

So, the next morning when the sun was just barely up and a cold. Chrisp Chill. Was in the air.

Ja Phya Was awoken by Gregour's loud and quite un-rhythmic Snoring. There was a fog in this morning air and When Ja Phya had enough of the loud not so musical sounds of what would be Gregour's snoring. He decided to get up, quite Annoyed, and Unable to rest anymore. Ja Phya Decided to head out. And see what the morning had instore for him.

At first, he made his way. Down to Captain Blies. Which was closed. So, he wandered around the Market Square. Then he decided to head down to the river. And try his hand at fishing. It would make for a nice breakfast, he thought to himself. He was there for some time with no luck When an old hermit passed by and then proceeded to have a seat but a couple yards from Ja Phya.

"What a chilly morning." Said the hermit. "I do not suppose the fish are biting much" he added.

Ja Phya paid no mind as he continued to cast his line again in the cold, slow moving waters. And again. Before the hermit continued and said "yup don't suppose they are" he said again to himself but loud enough to annoy Ja Phya some more. At which point he payed the hermit no mind and casted again, Now the hermit began to whistle and quite loud for his age. Ja phya casted again in the cold, seemingly empty river.

Finally, A little annoyed. "Must you sit here, Sir? I mean no disrespect, nor to be rude. But I am trying to get some well needed breakfast here!" Ja phya explained. but the old hermit just continued to whistle his marry tune, then gave out a chuckle and laughed. "Yup, when I was a younger man. You know I use to be quite the fisherman? and enjoyed it so. I acquired it when I was a younger man, of course!"

"of COURSE!" Ja Phya added with a hint of sarcasm.

"Ahh them where the days," said the hermit.

Both men then let out a long sigh... (Different reasons of course)

"But that seems many a lives' ago." said the hermit "Yes, some time ago that was lad!"

"Advice from an old man from a long-ago era! Try your luck back in an

hour." he exclaimed "The sun will be a little higher and fish a little hungrier."

"But what do you know...? I am just an old hermit." He continued then let out a laugh that was quite loud and Boisterous.

Next the hermit asked? "Mind helping our out an old hermit?" He asked.

Ja Phya. A Little annoyed, but obviously was not catching any fish exclaimed "I suppose I won't be going to catch any fish this morning, so what? What can I do for you for sir?" Ja Phya asked.

The hermit then explained. That he had terrible. Pain in his foot due to a rock. "It seems to be caused by a pebble in the bottom of my shoes!" he explained "and I just can't seem to get it out." he explained "Please help an old man out! My hands are old, and not like they use to be, and My back is even older, As am I. This old hermit Dares not. Walk any further with this menace in my boots. Please lad help an old man out!"

And with a sigh. Ja Phya Said, "Why not?" And with that he proceeded to walk over and lend a hand to an old hermit.

It took him no time at all to fetch the table Pebble from the old man's boots.

"Ah, delightful! Thank you, young Sir. Then to return the favor" he said. "Here is a map from an old man. I got this from a merchant travelling with a caravan some couple of years back. I was told it Is supposed to lead to a great treasure. And I realize I am far too old of a man to go out gallivanting for some old treasure and adventures, perhaps A young lad like yourself with aid of some friends would find it to be of greater use!"

The hermit then handed the old dirty scroll to Ja Phya

"Surely A Strong young man such as yourself. Could put it to greater use. "Said the hermit

"Thank you again for helping out an old hermit ". he spoke

Now I must be on my way, and remember, in an hour or so, the fish should be biting regularly for your breakfast" he smiled and spoke. "Good day to you Ja Phya."

As you started to walk off. Surprised, eager, and curious to this newfound

treasure map you had acquired you realized that you never gave the old man your name!? Ja Phya then snaps around to ask the old hermit how he knew your name but as you turn around to ask.... He was gone? That is most odd and Peculiar you thought to yourself...

Deciding to give it no further thought, you hastened to head back towards town to show Gregour what you had acquired.

Once back in town. You have a closer look at this map and notice peculiar markings and runes on the pages that you are not familiar with. You head back to the inn to find your friend Gregour and to see what he makes out of it. But your room was empty... But Gregor was nowhere to be found. He thought, huh with that girl Zippy again. Shaking your head. You proceed to look at the map further yourself to no avail. So, you decide to return to the market to see if you could find this "Hapalap" Gregour

At this time, the streets now were starting to get busier, and people were starting to fill the market square once again, though the temperature did not seem to warm much... as walked through the busy crowds in the square he paid no mind as he passed by his favorite watering hole "Captain Blythe Bar." And headed towards Parks district where you heard Zippy was staying in a small inn there. When you reach the end of the market square you see Gregour and Zippy.

As you approach Gregour and Zippy they are Laughing with merriment. When quite excitedly shout out "Hey Gregour, you will never believe what just happened and..." Ja Phya said.

"Good morning, Ja Phya! Beautiful morning, isn't it?" Gregour exclaims with a big smile

"At first... Hardly with your Snoring that could wake a Lich King from his slumbers and, no fish river with an old hermit making such a ruckus.... Never mind that." Ja Phya excitedly says

Then as they approach, they look at each other Ja Phya leans in and whispers "you never be leave what I found or should I say acquired from quite the annoying old hermit that oddly new my name but anyways look."

Ja Phya carefully unrolls part of a scroll that he carefully also tries to conceal.

After you woke me up with your loud, never ending Ogre mating call of death snoring I decided to try and catch us some fish for breakfast, when..."

"Nice. Where is this fish, I could eat a whole Green Slaad...."

"You Ja Phya said hold your belly for a moment you big oaf. Look and listen. After some time with no luck to catch us some breakfast, with no luck may I add...! Such a quite loud, slightly rude, annoying, old hermit, decided to crash my fishing party "Anyhow" He continued in a low and hushed tone of voice. "So, this hermit then needed help at any rate I most nobility like of me came to this elderly man's rescue and as a reward I was given this rare exotic from a faraway land treasure map.!" Ja Phya exclaimed, barely able to keep it all in from the excitement.

The man told me that the map belonged to some wealthy merchant and that at significant risk to his heath he a few years ago acquired said map and for saving his life bestowed it Apon me!!! Ja Phya Said with a big Halfling smile

Gregory and Zippy Look at each other and then back at Ja Phya

Gregour with raised eyebrow then looks back towards Zippy before explaining "you most forgive my little friend; he tends to get excited and embellish details a wee bit"

Gregors says. "I do not mean to laugh or question, but. What is an old hermit down by the river? Doing with a great treasure. Just giving. Just giving it to you and for what?"

Zippy giggled and then asked with a smile?" Are you sure you did not have too much ale last night? And still a drunken?"

Gregour then Chuckled and spoke! "Yes, my friend, you were quiet, let's just say a lot on ups end to south my good friend..."

Ja Phya more than a little annoyed Said. "I am not drunken. And I am quite sure, Thank you. very much!!"

So, the three of them headed back towards gregour and Ja Phya's quarters along the way Ja Phya explaining in greater detail the full account of how he acquired the map/scroll and how oddly the old hermit knew his name...

“And that is why the old man gave it to me. He was simply happy to have the stone from his shoe. And then preceded to say that I looked as if I could use it with aid of friends.” Ja Phya finished telling them as they approached the inn...

So back at Gregour and Ja Phya’s room the three of them looked over the map for some time, not sure about the markings or their meanings because they seemed quite complex or old at the very least. They all stare with blank eyes when Zippy says.

“I have seen these markings somewhere before... I just cannot put my finger on to when, what, and where. We could ask some of the merchant ship captains, surely one of them might know something!”

“Most Certainly NOT, WHY DON’T WE JUST HAND OVER OUR FORTUNE TO THEM!! HELL, THEY PROBABLY they will just share it with us...!” Ja Phya very Sarcastically and firmly says

As more time passes, when suddenly Gregour announces “I got it! Well kind of... he walks around to the other side of the map and points out a grey symbol in one of the corners, it was little worn and faint, but still legible, well kind of. Hey says. “I have seen these kinds of marks before. I am not sure what they all mean, but this one is a key marking...” he goes on to further explain that this mark in conjunction with the mark of the tribe witch this map people made it together then unlock the meaning of the other three marks”

Then Ja Phya piped in “Yeah the other marks are longitude, latitude and depth” he Explained. “But where did I see them?? I have seen it before. They are....”

And then he got REAL quiet, and even whiter to his face than normal for a halfling.

He softly replies “these are the marks of the Githzetrαι”

Now both Ja Phya and Zippy have very Pale looking faces>> as Gregour swallows, He starts to say. “What?? You all look as if you just seen Spectral!?? Or something”

Zippy now says very quietly and ever so softly as if trying not to wake a sleeping owl-bear..

I too now recall haven seen these markings on a fishermen's map of the Githzetrai people.

Ja phya Was not too keen about just showing and telling with the local merchants so they decided to try the towns library, due to a large donation from the mage's guild a few years back Dragon's Crescent had a decent library.

And with that now deep in their minds they proceeded to walk to the library. After what seemed like hours. Gregour shouted. Little loud for library." Over here I found something " Zippy. Was like, ohh yes, I recall this now. So, there are three of them. Took their notes on what the marks meant. And kept them on a separate piece of paper. Now they had an idea where they were going. Spoke of a dead ghost town. Named Raj Furla. to the east to the east. We must go then. You fire. Jack fire. Ja phya Add. Excitingly. The three looked at each other. Shrugged. Your shoulders. I said Adventure we have. Zippy here. Join us. Gregory asked. Well, I would not miss this for the world. Real hermit, A secret map. Markings. Of the, Githzetrai, danger, adventure count me in boys. to the three of them. Headed to? The local general store. To grab a few things. They might need for their adventure." Porches for sure we should grab. Should be explained. And Gregor said. And some rope should come in handy. To fire. On the other hand. Was I born? A new copper? Dagger. It sure beat the old Rusty. The thing he has needed for such a long time now. It was going to cost him his last. Silver pieces. But they are about the original after this adventure, so why not? He thought to himself. So, after getting supplies. And a meal at the. Tavern. They headed out of town. Towards this. Raj Furla. And with that? The three were off. And none of them had any idea what was in store for them.

Under the canopy of a moonlit sky, Gregour, Ja Phya, and Ziggy set forth toward the enigmatic village of La Roster. They followed the cryptic map, whose origin was as dubious as the tales that accompanied it. It promised a journey fraught with danger and wonder, but also a treasure beyond imagination. Their path, marked by ancient stones and whispered lore, wound through the heart of the Antimaris Forest, across the daunting peaks of the Seraphine Mountains, and into the depths of ruins long forgotten by time. "Are you sure this map is reliable?" Gregour asked, his voice low and wary. He was a sturdy and brave warrior, but he had seen enough of the world to know that not everything was as it seemed. "Of course it is!" Ja Phya exclaimed, his eyes sparkling with mischief

and curiosity. He was a young and talented rogue, but he had a knack for getting into trouble.