**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.

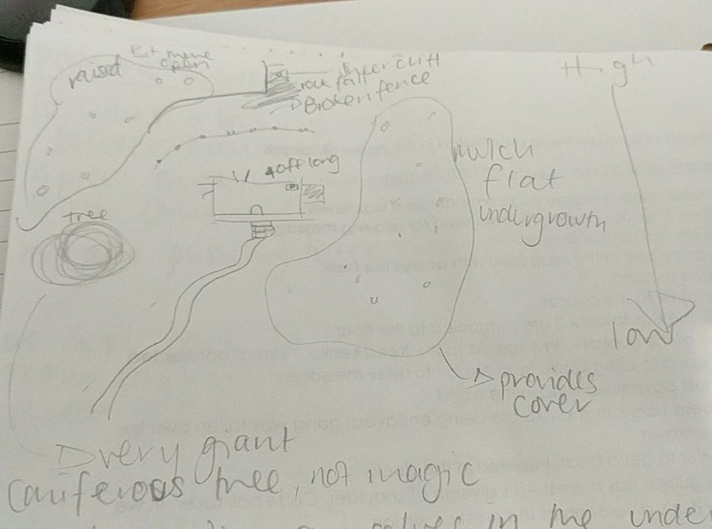
* Guards by tower and walls, klax tower = stone and tile and not wood. 45-50ft top to bottom. Tower is on top of the wall. The guard post on top of the wall next to the klax tower.
* 3 guards below = nervous
* Killing Ira means Curtis’ dark secret won’t get out
* Team 1 = Kratos & Flask = Rekordelick = 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

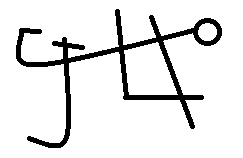
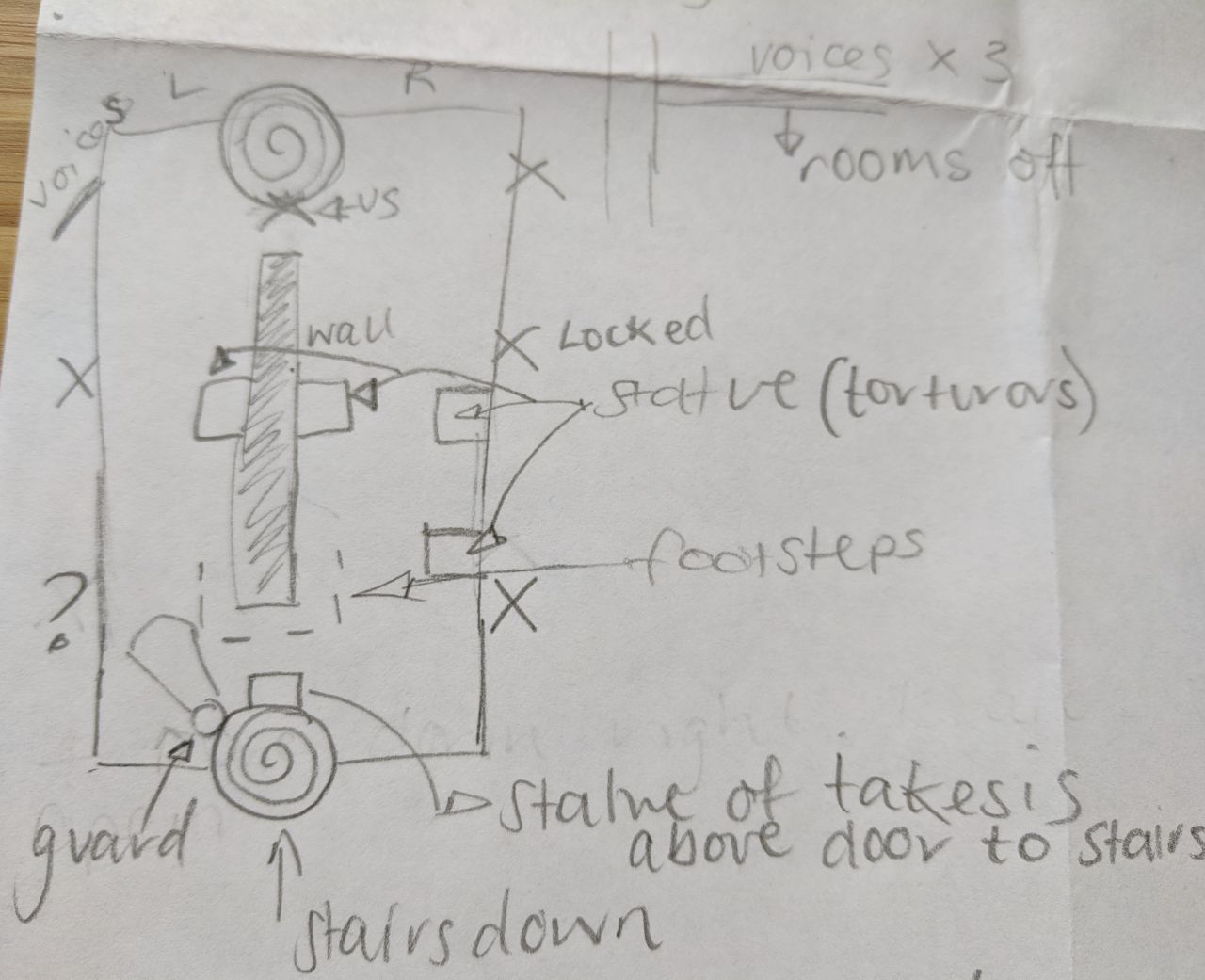
Post-Ira Murder

* 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 – hear wind rushing, ears popping
* Kratos teleports and tramples the captain with his horse
* Captain short swords the horse and it winks out of existence
* The enemy ship is in disrepair, I know weak spots – flame thrower through the centre will do some good damage
* Captain dies, there are bird men spread all over the place
* There’s a dark shape rising out of the water, Walder shouts for full power, everyone on the pirate ship jumps back.
* Walder deploys parachute and the ship lurches. Only Angron and Tethir make the pull. Rest of us are thrown.
* Baddy ship falls into the surf
* Parachute detaches from our ship taking some deck. we start going down, heading towards jungle canopy and lots of rain. Walder lands the ship flat, we’re all knocked out.
* Pure jungle terrain, rain beats down. Now night time.
* Dank smells
* Can’t find Walder. Mundungus broken arm. Engine crystals down. No obvious predators. Tethir heals Mundungus.
* Mundungus alludes to Walder sacrificing to land ship in one piece but damage from crash with ship is still there.
* Torches are lit around the ship.
* Tethir casts locate item on Walder’s belt. He’s not far – 50-100ft.
* Tethir, Curtis, Angron go to find Walder.
* Animal runs 5ft across, criss-cross. They notice lizard foot prints and barefoot prints. Some places where trees are uprooted/missing.
* Tower structures visible, some knocked down.
* They find Walder with two broken legs, face down in a bush.
* They heal him enough to get him back to the ship.
* Balloon has been stowed. We can take shelter in the ship. Louis is dead.
* Angron gives Katie a child’s braclet
* Kratos holds a funeral for Louis.
* Engines off, not broken. I ask Mundungous if anything is needed to help get the engines going. He says power source – magic coming from ruins/towers, doesn’t know how to get magic out.
* Kratos paints Louis’ face to make him beautiful Sune. Kratos does lay on hands to heal Walder.
* There’s a whole ceremony, flute playing, burial, mud splatting (not me).
* We all wake up and check our stores but we’ve been robed of rations. We’re angry those on watch – humanoid footprints surround the camp at least 5 times.
* The crew will stay and prepare the ship as much as possible.
* We head to the ruins, NE, we borrow Walder’s compass. Slow movement due to the terrain. Flask climbs trees periodically to check. He sees a few trees not moving with the wind, coming towards him – at 50ft they stop.
* Tethir speaks to plants – movements occur frequently, mundane “the king” moves freely around the jungle; it’s a large animal.
* We get to the water, Curtis goes underwater and eats fish, finds crate – stock of candles.
* Ground around the edge of water is soft and Flask sinks 1ft into the mud. Flask throws grappling hook to Curtis who pulls him out.
* We all pick around the mud. We get to the boats (fresh) recently used. Foot steps (booted) moving away from the boats – only leaving.
* A watch tower and jetty have been built. Boats are basic; human would have come from larger ship.
* I hide in bush, Tethir and Curtis fish. I hear rustling and I’m worried. I see orange fleshy mass with purple mass on the bush. I don’t pick it.
* Tracks show recent movement. Appx. 15-20 sets of foot prints. Some slipped as if carrying something heavy.
* Curtis notices symbols daubed on trees. Steps on pit cover and falls 20ft, we haul him up. We recognise the symbols as the same as the cypher Kratos has but we can’t read it – scroll of takesis.
* We get the feeling of being watched from the canopy. Sense of magic is getting stronger.
* Clearing – can see variety of apes banging from the trees. We come across a fast-flowing river. We can hear a waterfall. We must cross to reach path 30ft wide.
* I try and cross bow my rope the other side but it yanks out of my hand and into the river. Angron does it with a javelin.
* We try and get across. Flask is above the water and it bubbles and it rises beneath him. A tree trunk catches across the river so we can all cross.

Snapper Fight

* Apes keep pace with us
* Curtis sees one very large footprint/footprints straight across the track
  + Humanoid, not shod, 2 inches deep, 2ft long/1ft wide, not Godzilla big
* Keep trekking along
* Hand (severed) hanging from a tree (x 4 by the end) out of its mouth and sends tendrils towards Curtis.
* 6-8ft tall with venus fly-trap mouth – rank breath, it grabs Curtis – bites on his head, catches with both hands, tendrils all the way around his waist.
* Me and Angron fight off the tendrils
* Tethir is restrained
* Curtis chucks alchemists fire into its mouth, flames billow out – screeches, tried again fails
* Tethir gets bitten down on with razor sharp needle-like teeth, pure kiton, Angron bashes with mawl to the max
* Difficult terrain
* I firebolt it, Tethir fire spheres it
* We’re bossing it
* I’m restrained
* Suddenly not – Tethir nearly dead, Curtis nearly dead
* Kratos restrained
* I scorching ray all 4 of them, looking ropey
* Angron is restrained and bitten, bear Tethir is restrained
* Kratos is dragged off the horse and bitten
* I kill 2nd plant, we kill them all
* Carnivorous plants, typical of dank jungle, brutal, designed only to kill, markings nearby
* Tethir gets ring off severed hand, same ethnicity of soldiers seen in Ulfsville/Kislev
* 1 take 10 needle teeth – they’re hollow to deliver venom but don’t know why they didn’t, Dionea Muskapoola, likely to be poisonous, venom sacks have been cut out or juvenile
* It’s corrosive, I squeeze into glass vial
* Angron (sweats) and Tethir (hallucination) take more drugs
* In lightening, we see huge humanoid figure moving through the trees
* We arrive at the ruins, footsteps run up to run-down wall. We approach sneakily, magic emanating from the central tower
* Animal noises stopped, animal and human corpses
* Towers = 150ft, central is taller (200ft & rise)
* Firing slits, no windows, faint glow from courtyard
* Tethir aids our stealth, feel like mists, use shadow of central tower to approach and recon area
* Spiky pylons as defences
* Nest at base of tower = logs made into the nest, human sized, not ever seen a nest like this before
* Light from the towers from torches and braziers
* Curtis however looks inside, not the nest of a bird, mud daubed inside – big hand prints in mud, bones inside, ½ under buttress
* Towers in shape of pentogram, dung in the nest, smaller footprints, humanoid around the nest
* Over to the west, we see 4 apes going from large tower to the wall.
* Magic beneath us, good assumption it’s a room under the tower
* Drow keeping guard at front of tower, professional looking, not scared/on alert, in control x 5. Crates from dock also here. They speak undercommon – sounds like rocks smashing together.
* Looks like murderous arseholes. Scimitar each, sheathed.
* Lolth = spider queen worshipped by Drow
* Dryden = ½ human ½ spider happens when you die in service to Lolth. Same pantheon as Takesis. Mushrooms from Tethir may be especially appealing to him
* Door to tower is open
* Plan is to stay in our shroud (flask), Tethir will summon apes to distract Drow, we will then sneak into tower (stealth).

Assault on magic tower

* Drow = short bows, scimitars, chain mail. They’re mercenaries. Oil-skin cloaks, hoods up.
* Only Tethir speaks under-common – he hears general soldier moaning
* They can see very well in the dark, direct sunlight hinders them, most of their attacks are at night. They can achieve 24 hours of attacks with support of high and wood elves.
  + The high and wood elves are retaliating against humans for their attacks on them even though it was the drow that started it.
* Dislike dwarfs, love poison
* We need to camp. We check for traps. We find a stone alcove, only one entrance – it protects our backs.
* Plan = distract with apes, sneak inside
* Ape comes out of the trees and stares at us
  + Flask sneaks up rocks
  + I put my back to the stone wall
  + Kratos approaches with rations
  + Curtis is behind Kratos smiling
  + Tethir makes himself wide – 9ft tall; he shoos the ape. The ape flees and chitters, we can now all hear monkeys
  + Tethir is hallucinating that the money is 30ft tall
  + Angron call to monkey, it comes close, he offers it whiskey – monkeys share a bottle of whiskey and get drunk
* We’ve rested. We’re soaked.
* Stealthily head toward ruins
* We’re passing without a trace (Flask)
* We move to be able to see drow, none on patrol, no paced path, nest not occupied
* Only 1 guard seen outside – guard has changed
* Curtis moves to assassinate
* Light from entrance illuminates Curtis, Flask moves around the other side
* Curtis isn’t seen – super stealth, Flask distracts, Curtis = hand on mouth, throat slit, shadow attack
* Drags body/lifts body back to group
* Go through pockets – chain mail shirt, bow, sword, dagger = dirk (armour gaps poisonous (snapper venom) – temporary paralysis
* Insignia of single pip on chest – guess = warrior (it’s hanging around his neck) – I take it.
* He has a tattoo - 
* Angron removes it from his arm
* Body is taken to nest; we see apes dancing on the walls
* At the entrance, see circular staircase – up and down. We set trip wire with mess tins and make noise, no movement above and below
* We go up = 1 deserted level (storage), goes further up but blocked. We go back down – basement level 1. Constant dripping, bricks saturated. Torches scattered.
* We hear voices
* Kratos and Curtis stay near door, rest of us go right
* 
* Kratos slowly closes open door with magic, no one notices. Curtis locks it
* Tethir hears drow chat that they’re looking forward to leaving. He disguises himself as a drow – tells other drow (2 pips rank) “you’re relieve, have a rest”. He leaves, sat drow is suspicious, heads downstairs to check with captain Galbaneth.
* Angron chokes out/breaksneck of wandering drow
* We’re all clear (for the moment)
* Hear 1 x footsteps, very annoyed, orders “Tethir” backdown to steps
* Curtis comes from behind, knifes him in the throat – he takes his neck pips and gives them to Tethir to wear to help disguise, he heads up our decent
* 2nd lower level = prison cells closed, cacophony of bestial noises inc. juvenile hydra, malnutrioned, heavily shackled.
* Several drow (x3) guard poking javelin into cell, laughing and tormenting what’s inside ☹. They open the cell and large ape with armour welded to body forced down corridor away from us.
* Walls go behind our stairwell – door way to large room – octagonal + octagonal dais. Curtis looks into the room, magical sigils daubed everywhere but same symbol of tattoo daubed in middle of dais
* Similar set-up to where we found 1st hydra
* Similar to scroll of Takesis

Prison fight

* We’re on top of the prison
* 40ft floor to ceiling
* The cages = stone with bars on top
* Rickety wooden stairs either end. Stop on this floor. There is a bad smell.
* Octagonal room on ground floor of prison
* All creatures in cages = juvenile or mistreated
* Hydra = 5ft high, badly burned, 5 heads
* There are also flynd, monkeys – all sentient
* Saw at the other end gorilla with armour
* There’s a pit in the centre – faint blue light emanating
* Thick wires/cables protruding, they go into the cages and up to the other floors
* It looks like a power source
* There are 2 guards at the other end
* I look down into the pit = vast blue crystal set in a metal casting
* It’s double the size of the one on the ship. It’s 6ft tall, too large to carry/move
* Doors of cages = magically sealed using wire from crystal
* Angron kicks mug and alerts drow (!)
* From the stone staircase (above), we hear a burst of noise (door upstairs busted open)
* Tethir pretends to be drow still
* Soldier comes down from above
* Angron and Kratos cut through cable attached to hydra cage – ‘Thwomp!’ Kratos falls down
* Curtis grapples escaping drow
* Drow Flask has stabbed runs and shouts to 3 x drow below us (escorted ape)
* I slip pf the walk-way and put by staff of arcane focus into the cut end of the cable. I feel invigorated, a surge of power, I feel I could be limitless, it scares me a bit
* Tethir’s drow is being burned by his metal armour
* He rushes Curtis’ drow and bashes him
* Flask runs after the shouting drow
* Kratos roars at the hydra and pisses it off
* Drow takes loop (leather) from his pocket and puts it on his finger and levitates Flask into the air
* Burning drow gets his armour off
* Curtis is stabbed by his drow – it bubbles and festers. He feels woozy. Releases drow and is unconscious
* I lightening orb the drow at the end using the crystal’s energy with my staff of arcane focus
* Tethir summons 4 apes. He then becomes a bear. Apes go to attack drow – a volley of stuff is hurled at the drow
* I charge up again – there’s a blue tinge to me. The power is either going into me or out of me
* Curtis’ drow takes magical components out of his pocket and slaps them with his other hand and creates deep, impenetrable darkness and tries to get away
* Drow at the other end do the same and group is engulfed
* Only two drow are left
* I kill one and serious damage last one. Everyone swarms last drow
* Arrows shoot down and hit the hydra killing it
* We hear slow clapping
* A dark elf appears, light robes, wears a mask with dark features, he removes it and reveals a milky eye
* Me and Flask balk. It’s Vosker Doseryn. He coughs a lot like he’s sick
* The room fills with drow.
* Doseryn casts a spell to tear the island apart
* There’s a deep rumbling, we feel pressure, a shockwave. The magic energy builds.

Destruction encounter

* Vosker Doseryn is the leader of the cartel who captured flask and forced him to work.
* I recognised the name and foreboding
* Vosker wanted my parents dead – he did this
* He’s triggered a power surge – brick and plaster dropping down, torches going out
* Thumps of energy, creatures in cages going mental
* I try and draw more energy in with my staff but it starts to burn, I remove the diamond and put it in my pocket – the staff no longer works
* I put my hands on the crystal and start absorbing the energy but go into a trance
* I see where the threads of energy and start repairing them.
* There’s a rent in the fabric of energy = void of darkness and loads of demons pour through. They’re made of black smoke (intransient).
* The others are being bitten. Forms are switching
* Giant badgers appear and start attacking the creatures, they dissipate but reappear at the rift.
* Flask moves into the void. As he looks up, he’s horrified by what he sees and it overwhelms him. He becomes insentient, pure survival only. He can see all the creatures including massive beasts heading towards the void.
* Curtis calls for Flask to follow his voice.
* Kratos goes into the void to get Flask. Faith of Sune stops his mental destruction but he’s still terrified.
* Curtis tries to detach me from the crystal and is thrown back. He tries to pry me off with the didgeridoo and it shoots off and breaks.
* Angron smashes around with a mawl
* Void lit by red fire, craggy, dark, hellish.
* I see clearer and form the energy into an orb and feel I can take it into myself.
* Humanoid creatures are coalescing weapons and pour through the rift and start attacking.
* Tethir becomes a dire wolf and calls to the other dire wolf in the cage and gets a response.
* Badgers attack the big lads and they do impact – not just smoke
* Kratos slashes through the demons drags Flask back through the void. He unleashes hellish rebuke and it does nothing. Flask recovers his mind.
* Curtis tries to place his hands on the crystal. His flesh singes, he creates stability and can take the magic.
* Angron smashes a big lad who cries in pain and feel our ears piercing.
* I control the orb of energy, lightening appears above me and with one last thwomp, me and Curtis are thrown off the crystal. We are conscious but dazed.
* The void collapses and all the smaller creatures are dragged back through but not before the super big lad (SBL) in black plate metal comes through.
* It’s just us, the badgers, two big lads and the SBL. SBL attacks.
* I can’t walk due to magic. I am ‘tumescent’ with power. Crystal is glowing less and thwomping less. Collapse of building isn’t super bad but outside of building likely to bad.
* Kratos glaves into the SBL causing radiant damage to him. Darkness of creature repelled by light of Sune attached to the glave.
* Curtis can still move and can feel magic coursing through him. Tries to put them to sleep but demons don’t sleep.
* SBL is however stunned. ½ Curtis’ extra crystal power is gone.
* Angron beats a big lad almost to death
* I put my diamond back in my staff of arcane focus fire and energy ripples through it.
* Badgers are bringing a big lad down. It dissipates.
* Flask stabs a big lad in the neck, and it dissipates.
* Kratos glaves and SBL again. Black smoke pours out of the wound; Gushing.
* Curtis comes into the pit and hefts me up – dirty dancing style.
* I create an orb of lightening and I smacks him straight in the chest. His is pissed and in pain. His amour peels off. He gets back up.
* My wild magic surges and escapes; the air wrens and butterflies and petals appear and come with me.
* Angron is in a frenzy and smashes the SBL. The remaining armour comes off. He axes the SBL’s throat and beheads it. Everything disappears. A small lump of what looks like coal is all that’s left (Angron grabs it).
* Thwomping continues and the collapse is impending. We run. Rock collapses behind us trapping the caged animals.
* I’m being carried. Everyone/Drow are gone. We go the way we came. Squadron of Drow shoot arrows at us.
* Giant ape king swings down and slams Drow and leaves a path for us to escape. Angron throws whiskey and the king catches and drinks it.
* Thrumming and air pressure rises, causes us to lose footing. I’m on dire wolves. We see Drow on the log bridge and I flame them. Drow are at the bay and are escaping.
* We get to breath of Sune, balloon is inflated, bottom deck is destroyed. Katie’s nearly dead. I power the crystal. Mundungus is in awe of me. We get into the air.
* Earth is screaming, pressure builds and cracks; a portion of the island collapses into a black hole that turns into a sink hole.
* The dire wolf is on the ship.
* My power is spent into the ship’s crystal.

Escape from Devil’s Peninsula

* Escaped on BoS, water claims the hole with ‘Thwack’.
* Walder still in a state
* Dire wolf backed into a corner by Huey, Dewy, and Licky
* I’m curled on the floor being cared for by Mundungus. I’m passed out, oil skin over me.
* Kratos goes to Katie – she has an arrow in the neck, looks like shit
* I’ve regained feeling/use of legs
* I’m tired; contemplate what I’ve seen trying to harness the energy
* Harpoon on the ship is gone, prow has taken lots damage
* We’re moving super-fast. No direction chosen.
* Tethir starts to try and calm the dire wolf
* Angron wispers to Sune, ‘can’t let this happen again’, ‘give us the power to fight it’ – feels invigorated, has purpose.
* I speak to Mundungus and ask about crystal, I’ve charged it for a few weeks, he’s never seen the propeller more so fast. Says best mages were in Kislev but University has some good ones.
* Kratos pulls the arrow out of Katie’s neck – clumsy extraction leads to the artery being torn and pours out, she scrabbles but her hands slip with blood, Kratos tries to lay on hands but it doesn’t work. She’s dead.
* Huey attacks Kratos, tears in his eyes, he’s furious that Kratos told them Sune would protect them.
* Dewy is super uncomfortable, a complete mess, follows his brother storming off, Kratos is stumped.
* Flask tries to speak to Katie following the power he gained in hell. She speaks in her real voice. He asks:
  + How would you like to be buried?
    - At the family plot in Kislev
  + Do you have a message for the crew to say goodby?
    - Where am I going?
* Tethir makes a bed for the dire wold and gives him food. The dire wolf calms down and is ‘safe’ for 24hrs
* Tethir and Angron take drugs – Angron is very drowsy, Tethir has temporary amnesia (is very confused about the wolf).
* I go to sleep near energy crystal
* Kratos goes upstairs in a daze
* Tethir doesn’t know what’s going on
* Angron sees one of the cubes wedged in between pews, he picks it up and a button depresses; he chucks it on the floor
  + It unfolds into a pyramid, legs all out, 5ft high, eye on each face, organic looking
  + Has spears, Angron tries to poke its body and it spears him. He mawls it and bashes the shit out of it
  + You can see the cogs inside, they grind to a halt, he tears it apart
  + Eyes are translucent and rubbery
  + Mundungus goes to look at it and Curtis follows
    - He’s never seen anything like it
    - Has a similar energy to the crystal
    - Clogs/clockwork = gnomish, eyes are not however
    - The other two cubes are locked up
    - Mundungus has the monocle and thinks he knows how to work it.
* Flask covers Katie’s body with clothes and lays her down on the pew. He sas heart wrenching words in many accents. Curtis plays sad flute
* Tethir goes to sit in the wolf bed and licky sits next to him
* Flask goes upstairs, Walder has recovered and is manually steering. We’re heading to Altdorf
* Huey and Dewy are patching the balloon
* Full steam ahead to the floating islands = instruction to Walder
* People/crew are throwing mad shade at Kratos
* The air gets colder as we go north and right time, as morning comes, the sun is bright

Floating Islands

* Tense atmosphere/silence on the ship
* Heading to island in the clouds
* Mundungus kills the engines
  + Huey and Dewy carry the body above
  + Walder reads a eulogy, prays to Acardi (sky goddess)
  + Dewy is crying
  + They put the body over the edge, a parachute is attached and slow the fall, it then ignites (made by Mundungus)
  + Cloth smells like paraffin
* Curtis tells a story to Huey and Dewy and their body language changes, brings them to feel more amiable towards us, they made a connection.
* Walder calls him near – he’ll take us to Altdorf after the islands but then we’ll part ways
* Library in Alt – affluent don’t know who controls it
* Kratos summons a mastiff to sniff out booze
  + He goes to speak to the brothers
  + Shows the dagger that killed his father – he will kill those responsible
  + He found faith through vengeance
  + Offers the shaft of the arrow as a method of vengeance
  + He walks away
* Mastif sniffs booze on Walder – has a personal stock. Kratos asks for is as he’s ‘had a bad day’. Walder gives Kratos a verbal beat-down.
* Flask seeks out paraffin and takes it
* Land is spotted, sun is bright, cold.
* Craggy islands surround a central one, 1 mile across
  + There’s a water fall off the edge, a rainbow in the sky
  + Big wings beat and a Dragon appears; it flies by us and we feel fear.
  + It’s slimmer than normal
  + It’s iridescent blue and gree
* All except Flask and Curtis shy away and hide, Mundungus gazes with awe.
* The dragon decides we’re not a threat and flies away
* Kratos calls ‘it’s bahamut’.
* Flask tries to breath fire with paraffin
* We see a settlement at the base of the mountain reaching to the edge of the island
* It’s beautiful
* There are no jetties or landing platforms
* Walder will drop off and then land on a side island to fix the hull
* Curtis doesn’t believe Walder won’t fly away without us. He tries to get Mundungus to come with us.
* Says he’ll collect us when we put up blazing squad symbol, Mastif staying to keep eye and communicate with Kratos
* I have Licky in my back-pack
* We all jump off the ship with varying levels of success – Curtis is on his face
* We’ve landed on a track/road in a clearing. We can’t see the settlement or anyone seems like it’s cobbled.
* We can feel magic around – untamed, natural magic
* Inviting forest, we star walking along path
* We approach farm, rivers, crops. We see young women farm workers, one runs off
* 4 women with quarterstaves – made of forest wood
  + One performs a spell and speaks to us and asks us to meet ‘the mother’
  + Clothes are blue/green similar to dragon
  + Kratos speaks draconic to them and they look intimidated
* Curtis dances
* I ask if common is their native language and they say the mother will explain
  + We follow, dire wolf at a difference
* It’s very tranquil and chill
* We approach the centre, there’s a spring, stone buildings/houses, a stone mason, black smith, fruit and veg stall
* We can hear notes of music over the breeze and bird song
* We feel at peace, like we could settle here
* There’s a slightly older woman on a bench w. silver hair, barefoot hair in a plait, assume is the mother
* Everyone we can see are all women
* The guards are flicking their eyes at our armour and money pouches; more than expected.
* Angron can’t sense any evil in the area.
* They all wear the same robes, only 4 ‘guards’ are carrying weapons – leather pauldrons; no finery
  + All similar age, different skin and hair, all attractive
* The older woman = airy, says we’re welcome and to not take more than we replace. Tells the workers to get back to work.
* I ask a guard how I can earn rations = bartering or working
* Angron eats fruit = gross and he gets stomach cramps, Flask eats fruit = delicious and gains health
* Kratos finds gourds with water and gourds on a tree collecting tree sap – he drinks some and starts hallucinating, hears music, sees the guards gently swaying with the music.
* I go to Mother and trade my 5lbs of grain for many parcels of food.
* I ask:
  + How long have they been there? = always
  + How do they have children? = we must have all been born here
  + What’s their native language? = the one we’re conversing in
* Curtis offers flute music for rations, he’s going to play along with the music he can hear – for the briefest moment second, one of the people has a flash of recognition on their face.
* Mother says she’d be happy to have him play this evening
* Tethir gives fire-water brandy to Kratos.
* Angron asks for armour, says he could go to the mines in the mountain but will need permission from Mother.
* Flask throws gold piece into the spring, it gets sucked away, guards notice the gold piece.
* Kratos follows music towards mountain, he’s stopped by two guards, he misty steps and carries on, he’s chased down and brought to the floor.
* I ask Mother:
  + Any books on history? = why would we need that when I’m here to remember
  + How old are you? = I’ve always been here
  + Will you permit me to mine in your mountain? = I’m sure it can be arranged
  + What payment would you want? = we’ll discuss tomorrow
* Curtis performs the song he can hear
  + Flask spits paraffin and Tethir helps it to catch fire in time (ish). The dire wolf disappears
  + We see some more recognition in the listeners’ faces
  + There’s considerable applause
  + As Curtis leaves the stage, a note is pressed into his hand by someone he doesn’t see; it’s a feminine hand
* There’s an unfinished house with open rooms on the outskirts (the only unfinished one).
* The note is sheet music
* I go to make a bed in the house for me and Licky
* Flask joins me
* Kratos, Angron, and Tethir are sneaking up to the mountain (off but near the path).
  + The feeling of idyllic perfection fades slightly
  + Kratos stumbles into an ant hill and falls over, yelping, slapping himself, the others slap him too, Kratos creates tremors, Angron lights a torch, guards feel and see, and footsteps can be heard!!!
  + So much fucking noise is being made!! Grappling, torch launched.
  + Angron and Tethir run away into the forest, Kratos hides into the shadows.
  + Guards follow the sound of A & T
    - A & T take drugs
      * A is hurt
      * T becomes arrogant
  + Guards catch A & T and want to escort them back
  + Tethir is chatting shit and trying to arrogantly flirt
  + Guards overpower and try and take them back to town
* Me, Curtis, and Flask are aware of people running through town
* A & T brought back to the square and politely told to find their friends.
* Tethir tries bravado – “3 girls on one are, 3 on the other” “Would you like to join us”…..they say no.
* All of us are in the house except Kratos who is in the forest.