**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
* 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 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