



# **Episode - The Journeyman Job, part**



No recording, all were present.

Company Treasury:

- two potions of healing (Rok and Grim each have)
- gold (walking around money)
- potion of gaseous form
- Chantry Lantern (Eldrin carrying)
- Sword of Blind Faith (Rok carrying)
- Dust of disappearance

Recap

Retro: Trigger rolls a [redacted] on his Arcana check for making progress on the Hand of Time TM.

Muscovar found a hidden mountain pass around Kazan's tolls to the Brass Door.  
Avoiding tolls/taxes.

Journeyman, angular and intense, very expensive good clothes.

Journeyman are late coming back from the journey.

Feral Goblins took control of The Choke, we didn't bother with them.

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Raventree is home of the Barrowmen, friends with us and Valiant. Home to cult of RavenQueen. Lots of cemetary Barrows along the way to town.

Hawthorne & Feather - look a bit shook; say up ahead there is a cemetery, mausoleum; others up ahead

We decide to not walk thru town; instead walk below RavenTree and above Blasted Plain terrain around here is flat

*Upcoming dangers in the path:*

First stretch is narrow and winding, not bad incline. After / hours, come to a small glade with a mountain river. Water will be freezing cold. Her guess is the river got them.

Search the glade, see if you can find signs of them making it that far.

Also home to a large pack of snow apes. But the apes generally are live-and-let-live, so would be unusual.

Next step - narrow ledge curving around mountain=face. Takes minutes to traverse the ledge. If there was ice or the blizzard hit, then they fell.

Then, path is switchbacks for a long while, very tiring.

Then.. Apex of climb, another campsite under outcropping of rock.

Then... switchbacks back down, easy to climb. But you can see it from the road. Need to hide or army crawl. Authorities from Kazan might have captured them. Do not engage Kazan.

GBP finders fee for item. Stone box, carryable. Contents are not dangerous. Don't snort them. GBP if you find them dead.

GBP if we rescue them live.

Every day got closer to the mountain, it got darker and cloudier; storm brewing above the mountains

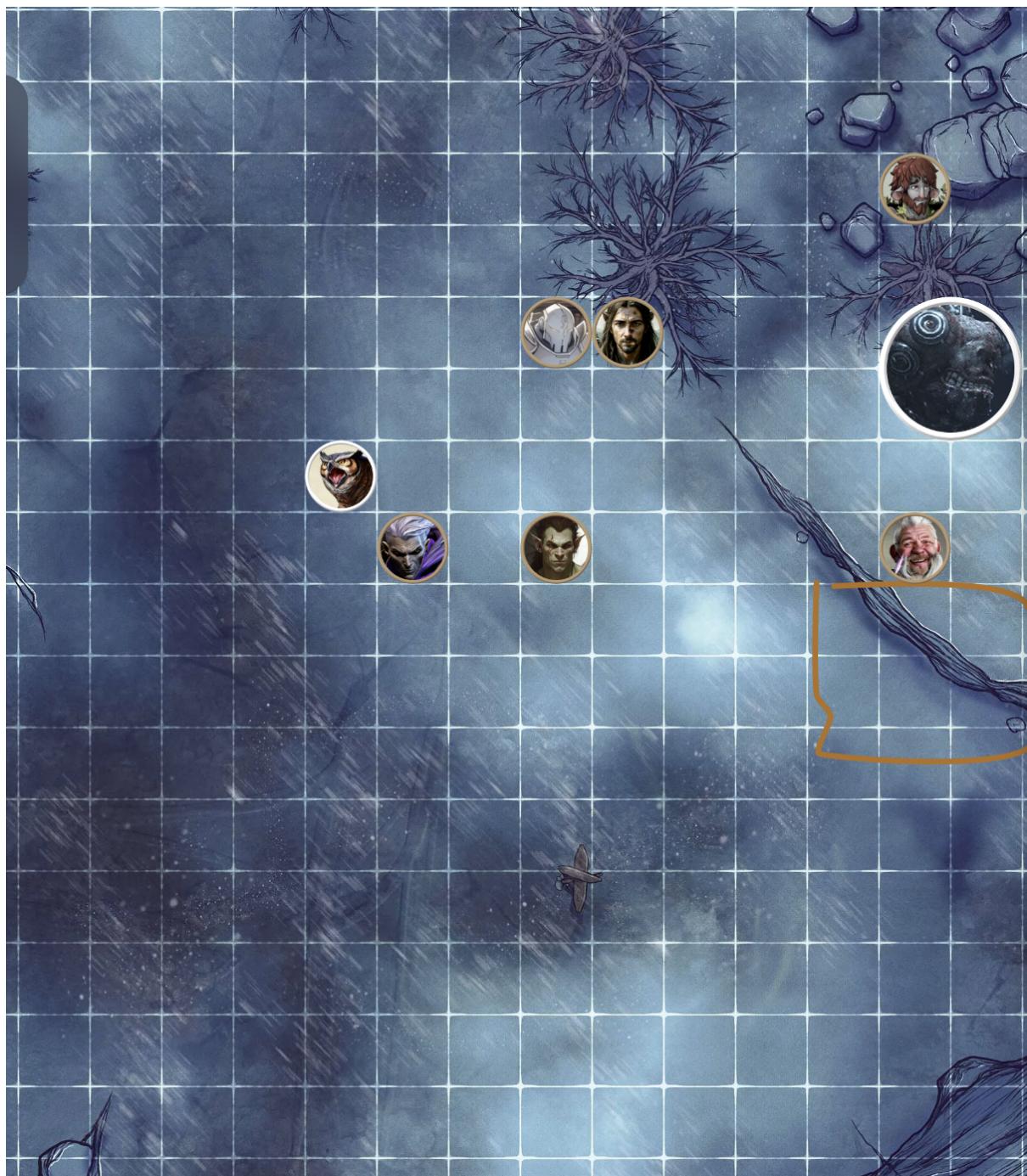
"That's a big fucking storm." — Everyone 😂

Eldrin leads us well into the path, we find our way into the glade.

We are in the snowy clearing with snow-apes surrounding us, perched on rocks. We're generally trying to move west and get through. The apes are throwing rocks. Eldrin is trying to talk ape to them.

The apes tell us that there's a nother thing, not the owlbear that disrupted the nests. There are little holes in the snow everywhere, like ski poles.





Not natural, science and flesh or nature. Trigger can't figure out how it works, but feels like he should. What did these vials etc do? It doesn't make sense. It really bothers Trigger. An insane person made it, it works when it shouldn't.

Everyone's gear is still here. The one we found without teeth doesn't have any marks on him, seems like he froze.

Rok is Poisoned.

What about the caves?