Session 5

# An Expedition

The Amber papacy wants to launch an expedition into the mysterious ironwood. The guars however are refusing to provide protection for the expedition, but they will hire the party.

They will accompany 3 amber priests: Ella (kind, bright green eyes), Benk (tall, curious) and Donin (old, cautious)

## An Unforeseen River

Part of the road is washed out by a flowing river that is not on the map. The river is swift. The party can try to cross. Exploration will find that the water is spewing out of a hole in the ground. There is a long tunnel full of water. At the end of it is a kind of underground lake. In the lake is a great marble amphibious city filled with froglike abhumans.

### Marble City

## Electrical Sprites (optional)

Balls of energy that flit between the trees. One touch can stop a man’s heart. It is unclear if they are hostile, or curious and unaware of their own danger

If the PC’s get their attention they will begin coming toward them.

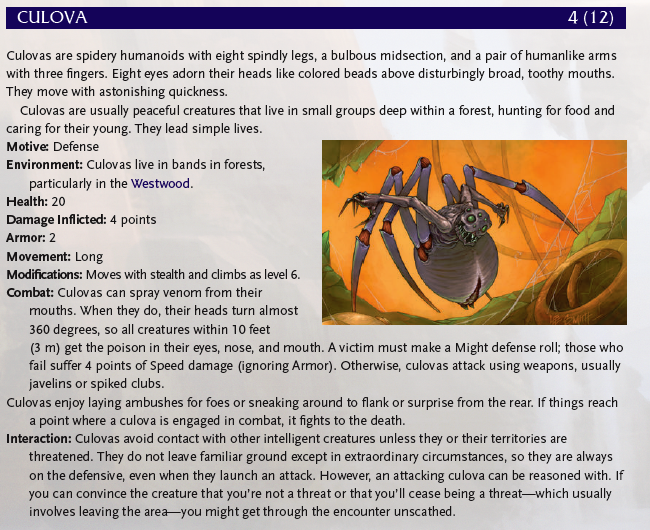
### Electrical Sprites (LV2)

Attack for 6

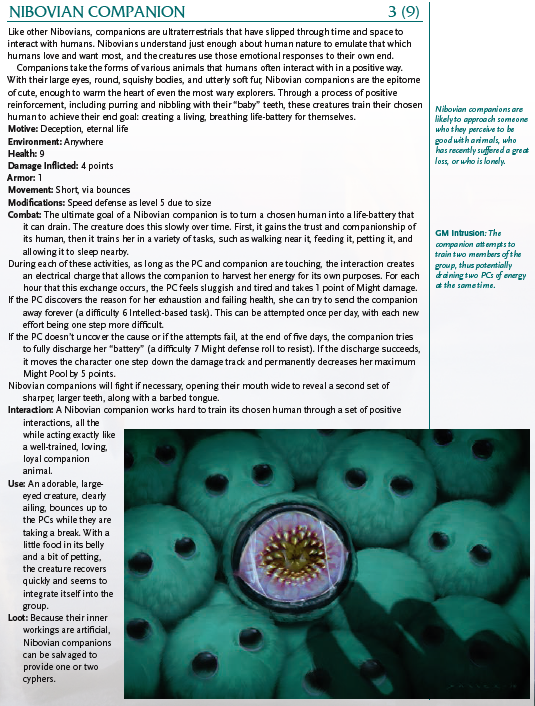
If hit with conductive weapons, deal 6 damage.

## Night Encounters

### Band of Culova (14+)



### Nibovian Companion (on a 17+)

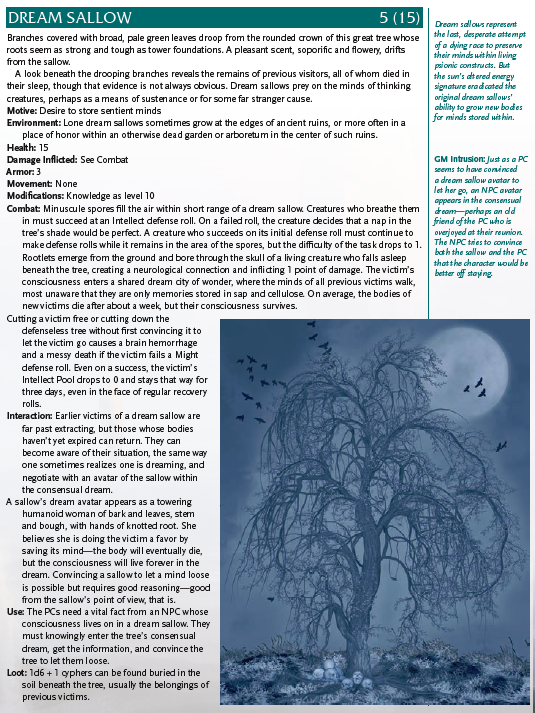


## Cultists

There are cultists in these woods wearing black and green robes. They are a radical sect of Hestans.

If followed they will eventually go back to a stone step pyramid.

## Dream Sallow



# Batos

# Back in Town