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)

## Permanent Storm

Dark clouds build over the road south of Nulvac. Issues can arise from that. In one place the road is flooding and must be forded.

A Nano is using a storm generator that looks like a large balloon to feed power into a large pink crystal.

*This crystal can be used to power the castle later if the party chooses to do so.*

## Cernunnos

In a clearing is a stone carving depicting a horned man meditating. Huge branches or antlers sprout from his head adorned with gold rings. He is accompanied by a few forest creatures, most prominently a serpent that also bears the same “horns”.

If mentioned to the Culova, Cernunnos was pushed out of the woods by Hestor and his whereabouts are currently unknown. There was once a Culova cult that worshipped the forest guardian, but the cult collapsed centuries ago when the Hestans took up residence in the forest.

*This may come in later. In the beyond the PC’s may encounter a shape shifter who can take the form of a horned Queb. Or I might find some other use for him.*

## Tree Snake



## 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.

## Shadows and Mist

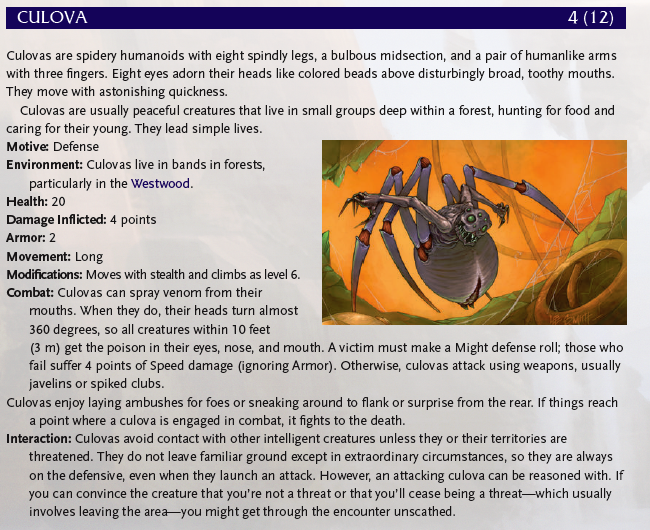
In the fog of night shadows appear, humanoid but amorphous. They stand in the tree line watching. They move strangely but are not threatening. They will eventually begin echoing words back, and then attempt to speak.

They will mainly hit words like “Danger” and “Lost” and “Please”

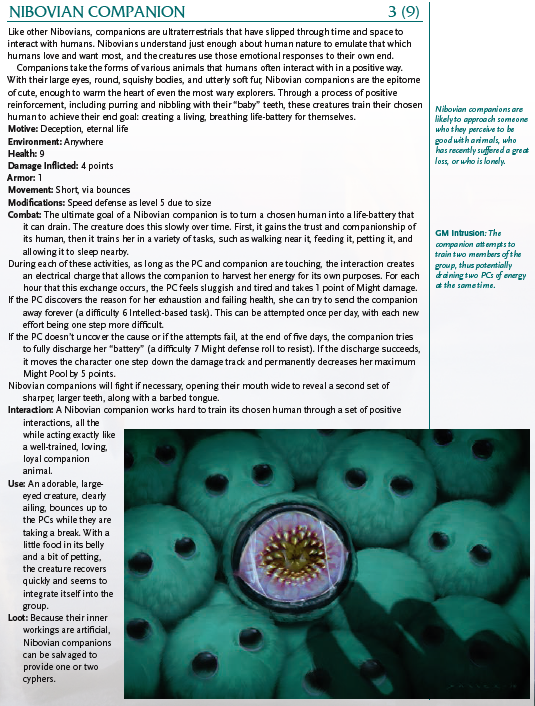
The people of Batos have a Nano who has been studying the shadows. He has seen another kind of shadow in the mist that seems to be a huge creature. He’s been working on a machine to allow people to cross into the plane these beings are on but needs many components. (Many of these can be found in the temple deep in the forest, he may also need info from someone in the dream sallow depending on how things are going).

## Night Encounters

### Band of Culova (14+)



### Nibovian Companion (on a 17+)



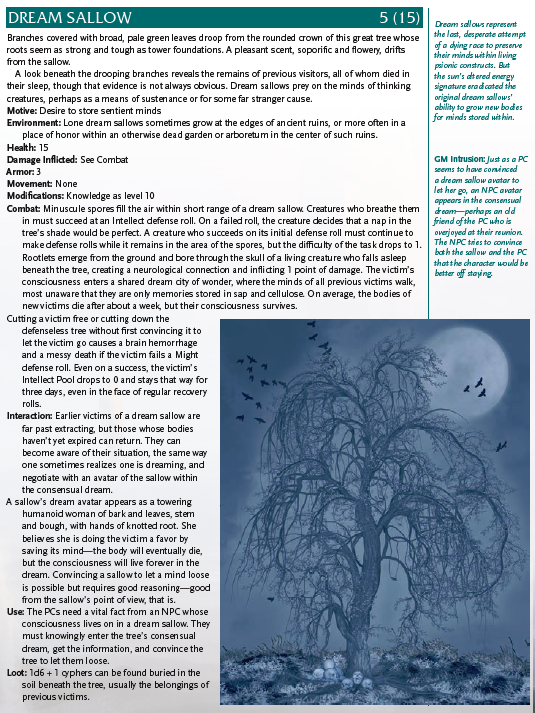
## Cultists

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

They have a town called Zeela that exists in the shadow of the great step pyramid.

Johann may be able to convince them that he wants to ascend which will allow access to the labarynth.

## Dream Sallow



# Batos

A town in the woods created by Culova

# Back in Town

## Hermit from the Beyond (Lugus)

He tells stories about the beanstalk and the jack who’s said to have reached the top. He wears a cloak and does not show his face. He also speaks of a great desert in the beyond where floating ships sail. He came through the northern pass.

Metal detectors will be set off by him. Under his cloak he is a decrepit android who has lived for at least one age, but his memory is not good that far back.

He may also mention Kal’Asul, though he has never been there (too much water). He knows little about the city except that it is beyond Dragon’s Pass.

## Rumors

* Ghosts at Specter’s Peak
* The great knight Chulainn

# Crafting

## Lightning Staff

* Pink Charge Crystal
* 20 shins
* 3 XP
* A conductive rod of some kind
* An ark capacitor

*Range: Short*

*Damage: 4 (electric)*