

Session Log Summary and Campaign Timeline

[Session 1 - Oathday 22nd Rova](#)

[Session 2 - Oathday 22nd Rova](#)

[Fireday 23rd Rova](#)

[Starday 24th Rova](#)

[Sunday 25th Rova](#)

[Moonday 26th Rova](#)

[Session 3 - Toilday 27th Rova](#)

[Session 4 - Toilday 27th Rova](#)

[Session 5 - Wealday 28th Rova](#)

[Session 6 - Oathday 29th Rova](#)

[Session 7 - Oathday 29th Rova](#)

[Session 8 - Oathday 29th Rova](#)

[Session 9 - Oathday 29th Rova](#)

[Session 10 - Oathday 29th Rova](#)

[Session 11 - Oathday 29th Rova](#)

[Fireday 30th Rova](#)

[Starday 1st Lamashan](#)

[Sunday 2nd Lamashan](#)

[Moonday 3rd Lamashan](#)

[Session 12 - Moonday 3rd Lamashan](#)

[Toilday 4th - Oathday 6th Lamashan](#)

[Session 13 - Fireday 7th Lamashan](#)

[Session 14 - Fireday 7th Lamashan](#)

[Starday 8th Lamashan](#)

[Session 15 - Starday 8th Lamashan](#)

[Session 16 - Sunday 9th Lamashan](#)

[Session 17 - Moonday 10th Lamashan](#)

[Session 18 - Toilday 11th Lamashan](#)
[Wealday 12th Lamashan](#)

[Session 19 - Oathday 13th Lamashan](#)
[Fireday 14th Lamashan](#)

[Session 20 - Starday 15th Lamashan](#)
[Sunday 16th Lamashan](#)
[Moonday 17th Lamashan](#)
[Toilday 18th - Wealday 19th Lamashan](#)

[Session 21 - Oathday 20th Lamashan](#)

[Session 22 - Oathday 20th Lamashan](#)

[Session 23 - Oathday 20th Lamashan](#)

[Session 24 - Fireday 21st Lamashan](#)

[Session 25 - Fireday 21st Lamashan](#)

[Session 26 - Starday 22nd Lamashan](#)

[Session 27 - Moonday 24th Lamashan](#)

[Session 28 - Moonday 24th Lamashan](#)

[Session 29 - Wealday 26th Lamashan](#)

[Session 30 - Wealday 26th Lamashan](#)

[Session 31 - Oathday 27th Lamashan](#)

[Session 32 - Oathday 27th Lamashan](#)

[Session 33 - Fireday 28th Lamashan](#)

[Session 34 - Fireday 28th Lamashan](#)

[Session 35 - Oathday 4th Neth](#)

[Session 36 - Oathday 4th Neth](#)

[Session 37 - Oathday 4th Neth](#)

[Session 38 - Fireday 5th Neth](#)

[Session 39 - Fireday 5th Neth](#)

[Session 39.5 - Fireday 5th Neth](#)
[Starday 6th Neth](#)

[Session 40 Starday 6th Neth](#)

[Session 41 Starday 6th Neth](#)

[Session 42 Starday 6th Neth](#)

[Sunday 7th of Neth](#)

[Session 43 Moonday 8th of Neth](#)

[Toilday 9th Neth](#)

[Wealday 10th of Neth](#)

[Session 44 Wealday 10th of Neth](#)

[Session 45 Wealday 10th of Neth](#)

[Session 46 Wealday 10th of Neth](#)

[Session 47 Oathday 11th of Neth](#)

[Session 47.5 Oathday 11th of Neth](#)

[Session 48 Oathday 11th of Neth](#)

[Sesion 48.5 Oath Day 11th of Neth](#)

[Session 49 Moonday 15th of Neth](#)

[Toilday 16th of Neth](#)

[Fireday 19th of Neth](#)

[Starday 20th of Neth](#)

[Session 49.5 Fireday 19 of Neth](#)

[Sunday 21 of Neth](#)

[Session 50 Moonday 27th Neth](#)

[Wealday 29th Neth](#)

[Sunday 3rd Kuthona](#)

[Session 51 Sunday 3rd Kuthona](#)

[Moonday 4th Kuthona](#)

[Session 51.5 Moonday 4th Kuthona](#)

[Session 52 Moonday 4th Kuthona](#)

[Session 52.5 Moonday 4th Toilday 5th Kuthona](#)

[Session 53 Toilday 5th - Moonday 11th Kuthona](#)

[Session 53.5 Moonday 11th Kuthona 4711](#)

[Session 54 Toilday 12th Kuthona 4711](#)

[Session 54.5 12th Kuthona 4711](#)

[Session 55 12th Kuthona 4711](#)

[Session 55.5 Toilday 12th Kuthona 4711](#)

[Session 56 Toilday 12th Kuthona 4711](#)

[Session 57 Sunday 24th Kuthona 4711](#)

[Session 57.5 Sunday 24th of Kuthona 4711](#)

[Session 58 Moonday 25th Kuthona 4711](#)

[Session 58.5 Moonday 25th Kuthona 4711](#)

[Session 59 Moonday 25th Kuthona 4711](#)

[Session 59.5 Moonday 25th Kuthona 4711](#)

[Session 59 Toilday 26th Kuthona 4711](#)

[Session 60 Toilday 26th Kuthona 4711](#)

[Session 60.5 Moonday 25th Kuthona 4711](#)

[Session 61 Toilday 26th Kuthona 4711](#)

[Session 61.5 Toilday 26th Kuthona 4711](#)

[Session 62 Toilday 26th Kuthona 4711](#)

[Wealday 27th Kuthona 4711](#)

[Session 62.5 Moonday 25th Kuthona 4711](#)

[Session 63 Moonday 25th Kuthona 4711](#)

[Toilday 26th Kuthona 4711](#)

[Wealday 27th Kuthona 4711](#)

[Oathday 28th Kuthona 4711](#)

[Session 64 Oathday 28th Kuthona 4711](#)

[bottom](#)

Session 1 - Oathday 22nd Rova

Day 1 -Oathday (Thursday) the 22nd day of Rova (September), 4711 AR (Absalom Reckoning) -

Heroes defended the city of Sandpoint from a Goblin raid at the Swallowtail Festival on the

Autumnul Equinox.

Session 2 - Oathday 22nd Rova

They save Aldern Foxglove, who is very thankful and seemingly in awe by Ehlyna's battle prowess.

Zursat befriends a local girl. **Milty Standish**

Kallin meets the Goblin-hating stable owner.

Fireday 23rd Rova

Heroes go on boar hunt with Aldern Foxglove.

Later that evening, the heroes try to help a local woman whose husband was killed by a stranded Goblin. The rest of the night is quiet and sad.

Starday 24th Rova

Heroes meet with Sheriff Hemlock, the Mayor and an Elven ranger named Shael. She tells them about the Goblins in the area.

Sheriff asks the heroes to keep an eye on things while he travels to Magnimar to ask for help.

Boar feast is enjoyed by all at the Rusty Dragon.

Zursat makes a new friend. **Aubrey Williams**

Sunday 25th Rova

Ehlyna receives a quality ornate axe inscribed with her name and visage and the words 'Hero of Sandpoint' on it. It is from Aldern. He has left Sandpoint to return to Magnimar.

The heroes explore the beach below Junkers Edge where the town throws their trash.

They also explore out on Choppers Island, once the home of the town's mass murderer from 5 years past. Nothing interesting is found.

Zursat makes a new friend. **Trinna Varonia**

Ellie wanders around and 'finds' things.

Moonday 26th Rova

The group goes to the Boneyard and meets Noffer Vask, a former pirate now Priest of Sarenrae. He tells them some of the history of the Late Unpleasantness.

-Calina leaves town to wander the nearby wilderness with Paka. She finds a group of schoolchildren and teacher treed by a Goblin Dog. She chases it off and rescues them. [\[See Calina's Adventures \(2.4\)\]](#)

-Zursat wanders town and meets Chask Haladan and Brodert Quink at the Curious Goblin, Haladan's bookstore. He is then seduced by Shayliss Vinder, the daughter of an overly angry shopkeeper. The father catches them and Zursat tries to talk his way out of it before slipping out through the sewer.

-Kallin spends more time with Naffer Vosk and then follows a ghost out onto Chopper's Island before being swarmed by birds. [\[See Kallin's Adventures \(2.4\)\]](#)

The group gathers for dinner at the Rusty Dragon and Zursat sings to the crowd.

Session 3 - Toilday 27th Rova

Day 6 - Toilday (Tuesday) the 27th of Rova - Heroes go to check in on the Barrett family and are chastized by Ms. Barretts sister.

Group makes plans to raise money for Barrett family, visit Mr. Barretts former place of

employment and find that his old boss is a jerk.

Approached by Bethanna, the Halfling maid at the Rusty Dragon. She says Ameiko is missing and clues point toward Ameiko's estranged half brother and the family Glassworks.

Heroes check out Glassworks and dispatch and capture several Goblins. Find that Lonjuki Kaijutsu, the family patriarch, has been killed and that Tsuto Kaijutso was responsible for the murder and helped plan the Goblin raid. Ameiko is rescued. Tunnels leading deep below Sandpoint are discovered in the basement of the Glassworks.

Session 4 - Toilday 27th Rova

One leads out to a secret cave on Junkers Edge. Human and Goblin tracks are followed back up to the road. Found Tsuto's journal indicating original raid and a larger attack on Sandpoint in the near future. Given to the Mayor. Heroes delve back into tunnels to explore side tunnels.

Fight some strange creatures and have to retreat because Kallin is wounded.

-Calina again spent some time outside the city walls with her firepelt companion, Paka, in search of the yerba root makes into a tea. She does not find any herbs, but does manage to spot some pirates who have shored up a few miles up the coast from Sandpoint. [[See Calina's Adventures \(2.4\)](#)]

-Kallin goes shopping for some herbs to make his needed medicine and finds that he is still in a bad mood, which does not subside until having a nice, long talk on spiritual matters with Father Zantus [[See Kallins Adventures \(2.4\)](#)]

-Daellin goes looking for someone to shed some light on the runes and the weapon that was found in the passageways beneath the city. He meets a weapons dealer, Savah, and then meets Brodert Quink, the local expert on all things old.

-Zursat fills his afternoon and evening making good on his promise to start raising funds for the Barrett family. He travels from tavern to tavern (Sandpoint has several: The White Deer, Risa's Place, Cracktooth's Tavern, The Hagfish, The Rusty Dragon and the Fatman's Feedbag) singing songs and telling stories for gold. A group of local merchants gives him nasty looks. Zursat thinks he is followed back to the Rusty Dragon with charity gold.

-Ellie spent the day wandering around 'finding' things and getting chased out of shops.

-Ehlyna was drawn down to the waterfront. She spent the afternoon strolling along the docks, admiring the ships and chatting with the dockworkers and sailors.

Session 5 - Wealday 28th Rova

Day 7 - Wealday (Wednesday) the 28th of Rova - Early the next morning, the group gathers for breakfast, shares their tales of the previous days events with each other and then prepare to head back to continue exploring the ancient chambers below the town. Head back into the ancient catacombs under Sandpoint. Fought giant mutated Goblin and zombies in pits. Fought floating bloated head with tentacles and scary shrieks. Ambushed twice by a tiny, flying creature. Found some good gear. Retreated back to town by lunch. The Mayor encourages the party to check out the Goblins at Thistletop.

-Zursat has an encounter with Shayliss Vinder and then breaks her heart. He then has a run in with some shifty Varisians and spars with them.

-Daellin visits the Turandarok Academy and speaks with Master Ilsoari about possible magic

tutelage in exchange for work. He then samples some of Sandpoints finest desserts and orders some for later. The Mayor and Father Zantus again encourage Daellin and the party to check out the Thistletop Goblin problem. Makes a down payment on a new blade.

-Calina and Kallin travel the hinterlands and help some wounded merchants return to town.

They encounter a Varisian tribal camp just outside of the town gates and both choose to camp out with them. Both buy new armor from Varisian traders.

-Ehlyna drinks some ale and then has a run in with some colorful townsfolk.

-Ellie wanders off to who knows where!

Session 6 - Oathday 29th Rova

Day 8- Oathday (Thursday) the 29th of Rova - The group meets early in the morning to discuss and plan their days goals.

Party leaves town, but first the are given a Harrow reading by the Varisian Madame Seoni.

The heroes travel to the Nettlewood and discover the Goblins lair.

Infiltrate Thistletop and kill some Goblins.

The alarm is sounded as they group moves through the fort.

Session 7 - Oathday 29th Rova

The Goblin King's throne room is breached and Zursat is slain

in a deceptive ambush by Goblin commandos.

The King and his Goblins are all slain.

Session 8 - Oathday 29th Rova

The ground level of the fort is cleared. Discovered the captured and wounded warhorse, Shadowmist. Freed and befriended it.

Moved on to an underground level. Encountered a female Human mage. Took her out.

Spotted Tsuto and gave chase. Encountered a landbound tentacled octopus-like creature and while engaging it, was ambushed by a Bugbear, Tsuto and some Goblins. Fought them, Bugbear and Goblins killed, Tsuto fled again.

Found some Goblin nursery and dispatched several Goblin babies.

Found some bed chambers and one guard, Human Orik Vancaskerkin. He surrendered, gave up his gear and was allowed to flee. Encountered a prison and torture chamber.

Session 9 - Oathday 29th Rova

Descended down another level under Thistletop. Encountered some deadly traps but managed to avoid them. Encountered Nualia, Tsuto and their sorceress friend. Killed them but took heavy damage in the process.

-The group rested up a bit and took inventory of the items found on their fallen foes.

Session 10 - Oathday 29th Rova

Continued the exploration of the compound under Thistletop. Encountered and defeated 3 shadowy spirits of a malign nature. Found a secret passage, held off on exploring the 2 sets of stairs it held. Got past the giant gold coin column. Found another part of the compound.

Explored an ancient lab/ torture room. Found a throne room with an illusion of the guy depicted

on all the statues. Entered the last room, found a huge fire pit and a nasty, powerful wolf-demon-creature who tore through the party and then enchanted Ehlyna and instructed her to kill Daellin. The group fled/ retreated to the nearby antechamber where everyone dogpiled on Ehlyna and Daellin attempted to knock her out with pommel blows to the head.

Session 11 - Oathday 29th Rova

Ehlyna was knocked unconscious, the group retreated to the Observation room to camp for the night.

Fireday 30th Rova

The party retreated back to Sandpoint to regroup, re-equip and report to the Mayor about the defeat of Nualia, Tsuto and the Goblins of Thistletop. Daelin used his Light Tread spell to allow the rescued warhorse, Shadowmist, make it safely across the rope bridge. The party constructed a litter to drag their fallen comrade as well as all the loot plundered from their adventures. Once back to Sandpoint, Zursat was delivered to the Ot'betot Clan. The rest of the day was spent resting and Vexeron began Analyzing the magical items recovered. Daellin spent some time at the Turandarok Academy, Ellie wandered around and Ehlyna was sullen and dour.

Starday 1st Lamashan

Day spent resting again and selling recovered loot. Daellin spent some time at the Turandarok Academy, Ellie wandered around and Ehlyna was sullen and dour.

Sunday 2nd Lamashan

Day spent resting again and selling recovered loot. Daellin spent some time at the Turandarok Academy, Ellie wandered around and Ehlyna was sullen and dour. That evening, Calina, Kallin and Vexeron came across several creatures from the catacombs below attacking some town guards near the Glassworks. They joined the fray and defeated the evil creatures.

Moonday 3rd Lamashan

The next morning, Sheriff Hemlock meets the party and asks them to further investigate the ruins under the town and hopefully eliminate the remaining threats there. [\[See Decisions, Decisions \(11\)\]](#)

Session 12 - Moonday 3rd Lamashan

The group, now joined by 2 mercenary guards from Magnimar, Samad the Foxtooth and Philis the Redshirt, descend back into the ruins under Sandpoint after stocking up on healing potions and other supplies. After making a quick check over the areas that have been already explored, the group of heroes pressed on into the unexplored passageways in search for the tiny yet dangerous flying creature that had already caused them so much trouble.

In no time, the party came across several more of the split jawed monsters and the demon imp, as well as some demonic dire rats. After a long battle, the monstrous foes were finally bested. Resting wearily and wounded, the party decided on what to do next. [\[See Ding Dong the Imp is Dead \(12\)\]](#). The party returns to town to report and get healed up. It starts raining and rains for the next 3 days.

Toilday 4th - Oathday 6th Lamashan

Everyone works on personal projects and plans the return trip to Thistletop.

Session 13 - Fireday 7th Lamashan

Day 16 - Fireday (Friday) 7th of Lamashan (October) - The good Sheriff Hemlock approaches the Heroes and asks them if they can help him solve a murder mystery. He shares with him the clues he has gathered so far and leads them to the murder scene. Several clues indicate that Ehlyna is somehow involved with the murderer. Samad becomes sick and is healed by Father Zantus. He had contracted Filth Fever from the battle with the Fiendish Dire Rat a few days previous. Investigations lead the heroes to speak to a few locals before heading to the nearby Habe's Sanatorium to question the only surviving witness to these murders. More indications that Ehlyna is involved turn up. From there, things turn ugly.

After magically incapacitating the insane Grayst Sevalia, for the 2nd time, the party is tasked with returning him to Sandpoint so the clergy can heal him of his ghoulish state. [\[See Continuing Story \(13\)\]](#)

Session 14 - Fireday 7th Lamashan

Grayst is returned to Sandpoint and placed under the care of Father Zantus and his acolytes at the Sandpoint Cathedral. A distraught farmer from the southern farms arrives and tells a tale of walking scarecrows and murder at the Hambly Farm. The Sheriff says he will dispatch some mercenaries to check it out in the morning and asks the heroes to join them.

Starday 8th Lamashan

The party heads south and stops at a few farms, finding little new information along the way. Once at the Hambly Farm, they encounter Ghouls masquerading as scarecrows. Many are dispatched on the way to the farm house. It is believed that the Ghouls are in fact nearby farmers that have been turned into Ghouls recently. One disguised farmer is accidentally killed by Calina who mistook him for a Ghoulish scarecrow. The group makes it to the farmhouse and barn and find the barn full of Ghouls. They enter and dispatch them. [\[See Continuing Story \(14\)\]](#)

Session 15 - Starday 8th Lamashan

Vexeron and Ellie rejoined the party after hitching a ride with a local farmer. Vexeron shared news regarding the Misgivings, the nearby Foxglove Estate. The Hambly farmhouse was investigated and Farmer Hambly was found ritually murdered like the other victims. The group was attacked by a fairly well dressed Ghoul who carried a mysterious and fancy key, clearly not one of the farmers keys. A lockbox with nearly 70lbs of silver was discovered. The group then headed west to the Foxglove Manor, which was located only about 3 miles from their current location along the Lost Coast. The house was partially explored but the expedition was cut short due to the evil spirits inhabiting the house which were, in some cases, attempting to murder the intruders. The group retreated back to Sandpoint instead of camping overnight in the house or its environs. [\[See Continuing Story \(15\)\]](#)

Session 16 - Sunday 9th Lamashan

Day 18 - Sunday 9th of Lamashan (October) - Kallin and Calina both decide to take a walk in the hinterlands the next morning to clear their heads after the chilling encounters in the haunted

Foxglove Manor. While out on a walk, they meet up with a patrol from Sandpoint tracking some Birdcruncher Goblins who reportedly attacked some travelers on the Lost Coast Road earlier that morning. The trail leads to the edge of the Devil's Platter, a large limestone escarpment nearby, rumored to be the usual territory of the Birdcrunchers. The group follows some strange sounds and what appear to be battle cries to eventually encounter a group of Goblins who had captured a Harpy and were trying to repulse a Stone Giant from climbing up their cliff face. The Harpy was put down by Calina's sharp aim and the Stone Giant was engaged on a narrow rocky ledge some 100 feet from the ground below. One of the Iron Carnival mercenaries, a ranger named Eogar. Kallin also took a beating, nearly knocking him unconscious. Eventually, the Giant was defeated, being taken down by Paka who had latched on to its leg and continued biting with his sharp Firepelt teeth. The Goblins had long since run out of arrows and fled while the group gathered their wounded and dead and made the long climb back to the bottom. A rough map found in the Giants satchel was of Varisia with definitive markings on Sandpoint. Kallin and Calina took it right to the Sheriff and Mayor once they returned to Sandpoint. [\[See Continuing Story \(16\)\]](#)

Session 17 - Moonday 10th Lamashan

Day 19 - Moonday, 10th of Lamashan (October) - The group met another adventurer in the area, a Gnomish scout/ mapper by the name of Leela Caardnool. She was interested in some of the recent ruins the group had explored and asked if she could tag along and hang out with the party.

The groups next outing was to be back to the Misgivings to look for more clues and make another attempt to put a stop to the ghoul problem. Ehlyna and Ellie stayed back in town.

More of the haunted mansion was explored and more of the insidious haunts were encountered, causing horrific hallucinations, causing party members to attack one another and so forth until finally, in the basement, they found an entrance to an even lower level. When investigating it, Kallin and Leela were both overcome by a powerful image of Aldern Foxglove digging into the floor and then being surrounded and overcome by ghouls. Kallin and Leela both experienced the same vision, even developing wounds caused by the illusory ghouls! The group was then alerted by Daellin, who had been waiting outside with the horses that they should return to Sandpoint as soon as possible because he had spotted a large pack of ghouls converging on the house!

The group rode off back to Sandpoint to regroup and plan the next foray into the sub-basement of Foxglove Manor.

Session 18 - Toilday 11th Lamashan

Day 20 - Toilday (Tuesday), 11th of Lamashan (October) - Once again the band of heroes has gathered to plan a trip to the haunted mansion of the Foxglove family, hoping to put an end to the murders and ghoulish menace that has cursed the good town of Sandpoint. While eating an early breakfast in the Rusty Dragon, the sheriff arrives. Immediately the gathered companions sigh, knowing he is bringing some other chore or bad news...

He greets them dourly and informs them that another murder has taken place. Olmur Davankus, the Halfling who runs the Grocer's Guild Hall just around the corner from the Rusty Dragon. He is concerned that it will be difficult to keep the details of this murder quiet as Olmur was a very visible citizen. It is also of great concern to the sheriff that many in town know that Ehlyna has no love for Halflings and has even been seen publicly threatening to 'kill' her own companion, the Halfling Ellie and 'eat her toes!' He shares the details of the murder, which are nearly identical to the other ritual murders, down to another note addressed to Ehlyna.

The group then gathered their gear and headed south for the haunted mansion. They quickly descended to the sub-basement below the mansion and found a series of caverns and tunnels, some newly dug, that were filled with a strange, heavy breathing sound coming from further within. A handful of ghoulish guardians (a ghoulish dire bat and a group of Human ghouls) were encountered and dispatched before entering a large, cathedral sized cavern with the source of the 'breathing' sound. A 50 foot deep pit filled with foaming and frothing sea water was the source of the sound, and across the room, reachable by a narrow, wet ledge that spiraled around the room, was a stone door. As the group approached, they were set upon by another group of ghouls, this time several Goblin ghouls leaped from cleverly hidden spots and managed to split the party into several small groups.

Eventually the group gets to the stone door and bursts in to find none other than Aldern Foxglove, presumed dead but very much UNDEAD. He was now a stinking, rotting ghoul, and he was waiting for them. He presented the group with a table full of various articles and items that had been pilfered away from Ehlyna over the course of the previous several weeks, items she had mistakenly been 'found' by Ellie, or simply misplaced. He invited Ehlyna to step forward so he could 'bring her into the fold' though she politely declined the offer and advanced on him with axes drawn. When the 2 engaged in melee, several more ghouls revealed themselves from dark hiding places and the battle was on. Aldern, also known as the Skinsaw Man, put his gross, leathery mask to his face and suddenly his face transformed into Ehlyna's visage. This enraged the Dwarven warrior and she pressed the attack. Aldern proved to be a very nimble and skilled combatant, even scoring 2 serious wounds on Ehlyna while managing to block, parry and dodge Ehlynas. After switching her tactics up a bit, Ehlyna was able to strike several critical blows which were too much for Aldern to withstand. Their foe was beaten, the other ghouls defeated and the party had won.

After the battle, Kallin was supernaturally attracted to a large patch of green and black fungus on the wall. He approached it and nearly began shoving fistfulls into his mouth, but he was able to resist. Anything valuable was gathered up from the room, including a set of keys with the Foxglove crest on it (and a large opal) and an interesting note to Aldern that was shuffled in with some explicit and erotic sketchings of Ehlyna.

The note read:

Aldern—

You have served us quite well. The delivery you harvested from the caverns far exceeds what I had hoped for. You may consider your debt to the Brothers paid in full. Yet I still have need of you, and when you awaken from your death, you should find your mind clear and able to understand this task more than in the state you lie in as I write this.

You shall remember the workings of the Sihedron ritual, I trust. You seemed quite lucid at the time, but if you find after your rebirth that you have forgotten, return to your townhouse in Magnimar. My agents shall contact you there soon—no need for you to bother the Brothers further. I will provide the list of proper victims for the Sihedron ritual in two days' time. Commit that list to memory and then destroy it before you begin your work. The ones I have selected must be marked before they die, otherwise they do my master no good and the greed in their souls will go to waste.

If others get in your way, though, you may do with them as you please. Eat them, savage them, or turn them into pawns—it matters not to me.

—Your Mistress, Wanton of Nature's Pagan Forms

Also in the room was a clumsy painting of Ehlyna, apparently done by Aldern using blood and guts to paint over some other portrait in a fine frame. Brushing some of the grime away reveals it was a portrait of Ilesha Foxglove, his recently slain wife.

The group thought it best to take some time and attempt to burn or destroy the green fungus, as it was somehow supernatural and linked to the hauntings of the house. After doing so, the group retreated back to Sandpoint, eager to let the Sheriff know that they had solved the Skinsaw Murders.

[\[\[Read more at the Continuing Stories page ---> Here \]\]](#)

Wealday 12th Lamashan

Treasures were sold, herbs were found and dried, meditations were had, bargains were struck with alchemists, [books sought after and spiders killed](#). (([Read about it at the Continuing Stories page](#)))

Session 19 - Oathday 13th Lamashan

Day 22. Oathday (Thursday), 13th of Lamashan (October). -

The party headed back to Thistletop in search of Ehlyna's missing axe and hoping to end the existence of the evil demon creature residing in the lower levels. The trip there and the delve to the lowest level of the ruins was uneventful, though Leela was excited for the opportunity to see and map a new ruins. Outside the immense metal door with the 7-pointed star engraved on it, the group took a moment to magically prepare itself and establish some tactics.

With all their magical effects in place, the group charged through the door and engaged the beast. Their greater numbers, magical enhancements and greater skill proved to be more than

what the beast expected. It immediately went on the defensive, and even though the battle drug on for a while, eventually the heroes won out and the demon was reduced to a bubbling pile of black ooze. Ehlyna was the only one to take serious injury and thanks to Kallin's magic and a healing potion, she was back to fighting strength quickly. Ehlyna recovered her axe, some magical burning candles were found and a silver box filled with white sand contained some sort of magical ring.

After that, the group decided to explore the one last remaining area of the ruins they had not gotten to before. The secret hallway and steps led to a collapsed treasury of some sort with ocean water coming in. The wall depicted a great city of spires in the mountains overlooked by a high peak carved with the visage of a stern man.

A huge golden helmet, at least 5 feet across, lie submerged in the water, surrounded by silver and gold coins. When the party went to gather up the treasure, the helmet lurched forward, revealing a giant hermit crab living inside. The creature tried to catch Daellin in its grasp, but stumbled backward down a slippery stone block and missed. Everyone jumped back and Daellin was able to use his Elf magic to calm and speak to the creature, who agreed to let the party gather the treasure in return for food. Those members carrying rations quickly threw them into the water and the crustacean gathered up a few bites and scuttled into deep water. Several thousand silver and gold coins, along with a pouch of jade and a magical jade amulet were recovered over the course of the next half hour.

The party then retreated to the upper levels, planning on sending some folks back to town for the mounts and food so they could camp the night and allow Leela to map the ruins. Once back to the surface, the group surprised a Kobold in the main hallway, who squealed and immediately fled. With quick thinking fueled by hatred, Leela brought her loaded crossbow to bear and shot the fleeing Kobold in the back, though he was able to continue running.

Several members of the party gave chase to the Kobold to find that he ran to an adjacent hallway that had been turned into a camp for a handful of the tiny draconic beings. They immediately cowered in the corner, throwing down their weapons when Leela, Ehlyna and Daellin burst into their camp. Ehlyna demanded their surrender, which they noisily agreed to. Suddenly the whole room shook as a heavy weight crashed down upon the wooden roof. The shoddy construction held, but visibly sagged. A large hole was then ripped through the roof and a large Troll stuck large fanged head in demanding to know what was going on?

A brief parley between the Troll and Ehlyna ended with the group retreating and leaving Thistletop without encounter with the Troll and his Kobold minions, much so several peoples surprise. The group, weighed down by their newly recovered treasure, made their way back to Sandpoint by mid-afternoon. After a meal and a rest, Vexeron got right to work on analyzing the magic items and everyone else discussed what else to do with the other loot. Seeing as none in the group had the skill to appraise the jewels or silver box, they had to decide what to do with them.

Fireday 14th Lamashan

[Read More at the Continuing Story Thread ---> Preparing to Leave Sandpoint \(19\)](#)

Session 20 - Starday 15th Lamashan

Day 24. Starday (Saturday), 15th of Lamashan (October).

Loot is sold and divided, supplies are bought and several members make a trip back to Thistletop to allow Leela a chance to get a map of the complex. After some excitement both in and out of town, the group has reunited and is headed for the Rusty Dragon Inn to make their final arrangements. As the group enters the Inn, nearly the entire town jumps out and yells "Surprise!" It turns out that Ameiko and some other townsfolk got together and planned a going away party for the heroes. Ameiko unveils the newly mounted axe she bought from Ehlyna, showing an image of her face with the inscription "The Hero of Sandpoint."

The night was filled with eating and drinking and games and stories and fun. Many of the prominent townsfolk stood up and gave speeches of thanks. Daellin even took the stage to deliver a severely long winded story regaling the towns recent exploits and why the 'Heroes' did what they did and this and that and....

Sunday 16th Lamashan

The next morning, the group heads out of town, following the Lost Coast Road to the south and east. According to the locals, the trip should take about 3 days, but supplies for a slightly longer trip were procured just in case.

On the first day, while making a stop to rest and forage, a hunting party of Elves was encountered on the fringes of the Whisperwood. They were friendly enough, as friendly as Elves can be, at least, and shared the information that they were tracking a group of bandits thought to be operating in the area. Later that night, just before midnight, the 'Heroes' found the bandits, or more appropriately, the bandits found the 'Heroes.' Fortunately Daellin's Forest Warning magic warned the party of the bandits approach and they were driven off fairly easily. The first wave of bandits were defeated and killed by the warriors of the group while Vexeron managed to drive off a 2nd set of bandits using the illusion of a Troll and lighting a huge section of the forest floor on fire! The fire was put out, also with magic and the bodies of the bandits were disposed of. Some wanted to pursue the remaining bandits, but the consensus was to stay put.

Moonday 17th Lamashan

The next day brought the cold, autumn rain, soaking everyone to the bone. The road became a treacherous, muddy affair and slowed them down considerably. Fortunately a roadside Inn was discovered toward the end of the day and the group was happy to get out of the rain, though Calina and Kallin both chose to camp outside in the rain instead. The innkeeper said they were just about a days travel out from Magnimar still.

Toilday 18th - Wealday 19th Lamashan

The next day was uneventful (though the rain had stopped) and very slow going in the rain soaked road, but the party pushed on. The next morning, the group was in sight of [Magnimar](#). After topping a short rise, the land before them ran down to Magnimar, still an hour or so away. They could see the impressive ruins of the Irespan stretching out from the city into the waters of

the Varisian Gulf. Beyond the city can be seen the swampy stretch known as the Mushfens, known to be the largest swamp in all the lands. The Mushfens reach from Magnimar all along the southern coast of Varisia, nearly all the way to Korvosa, some 600 miles away.

As the group approached the city, they spotted many more travelers on the road and in the surrounding areas. The woods that had been consistent on their left was now nearly gone, mostly cleared for lumber and farmland. Numerous boats and ships could be seen plying the waters of the Gulf and of the [Yondabakari River](#).

They met a Varisian family traveling away from the city who stopped and chatted for a while. They warned Calina of the dangers of being Varisian in Magnimar, saying that most of Chelioxian lineage (and even many mixed blood Chelish/ Varisians) looked down upon the Varisians, seeing them as nothing more than dirty gypsies and thieves. The family bid the group farewell and continued on their route north while the party drove their wagon toward the city gates.

There was a line of travelers and wagons at the gate, but the gate guards seemed to be moving everyone in fairly quickly. They asked the group some simple questions when it was their turn and then welcomed them to Magnimar, the City of Monuments.

[Read More at the Continuing Story Thread ---> Bright Lights, Big City \(20\)](#)

Session 21 - Oathday 20th Lamashan

Day 29. Oathday (Thursday) 20th of Lamashan (October)

Bright and early, the party rises and prepares for the day. Ehlyna and Ellie volunteer to take the wagon down to the shore to find Voon's people and deliver it while everyone else agrees to go scout out Foxglove's townhouse and hopefully find some more clues to the great evil behind Aldern Foxglove's string of ritual murders. They referred back to the note that had been found in his lair under his family's estate outside of Sandpoint:

Aldern—

You have served us quite well. The delivery you harvested from the caverns far exceeds what I had hoped for. You may consider your debt to the Brothers paid in full. Yet I still have need of you, and when you awaken from your death, you should find your mind clear and able to understand this task more than in the state you lie in as I write this.

You shall remember the workings of the Sihedron ritual, I trust. You seemed quite lucid at the time, but if you find after your rebirth that you have forgotten, return to your townhouse in Magnimar. My agents shall contact you there soon—no need for you to bother the Brothers further. I will provide the list of proper victims for the Sihedron ritual in two days' time. Commit that list to memory and then destroy it before you begin your work. The ones I have selected must be marked before they die, otherwise they do my master no good and the greed in their souls will go to waste.

If others get in your way, though, you may do with them as you please. Eat them, savage

them, or turn them into pawns—it matters not to me.

—Your Mistress, Wanton of Nature's Pagan Forms

Samad attempted to find direction to the townhouse, but had no luck with some shifty looking characters hanging out in an alleyway, Daellin had better luck using more diplomatic means. They quickly traveled through the city toward the townhouse, which was also located in the Naos district, not too far from the gate they first entered the city through. After a short search, they found the right street and the townhouse. It was a nicely appointed 3 story building with a small fenced plaza in the front which contained a fancy stone fountain and pool carved in the likeness of a 4 headed hydra spouting water out of its mouths. The windows were boarded up, but so were many other houses that were seen on other houses in the area. Apparently Magnimar had a large portion of its population that would spent only parts of the year in the city and the rest of their time in other places. The streets were not empty, but only a few servants and delivery people were out at this time.

The group approached the house and tentatively knocked on the door. After waiting for several moments with no answer, Daellin used the key they had taken from Aldern's lair and unlocked the door. He entered into a foyer/ stairwell and was immediately greeted by a woman in an apron rushing around the corner from the rest of the house. She greeted him and everyone was taken aback as she looked just like Aldern's wife, Ilesha Foxglove, supposedly murdered at her hands, at least as far as they knew from the clues and ghostly visions they received at Foxglove Manor. She indeed admitted to being Ilesha Foxglove and that she and her husband, Aldern, had just returned to Magnimar from a trip to Absalom in the south. They were distraught to have found their residence had been broken into and ransacked. She leads the group into the dining room and then goes to get Aldern. Everyone is even more shocked when he appears, and it truly seems to be him. He admits to knowing everyone and when Daellin tells the story of the events surrounding his 'demise' back in Sandpoint, he is greatly surprised. Quickly his mood changes and he demands that they turn over the key they have to his house and insists they leave, insinuating that they were the ones that broke into his house and tore the place up. As he was pushing the group back out, the Foxgloves produced longswords and attacked Samad and Kalin in the back. Angered, Samad attempted to punch Mrs. Foxglove in the face, going for the knockout blow, but instead she skillfully parried his unarmed blow, nearly severing his right arm!

In an instant the battle was on between the Foxgloves and the Heroes of Sandpoint! As soon as the battle begun, though, both Foxgloves revealed startling secrets, they were actually shapechangers and their appearances quickly shifted into that of faceless, rubbery brutes with skin covered in writhing, shifting texture. They proved to be very tough and skilled opponents and it was only after some time that the party was able to get the upper hand. Toward the end of the battle, two new foes entered, strangely robed and masked men entered, armed with war razors. Calina warned them, then opened fire, peppering them with arrows. Vexeron finished the job by dropping an exploding fireball between them, completely engulfing one of the and the front end of the room, in flames. One of the faceless beasts went down and then the other one

attempted to flee, but the group pursued. Daellin made a desperate lunge and tried to tackle the fleeing creature. He finally managed to drag him to the ground and it was then killed. Some neighbors saw the struggle in the street and ran off, presumably to get the Watch. They dragged the body back toward the house then quickly ran back inside to find buckets to put the fire out before it consumed the whole building. Vexeron, after tying up the unconscious masked man, created a magical servant to help put the fire out and in no time the flames were quenched.

[Read More at the Continuing Story Thread → Searching for Clues \(21\)](#)

Session 22 - Oathday 20th Lamashan

Later that day (29). Oathday (Thursday) 20th of Lamashan (October)

After the City Watch had been successfully turned away by the illusion of Aldern Foxglove, the group continued its search of the townhouse but first Vexeron wanted to retrieve the bound prisoner that was being hidden in the backyard. When they got out back, they saw the formerly locked gate hanging open, its lock having been unlocked and the prisoner was gone.

Disheartened, the group returned to searching the house. It had clearly been ransacked. The search of the first and second floors turned up nothing of any value, just ruined pictures and broken furniture.

Finally, on the third floor, in what appeared to be some sort of study behind the master bedroom, they found some carved lions on the mantle place. One of the keys they had recovered after defeating the ghastly Aldern Foxglove was a long tanged, bronze key with a gaping lions head on the ring. It matched the roaring lion sculptures perfectly. A tiny keyhole was discovered in one of the lions mouths and when the key was inserted and turned, the other lion snapped open on hidden hinges, revealing a carved out space holding a pouch with some 200 platinum coins and a ledger and other loose documents.

The documents were mostly legal papers pertaining to the townhouse, taxes and other mundane things. The deed to the Foxglove Manor near Sandpoint was also discovered. Upon reading that document, Vexeron discovered a few interesting points about the deed. First, the Foxglove only funded two- thirds of the manors construction. The other third was paid for by a group called the Brothers of the Seven and second, there was a clause stating that after 100 years, the house and all lands within a mile around and below reverts to the ownership of the Brothers.

The ledger appeared to be just a finely detailed account of Aldern's expenses for the last several years but some fairly recent entries were curious. There were numerous entries, nearly a dozen or so over the last three months, labeled "Ilesha's trip to Absalom." Each entry was for 200 gold a week paid to an account labeled B.7 and the time and location for the payments was always Oathday at midnight at a place called the Seven's Sawmill.

Samad decided to take another look out back and managed to find several sets of unaccounted for footprints in the dirt of the yard as well as a few drops of blood leading out into the alleyway. Calina and Daellin followed the trail down the alley and out into the main street, but there lost

the trail. They returned to the house and Vexeron used a magical seeking spell to pinpoint the location of their fleeing attacker, using his weapon and strange mask as a connection. His spell showed him that he was currently at the bottom of the road connecting the Summit to the Shore.

Daellin, hoping to cut him off, used his Farstrider magic to fly at the speed of a racing hawk, making it to the area in no time at all. Unfortunately when he got there, he found it impossible to pick anyone out of the huge crowd on the Dockway streets. Instead, he rested and waited for his companions to arrive. Once they arrived, they started asking around about where the Sawmills would be and they were directed to Kyver's Islet, located in the middle of the Yondabaraki River between the districts of Keystone and Ordellia.

Just then, their spritely tour guide, Phineas Fizzletop, showed up and agreed, for a small fee, to lead them to the Seven's Sawmill on Kyver's Islet. Along the way, he imparted much about the city, its inhabitants, customs, legends and history. He also got sidetracked numerous times and attempted to get everyone to stop and see every single attraction along the way.

Eventually the group made it to Kyver's Islet and he pointed out the mill across the short stone bridge. He bid his farewell but did not join the group on the island. It looked like the mill he had pointed out was in fact a grain mill, not a saw mill, so the group started asking around. They got the yelled at by another mill owner before going into the grain mill that Phineas had pointed out. He was kind enough, after being slipped a sliver, to point them in the right direction.

The Seven's Sawmill appeared to be a normal, functioning mill. Calina and Daellin searched around for tracks or clues outside, but found none while Vexeron used his Magic Eye spell to scout out some of the interior. He found a few ravens caged in a high tower-like room at the top of the mill and then was able to explore several of the lower levels, observing a handful of men operating a timber cutting operation inside. He was not able to explore the entire building due to some closed doors.

Outside, the group decided to head back toward their place and Foxgloves townhouse to wait for nightfall to return closer to midnight. On the way back, they ran into 3 hooded men who immediately ran when they saw the group. Quickly, the group pursued. Daellin again used his Hawk Flight spell to quickly catch up with and knock down one of the running men as he attempted to flee across the bridge to Ordellia. Daellin was then able to grapple and pin the stunned man until his friends could arrive.

Vexeron used his magic to create some metal rings, binding the man's wrists together while Samad attempted to turn away a crowd that had gathered at the far end of the bridge. Their new prisoner was taken to a deserted alley and they tried to question him, threatening and even performing torture on him. He would not give anything away.

After a very short time, his two friends returned and tried to attack the party. They were dispatched handily and drug into the alley as well. Leela used Aldern's war razor to continue

cutting the first prisoner up, going so far as to carve her name into his flesh. The interrogation was going nowhere, so a plan was hatched involving an illusory Aldern Foxglove 'saving' the prisoners and trying to get some information out of them. The ruse worked well, though unfortunately, the men did not seem to have any good information. Aldern vanished and the party again revealed itself to the men, subduing them once more and preparing to turn them into the authorities.

[Read more at the Continuing Story → Lucky Number Seven \(22\)](#)

Session 23 - Oathday 20th Lamashan

Still later that same day, Oathday (Thursday) 20th of Lamashan (October)

The heroes made their way to the sawmill. The streets were mostly empty at this point in the evening. Most folk had gone home from a long day of work and were eating dinner or drinking away their troubles. It was decided to enter the sawmill through the lower door that was accessed by a narrow staircase nestled between the building and the steep river bank. Even though the saw could not be heard running, the sounds of the mill mechanisms grew louder as the approached the lower door. It was locked and Ehlyna was ready to 'unlock' it, but Ellie stepped forward and quickly and skillfully unlocked the door and went in.

Before entering, Daellin cast Great Haste on Calina and Ehlyna, expecting a fight inside. Vexeron also buffed Samad and Ehlyna, Blurring them and making them harder to see. All ready for battle, the group entered the undermill.

The dark room under the mill contained 4 huge water wheels turning in the flow of the Yondabaraki River in the north half of the space. The southern half of the space, where the door entered, was full of cogs and axles and thick leather belts and ropes and chains, all the machinery that keeps the mill operating. Off to the right, down by the water wheels, stood a Human man. He was looking at something near the water wheel. As the entire band of 8 adventurers piled into the room, he eventually noticed them and began yelling and waving his hands for them to get out, stating that this place was dangerous. He approached but quickly backed up when he realized that they were armed to the teeth.

Ellie slipped away and went to investigate around behind some of the machinery where she ran into a masked individual sneaking up on the party with his war razor drawn. He immediately attacked her, and she jumped back to dodge the blow, but realized she hadn't been fast enough. She closed her eyes as the long, wicked blade of the razor came down on her, then heard a grunt followed by a loud scream as her attacker somehow got his arm tangled up in a nearby belt and gear. He was ripped off the ground and slammed into the ceiling by the machinery, then fell back to the floor, his arm, mangled and unrecognizable as a limb anymore.

The first Human, who had called a co-worker over when the party refused to leave, pulled out his own war razor when he heard the scream from around the corner. His companion drew as well. Samad stepped up and, with a flourish, drew both of his blades. The two then fled the speeding Ehlyna and ran around the water wheels. Calina tried to cut them off and ran past the

other end of the water wheels. Fortunately, Ehlyna was able to catch up to the two fleeing men and cut them down in no time, just before the brief haste magic faded. Seeing no one else on this level and no way to go up, the group went back outside and out and around to the front doors of the mill.

These double doors were unlocked and they entered. The mill was eerily quiet and empty, though signs of recent activity were present. The group slowly and quietly searched the room for any hidden foes and then proceeded up to the next level. A similar situation was encountered here... empty but signs of recent occupation. Another search revealed nothing of interest.

When heading up to the 3rd floor, someone was spotted looking over the railing in the stairwell from 4th floor above. The watcher quickly pulled back out of sight. Instead of rushing right up the stairs, the group felt it prudent to check out the 3rd floor first to make sure no foes were to sneak up behind them. There were in fact 3 men on the third floor. They were wearing similar masks as those previously encountered and wielded the signature war razors as well. Several of the heroes rushed into the room while Calina and Vexeron guarded the stairwell. Kallin and Leela had been checking out a closet behind the stairwell when the battle started.

After a few moments of chasing the cultists around the saws and other mill machinery, Vexeron called out that they were being overrun from the 4th floor. The stairwell was full of hooded and masked cultists rushing down the stairs, their war razors at the ready. Vexeron tried to stop them, but they quickly overran him and tried grabbing him to take him down. The wizard took up a defensive stance and tried valiantly to hold them off. Everyone quickly repositioned in the narrow stairway area and the battle was fully underway. More and more cultists kept running down the stairs, sometimes throwing out magical commands, forcing various heroes to throw down their weapons.

Eventually, most all of the cultists were dispatched or slain. One remaining foe turned and raced back upstairs. Daellin, followed by Ellie and some others, pursued. At the top of the stairs, Daellin found several more cultists and the cult leader, a masked Elf standing behind them. The cultists were waiting for someone to rush up the stairs and they leaped forward to attack immediately. Daellin used his magical defenses to Blink forward, directly in front of the cult leader. The leader took a slash at Daellin while the others stepped back and surrounded the heroic Elf. Before Daellin could stop him, though, the masked Elf disappeared from sight.

The remaining cultists were quickly taken out by the rest of the heroes and in a last ditch effort, Daellin cast a spell to allow him to see those that were invisible. Unfortunately the spell was too much for the Elf to manage and as he scanned the room, he passed out. Nearby, Ehlyna pulled her two Black Dust vials from her potion belt and flung them in random directions, hoping to catch the location of their invisible foe.

Ehlyna took care of the downed cultists while Kallin and Vexeron stood guard over the fallen Daellin. Samad carefully scanned the room, looking for tell tale signs of footprints in the sawdust

that covered every inch of this workshop area. Calina, Ellie and Leela searched the adjacent room, only to find a dirty cot and numerous dried and stretched once-living faces pulled over wooden frames hanging from the walls. A wooden footlocker did reveal piles and piles of odds and ends, knickknacks and other assorted junk in addition to 3 interesting tomes. One identified as probably a spell book, one a book of fairy tales titled *The Syrpents Tane: Fairy tales of the Eldest*, and the third a thin ledger written in some unknown language.

Next, the three ladies climb the ladder in the corner and enter the rookery above this macabre chamber. The three quiet ravens still perch in the screen fronted cage. It sits on a writing table with several quills and small pieces of paper. Each raven has a letter carrier tied to its leg. Vexeron mentions that if a feather was plucked from one of the birds and it was set free, he could use his magic to track where it goes, possibly leading them to the next phase of their investigation. Calina did not want to pluck any feathers, so Ellie did and then set all three birds go.

Daellin, now conscious, gathered up the magical masks from all the fallen cultists and the group, unable to find anything else of interest or value in the sawmill, prepared to leave. Calina suggested hooking up the empty wagon from the first floor to the horse that Ehlyna brought and taking it back to the Kaijitsu estate. Finally, after it was quite dark, the heroes made it back to their new home.

[Read more at the Continuing Story → As Ravens Fly \(23\)](#)

Session 24 - Fireday 21st Lamashan

Fireday, 21st of Lamashan (Friday October 21st)

Leela gathered her new companions to take them to the Pathfinder Lodge to have dinner with none other than Shelia Heidmarch, one of the Pathfinder Venture Captains of Magnimar. Earlier that day, Shelia had invited the “Heroes of Sandpoint” to the lodge, which was also her home, to discuss a possible offer of employment.

Eager to make new friends, especially powerful ones, and possibly earn some money, several of the companions headed out at dinner time. Leela led the way, followed by Kallin, Calina, Daellin and Samad. Ehlyna, Ellie and Vexeron were all off doing other things and missed the invitation to dinner. It was only a dinner date, nothing exciting going on, they probably wouldn’t mind.

Once the companions made it to the Pathfinder Lodge, they were led to a parlor where they were met by Shelia. She apologized to them and asked if they wouldn’t mind waiting for a few moments, she had some last minute business come up. One of her Pathfinders, a Half-Elf named Koriah Azmeren, had just returned from an extended foray into the Darklands, and they needed to speak briefly. While they were to wait, Shelia asked them if they wouldn’t mind taking a look at one of the items Koriah had returned with, a stone cube called a Paradox Box. She explained that they were ancient Thassilonian treasures with secret, magical methods of opening. She left Koriah’s notes as well. After some time, the companions realized that a set of

5 runes could be rearranged on one face of the box. Koriah's notes indicated that they loosely translated to the letters C R U E L. After some time experimenting, the combination L U C R E was finally reached and the box magically opened.

Instead of finding some ancient artifact inside, opening the box triggered a magical trap of sorts, summoning 3 gremlins who immediately began insulting the gathered heroes and destroying the room. The creatures actions quickly escalated and the fight was on. Bad luck and clumsiness began manifesting in everyone in the room, causing even more damage and confusion. After a short time, with the help of Shelia and Koriah, who heard Samad's cries for help, the evil Fey creatures were dispatched. Inside the box was a silver pin in the shape of a feather that radiated magic and 3 small topazes that Daellin valued at about 100\$ each.

After the dust settled, Shelia apologized for leaving them in a dangerous situation without meaning to, though she was quite upset with the damage to her parlour. Calina offered to pay for the damaged, though Shelia declined. Koriah then took the Paradox Box, but offered the gemstones and feather pin as rewards for opening it. She then left, telling Shelia they would meet again in the next few days.

Dinner was finally served and Shelia explained that she was looking for help in tracking down a former informant of hers, Natayla Vancaskerkin, a half Varisian woman who was acting as a double agent for the Pathfinders in one of the Sczarni gangs of Magnimar. She had recently sent word that her gang was about to get a hold of an item that would be of great interest to the Pathfinder Society. But then she disappeared. It seems like the Sczarni are also looking for her now and Shelia wants to find her, and the item first. The only good clue she can give is that Natayla often worked with a man named The Amazing Zograthy, a Varisian fortune teller down in Dockway.

Wasting no time, the group headed to Dockway and Washer's Row. Though it was already dark, the streets of Magnimar were still alive with traffic and business of all types. They found The Amazing Zograthy with no problem and by paying him and offering to pay more, were able to find out a little more information about Natayla. She was a member of the Tower Girls, a Sczarni gang known for their burglaries and 2nd story jobs. Now though, the Tower Girls were said to be after Natayla, though Zograthy did not know why. He did not know where she could be, though he did know that the Tower Girls recently were holed up in a warehouse in Underbridge with a disease ridden wretch of a man named Fenster the Blight. He gave directions to the warehouse.

The warehouse was easy to find and Fenster was every bit as vile and disgusting as Zograthy described. He was bribed, fast talked and eventually threatened until he gave up that he knew where Natayla had been hiding out. He led the group to a seemingly abandoned building near the Seaclef, deep under the shadow of the Irespan above.

A quick investigation of the building shows two possible entrances and several boarded up windows. Choosing the nearest door that leads into a room built into the side of the building,

they knock on the door. There is no response, though Daellin hears some movement from inside followed by a louder knocking on what sounds like an interior wall. Daellin then opened the door, only to be attacked by a sword from the interior of the building. The group quickly defeated the two Varisian thugs stationed in the house. They claimed to know nothing about anything and tried to flee but were tied up.

During the melee, Kallin, curious about the other door, impulsively headed off around the corner to check it out. He opened the door and peered into the nearly completely dark interior, thankfully his Orcish heritage enabled him to see a little. He could see that the floor to this chamber had rotted away, revealing a disgusting cesspool of sewer water slowly dripping in from 2 large, broken pipes to one side. He also saw a narrow plank leading across the open floor to a door on the far side. As he examines the room, he notices some movement down below in the sewage and some sort of object flying toward him. He quickly ducks back out of the door as the object shatters on the wall just inside the door. The unforgettable stench of sewage and bodily function fills the air. Thinking he needs to quickly get across that plank quickly, Kallin calls upon the Lady of Graves to make him more graceful. He channels her divine energy and feels much more nimble and light on his feet. He sticks his head back in only to dodge back out once more as another projectile comes shooting his way. This time it flies out the door, smashing onto the cobblestone street nearby. He then charges in, running nimbly across the narrow plank toward the door, though the magic had not made him nimble enough and he makes a misstep and falls, face first down into the 3 feet of disgusting liquid 5 feet below floor level. Getting to his feet, he sees he is being accosted by 3 Goblins, approaching with their wicked dogslicers waving in the air. They attack and he does his best to defend himself, but they manage to surround him and get several telling shots, mostly to his legs, just above the water level. Kallin falls and nearly falls unconscious before his companions rushed to his rescue. Daellin rushed into the room while Calina managed to pick a few targets out in the dark, dispatching them with deadly skill. Daellin used his magic to Blink out of the way of a thrown object and reappeared in the water next to Kallin, taking out the final Goblin with his enchanted blade. Leela then stuck her head in, illuminating the disgusting, sewage filled room. Samad stayed back, keeping an eye on the two captured Varisian thugs and searching their room.

[Read more at the Continuing Story → Where's Natayla \(24\)](#)

Session 25 - Fireday 21st Lamashan

still Fireday, 21st of Lamashan (Friday October 21st)

The group of heroes continued their search for Natayla. Daellin, Calina, Kallin, Samad and Leela paused for a moment to take stock. There remained one door ahead of them, no doubt leading to the last remaining room of the ramshackle building. Daellin takes a moment to use his Farstrider magic to allow everyone to see in the darkness as if it were daylight. From his vantage point in the attic, and newly found darkvision, Samad could make out the shapes of several figures, some of which may be Goblins, crouching in the rafters above the next room. He relayed this information to his companions below as they prepare to move into the next room. Before they can enter the room though, a voice calls out to them, a female voice speaking in fluent Varisian. The voice demands the 'interlopers' to 'flee from her realm' and that they are

‘not worthy to take audience with her.’ This goes on for a moment, with Daellin calling back some smart mouthed comments. It was clear that whoever was shouting was becoming agitated by the refusal to comply. Daellin led the charge into the next room and found it to be similar to all the other rooms of the building with its floor rotted and fallen away to reveal another sewage filled pit. A large fireplace could be seen in the far wall and a ladder could be seen leading up inside it. Three Goblins were crouched on a non-collapsed section of floor near the fireplace. They immediately shouted threats and engaged, leading off with thrown poo-pots and charged in with their dogslicers held high.

Meanwhile, as Samad made his way forward through the attic space, the Goblins watching him began firing arrows at him, which he was fortunately able to avoid. As he got closer, he realized that the 3rd figure he had spotted above resembled the description of Natayla. She continued to command her Goblin minions to deal with the intruders.

Down below, Daellin nimbly followed the narrow ledge around one side of the room while Calina and Kallin moved more slowly around the other edge. Leela held back in the doorway, waiting for the right moment to make her move. Calina and Daellin were quickly engaged by the Goblins and suddenly a huge purple black beast of a worm erupted from the fetid pool of below. It was large enough to reach all the way up to the crumbling ceiling of the room. It undulated back and forth as it looked for a target to swallow in its large, fang lined mouth. Calina and Kallin both attacked the thing and quickly realized that it was nothing more than an illusion, though it took the others a few moments longer to realize it. The heroes presses on, trying to make their way to the fireplace and access to the attic. Daellin reaches the fireplace first and squeezes in, only to find a Goblin Snake hiding in the corner. The beastly Goblin faced serpent belches a horrible cloud of disgusting gas at Daellin, it nearly incapacitates him and Calina who is crowding into the fireplace behind him. Daellin stops to battle the creature while Calina heads up the ladder. Kallin crowds in next and attempts to climb the ladder, but the cramped confines of the fireplace make it difficult for the large Half Orc to make his way up. Leela quickly follows once Kallin makes it up. Daellin dispatches the Goblin Snake and heads up as well.

Meanwhile, Samad manages to somehow lose his balance and the mercenary falls from the rafters all the way down to the nasty brown and green liquid below, joining a Goblin who had also fallen. The two scrambled in the liquid near the thrashing giant worm and Samad managed to dispatch the Goblin before he could even get his footing along the shallow edge of the pit. Samad then hurries up the ladder and joins his friends above.

Up above, Calina confronts Natayla while standing on the neck of a fallen Goblin. Natayla continues on with her prideful demands and will not entertain any possibility of surrender. She throws some potion vials and misses as Calina continues to cover her with Whisper. Natayla tries some magic, but it is not effective until she flings a bolt of magical acid directly at Calina, striking her and nearly disintegrating her enchanted armor. Calina begins letting arrows fly at her but it seems she is somehow magically protected. Eventually Kallin, Leela, Daellin and Samad arrive in the attic space and join the fray. Samad manages to disarm Natayla and Daellin moves

in close and attempts to grapple her, but that is not successful and she manages to break free and nimbly run across a nearby attic beam. Set on not letting her get away, Daellin follows her and makes a flying tackle, knocking both to the floor below. Another brief struggle ensues, but then suddenly, Natayla clutches her side and collapses, unconscious.

She is quickly tied up and a search reveals some potions, thieves tools and climbing gear and a strange coppery shard of metal, no longer than an Orc's hand. Daellin can see that the shard contains strong magic and before he can caution her, Leela grabs it.

Almost immediately, Leela begins making demands and ordering her companions to do her bidding, calling them unworthy servants at best. Realizing that she has somehow been cursed by the object, possibly in the same way that Natayla had been the heroes try to devise a plan. Daellin attempts to knock it out of her hand but is unsuccessful. Samad shoves her into the sewage pit, which only incenses her even more, now that her clothes are covered in filth. Calina and Kallin enter the pit and begin to act as if they are willing servants, which calms Leela a bit. Calina offers to help her out of the pit but then just picks her up and holds her. When Leela begins to suspect treachery, she starts to kick Calina over and over. Kallin then comes up and uses his magic to place Leela in a healing slumber. The sleeping Gnome drops the shard in the muck and is hauled out of the pit. Daellin quickly removes his shirt and begins searching through the cesspool for it, being careful to not touch the artifact. Eventually he finds it.

Meanwhile, Natayla and Leela both wake groggily. Both seem somewhat confused, ashamed and sorry for their recent actions. Natayla explains that she found the shard and was going to turn it over to Shelia Heidmarch, but was overcome with its prideful curse, turned on her own gang and then went on the run, as they wanted her dead. She thanks the party for 'rescuing' her and continues to apologize. She is untied and wishes to accompany the group back to Heidmarch Manor.

Before setting off across down reeking of a sewer and dripping filth, Kallin has everyone gather close in and uses his divine magic to cleanse everyone from head to toe, though some of the nasty odor lingers on.

Eventually they make it back to Heidmarch Manor and Shelia meets them in one of the parlours. She is excited to hear about everything and is quite astonished when she is shown the artifact. She explains that she thinks it is one of the pieces of the Shattered Star, an ancient Thassalonian artifact of great power. She explains how the curse can be mitigated by placing an Ioun Stone in the small indentation in the base and she offers one of her own Stones to test her theory. When the Ioun Stone is placed on the coppery metal, it flashes and the Stone is fused with the Shard, becoming a coppery bump where once was an indentation.

Before more can be discussed, Samad reaches out and picks up the Shard. He is immediately bonded with the artifact and gains access to all its abilities, it even shows him an image of where the next Shard is located, somewhere within the Irespan piling known as the Crow.

Natayla then exclaims that is where she found the first Shard and it makes sense that the other one might be there. Shelia makes no design on keeping the artifact and in fact, encourages a search for the rest of the Shards. She even offers to help research them to at least track down which types of Ioun Stones would be needed to suppress the curses in the other Shards.

Shelia eventually bids the group farewell and they head back to Kaijitsu Manor. Natayla asks if she can walk with them and along the way she tries her best to explain what had happened to her and what she knows about The Crow. She then heads back to Heidmarch Manor.

Back at home, they are greeted by a drunk Ehlyna who complains that they had been off all day having adventures without her. She then goes on to say that Vexeron is getting close to locating the whereabouts of the ravens whose feathers they stole in order to magically seek them.

Read more... [Calina Goes Shopping \(25\)](#)

[Tales of the Impotent Elf \(25\)](#)

[Ehlyna Longs for the Sea \(25\)](#)

[Dwarves and Elves Working Together... Mass Hysteria! \(25\)](#)

Session 26 - Starday 22nd Lamashan

Starday, 22nd of Lamashan (Saturday October 22nd)

After a brief brush with the law, the band of heroes reconvenes and Vexeron reveals that he has determined that the ravens have flown to a place called the Shadow Clock, a decrepit, abandoned clock tower in the Shadow District, directly under the Irespan.

The group traveled there and entered the building on the ground floor to find an animated scarecrow guardian. The creature put up a good fight but was eventually taken down. It's magical shadow cloak was taken and donned by Daellin while his magical scythe was left in the wagon parked there. Calina eyed the wagon greedily. The inside of the tower was open, revealing a rickety wooden staircase that wound up the interior of the building. Magical light courtesy of Vexeron illuminated the way up the 'Terrible Stairs', as it was called locally.

It was a dangerous climb, only one person could be on any given span of stairs at a time, and there were many gaps and broken stairs that had to be jumped across. At one point, near the top, one of the four massive bells came crashing down from above, nearly taking Ehlyna and Daellin out as it fell, though it did manage to rip two 10' sections out of the stairs. Ehlyna and Samad, who ended up past the break, rushed up and followed the rickety stairs as they moved outside and continued around the tower to an opening into the belfry area while the others down lower used ropes and magic to traverse the 2 wide gaps not in front of them.

Ehlyna and Samad engaged with several Faceless Stalkers who appeared to be the ones responsible for dropping the heavy bell. Kallin, enchanted to fly by Daellin, joined them up above, as did Vexeron shortly after. Eventually, the Stalkers were dispatched and the rest of the group managed to ascend to that level. Some more rooms were found further up, and eventually, they rounded the last edge of the tower and entered the uppermost chamber.

Waiting for them was their foe, a flying, 15 foot long heavily armed and armored snakewoman bearing an oversized polearm like it was a spear. Without introductions, Ehlyna led the charge into the room and directly into the waiting snake woman's weapon, nearly sending the stout Dwarven warrior to the ground. A mournful wail filled the room as Ehlyna was struck, causing everyone a moment of fear and sadness. But shaking the feeling off, everyone else rushed in to join the fray and her invisible companion revealed himself, nearly slitting Calina's throat with his war razor. It was the cult leader who had escaped the sawmill just 2 nights before and now Daellin noticed the tell tale signs of pointy Elvish ears protruding from behind his mask.

After a protracted battle of steel and magic and arrows and fire, the enemies were slain, though several areas of the room were on fire and the group stood in the uppermost chamber of a 200 foot tower that looked as if it shouldn't be standing anyway. Calina quickly searched through the snake woman's lavish bedding before it was burnt to ash while the others drug the bodies to the doorway and pitched them over the edge, letting them fall to the streets below.

Daellin used his magic to avoid the 'Terrible Stairs' on the way down to keep an eye on the descending group and to make sure that none of the gathered citizens tried to make off with the bodies or their treasures.

Once at the bottom... read more in [For Whom the Bell Tolls \(26\)](#)

Session 27 - Moonday 24th Lamashan

Moonday 24th of Lamashan (Monday 24th of October)

Acting on information gained from the newly recovered Shard of Pride, Shelia Heidmarch and Natayla Vancaskerkin, the heroes plan to visit the Irespan piling known as the Crow to engage with the Tower Girls, a Sczarni gang of deadly cat-burglars and second story girls and search for the next Thassilonian shard known to be hidden somewhere within.

A day is spent planning and procuring needed supplies before the assault is begun. Samad, using his streetwise contacts, becomes reacquainted with Fenster the Blight, the wretch of man that was not so instrumental in leading the group to Natalya's hide-out a few days previous. Fenster, it appears, can arrange to get the heroes out to the piling by boat and suggests to go by cover of evening fog. Begrudgingly, Samad accepts the terms of Fenster's deal, 2 fists of silver.

As the Moonday sun begins to set, the heroes gather at the dirty waterfront of the shadow, not far from the recently fallen Shadow Clock and their most recent triumph. Fenster shows them 2 piles of lumber and driftwood that more resemble upside down beaver dams than boats of any kind. He assures them they will not get wet, well, not very wet. He pilots one while Leela relives her days as a riverboat crewman and pilots the other.

He gives them a brief tour of the other pilings as they approach the Crow, one of the farthest out

pilings, nearly a half mile from the shore. By the time they arrive, the sun has set and it is nearly dark. Fenster pilots the ramshackle raft toward the stone tower jutting out of the Varisian Gulf and through an archway in the side of the piling that leads to a sheltered landing area where several small rowboats are tied up. Once inside the piling, it is nearly pitch black so previously hidden enchanted items are brought forth to shed light on the area.

The landing rests in a shaft that appears to run nearly to the top of the piling. A side passage can be seen far above leading off the main shaft. The nearby landing, resting at the top of a submerged set of stairs, appears to have been recently used as a camping area, though the back wall has been knocked down, revealing access to the interior of the Crow.

Quickly, the heroes disembark and move inside, making arrangements for Fenster to return to within 24 hours with the rafts. Several rooms are explored but nothing of great interest is discovered until the heroes move up and into a long hallway lined with carved columns of an interesting blue stone. Upon entering, they are fired upon by two Tower Girls who had been hiding in wait for them.

Quickly the heroes moved to engage with the two ambushers and in the middle of things, a Wererat leaped out and attacked Ehlyna. The Wererat did not remain, though, she turned and sprinted up the stairs quickly shouting an alarm while the other two Tower Girls were finished off. Two donkey rats soon appeared, charging down the stairs, but they too were dealt with easily.

Without delay, the heroes pushed up the stairs, which ended up probably leading all the way up to the top of the piling, as the many flights turned back on themselves multiple times. At the top, they were soon ambushed again by more Tower Girls. This time, several Girls had taken up positions behind an overturned table and fired hand crossbows. The Wererat, who had been hiding behind a corner, leaped out and attacked as the group entered the room. Another Wererat appeared from a side passage with some more donkey rats in tow. Calina started peppering the new Wererat with silver arrows while Ehlyna engaged the other one, though she found her usually effective axes not quite cutting it in this case.

Vexeron used his magical powers to stick some of the Tower Girls to the ground and then put his fire magic to work, lighting fires on and around various foes. The battle raged on for several moments until, finally, the last foe had fallen. Ehlyna was the only one to have suffered any serious injury, and Kallin quickly moved in to heal her up.

Flashback time: Read more about the previous day of planning on [Dividing the Loot \(27\)](#)

Session 28 - Moonday 24th Lamashan

Moonday 24th of Lamashan (Session 28)

The party quickly resumes their exploration of the Crow, taking only minimal time to check the their fallen opponents. There will be time for that later. The hallways and corridors were all similar: ancient and falling apart, or more to the point, being taken apart. It was clear that

someone, possibly the Tower Girls had made quick work of removing and defacing murals, carvings and other bits of artwork adorning the structure.

Pushing on into the Tower Girls lair, evidence was found of hastily set up living quarters and other signs of life but it was clear that the gang had recently picked up their base and moved it further in. Eventually the group came to a ledge overlooking the large shaft they had encountered when they first arrived. Down below, they could see the water from the bay and the 2 rafts they had arrived on. The 3 rowboats they had encountered were missing, obviously Fenster the Blight had made his way back to Magnimar with them.

Ten feet above their heads, at the top of the shaft hung a wooden platform hanging close to the ceiling with complex system of ropes and straps. There were several hanging ropes, one even long enough to reach the 200 feet below to the base of the shaft. Unwilling to swing and climb across without knowing what was there first, Daellin used his magic to levitate Samad up to the platform. Once on the platform, Samad could see that it led to a trapdoor in the ceiling that led up to another passageway in the tower.

Using a length of the looted Tower Girls silken rope, the group took turns tying each other off, swinging across to another ledge, climbing up onto the platform and then going up through the trapdoor. There were a few close calls, but safety ropes and a good bit of luck saved the day. Daellin followed the last of his companions by flying up under magical power.

Now in the upper most level of the tower, the band of heroes traversed down a long hallway that was once some sort of burial chamber, its niche-tombs having already been destroyed and looted. Upon entering a chamber at the far end of the hallway, Ehlyna, out in front, stopped suddenly, looked down and muttered "oops" as the sound of a bell could be heard nearby. She had walked into a tripwire.

Not waiting for the others, she charged off down the passage, axes waving and Dwarven curses pouring from her mouth. The rest of the group arrived right behind her in what appeared to be guard camp. Two bedrolls and some food lay on the floor. One dead Tower Girl was bleeding at Ehlyna's feet, only halfway out of her bedroll. The owner of the other bedroll could not be seen.

A quick search of the area and a side passage revealed a latrine and some stored treasure: a crate bearing a bronze Thassalonian statue and an urn containing about 100 ancient Thassalonian coins. Pressing on, the heroes found a stairway winding back down into the tower.

At the bottom of the stairs, the Tower Girls lay in ambush. Two jumped out and attacked Ehlyna, but her armor was enough to stop the blows. Several more Tower Girls revealed themselves and fired their crossbows. Quickly the party spread out and engaged their opponents. Before long, the battle was joined by another Wererat and more donkey rats. Calina shot the Wererat from across the room in low light and managed a hit, but the arrow merely bounced off the lycanthropes skin. The Wererat threw her head back and laughed as she continued to charge!

Vexeron waited for a clearing in the battle then cast a Glue spell, trapping two nearby Tower Girls. Samad quickly dispatched one of the with his superior reach. Behind him, Kallin and Leela slowly moved up, watching for the right time to enter the fray. Daellin and Ehlyna meanwhile charged across the room at the crossbow firing Girls. As the Wererat charged, Calina quickly readied one of her new silver arrows and let it fly, striking the Wererat square in the face, instantly dropping it to the ground, dead. In no time, all but two Tower Girls were dispatched. The remaining Girls were given the opportunity to surrender and they did so immediately. They easily revealed that there were no Tower Girls left except their leader, Alaya and they explained exactly how to get to her chamber. They also explained that most of their loot had been sold already and that Alaya had the money.

Hoping to catch the leader off guard before she realized her hideout had been infiltrated, the party continued on, heading down further, now on the 2nd level. They entered a large, arrow head shaped chamber with several doors and a few columns. The most striking feature of this room was the massive pair of silvery metal doors at the western end of the room. The doors, each 5 feet wide and nearly 10 feet tall, had no visible handle, knob or hinges, but were decorated with many sets of burning eyes all facing in toward a set of runes on the face of each portal. They were Thassilonian runes that were present in many other ancient ruins they had explored recently, though nothing could be made of them.

Curiosity getting the best of him, Daellin went over and pushed on the doors, trying to open them. The metal doors did not budge, though he was met with a fiery blast that burnt the fingers of his hand. His surprised yelp summoned Alaya to the chamber from the doors at the far end of the room. She opened her door, looked out at the assembled adventurers and quickly retreated back, closing the door behind her. Muffled sounds of locking doors and moving furniture could be heard as Ehlyna attempted to bash through the door. It took a few hits, but finally the surly Dwarf knocked the door off its hinges and crashed through, lodging herself inside the wardrobe that had been shoved in front of the door. A strange cross shaped room was discovered, recently decorated with all the modern luxuries the leader of the Tower Girls was afforded, but Alaya was nowhere to be seen. An open window near her bed indicated she may have climbed out of the window into the familiar shaft near the Crow's front entrance. A quick search could not find her. Vexeron stepped up and used his magic to See Secrets and noticed a chest hidden under the bed and a secret door in the side of the fireplace.

Expecting to find Alaya hiding behind the secret panel, Ehlyna readied her axes as the door was opened. She swung her axes into the space behind the doors but did not find Alaya. Instead her blades impacted the skeletal remains of a long dead body, quickly turned to dust and bone shards. The body was wearing a curious yellow bird pendant that radiated magic and was equipped like an adventurer with chain mail, a rapier, some rope and a sack of gold!

Another quick search was made for Alaya, but she could not be found. Looking out the window again revealed that one of the two rafts Fenster had left was now missing, presumably taken by

Alaya! With her out of the picture, the group was drawn back to the metal doors. Daellin again touched the doors, attempting to move the runes like they had on the paradox box back in the Pathfinder Lodge. The runes did in fact behave the same way, by glowing and switching places, but he was again burned by magical flame!

Curious as to what was behind the door, Vexeron used his magic (Glasswall) to see through it, revealing a dusty and cobweb covered hallway with brightly colored and fully intact frescoes, murals and reliefs. This hallway had apparently been untouched for many years! Eager to get past this barrier and delve further into the Crow to find their intended prize, another Shard of Thassalion, Vexeron and Daellin devised a plan. Vexeron cast Glasswall on Daellin so he too could see past the doors, then Daellin tried his newly learned Teleportation spell and magically placed himself on the other side of the door.

While Daellin explored behind the door, Calina, Leela, Ehlyan and Kallin went back through the Tower Girls hideout, dispatching a few remaining donkey rats and gathering up any valuable loot.

Batting the many cobwebs out of the way, Daellin made his way down the hallway to a set of stairs leading down. He followed them down and finally came to some sort of ancient bath area, which still held a small amount of fetid and scum covered water. He descended from a 20 foot balcony down to the pool and noted several side passages leading out as well as a large crack in the wall with numerous guano markings nearby, obviously bats laired somewhere further in, also indicating that there was another way out, possibly one of the illusion covered windows that had been discovered in the upper floors.

As Daellin approached the pool, the green slime covered surface exploded toward him in a chaotic green splash. Not interested in being covered in slime again, Daellin Blinked away and saw that there were two amorphous globs of scum lurching toward him slowly. He quickly sunk an arrow into one of them and began retreating. The blobs followed him up the stairs and he loosed a few more arrows in their general direction, all hitting, though there was no indication as to whether it was doing any good or not. Deciding that it would be best to face these abominations with the group, he retraced his steps back upstairs and Teleported himself back past the door, somehow making a miscalculation in his spell and injuring himself in the process, but fortunately not whisking himself away to some unknown locale!

He filled his companions in and it was then decided to head back to the mainland and they started the process of hauling their loot and the remaining two Tower Girls back down to the hidden boat dock at the base of the piling.

Read more about what happened next at ---> [Continuing Story: Slow Boat to Magnimar \(28\)](#)

Session 29 - Wealday 26th Lamashan

Wealday 26th of Lamashan (Session 29)

After a day of recovering from the most recent exploits and some time to sort and sell gear, the Heroes of Sandpoint were ready to venture once more to the Irespan piling known as the Crow in search for the next shard of Thassilion. Before heading back though, they had to sort out the riddle of the runes that were found on the un-openable door that lead to the rest of the structure because each time the actual runes were touched, an eldritch blast of fire burned whoever was touching them. With some help from Sheila Heidmarch, it was determined that the runes said something like "Listen" on the left and "The Eyes" on the right.

After some time, it was decided that the runes should be rearranged to say "Silent" and "They See." Confident that this would open the doors, the group headed back to the docks to make arrangements for passage. Word of their recent exploits had spread through the docks quickly, driving the price of good help up a bit, but that was of no consequence to the group who happily shelled out the required price to rent a boat.

The Crow was reached with no incident and the boat master was told he would be contacted when passage back to the mainland was required. It looked as if no one had been here since they last left the other day so the group prepared for the long hike up the many stairs to the top of the structure. From there, they got to use their newly procured climbing harnesses to climb up through the trap door at the top of the 100+ foot tall entry shaft. Everyone made it with no trouble, except for Kallin, who just could not get the hang of the harness. He fell several times but was saved a gruesome death by the safety ropes that had been tied. After several tries, the sore Half Orc finally made it through. The group then trekked down through several more floors of the complex to the magical rune blocked doors.

It was decided that each attempt at switching the runes would be done by a different person to minimize the damage taken by the magical nature of the doors. After just a moment, the runes were placed in the correct order and the doors popped open, releasing a dusty waft of stale, ancient air. The heavy stone doors were then pulled open and blocked with some large pieces of stonework that Samad and Ehlyna carried over.

The group headed down the hallway whose only visitor in the last several thousand years had been Daellin just the other day. The Elf showed the group to the balcony overlooking the fetid pool of scum covered water where he had encountered the two giant amoeba creatures. As the companions stood at the top of the 20 foot balcony discussing how to deal with these dangerous creatures, Ehlyna stomped off down the stairs to take matters into her own hands, like she normally did. Trying to get the jump on the creatures, Calina started firing arrows down into the pool, which drove the two transparent blobs of goo into action. Ehlyna started hacking with her axes as everyone else from above began firing down on them. During the fight, one of the blobs managed to totally engulf Ehlyna, its corrosive jelly-like insides burned her skin and threatened to eat away at her gear. Not to be destructively shown up by a giant one celled organism, Ehlyna opened an escape route with her axes, right through the creatures outer layer! After a few more moments, the beasts were nothing more than quivering piles of stinging goo on the ground. The surrounding areas were explored, revealing the presence of a huge swarm of bats

and all their excrement. Not wanting to deal with that, the group went the other way and discovered dust covered stairs leading down. A small area at the top of the stairs and a narrow trail down the stairs had its dust disturbed. Something small had recently been here and retreated below. Undaunted, the group followed the trail down.

After going down several flights of stairs a good distance, Ehlyna states that they are now below the surface of the water in the bay outside. Calina shivered at the thought, a bit of claustrophobia kicking in. The corridor eventually opened up to a large room that looked to have at one time been some sort of catacombs, with burial niches lining the walls. The niches all appeared to be empty, though the center of the stone floored room was covered with six 10' tall hills that resembled ant hills. While crossing the room to a passage leading out on the opposite side, their conclusions were proven correct as several giant ants (4 feet long each) emerged from the ant hills and scurried down in an attack! The ants were crunchy and dealt with fairly quickly. Wasting no time, the group moved on before more ants could venture forth from the ant hills.

They followed the worked stone corridor around a corner and stopped to search an odd shaped alcove in the middle of the hall. The search revealed a crudely constructed secret door that led to a narrow and short passage carved out of the stone. The passage was barely big enough for Leela to squeeze into and some of the larger members of the party were sure they would not fit at all so the passage was left unexplored for now.

The group continued down the hall until it opened into a large trash and rubble filled chamber that was covered in sheets and sheets of spider webs. It seemed that some of the rubble and trash had been stacked and organized into tiny chairs, tables, benches and other furniture. Before a search of the room could be mounted, its inhabitants revealed themselves. Tiny insect like humanoids with bulbous black heads, two of which were riding giant, furry legged spiders, leaped out and charged, filling the air with a strange, high pitched chittering and squeaking noise.

As they approached, Samad was suddenly overcome with an overwhelming fear. For some reason, he was scared of these round headed little creatures. This feeling of fright did not stop him from joining in the fray with his companions though. After a brief clash left several of the insectoids dead or dying, as well as one of their spiders, the rest of them shrieked loudly and began fleeing for a passage on the far side of the room. The party pursued, though the rubble and junk in the room made pursuit difficult and the creatures got away. Calina did manage to take down the other giant spider with a well placed shot from Whisper.

Giving up the chase, the room was quickly searched but turned up nothing of interest or value. Ehlyna, ready for more fighting, urged the group to take up the chase once again. They followed the corridor around another corner that led to yet another set of stairs going down. With only a moments pause, the group descended further into the piling, realizing they were moving further and further below the surface of the water surrounding them.

The stairs let out at a corner of two hallways, one running to the south, the other running to the west. The southernmost passage was blanketed in spider webs and Calina was sure that she could see the tracks of the little bug-men in that direction. Deciding that they were done dealing with bugs for a moment, the group chose the other direction, which led to what appeared to be a prison block, with 3 hallways filled with iron doors. Before it could be searched, 4 large crab like spiders scuttled out of some open cells and attacked. These spiders proved to be more difficult to slay due to their hard and thick coverings. In time though, they too were defeated.

The far end of one of the cell blocks led to another passage. Following that led to some sort of torture chamber. Two cells lined the eastern wall. Curious what might have been in these ancient cells, Calina forces the rusty window in the iron door open to reveal a very much alive and raging prisoner. The growling face of one of the split jawed creatures they had battled under Sandpoint was locked in the cell. It began screeching and banging on the door, though the rusty cage would not break. Calina closed the viewing window and stepped back. Ehlyna offered to open the door and slay the creature, but it was decided to leave it alone since it could not harm anyone from inside its locked dungeon. The group followed a passage south out of the torture chamber and discovered more stairs leading down.

Not wanting to break tradition, the group descends the stairs, exploring deeper and deeper into the depths of this Thassilonian ruin. After descending several more flights of stairs, the passageway ends in a stone door marked with the 7-pointed Sihedron Rune they had come so accustomed to seeing. The door opens with a little force and they enter a large, 8 sided room with four doors leading out: one to the north (that they had just entered from) and others to the south, east and west. In the center of this room stands a large red statue of Alaznist, the Runelord of Wrath who once ruled over the kingdom of Bakrakhan, the portion of ancient Thassilon that was centered over this part of Varisia. The floor around the statue was covered in crusty slime trails that were soon shown to be the tracks of a huge, 10' long demonic larva that attacked the party by spewing mouthfuls of maggots and biting with acidic teeth. The heroes moved about the room and did battle with the slimy behemoth, trading sword, axe and arrow strikes with maggot sprays! Ehlyna was reduced to a vomiting mess after being hit in the face with demon maggots and Samad leaped to her rescue by flinging a vial of Alchemist Fire onto the creatures back. Eventually, the beast was laid open and the vile creature disintegrated into a stinky black mass of bubbling tar-like goo.

Session 30 - Wealday 26th Lamashan

Wealday 26th of Lamashan (Session 30)

The party continued their exploration of the lower levels of the Crow Irespan piling. After having defeated the maggot spewing beast of a worm, Daellin discovers that the weapon being held by the Runelord statue is an actual magical weapon. Moving on from the encounter with the giant abyssal worm, they encounter a room with a glowing ring of runes encircling the entire area. At the center, a single column of flame floated about a foot off the ground. Curious, Daellin crosses the line of runes and as he does, two flaming salamander like creatures materialize by the flame.

and move to attack. He is quickly joined by Ehlyna and Samad while the rest provide support from range. Vexeron attempts to magically extinguish the fire, but it does not work. After a moment, the elemental beings are dispatched and they disappear into a puff of smoke and ash. Vexeron determines that the flame is a pin-hole portal to another plane, possibly the Plane of Fire. Calina tries to extinguish it with a blanket but only manages to singe her blanket a bit.

A short while later, they stumble upon another room and are attacked by a pair of hideous, slithering blob-like devils that burst forth from behind a red curtain of metal chains. After quickly dispatching them, they move past the curtain to see what appears to be a makeshift throne room made from junk and broken furniture. While examining some crude drawings around the room of what appears to be an evil looking baby with the lower half of a fly being killed in various ways they are then addressed by a bodiless voice, introducing himself as the Suzerain, Lord of Little Erebus. Ever wary of invisible foes, Daellin uses his magic to pinpoint the source of the voice, a hovering Imp flitting about the room. Pretending he does not notice it, Daellin makes a grab for the creature and manages to catch him. The Imp becomes visible and tries to spit acid into the Elf's face, but Daellin responds by squeezing him between his hands. The Imp surrenders and starts to broker a deal.

The Suzerain of Little Erebus entreats the heroes to travel to another part of this level and dispatch his arch-enemy, a devil known as Baz, whom he calls the 'Baby-Faced Fly.' Ehlyna nearly falls to the ground at this announcement, and her companions are not sure if she is laughing, crying or in some sort of pain. The Imp continues to state that he will grant upon the party the great treasures of his mighty kingdom, Little Erebus. Upon being pressed, the Imp shows them a small pouch that jingles with coins, "But there's more than coins in there!" he entices!

The party explores a bit further and in the next chamber they discover two more of the shambling blob like devils in an ancient alchemy lab. Just before a battle was to begin, the Suzerain appears and says that these are the guardians of the far reaches of his realm (which appears to be just a few rooms and a hallway in the dungeon) and that they will not hinder the party as they are on a quest for him.

Another adjacent room is explored after Vexeron and Daellin use their magic to bypass an extremely stuck stone door. The room contains stacks of old, moldy and ruined furniture and supplies. A fancy pearl-inlay hand crank of some sort is discovered. It is deemed to be of importance so it is stowed in a pack. Daellin also examines a strange metal construct. The thing consists of a metal torso, 3 legs and 4 arms and stands upright about 5 feet high. It appears to be some sort of clockwork construct judging by the gears, levers and mechanisms all over it, though it stands inactive. A keyhole on the back indicates it requires some other device to power it up. The hand crank does not fit and nothing else in the room seems to work.

The companions move on, exploring another chamber, this one a large hallway like chamber with a number of pillars running its length. Old tables and equipment imply that the room was

another type of magical laboratory in ages past, though everything is ruined beyond use at this time. One interesting note in this chamber was the large mural painted on the northern wall. This mural depicts vast armies of deformed monsters and demons gathering on the shores of a mountainous island. Above, a woman's face has been carved into the mountaintop, and an immense bridge arches out from just below this woman's face. The face resembles Alaznist, the Runelord of Wrath that has been seen in various statues before and the bridge bears a resemblance to the construction of the Irespan. Below the mountain, at the end of a side view of a tangled network of caverns, lies a vast underground vault in which an immense monstrosity of tentacles surrounds a central fanged mouth; within the mouth glares an angry red eye. A disturbing image indeed.

Continuing in their exploration of this area and following the path laid out by the Suzerain, the group proceeded until they came to a chamber with another statue of the Runelord holding her signature ranseur. Upon entering the room though, the tip of the weapon begins to glow and then explodes filling the entire area with a magical searing flame. Several were able to dive for cover, but no one escaped the lick of the flames. Daellin and Leela took the brunt of the blast and were both knocked unconscious and engulfed in flames. Others were stunned and only slightly burning. Luckily, Ehlyna was not as badly hurt and was able to extinguish her companions before much further burning happened. Quickly the seriously wounded were pulled back out of the room and into the hallway they had just come from. Healing potions were quickly administered and Kallin began casting as many healing spells as he could muster. The party was still in terrible shape and they decided to retreat to the storage room with the strange clockwork statue in it.

Based on their current condition, it was decided that a retreat out of the dungeon, through about 5 levels of not completely explored areas, it was best to hole up here and rest for the night. The stone door could easily be shifted off of its hinges again, effectively blocking it. It was quickly discovered that no one thought to bring any rations and all together, they only had about 2 gallons of water. Believein that camping out in the dungeon with no food or water was a bad idea, Daellin teleported up to the upper levels where the Tower Girls had stashed their foodstuffs. He loaded down with food and filled all the water skins and canteens he could carry at one of the many fountains present on that level. He teleported back and the group dug in for the night.

Session 31 - Oathday 27th Lamashan

Oathday 27th of Lamashan (Session 31)

Upon waking the next morning, safely camped in the cluttered store room, the group began making plans about their next move. They had several options and in the end decided to try a whole different route of approach to get to Lord Baz, the "Baby-Faced Fly." They had to pass back through the Suzerain's 'domain' again and of course got some flak from him for not completing their quest yet but they didn't wait long and continued onward. Worried about wandering into any more trapped areas, Vexeron used his magic to create a magical servant (in all, SIX magical servants were created and killed through-out this session: Bradley, Vexy, Skully,

Chewey, Stooly and Chisel Chin). All served a purpose and most died horrible deaths!) to scout ahead and check things out.

After passing through the first room of this level where the giant abyssal larva had been defeated, the Heroes turned south and explored the passages in that direction. Sticking to their plan, the Heroes stayed to the right anytime they came to multiple passages and eventually encountered a pair of strange, devilish creatures that resembled a vaguely humanoid figure made of waxy, almost liquid flesh that hung from their deformed bones. They made no attempt to communicate and stared vacantly from empty eye sockets. These disturbing creatures moved to attack with their long spears and were quickly dispatched.

Next, a wide antechamber with three doors leading to the east. A green fountain bubbled along the north wall and the door next to it was blocked by piles of rubble and debris. They tasked their magical servant to unblock the door. Sticking to the right, they entered the room and found a seemingly empty room with a table, some benches and an ornate and archaic harp. Upon moving into the room, the Heroes were addressed by Lord Baz, the Baby-Faced Fly! He demanded they surrender and work for him and immediately leave to hunt down his rival, the Suzerain of Little Erebus. A brief skirmish revealed that this devil and his imp companions were cowardly and they all fled, though not before one of the imps was killed by Whisper's strike.

The harp was gathered up and the room searched, but nothing more valuable was found. They explored the previously blocked room to find several more devils and dispatched them. The center door led to a hallway that ended in solid bars blocking the way to the next room. Vexeron created another servant on the other side of the bars and, through him, was able to figure out how to open the bars using the crank that had been discovered in the storage room they had camped in earlier.

Lord Baz made a re-appearance giving the Heroes one more chance to side with him but after realizing that wasn't going to work out, he called some curses and then disappeared for good. Further exploration of the nearby rooms uncovered several more groups of various devils and destroyed them.

Eventually they came to a section of the complex that had a strong sea-water smell and the Heroes began to worry they were getting themselves into a situation that may involve being crushed by millions of gallons of water. They did find an interesting room that had a set of steps that descended into water and appeared to lead out into the Outcast Cove, the body of water surrounding Magnimar and the Irespan. A magical barrier prevented the water from entering the chamber but one of the magical servants was able to pass through it easily and return. An adjoining room led to a set of spiral stairs that went up about 20 feet to a domed observation chamber, giving a murky view of the bottom of the bay. Faint light could be seen filtering down from the surface far above. What looked like a small shipwreck could be seen not far away from where the stairs below exited out onto the floor of the bay.

Another nearby door was not able to be opened and seemed to be blocked from within. Fearing that it lead directly out to the sea, the Heroes left that one alone and with no further avenues to explore in this section of the dungeon, they headed back toward the Suzerain of Little Erebus's domain to continue exploration to the south. As expected, they encounter the Suzerain again and convince him that they have defeated Lord Baz. He rewards the Heroes with the "greatest treasures" of his domain: a sack with around 100 silver coins and a magical scroll. He then disappears, stating that he is taking over Lord Baz's domain and that Little Erebus is free for the taking.

With much head shaking and laughter, the Heroes continue on, pressing to the south, hoping to find some closure or clue at least, that they are close to the end of their quest. But when the next door is opened, they are disheartened to find more passages leading off into three different directions. There they paused, deciding which direction to take next.

Session 32 - Oathday 27th Lamashan

still Oathday 27th of Lamashan (Session 32)

The Heroes of Sandpoint continued their seemingly unending exploration of the complex inside and beneath the Irespan piling known as "The Crow." They came across a strange circular maze that had all surfaces covered with thick iron plates, each covered in spiky Thassalonian runes. Occasional scorch marks and burnt bones were spotted in the maze. A Created Servant that strongly resembled Samad and dubbed Samad Junior, was sent ahead to scout the area. After a few minutes, some distant growling and roaring sounds punctuated the end Samad Junior. Further exploration revealed the source of this noise as that of a Hellhound. A brief skirmish ended with the Hellhound nothing more than another scorch mark on the floor.

Eventually the center of the maze was found and it revealed itself to be something of a planar portal or summoning area. Vexeron was able to determine that the entire maze with its iron bound passages were a giant tool used to aid in opening planar gateways, this one possibly leading directly to the Hells and other Infernal places. In an attempt to destroy this device, some of the metal plates were pried from the wall, first through brute force, then through magic. In all, about 20 of the plates were removed, but Vexeron could not determine if anything they were doing had any affect on the function of the area, so the efforts were stopped.

Next the Heroes explored an unworked passage, an oddity thus far in this structure. This passageway was rough cut from natural caverns and appeared damp and a bit muddy. As the companions explored down a slight slope, the ground suddenly shifted under their feet, turning into something of a rockslide that deposited everyone in a shallow pool of water in a large natural cavern. The passage behind them had fallen away considerably and it would be difficult to return that way so they pressed onward.

The far edge of the shallow pool was covered in what at first appeared to be slippery rocks and

mud but quickly turned out to be a dangerous foe. The ground was covered in what appeared to be some sort of mobile and aggressive grey ooze thing that wasted no time in striking out with sticky, acidic tendrils. Samad quickly learned that sword slashes merely divided the ooze into smaller but more numerous foes.

Vexeron tried to light it on fire with magical flame, but that had no effect and in the end, it turned out that non-bladed impact weapons like staves and hands and feet were the most effective weapon. Minimal damage was taken, though Calina noted that her armor was damaged some by the creatures corrosive touch and it would have to be repaired once they were back in Magnimar.

The party continued their exploration and eventually the natural caverns met back up with the carved stone hallways they were familiar with. The next set of rooms, halls and chambers led them to a locked iron door with some sort of Thassalonian sign on it. Not concerned with the sign, Ehlyna kicked the door in and burst into the next room where the group was set upon by a trio of strange and disturbing creatures. These malformed lumps of flesh hopped around on long spindly legs and bit at victims with wide, toothy maws. This encounter was also met with violence and in a few moments, the creatures were nothing more than bloody lumps of skin and bone.

The exhausted party felt that it was getting late and was finally time to make camp and rest for the night. They retreated to the storage room they had successfully camped in the previous night and were able to secure themselves again and get some rest. Upon waking, they traveled back to where they had left off.

Fireday, 28th of Lamashan

The next area to explore was a large, ornate room with raised platforms on either of its ends. Both platforms had steps that led down to dark and murky water that covered most of the room. Ominous black pillars ran along both side walls of the chamber, their surfaces carved in the likeness of numerous tentacles intertwined. Wary of the dark water, Vexeron summoned up another Servant, this one, Ehlina, had the face of Calina on top of Ehlyna's body. This got a chuckle from a few members of the party, and stern looks from others. Vexeron sent the Servant down the steps and into the water. Ehlina started swimming after several steps as it appeared that the water was quite deep. Almost immediately, Ehlina ran into trouble as several grey shapes crested and converged on her, quickly attacking and dragging her under the waves. Vexeron instinctively knew that Ehlina was no more and another way to cross the room was devised.

Daellin tapped his magical prowess to give Ehlyna and Kallin the powers of flight before teleporting himself and Leela safely to the other side. Vexeron used his magic to Apportate the remaining members high up and over the water. As Vexeron crossed, the creatures in the water made a few leaps out trying to get him, revealing themselves as aquatic versions of the Sinspawn that had been previously encountered.

After passing the water filled chamber without incident, the heroes discovered yet another long flight of stairs leading down. Descending at least another 30 feet or so, they realized that they were now on a lower level of the dungeon.

The first thing they came to was some sort of underground cistern that filled a small chamber. An ornate, shiny black onyx torch burned in a sconce near the entry way. Tunnels with channels of water headed off in three different directions. Waterlogged and rotted timbers acted as makeshift bridges across the mouths of each water channel. A raspy singing could be heard coming from the passage to the east.

Curious about the singing and not wanting to cross over any of the timber bridges, the party headed to the east, walking carefully along a narrow ledge that ran alongside the 5 foot wide trough of water. The passage led to another cistern like chamber. This chamber had a stone arch bridge that went across the room and led out by one dry passage to the south. Around the entire outside edge of the room was painted the city skyline of Magnimar down near the water level. Several small boats were painted below the city level, giving them the impression of actually floating on the dark water in the room. The singing had stopped but shortly after arriving at the room, a raspy voice called out, coming from somewhere down below the bridge.

The voice, which ended up belonging to one Lockerbie Brast, asked questions about the heroes and their reason for being down here. Lockerbie seemed quite happy to have someone to talk to and over the course of the conversation, it was revealed that he was some type of undead, which was confirmed by one of Kallin's spells, and that he had previously been a ship captain of a fishing vessel that sank near by. The companions realized that it was the same ship they had seen from the underwater observation dome the previous day. Lockerbie agreed to help them with some information about some of the areas nearby if they said promised him that they would retrieve a special broach that sank with his ship, the Liza Jane and return it to his beloved of the same name in Magnimar. After being convinced by the group that they would try to help him, he revealed that there were some deep Gnomes, or Derro, operating nearby. He explained that they were dangerous and evil and he had not had any interactions with them yet, but they he had observed them coming and going sometimes, often returning to their lair with captives.

Session 33 - Fireday 28th Lamashan

still Fireday, 28th of Lamashan (Session 33)

It was recounted that, while the party camped the previous evening, Daellin had made a magical trip back to Magnimar to purchase some much needed healing potions.

The Heroes listened to the information given to them by the unexpectedly friendly underwater Ghoul and decided to approach the Derro from the west, dealing with the Green Slime first. It was quite easy to spot, since they were looking for it, and after several folk were able to sneak past it, it was destroyed by magical fire. The Heroes then thought it was a good idea to deal with the eel's rumored to be living in the sewer pipes to the east.

Using tactical position and magic, they were able to lure the eels out individually and kill them without taking any damage. Daellin's Blink spell and Calina's arrows to the eyes were pivotal in this victory.

Next the party followed a passage to the south that went around a corner and up some stairs. The passage ended in a dark balcony overlooking a large room that was lit by glowing blue fungus. A large spiral staircase led down in the center of the room and just past that, a trio of Derro were seemingly arguing with each other. They were watched for some time while an elaborate plan was devised to determine their motivations and get close enough to engage. While Daellin and Kallin backtracked to another passage thought to lead to the Derro chamber, the three targets separated and left the main chamber. Daellin and Kallin followed one of the Derro into some sort of workshop where he was examining some sort of disgusting Flesh Golem made up of rat, spider, troglodyte and Dwarf parts. Daellin moved into position while his companions arrived outside. A brief skirmish ended with the Derro dead and the Golem destroyed.

They decided to go after each of the other Derro one at a time but on the way to the next door, Samad was suddenly very interested by something across the room... a blank section of the wall. Immediately everyone started searching and Samad revealed a secret door that was quickly opened.

The space behind the door was ancient and had not been recently disturbed, based on the amount of cobwebs and dust present. A giant spider-like creature is poised in the adjacent alcove, very much dead, though well preserved. Samad didn't wait for anyone before brushing the cobwebs aside and heading down the curved stone stairs. These stairs circled around several times, descending somewhere between two and three hundred more feet.

Finally the stairs ended in a small antechamber with a short flight of steps leading up to double doors marked with the Sihedron Star. Large, unlit braziers stood on pedestals to either side of the stairs. Calina made an attempt to search for traps, but Samad was on a mission, and Daellin was shadowing his every step. The young swordsman grabbed the doors and threw them open to reveal an oval shaped room with a golden glowing dome ceiling. A stone altar stood in the center of the room and two giant spider-like creatures leapt in to attack, one from either side of the door. These spiders were quickly identified as the Shriezyx, an evil that the city of Magnimar has battled before and known to inhabit the Irespan. At first quite concerned at fighting these dangerous foes without the axes of Ehlyna, they quickly were victorious, thanks in large part to Calina's well placed arrows.

The center of the room contained a large, seven pointed stone altar with an indentation for the Sihedron Star to fit into. In one of the points sat a dark black metal shard, similar in appearance to the metal that Samad's adamantine sword is made out of. Before the battle with the Shriezyx was even fully concluded, Daellin rushed over to the Shard, and using his cloak, scooped the

piece up and shoved it into his pack.

Session 34 - Fireday 28th Lamashan

Fireday, 28th of Lamashan (Session 34)

After dealing with the Derro under the city as best they could, the Heroes of Sandpoint returned to the surface and made their way back to the city. They immediately tried to make contact with the Pathfinder Lodge, but Shelia was unavailable. Making the best of the situation, they quickly got down to sorting, identifying and selling the loot they had gathered. While this was going, Daellin wandered off with a good portion of his share of the loot and went on a shopping spree, buying himself a very expensive and well tailored outfit, complete with copious amounts of jewelry bordering on gaudy. He spent some time getting a manicure and having his hair styled as well.

Starday, 29th of Lamashan

The next day, the group met with Sheila at the Pathfinder Lodge. She was excited to hear that they had in fact, recovered the Shard of Greed. She raised an eyebrow at Daellin and called him out as the carrier of the Shard. He produced the shard and she explained what she had learned about the each of the Shards, presenting them with her notes on the subject.

She then produced an Ioun Stone, a pale blue rhomboid, and touched it to the Shard. The two items fused together, leaving a small bump on the Shard in the place where the indentation had once been. Daellin immediately felt a little more like himself, though he still likes his new outfit and jewelry.

Sheila suggested activating the Shard to see where it pointed toward the next one, so Daellin grasped the metal fragment and concentrated on the location. He got a vision of a swamp, then a coastline, then a tall stone statue of a beautiful woman holding up a glowing scepter. This monument was unfamiliar to most of the companions, but it was not unfamiliar to Sheila. She named it the Lady's Light, an ancient Thassalonian monument a bit to the south and west of Magnimar. It was once controlled by Sorshen, the Runelord of Lust and it made perfect sense that the Shard of Lust resided in one of her monuments.

Sheila gave some basic info on the Lady's Light, that it was believed to be just a statue, that it sat on a point of land far into the Mushfens and that its coastline was very difficult to approach due to dangerous reefs and shoals. She also added that the swamps were dangerous and full of many nasty creatures. She offered to find passage on a ship going that way that could drop them off on the coast nearby and also told them she could send along another Pathfinder that knew his way around a swamp. The group thought this was a good idea and agreed to meet back at the manor the following day.

Sunday 30th of Lamashan

The group met back at the Pathfinder Lodge and were introduced to Vosk, a Half-Orc Pathfinder. He seemed friendly enough and appeared to hold himself well, though he spoke a

bit roughly at times and seemed uninterested in dealing with any heavy work. Sheila informed them that she had contacted a ship that was leaving the following morning that had agreed to drop them off. They would have to walk the 4 or 5 days back after their adventure was done though. Vosk suggested going to talk to a crazy old man he knew that might know something useful about that area of the Mushfens.

Following Vosk, the group found this contact, a crazy street preacher named Jasper. He was preaching about the end of the world and how everyone he saw was the chosen one of [Groetus](#) and that the end of the world was coming. He behaved erratically and tried to flee, but eventually Vosk got some useful information out of him. He said to find Maroux, the Half Orc witch that lived in the area, and tell her that Jasper sent them.

Moonday 1st of Neth

The next morning, the group of companions left Magnimar. They had gained a new ally, Vosk, and left an old one behind. Leela had been tasked by the Pathfinders to return with another crew and create more accurate maps of the structures beneath the Crow Irespan piling. The captain dropped the group off several miles north of the Lady's Light, at the furthest south landing place available. He had his crew row them out to the shore then bid them farewell and good luck. Calina enjoyed reuniting with Paka, her Firepelt cougar companion. Paka had gotten a sense of where Calina was headed and then ran along through the swamps and along the shoreline, following the ship.

The swamps were treacherous and wet, and in no time, Daellin had soiled his new vestments. He talked with Kallin about using his magic to help keep his clothing clean while traveling through the swamp. After some time, the travelers spotted some small islands, one of which had a path and bridge leading to a small shack. It was the dwelling of Maroux. She was quite distrustful and adamant about everyone leaving her alone, then Jasper's name was mentioned and she changed her tone a bit. She demanded that the group retrieve some special seaweed from the far side of the neighboring island before she would consider talking to them. Eager to get on her good side, the group agreed, though they would have to do it the next day, as it was getting late. Maroux agreed to let the group sleep on her island as long as they didn't bother her.

Toilday 2nd of Neth

The next morning the group headed out to find the seaweed. The task seemed simple enough, she gave them buckets and told them right where to find what they were looking for. As they gathered the aquatic plant, a curious shipwreck just off the shore caught many an eye. Upon closer inspection, it was found that the waterlogged shell of a ship was full of pirate skeletons. They tried to grab Daellin when he flew out to investigate, but they did not pursue him back to the shore. The party decided they could not leave these undead abominations around so they approached the boat and dealt with the skeletons. Some small amount of loot was recovered, including a magical cutlass, a water filled map or scroll case and a small corroded copper ring that Vosk took for himself and shoved it on his little finger.

When the party returned to Maroux's island with the seaweed, they found that some of their companions had headed back earlier with their bucket of seaweed. Maroux's general attitude had changed significantly. She was now almost pleasant and quite willing to share information on the area. Over a horrible tasting dinner, she told them what she knew of the Lady's Light (which was not much) and of the nearby warring swamp tribes (one Lizardfolk and the other the frog-like Boggards), and more importantly, she told them of some other recent visitors to the swamp. A group of plate clad, lady knights from Korvosa, led by a woman by the name of Oriana, had come to the Mushfens in search of the Runelords forgotten treasures to help rebuild their order, that of the formerly deposed Queen of Korvosa. The final bit of information Maroux passed on was her thoughts on how to actually ENTER the Lady's Light. She was aware of a network of tunnels beneath this part of the swamp that led to an underground entrance of the monument. She explained that Oriana had recently returned to her hut with an offer of joining her troop, the Grey Maidens. She told Maroux how she had led her knights through the tunnels and into the monument and discovered that Runelord Sorshen was still alive and well and running the place. Maroux said she kindly turned down the offer, which didn't please Oriana at all.

Armed with this information, the group decides that their best bet is to try to enter the tunnels through a nearby cave not controlled by either the Lizardfolk or the Boggards, but was potentially the home of "something big and nasty" according to Maroux.

Wealday, 3rd of Neth

At first light, the group set out to the swamp, skirting an inland lake on their way to the cavern. On their way, they came across a recent battlefield littered with the bodies (but NOT the heads) of several dozen Lizardfolk warriors. While examining the battlefield, some signs were found of modern forged weapons, supporting Maroux's claim that Oriana and the Grey Maidens had joined forces with the Boggards. Kallin noticed the spirit of a Lizardfolk crouched over one of the decapitated bodies. He approached it and spoke though the spirit did not speak any language Kallin understood. Daellin used his magic to give Kallin the ability to understand the spirits language. Kallin learned from the spirit, Teng Quet of the World Pond, that the Lizardfolk had been slaughtered while on a hunting party by the Boggards with help from the weapons they had gotten from the Grey Maidens. Kallin asked Teng Quet what he knew about the nearby cave and he was happy to tell. He called it the Cavern of Many Mouths and said that the party should go there and be met by Gegganallag and that they would be assisted in their quest. Kallin thanked Teng Quet and said a prayer to Pharasma and performed a ritual that allowed the spirit to move beyond to the Boneyard.

The party then moved on, crossed a small stream and moved up into a rocky area before finding the cave. They approached the large cavern mouth slowly and stealthily with Vosk and Daellin in the lead. They reached the mouth of the cavern and spotted some scattered coins in the rocky dirt near the entrance as well as scattered bones of differing sized creatures. They also found a silver necklace stuck in the mud near a foot long crystal wand. Pocketing the treasure, the two moved up into the cave quietly. The others followed behind. The cave led in

and then up and to the right, requiring the two scouts to climb up some before the cave leveled off again. At the top of the climb, they saw the resident of the Cavern of Many Mouths, a large, writhing form of scales, teeth and claws - a hydra!

Before they could decide what to do, the draconic beast leaped to its feet and roared. Daellin and Vosk turned and jumped back down the shaft, running for the cavern mouth. The hydra pursued and once down below, it let loose with a mouthful of flaming death. The two scouts dove for cover though Daellin was caught by the fire and knocked to the ground. The rest of the group moved up and into position while Vosk took to the shadows, hoping to maneuver for a good sneak attack.

Immediately, Daellin activated the haste powers of his newly acquired Shard and propelled himself into the nearby bog, putting the fire out. The rest of the group moved in to battle the 5 snake-headed dragon, led by Ehlyna. Samad and Paka moved around the outside edge of the cavern while Calina moved into position and began sending arrows toward one of the many eyes the creature possessed. Kallin fell into a support position and Vexeron began casting a large fireball. The beast breathed again, sending Kallin and Vexeron diving for cover. In the chaos, Vexeron dropped his fireball, sending up an even bigger ball of flame than the hydra had, and nearly burning himself to a crisp. The wizard then lost consciousness due to his fiery wounds.

The battle raged on for some time while Kallin tried extinguishing his companion and eventually, the hydra, cut and bruised quite severely, charged for the bog, dove in and did not resurface anywhere within sight.

Vexeron was quickly stabilized and the group determined that they would take the hydra's cave as their camp for now, assuming that badly beaten hydra would not come back and that its reputation in the swamp would keep most other nuisances from approaching.

Session 35 - Oathday 4th Neth

Oathday, 4th of Neth (Session 35)

After a long night of healing magic by Kallin, the sun finally rose over a group of heroes in the wilderness, all healed up and ready to venture forth once again. Vexeron, who had been injured and on the brink of death was refreshed and in a chipper mood, conveniently forgetting the events of the previous day that had led him to death's door.

They then buried all the treasure they had been able to find at the mouth of the hydra's cave (over 2000 silver, over 1000 gold, nearly 100 platinum coins, a gold ring, a silver necklace and the enchanted cutlass that had been recovered from the shipwreck.) Daellin did his best to hide the location of the buried treasure (Camouflage by 8.)

They then headed back into the Cavern of Many Mouths and followed the small tunnel at its rear that descended quite steeply for some time until leveling out. After nearly a mile long hike

underground, Calina and Daellin estimated that they were somewhere under the center of the lagoon near the Lady's Light. Finally they came to a large underground chamber that was teeming with thousands of tiny little albino bugs that retreated from the light and vibrations of the explorers. In the center of this chamber stood a 7 sided pillar of shiny black stone, broken off about 4 feet up. The remains lay on the ground all around and the center of this black stone monument appeared to be hollow, possibly with the shape of some type of humanoid inside. The area was searched and the only thing of interest that was discovered was some chitinous remains from a bug MUCH bigger than the ones found in the chamber already.

There were three other passages leading into this underground chamber and it was determined that the far left passage was probably the one that led to the Lady's Light, the other two leading to the Lizardfolk and Boggard camps respectively.

The passage was difficult to traverse, calling for occasional crawling, squeezing and climbing. At one point Daellin called for a halt when he heard some faint clicking noises. From the rear of the party, Vosk confirms that he had heard them too. Everyone quickly went on guard and they watched for a possible ambush. They waited and waited in silence, but nothing came. After a few minutes, Calina made some comment about Daellin's hearing and pointy ears and the group moved on.

After some time, they arrived at the end of the natural tunnel and entered a large chamber of worked stone. The ceiling was arched at least 30 feet up. Seven ornate columns spaced evenly around the room supported the domed ceiling. Each of these columns had a very voluptuous woman scantily dressed and wielding a guisarme as its base. In the center of the room was a dark, seven sided shaft at least 10 feet across. Daellin moved into the room to examine it more closely but before he could reach the shaft, the statues magically animated and attacked. They moved and attacked seemingly in unison and proved to be quite formidable opponents. The statues possessed great speed and skill with their heavy stone pole arms and their hard marble surface made every strike against them nearly shatter the party's weapons. It was a difficult battle but Vexeron's strategic use of his magic (Glue and Shape Stone) finally helped lead the party to victory. After they had been defeated, the statues polearms turned into real wood and metal weapons that were gathered up.

The shaft, which seemed to be filled with a deep, magical darkness, appeared to be the only way out of this room and a quick search confirmed this. After much deliberation, Daellin used his magic to fly down into the shaft, which extended some 50 feet straight down. The Elf found that, in the shaft, he could not see or hear anything at all, but at the bottom, he emerged in an immense, u-shaped hall filled with more pillars, complete with polearm wielding Sorshen carvings, and an ornate, painted sarcophagus. Resisting his curiosity, he flew back up and told the others what he had seen.

Calina suggested using their ropes and climbing gear to climb down but there was nothing to tie the rope off to. Vexeron used his stone shaping magic to make a sturdy protrusion and the

ropes were tied off. Daellin recommended bringing the gathered polearms in hopes they would stop the statues below from attacking. Samad volunteered to go first. Daellin, foregoing his magic, followed down the rope. Kallin and Vosk went next and Ehlyna was trying to avoid climbing down. Finally, Calina convinced Ehlyna to take the plunge. The stocky Dwarf climbed down, but just after entering the magical darkness, she lost her grip and fell. No one could even hear her screams as she plummeted through the darkness.

Down below, the others were in for a surprise when the Dwarf came out of the darkness. She was not holding on to the rope and appeared as if she were falling, but she was floating down slowly to the ground. The fact that she was not falling to her death was not enough to stop the stream of curses coming from her mouth. Shortly after, Calina followed, successfully climbing down to the bottom. Daellin wondered how the magical effect worked and stood directly under the shaft and jumped a few times, hoping that it would propel him back to the top, but it did not.

Now that they were all safely at the bottom, it was time to examine the sarcophagus. The ornate stone coffin was painted to resemble Runelord Sorshen. There appeared to be no traps, mundane or magical, on the coffin, so with much effort, the stone lid was pushed off, revealing what appeared to be a very alive but sleeping Runelord of Lust. She was breathing and felt warm to the touch and dressed in expensive clothing and jewelry. Intrigued by her transcendent beauty, Daellin reached in to examine her jewelry.

Immediately upon touching her, the others saw Daellin stiffen then pass out onto the floor. Daellin, on the other hand saw what appeared to be the Runelord rising up out of her coffin then somehow growing and growing until she was bigger than even the room would hold. She smashed him several times with her giant sized fist, trying to crush the life out of him. She hit him one time but he managed to stay out of the way of the giant fists after that.

Kallin was able to revive Daellin from what appeared to be some serious mental trauma. Daellin was seriously wounded from the strange encounter, but after a moment, Kallin had him right back to normal. Intrigued by the experience and not fully convinced it had been a bad thing, Daellin used his knife to once again manipulate the Runelord's necklace. Again, the Elf fell unconscious and Daellin experienced the same vision though this time he was able to avoid being hurt. He was revived again and told in no uncertain terms to leave the body, her jewelry and her coffin alone. The sarcophagus was then closed back up and the group headed on.

Following the wide hall around to the west, they found it ended after some time in a short balcony overlooking an underground river flowing to the east. The passage the river moved through appears to have been a natural cavern that has been somewhat finished and smoothed out. Not wanting to delve into the water just yet, the group turned around to explore the other end of the large U-shaped hall.

The other end of the hall ended in a large red metal wall, 20 feet high and 10 feet wide, with numerous 1-foot square panels painted with images of the Runelord of Lust with various winged

creatures thought to be demons of some type (succubi.) There were 5 columns and 9 rows of these panels and all were different, though each depicted the Runelord. Each panel could be depressed, as if it were a button though nothing happened until the center panel was pressed, which required someone standing on someone else's shoulders just to reach it. When the center panel was pressed, the entire panel glowed a bit and some golden words flashed across the bottom of the panel, though even on shoulders it was hard to get close enough to see. As the glow faded, the entire 10x20 metal panel swung open like a huge door revealing a sandy beach area beyond. The group vowed to come back and study the images more closely later after they had secured the Shard and cleared the area.

They passed through the newly opened doorway and walked down the beach to the shores of the (same, presumably) underground river. There were two stone pilings at the water's edge and a flat bottomed skiff moored to each. The punters looked as if they could carry 3 people each.

Session 36 - Oathday 4th Neth

still Oathday, 4th of Neth (Session 36)

The group got into the boats and poled to the east. Daellin waited on the shore for a bit then used his magic to follow by flying. The boats entered a large cavern with strange and colorful motes of light blinking and flitting about. Thin stalactites hung from the high ceiling. A wide beach could be seen to the south and a large, flat stone platform sat in the center of the lake. The platform was clearly worked stone as it was perfectly flat and regularly shaped. The only thing on the island was a sparkling glass statue of a woman in a jumping pose. Instead of hands, she seemed to have long, curving blades. Two mooring posts could be seen at the front edge of this "island." Past the island, at the far end of the cavern, a cloud of churning mist and roaring sound of rushing water indicated a waterfall where the water dropped out of the lake into some lower chamber.

The group headed for the island but quickly the lake became too deep and the boats could no longer be controlled. They were caught in the quicker current of the waterfall on the far side of the island but Daellin was able to fly down and grab the ropes and easily pull the boats to the safety.

The moment the Elf touched down to tie the boats up, the glass statue sprung to life and moved to attack. As it approached, it was seen to have the same visage as Sorshen, the Runelord, a common theme for the statues and decorations of the complex. The glass golem was a nimble and quick and proved to be a tough opponent, though in short order, it was destroyed. The construct shattered and was no more than a pile of glass dust on the ground. The island was searched but nothing was discovered.

With Daellin's help, the group maneuvered the boats over to the southern shore. This sandy beach was similar to the one they found the boats on except this one had two sandy grave mounds, each topped with large metal shields. Each shield seems to have been hastily painted over to display a Thassalonian rune, that of Lust, the mark of Sorshen. At Kallin's urging, the

group left the graves alone and pressed on through a stone door leading into the rough stone wall behind the beach.

The room behind the door was covered in numerous detailed murals and paintings of various otherworldly beings participating in wanton sexual acts. Every vertical surface of the room was covered but stop abruptly after turning down the hallway to the south, as though abandoned by the artist. A thorough search of the room turned up nothing of significance except for Kallin, who learned several new things he had not even dreamed of before.

The passage twisted and turned for a bit before ending at a set of iron bars blocking the way. Past the bars laid a large chamber, brightly lit by some sort of magical light. The floors, walls and ceiling of the chamber were polished to an almost mirror like shine. The arched ceilings were supported by two rows of columns that had been carved to resemble Runelord Sorshen in various levels of undress. Before the bars could be examined closely, a voice called out from the chamber, challenging the group as to whether they were friend or foe. A well muscled, pale skinned man appeared from behind one of the pillars and approached. He was armed with a long, thin blade and he wore his silvery white hair in a long braid that stretched past his waist. As he spoke, it was noted that he bore sharp, fanged teeth, like that of a Vampire. He conversed for a moment with the group before declaring them foes and stated that he would stop them if they attempted to pass. He then stepped back behind the pillar and could no longer be seen.

Ehlyna began bashing on one lock while Calina started trying to pick the one on the other side. This brought on an attack from the pale man, first with his bow, then closer up with his rapier. He seemed quite strong and skilled and moved with an unnatural speed. Kallin used his Pharasmic magic to find out more about this foe, and was able to determine that he was NOT a Vampire, not an Undead being at all. This guardian continued his harassment of the group as they attempted to breach the bars, skillfully avoiding injury and always ending his attacks back behind another pillar.

Realizing that bashing and picking the locks was taking too long, Vexeron summoned powerful earth magic and reformed the stone wall to the right of the bars, making a narrow passageway into the room. The group quickly flooded into the room and attempted to engage their new foe. The pale man moved about the room nearly twice as fast as some of the party members and wielded his rapier with skill. Though it took longer than their typical battle, eventually the 8 heroes were able to vanquish this foe without even taking any hits from him, though there were several close calls, and despite being one verses many, he held out for some time. Ehlyna quickly severed his head and as she was cleaning the blood from her axe, Vosk leaped forward and drove a wooden stake through his heart. "Just in case," he said, looking warily at the sharp teeth sticking out.

The group gathered up his equipment, most of it being of a magical nature, and moved on. The next chamber was a wide hallway curving off into the darkness to the right. Running down the center of this hallway was a row of pillars supporting the ceiling. Each pillar was carved, once

again, to resemble Sorshen. The first pillar was strangely missing its head. A quick search of the area showed it to be safe and the party progressed down the hallway.

When they reached the 2nd pillar, the eyes of the statue started to glow, then the head started to wobble and shake. Most of the party stepped back a bit as the head lurched upward from the statue and rose up on spindly, black legs. The glow of light in the eyes grew brighter and then a magical bolt shot out of them at one of the party members. On cue, the heroes attacked, though their weapons seemed fairly inefficient against the stone creature. The head crawled around the top of the statue and continued to send glowing green bolts of energy down upon the party. After a few moments, several of the companions had been magically paralyzed by these bolts. After what seemed like forever, the party was victorious over the magical stone guardian and within a few minutes, the paralyzed members were able to move again.

Looking ahead, several more similar statues could be seen before the hallway curved out of sight.

Session 37 - Oathday 4th Neth

still Oathday, 4th of Neth (Session 37)

Concerned that the next several statues were also homes for similar stone [guardians](#), the Heroes began to concoct a plan. Discussions ranged from full on assault, running past, sneaking past, using magic or finding another route past. Calina suggested that Vexeron use his Wizard Eye spell to scout out down the hallway to see how many more of these statues would have to be dealt with and find out what was up ahead. The wizard heartily agreed and sent a floating magical eyeball down the hall. The eye did alert the stone statue heads but they were not able to do anything about the eye.

The magical reconnaissance revealed that there were just 2 remaining statues, both with similar heads on them. Past the statues, the hallway turned back around and headed to the west again. Just past the statues was a widened area of the hallway decorated with another mural showing the Runelord Sorshen being worshipped and attended to by many other beings. The hallway continued for some distance before ending in a closed stone door.

Before venturing further into the hallway, Vexeron thought it pertinent to create a magical servant and send it down the hall to test the waters. A fluffy, husky dog wearing bright red boots was summoned and sent to check the way. As it approached the nearest statue, the head's eyes began to glow, it rose up and blasted "Boots" with a bolt, causing it to disappear.

In the end, it was determined that magic and stealth would be the best ways to get past the sentinels. Daellin went first under an invisibility enchantment. Moving slowly and carefully, he was able to sneak past the guardians. He returned and the group and it was decided that members of the party would be made invisible a few at a time. Vosk, Samad and Ehlyna were the first group to be made invisible and they made their way down the hallway, near to the right side, as quietly as possible. Unfortunately it was not quiet enough and the nearest statue head

rose up on its creepy metal legs and began firing magical bolts from its eyes. At that point, Vosk broke into a run, urging his companions to follow. Ehlyna and Samad started moving forward, with Daellin passing them in the hall. The statue head began firing magical bolts in the general direction of the invisible members.

Back at the other end of the hallway, the rest of the group surged forward, hoping to make a mad dash past the sentinels while they were focused on firing at invisible targets. Ehlyna and Samad made it a safe distance past the last statue as Daellin moved back down the hall, hoping to give the others some invisibility magic. As the others moved up, Calina and Vexeron were not lucky enough to be able to avoid the paralyzing bolts of the creepy spider-statue heads. Both fell to the ground. Kallin, who had managed to bump into an invisible Daellin, turned and ran back, using his divine magic to release them from their paralyzed state.

Daellin was now targeted by one of the magical bolts and dove to the ground to avoid being hit. Hoping to aid his friends and get out of the line of fire as quickly as possible, the nimble Elf used his acrobatic prowess and flipped immediately back to his feet. Unfortunately for him, he was still invisible and none of his companions witnessed his amazing acrobatic stand.

At the other end of the hallway, Samad focused on the magic of his Shard and created an illusion of himself, though not nearly as charming or attractive, on the far side of the hallway in between the two statues. This illusory copy of Samad did manage to distract and draw fire from the now two attacking statue heads.

Kallin worked hard to get his friends back to their feet and rushed them along down the hallway, leaving no one else for Daellin to cast invisibility on, so he merely moved back down the hallway, slowly and surely, managing to avoid any further attack by the constructs.

Hoping to give her friends a bit of an advantage, Ehlyna charged back into the hallway, still invisible, and leaped up and began climbing the last statue-pillar. After a moment she was up near where the magical head was firing bolts at her companions. Wasting no time, the Dwarf grabbed the stone head in something of a bear hug, becoming visible in the process, heaved it over her head and flung it toward the other statue, hoping to hit the other bolt firing golem. The spider legged head missed its target but went flying down the hall. The missed head toss alerted the other sentinel to turn and fire on Ehlyna, who was not exposed, clinging to the top of the headless statue. To avoid the blast, Ehlyna dove back out of the way, landing hard on the stone floor some 10 feet below. Though her maneuver didn't take out both heads, it was enough of a distraction to give the rest of the party enough time to vacate the area without further incident.

The party moved around the corner toward the wider spot in the corridor to regroup and to find Vosk, who had ventured on ahead during the previous incident. When they arrived at the wide alcove, they discovered why Vosk had not returned. Apparently in his flight from the marble sentinels, the Half-Orc had misstepped and triggered a pit trap. The unfortunate rogue had

fallen some 15 yards into a spike filled trap. Equal parts luck and skill had saved him from sure death. A rope was lowered down to him, though he had to scale part-way up the wall to reach it.

Taking a moment to rest and recover, the party then set themselves to the task of crossing the spike filled pit. Samad, Daellin and Vosk all carefully navigated the narrow ledge along the wall where the trap doors had fallen away while Calina, Kallina and Ehlyna opted for the slower and safer method of climbing down into the pit using the climbing gear and ropes they had. Having rested up a bit while everyone else had crossed, Vexeron used his magic to widen the stone ledge, making it wide enough to walk on. As a courtesy, he did bring the long rope over to the other side and create a nice stone hook to easily tie the climbing rope to.

The next room the party entered contained more statues and paintings of Runelord Sorshen. It was also covered in blood. As they entered, Calina felt danger lurking nearby. Just then, a shadowy movement was detected behind the statues and a voice called out, demanding that the party stop and turn back. It told them they could not pass. A parley was struck and the voice belonged to demon, an [incubus](#), hiding behind the statues. The demon came out and again reiterated that he could not let them pass, though it was detected in his voice and body language that he did not want to fight, though he indicated that he would be forced to if they tried to pass without defeating him.

The incubi seemed quite chatty and willing to talk. He told that the blood here was from a recent (month ago) battle between him and some fellow incubi and a troop of Grey Maidens, female knights from the outside. He told that many of the Knights were slain as were the rest of his kind. He did not want to follow his companions back to the abyss in this manner and shared much information to avoid a confrontation. He told the group that he had been set here as a guardian and to allow none to pass unchallenged. He confirmed that it WAS, in fact, the Runelord Sorshen that had set for him this charge and that he had seen her not less than a week or so ago. In the end, he agreed to an arm wrestling match with Ehlyna, judging her to be the strongest of the group. It was a long and drawn out battle, with both sides fairly evenly matched. In the end, Ehlyna was able to pin his demonic hand to the stone floor. He conceded defeat and allowed the party to pass.

In the next chamber, called the Sanctuary of the Grey Flame by the incubus in the previous room, the party found a huge, 8-sided chamber with a wide, low, three-step pyramid occupying the center of the room. In the center of this dais stood a stone pedestal with a large, grey flame burning from the top. The ceiling arched some 30 feet above and every surface was made of shining white marble. Openings lead to the south and west, both seeming to open into smaller chambers. The center of the east wall had a strange section of wall made out of a dull grey stone. This grey stone contrasted sharply with the polished white everywhere else. It was also in the same position and shape as the openings leading out on the other 2 walls. In the middle of this grey wall was a torch sconce holding a long wooden torch that was blackened on the end, as if it had been burnt and put out.

The party made their way into the room and Samad immediately went to the torch and removed it from its holder and began making his way up the low steps, hoping that by lighting the torch, it would somehow trigger a secret door to open in the east wall. As the young warrior stepped to the top level of the dias, the grey flame exploded out, releasing a handful of small, flying [demons](#) that resembled red orbs taken up by not much more than a round, tooth filled maw and a fat, red tail. These creatures immediately attacked, mostly concentrating their bites on Samad, who was the closest, but as the rest of the group approached, they spread out and attacked everyone. They were very quick and difficult to hit, but eventually they were dispatched.

Samad then took the burning torch and placed it in the sconce which triggered the grey wall section to open outward on a pivot, revealing a long hallway that stretched off into the darkness. Further down this secret hallway, stairs could be seen leading up. Immediately, the party felt that this was the “way to go.” Before following this secret passage, though, it was decided to first explore behind a set of double doors found at the rear of one of the two smaller side chambers.

The doors were checked for traps and opened, revealing a very long and narrow corridor lined with 5 single iron bound, wooden doors on each side of the hallway. All the doors but one had a similar inscription on it, which was also carved into the stone wall at the far end of the corridor. The door immediately to the right, however, was different. It bore a different inscription than the others and more interesting than that, it was covered with a thin sheen of frost. With the hot, moist air coming in from the Sanctuary of the Grey Flame from behind, a cloud of frosty mist was beginning to form in the hallway.

Hoping to hurry this leg of the exploration up just a bit, the Elf Daellin impulsively grabs the handle of the frozen door and begins to open it. Just as he turns the latch, an icy explosion fills the entire area. Everyone attempts to dive for cover, though no one escapes the freezing shards of ice and cold completely.

In the violence of the blast, Daellin had been thrown directly backward into the wooden door across the hall from the trapped, icy door, which turned out to not even be a door at all, just a fake door placed as a trap. As he hit it, the door opened as well. With frozen crystals of ice still hanging in the air and the majority of the ice from the blast already melting into puddles on the floor, the group realized that some serious healing was in order. This was by far the most deadly trap they had stumbled into so far in their explorations.

Aftermath

Vexeron suggested that the group move out of the main hall and into what appeared to be a lavishly decorated bedroom behind the door that Daellin had accidentally opened. After a quick search, the room was deemed safe and everyone piled in and the healing process was begun. After sitting and resting for a few moments, the party realized that it had been many hours since they had last slept and that fatigue was beginning to set in and would soon impair their judgements and actions. It was decided to use this chamber to take refuge in for some time and try to get some rest, get healed up and possibly identify some of the magical items they had

gathered so far. Kallin used a little more minor healing magic on his friends, but it was not enough to completely heal everyone. Calina stepped in and used her two remaining healing poultices to get everyone back to full health.

Most folks took turns sleeping and taking watch, Vexeron spent some time trying to identify a few of the magical items they had found. From the strange and skilled guardian they had defeated earlier, they had a rapier, a cloak, 9 arrows and a wand. Not buried at the hydra cave they still had an amulet with a golden fist on it and a crystal wand. Knowing he would not have time to identify all of the items, Vexeron focused on the two wands, the cloak and the arrows. The first wand is a Wand of Secrets, the crystal wand is a Wand of Healing, the cloak is a Cloak of Resistance and the arrows are enchanted with accuracy and puissance.

Session 38 - Fireday 5th Neth

Fireday, 5th of Neth (Session 38)

Checking Out the Love Shack

After a good long rest in one of the bedrooms, the group is ready to continue their search for the next fragment of the shattered Sihedron Star. Vexeron summons another magical servant. This one looks unmistakably like the Elf, Daellin, but wearing a butler's outfit. He is lovingly named D'jour Ch'ker and is instructed to go down the hall and open each door. They open without incident. Carefully, the party examines the rest of the rooms in this hallway and all appear to be small yet comfortable bedrooms. The engraving on the end of the hall, which is the same as on all of the non-trapped doors in the hallway draws some interest. Daellin checks it out closely and is ready to touch some of the symbols, thinking they may be connected to some magical trigger but he is dissuaded of this action by his companions. D'jour is asked to go touch the symbols instead while everyone else stays safely back. When D'jour touches the runes, they glow briefly and then a secret door opens in the wall.

The next room appears to be another bedroom, but this one is larger and much more lavishly appointed. The domed ceiling is inlaid with mother of pearl and a four poster bed dominates one wall of the room. Double doors lead to the north. Vexeron casts a See Secrets spell with the plans to maintain it, hoping to find any secret doors, hidden traps or concealed treasures.

Passing the double doors into the next chamber, the group finds another 8 sided room with a high, domed ceiling decorated with fading erotic murals. Stone benches line the walls and the floor is covered with a multi-colored mosaic of a sunburst. Fearing a magical trap, the mosaic is carefully stepped around.

The next room is a small space, 10x10 square with a door leading out of each of the 4 walls. The floor of the room is taken up by a pool of cool, clear water that seems to be fed by an underground spring.

Exploring the Workrooms

Keeping to their protocol, the group takes the door to the left first. This room is large and eight

sided, like several previous rooms, with a high domed ceiling. This room appears to be some sort of alchemical laboratory and Daellin and Vexeron are quite intrigued by many of the containers and items on the stone tables. Daellin accidentally knocks over some containers on one table, causing a minor explosion. He continues his search more carefully and manages to find some sort of magical, waxy ointment in a small container.

A large corroded metal urn attracts Vexeron's attention. Through a dirty glass lid, he can see a thick, grey substance. It seems to undulate and move slowly inside the urn. He examines it through the glass and quickly realizes that it is a magical substance commonly used in the enchantment of weapons and armor. He believes that it could be used to at least temporarily enchant quite a few items, though he does not have the time, material or expertise to make the enchantment permanent. A discussion about the material and how to best transport it is had. Realizing that it would be too difficult to carry the entire urn around (weighs over 300lbs), Vexeron decides to test it out here in the lab and coat some of the parties weapons.

As he opens the lid, he quickly finds out that his initial analysis of the substance was incorrect as a glob of the grey ooze whips out and splats him in the middle of the chest. He can hear the corrosive properties of the ooze beginning to eat its way through his shirt and armor. Quickly, the tendril of ooze is severed and someone throws the lid back on the pot. Embarrassed, Vexeron merely shrugs and the party moves on.

The next room explored is to the north of the fountain room and is another eight sided room, similar to the others with a high, domed ceiling. This room has several stone platforms draped with white sheets. They have sets of manacles set into the stone at each corner. Metal shelves are at the foot of each platform. All are empty but one. A large tome sits on one shelf. A quick examination reveals 3 magical scrolls tucked into the pages of the tome. The book and scrolls are taken.

A Maddening Worm

Next, the group checked out the final door leading from the pool room. Again, the group sees an eight sided room with a domed ceiling. This one appears to be some sort of summoning room and was in a state of disarray. A summoning pattern fills up most of the floor, and broken furniture litters the space. Across the room, a heavy bookstand can be seen, knocked on its side with a large, black tome laying on the ground next to it. Immediately, Daellin enters the room and starts to head for the book, but Vexeron stops him and tells him that something is wrong in this room. He senses unfinished magic, as if the summoning circle was somehow paused in mid enchantment. He tells Daellin that as long as he does not cross the summoning pattern on the floor, he should be fine to cross the room. Carefully, the Elf makes his way along the outside edge of the room but it turns out that just being near was enough to trigger the unstable magic in the area.

A blast of smoke and unsettling swells of sound fill the room. As the smoke clears, a huge worm like creature fills the center of the room. The beast wields an icy axe in one tentacle and a

magical wand in the other. The creature immediately attacks, sending an aura of madness over everyone. Having to fight physically and mentally, the fiendish abomination proved to be a tough opponent, though quickly the party put it on the defensive. It's madness inducing power turned friend against friend or reduced victims into temporarily babbling idiots. The beast utilized the wand constantly, apparently using it to heal its wounds. The battle was long and hard, but eventually the Heroes of Sandpoint were victorious. They took from it the magical axe, the wand and then gathered up the black tome, which appears to be magical as well.

After resting momentarily, the group headed back toward the Chamber of the Grey Flame, having explored everything in this area of the complex. They moved through the chamber, re-lit the torch using magic to float it up to the top of the dais so they would not again trigger the summoning of demon mouth orbs. They got the secret passage to open and followed it. After following a hallway and descending some stairs, the group ended at a dead end. On the wall was a painting of Runelord Sorshen, arms outstretched as if to welcome one into her embrace. Thassalonian writing was carved into the wall as well, though it could not be read. Magical and mundane searching did not reveal any secret doors but eventually someone noticed that the paint near the feet of the painting was badly worn off. After some time, it was discovered that kneeling and kissing the feet of the painting triggered teleportation magic.

Only the Penitent Shall Pass

Everyone took their turn kneeling in front of the painting and eventually found themselves standing on a stone platform overlooking an enormous underground waterway. The room is filled with the sound of water cascading down from an opening in the ceiling immediately to the east of the tower. A fine mist of moisture fills the air.

The walls of the large cavern appear to be covered in pale, glowing moss and lichen. Three rowboats are tied off to the pier. A monstrous carving of a demon juts out of the wall of the cave just to the north of the dock, its hand outstretched in greeting. A Thassalonian word is carved into the stone below the demon. A quick examination reveals that grasping the demon's hand teleports one back to the mural that they had just come from.

Far across the lake to the south, another stone landing can be seen with a large metal door leading into the stone wall. The lake narrows and continues to the west.

Session 39 - Fireday 5th Neth

Lake of Dead Hands

Finding themselves standing on a stone dock on the edge of a huge underground lake, the heroes discussed how to move forward. Their first objective was to make it to the stone dock on the other side of the lake and check out the large red door there. The three boats were entered, Calina and Kallin in the first, Samad and Vexeron in the next and Ehlyna and Vosk in the third. Daellin used his magic to follow by flying. Calina piloted her boat and pushed off toward the falling waterfall to the left, hoping that its current would push them toward the dock on the far side. If they ended up stranded in still water, Daellin could pull them the rest of the way. Samad

and Vexeron agreed and followed, though chose a slightly more aggressive trajectory. Ehlyna felt it would be easier to pole along the near edge of the lake toward the narrower part and hoped for shallower water there to make it to the other side.

Daellin decided to go check out the waterfall pouring into the cavern from up above. He flew carefully around and even checked behind it, hoping to find a hidden cave or other area. To his dismay, it was only a waterfall in front of a stone cavern wall.

While Daellin was checking out the waterfall, those in the boats were in for a big surprise when undead hands reached up from the dark waters and began attempting to tip the boats over and pull their occupants to their deaths. First Calina and Kallin were attacked, then Samad and Vexeron. The heroes had to balance defending themselves and keeping the boats stable. Vexeron flung fireballs around dangerously and Kallin tapped into a newly developed spell that greatly disrupted the attacking undead. Ehlyna and Vosk quickly tried to come to their rescue but were also attacked.

Seeing his friends in trouble, Daellin quickly flew over, sword in hand, to help out. A combination of magic, blade, arrow and divine might finally forced the aquatic undead to cease their attack, though in the chaos of the melee, the Half-Orc Vosk was thrown from his boat and pulled underwater by the ghosts. Daellin, still under the enchantment of his flying magic, dove into the water and helped free him.

The boats were quickly pulled toward the shore and safety. After a quick rest and some magical healing, the party examined the large red panel that stood before them. As several previous doors, this one was decorated with numerous square tiles, each depicting scenes of the Runelord Sorshen being worshipped and bowed to by numerous giants and other large creatures. A quick examination revealed that the center panel, when touched, caused the immense doors to swing open.

Runelord in a Dragon Dress

Cautiously, the heroes entered the next area, which was a long, wide hallway with a row of huge pillars running down the center. At the far end of the hallway, an open chamber could be seen, lit by some sort of magical light. A raised dais sat at the far end with a huge stone chair. Upon this chair sat a large blue creature that resembled a two legged, upright dragon of some sort. The party proceeded slowly, moving from pillar to pillar, trying to stay out of sight.

Sensing an upcoming fight, the party buffed themselves with helpful magics. Finally, the creature called out to them to show themselves and to bow before Runelord Sorshen! The blue draconian giant demands immediate obedience, commanding everyone to bow and pay their respects. It promises to only feed 1 of the party to its pets, which turn out to be large monitor lizards nearly the size of horses!

Initially the heroes pretend to obey, kneeling on one knee and giving praise to the "Runelord" but soon the ruse was up and a great battle began. The blue giant proved to be a very hardy

opponent, wielding a huge sword that crackled with the energy of lightning and defending himself with a giant shield that seemed to be made from the skull of a dragon. The shield also buzzed with magic electricity! The giant lizards also entered the fray, though they seemed to be more of a distraction than anything else.

After much battle and blood, the beast that called itself "Runelord Sorshen" was defeated, as were the pet lizards. The party slumped to the floor, nearly exhausted by the epic battle. A quick review of the area showed no other exits from the room.

Session 39.5 - Fireday 5th Neth

Camping Out

After dealing with the large blue dragon brute, the party made a quick search of the area and found it to be a relatively safe and secure area with no other ways in or out but the one they entered from. Immediately the three rowboats are pulled up onto the shore and through the large red door. The door is made to close and then the three well worn boats are piled up in front of the door, balanced to fall over and make a racket if anyone happens to trigger the door to open from the other side.

Next, the chamber is carefully searched while those that are most tired take a much needed rest. First aid is applied to all the wounded and then Kallin uses the newly acquired crystal wand of healing to take care of most of the wounds, hoping to avoid using his magical healing, so as to not stretch his divine threshold any further than it already is.

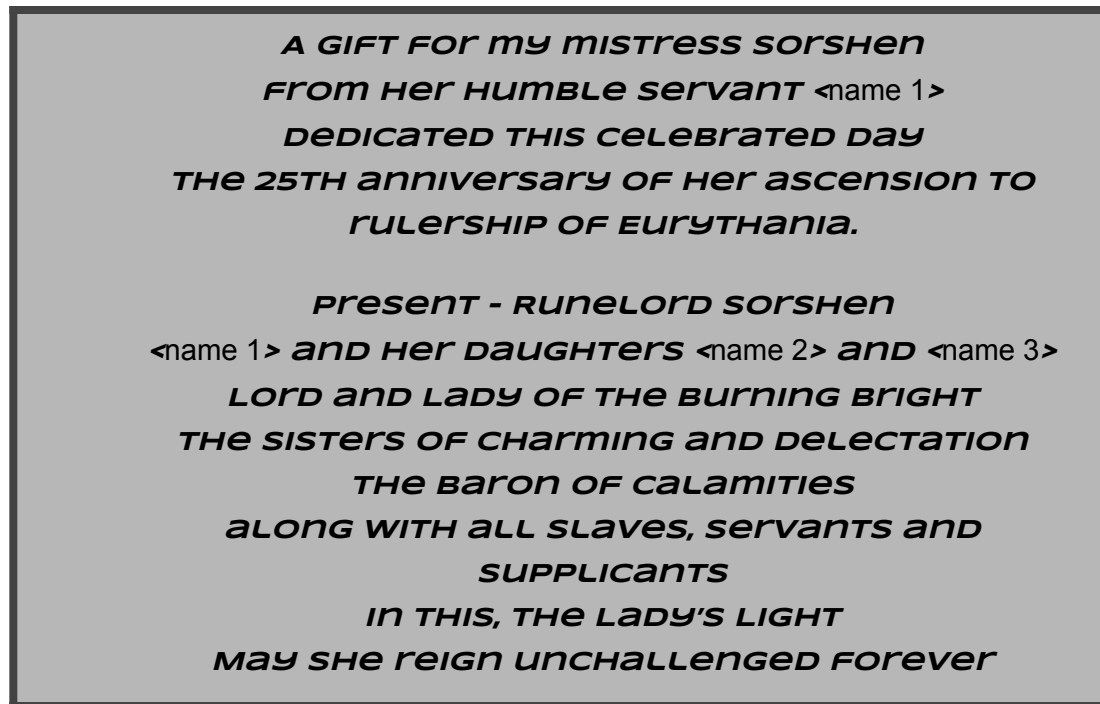
Using magic and good old elbow grease, it is determined that there are no further hidden exits from the room, though there are 6 small treasure chests stacked behind the dragon beasts giant throne. Each of the chests are filled with rotting meat and unidentifiable organic matter although a thick leather sack is found shoved into one of them. Inside the sack is a frayed cloth scrap wrapped around a good number of bright, uncut, multicolored gemstones that resemble the insides of melons.

A large platinum inscription plate is found attached to the back of the giant sized throne. It is covered in the now familiar but still unreadable Thassilonian runes.

Vexeron spends some time going over the runes and eventually thinks he has sorted out what it might say, though there are a few words, names he believes, that he cannot figure out due to

their unique nature.

Engraved Plate Translation:



It is decided that the group will rest for a few hours before moving on and exploring further down along the underground river. A few hours of rest turns into the equivalent of a whole nights rest. Despite the group's desire to move quickly through this dungeon, it was proving to be quite difficult and draining on the resources.

Over the course of the "evening," if that was truly what it was, Vexeron spends some time looking at a few more of the looted magical treasures. Both the draconic creature's sword and dragon skull shield detect as magical, but each item looks to weigh at least 30lb each and is way too large to be wielded by anyone in the group. Both items also seem to crackle with blue sparks anytime someone comes near them and no one wants to touch them and risk the chance of being shocked or worse.

Vexeron spends some time examining the large black tome that had been recovered after the battle with the dangerous, mind affecting worm beast earlier that day. He is able to translate the cover, which is in Thassalonian script. It reads From the Minds of Monsters and appears to be a reference book regarding monsters that possess mind controlling and affecting powers. It also says that the book was written by Runelord Sorshen herself. It looks to be a very interesting read, at least to Vexeron, though his limited grasp of Thassalonian is not enough to read or fully

absorb the information contained within.

After this quick mundane investigation of the book, he begins a magical analysis. His first casting reveals that the book is what is a minor artifact known as a Tome of Clear Thought and that it also contains more magic. He recalls that Tomes of Clear thought are known to increase the intelligence and knowledge of one who reads it. His second casting reveals that it does in fact give a reader a bonus to their intelligence. It also reveals that there are more enchantments on the book. A third casting, while successful, does not reveal the nature of final enchantment, only that there is one. This puzzles Vexeron but he assumes it has something to do with the fact that the item is an artifact and not some normal, everyday magical item.

Next, Vexeron moves on to the magical wand that the worm thing had. He already has a good idea that it contains some sort of healing magic, as it was seen to be used as such during the encounter with the beast. The first analysis reveals the wands name, which is necessary to use it. The second casting reveals that the wand is used to cast the Major Healing spell at full power. The third and final casting reveals that the wand has only 7 uses left and then it will lose its enchantment.

The wizard had hoped to get through more of the items, but the ones he chose had too multiple enchantments on them and took longer than he expected.

Magic Items not yet Identified:

1. a rapier - from half vampire quick guy
2. an axe - from giant magic worm thing
3. an amulet with a golden fist on it - found at the Hydra's lair
4. a ring - found at the Hydra's lair

For Later:

1. huge sword - from draconic brute - crackles with blue electricity
2. huge dragon skull shield - from draconic brute - crackles with blue electricity
3. three magic scrolls - found in the pages of a non-magical book in one of the workrooms

Buried treasure back at the Hydra's lair:

magical cutlass - found in shipwreck

2400 silver pieces

1267 gold pieces

91 platinum pieces
silver necklace
gold ring
scroll case full of water and old crumbly maps

Previously Identified Magic Items:

Wand of Secrets

10 charges (one used in checking the current room)

Each charge casts the See Secrets spell. M107.

Takes 1 turn Concentrate. Usable by Mages only.

Vexeron has possession of this.

Crystal Wand of Healing

16 charges (4 used recently)

Each charge heals 1d6 or removes 1 level of "Energy Drain" affliction.

Takes 1 turn of Concentrate. Usable by Divine casters only.

Must touch subject.

Kallin has possession of this.

Cloak of Resistance

Must be worn.

Gives +1 to resist any type of magic, poison, disease, or other hazardous affliction.

Daellin has possession of this.

Enchanted Arrows

+2 hit and damage

They are enchanted with +1 Accuracy (Hit) and +1 Puissance (Damage)

They are also Fine and Balanced, giving an additional +1 to hit and damage. (+2 total Hit and Damage)

Calina has possession of these.

Tome of Clear Thought

Minor Artifact

Gives +1 IQ (permanent) to anyone who reads it (requires Native literacy in Thassalonian and considerable time to read it)

There is also another enchantment, but Vexeron cannot figure it out.

As a reference book, it may also give a bonus to Knowledge checks about its subject matter, but this will also require Native level literacy)

Vexeron has possession of this.

Wand of Major Healing

7 charges

Heals 8 HP per use. Must touch the subject.

Usable by Mages only.

Vexeron has possession of this.

Wax of Defiance

10 uses

Requires 2 seconds to apply. Gives +4 to Will rolls vs all sound based attacks and mind control/ charm magic. Also gives -2 to all hearing based Perception rolls. Lasts for 1 hour.

Daellin has possession of this.

Ehlyna catches a few winks as Vexeron is busy with item study. *Sleeping now will allow me to be more alert when Vexie finally gets some rest. Kallin looks tired as well.* Letting the party know she is going to rest for watch later, Ehlyna rests. Shaken awake a few hours later by Daellin, Ehlyna stretches and thanks the Elf for letting her sleep. She notices Vexeron and Kallin getting some much needed rest. Shooing Daellin off so he can acquire more sleep, Ehlyna looks over Duraz Maraz and Duraz Zilfin, hydrates from her water skin, and quietly rummages through her backpack looking for rations. Well, as quietly as Ehlyna does anything that is...

Starday 6th Neth

The tired heroes manage to get some sleep and eventually they are ready to head out again.

Session 40 Starday 6th Neth

Back to the Boats

The Heroes of Sandpoint loaded themselves and their gear back into the small boats and made their way further along the underground waterway. Daellin escorted the three boats while flying along nearby. The group passed from the large lake area to a narrower tunnel like passage. There were many ledges and niches along the walls and each one of them contained a very dead and manacled body. It was hard to tell what or who they had once been but all were in varying stages of decay, some appearing quite recent.

Oh Bats!

Daellin flew up toward the top of the tunnel to get a closer look and disturbed two large ghoulish bats that fluttered down and swooped over the heads of the boaters. Kallin and Calina both took exception to these undead abominations and attacked, one with Divine magic and the other with her bow. The ghoulish bats were seen no more.

Lake of Longing

The boats then moved out into another large lake type area. Clumps of luminous lichen clung to the walls here and there giving the enormous room a eerie glow. The boats had to stay near the right side cavern wall so they could continue polling along. Daellin flew out in wider and wider arcs, watching for anything dangerous. On his scouting mission, he did spy two large creatures cresting then submerged in the dark water of the lake. Giant serpents of some type, he thought.

As he was preparing to head back and warn his companions, a strange urge took hold of him and he knew he had to get to the beach at the far end of the lake immediately so he took off flying as fast as he could.

Meanwhile, back on the boats, several of the boaters were affected by a similar compulsion, though the two Half-Orcs took it a bit farther and stripped down naked before diving into the cold cave water. Samad also felt the need to dive into the water and began swimming toward the north shore. Acting quickly, Vexeron used his magic to pluck the nearby Samad out of the water and dangle him just in front of Ehlyna who proceeded to knock him unconscious with a blow from her solid dwarven fist. Vexeron then used another spell to pull Kallin from the water and do the same. Unfortunately, Kallin proved to be more difficult to knock out and Ehlyna had to hit her friend quite a few times before he finally succumbed. As Vexeron turned his attention to Vosk he saw a large black shape emerge from the water, open a wide, toothy mouth, grab Vosk and then disappear beneath the water. A long, dark tail flopped up as the beast, what appeared to be another giant eel, disappeared. With two companions unconscious and Daellin missing, the heroes could do nothing but mourn the loss of their newest companion, the Pathfinder Vosk. They tied the three boats together and continued on along the near wall, looking for Daellin.

The Beach

Daellin eventually made it to the far end of the lake to a grotto that was light nearly as bright as day by heavy concentrations of the glowing plant material. He landed on a sandy beach and saw many sets of booted footprints and two small rowboats nearby. He was drawn to a spot on the natural cavern wall and just knew there was some sort of passageway there. After a moment of searching, he found it and the concealed door rotated back revealing a smaller cavern beyond.

This cave had piles of fishing gear and nets against one wall and a low burning cook fire in the center of the room with a pot of something tasty hanging over it. A large red paneled door stood at the far end of the room. He looked around the room and found nothing else interesting. Realizing he was no longer under the magical compulsion, he went back out to the beach and searched around. He saw what looked like two tunnels leading away from the beach into the rock wall.

Crashing the Dinner Party

He decided that he needed to make sure this area was secure before his friends arrived, also assuming they too had succumbed to the compulsion to get to this area. He went back through the cave to the red panel and pressed the center panel. The square briefly showed glowing Thassalonian runes then the whole thing began opening into a well lit and furnished room with a long dinner table. At the table were seated 6 armored women. They immediately leapt to their feet and demanded that he surrender as they readied their swords, shields and helms.

Daellin immediately tries to sweet talk the formidable looking ladies but his attempts fall flat and through some sort of mind controlling magic, they force him to surrender and take him captive

and disarm him. While surrounded, one of the knights attempts to grab him, which Daellin uses as an excuse to Blink. Hoping there is a room behind one of the several doors lining the wall he has backed up to, he magically teleports and finds himself in a nearly pitch black room full of what looks like ruined furniture and junk. A faint sliver of light comes in under a door in front of him. He can hear the knights on the other side of the door frantically looking for him. He quickly cloaks himself in an Invisibility spell and hides. The door to his room opens briefly while one of the knights looks in but then closes when he is not detected.

Daellin can hear the knights shouting and arguing among themselves but their conversation soon switches when the call of “boats approaching” is heard. Daellin assumes it is his companions finally making their way across the underground lake. Exhausted and without the magical reserve he can tap from his sword, Maelos, Daellin tries to put together a plan of limited resources.

Beachhead

Ehlyna and Calina poled the boats forward, pulling Vexeron’s boat behind. Kallin and Samad were still unconscious. As they moved northward, they could see a brighter light shining up ahead and assumed that was where they needed to go. They rounded an outcropping of rock to see a brightly lit grotto with a sandy beach circling it. Two wooden boats were beached off to the right and as they approached, what appeared to be some sort of secret door opened in the rocky wall directly across from them and armed and armored knights began pouring out. These knights, 7 of them, all armed with sword and shield, took up crossbows and assumed a defensive position on the beach, training their bolts on the approaching heroes.

One of the knights called out in Chelaxian for the boats to stop and approach no further. With the boats stopped across a small bay, the two groups began to converse, first in Chelaxian, then in Varisian (which the knight spoke fluently) when it was clear that Chelaxian was not the Heroes native tongue.

The knights informed the Heroes that they had captured the Elf they had sent to scout and demanded that the approaching boats turn around and return the way they came. The Heroes denied knowing about any Elf, though they are certain the knights did not believe them. They said they wanted nothing to do with the knights and would happily turn back the way they came, but only needed to land briefly on the beach to tend to some of their wounded. The knights allowed them to land but told them they must remain on the far side of the beach and they would be shot if they made any false moves. At least half of the crossbows were trained on Vexeron and the knights made sure he knew that they knew he was a wizard.

A Hasty Plan - What Could Go Wrong?

As the knights moved their position up along the beach a bit, the Heroes got their boats to shore and unloaded their two unconscious companions while constructing a hasty plan of attack. While being shielded by his companions, Vexeron would use his magic to move a good amount of sand out from under the front line of the knights with crossbows and create a high mound

directly in front of them while at the same time allowing water from the underground lake to rush in and bog them down.

Ehlyna and Calina both activated their Sihedron Amulets, imbuing themselves with extra life while Vexeron cast his spell. He shouted his magical words of power and almost immediately the crossbows went off with an echoing twang. The look of smug satisfaction on Vexeron's face quickly turned to horrified shock as he realized that his magic had failed terribly at the most critical of moments. Instead of a large mass of sand shifting and creating a barrier and water hazard, the only thing that happened was a wispy puff of sand dust that quickly disappeared into the air. Multiple bolts struck both Vexeron and Ehlyna, though Calina was able to avoid being hit.

Session 41 Starday 6th Neth

The Battle with the Grey Maidens

Both sides advanced and engaged. At first it looked like it would be trouble for the Heroes of Sandpoint, but with careful strategy, precision arrows, summoning magic and excessive Dwarven axes the tide began to turn in their favor as several of the heavily armored knights went down. They were given the option to surrender and throw down their weapons but the haughty leader of the knights called for a retreat. A hasty Daellin, fleet footed Samad and several magically summoned firepelt cougars were able to cut the retreat short.

The Grey Maidens threw down their weapons and surrendered. Upon taking them captive, it was soon discovered that they were in fact all beautiful female knights, though each of them bore some horrifying facial scarring or disfigurement. The knights were fully disarmed, tied and put into the storeroom that Daellin had earlier hidden in.

Questioning the Maidens

An interrogation was made of the leader, a knight named Robleen, or Robbie, but she was not very helpful and shortly sequestered alone while another of the knights was questioned. Josobbi, or Jo, as she called herself, was much more talkative and helpful. She described what amounted to some dissension in the ranks of the Grey Maidens, who had been under the Lady's Light for some time and currently working with what some thought to be the Runelord of Lust herself, Lady Sorshen. She told how many of the Maidens were currently missing and said to be "on assignment" up above somewhere inside the towering statue itself. Their leader, Oriana, had not been seen for some time and whenever she was seen, she was in the company of Lady Sorshen. Jo explained how some of the Grey Maidens were beginning to believe that coming to the Lady's Light was a bad idea and things kept getting worse. Some of them believed that the Runelord was not who she said she was and they fear for the safety for their missing companions. She described the layout of the next few chambers, where the Maidens spent most of their time and described a dangerous garbage chute that Robbie had tried to pass off as a hidden treasure trove. She was thanked and put back into the room with the other knights.

Exploring the rest of the Suite

The doors to the holding rooms were secured as well as they could be, but that was not very good so Ehlyna and Samad volunteered to stay back and guard them while the others checked out the rest of the area. The next room was a warm and steamy bath room, past that was a strange golden gallery, where the Runelord and other visitors would come from when they visited. This long room was filled with golden columns, shiny black statues of Runelord Sorshen, rich tapestries and three large golden plates in the floor of this room. Another door led out past that.

Vexeron used a Wizard Eye to fly through the room and examine it before anyone entered, in case there were traps and he send it past to the next room, which was where the dark chute was. The Eye flew down the hole and eventually came to a disgusting trash heap. Before much other investigations could be done, a slimy dark shape came from the wall and enveloped the magical orb, causing it to wink out of existence. Thinking that some sort of dangerous slime or trash monster lived at the bottom, it was left alone and the crew went back to investigate the golden gallery.

No traps, magical or mundane, were discovered though the metal plates and statues did radiate magic. Upon closer inspection, the two outer plates seemed more worn and dull than the two outer plates. Identical inscriptions on each of the four statues read something like “touch me and enter the inner sanctum.”

Daellin Disappears... Again

Without thought to his, or his companions, safety, Daellin reached out and touched the outstretched hand of one of the statues. Immediately the three plates began to glow. He quickly hopped onto the center plate but nothing happened. He then touched another statues hand. The plates intensified in their glowing. Again he jumped on the center plate and nothing happened. He then went and touched the other two statue’s hands, each time the glow intensified. After touching the fourth statue, he hopped onto the center plate once again, and at that moment, the glow on all three plates disappeared, as did the impulsive Elf.

The other heroes stood there for a second, blinking, wondering what trouble Daellin had gotten himself in again. They decided to wait a few minutes for him before returning to tell Samad and Ehlyna what had happened. They hoped he was ok and wondered if they should continue exploring this area of the complex more thoroughly before replicating his activation of the magical teleporter.

Session 42 Starday 6th Neth

Where Is That Elf Off To Again?

Daellin finds himself, once again, in a location different than that of the rest of his companions. After taking a second to get his bearings, he sees that he is standing in a gold paneled alcove at the end of a large, lavish chamber. The domed ceiling is frescoed with an image of a starry night

sky while a thick rug of exquisite manufacture covers much of the floor. Two black benches carved in the likeness of coiling serpents line the nearby walls. Another golden alcove lies to the north. There appears to be a passage leading out to the south of the chamber and across the far end of the room is a hallway with stairs leading up and out of sight.

More importantly, two armed figures stand near each exit from the room. They appear to be the Sinspawn, creatures that were previously battled in the ruins underneath Sandpoint. These Sinspawn are wearing heavy leather armor and carry long polearms. They immediately see the newly arrived Elf and ready their weapons.

With a wry smirk creeping slowly across his face Daellin rolls his eyes in feigned surprise. "Of course this side would be have to be guarded, and by four of these fiends no less" he mutters under his breath. "I really do need to talk to my companions about these predicaments they keep getting me into. Sooner or later someone is bound to get hurt. I can't always be there to protect Ehlyna and the others if duty keeps pulling me forward."

Pretending to notice the guards for the first time Daellin grabs the edges of his cloak and flourishes them dismissively as he offers the guards a curt bow. Not giving the guards any time to react he steps forward and summons his most arrogant demeanor. "You there! Where are the refreshments? Have you not been instructed to have the kitchen at my full disposal? What sort of hospitality is this? Heads will certainly roll if our master hears of this!"

As Daellin is putting on his best spoiled lord imitation (thankfully not much acting required there) he is trying to position himself for slipping around the guards position.

One of the creatures from the far end of the hallway yells something to Daellin in a language he cannot understand, probably ancient Thassalonian. One guard from each position begins to advance slowly, their long pole arms ready to attack. As they approach, Daellin notices some differences between these Sinspawn and the ones previously encountered. These look the same in the arms, legs and head area, but their torsos are different. Even through their heavy leather armor, Daellin can see they shaped like voluptuous, large breasted women.

The nearest advancing guard will be in range to attack within a few seconds though it will take the other one longer to close the distance. The remaining two guards each take up a position in the middle of the exit they are guarding.

The creatures ignore all of Daellin's attempts at trickery and diplomacy and eventually make it to attack range. Not wanting to risk another combat away from his companions, Daellin quickly casts a spell and teleports himself back to the room he had just been in. His friends were still there, waiting for him to return.

A Sweet Discovery

With Daellin safely back, the party heads back to find Ehlyna and Samad and tell them what

they had discovered. When they pass back through the bathing chamber, Vexeron notices a secret door that had not been previously discovered. "Well I say, I do remember casting my See Secrets spell AFTER we came through this room earlier. Good show, chaps. Let's see where this leads!" he announces in his familiar thick accent.

It is decided that they should retrieve Ehlyna before exploring further and the Dwarf is called from her post in the next chamber. Eager to be done with guard duty, Ehlyna leads the way through the secret door even before Calina and Daellin get through checking it for traps!

The Heroes follow an ancient and seemingly undisturbed hallway around several turns until it ends at a set of double doors. A sweet, perfumed scent can be detected in the air. Daellin and Calina begin checking out the doors and when it is deemed safe, Ehlyna kicks them open. Just as Ehlyna does so, Vexeron notices another secret door just behind the party, directly opposite of the doors Ehlyna just kicked.

The air in this room is thick with the scent of expensive perfumes. Dozens of delicate crystal jars and vials are displayed on pedestals of polished pink marble along the walls. A glass orb that swims with liquid amber light hangs from the ceiling above on a delicate golden chain. As several of the Heroes enter the room, they are suddenly overcome by the intoxicating cloud of perfumes, causing quite a bit of confusion. Kallin begins looking at his hands and laughing while Vexeron smashes his own foot with the butt of his staff while Daellin and Ehlyna both try to reach the hanging globe. Ehlyna tries to use Daellin as a climbing post but as she does this, Daellin attempts to use her advance to position himself closer to the orb by using a Blink Spell but something goes terribly wrong and Ehlyna finds herself unexpectedly hanging in midair right in front of the glowing amber orb. She grabs for it, causing it to explode, which in turn causes several other vials in the room to explode as well. Glass and dangerous fumes fill the room as the Dwarf crashes back to the ground, landing squarely on top of a confused Daellin. The noxious fumes begin to cause everyone in the room to cough and choke while several of them are still confused by the overpowering perfumes. Eventually the room is cleared and the doors are slammed shut, keeping the toxic gas contained.

A Darker Discovery

After some healing and poison recovery, the party turns their attention to the newly discovered secret door. The usual precautions are taken and the door is opened to reveal a dark and secret shrine of some sort. This black marble-walled chamber's ceiling is lost in a layer of shimmering black fog, while a long golden rug runs down the center of the room on the floor. A rectangular block of polished stone, black with blood red streaks, sits at the far end of the rug. Several objects sit atop the stone, and Daellin and Vexeron can tell that some of the are magical from the doorway. The air is filled with a strange, nagging hum and the thick scent of cinnamon. The wall beyond the stone altar is decorated with a mural of a voluptuous demonic woman with bat wings, a serrated tail, legs of molten stone and a crown of seven horns. Both of her hands are held out to her sides, palms turned upward toward the ceiling. A globe of blackness hovers above each palm.

Fearing some dark magical trap, the heroes forgo entering the chamber but instead send in Bob, a warrior/ butler created with Vexeron's magic. The knife wielding butler enters the chamber and approaches the altar. In turn, he retrieves the items off the altar and brings them to the party waiting eagerly in the hallway. The gathered treasure consists of a 7-pointed unholy symbol made of onyx and pearl similar to the headdress worn by the demon in the mural, a blood stained golden goblet, a blood crusted and curved magical knife, a magical incense burner that emits the smell of cinnamon, a case with several hunks of magical incense and a silver scroll case containing a magical scroll.

The Heroes decide to head back to check in on Samad and the prisoners before doing any more exploring and find their companion doing just fine. They tell him about the encounters they have had and that they plan to do some exploring in the natural caverns outside the Grey Maiden's base before using the teleporter again.

Several of the Maidens have made a case to be set free, they have promised that they are no longer associated with the current goals of the Grey Maidens and want no part in the events going on. They give up what other information they know and pledge to do no ill will toward the party. The members of the party consider it and release 4 of the Maidens who make themselves useful around the camp while the others rest.

While the group is resting and Vexeron is analyzing some magic items, Dallin leads Samad off to show him the areas they had previously explored and they return to the exploding perfume room and each take several vials of fragrant ointments without setting off further traps. Daellin then shows Samad the dark altar room and when they enter the room to get a closer look, two huge dog like beasts form in the mist and descend to attack. The shadow dog's sorrowful howl stuns Samad and Daellin is able to remove his friend before anything bad happens. The doors are closed and the shadow beasts do not pursue. They return to the rest of the party and decide that resting is a good thing.

Sunday 7th of Neth

Don't Be Such a Hag

At the behest of the recently freed Maidens, the Heroes of Sandpoint set out to explore the natural caverns on the entry beach, looking for one of the Maidens that had been led that way by "Sorshen" but never returned. They follow the caverns, which twist around and often end in submerged passages. In one such watery chamber they encounter a tiny fiendish beast that throws water bolts at the party before fleeing into deeper, darker water. Not wanting to engage such a foe in its natural environment, they press on and bypass the submerged chambers until they come out to a small underground lake with a rocky island in the middle.

A single stone post extends from the middle of the island while watery tunnels lead east and west. A naked woman with a scarred face is bound to the post by lengths of dark seaweed. She is covered in fresh wounds and the rock below her is stained with blood. Standing over her and

poking her with the butt end of a long spear is a hideous hunchbacked woman with wet, green skin, dripping white hair and bulging orange eyes. Several strange creatures caper and dance at her feet, the same wolf-headed, lobster-clawed beasts that were encountered in the other watery rooms.

When the Hag sees the party on the narrow beach, she cackles with joy and cries out, "Oh no! New playmates here for Daefu to toy with! Sorshen is good to Daefu! Sorshen loves Daefu as Daefu loves her! One? Two? Three? How many more playmates come to Daefu? More sweet, pink flesh to poke and prod, more mouths to sing songs of agony, all because Daefu is loved by Sorshen. She sent you to me, yes? Who wants the first kiss from Daefu? Be patient, new flesh, all will get a turn!"

As she cackles and everyone fully takes in her hideous appearance, several members of the party feel their strength sapped from them. The evil Hag then stares at Kallin, cursing him with her Evil Eye. She sends her little gremlins forward to attack while several of the party members engage her on the island. The battle is fierce and Daefu holds her own for some time before falling to the combined might of the Heroes of Sandpoint. The Hag attempts to flee underwater but Daelin takes a deep breath and flies under the water and stops her.

As everyone recovers on the beach, Daellin swims beneath the water and drags back her treasure that had been hidden away in an underwater cave. The treasure consisted of several magical healing potions and a bag of assorted gems, two of which look to be magical in nature as well as her enchanted long spear and a magical necklace she had been wearing made of the bones of dangerous looking sea creatures. The Heroes of Sandpoint then drag themselves back toward their current base of operations to regroup and rest again after such a taxing encounter. Kallin hopes to use some of this time to meditate and contemplate on his recent actions since he seems to have overstepped his boundary with his goddess, Pharasma during the battle with the Hag.

Session 43 Moonday 8th of Neth

A Much Needed Rest

After their dangerous encounter with the Sea Hag and her Gremlin minions, the Heroes of Sandpoint return to their temporary base, reuniting with Samad and the Grey Maidens, some of whom have now "switched sides" and are allied with the Heroes. The heroes spend the rest of the day resting, identifying magical items, talking with the Grey Maidens, planning their next step and making some basic defensive improvements on the camp.

Toilday 9th Neth

More Rest

After being refreshed the previous day, they decide that it is in the group's best interest to spend an additional day resting and doing much of the same as the day before. They plan to return to the Golden Gallery and trigger the teleport device after using some magic to give the party

some advantages in the fight to come.

Wealday 10th of Neth

Teleporting is a Slow Process

After using some magic to buff key members of the party, the Heroes of Sandpoint prepare themselves to activate the teleportation magic in the Golden Gallery. Samad, under the protection of an Invisibility spell cast by Daellin goes first. It is quickly determined that only one person can activate the magic at once and it takes between 10-15 seconds to do so. Daellin then casts Great Haste on Ehlyna just as she is ready to teleport next. The crafty Elf then teleports himself to the room while the others follow along, activating the teleportation and joining them in the room “above.”

Samad arrives “above” first and sees a long, luxurious hallway stretched out before him. Four armed and armored Sinspawn guard two doors in pairs, one off to the left and the other far off at the other end of the chamber. He quietly moves into position, waiting for his companions to arrive. Ehlyna arrives next and quickly charges to engage the closest two opponents. The nearest Sinspawn move to attack while one at the far end calls some sort of alarm down the hallway behind it and the other starts advancing slowly. Daellin arrives a split second after Ehlyna and begins flying down the hallway toward the far Sinspawn, nearly running right into an invisible Samad in the process.

The battle rages on for some time before Calina appears in the room and lends her bow to the fight. Vexeron follows some time after that and by the time Kallin manages to trigger the teleportation magic, the fight is nearly over. As the Heroes are busy checking their downed foes and beginning a search of the room, a long troop of disgusting looking demons is spotted headed down the stairs and hallway at the far end of the room.

The party quickly takes up positions around the door, ready for another fight. Calina begins shooting her arrows down the hallway to great effect. Ehlyna tries to position herself to take advantage of her Whirlwind Attack, hoping to catch as many unwitting demons within her reach as she can. Daellin hides out on the wall above the door, his flying magic still intact.

The demons erupt into the room in a flurry of chaos. Several of the demonic foes manage to summon even more demons for the fray while some emit clouds of stench and filth, nauseating some of the Heroes. As the battle rages on, Daellin is in for a surprise when he is attacked by an invisible Sinspawn sorcerer wielding a large polearm. The assault nearly takes the Elf's life and quickly the team responds and directs their attacks at the new and dangerous foe.

The Sinspawn sorcerer quickly turns invisible again and the party's attention is turned back toward the attacking demons. After a few moments, the Sinspawn reappears and makes a devastating attack on the party before turning invisible again. Samad and Ehlyna battle it out with the demons, though Samad finds himself at one point grappled by several demons and pulled to the ground. Daellin, still reeling from his wounds, makes his way to Calina and

manages to cast a spell on her that allows her to see invisible foes. As Kallin moves to heal Daellin, Calina takes fire on her newly acquired target. In just a few more seconds, the battle is done. The demons are dead and the Sinspawn sorcerer has several arrows protruding from each of her eye sockets.

Session 44 Wealday 10th of Neth

The Grand Ballroom

After the exhausting battle against the sorcerous Sinspawn and her demonic deputies, the Heroes head down the side passage out of the chamber instead of the stairs that the demons all approached from. The hallway hooks around to the right and makes its way back to a cavernous hallway made of marble and decorated with expensive finery. The room was full of people wearing masks and enjoying a spirited party. A full orchestra sits on a stage at the far end of the room and none other than Runelord Sorshen, scantily dressed, sits on a ruby throne directly in front of the musicians facing the ballroom. As soon the Heroes enter the room, Sorshen rises from her seat and signals for everyone to stop. She addresses the Heroes and then instructs her partygoers to attack and kill the “cold and bloodless” intruders.

The crowd surges forward but as soon as it reaches the Heroes’ position, they all disappear, including Runelord Sorshen. It was apparently all an elaborate illusion. The room is now empty, though still quite grand. The group spends a few moments searching the room and find that a doorway at the top of a balcony to the east leads to the stairs that connect with the previous chamber they had been in. Vexeron’s magical sight detects only one other exit from this room, past where the illusory Runelord’s throne had been.

The next room is an eight sided chamber with a colorful mosaic pattern of snakes and disembodied arms on the walls, floors and ceiling. Vexeron and Daellin sense some sort of magical energy in the room, but cannot figure out exactly what it is. The party moves to the stout oaken door at the far side of the room and prepares to enter.

More Maidens to Dance With

As they enter, they realize that some enemies were alerted and waiting for them on the other side as several Grey Maidens leap out and attack. The Heroes struggle with the Maidens, falling prey to their magical commanding powers granted by their helmets. Daellin, Ehlyna and Samad are all compelled to drop their weapons at various times during the encounter. Vexeron attempts to even the odds by using some of his movement hindering Glue magic.

The Heroes spread out into the room, engaging their foes with whatever weapons they have ready. Daellin loses control of each of his weapons: his sword Maellos, two knives and his bow. He has to rely on his magic to keep himself safe from Maiden attacks. Likewise, Ehlyna ends up with all three of her axes on the floor nearby. Undeterred, she presses her attack, using nothing but her fists, feet and forehead to assail her opponents. Her armored foe fights back, but Ehlyna gets the upper hand by punching her directly in the groin, knocking her unconscious despite the

plate armor covering her delicate parts. "Dwarf Knuckle vs Moose Plate!" Ehlyna cries as she turns and looks for her next opponent.

Session 45 Wealday 10th of Neth

The Dance Continues!

The beleaguered Heroes of Sandpoint continue their battle against a troop of Grey Maidens. These armored knights were well prepared and expertly led by one of their number, Quenelle Page and they put up a good fight. Page enters the fray and it looks like the mostly unarmed Heroes might be defeated but they do not give up. Vexeron puts his fire magic to good use and Calina gets off a few good shots with her bow. Kallin moves about the battlefield, engaging foes and using his divine power to heal his companions. Samad moves quickly and his adamantine blade cuts through the Grey Maidens' armor like it was not there. Daellin uses his magic to reposition and grab his blades while Ehlyna continues to pummel her foes barehanded.

Quickly the tide turns back to favor the Heroes and the leader of the Maidens moves to flee up the spiral staircase. The Calina, Kallin and Samad give chase while Daellin uses his magic to teleport up the stairs just in front of the fleeing knight. Calina shoots several arrows at the knight and Kallin tries to trip her as she runs past his head on the stairs. She tries to slam Daellin off the stairs but he Blinks back and she loses her balance, though it is not clear if it is because of Daellin's retreat, Kallin's staff or Calina's arrow that is sticking out of her back. She falls headfirst over the edge of the stairs and dies instantly when she hits the stone floor headfirst.

The Heroes quickly regroup at the base of the stairs to plan their next move.

Session 46 Wealday 10th of Neth

Searching Around

After what seems like forever, the Heroes of Sandpoint continue their exploration of the area. Knowing their destiny lies above, but not wanting to leave unexplored areas behind them, the group decides to search the immediate area. Daellin heads toward the one open door in the chamber, holding off on the multiple closed doors until later. The others begin searching the bodies of the Grey Maidens for anything useful, valuable or dangerous.

Daellin finds a sparse bunkroom that looks as if it could house quite a few more people than the number of Maidens recently defeated. Unfortunately, nothing else interesting can be found in the bunkroom.

Back in the spiral stairway chamber, the bodies of the Maidens have been thoroughly looted, and all attention has been turned toward a makeshift table against one wall of the chamber that seems to contain numerous papers, maps, scrolls, and parchments. A quick review of the documents shows it to be quite extensive and detailed plans of the city of Korvosa, mostly from the point of view of an invasion. It appears that the Grey Maidens are serious in their quest to retake the city for their deposed queen. These plans are gathered up and set aside, along with

the magical and valuable gear that was formerly possessed by the Maidens.

A Secret Door

Before checking the remaining three closed doors, Vexeron decides to check the chamber using his See Secrets spell to see if there is anything specifically hidden from sight. Upon casting the spell, he immediately sees a secret door in the stone wall behind where the Grey Maidens' war table sits. The table is moved and after a careful search, Daellin is able to figure out how to open it.

The secret door leads to a large, columned hallway. The columns are carved to look like sensuous limbs intertwined and supporting the ceiling far above. The walls are covered with minutely detailed murals depicting imaginative and horrific acts involving bloodletting and blood drinking. The blood in the paintings seems to ripple and flow, and when touched, comes off onto fingertips, revealing that it is somehow real blood on the walls. The mural, however, is incomplete and stacks of supplies and ancient scaffolding sits in one corner.

Bloody Mist

A strange red fog seems to be gathered around the perimeter of the room, and shortly after the group has fully entered the room, it coalesces into a handful of distinct, pulsating red clouds with what appear to be slimy green tentacles snaking out from its wispy surface. The clouds quickly surround several members of the party and it appears they are some sort of blood-sucking aberrations. After some time and creative ingenuity involving using cloaks to fan the little red clouds, they are finally dispersed.

During the encounter, Vexeron had noticed that something of a magical nature lay amid the supplies and scaffolding at the far end of the room and shouted it out to his companions as he continued using his flame magics to combat the vampiric clouds. Kallin, who was near the edge of the melee, sprinted to the far end of the chamber in an attempt to locate this potentially magic tool but all he found was scaffolding, painting tools and ancient containers of paint.

Disheartened he turned to return to the fight when he noticed the spirit of what appeared to be a workman kneeling near the pile. He engages the spirit and finds out that one of the jars of paint is magical and is how the rippling blood effect is made on the walls. Interesting, but of no help with combating the deadly mists. Kallin returns to the fight and the vampiric mists are eventually defeated.

Pyramids and Demons

The party then moves on through the passage at the other end of the chamber and follow it down a long hallway until they reach a 7-sided chamber with rough, unfinished walls. A single pillar supports the ceiling 20 feet above. The far wall, opposite the entryway, is the only thing that is finished in this chamber. It holds a detailed relief carving of a large stone pyramid looming over a coastline. The lower half of the carving depicts what seems to be a cutaway of below ground structures of several levels of chambers and caverns. What appears to be some type of liquid, possibly blood, is shown flowing down through these channels and into the open mouth

of a fully nude Runelord Sorshen reclining in the throes of ecstasy.

Samad and Ehlyna take a closer look at the carving and believe it to be the Grand Mastaba, the stone pyramid that acts as the base of Castle Korvosa, in the city of the same name. Before more thoughtful interpretations of the carving can be made, several Babau Demons magically appear, leaping out of the carving. They immediately take up tactical positions and summon a couple more similar fiends then attack. The Demons use their powers of summoning, teleportation and darkness to great use, but finally, after several moments of intense battle, they are defeated. Wanting to accidentally summon more Demons, the group retreats back to the spiral staircase room to search the remaining 3 unopened doors before heading up to what they hope is the final confrontation.

Session 47 Oathday 11th of Neth

A Quick Rest then Upward

After returning to the chamber with the spiral stairs, they quickly check behind the remaining two doors and find nothing but small, empty chambers. Realizing their only course forward is actually upward, the group decides rest and recuperate before advancing.

After several hours of sleep, study and meditation it is decided that it is time to go and face their final opponent, but first, Vexeron decides to send one of his Wizard Eye's up the stairs to do some scouting. The Wizard Eye flies up the stairs, about 200 feet up into what ever expects is the actual monument of the Lady's Light. Finally the stairs stop and it comes out in a large oval room with 8 alcoves, each alcove holding a large, full color statue of one of the seven Runelords. The 8th alcove is empty.

Embrace the Lady and the Lie

Not seeing anything threatening, the group ascends the stairs and begins to try to figure out where to go next, as there are no visible exits from this chamber. Vexeron tries to translate a ring of Thassalonian runes on the floor and manages to come up with the phrase, "Embrace the Lady and the Lie" or something like that. Having had some familiarity with some other teleport magic in the tower, the Heroes begin hugging statues. They find that hugging one statue seems to start the process, but have difficulty sorting it out enough to make the teleporter work. Kallin decides he is going to attempt a divination, but the spell takes some time and the rest of the group keeps trying different ideas. At one point, they accidentally trigger some sort of trap that releases a windstorm and several lightning spewing air elementals. Finally, through sheer luck, they manage to find the right combination of statues to hug, causing the teleporter to activate. They all jump in the flashing alcove and are instantly teleported somewhere else.

The group suddenly finds themselves separate in pairs in different 7-sided chambers with a red metal door in the wall and a serpent mosaic on the floor. After just a brief moment, they are quickly reunited as all three chambers open out into the same area, which appears to be two 7-sided chambers connected together. Each of these areas has a large serpent mosaic on the

floor with a post and wheel sticking out of the center of it. Vexeron tests the wheel and post and finds that by turn it, he can rotate the snake tile on the floor. He notes that the two snakes currently face away from each other and begins turning one to make it point toward the middle. As he turns the wheel, a loud, grinding sound can be heard coming from the floors and walls of the chamber and the entire area seems to vibrate.

Sad Maiden and Broken Mage

Others notice that there is an additional red metal door in the area, across from one of the teleporter rooms. Behind this door they find Oriana, the leader of the Grey Maidens and an unconscious person. Oriana immediately postures to attack, accusing the heroes of being Sorshen's new pawns and playthings. After some is calmed and the situation is diffused. She seems in a very fragile and sad state, having recently been ejected from the Runelord's presence and realizing that she had been under the effects of strong mind control magic for some time. She has many questions about the rest of her Grey Maidens and though not happy about it, she understands that there had even been some fighting and death between them and the heroes.

She explains that the unconscious form is some sort of warrior mage that Sorshen had been toying with recently. He is wounded and broken but Kallin sets to healing him. Once awakened he introduces himself as Alistar Gavin Lourdis of House Lourdis in Mendev far to the east. He says he had been hunting some demons in the Mushfens south of Magnimar when he encountered the Runelord and she placed some powerful mind control over him. He cannot recall all the details of his imprisonment, but knows it was harsh and depraved. Both Oriana and Alistar agree to join the group on an assault against the Runelord, who is said to reside in the chambers above. Oriana explains that by turning the wheels and pointing the snake tiles directly at each other, a magical gate will open, allowing access to Sorshen's boudoir. Daellin passes out Wax of Defiance for everyone to place in their ears, as it is known to defend against mind control magics and the gate is activated. They also spend some time casting invisibility, defensive, and movement based magics on each other to gain the advantage in the tough battle to come.

The Runelord's Bedchamber

Stepping through the portal, the group finds themselves in large oval chamber with a seven black pillars supporting a high domed ceiling. The room is opulent and richly adorned. A canopy bed sits against one wall with a half naked woman reclining. She sits up and smiles seductively, welcoming everyone to her chamber. Several Lemures, blob-like devils flank her and two Human women hang from shackles on separate pillars. A lustspawn is also shackled to a third column. Sorshen stands and demands that everyone immediately prostrate themselves in her presence and when they do not, she becomes irritated but in that moment, the heroes attack.

At first things look grim for the Heroes of Sandpoint as Vexeron identifies himself as a powerful mage, Sorshen calls upon demonic magics and opens a rift directly beneath his feet. The good natured mage is then dragged by clawing and reaching hands into the rift. It closes up before

anyone else can attempt to help him. Calina starts peppering the now flying Runelord with arrows as Daellin and Samad step up to deal with the devil Lemures. Ehlyna, enchanted with great speed and the ability to fly, engages the Runelord directly. Kallin, hidden by invisibility, moves to help one of the shackled and wounded Grey Maidens. Oriana, seeing her companions shackled, moves to help them as well. The other newcomer, Alistar, engages his magic in an attempt to dispel some of the magical protections Sorshen seems to have surrounding her.

The battle rages on for a few moments and it seems that Ehlyna's axes are slowly but surely whittling the Runelord down. Finally, Sorshen breaks free and flies across the chamber, readying a wand and opening a magical portal in the air and passing through it. Not wasting a moment, Ehlyna speeds through the portal as well. Daellin starts casting flight to follow through the portal sitting up near the ceiling of the domed chamber while the others turn to face the approaching Sinspawn that has released itself from its shackles.

Session 47.5 Oathday 11th of Neth

Ehlyna and the Runelord, Alone at Last

Ehlyna follows the fleeing Runelord through the magical portal with no idea where it could go. She finds herself in a small alcove in a larger room that she can only see a small portion of. The Runelord is not immediately visible. The walls of this oddly shaped room appear strangely molded, their surfaces like sweaty pink clay infused with bits of glittering crystal. The floor looks like dry, cracked mud dark red in color, and the ceiling arches only eight feet overhead. Ehlyna shakes off the disorientation of the teleportation and considers her next move, opting to move further into the room looking for the Runelord.

Ehlyna comes around the corner and sees the Runelord across the room near the far wall. Ehlyna knows that with the Haste magic cast upon her by the Elf, she can reach the Runelord in just a moment. As she moves, she takes a little more notice of the room around her. The space is filled with a strange sound of what sounds like loud raspy breathing coming from all around. Several shelves and cases sit against the wall in various places. At its widest the room is about 15 yards across. The Dwarf quickly closes the gap, with help from her magical speed, and makes a heroic charge at the Runelord, swinging just one of her axes at her foe.

Ehlyna swings her axe, Duraz Maraz, at the Runelord, coming in at an odd angle to try to get past her excellent defenses. The strike looks to be true and the Runelord, realizing the blow to be quite dangerous, attempts to retreat, but is unable to avoid the attack. The axe bites deeply into Runelord Sorshen's side and her eyes widen in shock and pain! She floats back a bit, seeming to be staggered by the blow, then reaches out and grasps a red shard of metal from a display rack nearby, the Shard of Lust! As her fingers wrap around the metal, she winks at Ehlyna and then disappears, but this time, there is no swirling portal to follow her through. Disappointed, she turns back towards where the portal was in hopes of returning to her team.

Looking back into the niche she first appeared in, Ehlyna finds that the portal is gone. She does see a familiar snake mosaic on the floor there. She also notices that there are numerous items scattered about on shelves and short tables against the walls here. As she examines the room and alcove, she feels the effects of the Elf's spell wear off, and as it usually does, it drains her, slowing her step and reaction times.

Ehlyna slowly makes her way across the room to the shelf with the goggles or glasses with dark purple crystal lenses, intending look through them in hopes of it helping out. Worse case, she'll sell them. Curiosity getting the best of her, she puts the goggles to her eyes and everything has a purplish tint to it, as expected, but she notices nothing else. She shoves them into her belt for later. She then turns to the shelves and tables, collecting as many items as she can into a pile on the floor while also looking for any sort of potions or other useful items.

Ehlyna piles all the items she can find, which includes numerous sacks and pouches, a strange coin and stand, some fancy red boots and a dark platinum ring with a shield on it. She then gathers up the pile of adventuring gear on the other shelf that consists of a suit of Human sized light plate armor, a shield, a broadsword, a single, ornate gauntlet, a small knife, a helmet, a potion belt with 4 potions in it, and a backpack with bedroll, canteen and change of clothes.

Ehlyna stops when she gets to the several, ancient tomes. She knows that many wizards are known to trap their spellbooks, and if these are such books, touching them may be a mistake.

Throwing caution to the wind, Ehlyna picks up the backpack, removes the bedroll and opens it. Then using the 3rd axe she's carrying around while holding the open backpack at the edge of the shelf where the books are. Ehlyna attempts to use her axe to push the books off the shelf and into the backpack instead of touching them.

As Ehlyna moves the books, the entire area bursts into flame, engulfing everything nearby! The fire licks Ehlyna and immediately, she thinks she detects two more bursts of explosive flame in immediate succession. As the flame subsides, a terrible stench flows to Ehlyna's nose and she realizes that it is her own flesh, almost completely burnt off of every exposed area of her body. Her hair and beard are completely gone, as is everything not made of metal. The spellbooks remain, now sitting on the floor among the charred remains of the shelf. The backpack, bedroll and clothing are likewise destroyed. She turns and sees that the pile of other gear she had gathered up is nearby and still ok, it must have been out of the blast range. She notes that her armor and even the axe handles of her two prized axes are damaged, though the handle of the magical axe she is holding looks fine. She pauses for a moment, realizing the extent of her wounds and understanding that even this tiny movement of turning around was life threatening. She considers just sitting down and resting or heading for the snake tile in the alcove, hoping it will teleport her back to her friends. As she shifts in place, careful not to move too much, she hears a clink and breaking glass as one of her healing potions falls from the burnt potion belt and smashes into the stone floor below. She remembers that she should have 3 more healing potions in her belt, and carefully removes them so they do not also fall and break.

Ehlyna attempts to drink one of the potions, hoping to help save herself. No more touching magical books for her. She pops the cap off the potion and brings it to her lips and as she tips the vial up, the world goes black.

Session 48 Oathday 11th of Neth

Crispy Dwarf Platter

The Heroes of Sandpoint, minus Ehlyna quickly vanquish the remaining Sinspawn and regroup. Oriana is disheartened to find out that the other chained woman, a Grey Maiden, is long deceased. Her body strangely scarred and dried out, almost brittle to the touch. She is released and laid on the floor, covered by a silk sheet.

Realizing that they have no way of knowing where Ehlyna and the Runelord vanished to, they turn to Oriana for help. She admits that she has been no further than this chamber though states that the Runelord would often retreat “above,” as she referred to it. She knows that one of the snake mosaics in the chamber magically teleports anyone who stands on it to the great hall below, where the illusionary masquerade ball had been taking place. She is unsure where the other one leads, though surmises that it very well may go to the Runelord’s private sanctuary.

Following her logic as sound, Daellin promptly hops onto the teleporter and disappears. The rest follow. Oriana joins them as well, after depositing her deranged and unconscious Grey Maiden on the bed.

Immediately upon arriving in a new chamber, they discover Ehlyna, slumped on the floor, several broken potions laying around her. She is horribly burnt mass of armor and flesh and unmoving. A quick check shows that she is alive, but only barely. She is healed quickly and, in a daze, she recounts her brief encounter with the Runelord and the trapped spellbooks.

With Ehlyna tended to the group looks around the room. The Heroes, along with newcomer mage Alistar and the Grey Maiden leader Oriana, find themselves in a strange, organic feeling room of pinkish, sweaty clay walls embedded colored crystal and a floor that resembles cracked, reddish mud. The sound of deep, labored breathing can be heard, emanating from the walls themselves. Shelves line the room and several piles of what appears to be adventuring gear and loot sit on the ground. A pile of indiscernible charred ashes sits at the center of a large scorch mark on the floor near three ancient tomes sitting on a low table. Ehlyna explains that this is where she accidentally triggered the flame trap.

The gear is gathered up and Daellin, never in fear of a teleporter, steps on the snake mosaic located in the entry niche and finds himself back in the Runelords bedchamber. Everyone makes their way back as well and they begin plotting on how to regroup, find and defeat the Runelord in order to gain control of her Shard. Daellin suggests that if it is not possible to retrieve the Shard, they should retreat to Magnimar and reassess the entire endeavour.

Before plans can be fully made though, a loud but low grinding sound fills the air and the entire chamber seems to vibrate. Oriana draws her flaming sword and announces that the sound indicates someone below activating the transporter to this chamber. Everyone quickly arranges themselves to engage an approaching foe.

Let's Finish This

Instead of Runelord Sorshen appearing through, two Babau Demons and two Lemure Devils appear. The Lemure appear to be momentarily stunned but the Babau spring into action, attempting to summon more of their kind. As the melee is joined, the Babau use their teleporting and darkness to great use, moving about the area and blinding and isolating combatants. After a few moments, Runelord Sorshen appears in the far corner of the room and enter the fray, sending fireballs all around the room. She briefly paralyzes Daellin and continues to be supernaturally agile, dodging all attacks. She laughs and taunts the group, allowing herself to be surrounded before flying to the other side of the room.

Finally, Alistar uses his magic to dispel one of her magical protections and it is enough for Calina to get some good hits in with her bow, taking the Runelord down. She is then beaten down some more and finished off by Oriana with a flaming sword stroke beheading her. As she dies, the Runelord morphs into a different form, that of a still beautiful woman, but horned and winged. A succubi, by the look of it. After a short while, the remaining Babau are dispatched, though they put up a good fight, proving to be capable opponents. Their gear is confiscated and the group retreats to the sanctuary room for some rest. It is confirmed that the Runelord/Succubus is in possession of the sought after Rune Shard, and in an unforeseen twist, Kallin somehow ends up in possession of the Rune of Lust.

Once in the sanctuary, Oriana breaks down, completely unhinged and ends up crying herself to sleep. Daellin uses the teleporters and returns below to the bedchamber and gathers up all the pillows and sheets he can carry to make the rest more comfortable. Alistar immediately sets at getting the spell books identified. Kallin begins leering at and making inappropriate advances on everyone, and several times tries to snuggle up with either of the two sleeping Grey Maidens. Fortunately, he is easily redirected by his companions and his newly developed cravings are quashed.

Sesion 48.5 Oath Day 11th of Neth Camping in the Sanctuary

The Heroes of Sandpoint, exhausted and battered, head up to the strange sanctuary through the teleporter. They are greeted there by the strange sound of breathing or wind. After a few moments, the sound is not even noticed anymore by the tired group. Alistar sets himself up near the three leather bound books and starts to analyze them magically, careful not to touch them while the rest of the group tries to make themselves comfortable.

Everyone notices Kallin eying them uncomfortably and on several occasions he seems as if he is going to say something, but the Half Orc manages to hold his tongue. Several times he approaches the unconscious Grey Maiden, who Oriana carried up here so she could watch over her. Oriana lets Kallin know in no uncertain terms that he is to keep his distance from the sleeping woman or else there will be trouble. Kallin starts to argue but is shooed off to the far side of the room where he watches everyone while stroking his newly acquired Sin Shard in a very provocative manner.

Daellin and Ehlyna begin going through the sacks and pouches that were found up here earlier by Ehlyna. In one of the very first pouches, Daellin uncovers a small pink and green stone marble that he immediately recognizes as the loun Stone needed to activate the Shard of Lust. Wasting no time, the Elf rushes it over to Kallin, who misinterprets his approach as something more and begins disrobing. Daellin stops him quickly and inserts the loun Stone into the round depression at the base of the Shard. Kallin quickly blushes and begins lacing his shirt back up. Daellin snorts and walks back to the treasure sorting, sure he hears a “nice ass” comment from the Half-Orc.

Daellin pauses and looks back over his shoulder. To himself he thinks, “It’s been a long time since I’ve had a good time ...” looking Kallin up and down as if for the first time he smirks, “Not nearly long enough though, we will be back in Magnamar before I get that desperate.”

Daellin and Ehlyna find quite a haul in the assorted sacks and pouches. One silk pouch holds 12 tourmanlines, 6 black pearls, and 2 sapphires. Daellin thinks they are worth around 3000\$ total. They place the goggles, which are definitely magical, and the strange Thassalonian coin, which is also magical, next to the fashionable red boots, which also radiate as magical.

Ehlyna then grabs a small sack that has some weight and appears to be full of some bulky items, but she is surprised to find some unusual items inside. First she pulls out a medium weight steel breastplate that does not even seem to fit inside the small sack. Daellin takes an interest and sees that the armor is enchanted, as is the sack itself. Ehlyna next pulls out what appears to be a hollow glass sphere, about the size of a Halflings head. The glass is clear, but tinted pink, making it hard to see through. This is also magical. Next Ehlyna pulls out a short silver rod, about 10 inches long and less than an inch in diameter, also magical. Next comes a small gold ring with a stylized lightning bolt on it. Daellin nods to indicate that it too is magical. Finally she pulls out 4 small spidersilk drawstring pouches that seem to be filled with dirt or dust. Daellin comments that they too are magical.

With the impressive array of loot spread out before him Daellin arranges his backpack against the wall. He sits down gracefully on the floor reclining against his pack as a makeshift chair. Idly he examines each of the items individually hoping to spark some memory of what they could be. He realizes Alistar will be occupied for a significant time identifying the spellbooks. After several minutes trying to get comfortable he jumps up and quickly walks over to the seal on the floor. Confidently he steps on the seal and disappears.

After a few minutes he reappears although it's hard to recognize him for the large armload of pillows and pelts he's carrying. Unceremoniously he dumps the items on the ground. In no time he has arranged the linens into a comfortable mat. Satisfied with his industry he settles in. Smiling contentedly he continues to study the magic items. He ignores the underbreath muttering from the dwarf, something about a "pansy elf," he's pretty sure, and enjoys his comfy mat.

Wearily, Calina sat on the floor to rest against her backpack. She took off her cloak, loosened her armour and took off her boots. She stretched and wiggled her toes. She sighed heavily. When was the last time she had walked barefoot through the grass? She couldn't recall. The recent battles had been difficult and she still felt ache from her wounds even though she had been healed. Her bond with Paka gave her a sense of contentment knowing he was safe and wandering through a wooded area somewhere near the swamp. After a while she felt hunger and realized no one had eaten for quite a while. Calina spent time trying to make a meal for the group out of what meager rations are left. Surprisingly, the results were too bad. She hands everyone a portion and apologizes for the lean servings.

Calina sat against the wall to eat her food but her eyes were staring at the strangely decorated boots. What was the fascination? She tore her eyes away and tried to finish her meal. Abruptly she stuffed the rest into her mouth and stood up quickly. She moved across the room and grabbed one of the boots. She held it close to her face and examined the markings. The color of the boots hurt her eyes but yet she could not stop staring. She blinked several times, sat down with a grunt, then slipped her feet into the boots.

Calina slides the boots on, finding that they fit her quite comfortably. The bright red boots feel supportive and comfortable. They are definitely a different look from her sturdy and worn Boots of Endurance, though they feel as if they would provide at least a similar amount of protection to her feet if worn. She begins to wonder what the enchantment on them is.

Eventually, Alistar is able to cast Analyze Magic on each of the three spellbooks. He says that it appears that the only enchantment on the books is Resist Magic and that any trap that had been on them has been triggered and rendered useless now. He tests this hypothesis out by touching the book from a distance with an object, then with his hand. Fortunately, nothing happens this time. He sees that the books are very old, but well preserved. Each of them is highly decorated with Thassalonian runes, gemstones and engraved precious metal strips. The books are also locked and held closed by numerous metal straps connected by one lock. Still exhausted by the events from earlier in the day, Alistar sits down heavily on one of the pillows to rest.

Session 49 Moonday 15th of Neth

After three days (Neth 12-14th) of rest, recover and truemaking with the remaining Grey

Maidens, the group is ready to make their way out of the Lady's Light and back to Magnimar. It takes nearly a whole day to trace their steps back out of the immense magical structure, taking time to gather up several stashes of loot that had been hidden along the way. The Grey Maidens have agreed to help carry all the amassed treasure out for a share of it. Orianna has stated that she plans to recommit the Grey Maidens to working for good and abandoning their misplaced goal of retaking the city of Korvosa.

Finally, late in the day, the group makes their way back to the tunnel in the back of the hydra's lair. To their dismay, they see that the many-headed dragon snake creature has returned and appears to have regenerated from its many wounds. Realizing that there will be no way to sneak everyone past the beast with all the treasure in tow, a plan is quickly put together to either kill or drive the beast off once again.

The battle with the hydra, even with the additional help from Oriana and some of the Grey Maidens, is difficult and several come near to death, but in the end, the multi-headed monstrosity, Gegganallag, is killed as it attempts to escape once again into the swampy lake nearby. Exhausted and sore, the troop decides to camp once again in the Cavern of Many Mouths, feeling that no one would bother them in a place with such a dangerous reputation.

The group plans for their extraction from the swamp and Daellin comes across an interesting idea, realizing that they have another source of treasure laying on the marshy ground outside the cave. The Elf proposes that he uses his magic to quickly transport himself back to Magnimar to contract with company to come retrieve the hydra's body and provide safe passage back to the city because it would take their group far too long to trudge through the Mushfens with all the loot they are carrying.

This plan seems sound and Daellin leaps far into the air and seems to bounce from cloud to cloud, quickly disappearing in the overcast sky. The rest of the group works on digging up the buried treasure that was left here at the hydra's lair after their first encounter with the beast. Initially they had planned on heading to the coast and waiting on Daellin and his ship to return, but it started raining and everyone agreed that waiting in the cave near the hydra was best since nothing would be done without retrieving that.

Toilday 16th of Neth

Daellin finds himself back in Magnimar within moments, thanks to his Cloud Hopping spell and quickly makes his way to the Pathfinder Manor in hopes that Sheila Heidmarch can help him locate the people that might be interested in recovering an entire hydra corpse. She does lead him to the right people and within the next few days, they are sailing south to the Lady's Cape

Fireday 19th of Neth

The hydra retrieval crew finally arrives and they quickly and efficiently make it ready to travel. The beast and the group is loaded onto their ship and they make their way back to Magnimar.

Starday 20th of Neth

Back in Magnimar, the group make quick work dividing and selling the loot and make their way to Heidmarch Manor to speak to the Pathfinders about their recent exploits. Sheila suggests that Kallin call upon the power of the Shard to help locate the next one. He does so and finds that the next Shard is located somewhere within the City of Strangers, also known as Kaer Maga, some 600 miles to the east on the edge of the Storval Plateau. She tells the group she can help arrange passage to the City of Strangers if they can keep bringing her reports and info on the Shards and where they were located. She tells them she has a riverboat pilot that can make the trip in 2 week as opposed to closer to 2 months on foot or likewise. She sends them on their way and tells them to meet her in the upcoming week for more details.

Session 49.5 Fireday 19 of Neth

Thim had been in the big city of Magnimar for almost a month now. It had been about a year since, well, since the incident. But he didn't want to think about that now. He had to keep moving forward. Had to find another crew. This solo thing just wasn't working for him. Especially in the big city. It worked in the hinterlands, small towns and such, but really, those jobs were not enough. He wanted something bigger, needed something bigger. But to do bigger, he needed help. Thim needed a crew, and what better place to hook up with some other pros than the Pathfinder Lodge.

Thim had visited the Lodge a few days prior hoping to speak with one of the two Venture Captains, Shelia or Canayven Heidmarch but had been instead met by another Pathfinder currently staying at the lodge named Joadric Heimurl. The hulking northman was jovial enough but didn't seem all that impressed with Thim upon first meeting him and seemed to indicate that the Pathfinders weren't looking for any help at the moment. As Thim turned to go, Joadric called him back and asked him if he was *really* interested in joining the Pathfinders and if so, he had an errand for him to run. Of course, Thim jumped on the opportunity and Joadric explained that he needed a parcel delivered down to the Gilded Cage, a gambling den and nightclub built into the base of the Seacleft in the Lowcleft District. When Thim agrees, Joadric smiles and produces a small, cloth wrapped parcel, not much bigger than a fist and tied with silver thread.

"Go now, it will be open, but not busy yet. Go to the bar and order and pay for a Double Jelly, neat. Drink it at the bar then leave this in the mug. Then meet me at the Mapstone Monument. You know where that is right? No? Well, you wanna be a Pathfinder, I guess you better find out, eh?" The huge Kellid slaps Thim on the back and laughs loudly before sending him on his way.

Thim steps outside of the Lodge, looking up at the sky with a smile on his face. *Finally!* He thought to himself. It felt like things were going to start turning around. Maybe he'd make new friends within the Pathfinder Society. He hid the package in one of his pouches, as to help avoid drawing attention to the parcel and eagerly headed towards the Seacleft. He'd be in the area before but never quite recalled seeing the Gilded Cage, though Thim was sure he'd passed it

before. Either way, he'd make the deliver and meet up with Joadric at the Mapstone Monument. He had to.

Thim leaves the Pathfinder Lodge, which is really nothing more than the Heidmarch's mansion in the Alabaster District of Magnimar's Summit. Thim knows that the fastest way from his current location to Lowcleft is across the Summit along the Avenue of Lords which runs along the border between the Capital and Naos Districts, to the Arvensoar, the towering structure that starts at the base of Seacleft, climbs its 300 feet, then another 100 feet into the skies of Naos. The Arvensoar is the home of the military and law enforcement body of Magnimar and uses the tower to quickly move from upper to lower city when needed, but also provides a route for citizens to easily traverse the change in elevation without having to trudge up and down the long, sloping road at the northern end of Naos that leads down to the Bazaar of Sails and Underbridge. Once at the bottom of the Arvensoar, he will have to make his way through the "The Rubble," a tangle of narrow roads lined by pubs, playhouses, brothels, shops, hookah bars, dance halls and any number of other entertainment type businesses. Since coming to Magnimar, he has enjoyed his time in the Lowcleft District, but has found himself lost and turned around nearly every time. He hopes he can find this Gilded Cage and then the Mapstone, though Thim believes he will have no problem finding the Mapstone, as it is one of the city's famous monuments.

Thim quickly make his break out of the Alabaster District and into Capital District towards the Avenue of Lords. It was going to take some time to make his way to the Seacleft so he decided to take in the view along his route. He quite enjoyed looking over the city on his ventures. Always looking for new faces and new places, watching the districts change as people and businesses come and go. As a plus, the weather didn't seem so terrible.

As he crosses the plaza at the confluence of the two major avenues, Thim glances down. Starsilver Plaza, a beautiful work of art resting below the busy traffic of Magnimar, where abalone shell inlays create a scene of thousands of stars. The plaza sparkles despite the overcast sky. Most of the inhabitants of this wondrous city don't even pay any attention to it anymore. Sad.

As he turns west, toward the Arvensoar, he is momentarily surprised when a waving hand slaps a piece of parchment to his chest. "Kind sir, come, experience the best that Magnimar has to offer! Master Versade presents, *The Inconstant Nymph*. A tale of love and loss, magic and music. Held over for just one more week! Have you yet experienced the Triodea and its wonderful stage? You truly must!" A tall, well dressed Chelish male bows deeply to Thim. He is holding a stack of advertisements for some play that is being put on at the Trioeda, the famous and towering opera and playhouse just across the plaza.

Thim grabs the paper from his chest, only momentarily surprised as when you travel a lot, you get used to things hitting you in the chest. His other hand automatically clasped to his side over the package to make sure no one had made a quick aim to his pouches. After making a mental

note of the condition of the package, he looked at the paper. It did sound quite interesting, but he didn't have the time. "I appreciate the notice, but I have business to attend to." Thim continues to walk on his way, turning and waving to the man, "Thank you for the paper!" he shouts before turning back and continuing on.

The young Half-Elf makes his way down the wide avenue, crowded with people. Off to his left, he can see the towering statues of twin heroes of Magnimar standing watch over the aptly named Twin's Gate. The statues are over 200 feet tall and from here, stand even higher than the top of the mighty Arvensoar, though that structure officially starts 300 feet below at the base of the Seacleft, making it the tallest structure in Magnimar. He turns a corner and finds himself walking directly toward the the Twin's Gate and the wide park that precedes it.

In a few more minutes, Thim comes to yet another turn in the road, this time past the fortress like church of Iomedae. Warrior-priests can be seen standing at attention at the doors to this soaring stone structure. Just past the temple stronghold, Thim takes in a curious sight. He sees what he knows must be the Founder's Flame, a tall stone pedestal holding a bronze bowl, out of which danced a large gout of flame, blue in color, but after just a moment, the flame flickered and became bright yellow, then orange, then purple. As he watched, the flame cycled through these colors. More interesting was the crowd of people gathered around this monument. Thim counted no less than 15 people sitting, standing or kneeling quietly around the flame. Most of them looked like arcane magic users of some kind, mostly Human, but of a variety of ethnicities. He does see two of the devil-blooded Tieflings, an Elf, a Half-Orc and two dark robed and hooded figures that he cannot even make a guess at as there is no exposed skin at all. The all seem to be meditating, praying or in a trance, quiet and still, eyes closed, facing the Flame.

Thim finds himself in constant amazement at these tall and wondrous structures built so large and in detail. The time and effort it must have take to erect all of these, one can only imagine. As he passes the church of Iomedae and the Founder's Flame, his pace slows as he take in a brief moment to admire the colour changing flame and then the crowd around it. After a minute or so, he takes a deep breath and continues on his journey towards the Lowcleft.

Thim completes the task that Joadric had given him and meets the tall Northman at the appointed location. Pleased, the Pathfinder asks him to perform a few more tasks over the next few days, testing the young Half-Elf's abilities and willingness to follow directions.

"You'll make a good Pathfinder someday!" the Northman tells Thim, "But you have to know that the training to become an actual Pathfinder is long and arduous and must be completed in far Absalom. Typically the training takes between 3 and 5 years and just to be accepted into the program, one must have references from several active Pathfinders. As it is, you are young and inexperienced. You need some more field experience. There is a group of Pathfinder associates, not actual Pathfinders, mind you, but associates of the Heidmarches, they are leaving in a couple of days for Kaer Maga." He goes on to tell Thim that he hopes to have Thim

go along with the group to act as an agent for the Pathfinder. Sheila has one stop for them to make in Wartle to deliver supplies to another group of Pathfinders stationed there.

Joadric goes on to ask Thim to deliver a private message to one of the Pathfinders in Wartle, a Gnome named Dijjit Blebulmith. Joadric wants Dijjit to meet him in Korvosa at the beginning of the new year. He wants Thim to deliver this message to the Gnome without the others to know, since they are not actually Pathfinders and he does not know them well. He also expresses that the message should not be delivered in front of the Pathfinder in charge of the research station, another Gnome named Ignizi Dinnelletter, may be upset at the attempt to pull Dijjit away from her research.

Joadric says if Thim does this, and keeps good notes on the journey and on everything he sees in Kaer Maga, this will go a long way to getting him an audience at the Grand Lodge in Absalom. "Good luck, lad," the Northman says, "and remember, one of the biggest assets to a Pathfinder is his discretion."

Sunday 21 of Neth

Daellin lounges around the manor, makes himself a list and then heads out to speak to a woman about a [sword](#). Meanwhile, back at the Manor house, the group busies themselves with various tasks. Roaming listlessly around the manor, Calina finds herself feeling pent up and decides to go for a ride outside of [town](#). Oriana and the Grey Maidens have taken up residence in one of the two large family rooms on the main floor. They all seem to have had a significant shift in personality since leaving the Lady's Light and having the entire situation explained to them. Orianna says she plans to reform the Grey Maidens into a force for good and return to Korvosa, not in an attempt to retake the city in honor of their deposed Queen, but in service to the city itself. She knows that it will take time and preparation for a campaign such as this and agrees that she and her girls need some time to rest and recuperate. She plans, with permission from the group, to remain in Magnimar until the spring and then return to her home city to the east. One of the younger Maidens, Josobbi, or Jo as you know her, has expressed some interest in retiring from her order and possibly traveling to Kaer Maga the following week. Oriana has given her blessing if this is something the Heroes of Sandpoint are interested in. Likewise, Ehlyna has stated that she plans to leave the group soon, though will travel most of the way to Kaer Maga with them before breaking off to return to her ancestral home of Janderhoff for some rest and thoughtful work in the mines. Saddened by the upcoming departure of Elhana, Daellin is a bit melancholic about adding anyone to the party. The Gray Maidens have been a great friend to the group and he reluctantly agrees. Samad spends the morning working with his new rapier then, realizing that he could learn more from an actual [teacher](#), goes out in search of one. The morning after returning back from the adventure, Kallin was restless. He felt like a caged animal ready to pounce on anything. Every thought kept returning those images he saw on the wall of the Temple. He wanted to paint those experiences. No. He wanted to feel those experiences. The question wasn't how but when. He had errands and duties to take care of before he could dispatch his needs. As he tries to focus on what he should accomplish, he noticed that he was pacing in his room just like Paka when

he waits for Calina. Maybe he needs to meditate and prayer to his goddess for solace until the night comes. He bolts down the stair past Calina and Daellin [straight](#) out the door. Daellin eventually heads out of town to visit old Sandpoint for a few days.

Session 50 Moonday 27th Neth

After spending a week working on various individual things in Magnimar and having equipment upgraded, the group meets again with Sheila at the Pathfinder Lodge to get the remaining details on their next quest. They are to travel to Kaer Maga via the Yondabakari River, hitching a ride with Halfling Captain Othlo Janke aboard his magical riverboat, *Lucky Jenny*. In return for arranging passage on the Halfling crewed paddlewheel, she asks the group to stop off and deliver supplies to a Pathfinder researcher currently working near the village of Wartle. She also introduces the group to Thim Westerdale, a young Half-Elf that is a prospective Pathfinder and looking to get some experience in the world. Thim is greeted and welcomed into the group. The remaining gear is loaded and the *Lucky Jenny* departs the Magnimarian docks, heading upstream under the power of its magical paddlewheel.

Wealday 29th Neth

The first two days of the voyage are relatively uneventful. Everyone gets acquainted with the small, all Halfling crew as well as with Thim. The night of the 2nd night, while the *Lucky Jenny* is tied up for the evening, they are attacked by a tribe of Boggards. Through might and magic, the swamp dwellers are driven off, back into the swamp.

Sunday 3rd Kuthona

Four days later, the *Lucky Jenny* arrives at the docks of Wartle, a small collection of huts and lean-tos that can barely be called a village. The group goes into the village, all raised up above the swampy ground on stilts and connected by rickety bridges and sinking boardwalks, to stretch their legs and hear the news. Calina looks around for some folk she is supposed to deliver medicine to as a favor for some friendly Varisians back in Magnimar. The group checks out the Lean-To, the only “tavern” in Wartle. The bartender serves up dirty mugs of Bog Grog and tells some news of trouble in the swamps forcing many of the Boggards out of their normal tribal lands. They ask about the Pathfinder, a Gnome named Ignizi, who is working locally and find out where her cottage is located, a few miles out of town, just inside the edge of the fey-infested Sanos Forest.

Happy to get the news and ready to resume their journey to Kaer Maga, the group heads north out of town with the supplies lashed to Shadow Mist and Calafalas. After an hour or so of hiking up into the forested hills of the Sanos, they come across the cottage and find it under attack by what appears to be zombie Owlbears and some sort of skeletal lizards the size of horses. After a fierce battle the Heroes vanquish the undead attackers and meet the Pathfinder and her research assistants that had been holed up in the house.

Session 51 Sunday 3rd Kuthona

Ignizi Dinnelletter, the Gnome Pathfinder studying the Fey and the First World near Wartle, welcomes the group to her cottage. It is quickly explained that the team was attacked several days ago by a horde of undead and one of the team members, Dijit Blebulmith, a Gnome research assistant, was taken away by the undead. Ignizi begs the party to track him down and save him. She would have gone herself, but her team is made up of research assistants, not actual full Pathfinders and she was worried about their safety. Ignizi tells them of a friend of hers that lives nearby, Riddywipple, that she believes can be of great help. The group agrees to help and sends one of her assistants back to Wartle to tell Captain Janke to wait a couple of days for them to return.

Hoping to get this taken care of quickly, they set off through the Fey inhabited woods of Sanos Forest, looking for this Riddywipple. After a while, they come across some landmarks that Ignizi had given them and believe they are in the right place. Somehow, a landslide is triggered and some of the party members are thrown down the collapsing hillside while an enormous dragon crashes through the woods toward them. The dragon turns out to be an illusion summoned by Riddywipple, a Faerie Dragon. After things are explained to the Faerie Dragon, Riddlewipple agrees to help. She tells the group to camp at her lair for the night and she promises to visit some other friends nearby to see what she could find. While waiting for her to return, Kallin tells his companions about the strange encounter he had just before leaving Magnimar and shows them the strange amulet he has come to possess.

Moonday 4th Kuthona

The following morning, Riddywipple returns and tells the tale of Marigana, an evil fey creature that has moved into the area. She is corrupting other fey and raising undead creatures as well. It is decided that the Heroes of Sandpoint will once again widen their sphere of influence and become the Heroes of Sanos Forest and dispose of this evil, undead-spawning Marigana. Riddywipple is tickled with delight at this and leads them onward to meet some friends of hers, a nobility of pegasi.

When the group arrives at the lake, they are in for a shocking surprise. The entire nobility of pegasi have been turned into zombies and are currently feasting on the bodies of a few of the beautiful creatures that had been spared the horror of becoming undead. Riddywipple goes into a fit of despair and a battle is begun. The zombie pegasi lift themselves clumsily into the air on their death-blackened wings and charge. The battle is swift but fierce and the undead nobility is put down but before the group of heroes can rest, a new threat emerges from the nearby lake. Two Kelpies, fey water creatures, have taken advantage of the pegasi's undeath and moved into the lake. Using their magic, they nearly drown Thim and Daellin by calling them toward watery graves. By use of bow, blade and spell, one Kelpie is destroyed and the other chased off. Finally, after two exhausting battles back to back, the group sits to rest and catch their breath. Riddywipple succumbs to a bout of sadness.

Session 51.5 Moonday 4th Kuthona

[>read the full story here<](#)

The group recovers in the aftermath of the battle with the undead pegasi and lake kelpies. Riddywipple is upset about the death and undeath and further death of his friends. Daellin cleans himself up, several times. Kallin finds a sad faun spirit and speaks to her. Alistar burns some bodies. A few magical items are discovered and some dangerous, evil fey are spotted moving up from behind. The group moves on in search of the trouble they are after.

Session 52 Moonday 4th Kuthona

The group continues on, following the trail of a lone horse or pegasus, keeping an eye out behind. They come to a stream crossing and encounter the final undead pegasus, much to Riddywipple's chagrin. They engage and while fighting, their secretive followers, the twisted fey creatures known as Twigjacks reveal themselves and attack as well. The pointy, splinter spraying tumbleweeds prove to be quite worthy opponents. Then Alistar brings the fire and they burn. Before the battle is over, some new foes enter the fray. A mishap of gremlins with bows begin firing at the group. These gremlins, similar to the unlucky ones they had encountered some time ago in the Pathfinder Lodge, are a cowardly lot that flee as soon as they can. Thim somehow manages to lose a boot in the combat. Finally, with three separate sets of foes vanquished, the party moves on.

Some time later, the group arrives at a low hillside with a narrow opening. The smell of death comes from the opening and it is clear that this is the lair of Marigana, the evil fey that has been creating undead abominations throughout the Sanos Forest. The group crawls into the narrow tunnel, which soon opens up into a larger cavern. Another narrow tunnel continues on the far side but the group decides to explore this area before moving on. Numerous side passages lead off this larger chamber but none seem to go anywhere. Some dead bodies of what appear to be adventurers are found. They had been poisoned. They are relieved of a few valuable and magical items before the group heads onward.

The next cavern proves to be a trap set by Marigana and some of her minions. Two skeletal redcaps, nasty and amazingly strong fey beings wielding scythes at least three times their own height leap out and attack. A prickly of dire porcupines also rear up and join the fray. Marigana, a creature known as a Puckwudgie, reveals herself and joins the fight as well. She looks like a bipedal porcupine with long, spines and a tight, evil face. She shoots quills, uses invisibility to make surprise attacks and shoots rays of enfeeblement, but finally, she is defeated.

Session 52.5 Moonday 4th Toilday 5th Kuthona

[>read the full story here<](#)

Dijjit is found and returned to the Pathfinder cottage. Thim delivers a private message to the

rescued Gnome and then the group heads back to Wartle. Calina delivers her packet of medicine and the Lucky Jenny disembarks for travels further up river.

Session 53 Toilday 5th - Moonday 11th Kuthona

The weather remains cold and wintry but does not impede travel by the magical riverboat, the Lucky Jenny. After a couple of days, the boat ties off at the docks of Whistledown, on the shores of Lake Syrantula. Captain Othlo informs the group he plans to leave by midday the following day but invites them to go ashore to stretch their legs and see the town.

Whistledown is a Human and Gnomish settlement not affiliated with either Magnimar or Korvosa. Much of the town is built on stilts, similar to Wartle. The soft whistle from the numerous strange charms hanging all over the place is beautiful and unsettling at the same time.

The group finds a local inn to get some food, drink and company. Calina makes sure that the horses are given a good run. A pleasant evening is had discussing local rumors, the quality of Elvish wine and what they are planning on doing once they make it to Kaer Maga. Some folk scratch their curious itch and explore the ruins of a recently burned out building. Alistar unexpectedly calls attention to their nighttime activities by exploding a door in an underground area. Kallin spends some time getting to know one of the local women.

The next morning, the Lucky Jenny is back on the river, paddling slowly but surely along the shores of Lake Syrantula. A couple of days later, they arrive at the hillside town of Ilurian and learn the exciting news that the famous Umbra Carnival, a travelling Varisian circus and carnival, is in town.

The group heads into town and explores the carnival, playing games in the midway, exploring the shops and stalls of the merchants, watching some shows, visiting the petting zoo and even get a glimpse of the Carnival's main attraction, Jherizhana, the captive Sphinx. Kallin was even named the "King of the Carnival" for winning one of the games. He was awarded a paper crown that he wore for the rest of the day!

When the group is preparing to head to the big top for the nightly show, trouble erupts in the petting zoo area where Mamu, the "baby dragon," has somehow escaped its pen. One of the circus performers, a strange being named Phareden, a worrisome, long-eared person, begs the group for help, but implores them to not hurt the dragon. Being heroes, they step in and are able to subdue the beast without anyone being injured.

Immediately, Berthold Flavion, the Carnival's Master of Beasts, arrives and thanks the group profusely for stepping in and saving the day. Having had enough of the carnival for one day, the Heroes decide to head back into town to secure rooms for the night. Berthold asks them to meet him at The Two Waters Tavern, a local drinking establishment, later so he can thank them again and buy them some drinks. They agree and head off into town.

Session 53.5 Moonday 11th Kuthona 4711

[>read the full story here<](#)

The Heroes get settled in Ilsurian. They end up in the Two Waters Tavern. They meet some locals and travelers then have some drinks with some carnies. Kallin wanders through the local graveyard and meets a spirit. The rest of the group head to the Crossed Swords Inn for dinner and sleep.

Session 54 Toilday 12th Kuthona 4711

The group enjoys a wonderful breakfast at the Crossed Swords Inn. Daellin and Thim enter into a conversation with a group of Elves also staying at the Inn and excuse themselves from the group to visit with their kinfolk. The rest of the group is summoned by their new friend Berthold, the Master of Beasts of the Umbra Carnival currently encamped just outside Ilsurian. He tells them the Master of the Carnival, Almara Delisen, has asked them to come meet with her. She has a proposition for them.

When they arrive at the Carnival, they see it has not opened yet for the day and the workers are all busy preparing for the day. They are taken to see Almara at her private wagon residence at the back of the carnival. She greets them cheerfully but then quickly changes demeanor as she explains to them that there have been a murder in town and one of her circus performers has been implicated. She is adamant about the innocence of her performer as she gives the few details she knows. She says that a local citizen was found murdered in town last night, apparently on his way back from the carnival, and he bore wounds that resembled those that could have been delivered by Jherizhana the Sphinx. She offers the group 600 gold (3000\$) if they can figure out who the real killer is and absolve the Carnival. She explains that the group is in a unique position to help as capable outsiders and she trusts that they can help her and her group of outcasts clear their name. The group agrees and she gives them a signed statement showing they are working on behalf of the Carnival as outside investigators. She encourages them to seek out the sheriff in town, whom she believes wants to see justice served, but recognizes that she will no doubt keep the town's best interest at the forefront of her investigation.

The group seeks Sheriff Feldane out at the town jail and learn some more information about the crime. The victim was named Archivin Walder, a local moneylender and pawnbroker. He was killed on a path near his own home and his wounds appeared to be caused by a large, clawed beast. Several clawed footprints were found near his body as well. The sheriff says she has hears several reports of townsfolk seeing the sphinx flying over the town late last night, though none of these stories have been corroborated as of yet. She also tells them of a second, connected, murder, of one of Walder's guards at his place of business, the Locked Box.

The Sheriff explains that Walder's wife, Agnes, became worried when her husband did not return from the carnival at an appropriate time and went looking for him. She found him on the

path in a wooded area between their home and the carnival. Distraught and fearful, she rushed back to the Locked Box and enlisted three of Walder's four guards to come help her. When they returned to the Locked Box with Walder's body, they found the fourth guard dead and the building burglarized. Two humanoid forms were seen fleeing the scene. The guards then secured the building and called for the sheriff. Agnes returned home with one of the guards staying with her and the other two at the Locked Box.

The Sheriff accompanies the the group to the scene of the Walder's murder and what she told them seems to check out upon initial investigation, but on a closer look, it is clear that there were some tracks that had been brushed aside at the scene, though what those tracks were, it is not clear. Kallin used his spirit magic to detect the spirit of a young Human girl named Kelly nearby. She mistook him for her Papa and was quite happy to see him. He conversed with her momentarily but soon realized that she knew nothing of the incident and let her go about her way. Calina was able to determine that the clawed tracks did not seem to be deep enough in the ground to indicate a beast as heavy as the Sphinx sure had to be. The Sheriff absorbed all of this new information and seemed agreeable that the Sphinx may not be the culprit after all.

Next, Sheriff Feldane took the group to the Locked Box to do some searching around there and to question the guards and the widow Walder. One of the guards allowed them entrance to the building and showed them the damage that had been done in the shower room. Broken glass display cases and lots of merchandise scattered with clearly some missing. It is thought that the thieves had been working with whoever killed Mister Walder because there were no signs of forced entry on the stout front doors and Walder's master key was not on his body. The room was searched while Mrs. Walder was summoned from the office. She greeted the group, though somewhat coldly to Calina, noting she was a Varisian. She explained that she believed that it was somehow her fault he had been killed since she did not go to the Carnival with him. She says she could not bear the thought of him "ogling that bare chested beast" and thinks if she had gone with him, somehow things would have been different.

She answers all the questions the group has for her and while several things seem to have valuable information, nothing stands out as a definite motive for the vicious murder and robbery. Alistar notices a small spot of blood on the corner of one of the display cases and a matching spot on the handle of the door leading to the vault. Agnes and the guards both believed that the vault had not been touched in the attempt because the guards had returned too quickly and the perpetrators were already fleeing the building but the blood on the door prompts an investigation of the vault below. Agnes explains that there is a pit trap below designed to catch thieves on their way out of the vault and tells them she will disarm it so they are not caught in it.

The vault appears to be unlooted but in the course of the investigation, Samad discovers a strange being hiding in the corner. The woman, a Skulk named Zahkar, is covered in skin that changes color to blend in with whatever she is standing up against. She seems to be acting strange and her eyes seem to be continually dilating open and closed. She trembles and speaks in an almost slurred speech pattern but freely admits that she had been sent there to rob the

place. She says her and three companion Skulks and come there, with the key, and were there to rob the place quickly and with as much loot as they could carry. Her and another Skulk decided to try to loot the underground vault but she ended up getting trapped in the room when the other Skulk left. Her companion, Rogi, is soon found trapped beneath the floor in the pit trap Walder had installed in his vault.

They both act in a similar, distracted way and say that they were working for two other Skulks that have work with "some Humans" from town. They know nothing of who or why they were sent to rob the place and knew nothing of the murder of Archivin Walder, but matter of factly admit to killing the guard. They explain that their tribe of Skulks lives nearby, a few miles outside of town, and sometimes do work contracted by the two Skulks that fled the scene the night before. The Sheriff is happy to have them in custody but it is suggested that one of the Skulks lead the party to where the tribe lairs to see if they can get any further information about who hired them. The Sheriff agrees to send Constable Byron along to keep an eye on the prisoner.

The group leaves a note for Daellin and Thim, in case they return, then head out of town for a quick hike to the Skulk's lair. They find it easily and approach with no problem. They find one sleeping guard and a small cave filled with about 7 other Skulks. It is then discovered that the entire tribe are drug addicts. They are expecting a drug called shiver that is a highly addictive hallucinogen. The Constable says that there have been some cases of the drug in town, but it does not seem to be a widespread problem like it is in some other communities, especially cesspools like Korvosa. The group also realizes that the two specific Skulks they are looking for do not reside with the rest of the tribe in the cave, but instead live somewhere in town, though none of the Skulks are privy to where.

The group returns to town and in the process of returning the prisoner to the jail, they see folks running both from and to the Carnival area with cries of "Those dirty Varisians are trying to rob us blind!" and "Get them!" Apparently a spate of pickpocketing at the carnival has sparked numerous confrontations between townsfolk and carnival workers. The party quickly intervenes in one of these incidents and Alistar uses his magic to send both sides fleeing the scene. As they wrap this up, they are drawn further into the Carnival grounds by a cry for help and soon find another murder has taken place, just moments ago, during the tumult of the parade grounds fighting.

The body of a local priestess of Erastil is found mauled to death in the Sphinx's tent, though the cage is locked and the creature is nowhere to be seen. Almara arrives and is terrified at the thought of another murder, seemingly at the claws of her Sphinx. Again, she defends the innocence of Jherizhana and has one of her workers run to fetch the Sheriff. As the area is searched, a few clues are turned up while Kallin performs a lengthy spell to summon the spirit of the deceased. Samad seems to believe Almara in regards to the Sphinx and asks to speak to her privately outside. They return a few moments later and she says that she will take the group to the Sphinx and try to explain some more of the situation to them. She excuses herself and says she will send for them in a moment. Kallin then finishes his spell and summons the spirit of

the priestess. She appears and explains that she came to the Carnival to try to talk to the Sphinx and try to figure out some way to work out the trouble that has been brewing between the town and the Carnival. When she entered the tent, she found it empty but before she could leave, she was somehow froze, paralyzed or held from behind and then felt her life ripped from her. She describes being unable to move or breathe momentarily before she died but is unsure of how or why that happened. Kallin thanks her and sends her on her way. Calina searches the room and finds absolutely no possible Sphinx tracks though does notice that one area of the back wall of the tent is unstaked at the bottom. Alistar uses his magic to make sure there are no invisible beings in the room and Kallin physically looks over the body, finding that in addition to her side being ripped out, there is also a small dark line across her throat, possibly like that of a garotte or thin rope wrapped around her neck.

Berthold, the Master of Beasts, comes in and is horribly upset by the grisly murder scene. He takes the group to see Almara and Jherizhanain her private wagon. Almara reveals the Sphinx lounging comfortably in a bed of silken sheets and pillows. It is explained that Jherizhana is not just a performer but a part owner of the Carnival and Almara's business partner. She joined the Umbra Carnival about a year and a half ago as a way to safely travel through "civilized" Human lands so she could study and interact with them. Jherizhana loves studying and learning about Humans and their cultures and customs and this was the best way she could move about freely. The Sphinx is terribly upset and distraught about the murders and possible implications it could cause for the carnival.

Just then Sheriff Feldane arrives. Upon seeing the Sphinx uncaged, she goes for her weapon and begins shouting. Almara and Jherizhana, with help from the party, explain the whole situation to the Sheriff and emphasize the importance of keeping up the charade of the Sphinx for the sake of the carnival's continued survival.

Sheriff Feldane seems to understand but states that she has to keep the best interests of the town at the forefront. She puts the Carnival under quarantine and says no carnival folk may go into Ilurian and no townsfolk may come to the carnival grounds unto further notice.

The sheriff also explains that she has to arrest someone or fears that things in town will get even further out of hand. Sheriff Feldane wants to take Jherizhana into custody but Almara refuses and instead surrenders herself into the sheriff's custody. As she is taken away she gives Berthold some quick instructions on how to handle the carnival and once again begs the group to solve these murders and bring the real culprits to justice, absolving the Carnival and easing the pain of the town. Finally, she reiterates the importance of keeping up the charade of the Sphinx.

Session 54.5 12th Kuthona 4711

[>read the full story here<](#)

The Carnival has been shut down and the Heroes of Sandpoint head out into the town, trying to

figure out all the information they have. They follow up at the Shiver Den and are led to Kadaru, the Painted Varisian, a local merchant. They stake him out and then Alistar tries bespelling him but that does not work. Kallin is distracted by an approaching spirit.

Session 55 12th Kuthona 4711

Kallin follows the newly met spirit, Aureda Rullus, and watches a version of her murder in the shallow water of the lake. He learns a little bit of town history but with no frame of reference, he is clueless. The rest of the group continues to watch the Painted Varisian, who very shortly closes up his stall and heads home.

The group makes to follow him but are distracted by a commotion nearby. They investigate and find that another murder has happened. A local recovering Shiver addict by the name of Filton Legg has been hanged from a tree. While checking out this scene, they meet a local man named Akin who says he is a member of the Truth Advocates, a local group dedicated to preserving the heritage of Ilurian and providing for the education and enlightenment of the town as a whole. Kallin asks him about some town history and he directs them to the nearby Patriot Library and its benefactor, Genthus Duggern. They follow Akin to the Library and meet Genthus Duggern, a young Human that seems very invested in the town of Ilurian. Kallin asks some questions relating to the murder of the spirit he met and this line of inquiry seems to get Duggern quite upset, as the woman in question had some connection to his parents. The meeting ends with sore feelings and the group is asked to leave.

Back at the scene of the hanging, some clues are found on the body of Filton Legg, one being that his left hand had been severed and was not anywhere to be found. An obvious clue comes in the form of a piece of parchment pinned to the dead man's shirt reading "We take care of our own," written in Varisian. A Harrow card, The Desert, which bears the image of a Sphinx, is found tucked in his vest, clearly a plant. He also has upon him a letter of employment written by Arhaneem Braeton, who is a known business owner in the shipping business.

The group decides the next course of action is to go speak to this Braeton and find out his connection to the hanged man and the rest of the events that have transpired. On the way to his manor house, the group comes upon yet another commotion, this time, a youth from the Carnival has been assaulted by a group of townsfolk. In an attempt to send a message that Varisians are unwelcome in Ilurian any more, the Chelish townsfolk have nearly killed this youngster.

The mob is broken up and the boy is healed. Some citizens try to argue and continue the fight, but they are shown the error of their ways. The boy, a young man named Milandru, admits to sneaking back into town to say goodbye to a friend he had made. Had the Heroes not shown up in time, the boy would have no doubt been killed and a whole new set of problems would be facing the town and Carnival alike. Constable Byron is called and several of the townsfolk are arrested and taken to the jail.

As night falls, Braeton Manor is approached. Several lights are on in the large house and the group approaches up the front walk. As they get close, someone jumps out of the bushes and fires a crossbow at them, shouting an alarm to others in the house. Another thug appears and throws a flash bomb that nearly blinds everyone. One thug flees around the side of the house and the other rushes inside. The group splits up and gives chase.

Inside, it appears that an ambush has been laid for the group. They are peppered by numerous archers and alchemical grenades. The battle is difficult and several find themselves in trouble. Samad summons his illusion partner, Damas, and the two dance their way into the fray. Outside, Daellin, his speed enhanced by his powerful Shard, chases and neutralizes the fleeing thug. He then enters the house through a window and begins stalking room to room, looking for enemies.

Back in the main hall, a doorway on the 2nd floor balcony opens and Daellin comes out and makes a comment that implicates himself as the killer of the Braeton's. He then flees through an upstairs door. More thugs appear and join the fight. Finally the battle is over and the perpetrator is apprehended. Borovius Monchello, a local businessman and apparent leader of a secret Thieves Guild, the Gilded Hands, was behind the whole thing. He was using the Carnival as a patsy for his move to take over Braeton's business, he then switched tactics in hopes of framing the Heroes of Sandpoint as well. The Braetons are found murdered, though their two children were spared and they cower in fear of Daellin, as Monchello had assumed the Elf's visage when he broke into the house. He admits that the rest of his guild, and partner and wife, Robella, are at their hideout down on the docks. Quick healing and planning sends the group charging for the docks to put an end to this nonsense once and for all.

Session 55.5 Toilday 12th Kuthona 4711

[>read the full story here<](#)

After dealing with Borvius Monchello and the dastardly atrocities he had perpetrated at Braeton Manor, the group heads to his place of business that appears to be the front of some sort of thieves guild. Some folk check out the warehouse while others investigate his wife's curiosity shop next door. Both groups find exactly what they are looking for, capture Robella Monchello and subdue the rest of the thieves on the docks.

Session 56 Toilday 12th Kuthona 4711

The Heroes of Sandpoint finish cleaning up the mess at the guildhouse in Ilsurian, clear the carnival of any wrongdoing and receive the thanks of the sheriff and town. Finally, they are ready to depart and continue their way to the great and strange city of Kaer Maga further to the east and north.

Over the course of the next several days, the group gets ever closer to Kaer Maga, passing and stopping in several small towns and villages along the lake and **river**.

Session 57 Sunday 24th Kuthona 4711

The party makes it the rest of the way up the Halfflight Path with the Duskwarden Abra and the farmer and his sons. There are no further incidents, though everyone is on edge. Abra thanks them profusely and rewards them with a Greater Halfflight Charm, which Samad accepts for the party. He says it will grant them the magical gift of dark vision and, once a year, in a time of desperate need, will magically summon him to wherever the party is to give assistance. He cautions to use it sparingly and only in times of great need. He bids them farewell just outside the Meatgate entrance to Kaer Maga. The Warrens lie ahead, a huge gash in the sides of the thick, high walls of the hexagonal city of Kaer Maga.

Meatgate is a chaotic mess. Pens of animals, stalls of merchants and people of all types everywhere fill the space. To the left and right, one can see into the walled areas of the city. To the left, Oriat, an artist's district that is warned about due to the guerilla war currently going on there among some members of a strange sect known as the Brotherhood of the Seal. To the right, the Balconies of Bis can be seen. Bis is one of the few wall districts not divided into horizontal levels but is mostly open. Tall mansions and towers dot the floor while elaborate residences and buildings hang from precarious balconies all along the wall. Directly ahead, past the wall districts, the open central area of the city awaits. Abra had suggested finding an inn in Hospice in the core, on the far side of the lake so the companions head there. Daellin and Calina note lots of suspicious and greedy looks at their fine steeds as they pass through the Gap, a wide "road" through the middle of the Warren.

Passing through, everyone has to be careful to avoid falling waste from above as a huge construction of scaffolding and walkways and bridges span the Warrens, creating a vertical city here without the need for stone walls. Lots of Halflings and very poor looking souls crawl and climb among this vertical tenement. Through this area, the party is accosted by throngs of dirty street children offering themselves as guides to the city but they settle on Gav, a 16 year old boy that seems to know his way around quite well. While en route, Samad asks Gav about the Tengu Qelexo Uson that he is looking for. Gav does not know him, but promises to look into it.

The group is taken to The Sorry Excuse while Gav gives them more of a run-down on the city. Lodging arrangements are made, three double rooms for Calina, Jo, Kallin, Thim, Daellin and Samad, while Alistar secures a suite more fitting to his station. Then the group discusses how to best begin their business. Gav suggests the Therassic Spire as the hub of academic knowledge, but says that it has unexpectedly been closed for the last few days, possibly due to the reemergence of the Council of Truth, group of mages and scholars that were known to research any topic, but unexpectedly disappeared some years ago. He then suggests consulting one of the local Troll Augurs before beginning any work, as is the custom in Kaer Maga. The only problem is that the Augurs are on strike but says he has a good relationship with one that he thinks might help.

The group is introduced to Vargun, a huge female Troll and she explains that the Augurs are more of a system of information brokers than true diviners, but are nonetheless effective. She says they are on strike because her brother, who happens to be a true mystic and seer, has been kidnapped by a rogue member of the Ardoc family and is being held prisoner at his hanging mansion in Bis. The Augurs cannot work directly against the Ardocs and though they do not condone the actions of this rogue member, they will not take care of it themselves. An outside entity like the group is her only hope to deliver her brother, Augistille, to safety. She tells the group that she will help them gain entrance to the Therassic Spire if they help her to return her brother safely from captivity. The group agrees and she says she will deliver them some more details on the Ardoc's mansion by morning.

Kallin then says he needs to check into the local Pharama church and deliver a package. Calina and Daellin offer to go with him. Samad, Alistar and Jo decide to take a trip to Ankar-Te to scope out a supplier for cheap healing potions.

The Godsmouth Cathedral, as the house of Pharama is called here in Kaer Maga, is a large, dark castle with gothic towers and spires butted up to the very outer wall in the Bottoms District. They are greeted by the Cryptmistress, Valenthe Narissia. When Kallin asks about the High Priest of Fate, Mahajan Sandeep, she tells him that the High Priest is indisposed and cannot have visitors at this time. Knowing that he was supposed to give the relics to Sandeep, Kallin holds on to it without mentioning it. The Cryptmistress then asks Kallin and the others for help. She explains that they are having some trouble down in the crypts beneath the Cathedral. She says that bodies have recently been missing from the Godsmouth Ossuary. She also explains that in general, the crypt were reaching their capacity and the decision had been made to open the sealed lower crypts to use them for burial spaces. The Church needs two things done, both possibly at the same time. It needs a group of adventurers to explore and clear out the lower crypts and get to the bottom of where the corpses are getting off to. Narissa believes the two may be connected. Kallin agrees and the others do as well, though state that they cannot do it right away, but soon. She says that is appreciated and asks them to keep the information to themselves.

Meanwhile, Samad, Alistar and Jo head off to the Ankar-Te district, looking for a shop known as Reanimations. Gav had told them they could find cheap and potent healing spells there and the boy guide takes them there though they kept their plans to themselves as to not upset Kallin or Calina, who both have an intense hatred of the undead and they reportedly abound in that district.

Gav and the three shoppers arrive just as the owner, a Gerik Mubb, is closing for the evening. He happily invites them back in and tries to interest them in one of his zombie or skeleton servitors but they say they are interested in potions. He shows them his potions, which are thick and bubbly and look wholly unsavory. A bit of haggling leads the Mubb being insulted and he asks them to leave in no uncertain terms.

Back on the streets, they decide to go check out the nearby pyramidal structure that extends through the “roof” of this level up to the next. While on the way, they encounter the “Child Goddess” of Kaer Maga in the form of four huge, muscled and completely naked men carrying about a 3x3x4 metal box on their shoulders. The gathered crowds cry out, throw flowers, ask for blessings and cry in the streets as they pass. They follow it briefly and Gav explains what he knows, which is not much except for the immense joy she brings to some of her followers, despite having never made a single public appearance. Finally, they decide to head back to the Sorry Excuse to reunite with their companions.

Session 57.5 Sunday 24th of Kuthona 4711

[>read the full story here<](#)

[>read about Daellin's walk here<](#)

[>read about Kallin's fling here<](#)

The group

Session 58 Moonday 25th Kuthona 4711

Kallin reunites with his companions in the morning just as Vargun and Gav arrive to give them some more info on Berkianin Ardoc. Vargun learned that most of his hired help had left or been fired in the recent weeks though he had hired a trio of adventurers as security. There was a Tiefling, an Elf and a Gnome rumored to be up there as well as the assumed golems and other magical guardians. She also tells them the two main ways up to the balcony are either the stairway that winds up through the actual walls of Kaer Maga, or a mechanical lift. She explains that some owners of hanging mansions use magical protections to keep people from flying up to the ledge and

Gav takes them to the Balconies of Bis and shows them which one is their target but states that he wishes to remain below and let them be the heroes. Though the lift is down, it is decided to just head up the stairs. Upon reaching the top, they pass through an angelic stone archway that announces “Visitors have arrived!”

Samad and Thim look at the nearby wall and consider climbing it while Kallin heads across the yard toward the far side of the building. Daellin goes to the front door and knocks. He is greeted by a strange bald Gnome with colorful tattoos all over his head. After a moment of conversation, the Gnome says Ardoc is not home, asks the group to leave and slams the door. This prompts the group into action. Kallin returns, Samad heads to the front door and Thim climbs to the roof. Alistar causes the front doors to explode off their hinges and the group enters. The entry room is deserted and Calina sends an arrow into a strange looking wall [hanging](#), a mechanical trophy of some kind.

Further into the house, the group is ambushed by the Gnome who lashes out with some sort of

psychic whip. One of Ardoc's creepy constructs also animates and begins stalking the group. Some different areas of the house are searched but nothing of value is discovered. Daellin triggers an exploding oven trap and nearly incinerates himself looking for some Gnomish sweet-cakes before the group heads upstairs. There they find Thim unconscious in a pool of his own blood. Kallin moves to help him and Alistar starts to worry about the Gnome who is sending psychic attacks from slightly opened door across the way.

Shortly after, they run across the Tiefling archer who did this to him. She is engaged by Calina and Samad and forced to surrender quickly. Daellin charges into the next room across an outdoor walkway and encounters an Elven bladedancer in a magically darkened room. Daellin is nearly decapitated and blinks away for healing. He casts Dark Vision on himself and re-engages the swordsman in a dark bedroom. After a moment, the Elf leaps through a window, runs across the roof and then runs DOWN the outer wall of the mansion, escaping. With his companions surrendered or gone, Gnome surrenders as well.

It is confirmed that Ardoc IS home and is upstairs, locked in his workshop with the captive Troll. The Gnome and Tiefling admit they were just hired as security and have no wish to die nor own no real allegiance to Ardoc. They promise not to interfere any further and are allowed to leave. Thim is give some healing magic and allowed to lay down on Ardoc's bed to rest while the others move on.

The group then charges upstairs and encounter Berkanian Ardoc and two of his 10' tall Clockwork Soldiers. Augustille, the captured Troll Augur, is strapped to some sort of torture device in the corner of the room and babbling on in some unknown language while the machine seems to transcribe everything he says. A fierce battle is joined and the Clockwork Soldiers appear to be quite worthy foes. Berkanin Ardoc takes to the air on a pair of mechanical wings and swings his Chisel of Ardoc around, somehow striking from a distance.

Session 58.5 Moonday 25th Kuthona 4711

[>read the full story here<](#)

The Heroes of Sandpoint continue their battle against the golem crafter, Berkanin Ardoc and his creations in an attempt to free the Troll Augur, Augustille. After some time and considerable effort, the clockwork soldiers and dragon are dealt with and Berkanin surrenders. Augustille is freed though is still injured and seems to be in a state of madness. Once out of the grasp of the torture device, his Troll heritage shows itself and his wounds start to heal.

Shortly thereafter, several members of the Ardoc family arrive in a powerful display of magic. They dismiss the heroes, bidding them to take the Troll but to leave Berkanin to their judgement. Not wanting to interfere with family matters, the group makes their exit. After expending considerable effort, the group makes it back to the streets of Bis 60 feet below. Kallin uses the healing power of Pharasma to cleanse the Troll's blood of drugs and toxins, clearing his head. He thanks the group for the rescue, says he expected them a little sooner and asks if they will

escort him to the nearby Augur Temple. The group agrees and they set off toward the Downmarket District.

Session 59 Moonday 25th Kuthona 4711

The group arrives at the Augur Temple in Downmarket with Augustile in tow. Vargun and some other Trolls are there to meet the group and thank them for the rescue of their brethren. Vargun says she will make good on her promise to help them track down information on what they are looking for, though a little bit more information would be useful. Before anything else can be said, Augustile starts having what looks like another seizure and starts blurting out frantic sentences in an unknown language. Several of the Trolls quickly produce parchment and start scribing down what he is saying. When he is done, he thanks the group once more and is escorted into the temple. Vargun remains behind and translates her brother's prophecy, saying she believes that it has something to do with what is sought in Kaer Maga.

The owl will seek but will not find,
But spire of knowledge pays in kind
In secret kept in secret keep
In forest dark and cavern deep

The abbey of the glutton moon
Will flow with blood, the wind in tune
To finish that begun before
And open wide the doomsday door

The shattered star with seven shards
For seven lords with seven swords
The queen of blue in distant skies
Will kindle new the ancient war

The seas will rise and men will drown
And what was lost shall claim the crown.

She explains that the Owl refers to the Council of Truth, a now defunct group of knowledge seekers that are rumored to be back. The spire of knowledge refers to the library at the Therassic Spire. The rest of the group recognizes reference to the 7-pointed star of Thassalon but much of the rest of the prophecy is unclear. The group decides to come clean with Vargun, telling her they are searching for an ancient Thassalonian artifact that is rumored to be somewhere in the city. She says this will help her greatly in her quest for knowledge and cements the fact that they need to get into the Therassic Spire. She says she needs a day or so to bring this all together and will seek them out at the Sorry Excuse when she knows more.

Session 59.5 Moonday 25th Kuthona 4711

The group then decides to split up and sell some loot, have some equipment repaired, identify some magical items and then split them up.

(this part actually happened AFTER the session as a Flashback/ Continuing Story. [>Read the full account here<](#))

Session 59 Toilday 26th Kuthona 4711

(continued)

The next morning, the group follows Kallin to the Godsmouth Cathedral to help him and the Church of Pharamasma clear out some lower crypts beneath the city and look into why some of the bodies have been disappearing from their Ossuary.

They follow the Cryptmistress, Valenthe Narissa, through the city wall and down along a narrow path hanging from the side of the 1000' cliff that the city sits on. The path leads directly through the open mouth of one of the giant carved faces that the city is known for. Inside, acolytes and other clergy members of the church go about their business. Narissa leads them into the crypt and then down several levels to the lower crypts. She uses a magical chime to open a sealed door at the back of the lowest crypt and explains that the areas beyond have not been explored in many years and she is unsure what will be found. She says that the chime has 4 uses remaining and to save one to be able to get back out once the crypt is cleared. They enter and the door seals behind them.

First they encounter a Darkmantle that attempts to suffocate Samad but the creature is chased off and pinned to the high ceiling of the chamber. Encountering several possible ways to go, the group decides to head left after breaking through the magical seal that holds the door closed. Beyond they find old and dusty chambers, including a shrine to a strange half snake, half human being with the 7-pointed star as its head.

A little further on they find a pair of Tengu rogues that had tunneled into the crypts from the cliff face outside. They say one of their number had been killed when they came across an apparent orgy of horrible monsters. The Tengu are left to escape and the group explores a set of rooms that appear to be where bodies were once prepared before burial. There are 7 separate chambers, one for each of the sins associated with the various Runelords. In the room marked by Sorshen's rune of Lust, they find the Lustspawn and the remains of a the lost Tengu. The Sinspawn are defeated and the group moves on. Some of the chambers are old and dusty, while others appear to be fresh and clean, though this turns out to be just an illusion.

While searching the chamber marked with the sign of Wrath, a secret door is uncovered. Following this new path, they find themselves in one of the actual crypts, face to face with the crypt guardian. Before the battle can even be joined, the skeletal warrior quickly blinks out of existence, leaving the Heroes alone in an ancient crypt.

Session 60 Toilday 26th Kuthona 4711

The crypt is searched carefully, checking for traps, treasure, undead and secret doors. A few minor trinkets are found on the bodies in the crypts, but nothing of great value. A secret door is discovered at the end, though it was not quite hidden from this side. The door is opened to reveal a massive domed cathedral with a sunken lower level inlaid with a huge Pharamasma spiral and a long, arched bridge spanning the area 10 feet above. A 10 foot wide ledge rings the chamber with 8 statues, one of which, bearing the likeness of Alaznist, the Runelord of Wrath, had slid forward when the secret door was opened. Seven of the statues can be seen to represent the familiar Runelords and are carved from some sparkling white stone while the 8th is made of a shiny black stone and shows Pharamasma herself. The teleporting skeletal champion is nowhere to be seen.

The group spreads to take a look at several of the statues. Alistar and Kallin cross the room toward the Pharamasma statue while Samad goes to the other side to look at the Runelord of Pride, Xanderghul. Calina and Paka move north to check out the nearby statue of Sorshen, the Runelord of Lust while Daellin turned his attention to the nearest statue, that of Karzoug, the Runelord of Greed, whose shard he carries. As he starts his examination of the statue, hoping to find some secrets and possibly a secret door behind, a shocking explosion envelops him, sending a painful blast through his body. As he recovers he realizes that he saw the outline of a secret door behind the statue.

Because of Daellin's shocking discovery, the others stop and do not touch the statues they are near. Alistar protects himself with a spell to make himself immune to electrical damage then carefully touches the statue of Pharamasma. He does not trigger an electrical trap, instead he feels the watchful and guiding presence of Pharamasma watching over and protecting him. Looking behind the statue, he does not see any secret doors. So protected, Alistar moves back over to where Daellin stands momentarily dazed in front of the statue of Karzoug. He touches it and triggers the electrical burst, but is not harmed by it. Daellin describes where he saw the door and Alistar is able to trigger it to open, sliding the statue out of the way and allowing entrance to the Crypt of Greed.

This crypt seems to be more ornately decorated and the Human remains interred within are adorned with all manner of ancient and expensive jewelry. Upon closer examination, the jewelry is all cheap fakes and the decoration of the sarcophaguses is likewise just meant to look expensive. Nothing else of value or importance is found in the Crypt of Greed.

The group moves back to the Pharamasma statue and most of the group, after hearing of Alistar's experience when touching the likeness of the Lady of Graves, touches it as well. They all feel the protective presence just like the mage did. Kallin, the devout follower and budding priest of Pharamasma, is the only one that does not touch the statue, stating that he already feels her presence and protection and feels he does not need to further burden her by asking her to watch over him again.

With a little searching, Daellin manages to find a secret door that Alistar failed to notice. It is

opened to reveal yet another crypt, though this one is different from the other two. These crypts are smaller, with fewer alcoves, and instead of sarcophaguses, there are just angled burial slabs to hold the bodies. Being much less protected, these bodies have mostly crumbled into not much more than piles of boneshard and dust. Seven ancient holy symbols to Pharamasma are found amidst the remains, as well as a wand that bears some of Pharamasma's markings mixed in with Thassalonian symbols. Kallin sees that this wand possesses divine magic of some sort. When looking over the seven silver holy symbols, one of them catches Kallin's eye and he feels a sort of connection to it, like he has somehow known it before. He hangs it around his neck on a thin metal chain and the other symbols are distributed to the rest of the group, everyone taking one. The rest of the crypt is searched, revealing another door in the final alcove.

This new door opens to a dark and dusty tunnel leading south. About halfway down the passage, an alcove appears to the left. The alcove is really a four foot square shaft leading down into darkness far beyond what anyone can see. Daellin considers flying down the shaft but changes his mind and makes a note to come back to it later. At the far corner, some footprints are noticed in the dust. They seem to come from somewhere further around the corner, stop at this point and then turn around and go back. The group follows the footprints around two corners and the passage opens up into another, much larger crypt.

The group cannot enter the crypt though, as a gate made of bones blocks the way. There does not appear to be any gate, hinges or locks on this gate and when Calina and Daellin both get to work trying to figure out how to open it, two long, sharp bone spurs appear, stabbing each of them. Daellin is protected by his chain armor and Calina takes a wound to the leg, fortunately, the protective magic of Pharamasma seems to absorb the damage and she is unhurt.

After considering it for a moment, Kallin figures out a way to channel the power of Pharamasma into the gate which causes it to seemingly fold in upon itself, clearing the way into the crypt. This area looks to be heavily trafficked with the majority of the tracks going to and from the crypt alcove in the north-east corner of the area. As the group enters to follow this trail, eight skeletons appear and move to attack. Kallin and Calina both realize that these are not the typical undead abominations and seem more constructed than animated by an evil life-force.

Daellin rushes into the room to engage the skeletons and quickly finds himself surrounded while his companions make a slower approach. He blinks away as Alisar lines up a blast of chain lightning. Calina uses her bow to deadly effect and Kallin casts a spell to bolster Daellin's armor as he is fighting a mob of skeletons across the room. Samad dances in, swords flashing and Thim follows. Jo holds the rear, watching for any ambushes or sneak attacks.

After just a few moments, the skeletons are dispatched and Alistar decides he needs to rest to recover some of his magical energies. While he is resting, a few others search around the room. Calina and Daellin find another secret passage in the northwest crypt alcove and before she can stop him, Daellin has searched for traps and opened the portal, entering the next chamber.

Daellin finds himself in some sort of alchemical laboratory, complete with three vats with zombies inside, a skeletal lab assistant and a mad alchemist! The alchemist turns in surprise and yells, "Get them, Mr. Marrow!" The skeletal lab assistant then throws some sort of alchemical bomb at Daellin, but the quick thinking Elf closes the distance with a blink, leaving Calina and Kallin jumping back from the explosion. The cunning Elf then activates his Rune Shard, giving him superelf speed and grace. Everyone else, hearing this commotion, rushes forward to find out what sort of trouble Daellin had gotten everyone into this time. As the fight escalates, the three alchemical zombies burst from their vats and begin to shamble across the room. The alchemist pulls a small vial from his belt and smashes it on the floor, filling the entire area with a thick, black smoke. Mr. Marrow is taken down by a lucky swing and Calina is pretty sure she hit one of the zombies even though she couldn't see it. Samad and Daellin nearly slice each other up trying to go after the alchemist until Daellin realizes that he has fled to the north. Everyone gives chase, though Kallin accidentally trips over a forgotten pile of undead body parts and Daellin slams right into Samad. Calina and Paka make their way along the wall while Alistar, still slowed from his exhaustive state, slowly makes his way to the lab.

Daellin breaks free from the smoke and sees the alchemist fleeing down a wide hallway bringing a concoction to his lips as he approaches a wide hole spanning the entire passage. Daellin catches up to him before he can drink or leap, and strikes him, throwing him off balance just enough to cause him to fall down into the pit, which turns out to be a perpendicular passage traveling just below this one. He lands on a pile of discarded body parts and just as Daellin gets ready to hop down, he sees quite a few of them begin moving and start to grab and tear at the downed alchemancer. As the rest of his companions arrive, Daellin hops down while Calina sends two arrows down to finish the necromist off, putting him out of his misery as the animated hands and feet and other various body parts begin to tear him apart. Daellin spends a moment slashing, stomping and skewering the swarm of undead body parts and finally they are dispatched.

Several of the other party members hop down and help Daellin search through the pile of parts, finding a valuable emerald ring on one of the hands. Realizing that this new passage leads back to the large, vaulted area, the body of the alchemancer is taken back through there, behind the Pharamasma statue, through the crypts and back to the lab. The body is searched and anything useful or valuable is taken. The lab is quickly searched as well and all the notes and journals and books are stacked on one of the bookshelves for removal from the crypt later.

The group then heads back down the hallway in the direction the necromist had run and sees that further down, past the hole in the floor, the wide corridor is blocked by a red curtain. It is definitely newer, not one of the ancient trappings of the crypt. Curious, the group heads onward to see what is beyond it. As they approach, a quiet, female voice calls out, "Sil, is that you? I heard some disturbing noises. Are you ok?" Samad tries to imitate the voice of the newly deceased alchemancer and calls back, "Nothin," but is quite sure he was not convincing.

The group boldly strides through the curtain to find a nicely decorated bedroom furnished with

newer furniture. Two skeletons dressed in sundresses stand near the corner of a 4 poster bed and the form of someone can be seen crouching behind it. The someone behind the bed yells for them to go away and to leave her alone, but of course they do not. She follows up with a spell that causes Calina, Samad, Thim and Jo to flee the area, run full speed down the passage and leap to the far side, hiding out in fear in the laboratory. Kallin, Alistar and Daellin engage. Alistar begins casting a Lightning Bolt while Daellin and Kallin charge the skeletons. The form behind the bed peeks out and sends a cone of scintillating, prismatic color toward Kallin and Daellin, stunning them both. Alistar throws his lightning at one of the skeletons, trying to take them out before they injure his comrades. The person behind the bed, looking very much like a zombie, but speaking and throwing spells like a wizard, sends a spell at Alistar but he is able to resist its unknown effects. He flings another bolt of lightning at the attacking skeletons and the zombie mage flings a glob of acid at him. Using his Gauntlet, he catches the incoming missile and prepares to throw it back but misses. She throws up her hands and calls out "Yield, Yield!" but Alistar does not accept her surrender, knowing her to be an evil abomination so he blasts her with a powerful lightning bolt, sending her slamming backward into the wall. Kallin, now snapped out of his stun, calls upon the powers of the Lady of Graves and surrounds her with a blinding flash of divine power. As Pharama's power falls upon her, she calls out, "No, wait, the curse..." but that is all she can get out before Kallin's spell disrupts her undead nature and leaves her a crumpled mass of bones, rotting flesh and flowered dress.

Session 60.5 Moonday 25th Kuthona 4711

[>read the full story here<](#)

Using his divine magic, Kallin summons the spirit of the re-deceased zombie mage while some others look around. Some things are learned, but not nearly enough.

Session 61 Toilday 26th Kuthona 4711

After looking around the bedroom and alchemy lab, it is decided that Daellin and Thim will remain in the lab and try to pack up as much of value as they can. The rest of the group heads out to continue clearing the crypts, heading down the passage on the far side of the lab. The first side passage reveals a set of spiral stairs leading up. These are passed by to come back to later.

Around another corner reveals a door to the south and what looks like the back of a secret door leading east. Calina checks for traps and opens the secret door revealing the backs of two waiting skeletal archers. Two more skeletons wait in another alcove across a hallway. The skeletons turn and engage. Despite the narrow confines of the secret passageway and alcove beyond, the skeletons are dealt with quickly. The group sees that the hallway moving across goes north and south and it drops down some stairs to the north. They assume it intersects with the passageway with the pile of (partially animated) body parts.

Alistar impulsively moves to the other door past the secret passage and enters a stone chamber

that seems to be some sort of undead guard room. Two skeletons and two zombies stand waiting, all facing a door to the south. These unliving abominations are also dealt with quickly, with some help from Kallin's Funeral Weapon spell and some well placed lightning and sword blades.

The next door opens onto a thick black curtain, behind which is a good sized chamber with a floor covered in undisturbed dust. Two sets of double doors are visible, one set to the west and one to the east. The eastern set of doors feels like it would connect up with a previously explored passage so the group checks out the other doors. It turns out that the other doors are not doors at all, but a single piece of stone with a seam running down the middle to give the impression of doors. A shallow indentation sits at the exact middle of this seam and seems to resemble a Thassalonian rune. Everyone felt that this way lead back toward the crypt entry and no one wanted to waste one of the chimes of opening on the door just yet, so they opted to go in the other direction.

This passage did take them past the hallway with the pile of parts in it, and just beyond, stairs lead back up. At the top of the stairs, they were greeted by charging ghoul-like creatures running down on all fours. They were covered with festering pustules and every time one was hit, it sprayed grey-green puss all over. During the confusion of the battle, Calina accidentally shot Paka in the hindquarters with one of her arrows. Eventually, all the undead ghoul-beasts were dispatched and the group realized that they were beginning to spread themselves a bit thin so they decided to head back and check in with their friends of Elvish blood back in the laboratory.

After a short rest, the group headed back out to find out where the ghoul-dogs came from. Following that passage to its end reveals a charnel house of blood, bones, and scraps of rotten flesh. Strange runes have been sloppily drawn on the walls using some dark brown pigment, possibly blood. A moss-covered stone monolith stands in the center of the room, wreathed in gossamer wisps of gray mist that seem to congeal around the crumbling stone. Alistar quickly revealed that the stone was magical in nature but when he tried to analyze it more deeply, he was unable to figure much out. Kallin, though, got a strange vision of a dark forest when he looked at the stone. Curious and impulsive, Alistar, Kallin and Samad all touch the stone, causing them to wink out of existence. Calina and Jo did not follow suit, trying to come up with a better plan before they too are disintegrated. Unable to think of anything and having no access to magic, they decide to head back to get Daellin and Thim to at least alert them of what has happened.

When he sees it, Daellin immediately knows that the stone menhir is a magical gate of some kind. Seeing as it has been at least five minutes since the others used it, the remaining four companions decide they too shall touch it and see where the stone takes them.

After touching the stone portal, Alistar, Samad and Kallin find themselves in a dark forest clearing. Another stone menhir juts up out of the tall grass, though it lists quite a bit to one side.

The air is cool and dry and as Alistar reaches out to touch the moss covered stone again, the ground beneath their feet seems to roll and undulate. Suddenly, the ground seems to belch forth thousands or more squirming, writhing, hand-sized grub worms. The enormous mass of worms begins swarming toward the three displaced companions, crawling up over their feet and legs and trying to burrow into their skin. Samad starts swatting at them with his sword and stomping on them with his feet while Kallin calls upon Pharasma to help him reshape the earth beneath their feet. The ground below them raises up, protecting them momentarily from the swarming rot grubs below. Alistar feels one of the disgusting vermin get inside his boot and begin to burrow into his flesh. He focuses all of his concentration and finally manages to let loose with a powerful spell. The ground all around them in the clearing explodes upward with steam and fury as the ground turns into a boiling hot geyser right beneath their feet. Nearly all of the grubs are destroyed or flung a safe distance away as the cloud of steam descends on them.

Alistar quickly realizes that the rot grubs are on him and in him and he desperately tries to get them out from under his skin. Being unsuccessful, he casts a spell that transforms himself into a living lightning bolt. This seems to kill off the grubs but he can still feel his life force being eroded from the inside. Kallin quickly moves to help and sees that he should treat the infestation as a disease. He calls upon the healing powers of Pharasma and literally saves Alistar's life with mere moments to spare. It is discovered that touching the stone again does not teleport anyone back to the Godsmouth Ossuary so the trio moves away from the menhir and mounds of dead and roasted grubs and rests and waits.

Several minutes later, the rest of the group arrives as a whole unit again, takes stock of where they are at. This place feels weird to everyone. Calina and Daellin, usually so good with directions, have no idea which way is which. It is soon discovered that it is dark not because it is night, but this whole forest seems to be inside a huge cavern. What was thought to be stars in the sky is merely faintly glowing fungus on the cavern wall and ceiling high above. Calina leads the group toward the nearest wall, which seems to be just a few hundred feet behind them. As they approach, the ground becomes steeper and steeper until it is no longer passable. The group falls back and begins circling the cavern. Walking through the dark and overgrown forest is difficult. It seems as if no one has ever passed here before. Finally, after some time, they come across a stream. The water is flowing away from the wall of the cavern and toward what would be assumed as its center. Calina, still desperate to find a way out, follows the stream toward its source, which proves to be a mere crack in the rock high up above several trickling waterfalls. Realizing that there does not seem to be an easy way out along the edge of the colossal chamber, the group follows the narrow stream through the woods to see where it goes.

Session 61.5 Toilday 26th Kuthona 4711

[>read the full story here<](#)

The displaced Heroes of Sandpoint continue exploring this strange Dark Forest they seem to have been transported to. The twilight sky is filled with the sound of approaching hunting hounds, Daellin finds that the "skies have teeth" and Alistar magically locates a nearby source of

fire. After getting away from the Wyvern, the group continues on until they find the source of the fire, a small village in the forest. The village appears to be inhabited by strange, disjointed, short humanoids that appear to be phasing in and out of existence while their edges seem to blur and trail off into thin air. Just then, several shadow hounds burst from the woods and start attacking the seemingly helpless villagers.

Session 62 Toilday 26th Kuthona 4711

Without thinking, the Heroes of Sandpoint leap to the defense of the villagers being savaged by the shadow hounds. Samad, Thim and Jo begin moving through the thick forest surrounding the village to get into better position while Calina, Kallin and Daellin move up to directly engage while Alistar takes up a position to provide support with his magic.

The shadow hounds quickly turn their attention on the Heroes and Alistar attempts to negate their shadowy advantage by calling down a column of daylight that illuminates the center of the village. The hounds, while much easier to see now, do not flee from the light though do not seem pleased with this turn of events and attack the approaching heroes. The shadow hounds prove to be good at biting and throwing their opponents to the ground.

Just then, everyone's attention is called to a stony rise at the far side of the village. A dark horseman appears. The horseman and mount are all black, except for the flames that sprout up from the horse's hooves. Additionally, the rider has no head, it is the fabled Dark Rider. A booming voice echoes throughout the entire valley, "Traveel Westerdale, I have come for you!"

Everyone looks around, unsure who he is referring to, though Thim swallows hard, realizing that the rest of the group does not know his full, actual name. Thim feels a terrible, deathly darkness fall upon him, but he fights to resist it. He then stumbles forward as if shoved somehow from behind.

Kallin once again sees the floating, spectral head of Father Sandeep, who asks him if he is in danger and needs help. Kallin replies that yes, they are in danger and need help. Father Sandeep says he will help. The shadow hounds all converge on Thim's location as everyone feels a strange tug from behind them, pulling them backward a step. Everyone but Thim, that is. The Dark Rider leaps, almost seems to ride through the air, toward him. He crashes his nightmare mount through one of the little huts and lashes out at Thim with a long, deadly flail that appears to be made from the spinal cord of some hapless creature.

The sharp spines of the flail rip through Thim's neck and nearly decapitate him as he fights for his life against the surrounding shadow hounds. Kallin uses his magic to revive several of his companions that seem to have been stunned by the baleful howl of the hounds. The rest of the group is then yanked back again, this time farther and with stronger force. Kallin calls out to Father Sandeep that they need to stay to help Thim, who is being overwhelmed by powerful foes, but the astral priest says that the calling has already begun and cannot be stopped.

As everyone else is dragged backward through the forest, the Dark Rider strikes again, this time completely severing Thim's Half-Elven head from his shoulders. His body hits the ground before the head does, and when it hits, it rolls toward the Dark Rider and somehow rolls up his mounts leg and attaches itself to the Rider's belt by a worn leather cord.

As Thim dies, the rest of the group is pulled faster and faster back toward the stone menhir that transported them to this Dark Forest. A white flash of light blinds everyone momentarily and then they feel like they have been run through a wash wringer. Calina is overly taxed by this return from the Dark Forest and rendered unconscious. Kallin uses his magic and available wands to alleviate some of the damage caused by the event.

Wealday 27th Kuthona 4711

The group retreats to the mad alchemist's quarters and rest and recuperate for a while, camping out for the night. In the morning, they ready themselves to continue their work of clearing the crypts. Beyond the menhir room, they discover a round, domed room with most of the floor missing. A seemingly bottomless pit fills the chamber. Alistar drops a glowing coin into the pit and thinks he sees something further down. Skirting past it, the group begins to work on the door beyond. As Daellin and Calina check the door, a giant snake construct with a human skull face slithers up the wall of the pit and engages the group. Samad summons his illusion companion, Damas, to use as a distraction against the giant snake skeleton and it works. The rest of the group moves through the now open door to the corridor beyond as Calina peppers the abomination. As the snake skeleton follows Damas, a new threat presents itself. A demonic flying head comes flapping from around the corner. Alistar quickly blinds this thing with a Flash Spell and Kallin gives it a good smack. Calina pulls off an amazing shot, destroying and pinning the snake beast to the far door then turning around and finishing off the flying head with two placed arrows, one for each eye.

The exploration continues and the group finds an ancient library filled with stone tablets. One of the carved runes on the wall detaches itself and begins flying around the room at high speed, blasting everyone it can reach with jets of flame. The group retreats into the hallway and Alistar defeats the flying rune with a well placed Dispel Magic spell.

Next they encounter a strange, round room with a domed ceiling. The walls are all polished brightly, almost to mirror brightness. Daellin gets the sense that the room is some sort of teleportation device. An identical room directly across the hall is likewise a gate to somewhere. Neither room is explored further after the most recent encounter with a magical gate.

Around the next corner, the group sees what looks like decaying animal pens and are quickly approached by a swarm of zombie rabbits. A well placed pot of alchemist's fire deals with that sad menace and the group turns their attention on another nearby door. After Daellin and Calina perform their usual check of the door, it is discovered that the door, while not trapped or locked, is blocked from the inside. Several folk put their back into it and are able to force the door

enough for Daellin to slip inside. Several others follow.

Inside the room, which appears to be some sort of vestry or preparation room for religious services, the group finds a small, bundled up person hiding in the space between a wardrobe and the wall. He yields immediately and introduces himself as Falk, a Dark Creeper, from “somewhere down below” who was just exploring and scavenging and ended up finding himself trapped between the winged head beast and a Dark Naga in the next room, so he barricaded himself here and hopes to move along as soon as possible.

Session 62.5 Wealday 27th Kuthona 4711

[>read the full story here<](#)

The party is plunged in darkness, chase the Dark Creeper and open negotiations with the Dark Naga, Yrix.

Session 63 Wealday 27th Kuthona 4711

The heroes spend the rest of the day clearing out the remainder of the Godsmouth Crypts. They return to the strange round mirror rooms that Daellin said were some sort of gates. Daellin and Kallin foolishly activated the magic and were teleported to the identical room on the other side of the hallway. Surprisingly, they were now mirror images of themselves, everything switched from left to right, but nothing else seemed to be out of the ordinary.

Several more hordes of zombies and skeletons were dispatched, as well as the Skeleton Champion from the Crypt of Wrath. Another strange and ancient shrine to an unknown deity was discovered near the front of the ossuary and a magical feather was taken off of it. The feather summons a small bird that will deliver a message to anyone one time.

Finally, the crypts are clear and a secret passage leading to the upper crypts were found. This is assumed to be the way that Silvenius was accessing the crypts. All of the loot, tomes about Pharama and necromancy and some valuable Pharasmin ritual objects are hauled up and out.

Oathday 28th Kuthona 4711

Session 64 Oathday 28th Kuthona 4711

Caught between multiple dangerous foes, the heroes scramble. Daellin, heedless of the danger, charges into the chamber of the Chain Devils and Alistar manages to pull the door to the Couatl's bound area closed. The heroes then focus their attention on the Sisters of Torment.

The Chain Devils are formidable adversaries and put up quite the fight, using their chains and others nearby to great effect, slashing and binding at will.

Eventually the Devil sisters are defeated. Wounds are healed, some magical garments are discovered, Alistar determines that one is a Cloak of Resistance. Kallin communes with the Lady of Graves to find out how to help the Couatl in the other room, as most of the group believes that it is bound against its will.

Kallin finds out that he should don some of the discovered garments and use his Shard of Lust to scratch out the edge of the binding circle. When he does so, the freed creature thanks the party telepathically and gives Kallin one of its feathers, instructing him to use it to summon him in a time of need.

Moving on, the heroes come across a strange room with a large device that looks like a model of the sun and planets in a strangely cylindrical room with rounded edges between the walls and floor and ceiling. The controls for the orrery, when activated, produces a seemingly live image of the city of Kaer Maga from several hundred feet above. By turning the wheel one way or another, it seems to move time in the image forward or backward. After a few moments of manipulation, two dark spots appear in the "sky" of the image and appear to be getting closer. The orrery is turned off and the image disappears, but the two spots still appear on the ceiling, getting larger and larger until two strange, other dimensional hounds leap through small cracks in opposite sides of the chamber. They immediately attack with claws and bites and reality folding gazes. They become invisible, teleport about the room and even blast Daellin with a green aura that stops his Blink defense from working! After a few moments, they are dispatched and the group moves on.

The next area the group explores looks like some sort of workshop that has been taken over by a massive wasps nest. Immediately they see a kneeling woman at the far end of the room making a sad keening sound over the body of a dead Halfling. She turns and stands and everyone sees that her mouth is stitched up in the way of the Sweettalkers of Kaer Maga, a religious order that speaking anything but the purest, most unattainable truth is heresy. She lets out a sighing whistle then charges aggressively across the room. Alistar steps up and Fascinates her with a spell, causing her to stop in her tracks. Just then, the dead Halfling sits up and a huge swarm of giant Hellwasps issue forth from his mouth and surge across the room. Daellin, Samad and Calina move forward in an attempt to drag the woman out of the room since she, and the Halfling, fit the descriptions of the previous group of adventurers that had ventured into the Therassic Workshop a while ago. Calina throws her smoke bomb in hopes of dispersing the swarm, but it just flows around the smoke. It surrounds the group, stinging fiercely and filling folk full of poison. Daellin knocks the fascinated woman out and Alistar shouts to drag her into the smoke, then sends a burst of explosive lightning into the chamber, temporarily scattering the swarm. The woman, now unconscious and filled full of Hellwasp poison, is dragged from the room and the door is closed.

Session 65 Oathday 28th Kuthona 4711

After a brief rest, the Heroes reopen the door behind a wall of lightning and manage to lure the swarm of Hellwasps to their ultimate demise. The body of the dead halfling is recovered and Jo agrees to stand guard over the bound and mad woman back in the chamber of the Couatl.

The party then continued through the door at the far end of the wasp room to find a corridor with many turns back and forth. It finally ended in another round chamber, this one with a rounded dais in the center. Atop the dais was an insane Gnome Bloatmage that declared himself Loumin the Vast, the Vastest of all Vastness. He demanded that the group submit to his Vastness and when they immediately did not, he attacked using a plethora of magical assaults. As Daellin led the charge into the room, the Bloatmage became invisible and kicked the lever that was also on top of the small dais, which caused the room around it to suddenly start spinning quickly. Kallin and Alistar lost their footing and the battle was afoot. The Bloatmage proved to be a difficult opponent, as he quickly cast spell after spell of offensive and defensive magic and the room spun faster and faster. The group quickly moved to the center of the room, which was not spinning and engaged the now flying Bloatmage. After several attempts to neutralize his magical protections, a telling blow across his fat neck finally brought him down, only to land right on top of Kallin, nearly crushing him in the process. Luomin the Vast was not dead but unconscious and clearly one of the missing adventurers. His wounds were tended and he was dragged back, bound as well, to where Jo was guarding the other two.

After another short rest, the group continued on through the next door to find yet a third circular chamber, this one with a sunken floor flooded with 2 feet of water. A strange metal cage could be seen across the room as well as glowing magical runes running around the entire room, just above the level of the water. Using his magic, Daellin flew into the room and investigated a bit. He sees a strange fish creature swimming around in the caged area. It has a strange plate connected to its head with wires. Using his magic, Daellin speaks to the fish and finds it is named Umglau and that it has been imprisoned for years by the Runelord here. Alistar enters the room and attempts to destroy the cage surrounding the fish thing but then metal doors crash down, sealing the room and it starts to fill with water. When the water level got higher than the runes on the wall, bolts of electricity began coursing through the water. Fortunately, Alistar was prepared with a Resist Lightning spell. He quickly disintegrates the plate and wires connected to Umglau's head and the lightning stops and the water recedes. The fish is rescued and decides to accompany the group, starting it can make its way out of the water.

The next room holds the remaining missing adventurer, Silasni, a Dark Naga sorcerer. He greets the party as reinforcements and asks for help opening the door leading out the other side of the room. It is metal and etched with the familiar 7-pointed star and runes of sin. A 7-sided piece of shiny black onyx rests in the center of the star.

Samad and Daellin try to use their shards to item open the door, but besides making the respective runes on the door glow briefly, nothing happens. Silasni is quite fascinated by their

shards and wants to see them but is denied. The room also contains two murals, one of the Dark Forest on the north wall and one of an underground city of domes and spires, believed to be Xavorax, the City of Silence, deep below Kaer Maga where the Caulborn are said to reside. These images give no further clues on how to open the door so the heroes decide to explore the remaining areas of the workshop. Umglau opts to remain with Silasni.

The first area investigated is an overgrown area that appears to be outside under two strange moons. A 25 foot tall carnivorous plant releases a cloud of spores and attacks but is dealt with handily. The next area is some sort of planar observation room with windows looking out onto the First World of the Fey. The light is so bright in this chamber is is nearly blinding and Daellin does not even see the tiny, winged fairies that assault him as he enters the room to look at the portals. Before anyone can do anything, they fly past at great speed and disappear into the complex.

With not further areas to explore, it is decided to return to the Research Assistant near the entrance to find out more. Prepared with spells, Daellin asks about how to get past the Rune Door. It answers by saying to inscribe the right rune.

The group then drags and carries the three recovered adventures back up to the Spire before returning to the Rune Door. Going past the Research Assistant again is not as donate and it overcomes the Elf's will and shifts into another glyph that causes great pain in everyone.

After an hour of rest the pain wears off and the group makes an attempt to open the door. Daellin traces the Rune of Gluttony on the onyx shape. The outline flashes on the block surface and instead of opening the door, it fills the room with chain lightning, nearly knocking several folk out. Only Alistar and Silasni are spared. Sir Lourdis had the foresight to maintain his resistance to lightning and the Dark Naga had slithered into Umglau's watery chamber. He admits to knowing what would happen if the wrong rune was inscribed but since no one had asked him about it, he had not shared.

Realizing that they are going to need more healing than Kallin can easily provide, not to mention needing him at his best before delving further, the group once again decides to retreat to the surface. On the way out, it is decided to completely ignore the Research Assistant and just rush through its chamber but this turns out to be a poor choice as it takes the form of a Glyph of Insanity, which horribly afflicts both Alistar and Calina. Now even more at risk, the party gathers up their maddened companions and retreats to the surface.

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