

Another crazy prisoner is interrogated...  
but doesn't really know anything

Next door... 6th(?)

opens to large empty space

we see next to us on ledges

the Witches Charus again

→ Witches, Crane and girls.

Ord → Vulker bros.

Beo → Ishideslich Ring. (Beowulf  
Left handed)

Aeris → What's going on in Hilde

Narshasa = Divine Prison

Kasskar → Kasskar urga

Congrats on vengeance

Morality comparison on killing

Krill

Some sort of judgement or pronouncement

## Session 13

Handle wrapping up the insurance  
revenge job - ask to not "bandy about"  
my/our names, but that we would  
be available for other work/referrals...

Then on ~~to~~ to Gregor's trying to  
follow Prosper's path as hinted  
by the Witches

Related somehow to the Rune & the Rune priest

o o o o

Gregor & Gould & Party goes to  
Bruel's at a boardinghouse  
Bruel has seen runes related  
to Ord's Rune Magic...

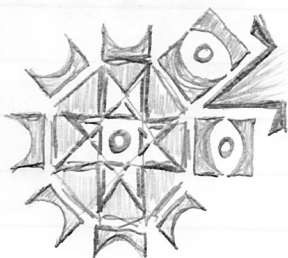
Bruel is originally of the 'cursi'  
a people living nearby at 'brehanus'  
and seek their help.

seek out plants for (who?)

Warmwood  
Flower "Love & Idleness"



We leave the city  
up river to to the  
up river Kirchner  
the head out on M road  
toward the home of the  
'CURSI'



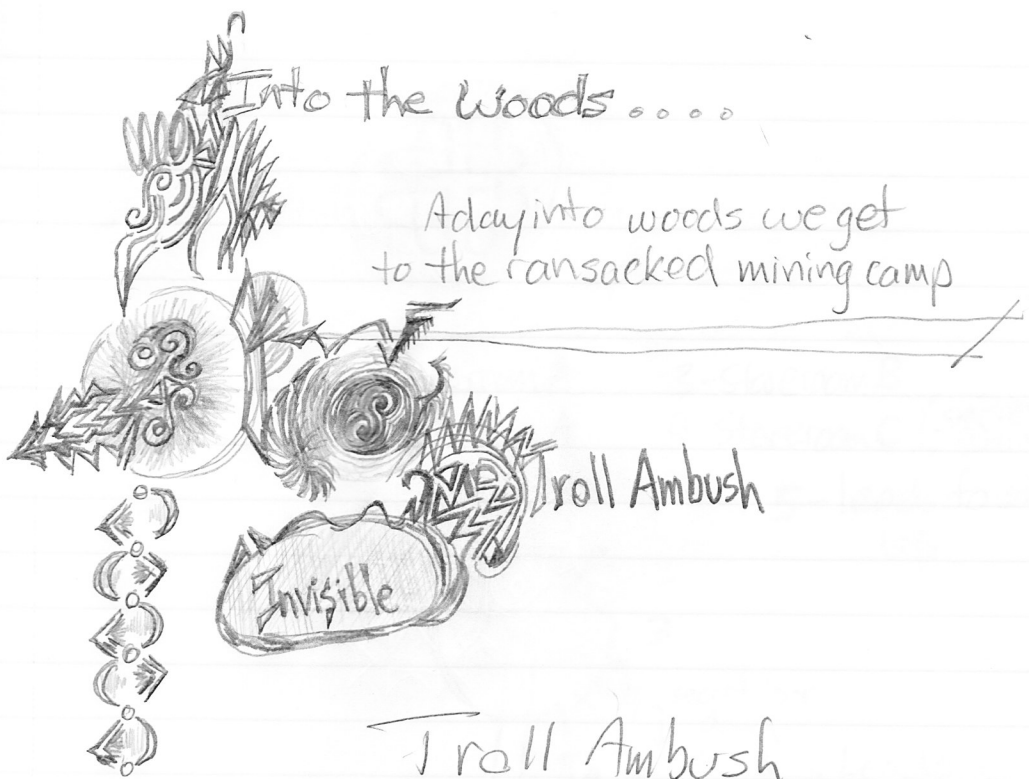
Arnam (last town before  
forest)

"The Last Inn"

Through the woods and over the pass <sup>(stire pass)</sup>  
Lately there have been mercs. going  
into woods to guard <sup>silver</sup> mining camps  
against trolls.

"Pain" the merc. captain hunting trolls  
and now the conflict is escalating...  
An old tower 1 day into the woods.  
then Tullenstone  
then Embren Grove

# The Troll Hunter (mouse?)



Into the woods . . . .

A day into woods we get  
to the ransacked mining camp

Troll Ambush

Invisible

## Troll Ambush

Kill 1 and escape  
back to mining camp.  
We take a short rest  
and then separate from  
Mercs, and head our  
own way into the forest.

After a day or two we were  
toward where the tower is...

The tower sits on a hill  
and we observe for a while  
(we only see deer)



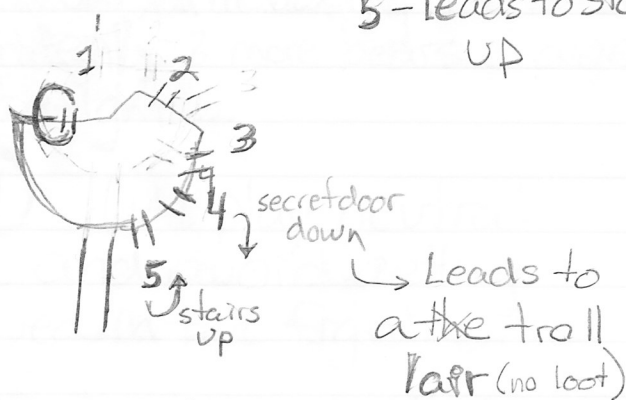




1-store room A  
2-store room A

3-store room B  
4-store room C (secret door stairs down)

5-leads to stairs  
UP



We leave to tower  
and after a few days Tollen  
we make it to the Dallan  
stone

We gain wisdom (literally +1 each)  
upon touching the stone

And then continue on to the grove  
two more days. we are  
converging upon the center

We hear sound of some type  
of conflict + growling...

We see admirably lumberjacks sawing  
at an ancient oak within a  
circle....

A large bear is menacing the lumberjacks  
and suddenly 3 more bears charge  
in to the fight....

**Brue!** We play neutral  
and avoid getting  
involved in the fight...

At a sacred seeming grave  
with trees + standing stones...

Session 14

Quick Draw +2 Init  
Two Weapon Def. +1 to AC  
Weap Prof. Parrying Dagger (+1 to AC)  
Backstabber 2d8 sneak  
Weap Prof. Rapier 1d8 weapon

Take Backstabber  
swap Weap Focus for Two Def.

Two Weap Def.

2 Swaps Daily + Feat  
+ Two

-1

Swap Easy Target for Duelist Stance  
Swap Weap Focus for Backstabber +2d8 sneak  
Get Two Weapon Defense +1 AC  
And a Parrying Dagger +1 AC  
(+1 to AC (Defenses) for level)



"Star Fleet Battles"  
 Spaceship combat

Look for flagstone path

Travel 2 days

Encounter a swarm of insects  
 that would surely slay everything  
 it encounters.

1 +3 +4 +1 = 10 +9

level Prof AB ~~scoundrel~~ <sup>light</sup> Blade Exp.

+1 +3 +3 +1 +1 +9

+  
 +2 Damage

Ab str Range WSE WF TW Dags

+3 +3 +3 +1 +1 +1 +1 +2

Follow a fleeing wolf  
 and barge into a troll lair

We explore

Arrested  
 Dagger

+2 dagger

Dark  
 Hit Effect  
 = Stun for  
 1 Turn



Aerts detects magic

We find a burial mound  
and a couple of items  
a bracelet & Amulet

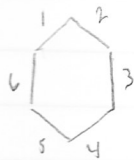
We continue on the  
path which turns into  
a worked stone wide  
carved stair cases.

After the 4th set of stairs  
we find a building 3 arched  
entrances and a tower  
atop the mountain ...



We enter into a long corridor  
like chamber long and narrow and  
200' high. The whole area is  
cathedral-like, about 5000 years old..

We see at end of this space  
a guy dressed in tattered Navy  
uniform...



It enters a cavern complex  
we accost the navy man and  
ask questions

Caven complex...

He's going toward find  
Rhinhardt.

We follow him through a succession  
of Marra-like rooms... (mining carts)  
and Cathedral-like construction

We find more Navy men in a stupor  
with small flyers nearby who  
are wary of the navy men (with  
vamp like teeth)

The fruit puts them into stupor

They are followers of Rhinhardt and  
they are blind follower

It's a struggle to find him because  
everyone is 'stoned'... but we  
finally find him reading/writing  
and he seems as spacy as the  
rest of the Navy men... You have  
the smell of Hildeon you...

Highpyre was the last holdout vs. (?)

The magic shield is an heirloom of the trolls...

Necaratu

# Session 15

Aeris does ~~he~~ take amulet  
from the burial mound ....

## Necaratu planar gate



We go into the  
tunnel complex and go  
west we proceed through  
several chambers and stairs  
at one chamber

N, SW, SE



W  
stairs  
corridor  
stairs W

↓  
Cathedral Room: Iron Grave Sarcophagia

our guide is yanked up by necer's  
and we are attacked by 8 necs







We fight off the necus  
and unlock the grave  
and enter the crypt  
and take a short rest

All the tomb effigies are  
in various poses  
and clothing most  
everything has been  
looted

3 pillars are supports  
walkways  
2 Exits this level <sup>All west</sup>  
2 "Arcades" with <sup>NW</sup> SE  
unmolested ~~iron~~  
iron sarcophagi

Exit  
① W  
leads  
Back  
to 1st  
level  
② ?  
More  
Coffin  
③ Back  
More  
Coffin

NW Wrought Iron Delicate Iron  
Kingly Gold Jewelry

More coffins Damed  
central sarcog<sub>n</sub>  
N S W

catwalk  
↓  
down level + west  
↓

V/M

Continuing

↓  
West

↓  
Door

↓  
Narrow natural tunnels

Down  
more

SE  
L



NW  
R (water  
clears up)

↓ Turns

SW

↓  
20' ROOM

W

N

30' wide pools (wormwood)

S

10x10

W

Large Cavern

Hole in roof

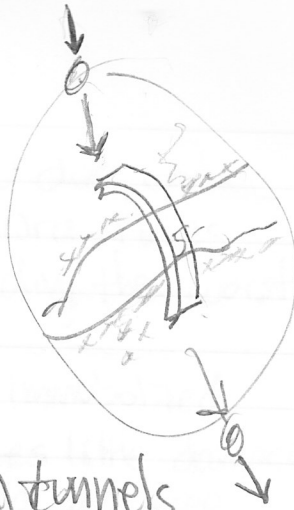
used to have spiral stair leading up

hundreds of nevu around a crevasse

and a bridge across the crevasse

a large Nevu is there feasting

it spies the PCs and we are all immobilised  
cept ord who is challenged to single combat



Ord and Necu duel on  
the bridge and Ord rules  
the battle, avoiding the worst  
of its attacks.

Ord keeps the necu immobilized  
for a time, but does little damage  
Necu manage to break free  
and goes back to bridge  
Ord follows up with a charge  
that delivers the final blow

The rest are free from immob. and  
we all hustle across the bridge

We see a Yosemite valley  
Firefly lights  
3 roaring waterfalls  
essentially the cursi are essentially  
a few court  
which bows to us (various Fey types)

We are welcomed... welcome Bruel... and they  
ask which is Aeris... study him  
with affection due to freeing the Fey  
from the lich  
Then why are we there  
Ord seeking Prosper

The fey are fascinated by this  
Prosper was their protector,  
the fey are having troubles  
are distraught that Prosper has  
been captured!?

The will send back with us a  
human changeling to help in quest  
for Prosper...



Game 16 (Missed)

Fey adventures

We pick up Greg

Word without Warning

insta kill sneak attack



L M R



3x3

#1

○ ○ ○  
○ ○ ○  
○ ○ ○

○ ○ ○  
○ ○ ○  
○ ○ ○

#2

⊗ ⊗ ⊗  
⊗ ○ ⊗  
⊗ 2 ⊗

No!

⊗ ⊗ @ Vision, giant squid  
⊗ ⊗ abomination thing in  
⊗ ⊗ Hollin w/Gregor

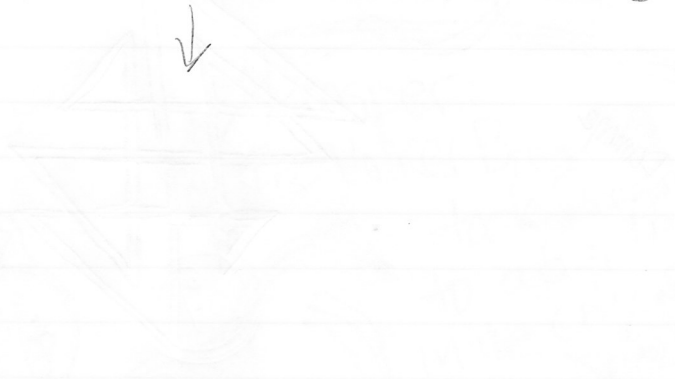
○ ○ ○  
○ ○ ○  
○ ○ ○

○ ○ ○  
○ ○ ○  
○ ○ ○

Install Bruel as Cersi high priest

Commune(ing) with Whales  
(see if harpoon is still stuck in  
Whale Hunir... and it is  
Beo pulls out harpoon  
+2 vs. Gargantuan  
can throw and teleport Free  
action to target and make  
free attack (daily)

Hike into mountains. Galicard  
terraced mountain town  
with special building roads radiate  
out of facade with columns



# Game



## Game 18

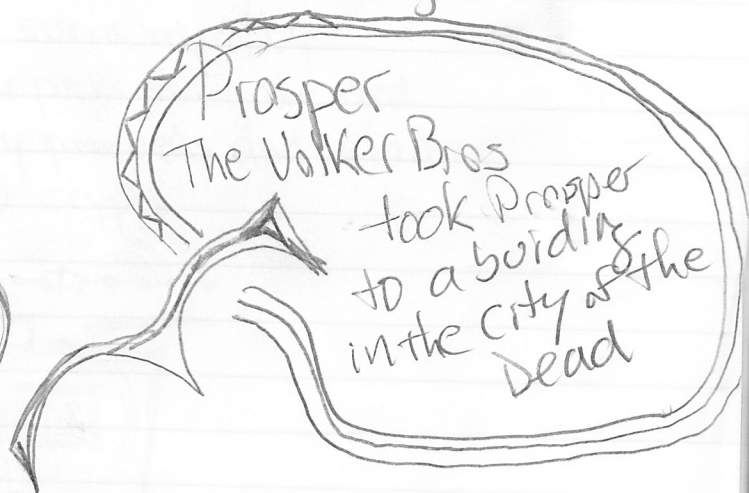
- 1) Find arade
- 2) Ask arade about Prosper
- 3) Establish Bruel as High Priest

Prisoner

Eldaberry, Aurora, Polaris



the usurper god Zyphes "The West Wind"  
he wants to remain as god



# City of the Dead

An ancient and decaying section  
of the city

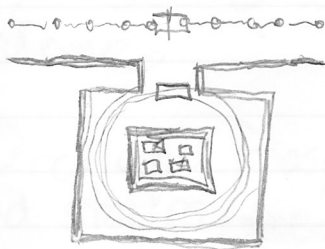
100,000 population  
living among the monuments  
and tombs



The Oracles said it would  
be obvious where to go

Hilltop Dome Structure  
with a lightning rod  
the area around it is  
curiously open  
surrounded by

Kasskar picks the gate and  
party proceeds and into door  
into crypt



We encounter 2 of the "Cable head"  
guardians - 1 Prosper (staff  
hook) 1 Walker Brother (Bonesaw)





We whack the walker bro  
and cut off the cables to  
Prosper.

Walker dies and the cables  
on Prosper are severed and  
he collapses vacant but  
"alive".

As we examine the 4 doors  
we encounter another Prosper  
who seems to be a hilde  
clone.

Ord and Prosper compare notes  
and stories ~~about~~

# Game 19

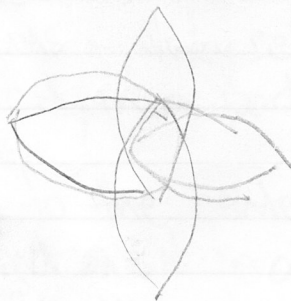
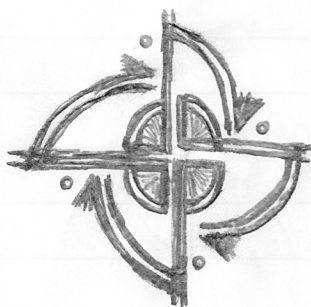
Continuing to explore the City of the Dead  
we go into a cistern where we  
encounter 5 men

including one of the <sup>Harlan</sup> Volker bros.

- 1 Emaciated Man
- 1 Boxer (Kimbo)
- 2 Medical Assistants



no damage



Weapon shoppe Burned  
Parents missing

Questions of neighbors reveals  
nothing... No sign of  
parents

Kasskar asks a few discreet questions  
at a tavern local to burned  
business (And sees "The Imp")

Beowulf contacts a Coopers Union  
and also asks info about Hobnails,

We discuss using the city of the dead  
location as a base and using the  
souls of the vengeful dead

We go to investigate the Inkeri  
barbarians - they set up a large  
tent city in a park in the city

We go to the center and meet with  
leaders and ~~in~~ sit in a council (like  
mongols?). We eat and drink  
and talk about Beo's trip (4 parties)  
to Hilde...

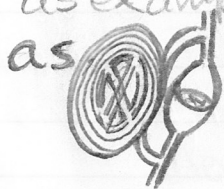
The elders speak of a star in ascendance  
and say it is Beo's star on the  
rise,

Re-establish the people (Inkeri)  
taking back territory lost  
and re-building Highpyre as  
a bastion against the creatures  
of Hilde (abominations of the waste)

They are looking for Beo to be  
that leader...

Beo speaks of the obligation to find  
the step-parents and then  
introduces the party

Then persons in council speak out  
against Beo as any type of  
"savior" and his "left-handedness"  
as examples of his unfitness  
as



The single combat proceeds

image questions





## Game 20

Following up on the lead about Beo's adoptive parents

- 1) Establish a safe house
- 2) Find out who the local enforcers are for the Hobnails  
step 1 Informant lean on him  
Kainapp enforcer

---

Young Inkiri are upset that Beo won the challenge  
Beo can claim the defeated's belongings (at hand is +2 HideArmor)

- Unite the Inkiri (religion)
  - ◀ Trial - Animal Spirit at Hilde
    - Item to protect vs time skip. Talsm
  - ◀ Political leadership
    - Challenge opposing leaders
    - Have to find them first
  - ◀ Redeem Resources
    - Greencake raids(?) (Blackwell city, state)
    - Raw Materials (timber coal)
    - Quinine (anti-malaria)
    - GUANO