out to protect people from these wild creatures that keep attacking us

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Dhamiria get’s charged by a crazy-ass dragon born. After killing it, she finds that the upper  arm is covered in tattoos depicting a ship called “The Cantalena”. The harbor master has heard of it – a famous sailing vessel that made runs to Brightshore. Docked at seabend (15-20 days travel east of here).

The constable comes over with news: contact in leafside says that these crazy people are more common in the Drake lord’s jurisdiction. The roads are no longer safe, and the major cities are erecting fortifications to deal with it. They stick to the main roads

Zephyr remembers talks of beasts and creatures in the ocean (from yoria) that were once under control of abelyths. These creatures were left without direction, and were a menace. They had no reason and they couldn’t be convinced to cooperate. It was known that these creatures were to be put down immediately.

Kelly Secerton comes up, and Zephyr intimidates her into revealing more about what is going on the in cavern. She mentions the object (two cubes, tesseract thing) and investigating its history and application.

We visit mittens, he’s very happy with the rabbit offering we brought.

We go to the caves with Kelly, get merked by some shadow spiders, and follow a blue light down a hallway

**The dwelven cave:**

Stuff from ruin room:

300 copper, 8 silver, 5 gold, silver snuff box, a bag of 1000 ball bearings, mostly broken rusty plate armor

2 Scrolls – scroll of jump, scroll of hold person

200 copper 60 silver 3 gold 4 black velvet masks, brass rapier, small vial of magic ointment (Kogum’s ointment 4 doses, 1 dose is 2d8 +2)

Line from kelly’s notebook: “Further study of herkivindi and to experimentation on it’s remains”

The password for the gargoyle is “For the glory of Dan Badour”. They’ve been dead for 1400 years. The teleportation circle can be anchored to, so you can get here more easily. They were a people who were deeply curious, they likely reached too far and were struke down by the young gods. There are legends that many of the Gods were descended from these people

The fountain is still a mystery. Half of it is warm water the other half cold. There is a metal lotus atop a waterfall, Kelly says there might be something about sacrifice, especially wealth. We tried to put a silver piece into the fountain, into the waterfall, and nothing happened. Dhamiria cut herself and dipped her own blood into the pool, but nothing happened. The evocation glyph beneath the lotus is important, but we can’t understand why. After much frustration, we realized we needed to use opposite evocation magic. In order to get access to fire magic, Dhamira had to slug Kaz in the face, and then get burned to a cinder. BUT IT WORKED! And we got a fancy magic item for Zephyr for our troubles!

We search around the rest of the cave to make sure we haven’t missed anything, and come across a strange chest. While trying to pick the lock, Dhamiria cleverly notices that the hole is.. moving. She stabs it with her pole arm and it reveals that it’s in fake a fake chest, it’s alive! I try to tell it that it’s a bad chest, but it doesn’t seem to care. Dhamiria eventually stabs it to death.

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I’m dreaming. I’m on the balconey, looking at the forest, smelling the distinctive fresh and comforting smells of sunshine on the canopy. Elder Hammond comes up and asks what I’ll do next. I confess that I don’t truly know. It’s time to decide what my path will be. The Elder’s wish that I take up a trade, perhaps a gardener. I like gardening. But I can’t but think there is something more. Something more than their rules. Elder Hammond understands, he agrees that I should look outward. Then suddenly the sun goes dark red, then purple, then black. The darkness spreads, taking over the sky, coming closer. I play a melody (“every little thing…is gonna be alright”) and slowly the darkness receeds. It reveals a meadow, with butterflies and sun soaked blades of grass. All is well again. I am safe.

We level up. In the morning, we here a ruckus coming from the bay. We see an island of sorts that looks like the rocks from Kelley Secerton’s cave. Using a spyglass, we see the person riding the island has kelley’s brown duffel bag, but black hair, a different hair cut, and no glasses. We are unclear what all is happening.

Kelly is a member of the archivists and historian group in Vexel’s Pit.

Mittens: $160 total

We help build the fence all day, it’s exhausting work, but we make 10 gold for our trouble. Kaz asks the innkeeper for a discount, and he asks for a joke in return. My response of “what about your face!” gets a nice laugh out of him and a discount (also inspiration for me). The next morning, we spend the morning putting glass on the fence for 5 gold. We get some iron from the blacksmith (3 small balls, 1 large ball, and a curved piece of iron).

WE BOUGHT MITTENS

Participate in night watch, get attacked by crazy group

We’re taking a message to Leafside for Rolar, who owes constable Grey a favor.

28th of isoldre

The constable gives us a bundle to give to “Old Fenrick” on the road. We fail to ask what old fenrick actually looks like, we only know that he is old.

We travel, Kaz convinces zeroot to take

1st of Ahwa

We camp at night next to the moss ruins. Mittens runs away to hunt, we chase him through the woods until we come back to camp and find him there already.

In the morning, we talk over to mosstop ruins. We’re digging for a chest that Kaz found when behind Zephyr, I see a strange looking woman with hugely long ears. She seems solid, walks behind a boulder, and then disappears. We garden her garden, and

Next day, we hear ogres down the road arguing. We convince them that the smaller one is planning on betraying the big one by stealing their dwarf snack and running away. He believes me, punches the smaller ogre. While they’re fighting, Dhamiria and Kaz run to the dwarf. I conjour an illusion of a giant ogre. The largest one is terrified of “the missus”, the smaller ones are confused. Through this and dissonant whispers, they are confused and run and generally distraught.

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4.      She has a nasty piece of work taking advantage of my villagers – he is killing the villagers. He’s known as the re-embowler, he’s a goblin. She sends people out and they get killed.

5.      And there’s clattering out on the ruins of the lake – ask around on the docks.

6.      Tell me anything you hear about the Ox

We stay at the Stoic Kayak:

Talk to Samwell – he lives in the south of town across from Cod Capers (?).

- The clattering keep should start making noise sometime later in the night

- Everyone’s saying that the hollows are just people from other parts of Ikesh – somehow brainwashed

- Whoever’s behind this is attacking Hillfar next

- If you want to know more about rumors, find Tormid Mcgleary (the town drunk). He likes to wander around at night. He “listens” very well – need to bring some liquor to butter him up.

The CCC: They originally ask for a gnome who has a bunch of piercings and purple hair and a mohawk. Then, they ask for someone wearing a hat of disguise. “Otis, show him the thing, Otis put it on”. The goliath turns into a tall green Firbolg – it’s a hat of disguise!. They believe a dude named Voros is using illusionary magic to hide in the city. They (the band) is backed by the ChoiceCutsCorporation (I guess they have lots of money). Their names are Otis and Suliana. They told us about a statue on the shore of the island where the sound seemed to be emitting.

We slept in the Righteous Rogue instead (earned a couple of gold playing in the common room).

Statue in the Clattering Keep – inscription in Elvish : “When clouds float into the ocean sky, not to usher storm but beautify, a handsome hunter with bow not sword, can then receive his handsome reward.

Exploring the inside of the clattering keep:

               - attacked by owl bears – tamed by a whip

               - chests full of rock – is an illusion. Chest is full of geods – probably worth something

               - Found the gnome Voros

                               - seems to owe the CCC a lot of money, took a big loan

                               - he read about this castle in the middle of the lake, the king had buried his immense treasure. He’s here trying to excavate and find the treasure.

Discovered a magical geode in the clattering keep, told Rolar about it

We disguised ourselves in order to maximize our profits when delivering Voros to the CCC.

We then went to go find Friar Winebag and fought a Basilisk to rescue the stoned Friar Winebag. We carried him back with the mended cart (past the re-embowled bowels on the sign).

We sell a bunch of stuff to the armorer, get a sword and nice studded leather.

Info from Tormid:

               - Rembowler is in no specific direction

               - Ox: only one person who knew anything, dwarven fellow with red hair, came and asked Tormid whether he wanted to speak to his master. It was really traumatic for him. He was HUGE, he wants to encompass all of the Midlands. He’s REAL big, and if he ever came here, I don’t think there would be enough to stop him. No reason why he wanted to show him the Ox, just dwarf asked him a bunch of questions and then asked if he wanted to meet the Ox. Tormid stared into the dwarf’s eyes and “met” the Ox, who was more of a huge force.

From the Goblin prisoner: The hat of the Nilbog is a curse (one leader of the goblin always wears it). The Nilbog always wants entrails, they don’t understand why it wants them.

Zephyr has another nightmare, which Dhamiria shares

Rolar re the Ox: The Ox is a warlord and he is working towards an unknown goal. Expect to see more of his influence further East. There may be a link between him and the Hollows. He might have been involved in the decimation of Laudren.

Blade Witches (from the Chantry library) : The witches made a healing ointment for this traveler. He encountered them on the road between Moonbright and Iragorn. Road cuts through the center of the woods, he found them on the actual road, they must have showed themselves.

Darkbrow: Has shipment going out to Archelon – wants to pay us for accompanying the shipment ( one week) at 16 gold a day per person. Today is the 9th, we leave on the 12th. 38 gold up front, 75 gold later. We sell him the box for 40 gold as well. Meet them on the east gate.

The hollows are the prior denizens of Laudren and Seabend. Driven to insanity? Horrible band of mauraders comes to town, and then everyone starts going mad.

We’re dropping off with Lord Chasa – the hobgoblin leader of Arkalon. She is THE BEST fighter that the midlands has ever produced. Arkalon is the first line of defense from the Reznor (who are highly expansionist). The stygian flats has largely protected the drakelords, and Arkalon is the protecting city. Chasa always wears a mask because her Drake once accidentally spewed acid in her face.

We go to the chantry, Zephry is possessed, I trap Dhamiria and Zephyr in a barrel, we kill the bag man, and Friar Winebag gives us some gauntlets of ogre power.

Fuck around a bit

Red dwarf sends out psychic energy. WE SEE THE OX – pair of glowing eyes, observing everything all at once. “People of the Midlands, I welcome you to this new era…people are driven solely my hunger and selfishness. They’re created by a “trial” that they failed. The dwarf is one of the few who survived the trial. Rapid fire images of a dozen people. Dward, human man and women…. Basically he wants to kill everyone and repopulate the world with his chosen few, who survived the trial. Seek me at Hillfar.

Kill count on the hoard

3 + 18 = 21 killed

22 saved

\*Black Fang the blacksmith owes Darkbrow a favor, he’ll give me a significant discount (60 - 150 gold pieces worth at least, based on what other people got)

Mushroom adventures in the deep ass cave

Displacer beast hunting

I train with Kaz in the yard with armor – he hits hard! It’s necessary, I suppose, in order to learn to protect myself

Chasa comes to use, asking for more info on Ingva (kazs sister). She specializes in combat magic and subterfuge. They believe they’ve sighted her, and they’re worried. She shares with us that Hillfar has fallen to the Ox. The leader of Hillfar is known for being a big badass, and the white drakes of Hillfar are the biggest and scariest of Drakes. It’s also well defended so if it fell, it does not bode well. Roxton has also fallen silent – lord Tyre might be collaborating with the Ox, and that’s why he’s not talking. We agree to send information about Roxton back to Chasa, and she gives us a sending stone and a couple of Black Drake hide Crests. 500 platinum bag.

We buy Kaz Snecko the lizard and hire Drogo to take care of our horses as we climb the mountain

The first morning on the road, Dhamiria encounters tiny balls of lightning. They are evil and we hate them, also the super grow spiders and centipedes are not ideal. Plant growth and tiny hut offered some protection

Traveling, we find Brightclaw, the jaunty friendly Tabaxi bard. We play a beautiful (well fun) duet with this random stranger. We feed him, chat, and hang out. He continues on….

1st of Silvara

Creature throws a boulder at us, it runs away when I faeire fire it.

Feline eyes glare at Dhamiria as she falls into a frozen lake.

We make it to outpost 0213 – Velkie Enclave – some ancient magic here that is probable cool.

We fight a yeti that almost smites us, Typhon saves us just barely. We get to sleep, then continue exploring the tower in the morning.

In the basement, we find the dead yeti, and a treadmill that generates power crystals. One of them powers the lights around that room.

- We have 6 power crystals

We tame the ice wolves with a chunk of giant steak, they go to the corner and chill and eat while I pillage all the magical stuff.

               - rope of climbing - dhamiria

               - googles of object reading – passive identify – Zephyr

- potionator

Observation post 0213 online, calibrating anenmometer. Time since last update 687 years 27 days since last update. Scanning of meteorological phenomenon – 3 detected of interest. Holographic blue sphere projected in space, it’s Athendria. 3 blinking dots on the globe – western coast of ebrea Isles gravitas – see notes on “the sundering”, southwest off of ikesh in the middle of the ocean - ??? unidentified, northwest corner of ikesh, moving north easternly from the straits of brisbrim. IT’S GOING TO THE FOREST. It’s labeled Stiarnaheim. See notes on giant civilizations.

We cast around looking for the notes mentions, reading mostly in Elvish.

3 hurricanes

- 1) Note about the Sundering (isles of gravitas) – ancient cataclysmic even in which major meteorological events reshaped the planet. Like the result of the Ascendents and their dabbling with unknown technology. Estimated date 500 BC, the date that the observatory was built. Seems like that ones always been there.

- 2)  Stiarnaheim (near the olomath woods) - (547 PC) : list of city names. Ancestral home of cloud giants. Known to be intensely hostile to attempts at negotiations. Stop sending research teams.

- 3) ?? today’s date

we find a map of the darkspires, but the city names are not there. There are 20 or so red dots labeled for all the outposts scattered across the midlands and the dark spires.

Kaz :

- yeti hide

- Dragon bones 15 lbs

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Eyorous the dwarf joins us on our way back down the mountain. He’s very mysterious, manages to maneuver magically without us really knowing how. Old SILVERHANDS! I tell him about Olomothia and he says he’ll go check it out.

Blade witches – they do a lot of good, but often at a great price. They might know more, he’s not heard of it or seen it.

We make it down the mountain, Dhamiria gets her leg crushed under a boulder.

I got the bless of good luck from Ingvar.

Back on the road – toward roxton.

At some point, mittens gets very anxious and uncomfortable. We see a family of moorbounders, and skirt around them.

We smell lavender and francinsense in the distance, and have a really good feeling about this. A stranger with a pipe greets us, and he gives me a puff of his pipe (goooood shit) and offers to give us magical tattoos. I get ‘conjure animals’. While he’s giving me the tattoo, I have a vision: a women, with a double sided staff (kinda like dhamiria’s) is waiting outside a cottage. She’s nervous, a single bead of sweat falls down her face. A voice from within says “come on in deary, it’s your turn.” The woman walks in and a bright flash of light pulses out of the cottage.

We leave, he kindly gives me some leaf to take with me.

On the road, we find a bunch of hobgoblins that try to antagonize us. I cast calm emotions and convince them we’re not worth their time.

We fuck around in the proving pit, I use vicious mockery to great benefit and Dhamiria is a badass. The go to the tavern where they chuck people out the window, Dhamiria “flirts” with Ova.

We need to talk to the ruler dude (Lord Tyre) for Lord Chasa, apparently he’s having dealings with the Ox.

Ova is looking for her friend (dwarf buddy) who is in the city probably but is detained by some people.

Haircuts and druggy adventures (hallucinogenic butter)

Get Ova to teach me to use a shield

- The gangs in town are Acid Fangs (run by Nubtail), Emeralds (Captain Lurk he reports directly to Drakelord Tyre. They’re the guards, the primary group, really Captain Lurk that is in charge, not actually Lord Tyre. Lord Tyre controls the distribution of Drakes to the Emeralds), Green Scales (no one’s in the charge, but there’s a lot of in fighting).

Tyre: most interested in themselves – want the town to be free of interference and difficulty. Utmost priority is to be comfortable. A large group of refugees in town is a damper on Tyre’s parade, they want them to leave. There are some disruptions of trade due to the gangs – remove the heads of the gangs.

WE MET SOME BLADE WITCHES eat the refugee camp

Ova found a child who has seen the dwarf with a bag over his head in backstab alley

Gangs:

               - Nubtail – dagger user, very capable. He uses drake venome on his weapons – hidey hole down backstab alley. Has some muscle guarding him. No alternate route that he’s aware of. There’s a warehouse deep in backstab alley, surrounding by buildings all belonging to acid fang. They are not friendly, they are all assholes and want money. 30 gold is an appropriate bribe to the guards to get an audience with Nubtail. There are quite a few guards so brawl not ideal. Bring a value proposition to work for Nubtail.  Regularly ships in cavier from the coast – it’s his favorite. Every other day there’s a shipment of cavier that comes in from some back entrance (from the coast). Approximately 11pm every other day. Willing to pay extra.

Greenscales – lots of backstab, current leader is Karyl. If Nubtail is out of the equation, Karel’s fall will be easier. Ties with the Shady Stables Drake races, she was a stable hand at some point.

Ox’s agents are going to move in 2 days.

Blade witches: Ser is from Oakheart – they knowlingly sigh about me being from oakheart. Nature of our order is the trade and acquistition of secrets. The fire genasi’s name is Pyrena. The mistress knows more (at the heart of our order in the forest). Only those who proe themselves valuable or those who carry secretes will be allowed to enter. The Darkness is nature magic gone wrong. We have been unable to do anything about it in the meantime, but the mistresss has shared that it stems from a point deep in the woods, location unknown, but near the location the alder enclave (druidic order that meet in secret). The elders of olomathia are resist to contacting them for help. It is spreading slowly but radially outward from the origin. One sister was sent there nd she never returned. No clear resolution in sight. The elder enclave and the blade witches are not friends. Many thing that they practice are considered unnatural by the conclave and the enclave rejects the enclave. Powerful magic, very old, very slow, the mistress have more insight, but we need secret.

Contaminating caviar: Grind all these ingredients, add ½ cup of water, simmer, put in ice bath for 18 min, purple worm poison – about 24 hour potency

Potion making for beginners – healing potions on page 7. Need to acquire potion making ingredients – 30 – 40 gold worth of materials

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Ser and Zephyr stay in the hotel to brew the poison in the tiny hut

Kaz and Dhamiria go to Lurke and obtain info that the shipment is coming tonight, and gives them emerald badges. They proceed to the flower shop where they get a crown, a single yellow rose, and a bouqet.

We check people’s carts, we found the cavier and poison it

We tell Tyre about the poison, and then confrontation with the Ox’s people. Kaz get’s struck by lightning. The magic is hers, but she gives it to him, because she’s terrified of it.

We go to the acid fang warehouse, learn from a random dude that nubtail is dead. He tries to take our money, but Kaz casts slow and initiates an insane combat. Looting their bodies, we find a potion of boiling red fluid.

Buddy is tied up, and he’s leading us to the warehouse where the dwarf is.

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**Introspective**: Something strange happened today. When I was staring into the eyes of that man, the one who was threatening us, I saw only the evil that he had done. This human, this *monster,*was willing and ready to hurt us to get what he wanted. I saw red, then black, and in that moment, all I saw was this man’s indiscretions. I thought about the elder’s, about how they always warned about the selfishness and the horrors of the outside world. They said I wouldn’t last two days out here, because of all that. And I never believed them. But they were right.

**Tavern** – 1 gold per person

**Stable –**3 silver per horse

We save Maynar, Karyl was there, unclear whether she is actually “taken care of”. We get high with the drake butter. Next day, we do a training montage – two strength wins,

Drake 1: smallest, large frill, nervous

Drake 2: biggest, small frill, seems bored

Drake 3: missing scales, maybe sick, not too healthy

Drake 4: no tail, bit older

After the drake races, we find Karyl’s secret lair and convince her to skedattle out of town, because Vivian obvious lied to her. Lord Tyre was similarly upset to learn the ox had lied to him, and the telepathy could be faked. He agreed to join the Drake Lords. As a reward,  I got SHNUFFLES.

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Ova and Maynar want to go to Drakengrad in their search for adventure, and it sounds like this is the crossroads of the power struggle. Ova makes the point that we could ingratiate ourselves with some powerful people that could help save the forest. Also, we don’t want everyone to turn into zombies, that would certainly be really sad.

We stock up on healer’s kits, and rations, and we found a deck of illusions which is super cool! And we hit the road!

We have 10 days of long hard travel ahead of us. On the first day, I feel like I finally get the hang of using the shield, and I feel really great about that. I spend our traveling time thinking, and my down time journaling. The world is in such a worse state than I thought it was in. The elders always said people were selfish, but I didn’t believe that was possible. Now, with the Ox, and the bandits, and everyone just out for themselves.

“You’re taking too long, you’re family is probably already dead”…

The Gnothic: we trade secrets

               - “The ox only has one power, which is utilizing the power of others, which they give to him willingly”

- “The lion (one of the archmages of the magipalities) is gathering massive quantities of adamantite”

- “It doesn’t make the rules” when asked about its origin

Archmages

 Antiquity - Vexel the snake

Cultivation – strobagash the goat. We talk to him through an arcane mirror,

Astromancy – Theraunn the lion

Hollow attack – minotaurs and giants and regular hollows.

We made it to drakengrad. As we entered, we got our minds read, and they questioned us about our experience with the Ox.

Dhamiria gets robbed (amulet of the drunkard)

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Exploring Drakengrad, we go to the potion shop, where Dhamiria gets a confidence potion and the lady agrees to teach me over the weekend. Come back at 2pm on Saturday, 2 gold per hour. Today is Wednesday.

Next, we go to the armorer, where Kaz tries to buy some studded leather +1 for 1500 gold! Sell my studded leather for 25 gold.

After a lot of deliberation, we decide to call ourselves the Greymoore Gang. We go to the Crimson Palace to see the Drake Lord Djimon and offer our services. He is a half orc in red and black plate mail, very intense. He needs more people like us to assist with the current threat. The ox is getting more dangerous. The ox will be here in 3 weeks. Bekas (in Hillfar) fell with relatively little resistance, despite that they are incredible warriors. He wants to go after the Ox directly, to stop things where they stand. Manipulation of the memory projections is limited to short range. He wants to take a select group of warriors to Hillfar, meet them at the base of Hillfar, and try to end it there. He seems to use his psyionic wave ability very rarely, and it seems like it might be time sensitive. We agree to assassinate the Ox, contingent on a nice plan.

We have a meeting with the Archmages tomorrow to ask about the Ox’s psionic abilities.

We wander to the Raven Sepulcher

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Clofina is brushing a boar. There’s a sapling for the Great Alder, that Clofina is watching over. Seek out the Archives of Ioun – they have information on many things. Goddess of knowledge an secrets. She’s not familiar with the Darkness though. We do go to the archives, and start looking for older stories of Athendria and mythology. We find information on the Planar wars, when the Titans and the Gods were fighting for domination of Athendria.

We decide to look into the Velkie Enclave, thinking the hurricanes from the tower sensor might be related to the darkness. Also looking for the tower location in Drakengrad. There are outposts in the Killofane wilds and heart of arabangan. No information on the tower in Drakengrade. No recorded activity about that region, they don’t seem to be centered around there at all. Maybe not really related.

Velkie Enclave fell because the dragon Hymdorak took their powerful artifact. People today would like to recreate the global distribution network – the enclave made some use of the Primogenetor, which is the ultimate GOD potent magic.

Bard’s college in Lysanor – best musicians and theater in the continent.

Kaz and Zephyr go flying around looking for the Velkie Enclave crystal, they find a ping in the bottom of the lake. They decide to fly over the wall, are mistaken as terrorists, and captured in weighted nets.

We go to scout out the bottom of the lake using Zephyr’s Arcane eye, but aren’t able to find anything cause it’s too muddy.

Meet with Strobags: The ox has 3 main followers: 1. Vivian, his original 2. A set of twins, Fin and Fane. Humans, the come from complete obscurity. At seabend, it was only him and Vivian, and then laudren, and then hillfar, he was amassed his following. They are must less important though, the 3 are the only important ones. He is a conduit so they can use each others powers through him. Each expresses a different school of magic. Fin is a specialist in Abjuration (warding, shielding, banishing), Fane is illusory (manipulated others). Stuff that prevents scry (nondetection) would be useful, or intellect fortress. Protect the user from psyionics (as in the normal spells).

Quests:

1.      Creature harassing and sinking boats on the crooked claw river. Water demon, rare teeth desired. 50 gold for the issue, and 40 gp per fang upon delivery

2.      Reports of trolls attacking land routes, hollows are absent from the region, 50 gold for completion, and 40 gold pieces per troll claw. 2-3 trolls (9 arms)

3.      The Blight Crater, creature in the center, highly dangerous 1400 gp for slaying, delivery of eyes and tongue is desirable. Horrible floating twisted creature, vaguely human-like

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Eviserated some rats

Dhamiria gets a cursed tongues necklace and tail of beasts hate you.

Potion maker lesson – I now know enough to make healing potions! I’m going to spend the rest of the day and the next morning making 2 healing potions with the ingredients I already bought.

We fight some trolls and get royally fucked (ALL the fingers for 48 troll claws)

Next session – make a point to learn Healing word instead of thunderwave

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We prepare, get acid and alchemists fire to shoot, make healing potions, get another healing spell

We go to a fortune teller tent, and while she gives everyone else lame prophecies, for me, her voice goes dark and she freezes, and delivers a true prophecy:

One born of the treetops

Naive, hopeful and kind

Shall seek answers to darkness

But will remain as if blind

Look not where truth eludes you

Seek knowledge beyond your time

The Seeker, she waits with answers

Your insight, poised atop a climb

Athendria is changing

A new balance, achieved with might

An old dichotomy, made three,

Shattered Crystals will bear harsh light

I think this means that the Velkie Enclave has answers – they were beyond our time, and this connects with the shattered crystals line as well.

Ox FIGHT – Vivian was taken away by a hooded figure after a dramatic lightning storm

In the morning, we confusedly explore our new powers, and head over to see the Drake Lords – they pay us 8000 gold. They still have Fain, who’s a talented psione. I make a good argument for getting a drake, and lord bekas agrees to give me a white drake!!!!

We go to the white drake pen, and find them grieving – 1 success. They are especially found of refrigerated meat – frozen. 4 more successes. Begin to learn its body language – it responds to my presence. Eats it’s meat in a little crescent shape around me. It doesn’t like being touched on the torn ear part. Her name is Gnasher.

We take a dip in the hot springs at the palace in Drakengrad – get advantage at physical stuff for 24 hours.

1 failure – with Gnasher

We get a letter from a rep from the Grasping Fist for dinner tonight.

We purchase 3 potions of water breathing and 1 scroll of water walk

We decide to check out the bottom of the lake with zephyr and octopus Ser.

We kill the water demon! Find 3 platinum each, and a shiny key. Also a door! With a spiral pattern (symbol of the Velkie enclave). Kaz sees through it, luckily, and he sees a path

WE NEED TO COME BACK TO EXTRACT TEETH FROM THE HEAD

We find the Velkie Enclave tower, and a teleportation circle that we power with a crystal.

Explored the velkie enclave tower, killed a skulk, found treasure with a riddle, had dinner with the Grasping Fist. 8 successes with Gnasher

1 one success with Gnasher, we’re on an airship for the night.

Ballad:

We come in storming, with lutes and Zeroots

From our fingers, lighting shoots

Slashing swords and stomping boots

Deliver us from evil, Dhamiria’s glutes

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Feats: Healer, Actor, Skill Expert, Telepathic

Master Inventory

- 4 black velvet masks

- brass rapier

- Glass bottle filled with coiled silken rope, got some runes on it – flask of instant rope – shoots out 30 ft of spring loaded rope

- Brooch of protection

- potion of ice breath

- flask of oil (from displacer beasts)

- large gourd shaped thing

\*My birthday is the 18th of Durak

Things to get:

Vials + bottles

Boxes  
bags

Healer’s Kits (x 2)

1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice

20 uses – 1 goblin -1 dhamiria – 1 zephyr – 17 townsfolks

20 uses – 5 townsfolk - 3 mittens - 4 tpk yeti – 4 tpk yeti -1 kaz -1 me -1 typhon – 1 kaz after Vivian

9 uses -

Prices:

Giant Riding Lizard – 150 gold

Night at the inn in arkalon – 4 silver

Reward for the re-embowler – 64 gold

Spiked collar for mittens – 15 gold

A day for guarding a shipment from leafside to arkalon- 16 gold

19 performance – 3 gold and 3 silver

7 copper for dinner at the Righteous Rogue

1 silver for lunch

10 gold for shield

Stoic Kayak – 10 silver

Righteous Rogue – 5 silver

Mittens stable – 10 silver

Horses stable – 3 silver

Night inn at the drunken drake: 5 gold (half for sharing room)

Animals at the drunken drake: 3 gold