

Adventure Log

Chronicle:

Day One:

Party meets the monk, Jeron, at the Fire Festival in Hebron. They are implored by Jeron to accompany him into the Temple to the Fire Mother in search of his friend and others who have gone missing.

Day Two:

As the party departs Hebron, they are prompted by the gate watchman to retrieve a wooden horse idol from among the dead in the temple catacombs.

Party is provoked at the entrance to an assumedly abandoned electrum mine; they explore the mine and find it connects the Temple to the Fire Mother underground. They discover and subdue cultists. Jeron's friend had been transformed into an undead. The party also finds the wooden horse idol and an unremarkable/indecipherable book in a store room.

The gate watchman is absent upon the party's return.

Party reports their findings and the cleric's remains to Antonia, the elder monk at the Hermitage of the Burning Palm. Antonia suggests the party inform the religious and other authorities in the city of West Rock.

Day Three:

The party travels to West Rock. In their path, a small caravan of dead intended for Hebron is intercepted by cultists. The party subdues the cultists and finds a crude map of mines in the Known World.

After a rest, the party arrives in West Rock. They are barred from entry due to the pandemic. Entry requires a visa. The party is enlisted by a stranger to retrieve a seal from the castle manor of Gnaeus Aufidius Sura, just outside the city.

The party scouts the manor castle grounds, accompanied by the stranger. She asks about the wooden horse idol, revealing it to be a means of entry into the manor castle. To the party's surprise and suspicion, they are instructed how to use the idol. The party summons a Nightmare inside the castle courtyard; it sets the yard ablaze and crashes through the front gate. The manor castle guards are confused and chase the Nightmare while others try to put out fire.

The party sneaks in and obtains the seal from the manor castle while the stranger watches over the courtyard. They are confronted by the guard captain who identifies Secunda Barba, her

name previously unknown to the party. The party fights the guard captain and others who flee the burning manor castle, then retreat to West Rock. The seal is given to Secunda who intends to forge visas for the party and others needing entry into the city.

The party rests outside the Southwest gate.

Day Four:

Secunda returns to the party with their visas and her thanks.

The party enters West Rock and heads to Temple Row to finally alert the Temple of the Mother of cultists in Hebron. Along the way, they hear whispers of, "He is coming." When the party enters the temple, they are confronted by an unknown assailant who reveals they were waiting for someone else. Though the party is victorious, they are grievously wounded. They must heal and rest before they continue.

Day Five:

The party is discovered in the temple by Lydia and Layla, a martial division of the Temple of the Fire Mother known as the Sword Sisters. They heal the party and offer them refuge for the night. The party eats, rests, and resupplies. The Sword Sisters pass along a quest submitted to them by the High Cleric to investigate the catacombs; the party accepts and begins their investigation. They encounter skeletons and the risen dead. In the temple's antechamber, they activate a water trap which reveals both Thialea's origins as a sea elf and the wake of battle in the sewers beneath the city.

The party enters the sewers. The sewers are overrun with the undead. The party discovers and defeats an undead they believe to be the High Priest. They wonder when the priest had become corrupted. They also find Secunda Barba under siege by more undead and their living allies.

The party rescues Secunda and her compatriot, Nox. The seven of them return to the surface via a hidden route that is destroyed behind them. Secunda, grateful for the party's intervention, offers them a safe house and money.

Day 6:

The party rests and resupplies; they collect their animals and order silvered munitions, new armors, and other equipment that will require approximately six days to complete. The party, at Zora the Silversmith's request, spoke to their landlord, Anton Furhlich, to have Zora's rent reduced in exchange for a discount in labor costs.

The party relays their encounter in the sewers to the Sword Sisters, who request they speak to Dolgrin, a chaplain in the West Rock navy to determine a new course of action.

Day 7:

The party meets Dolgrin in Portside; he decides to investigate the undead in the sewer on his own, delegating another task to the party. Dolgrin asks them to search the lighthouse off West Rock's coast for two shipwrecks, their crew, and their cargo.

The party embarks from West Rock to the lighthouse, accompanied by marines and boat crew. The party scours the left side of the island with one group of marines and they are ambushed. All the marines are killed. All the assailants are revealed to be elves during the skirmish. In the ensuing dialogue, it is learned that the elves formerly colluded with Secunda Barba, however, they and their present leader disagreed with the methodology of revolution.

The party finds an entrance to the cove beneath the lighthouse. One small boat is docked at sea and another, larger one is harbored on the beach inside the cove. It is protected by two archers that are dispatched.

The party climbs the stairs from the cove and enters the lighthouse. A revolutionary—as yet unnamed—begins to tell the party about the history and marginalization of Elves. Moseus speaks with him in attempt to learn more and to avoid conflict. Amid their discussion, an Elf scout runs into the room declaring Elvish casualties on the beach. Moseus convinces the revolutionary to reconsider attacking the party and he instead asks his men to gather the wounded and take them to the infirmary; he requests boats from the party within two days to ensure everyone can leave the island.

After talking with the revolutionary, the party visits the apothecary at the island infirmary. He asks that the party bring him whatever medical supplies or potions they can to help the sick and wounded. He did not know about the two day deadline for leaving the island. He reveals that the Southern Kingdom has used the pandemic as a smoke screen to occupy Middle Kingdom villages along their borders, including the village of Acombe.

The party returns to the boat crew and convinces them to return the party to West Rock without the marines. The party asks the crewmen to bring the party four boats in order to help the Elves, though they do not disclose this last information. Moseus convinces the crew to do so; they offer to bring the boats to the Highwater District for payment. Jeron pays the crew 100 GP up front and the crew is expected to collect 50 GP more upon delivery of the boats. The party embarks with the crew for West Rock.

Day 8:

Characters and Affiliations (Chronological - * denotes improvised NPC)

- Antonia (they/them). Elder at Hermitage of the Burning Palm in Hebron.

- Secunda Barba (she/her). Leader of Thieves Guild (working generic title) in West Rock.
- Nox (she/her). Alchemist and member of Thieves Guild.
- Thea Goldpetal (she/her). Spellcaster and owner of Medica Materia in West Rock.
- Zora (she/her). Silversmith and contact with Thieves Guild in West Rock.
- Anton Furchlich* (he/him). Landlord that leases Zora's smithing space.
- Layla (she/her). Sword Sister stationed in West Rock.
- Lydia (she/her). Sword Sister stationed in West Rock.
- Dolgrin (he/him). Chaplain of West Rock navy.
- Revolutionary (he/him).
- Apothecary (he/him).