**D&D Notes**

* Drow are causing problems
* Elves won’t renounce them so humans now warring against elves
* We have come across a cart which has food on it
* Altdorf = capital
* Drza is good but is Drow
* Our party is going to Altdorf to try and broker peace and Drza is going to sort the elves
* My parents might be alive according to what Drza has eluded to
* Vymar empire – ostland = secondary house supporting Vymar at Jacobson outreach post
* We’ve received a pass for Jacobson camp but we’ve given over the cart
* Takaisis = god worshipped (female) by those at Jacobson, she’s the one god (human)
* West of Jacobson is a tower
* Katerina Holich is running the show (evil bitch) and commands her Crimson Guard
  + She is the Grand Vizier to Trystram Vymar
  + Her weapon is a rapier which is poisoned
  + She has a hell hound companion with fire eyes – Tykus
  + Her Royal Guard are 10 ft high
* The Vymar ship is called the ‘Thrawl of Takaisis’
* There are bandit and elven attacks on the road to Vymar
* There’s a farm north of Jacobson and there are beasts in the ground protecting it = Ankhegs
* There’s an elf captured, and I have freed him
  + His name is Pelor Dawnsea
  + I have a conversation with him:
    - Where is safe for me? *Go back to the elves*
    - What does he know about Drza? *Had been captured at Jacobson before Pelor*
    - How can I help him? *I’ve healed him and unshackled him, that’s enough*
  + Once I help him escape, we’re half out of the door of the outreach post
* Katerina arrived at the outreach post and was looking for Pelor – he’s the son of an important elf
* She took Licky!!!!! ☹

The Farm

* 60 year old woman – Nanny Ogg
* 3 girls = 1 x w. black pigtails (youngest – 8yrs) = Hecaty  
   1 x w. dirty blonde curly hair (middle – 10yrs) = Bellatrix  
   1 x w. straight black hair & green eyes = (oldest – 13yrs) = Marga
* Seem happy for guests
* No husband
* All human children – orphans following from accidents
* Enchanted bathroom – flask saw visions of his race’s death
* Magical grandfather clock:
  + Hands don’t show time
  + 10 hands – one for each of us
  + They point to a location in the house
* There are fey close by, they are pixi-esque, they’re in the kitchen
  + They inhabit a different plane
* Marga made Angron have a headache
* House is bigger on the inside than it looks from the outside
* Kratos commands Marga to speak “outsiders always bring pain”
* Nanny Ogg is a Hag and we’ve killed her
* The surroundings starting to improve
* She’s the reason the kids’ parents died
* There are normally 3 hags in a coven

The Pond

* Covered in insect swarms that can piece Curtis’ skin
* Creatures by the lake took my strength. They are ethereal – not all there. It’s a shadow, born out of evil magic, linked to Nanny Ogg, kills and creates copies of itself
* There’s a body in the water and from the symbol on the leather shows he’s a theif
* Curtis gets a kool bar that can suspend in air
* We then encounter 7 elves, they’re older and have seen combat, they were sent to secure bases
* They were meant to look for Pelor but now he’s been freed, they will return north
* They state Moijne is a wasteland but that Zweisel is populated
* Erodar Duskword
* We split firewater brandy to prove we met each other and got lembos wafer

Notes about Kratos

* There are 3 gods: Pelor, Sune & Behamat = all good, worshipped by humans
* Takaisis = evil
* Shah (a god) is influencing Kratos & making him feel guilty about killing Hecaty
* Kratos has a vision with Sune & Shah
  + Shah is mocking him
  + Sune is giving a positive speech
  + Bad decisions only on Kratos not Shah
  + Kratos must prove his devotion by restoring temples of Sune
  + He took Sune’s oath
  + Ugliness is brought by Shah
  + Sune brings truth & beauty
* In his childhood he had invisible friends due to being half-race, he had sense of Sune & Shah all his life, he turned against Shah, Sune got him through tough times
* Temples of Sune are being desecrated in the name of Takaisis

We fought and killed a Knoll – Onrek the Terrible then:

* We head towards Moijne and come across a Klax tower
* It’s stone & wood – the shutters are used for relaying messages
* There are two guards outside
* Ditch at the side of the road filled with bodies like Flask
* Flask shivs a guard
* We are all killing the guards
* Kenku in the klax tower x 3 are manacled to the floor
* We killed all the guards – flask speaks to the freed kenku: “Vymar contracted criminal gang to bring kenku from Altdorf to relay messages”
* It’s the most advanced thing in the world
* Vymar doesn’t care that kenku are being enslaved, gang was taken over by the vicious drown
* Road to Kisler to get a boat, hundred in the docks
* One of the guards has a crest – it’s division of shoulder, Curtis has taken it, we don’t know it, it’s a varation of the crest of Altdorf
* Transmitting message to other Kenku at the klax tower letting the Kenku know that we’ve freed the ones in this tower and that we’ll free all we come upon.

On the road to Moijne

* Flask sent the message without us knowing – we don’t know what he said
* Approach to Moijne is very quiet
* There are docks but no activity, and no bells tolling
* There’s a cobbled road near town and an overturned cart in a ditch
* Girls go over to look and Bellatrix screams, she goes rigid and falls back
* Marga screams, covers her eyes and runs away
* There’s a living creature in the ditch – 8 legs and tail badly woulnded
* Spikes up the back and sharp teeth
* Looks old, Angron kills it
* Bellatrix has turned to a stone statue
* Marga says she’s seen them before
* They follow in holes on Ankhegs, they are indigenous to the region – it’s a basalisk
  + Reptile
  + Breeds by eggs
  + Can digest stone
  + Not great vision – only 180 degrees
* The cart has been repaired by Flask
* Tethir goes bear, rope harness to pull the cart to a stone hut/shack – there’s a hole created by basilisk, broken stone human inside
* In the centre of Moijne we see a flickering light, it’s snowed overnight, Tethir can detect weather
* There’s a klax tower to the north
* The main street leads to a fortified clock tower

Basalisk Encounter

* Basalisk:
  + They can paralyse via turning to stone from direct eye contact
  + Can chew and digest stone
  + They’re a hunting creature
* Moijne – centre = ½ a statue which is kind of a shrine, more than 1 head i.e. a Hydra
* The coach house = brick and wooden slats
  + Used to be white
  + Fortified
  + Hastily boarded w. sand bags and 6 ft stakes
  + Has an ornate clock face
  + There are ticket offices, wooden panelled
* There’s a notice board with wanted posters on
  + One for Ira Campbell (it’s recent w. £2k reward) wanted for grand larceny, racketeering, murdering
  + One for Angron for killing his master
* There’s a trip plate under the rug
* Tills in the ticket office – gas came out and made Kratos sick
* There’s open luggage with clothes in
* Angron finds a tiny silver icon of a raven – looks like a coin but not legal tender
* We encounter several people on the mezzanine
  + Languid, high elf -he’s ignoring me
  + A human with a nose ring and a tatty bandana
  + 2 dragon born
  + Ira Campbell
    - He’s a gnome outlaw
    - Has a monocle with extra lenses
    - He’s seen Curtis and asks if he’s part of something that went wrong
      * Ward of a rogue in Kalm – brotherhood
      * Unfinished business
      * He wants Curtis to join them
* On the mezzanine there are writing desks etc, a round window with no glass
* The people we meet escape of horses
* There’s a massive creature in the centre of the room downstairs

Bullette Battle (Monstrosity)

* It’s a land shark – comes up to the surface to feast
* Head and back are heavily armoured. It’s very agile.
* Marga sends sonic wave towards the creature and send it’s away. She passes out with spent magic (didn’t know she could do it).
* Kratos almost dies
* Flask rides bell down and edge chops through the bullette.
* There’s a room on the mezzanine floor filled with stone people from the town like they’re being collected.
* We’re leaving Moijne – I ask Curtis what Ira meant by ‘unfinished business’. The villiage he’s from, Kalm, he can’t go back to. His father was a high-elf, Curtis is adopted. They were attacked in their home by Ira and the brotherhood, Curtis attacked back, people spread lies that it was him that attacked his dad and can’t go back. His father escaped, and Curtis doesn’t know where he is.
* His father wanted to be the world’s greatest thief – his dad is Jan Voge!!!

Approach to Zweisel & Guard Battle

* We leave Moijne with girls (Bellatrix is stone, Marga is unconscious).
* On the road we see ahead 10 riders – all human, some with weapons.
* Vymar livery on front 8 guards
  + Some guards have engineering insignia – klax towers
  + 2 look techy – no weapons
* We hide, they go past
* We see a desecrated shrine to sune
  + Human woman woman in full plate armour
  + Acolyte & a tent
  + Both trying to repair shrine
  + She sees Curtis and flask – it’s Patricia Maddick – cleric, with Derick the Cleric
  + Terthir is from South Tethir
  + Pat Maddick is trying to fund an expedition to karakoram mountains, this is where the sune vs shah legend is set – sune’s blood spilled.
  + She was going to work with Ira for money
  + Kenku reminded me about the bounty for Ira
  + Patricia won’t come with us but will reduce the rate for healing Bellatrix (she can do the spell of greater restoration)
  + PM heals Bellatrix who wakes and screams.
  + Kratos wants to join Patricia, she says no but that flask can contact her if he changes his mind.
* Marga wakes
* Make shelter in the woods
* North east = lots of lights (kenku only)
* Air horn of vymar ship above us
  + It’s heading in the direction of zweisel
* Zweisel similar buildings to Moijne
* Vymar ship is set down before the city (Licky is in a cage, Tethir went inside his mind)
  + Humans are loading non-humans onto the ship
  + Giving money for non-huans
  + Katerina Holich is there with massive guards
  + 9 guards come up behind us and fire at Angron.

Big Vymar fight on the hill (Above Zweisel = fishing town)

* Girls in the centre of the fight
* The captain is dead
* 50 soldiers & 2 massive guards on their way
* We’re battling
  + Additional 8 guards approach from undergrowth with halberds and helmets.
  + They’re trying not to kill us – pommel blows
  + Bellatrix is knocked out
  + We all get knocked out and captured, flask has escaped
  + Katerina has silver hair
  + We’re all being held down
  + They’re looking to eradicate non-humans
  + Marga spits in katerina’s face
  + She has a rapier – glimmering – there’s poisonous serum on it
  + Asks us to choose between girls and licky
  + Licky escapes
* Arrows come down on holich’s party (not aimed at us)
* Marga and bellatrix run off
* All guards run or are shot to shit – we’re released
* Katerina is escaping on the ship
* Raiding party of elves come out (10-12)
  + Pelor Dornsea is there and helps me up
* Remaining guardsman taken captive
* Eraw Dustwood part of group – part of elves met before
* Pelor met Eraw = they discussed us, interested in what we wanted to do (try & broker peace) would work out so tracked us
* We bury the dead elves and share a sad drink
* Scuffles breaking out in the town – some against non-humans, some for non-humans

Zweisel

* Kislev docks is where a big ship will come
* Ulf – Sailor Tethir asks if they want help
  + They are supporting the non-humans and guarding the guards left behind
* The crowed is unhappy, riled up
* George Cooper steps out of the crowd with militia – very run down.
  + George has grey hair
  + He’s the mayor and watch commander
    - He got the position via a piece of paper that said he was to have it – had the Vymar seal on
* I ask the blacksmith what his opinion of Drzrt
  + He has two enchanted scimitars
  + He’s trustworthy
  + He wants to broker piece
* His brother has a shop in Kislev docks that does air ship charters
* Side note: Curtis has calmed the crowd, brought Ulf into rule the town, stopped a fight
* Hurt guards state Katerina Holich has fortified Altdorf.
  + Just told that hating non-humans is what they must do
* Kratos has a kool weapon, high-quality glave, it’s an assassin’s guild weapon from Altdorf
* Blazing squad rings have been made by a jeweller
* I go to an apothecary – I show the bullette scale & basilisk fang
  + I get a vial of basilisk venom – sealed, extremely acidic, should only touch glass
* George and 2 guards taken to militia outpost over night
* Kratos felt evil
  + Like he was being watched
  + Takesis was at the shrine
  + He put sune emblem there which caused the feeling
  + He’s gone to the hill to meditate – Sune is happy that he preached her word – not to fear it and run away
* Ravens related to tower in eastern forest – magical protection, run by ravens – jeweller looks at the raven icon from Angron. He could get more information from a scholar/library but you need a city for that.
  + Kislev used to be a capital (remnants of a library may be there)
* We brand both guards with blazing squad symbol on the back of their hands – they’re being sent back to Altdorf
  + We send a message with them. We support all that want to be free, let the power of sune lead you away from Takesis.
* Zweisel is now Ulfsville
* We go to the klax tower – no dead kenku around
  + 2 human guards from Vymar ouside
  + They run away as they see us
  + 4 kenku inside – recognition for flask, he frees them
  + They’ve heard of us
  + Message we sent to all towers and the central hub in Altdorf – humans run it and said no more blazing squad messages
  + We send them to the criminal contact at port victor (?)
  + Kenku have words (Meow, woof, bark, moo) – it’s near a farm
  + We burn the klax tower down

Dark Mantels Fight

* We’re on the hill, we go into town – I read my history of Altdorf
* Nollie’s Special Reserve – people we met in the woods who gave us the fire brandy.
* There’s a rumble in the ground but the people seem to be used to it. It’s just something that just happens.
* Flask wants mechanical wings but needs artificer in Kislev.
* Kratos puts emblem on the shine – he holds it down, it shakes lots. He feels darkness swirl around him, lots of force to hold the symbol down. It splits the shrine in two/shatters, ground opens.
  + There’s a cavern/chamber made of brick work
  + Kratos can’t fit inside
  + The emblem is dust
  + Angron is drunk
* I have learned about Altdorf:
  + It’s changed hands over the years
  + It’s the seat of power
  + It’s been a human empire for a while
  + It’s the largest city
  + Wars = siege of Altdorf
  + The last war was won by Vymar – he fought Harknen, Ordos, and Atreides, 20 years ago, they all still exist, they’re all human
  + They will all come together when there’s a threat from outside
  + BUT, even through the elf war, not coming together, this suggests a lack of support for Vymar.
  + It has a parliament, there’s an emperor (Vymar), it ignores parliament
  + I look for house crests
* We go over to Kratos and the chamber
  + Flask goes down, it has brick walls
  + There’s nothing around, just a waste river in the centre
  + There’s wooden door above one end of the river
  + He hears a clanking – he doesn’t recognise the pattern, it’s coming from behind the door, he makes a pattern sound and the other pattern pauses
  + Kratos drops down, there’s only an unnerving feeling, no sense of Sune
  + We’re all in the room
  + There’s a sign the door – knock twice to pass, there’s a stone knocker
  + Key hole but no handle
  + Kratos knocks
    - Who’s there?
    - Blazing Squad
    - Blazing squad who?
    - Kratos
    - No, rubbish, try again
  + Curtis knocks
    - Who’s there?
    - Banana
    - Banana who
    - Rest of the orange joke
  + The door opens
  + There’s another door with handle
    - No response to knocks
    - Door opens with a handle
  + Wider corridor, brick with moisture, run down, stalectites, sconces but not torches.
  + Curtis’ lamp only light
  + Room is angled down – movement in ‘water’ is harder for us
* Creatures drop down onto our heads and they try and suffocate us
  + It looks like a webbed octopus – black, eight yellow blind eyes, razor sharp teeth, oily skin.
  + When Tethir turns into a bear, it stays floating – they can fly
  + 3 more appear by the door – float towards their targets (us)
  + The ones on our heads bite down more
  + 2 spray out blackness – it’s magical darkness
  + We kill all of them, but one escapes
* We recognise these as dark mantels – they suffocate and spray dark ink.
  + They can disguise themselves as stalactites
* We can still hear a ticking sound

Hook Horrors Fight

* We continue down the passage – it’s very dark
* Custis uses the magic bar to hold door open
* We can still hear the ticking/tapping sound
* We walk into room/passage – there’s a horrendous smell – there’s a grill walk-way & in the ceiling
* Tethir as a bear is lifting one door
  + Kratos is holding the other but struggling
  + I run and grab the magic bar to put it under Kratos’ door
  + Tethir’s door collapses on him and it kills the bear
* Tethir has a torch which flares green – means the air is flammable so he spits it out
* Angron smashes maul on the door
  + Sparks fly & turn green
  + A fireball billows down the room
  + We’re all hit except Flask & Tethir
  + We all get burnt
  + Tethir heals us
* We can still hear the ticking down on the other side of the next door
* More solid floor, domed roof, waste disappeared, cave-in in front of us, path going in another direction.
* There’s a crack in wall, Angron mauls wall open into a room – it’s rogues den = cots, weapon rack, shaft to open world
  + 2 skeletons – knives in the bodies, blood symbol of hydra (like the fountain in Moijne)
* Curtis steps on a flag stone that depresses, tries to jump off, floor opens pit and he drops down.
* In the pit is a carrion crawler (there’s a tunnel out too)
  + Mottled white & yellow = giant grub
  + Gelatenous bellow, little legs and feet
  + Kratos does thunderous smite and the tapping stops a moment; interrupted.
  + My journal I found is moulded shut but I can read a message inside from ‘Tasik’ – “They have brought it here to mature” there are words about how to defeat something. The part of how to kill it is ripped out.
  + The tentacles of creature pump poison into Curtis – he’s paralysed.
  + I destroy the creature with burning hands
* Curtis finds a halberd – very beautiful, intended for someone skilled
* I look in cupboards and find gold
* Kratos tries to sense dread from before and it’s coming from deep in the ground – ancient evil
* Ticking/tapping continues
* Next room – large chambers, sewage, 20 stalactites hanging down, inc. 3 times humanoids covered in vines rotting.
  + There’s a door at the end covered in stalactite material.
  + There are stones in the water = eggs
  + 2 9ft creatures
  + Beetle exoskeleton (kiton), vulture heads, hooks for hands = hook horrors = making the ticking sounds
  + 3 dark mantels also drop down
  + Licky appears and attacks a mantel, kills it and falls over the edge through the hole in the grate into the darkness

Continued from above & Hydra/Cultist fight

* Fighting continues
* The hook horrors leap into the ceiling above (60ft high)
* We can see them move above above.
* We kill the dark mantels, kill one hook horror which blocks the hole in the grate
* Tethir chops through eggs/embryos
* Kratos stomps a hook horror through the hole
* The door at the end of the corridor is rusted shut but Angron is smashing through – it’s storage room.
* We kill them all.
* Evil is still felt below by Kratos and he abseils down the hole; the bear follows, swimming.
* We all jump down and end up in a filtration pool.
* We can hear low chanting in the background
* We’re on a high walk way above a giant basin:



* + There’s a huge beast – 4 thick necks/heads of dragon, strong and scaled
  + Black figures in robes of takesis praising the beast, on their knees praying
  + 6-8 of them with their backs to us, 150ft below us
  + 2 of the 4 heads = manacles with chains to wall
  + There’s dim light – enough for us to see
  + Grate in ceiling 100ft above us
  + Some of the scales have been forcibly removed
  + 1 head has been cut off and the neck has been cortorised, it’s scarred (there are 5 necks)
  + It’s being held captive, in pain; it’s hydra
  + More cultists appear with offerings which are left on the alter
    - Bowl of fruit = ignored
    - Leg of mutton = eaten
    - Whole pig = each head fights for it
  + Crescendo of chanting – we can’t understand it except for ‘Takesis’
    - Young elf girl in a flowing robe is brought out unconscious
    - It’s ceremonial and the hydra is excited
  + There is a hydra mark tattooed on the bald head of the chief cultist
* We move down the basin
* Flask makes the noise of an owl-bear, Curtis casts minor illusion to make Tethir look like an owl bear.
* All the cultists get distracted and scatter
* The hydra pulls one chain free, it snaps at everything
* There’s an exit beneath us
  + Kratos cuts through chief cultist
  + Hydra detatches 2nd chain
  + Level 1 to Level 0 = 20ft
  + We kill lots of cultists
  + Kratos grabs the girl and moves away from the hydra
* Water is increasing level towards the back is darker.
* Takesis is a dragon – A woman! Central goddess of evil, one true god, dragon queen.
* We fall down, hydra stumbles, tunnel caves in – sound barrier between us and the hydra – we’re safe for now.
* There’s a leaver by the bed in the main room – Kratos pulls it and it reveals another chamber – bed, desk, book shelf. He finds scrolls with hydra wax seal – written in cypher he doesn’t understand.
* Focus in the other scroll is on fire magic – one-time spell I can have (needs sumac leaf to cast).
* Licky is back!!!!!
* Button pressed – spiral staircase leads up
* Licky is in my back-back, Kratos carries the Nymph.

Post-Escape

* We go carefully up the stairs, traps are spent, Curtis grabs the rug.
* Emerge in house in poorer part of Ulfsville – outskirts.
* Seems soundproofed – physical or magic, can’t tell.
* Nymph waking up – she’s staring at Tethir. Her forest was burned down by humans. She went south to look for a new home. Doesn’t remember being captured. She’s heard stories of a brave furbog who has left his home in the pursuit of balance/peace.
* He can manipulate the flora and fauna to himself all powerful. The fey will support his efforts. The seer council have lent their support. Their second sight can’t penetrate the malevolence swirling over Altdorf. They believe he is the only one to help – a symbol of hope.
* Elves are coming south and rebuilding forest damage as they go. She’s feeling strong enough to head north.
* We go and find Ulf to tell him about the hydra. We give the rug and musical pants to Ulf in exchange for 7 horses.
* Kratos tried to give the Sune amulet to him but rejects it as he believes in Umblie goddess of the sea.
* We get a stage coach for the men, I ride my horse. We paint it as “Baggage Shipping – we’re lighting fast” (insert lightning bolt here). We’re off to Kislev…..
* Ulfsville to Kislev – we see a loan rider going fast – he’s a courier.
* As we eat a rest, a shadowy figure approaches us - humanoid, muscular woman = Taron Lowjaw – has a gigantic long-bow with powerful arrows. Seems well-meaning.
* She’s looking to hunt the most dangerous game in the land. We tell her about the Hydra. Give her a note to give to Ulf with our seal.
* Airships in Kislev have been commandeered. Katerina Holich is not liked; feared.
* Kratos shows her his fancy dagger – used by assassins’ guild. She heads off.
* We arrive at Kislev docks – 50 boats mooring. Some non-humans around. Gone on to Kislev – built on a crater which used to be a nice city. Slums have magical residue. Crater caused by terrorist attack; assassination attempt.
* There’s a large compound to the east, closed off with fencing. We see a large, semi-armoured balloon protruding over the top. It’s not the thrall of Takesis.
* There is a stylised tree crest on the letters from the man in Ulfsville. We each take a letter to deliver. Mine is addressed to Oakress Tallwood – likely Elven.
  + Flask: in dead end, menacing kids block the exit, they have ill intentions towards him – they draw weapons, he disarms and knocks them to the floor to escape – he keeps the letter.
  + Tethir: finds his recipient (Xan Proudstone) at the archives, a historian, a female elf. Letter was from Toreen Proudsea. Letter warned her that he’d been robbed of stage coach and letters. Tethir gets kicked out.
  + Kratos: Dwarf mortician working on Quarora Dreadsea – wizard from Altdorf (famous). Aben Proudsaw is the recipient.
  + Thia: He’s a tall, lofty, male elf, extremely upright, steward in guild house – lawyers. Seek brother at lawyers guild who will guide us to Mr Slant, he will help me if I get captured (he’s a great lawyer).
  + Curtis: recipient found in an upmarket members club. Facial scar down face and hunk of nose missing. Curtis drinks firewater brandy with him. Walder Enryn = airship owner/seller does safari = why he gets to keep his ship.
  + Angron: barman points to woman, looks like Angron with a loin cloth, eye patch, serious woman. Drinks a drink whilst he reads the letter in front of him – it asked to buy him to fight in the pits. Angron has a wash to bang her – Nolenell Stillriver.

Continued….

* Flask reads the letter he kept. Rayme Swiftchurch is the recipient. It’s from Ira Campbell. Says they ran into son of Jan Voge, elves are heading south, and so we’ll be heading to Kislev.
* There’s a festival underway – carved gourds
* Some slums = boats hauled out of the water.
* Curtis is scare following the reading of the letter that Flask had.
* We all head to the compound to try and book the airship to get to Altdorf – we want to book the safari and the plan to high-jack it.
* Around the docks there are large humanoids, half-orcs, trolls. Not much attention for us not being humans.
* We approach the compound – 30ft palisades.
  + There were two airships. Now only one (the other is deflated), the third slot is empty.
  + The inflated ship has a figure head of beauty; it’s called the breath of Sune.
  + It’s a 50ft balloon
  + The deflated one is black ad crimson, called Moloch’s revenge, twin-engine, means business, being worked on to secure everything.
* 2 guards with spears, one steps forward, Curtis gets us into the compound.
* Panopticon building in the centre – shelter
* Trolls paying ‘punch-out’, workmen x 12 (humans and a few gnomes), 6 more guards with crossbows.
* Walder Enryn is in the building (has no windows)
  + Ordering people, being shown stuff
  + Looks like the blacksmith; burley, scarred face, utility belt with short-sword and sexton
  + Greets us and we ask about safari
  + Tells us about a man who’s set up enclosures with demons and creatures – on an island for safety.
  + Breath of Sune costs 200gp per day, 2 days for round trip to island
  + 3 ½ days to Altdorf = 1400gp round trip
  + We see a document
    - Edict relating to airships
    - All airship travel supressed = why there are weapons
    - Unless for military or Vymar business
  + If we have to flee, ½ our fee will be refunded
  + If we lose the airship, he’ll send debt collectors = 15,000gp
* We hire the breath of Sune – 3 crew + captain, it’ll be ready to go at first light.
* We attached two flamethrowers and a harpoon.
* Curtis asks where Swiftchurch lives = at the Mott in the centre of town – ‘our kind’ aren’t very welcome there.
* There’s a Klax tower at the gates to the Mott.
* Angron suggests copying the letter (Flask) and change the message to write another letter to lure Ira to Kislev. The letter has a series of dots and dashes at the bottom = address for dropbox = location is just outside the docks = tree = hollow stump, wrap in oil skin, break branch down at 45 degree angle to signal drop.
* Ryame Swiftchurch’s property = nice looking, 2 story.
  + We’re outside, hedgerow around the outside
  + We all hide.
  + Curtis goes to the door in sexy mail shorts
  + Door is answered by scullery maid
  + She goes to get Rayme
  + He’s an elf with silver hair, he’s missing two fingers, he has a sheathed rapier at his side, haughty.
  + 2 large half-orcs as body guards – dressed ridiculous
  + Gets pissed off at the use of his first name
  + He reads the letter, goes inside to write a response, returns with sealed response and sends Curtis away.
* We open the letter – it’s written in Klax code and thieves cant.
  + “Ira, I don’t trust your messenger”
  + Klax code
  + Use your man to decode this
* It suggests that Rayme knows we’re not trustworthy – he called him Campbell and was surprised Curtis called him Ira.
* **Side Note:** Tethir had visions of mercenary group stopping the war, big city, dark shadowy puppeteer.

Continued…..

**The Plan:** Flask +1 will sneak into the klax tower and decode the relevant elements of Rayme’s letter. Tethir keeps watch with Angron + 1 leaves and goes to team to finish the letter scam/catch Ira.

Thia and Curtis put it at the dead drop. If things go bad, meet at the river split. The next morning, fly airship across the klax tower, rescue flask and kenku and then burn it down.

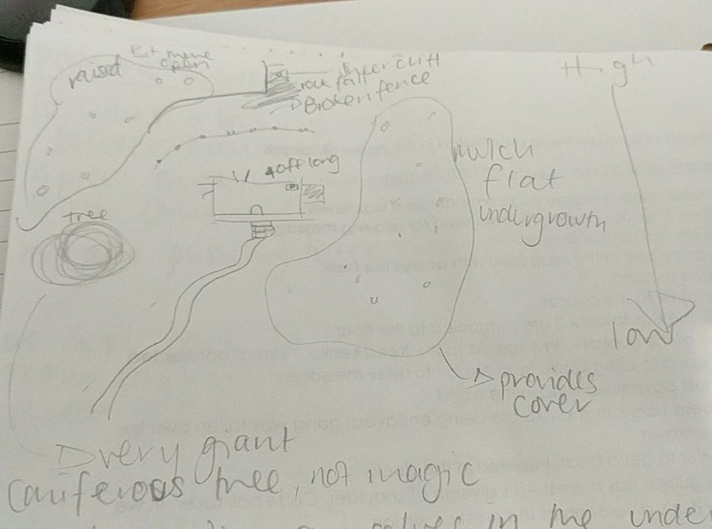
* Guards by tower and walls, klax tower = stone and tile and not wood. 45-50ft top to bottom. Tower is on top of the wall. The guard post on top of the wall next to the klax tower.
* 3 guards below = nervous
* Killing Ira means Curtis’ dark secret won’t get out
* Team 1 = Kratos & Flask = Rekordelick = Kenku rescue
* Team 2 = Angron & Tethir = Thick as shit & Paranoid = look out/back-up
* Team 3 = Thia & Curtis = The book we’re reading = airship
* Kratos is disguised as a lieutenant and is going to take flask into the tower
* Approaches the guards – support uniforms
* Kratos shouts them, intimidating
* Finds out there have been some attacks and so soldiers keeping morale up.
* Kratos berates Mas Segor and gets past
* Ground floor = stores = grain etc.
* Second deck = 6 bunk beds, 1 guard asleep
* 3rd level (in front of Kenku tower) = wall and guard post = 1 guard, solo cards
* \*Angron takes some of Tethir’s drugs and also becomes paranoid. Steals hot-dogs from a passer-by.
* Door opens easily and go in to tower – 2 Kenku, show recognition for Flask.
* They’re called Swishing Grass and Coins on Tin.
* Network is aware of him and what we’re trying to do. There’s a corpse of dead Kenku still manacled – Flask covers with a sheet.
* Flurry of military activity over last few days
* Due in the city soon
* Jacobson outreach lost to elves
* Kenku decode the letter – “Ignore the drop, my men will watch it, meet me at Geron’s Shack in the forest west of town at midday in 2 days”.
* Letter has been re-written in klax code.
* Kratos tries to give the letter to team 2 and asks them to take it to Curtis. They catch us up.
* Flask is helping the Kenku send message, Kratos is meditating in the guard tower, we drop the letter at the post office.
* Kenku messages = troop movements heading our way
* 3 gallions in the harbour (one has a Klax tower in the centre) – Vymar troops, spear and archers – we’ll have to pass them to get to airships
* Looks like town is going to be locked down.
* We go to get the airship. Note: moved the airship to keep it safe – Morodin’s Bluff. Walder Enryn is going to join us.
* Corporal is sent up to go and get lieutenant (Kratos).
* We get into the valley and the airship is there.
* We try and get Walder on board with hunting Ira for the bounty (2,000gp) and rescue our friends.
* 70/30 split to Walder on bounty, we get weird shit in his pockets.

Rescue and Escape

* Deck has 3 layers = captains, storage/main, engines below and open
* The javelin in on the front, 2 flame throwers on the starboard side (have 30ft up and down aim).
* Closing gates at Kislev, citizens trying to take cover = chaos
* Soldier (Percival Randall) exchanges bants with Kratos/shit is given. He works out Kratos is an imposter.
* Archers are assembling below ready to fire.
* Flask “shrowds” himself and the Kenku. Flask jumps out of the tower and slides down pure stealth.
* We head to the gate in the ship. 50ft rope ladder. We approach north of the gate and the tower and move anti-clockwise.
* Kratos does thunderous smite through the trap door. Dessemates inside tower. No death.
* We slow down on approach ready to drop the ladder. Flask places dynamite to blow-up tower, Kenku are out, Kratos is on a wall pushing soldier ladder off.
* We’re 250ft from Percival. Now above wall/tower – 30ft away
* Rescuees try and climb the ladder, I drop slip-knot rope to help.
* I nearly die; Tethir heals me. We fly away, klax tower blows up.
* Cannon fires and hits the ships going through the middle layer.
* Tethir makes blazing squad symbol in the sky.
* Heading north
* Tether and Angron do drugs again
* Kratos prays to Sune and sets up a church below
* Flask tells Kenku of criminal contacts
* Curtis smokes a cigar and blows smoke ships
* I ask Walder about the thrall of Takesis – siege weapon by itself, will ‘walk’ thick.
* 10ft thick hull – need to be inside to do damage, we could out-run it
* We go down to the engines to talk about the magic – I can feel power, arcane creation, crystal of energy that’s been harnessed, electrodes bored into it that connect it to the propeller/captain’s deck.
* Needs to be recharged, only so much power. Colleges of magic recharge them, a powerful mage could also do it.

Journey to Geron’s Shack & Ira fight

* We’ll get there by midnight
* We’re going to hide the ship and sneak up on Ira Campbell
* Gnome engineer = Mundungus
* Humans = Huey, Dewi, Louis, and Katie
* Together with Mundungus, they’re a very competent crew, they use the rigging to move around
* Tethir wants to kill Ira because he’s so rude
* Sky goddess is worshipped by the crew – Akadi
* We land in a clearing and setting camp
* Kratos summons a war horse – celestial, golden eyes, intelligent – it’s called Agro.
* We wake up, balloon starts being filled, we leave Licky on the ship
* We head towards Geron’s shack, no recent tracks – animal, medium density undergrowth.
* There’s a wooden shack, no obvious sign of activity.



* We all position ourselves in the undergrowth
* Curtis & Flask go into the shack – snares, trapper’s gear
* Elf appears, long-bow, blackened rapier, he has a cloak on that looks like mine
* Human – leather amour, scorched
* Ira – all of them are wary, not talking
* 2 dragon-born, 1 x red, enforcers, 6 ft, heavy crossbrow
* They pause and look over in the and Angron’s direction
* I cast fireball I only catch 1 person properly, 1 x dragonborn = washes over him
* Ira moves quickly away, Tethir paralyses Ira
* Elf longbows Kratos in the neck
* Tethir bites, acid is spat on him, we kill everyone.
* Curtis kills Ira – we’d bound the body and we’re going to take it back to the ship
* Kratos is very pissed off with us
* We look over bodies
* Monk = fire trinkets = I take these, they’re mechanical
* Campbell’s pockets = 3 x 8 inch cubes = we take back to mundungus
* Tethir takes the monocle
* Flask takes the duster

Post-Ira Murder

* 6 cubes = burnished copper, cogs etc. inside, denser than we’d expect, mechanical
* 4pm – smoking shack
* Storm coming
* Humans push back
  + Ira message = elves south
  + 3 galleons of humans arriving in Kislev and closing the gates
  + Flask saw sky ‘lit up’
* We head back to the airship
* Tethir confirms misty/wet weather
* Walder has kept the airship ready to go, Licky is still on the airship, 2 Kenku with us have snuck off
* There’s a pressure drop – Walder says it’s unusual
* We take off – heading in direction of Kislev
* We go and check our maps
* Rich = Alt, Poor = Dorf, together = Altdorf
* 4 hexes per day by airship
* South/east = desert, mostly human
* City = Oskgaard
* West/south = pointy city across the water below Altdorf
* Island in the sea = jungly, devil’s peninsula, may not be landing capabilities
* We’re going to have a look at the island, and then we’re going to look at the sky island
* Katie is interested in Kratos’ shrine, wants to know more about Sune, she didn’t know there were more gods than the sky god
* I inspect trinkets = tear drop ruby jewellery, shines with unnatural light – djinn fire elemental methit(?) inside or bound to it. Probably seen like it before, the rest is other material components.
* Tethir takes the cubes to Mundungus. He studies them. He leaves the cubes with him for studying – probably gnomish. Mundungus believes he can fit the monocle to any one – he can this for Flask.
* Angron is now addicted to Tethir’s drugs
* We all go to sleep except Tethir who is paranoid who sends out 8 ravens (fey spirits) to scout for us 15 minutes each direction = no one around.
* When we awake, each of us has a message on our pillows = invitation to participate in ceremony of Sune.
* Angron stays in bed.
* Stools at the front, little torches (real fire)
* Kratos has drawn a picture of Sune
* I’m right at the back, Flask is hanging off wooden chandeliers
* Kratos’ voice echos throughout the room – he gives a sermon, he’s going to be heart warder of the ship
* Katie is very much converted – asks lots of questions etc.
* Tethir gives the monocle to Flask – as it’s put on 3 different lenses click into place – he can see 20-30ft away much clearer, close has more detail
* Flask looks at my ruby = he sees something not seen before, swirling vortex of flame, moves with purpose, rudimentary features, roaming around inside.
* We’re over the sea. It’s still raining. Shape coming through the gloom on the right-hand side, Walder turns sharply left to avoid another airship (crashes into our top deck and destroys one of the flame throwers).
* A load of bird people drop-down onto the deck.
* We’re all thrown to the deck. Tethir & Kratos (shields Katie).
* The bird people are 5ft tall except 3 which are larger, they have wings, dull plumage, rusty colour, humanoid, beaks
* On the prow appears another bird with tri-corn hat and a parrot, has an eyepatch
* All swoop into attack, captain throws Molotov cocktails (alchemists fire), ship lurches left.
* The ship above is on its way down, it’s taking with us.
* Angron is taken down with a bolow
* Big bird hits Curtis with bolow
* Bird is knocked off the ship by Angron but flies back up and javelins him in the back.
* Fighting ensues
* Ship descends rapidly