

Roland Gray – Private Investigator, Hollin

Roland was born in Hollin in the City of the Dead. One extra mouth to feed among the poor, Roland got out and made his own way on the streets. Stealing or working odd jobs to live. Always keeping out of the way of the Hobnails, Night Watches and the other gangs. Eventually he met a kindly old wizard who needed someone to run errands and help out so he was taken in. The wizard, Tiberius Gray, treated Roland well and once Roland showed that he had some aptitude, taught him some basic arcane lore and spells. Last year Tiberius passed on and Roland was left with nothing other than his hard-won knowledge. He took on the wizard's last name as a reminder of his benefactor. Now Roland makes his living as a private investigator. He'll look for missing persons, lost items, and investigate matters of a magical nature. He has a small office/apartment in the top floor of a rickety building on Market Street.

Roland is of slight build, 5'6", dark hair and eyes. He is no stranger to a fight but prefers to avoid them if at all possible. He's thoughtful, inquisitive and a good person at heart but is mostly motivated by self-preservation. Neutral Alignment.

Log –

Winter Wolf – Weapon shop in Hollin, where Gwynnith works

Duham District – Upscale area, Trade Houses, Anahault Trading Company

Errand boy asks Roland to investigate the theft at the Chapel of Ajana.

As we reach the Roundabout we see a lady run out into the path of a wagon and is struck and is knocked out. Vesper tends to her. Her name is Mia, her baby Luna is missing. Luna is 2 years old wearing a red jumper and blonde hair. She says a neighbor, the Shaw family, had her baby kidnapped two days ago. We examine the home. Roland finds a large feather of an unknown creature. It is smelly. The balcony door handle has scratch marks. Mia says they and the Shaw's are both on the Board of the Anahault Trading Company. Roland sends the errand boy to the Chapel of Ajana to tell them he is delayed by a missing child case. We go to the Shaw's house and meet Zoe Shaw. The Nightwatch did investigate but found nothing. Volstead family was also warned. The Shaw family was taken yesterday. Vesper sends his owl to the open Volstead balcony and sees a lady entering and two figures sleeping on the floor. Vesper's owl is joined by Roland's owl, Oz, and Faile's invisible friend (sprite) as we rush across the Roundabout to the Volstead home. Gwynnith climbs to the balcony as the lady picks up the baby. We engage the lady. Gwynnith gets the baby back. Modalye KOs the lady with a green flame dagger. We manacle the lady. She is attractive and wearing a white lace dress, has a plain electrum ring. We gag her as well. The ring is magical and we take it and she turns into a harpy. The feather we found at Mia's. We return the baby to the Voldsteads. The Voldsteads reward us with money and cookies. The Voldstead's do not know of any current Board activity that would cause this. We interrogate the Harpy. Modalye casts speaks with animals to talk to the Harpy. "Steal baby for Astrid. Babies are tasty She wants her ring back but has not eaten the babies. Babies are in the Harpy erylle." We let her go but keep the ring and our Owls give chase. The Harpy does not return to her next. Roland follows on foot but loses sight of her. The owl's keep tabs on the Harpy. Everyone else rests and recovers. The ring is identified as a Ring of Disguise Self.

We inform the Nightwatch of the Harpy attack and they suggest talking to Gregor, the Naturalist. We go to the Chapel of Ajana. It's a simple church with two floors. We speak with Merrick is the keeper. Penance Stone, an obsidian stone, at the Chapel's entrance was stolen two days ago. He was here asleep, alone in the church, that night. The door was still locked in the morning. No clues on the front door. Detect magic reveals that two women in the pews have magic items around their necks, three women advance, draw weapons and attack. Two of them are warlocks. The necklaces are small electrum statues. Gwynnith takes one necklace off the one woman. We kill two women and capture the third woman. Merrick has never seen them before. They have two daggers and one sword. The figurines might be a representation of Ajana. We question the lady in white. She knows that Roland was Tiberius Gray's ward. She says Astrid has the stone. We let her go. Merrick gives us an amulet of Ajana which. We take a Short Rest and identify the two necklaces.

Ring from the Harpy: The Ring of Greater Pulchritude

A plain electrum ring. Cast Friends 1x/day. Cast Charm Person 1x/day. The bearer gains the Diplomat skill feat (<http://dnd5e.wikidot.com/feat:diplomat>). Wearer can Disguise Self as long as it's wearing the ring. The bearer can speak and understand Common. ("Language. The bearer can speak and understand a language of the DM's choice while the item is on the bearer's person" DM guide page 143.) Source: Unearthed Arcana 38 - Feats for Skills You master the arts of diplomacy, gaining the following benefits:

Increase your Charisma score by 1, to a maximum of 20.

You gain proficiency in the Persuasion skill. If you are already proficient in this skill, you add double your proficiency bonus to checks you make with it.

If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

Necklace from Merrick: Amulet of Ajana's Asylum: the Amulet is a string necklace with a simple iron ring pendant, 1 inch in diameter. The Amulet has been passed down to each Keeper of the Chapel of Ajana since Gradskan times. The wearer can cast Sanctuary 1x/day as a standard or bonus action, or as a reaction. If cast as a reaction, it applies to the triggering attack.

Necklace from one of the women: The Talisman of Ajana is a pendant with a finely-crafted electrum figurine, about 2 inches high. The figure basically looks like a little Oscar. Gives the wearer +1 to AC.

From the second woman: The Ward of Ajana is a pendant with a finely-crafted electrum figurine, about 2 inches high. The figure looks like a little oscar. The wearer can cast the Shield spell as a reaction 1x/day without using a spell slot.

Vesper talks to Merrick the Priest. Merrick says the missing stone has been there for ~ 400 years

and was unique to this Chapel. The stone does not exhibit any power. People have touched it as a ritual over the centuries. Opaque, black, meteoric iron, about the size of a bowling ball and roughly spherical. There is a reliquary at the Chapel made of electrum and glass with a femur relic. Electrum is rare and is an alloy of gold and silver. The reliquary was made by Hodges in a glassblowing shop in Rankin.

We take a long Rest.

Gwynnith delivers her ceremonial dagger to Christopher Cotton's, Vesper's brother, house. Vesper accompanies her.

The familiars report that the Harpy flew across the river to the hills into a cave high on the cliffs in Bryce Hill this morning.

We go to Gregor, the Naturalist, house in Braddock. The house is full of crates of animal specimens. Gregor has an assistant named Barley. Modalye asks Gregor questions. Gregor takes specimens from sailors but now he also has specimens sent to him from all over the world. We ask him about Harpies. Gregor does not know anything. Barley asks if we're together and asks Faile vouches for us. He says the three stolen children are fairy changeling. Gwynnith talk to Barley and he says that he is a fairy changeling. He suggests we go to the Circle in Loughton Castle. Gregor keeps the feather and gives us his Naturalist book (+1 to Nature) to Modalye another book (+1 Survival) and a piece of Folgerite Glass (one use 5th lvl Thunderwave). We agree to bring him a Harpy specimen if we can get one. Faile tells Gwynnith that she is not a fairy changeling but was rescued by the fairies and raised by them. Gregor is also enroute to Loghton Forest so we accompany him.

The castle is a couple thousand years old has a hexagonal tower and inner and outer walls. Loughton buildings have been scavenged for materials the area is overgrown and a bit scary. The cliffs with the cave are on the other side of the Loghton wood a couple miles away. We see the bugs that Gregor is looking for. The bugs are molting and attack us, there are thousands of them. We run for the castle. The castle has a large Oak which lumberjacks are trying to cut down with Dryads defending the tree. Modalye Mends the great oak. The Dryads give Modalye 10 Goodberries. We use 2 Goodberries to revive two downed lumberjacks. We enter the inner castle as the cloud of bugs chase us. A large circle of mushrooms comprise the Fairy Circle. The Fairies are welcoming to Faile but look with suspicion of the rest of us. We send the lumberjacks to wait in the tower. We talk to the fairies about the Harpies. The Circle's most ancient enemy is the Hollin Coven. The fairies admit to using the changelings to infiltrate the Board. The fairies are planning to destroying or taking over the Hollin Trading Corporation. This is a long plan. Astrid the leader of the Coven Order. The fairies tell us that the Coven has been trying to craft a Detect Fae Spell. The fairies say the three women for the Chapel fight were witches from the Coven. The Fairies don't know anything about the stolen stone. The Harpies are known as the Wake. The Harpies spells come from songs. Laurel, a fairy changeling, is a Coven witch. The Black Cabaret, in town, might be a location to find Astrid or Laurel. The Fairies order Faile to find the missing children.

The bugs have molted and moved on. Gregor did not manage to get a silver bug sample. There is also an entrance in the forest floor to gain entrance but the way leads to dangerous caverns. We decide to climb the hill and then jump down the cliff to the ledge at the cave entrance using Roland's Featherfall. Modalye tells the lumberjacks to leave Loughton and the trees alone. Lodalye's owl scouts the cave entrance and hears strident singing. The Sprite scouts the cave. A large cavern are singing a Mass. Further in is a Throne room with three thrones. A beautiful woman is being wooed by three Devils. There is also a more ethereal man there. Two cages in the Throne room have the two missing children. We repeal down safely. We sneak through the caves. As we plan a harpy comes up behind us prompting us to begin the attack. The lady on the throne is hit with an arrow and a crossbow bolt. Faile grabs one child. Vesper Thunderwaves the Queen, two Devils and the Ethereal man. Roland's arrow downs the Queen and he moves up to the second child's cage. Faile takes one child and attacks the harpy coming up behind us. The Devils attack. The Ethereal Man leaves. Fight rages on. Gwynith smites a Devil to a crisp. Vesper thunders a Devil down. Roland downs the Harpy as she runs. We grasp the Queen's corpse and we run for the exit. The Queen is wearing an electrum necklace which Gwynith takes. We jump off the cliff using Featherfall and land safely.

We discuss what to do with the corpses at the base of the cliff. We are approached by 7 patrician women who address Vesper Cotton, "What are you doing." They threaten to disclose that Vesper's brother, Christopher and her lady friend, are witches. None of us knows these women. They leave. We drop off the harpy and devil corpses at Gregor's. Gregor is happy for the samples and offers us a book and a wand of herblore as a reward and 250 GP.

We also return the children. Hollinshed, they offer us 1000GP and the help of the Trading House. They give Rolanda vial of white powder (+1 Investigate). Shaw house, 2000 GP reward and the help of the Trading House.

We go to the Mooncalf Inn, party and take a Long Rest. Talk of blowing up harpies with the sailors.

The next day, we stop by Gwynith's house to drop off the money for her parents. We visit the Faire Circle. The bugs have left leaving their shells. The Dryads and lumberjacks have left. We speak to the faires. We tell them of our success, returned the kids. They reward us with two plants and a bug to give to Gregor. They give Faile a power Agonizing Blast Invocation and tells her of two people in Braddock who could help her in her search (Pale Moon and Kasskar). Children stolen by faires are raised by them as was the case with Faile.

We talk to the Admiralty about using cannons to shell the Harpy Cave. Vesper informs the Navy of the Harpy situation and the portal to a devil realm. Admiralty suggests speaking to Captain Burnes. Or speak with the Secretary of the Admiralty at the Trading House Board Meeting. We speak with Captain Burnes. Looking for a crew to sail to Hild to find a missing captain. The ship is a SOL with 70 cannon and being outfitted currently. Captain agrees to shell the cave tomorrow morning.

We go to see Hodges, the jeweler, in Rankin, who makes electrum items. Hodges is a really big guy. We discuss the electrum items. Hodges relaxes when Gwynnith takes off the electrum ring. Gwynnith and Faile talk to Hodges. He delivered the items to Laurel. Pale woman with red hair. We ask Hodges to help us find the buyer. Hodges does have the capacity to make the items and enchant them. Laurel is a Hollin Coven witch and can find her at Ulm's Monument. The Ring of Greater Putritude is worth 10,000 GP.

Vesper speaks with his brother about the allegations of witchcraft.

We discuss going to The Black Cabaret. It moves around. Sometimes at the Mooncalf. It's not at the Mooncalf tonight. It might be in another bar, boxing club. Three bars all in Braddock. The Whipsaw is by Gregor's possibly.

We decide to infiltrate The Black Cabaret tonight and the Theater of the Absurd, chorus girls. Cancre Blossom, the MC, greets Vesper. He asks Gwynnith in disguise to join a performance competition. We enjoy the sights. A beautiful woman by the stage wearing an electrum broach. Roland send her a bottle of fine wine. Cancre, Gwynnith and Vesper perform on stage. Gwynnith wins the competition and Cncre teaches her the spell Counterpoint. Can counter a spell that is a song and replace it with your own as a Reaction. He also says that the beautiful lady at the table is the third Harpy Queen. Astrid and Laurel are not here tonight. Ulm's monument is the best place to find them. Roland hires the waiter to spill wine on one of the lady's suitors and uses mage hand to steal her electrum broach. The Harpy is revealed and a fight ensues. Ursula sings, Gwynnith Counterpoints forcing her to sit. Gwynnith attacks the Harpy and black green energy emanates from her sword dealing additional damage. Modalye and Roland attack her. Faile tries to frighten her but she Legendary's saves. Vesper Shatters her. Gwynnith KOs her and the geen magic fades from her sword. We question the Harpy after pinning the brooch back on her. She says Astid will attack the city in thee days using the Pennace stone, as it was absorbing sins for hundreds of years. Laurel can be found at the Ulm's monument. She is aware of us killing her sisters. We drop off the harpy at the Admiralty and then we meet up at Ulm's monument at midnight. The square is quiet that night.

We take a Long Rest.

Quite Flattering Brooch

1) Diplomat Feat –

a) +1 Charisma

b) Double proficiency with Persuasion (Incl)

c) If you spend 1 minute talking to someone who can understand what you say, you can make a Charisma (Persuasion) check contested by the creature's Wisdom (Insight) check. If you or your companions are fighting the creature, your check automatically fails. If your check succeeds, the target is charmed by you as long as it remains within 60 feet of you and for 1 minute thereafter.

2) Disguise Self – At Will, Self

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

3) Dominate – 1x per Day, Action, 60 feet, V, S, Concentration, 1 minute.

Humanoid target. Wisdom save or be Charmed. If you or creatures that are friendly to you are Fighting it, it has advantage on the saving throw. Telepathic link with it as long as the two of you are on the same plane of existence. You can use this Telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as Attack that creature, Run over there, or Fetch that object. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. Action to take total and precise control of the target. Until the end of your next turn, the creature takes only the Actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a Reaction, but this requires you to use your own Reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

4) Friends – 1x per Day, Action, Self, S, M, Concentration, 1 minute

Advantage on all Charisma checks against one non-hostile creature, The creature becomes

hostile once the spell ends.

** Charmed creatures will not attack you and you have advantage on all social skill checks vs them.

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- Black Lung spell tome
 - **claimed by ?**
 - Make a ranged spell attack. On success, the target can't breathe and is incapacitated for 60 seconds. The spell ends if the target makes a CON save.
- Death Spiral spell tome
 - **claimed by ?**
 - Pick a point you see within a range of 120 feet. Any target within a 60 foot radius of the point fails all Death Saves for 60 seconds.
- 2 Detect Fey scrolls
 - **claimed by ?**
- 5 encoded tomes
 - **claimed by ?**
- cipher disk
 - **claimed by ?**

We go to Ulm's Monument the next day. It is decorated with whaling scenes. Ulm Trade House introduced whaling and opium to Hollin. We don't see Laurel.

The building has an alley and a side entrance. We look in the side windows and see a pile of human skulls and a decorative casket. We open the side door and Roland enters. A large casket on a platform under the dome. The building is full of skulls. There is a metal trap door. We clear enough space from the door for the rest of the party to enter. The trap door opens to reveal stairs down. The casket has calligraphy detailing his story.

The coven probably have a Detect Fae spell. The Pennance Stone is an item of power. We go down the stairs. A room below has additional caskets probably of junior members of the family and skulls. There is a hole in the wall. The tunnel has neatly stacked skulls. A salt mine was converted to an ossuary a few hundred years ago which is where me might be. Co continue down the tunnel. Door on the right is a room leading to a dorm. Woman's incidentals but the beds used recently (many). Similar clothes to the three women we fought in Ajana. We continue down the tunnel. Room on the left is a smithy and forge, used recently. Some jewels (100 GP), alloy breastplate, 10 alloy crossbow bolts (which Modalye takes). Alloy is matte black, green and red highlights. Faile's sprite scout's ahead and finds another half mile of tunnel. A door on the left part way down the tunnel. The tunnel ends in a T junction with the sound of many people talking on the right path with a ceremony is underway about a Ajana is God of Good and

Evil and the Coven is the evil side. All women, 40 in total. The sprite does not recognize any of the women. We travel to the next room on the left. It crowded with desks and shelves and used daily. 2 scrolls (Detect Fae), 5 tomes (encoded). 2 tomes (Black Lung, Death Spiral) Tomes are spell tomes, with the spell history, research. The tomes could be used as a one-shot scroll or be copied into the spell book. The shelves have material spell components and a jade circlet (1500 GP) and a curious circular device which can be uses to code/decode text. The Detect Fae scrolls could be used to figure out the codeword key.

The sprite sees 5 women come down the hallway toward us. We hide using Silent Image and ambush the women as they enter the room and look in a desk. We capture three of them and Gwynnith questions them using Modalye's Minor Illusion assistance. They say Laurel is down the hall in the apothecary room and Astrid is not here today.

We reach the T junction. The Ceremony is ongoing on the right, Laurel comes out of the Apothecary, see Roland and draws her dagger. Gwynnith casts Command. We KO her and capture her. Artis explores the Left path it ends in a trap door. We exits through it into an empty church.

We go to the Mooncalf to see Cascar, a large imposing man, with a scarred face. Faile talks to him about the destruction of Braddock in the fire, 17 years ago. Cascar said a friend of his, Eris, started the fire. Eris desired power and immortality, cast a spell 17 years ago by starting a fire and summoned the dead to kill everyone. Eris was defeated, by Cascar and his friends. Cascar was a Lich. They destroyed the phylactery thus destroying the Lich Eris. Eris cast the spell in Apogee and that is where Eris was destroyed. The top of Bryce hill is called Apogee. Faile asks Cascar about Laurel, who he doesn't know. Faile asks Cascar about the Coven.

We take Laurel to the Fey and speak to Aurora. We wake up Laurel, she is disorientated. Modalye tells her that she is a changeling. Vesper will cast Detect Fae from a scroll. It lights up all of the fey including Laurel. She is not happy and does not want to help but Gwynnith convinces her to answer questions since the Coven will kill her once they realize she is a Fey. Astrid has the Pennance Stone and has a Fey Extinction Event which she will cast from the Apogee. She is also Lenna, the Board Advocate, on the Trading Co. Board and gives us a description. Daily Board Meeting is in a couple hours.

We take a Short Rest. Roland uses the decoder. The cypher is ISHILD. The tomes are

1) Firestorm

9th-level divination Casting Time: 1 action Range: 1 mile Components: V, S Duration: 10 minutes Urban tindling like dry leaves and paper litter spontaneously spark and set nearby buildings on fire. Within 30 seconds, the fire grows into a wall moving a hundred miles an hour, then into a tornado of flame that towers over the city and consumes all oxygen. The firestorm subsides after 10 minutes, leaving everything in range a charred ruin.

2) Detect Fey

1st-level divination Casting Time: 1 action Range: 30 feet Components: V, S Duration: 1

hour Any fairies within range are outlined in a blue glow, which is visible through barriers. At higher levels. When you cast the spell using a spell slot of 2nd level or higher, the range increases to 100 feet at 2nd level, then 300, 1,000, 3,000, 10,000, 30,000, and up to 100,000 at 8th level. At 9th level, the range is infinite.

3) Fey Extinction Event

9th-level enchantment Casting Time: 1 action Range: ∞ Components: V, S Duration: Instantaneous Fairies identified by the caster (e.g., using Detect Fey) die instantly.

4) Yawning Graves

9th-level enchantment Casting Time: 1 action Range: 1 mile Components: V, S Duration: 10 minutes Dead within range rise as undead and attack the living. Graves and tombs open to release their dead. As with Animate Dead, the dead rise as a skeleton if they are bones, or a zombie if they are a corpse.

Book – Metallurgy of Demonium

An encoded tome describing the metallurgy of Demonium, a metal native to Pandamonium; and the creation of alloys from Demonium and radioactive metals from the wasteland plane of the Ninety-Nine.

The breastplate is +1 AC and the crossbow bolts are +1 magic.

Astrid is the highest-level witch in the Coven Order. Laurel still hates Roland and says witches often have a mark or special feature on their body.

The Seven witches accost us again about Vesper's brother. They warn Vesper again and seem to want him to discredit his brother and take over his family. They call Gwynnith's sword "The Drinker" and "Drinking Buddy." They also needle Roland about Laurel's dislike of him. They say they don't work for anyone and can read our minds. They say they are not deities. They say Cascar is an unreliable narrator.

We see a commotion by the Ship of The Line being towed into the river, but has a hole in it.

We ask the three families to keep the Board Meeting going awhile since we believe someone on the Board may be implicated in the abduction of their children. We go to Lena's (Astrid) Trading House near the round-a-about. We see Lena leave to the Board Meeting. Front door, 2nd floor balcony, back door. Roland enters the back door into the kitchen. Some women are talking in the next room. Artis searches the house and finds witches in the living room. Upstairs are more witches with a bag which may have the stone. We attack the witches in the house with Gwynnith enters as Lena. Astrid and three witches arrive as well. Battle rages on. Modalye steals Astrid's bag. Roland grabs the bag with the stone and jumps off the balcony with it and tries to smash the stone but fails. Faile uses the Shatter Spell on the stone destroying it. Astrid casts Banish on Faile in retribution to a plane of char, smoke, quaking and molten earth. Astrid casts Death Spiral on all of us. Modalye dismisses his owl with the bag of scrolls. Gwynnith uses her Drinking Buddy on Astrid. Modalye intervenes trying to convince Gwynnith to not kill Astrid. Astrid Lightning KO's Gwynnith and Roland. Faile heals Gwynnith and she attacks with Drinking Buddy who kills Astrid. Roland is healed.

Many onlookers have gathered and they talk of getting the Night Watch. We return the broken stone to the Church of Ajana and tell Merrick what happened. We go to see the Council Board Meeting room to rest and to tell them of the events. A Night Watchmen enters to tell the news of Lena's death. Modalye shows the Council Lena's bag of spells. Vesper throws his brother under the witch bus. The Board dispatches the Sectet Police to question Vesper's Brother. We take a Long Rest at the Volsteads.

Next morning Modalye speaks to Faile about two names, from childhood, fey names. Faile was raised by Aurora and she played with Fey children but she does not recognize the names. The two would have been adults when Faile was a child. The two were at Loghton Castle. The Druids were keeping an eye on Loughton Castle. Modalye thinks that the Lich, Illsid, who killed Faile's parents is still alive. The phylactery was in Loghton Castle and two Fey tried to destroy the phylactery but couldn't, created 20 duplicates, to disrupt the ritual. Loughton Castle and forest was the Gradskin (previous rulers) Capital at the time. Illsid provided the spells to destroy Braddock. Artis, Faile's sprite, says that she should ask Aurora.

We go to the Docks to find Burns, The Dervish, to see about destroying the Harpy Cave Nest. The gunpowder from the Dervish was taken so they brought in two ships with new longer range cannons to test on the Harpy Cave. The ships shell the Harpy Cave Next, 100s Harpies fly out and attack the ships. We are attacked by 7 Harpies and fight them and defeat them. The Navy deal with the remaining Harpies. The Harpy Cave has been shelled and they will send the Marines in to investigate.

We take a Long Rest at the Cotton House. Faile is awoken by a small man in a jester's outfit, a ghost. Arlan, Court Jester, and says there is a rumor she's hunting Eris, the Lich. He says that Eris is heading to the Loughton Castle Forge in the sub-basement to retrieve his phylactery. Eris killed the two fey who tried to sop them. Aurora and Laurel may be able to help us. The ghost does not know of Faile's parents but suspects her parents died in the fire of Braddock. Arlans says the other Lich, Illsid, is still around.

We go to see Kaskar at the Mooncalf Inn. Chiros is the Plan without Time and there is a carriage in the square that will take you Chiros once we get the phylactery. We go to Loughton Castle and encounter Laurel and Aurora on the way. Laurel joins us. We head to Loughton Castle. We see the skeletal lich holding a bag and a backpack. We fight Eris the Lich.

Roland casts Invisible Mage Hand but can't get the slippery phylactery out of the bag. The Lich Frightens Roland. The Lich has a guardian dragon spirit. The bag contents and backpack have magic items, his shirt is magic. Eris says his master, Illsid, is in his normal location. Counterspell battle over the Shatter cast by Laurel. The Lich goes down and the spirit dragon moves to protect the lich. Gwynnith gets the killing blow on the spirit dragon. The back has a perfectly refelective and slippery sphere (phylactery). The backpack has another sphere with orange ball (+2 spell attacks). *Orb of Contravention Appearance: The orb is cloudy, almost metallic grey ball about the size of a crystal ball. During an encounter, the orb glows with a warm orange and hums quietly, but crackles loudly when it's properties are used.*

Properties +2 orb: +2 to spell attack rolls and their damage rolls. Afterclap: once a day, turn an enemy's successful save into a failure as a free action. Lore: Aeris took the Orb of Contravention from Krohn 17 years ago.

We take the items and the magic shirt (Shirt of Heroic Effort) off the Lich. Once a day: +4 to any attack or save, which you can add after the roll. Lore: Aeris took the shirt from the hell-town Bruegel on Hilde.

Aeris's phylactery is a perfectly reflective, perfectly slippery silver ball about the size of a crystal ball. Since it's 100% slippery, you probably want to carry it in a bag. DC 25 Nature check: the phylactery is (or is inside) a spacetime shell that nothing can enter, including any attack. Just like a black hole bends space time so that nothing inside can exit, the phylactery's shell bends spacetime so that nothing outside can enter or impact the shell.

We take the carriage to Chiros is the Plan without Time where Eris' phylactery immediately dissolves.