

Character Notes:

1. Lydia/Denise:
 - a. Curse: You were born during the waxing gibbous. Sometimes when Ruidus is high you think you hear a man's voice whispering softly to you. If you try to listen closer the whispers turn into screams
2. Devin/Gee:
 - a. Curse: You were born during the waning gibbous. You've seen a pale elven woman in your dreams. She turns to you and smiles cruelly before delicately rolling up her sleeves. Her arms are hideous, and you startle awake, but in the morning you can never recall what about them frightened you
3. Michela/John:
 - a. Curse: You were born during the moon's first quarter. Whenever you see a necklace, for a second it looks to you like a circular gold pendant, before revealing its true form
4. Sydney/Alexa:
 - a. Curse: You were born during the moon's last quarter. For some reason whenever you draw or paint (or look at drawings or paintings) you always see a man. He is tan with long curly black hair and sometimes carries a spear. He always looks horrified, and if you aren't looking directly at it you're certain you can see it moving out of the corner of your eye. You're sure you've never met this man before in your life.
5. Karyn/Hippiana:
 - a. Curse: You were born during the waxing crescent. Often your dreams are haunted by visions of a subterranean city. There are crumbling buildings and tall kelp forests. Sometimes out of the corner of your eye you see the movement of a large, pale creature, but when you turn your head it's gone
6. Jordan/Hawthorne:
 - a. Curse: You were born during the waning crescent. Your [part of your body] is/are covered in long, bright red, softly glowing veins. They don't cause you any harm and have not seemed to affect you physically in any way
7. Party:
 - a. Has 21 Medals from the Festival of Merit
 - b. Denise Recognizes Voice, Hawthorne Recognizes Restraint Material

Notes:

- Went into golden chamber and found gold amulet
- When the amulet was touched you saw a vision
 - **Vision:** The light around the pedestal fades as a spectral human man with a warrior's clothing on and a melancholy face appears. He pleads "I am imprisoned, please help me". Suddenly the ground vanishes beneath your feet and you fall, tumbling through a vortex of golden light. You come to a sudden stop. The light subsides and you find yourself in a pitch black void. You feel water buoying you. A red light appears in the distance, illuminating the man from earlier, who is shackled to the ground by disgusting strands of a fleshy, red substance. He lifts his head in silent prayer and you watch as the amulet you touched, which is around his neck, begins to float upwards. You hear the man say in your head "My name is Alyxian and I am lost in the darkness. Long ago, I prayed to the Change Bringer in the heart of a temple of evil. I beg you, take my jewel and..." You feel the darkness push in around you, as if the pressure of the water were crushing you. The last thing you hear is the voice saying "save me...please". You awaken in the cave.
- Exchanged Emerald Amulet for 100gp and free accommodations and food at the Unbroken Tusk.
- Elder Ushru spoke with y'all about the vision, told you that the amulet was a Vestige of Divergence and to go to Bazzozan and take his cousin with you
 - **Ushru's Vision:** "A vision came to me last night. A golden amulet rose to the surface of a pool of blood, and countless hands lunged upward out of the blood to grasp it. In turn, all the hands fell back into the pool until only one remained. The one whose hand claimed the amulet was a man with a somber expression. He turned to me and said "They must find me, the ones from the grotto".
 - **The Calamity:** Thousands of years ago, a sect of the gods, known as the Betrayer Gods, turned against the rest of

the gods, who we now call the Prime Deities and began to fight them for dominance over the material plane (the plane of existence we exist upon). The Betrayer gods wanted to destroy life on the material plane and begin anew, while the Prime Deities wanted to protect their creations. The Prime Deities created the Vestiges of Divergence so that the mortals could take part in the fight for their survival. The Prime Deities won, but the battle was costly to them, and the war left scars on our world that can still be seen today. The Prime Deities decided that they should no longer be allowed to directly interfere with the material plane, to prevent anything like the calamity from happening again, and created the Divine Gate to prevent their direct interaction with mortals.

- Questioned by Rival Merit Festival team about what you found in the grotto
- Day 1: Dead Gloomstalker corpse, Roadside Bandits, Captured 7 Horses, Moon flared red and went from crescent to full
- Day 2: Tiefling (Bishop) on Moorbounder (Fluffernutter), Crashed Wagon, Gee took pink potion, Denise picked up a rock she named (Stubbs, Stumpy, or Nubs) that would like to be taken to the ocean, made it to the Emerald Loop Caravan Stop

Goggles of night - John
128G - Hawthorne and Aliyah

Betrayer's Rise Flask

- Penny the Pebble

Prayer Site:

- Go to Ank'harel
- Find the entrance to the drowned city.
- Question (fox spirit) has answers'

Penny the Pebble: Cute, wants to travel

Captain [AsksMany]Question the Fox Spirit: Captain of the 7th Ring: Reverent, Needs a Body, is a Hippster, has signed dismembered arm

- ShoutsatChildren - Grandpa
- TalksMuch - Father
- TalksLittle - Mother
- IsMute - Brother

Old Rock: Wants to be Reunited with the Sea

Descent: As you make your way down the ladder the shouting above grows quiet and you descend into total darkness.

You carry on for several minutes until you reach the bottom of the ladder, which is resting on dry rubble. There is a small hole in narrow tunnel you've just climbed down, big enough for you all to fit through, but Hippiana and Neira just barely.

After you go through the hole, you find yourselves standing on a stone staircase descending in what seems to be a spiral. You can go up or down.

As you descend you travel hundreds of feet. Eventually, arrow slits appear in the walls, illuminating some of the tunnel in a dim light. You can see glimpses of a sunken city beneath Ank'harel. Magical lights illuminate several of its ruins, but most of the city is hidden from view.

At the bottom of the staircase is a plain, windowless room containing boxes of archaeological tools and crates marked with the symbol of an eye with several rays of light coming from it (Allegiance of Allsight). There is a stone door which is marked with the same symbol. Leaning against the door is an orc, also wearing the symbol on a shiny brass badge. He is snoring lightly and doesn't seem to have noticed you (Gortag Inkdrinker). (Crates have relics and specimens in glass jars).

Next Room:

A corridor framed by shimmering blue light extends ahead of you. This eartight tunnel ends before a door set into the wall of a submerged building. Above the doorway is a small stone cube inscribed with glowing blue symbols. Standing in front of the door are two guards, a human and a halfling, wearing the eye symbol and badges. Patches of kelp glow just outside the tunnel's shimmering walls, and colorful fish flit between the swaying strands

Allegiance Base Camp Room:

The building appears to have three floors connected by a spiral staircase. The scholars are using the shelf space to store journals, recovered relics, and excavation equipment. Windows warded by a barrier of shimmering blue light show the underwater cavern outside this structure. There is a kenku scholar (Jot), seemingly engrossed in their work, moving objects around the space. There is another door across the room

Floors 1 and 2:

- Specimens
- Clay tablets
- Sound storing crystals
- Bird's Collectibles

Floor 3: This space seems to have formerly been used as an attic and is now utilized as a living space for the scholars who are working below. There are crates of preserved food, cots with blankets and pillows, and a wooden chest

- Potion of water breathing (3)

Guard Tower: Voice *why have the gods forsaken me?*

Like the other buildings so far, blue light keeps the water out of the tunnel but seems to flicker and water drips from the ceiling and walls. At the end of the tunnel is the tower, and sitting on the floor is one of the glowing cubes you've seen in other rooms down here, but it is hissing and sparking. There is a spiral staircase leading to the top of the tower
(Investigation 20: Spell scroll of teleportation)

From the roof of the tower you can see the expanse of the sunken city. Just to the west you can see another building next door with light coming from the windows.

Scroll of Teleportation

Sunken Tavern (Voice): *My power was not enough, it never will be*

Inside the tavern you can see a middle-aged looking blue elf woman (Olara) puttering about behind a bar. Although the building is dilapidated and underwater you can tell someone has been putting effort into its upkeep even though no one is patronizing it.

- Pre-Divergence Wine x 3 (50gp)
- Potion of Healing x 5 (50gp)
- Potion of Heroism x 2 (300gp)

Submerged Library (Voice): *They were right, I bring nothing but despair*

You enter the building and see dozens of shelves, all covered in clay tablets. There are desks and chairs in varying states of decay. Sitting on the floor surrounded by the tablets and looking disheveled as her hair floats around her in a current is a pale eleven woman (Galeo) with horrifying red veins and welts running along her arms. She is very familiar to you, Gee. When you enter she looks up, startled.

Tablet Ghost: Possesses the character who touches the right tablet.

As you touch the tablet your vision goes dark and suddenly you are running through a crowded street surrounded by people pushing, running, and screaming. You are also running, with a small bird in your arms. It is hard to breath as smoke fills the air, and you can't see more than ten feet ahead of you.

You heard a loud rumble as a wall a few feet away explodes leaving a large hole. Through it you can see a man holding a spear running in the opposite direction of the crowd. As you continue to run for a few more minutes people get more frantic and it

becomes more difficult to scramble over the increasing amount of rubble. You hear a dull roar from behind you rushing toward you faster than you can comprehend and then you are slammed by icy cold and darkness. You hear a soft voice ask you "remember us" and then you open your eyes back in the library.

You suddenly feel as if you understand parts of this city better than you previously had, and you feel as though you know exactly where you want to go next: The Palace

Kelp battle

The Kelp Forest: Voice *If I can't live, I will burn this world with me*

As you walk toward what ____ assumes to be the palace, you enter what was once a garden and is now overgrown with close, 30ft kelp, which sways in the current. There are statues that come in and out of view as the kelp moves, but it's impossible to tell what they once represented as their features have been worn by the water. The look shadowy and monstrous as you move forward.

Make a dexterity saving throw

The Palace: Voice *You will not free himmmmmm (creepy creepy)*

As you begin to emerge from the forest of kelp you see the enormous ruins of a once beautiful palace. The ruins are covered in gigantic glowing red veins which seem to be radiating out from the center of the palace.

As you come to the center of the veins you see a large crack running through the palace floor from which a bright red glow is emitted. There is a large greataxe wedged in it which appears to have caused the crack. There are smaller veins starting to grow up the axehead. As you witness this a large shadow falls over you all.

Woohoo slithering bloodfin

+1 Greataxe

Phyn/Hippianna Grande: Bloodfin, despondant, wants to kill Alyxian

Damage Taken Underwater:

Hawthorne:

Gee:

Denise:

Neria:

Poisoning:

10 Points: Rash from point of contact

20 Points: Pulsating Red Veins

30 Points: Red Blisters and Boils

40 Points: Stubby Spurs of Ruidium Crystal

50 Points: Large and More Grotesque Crystals

60 Points: Death