

A couple hundred years ago on a different land mass, there was a great civil war. On one side The Crimson Blades. On the other The Great Conglomerate. The GC struck a major blow against the Blades by assassinating the wizard Unerick. The Blades only had one option...to leave the land. They boarded grand ships and set sail for any new land. A year and a half of sailing the open seas for the first time, the Blades found land and were greeted with hostility from the native centaurs. They left one war just to begin a new one. After 57 years of slaughter, the centaurs offered a treaty. The Blades would have no more hostility from the natives in exchange that they be allowed to have ownership of what they call the Howling Plains and that no one disturb them. The treaty was signed by Grookad Goldbuster, the leader of the Blades. After spreading throughout the land and establishing settlements, Goldbuster discovered a central mountain surrounded by a lake. Goldbuster wanted to build a grand city on the mountain. As construction began, the mountain rumbled from within. From the mountain, came an ancient red dragon, furious at the dwarves for waking it. A twenty year siege on the dragon is what it took to finally bring the creature down. Thus, Nugurn was built.

Kradun

Contentant established on industry. Every major city monopolizes a specific industry (i.e. smithing, woodworking, farming, fishing, military, religion.)

Dwarfs landing: 1

Ending of the war with the natives: 58

Victory of the mountain: 94

Nugurn established: 137

Kradun and all cities established and running: 267

Year players start adventure: 309

Nugurn

Ruled by Grookad Goldbuster

Capital of Kradun.

Mining and smithing capital.

Built with major and minor tiers around the mountain.

Established by the dwarven Goldbuster family.

Bottom tier: trade district. Wares and goods from all the other cities are sold here.

Second tier: crafters district. Blacksmiths, alchemists, woodworkers etc. set up their shops to craft goods to be sold below. Crafters from other cities strive to eventually work here.

Third tier: Military barracks for the standing army reside here.

Fourth tier: Scholars from all over, further their studies in any and all subject matter. Houses the Grand Library and the Courts of St. Cuthbert. This tier is also shared with clerics and priests of every deity.

Fifth tier: This is the only major tier that houses nobles of the city. Usually very wealthy shop owners. V.I.P.s are also housed within the Platinum Palace.

Sixth tier: this tier has the scarlet keep.

History: Nugurn was built after the dwarven armies led by Fithoum Goldbuster defeated an ancient red dragon who called the mountain home. To Fithoum making a city on the mountain would be seen as an ever living trophy and memorial for those who died to take the mountain.

Points of Interest: Players can purchase goods in both the first and second tier. The first tier has mostly general goods and raw materials. The second tier has the weaponsmiths, armorers, woodworkers, apothecaries, and magic shops.

The Horseshoe is the most recommended blacksmith. It is ran by a dwarven married couple, Krafeag Marbleshield and Snalgoni Marbleshield. They are pretty well tempered. They have a passion for smithing. They can usually craft custom order within a week (or faster depending on how much you pay them). Their shop is pretty basic. A single hanging lantern and the forge light the shop. When asked or hear why their shop is so bare they will always say “ The look of the building the craft is performed in has no effect on the quality of the good produced.”

The Willow Tree is a rather small woodworking shop. Managed by an elderly human named Anwerd. Anwerd creates very beautiful wooden furniture, staves, and bows. It is easy to distinguish an Anwerd product from others. Anwerd’s temperament is only cranky when you ask a lot of questions or are loud.

Nature’s Harvest is a small house ran by an elf named Castien Ballyn. Castien does not see too much business in this city, usually from workers who pulled a muscle working or from people too poor to purchase potions. Castien might seem crazy to most if not all customers. Castien will usually price his goods low as to keep the shop open. The shop is not stocked very well as Castien is too scared to leave the city to gather new herbs. He instead barter and buys herbs from others.

Knick and Knack’s General Goods is a clustered general goods store ran by halfling twins. They usually are heard before people even enter the shop bickering about the most recent transaction. Knack loves selling stuff cheap, whether it is to intentionally annoy his brother or because he does not care enough to put in the effort in pricing items. Knick will always try to sell at an above average price. The two will always come to a middle ground and if the players bargin too long with Knick, he will get annoyed and sell for a reasonable price.

The Lucky Star Inn is the most expensive place to stay (outside the Platinum Palace). The bartender is a construct named Barkeep. Barkeep has the voice of a rich snobby person and HATES dirt. If you are dirty or track in dirt, Barkeep might just deny you service.

The Brass Tankard is a good middle ground inn ran by an extremely hyper Gnome named Jebbra. Jebbra will definitely talk your ear off and if you listen to her talk for a good while, she will like you more and give you a discount.

The Rabid Jackal is the cheapest inn in the entire city. The bartender is a drunk human named Adam. He will always be drinking and if you bother him or wake him up from his nap, he might just try to stab you.

Fort Frost

Ran by General Kerym Brynelis

Located in the northern mountain ranges.

Trains both ground and air forces.

Trains officers by utilizing a huge arena with illusion crystals that create illusionary armies for the officer trainee to command.

Kradun air forces soldiers fly pegasus as they are loyal and relatively easy to train.

After completing training here, soldiers are sent to either Nugurn to act as a member of the standing army, or are sent home to act as a reserve force. Since it is not war time, the total soldier count is only 100,000.

History: Fort Frost was established right after Nugurn. The reason they built it in the frozen north, was based on the belief that the frigid cold would toughen soldiers.

Crixtin

Ran by Alyseris Milana

Located in the far east

Capital of farming and animals

extremely fertile farming soil seems almost magical at how fast crops grow.

Stereotypical farmers attitude. (do kind to them they will show you kindness back.)

History: This was the third city to be established soon after pioneers reached the east and discovered that the fauna there was growing bigger and lusher than other regions. It was quickly decided to build Crixtin on this land.

Vroria

Ran by Thierry Puddlefoot

Located in the Dying Mire to the south. Completely underground. Only true citizens know where the entrance is.

Citizens are low lifes who didn't want to live the rest of their lives only being allowed to be good at one thing.

The houses are made up of moss and mildew and cracked wooden planks.

As long as you can justify your actions for a good reason, (someone owes you money and hasn't paid so you steal from them.) no punishment will come to you. The only law is no killing children, elderly, or women. If you have a dispute with someone, you send the person a mummified monkey skull then there is a fight to the death. No poison, no magic, no armor.

History: Vroria was a conquest reward. A group of exiles wandered into the Dying Mire, forever banished from all other settlements for crimes against their people. The exiles found a group of goblins and followed them until they reached this giant tree. The exiles found out that the tree was hollowed out and a downward ramp was inside. The exiles followed the ramp down and discovered a vast goblin city. After years of sieging and key assassinations of goblin shamans, the city was theirs. Vroria translates to purpose, to stand as a lasting reminder that everyone has a purpose.

Cordosa

Ran by Vesryn Vadove

Located in the Cordosa timberland to the far west

Lumber capital

Druids use their magic to help grow trees.

History: Early settlers were met by a group of native druids and assisted them in driving out barbarian raiders. The druids and the settlers signed in blood The Nature Pact. The Nature Pact stated that the druids would not be harmed and they would be protected in exchange for the settlers to be allowed to use the trees as lumber and live in the forest.

Noadross

Ran by Madriah Edellias

Religion capital

located just south of Nugurn

Highly accepting of all beliefs and worship

Temples to ever single deity greater and lesser.

Home to the Resting Grounds of the Raven Queen.

History: After the battle of Nugurn, the dead were buried here. Priests and clerics gathered with the families of the dead to help the mourning process and it seemed like the grief was easier to deal with. Temples were erected for each deity. Noadross was built to be the stepping stone for clerics and priests for them to go out on pilgrimage. Since Noadross is a melting pot of all religions, the citizens are very welcoming and understanding.

Dargalock

Ran by Rudibert Sharphook

Built on Brismont Lake

Fishing capital

wooden docks are the roads

controls several gates blocking the channels surrounding the mountain.

History: During the battle for the mountain, Goldbuster's army set up around the lake as it was a good source of fresh fish and water. It was with the use of the lake that greatly helped the dwarven victory.

Session 1 part 1:

Kradun has always been a rather quiet continent. Nothing out of the ordinary really happens here. The occasional goblin raids on trade caravans here and there, but nothing that local guards can't handle. Over the last few years however, strange things have been happening. Other worldly beings have been seen throughout the land. Most wanting nothing more but to learn about our cultures and ways, some however, have more nefarious reasons. Several scholars took the initiative to begin research into all things extra planar as to expand the grand library in the pursuit of knowledge. However, a tragedy shortly struck the land. The well known and respected Surefoot family, known mostly for charitable donations and erecting several orphanages as well as being extremely generous with their wealth to those who wish to progress society, was brutally murdered one night. No one knows who or why but, suspects have been found.

Logan, you were in the grand library reading reports and the like about these new beings. All of a sudden, three guards wearing crimson plate armor with their swords drawn like they are ready for something approach you. One of them says "Finral Dundragon?" "You need to come with us." "You are wanted in for questioning." "The murder of the Surefoot family." They slap a pair of manacles on you and escort you out of the library. You board the tram that allows citizens quick travel between the tiers of the city. You ride it down to the third tier. Upon exiting the tram, a squad of five more guards wearing the same armor approach. "We will take him from here." You are led into a large stone structure with no windows and several more guards posted at the single gate. You walk inside and it is very dimly lit by torches on the walls. You are then thrown into a cell still manacled.

Hunter, You are in the crafter's tier asking Krafeag Marbleshield of The Horseshoe smithy questions concerning smithing and to see if he would take you on as an apprentice.....six guards wearing crimson armor approach you with their weapons drawn. "Iona Fornsworth?" "You need to come with us." "You are wanted in for questioning." "The murder of the Surefoot family." They put you in manacles and an iron collar and lead you towards the tram. Once the tram arrives to the third tier and the door opens, you are pulled off by the collar. You approach a large stone structure with no windows. A guard wearing the same armor walks up, "I'll take it from here." and takes the chain to your collar and leads you inside. The interior is very dimly lit with only a few torches on the walls. You are lead down a few corridors before they remove your weapons and your pack and push you into a cell with a scrawny elf.

Eathan, You are sitting on a dock minding your own business admiring the blood of a fresh fish you just gutted when from behind you hear the sound of heavy footsteps approach. Roll a

wisdom saving throw...You try to move but are unable to. "You're not going anywhere, fish man." One of the guards put you in manacles and picks you up and carries you to the edge of town and places you in a carriage. Several minutes pass and you arrive at the capital and are carried onto the tram and taken to the third tier. After the tram stops, The guard carrying you exits the tram and approaches a large stone structure. "I'll take him off of ya." The guard throws you to the other guard and you are carried inside. The inside is very dimly lit with only a few torches on the walls and no windows. You are thrown in a cell with a large dragon born, a gnome, and a scrawny elf.

Connor, You are just outside of Fort Frost blood tracking an elk that you have been hunting. As you see the fallen kill, Roll a perception check.... As you step closer, you hear a snap and are immediately entangled in a net that was buried under the snow. A few moments later you hear the crunching of snow and see eight men wearing crimson armor four of which have swords drawn and the other four have crossbows pointed at you. "S-skeld you are wanted in the capital." "For the horrendous murder of the Surefoot family." They cut you down and immediately put you in hand and foot manacles and an iron collar. Once you reach the road you see four more men wearing the same armor waiting. They push you into an armored carriage. Several hours on a bumpy road you finally reach the capital. They place a bag over your head and rush you onto the tram. After the tram stops, you walk for a couple of minutes before you enter a building and the bag is removed. The structure is a dimly lit place with no windows. You are pulled by your collar and pushed into a cell with a scrawny elf, a triton, a large dragon born, and a gnome.

Session 1 Part 2:

Several hours pass before three guards walk up to your cell and say "Finral Dundragon, step forward." They unlock it and quickly pull you out and relock the door. They lead you down the hallway and into a room that has a table in the center, two chairs on opposite sides, eight torches, two on each wall, and a bald headed male wearing similar armor as the other guards only with a golden hammer on the chest piece sitting in one of the chairs. "Ahh, please have a seat. Can we get these manacles off of my friend here, please?" a guard comes and removes the manacles off of you. "Have they been feeding you? Are you hungry? Thirsty?" (If yes, he motions for one of the guards to fetch the request.) "I apologize for any mistreatment you received. But, let's get right to the nitty gritty." He looks at some papers that are in front of him then back at you. "It says here that you are the son of Isorin, is that correct? Are you close with your father? I also know that you have new found magical capabilities. Care to explain that? Tell me what you know of the Surefoot Family. Are you aware that they stopped funding your father's research into the new beings that have been spotted? Your father was pretty upset about it. He sold his tower on the fifth tier and most of his belongings. With how close you are with your father led us to believe that with your new found magics that you would now have the capabilities of doing harm, especially to those who defunded such important research to your father....."Okay we are done here. ley, you can take Mr. Dundragon back to his cell. As you

return, you see that there are other people in your cell. A gnome, a large dragonborn, a triton, and a human.

Over the course of several hours, one by one your new cellmates are removed from the cell and lead away to later return. Until finally the same guards that brought you here walk up to the cell “Skeld of the wild step forward.” They reattach the iron collar and lead you down a series of hallways before they open a wooden door and lead you inside. The room is a cozy size with a table and two chairs, each one on opposite sides of the table. The room is very well lit with two torches on each wall. Sitting in one of the chairs is a large muscular man. Bald headed with tribal tattoos on his head. He is wearing the same armor as the rest of the guards except his has a golden hammer on the chest piece. “Ahh, there he is. Lease have a seat.” He motions at the empty chair across from him.

“You are quite the mystery man. No home records, no land purchases, You wouldn’t beieve who many people we had to question to even get a description of you. We got very very lucky and came across one Castien Ballyn. Who had just returned from up north who knew about a man from the northern wastes who had found his way down to our land. So, why not tell me why you came here?”

“How long have you been here?”

“Are you familiar with the Surefoot family?”

“They funded several expeditions up north to find and capture the beasts that plague the land.”

“Know, with that being said, how is a lone man able to survive up there nonetheless make the lengthy journey down here?”

Well, I think I know enough about you now. More than you probably think I do....werewolf.”

“Know I plan on keeping that just between you and me if you tell me why you would assist in the murder of the Surefoot family.”

“You were pissed off that they kidnapped your kin and brought them here for study so you followed them back here and found others that share your disdain for them and you brutally murdered them.”

“I’m done with you, take the dog back to his cage.”

“Ahh there is my little fish friend please have a seat.”

“So you are a very strange Triton. You don’t return to the water. Why is that?”

“Now, if you don’t mind I heard a little rumor about you that I would like to test.”

He draws his dagger from his belt and cuts his finger tip and lets the blood drop on the table.

“Ahh interesting. It is true.” He writes on some papers in front of him.

“Moving on, Since you’ve been on land for so long, what do you know of the Surefoot Family.”

“Then I’m sure you know that they were brutally murdered a few nights ago.”

“There was one member that’s death was very strange. Chenda Surefoot, rest her young soul, was found with no blood in her body despite her being ripped open. But you already know that I’m sure.”

"You have to see this from our point of view."

"Well I think I'm done with you." He motions for the guard. "Take the fish man back to his tank."

Several hours pass and during that time, more people are added to your cell. A triton and a human. Another hour passes and the same guards approach the cell.

"Iona step forward." They reattach the chain to your collar and open the cell and relock it. They lead you down a couple hallways into a room. There is a table with two chairs one on opposing sides. The room is very well lit compared to the rest of the building. The guards place you in one of the chairs and connect their end of the chains to iron loops on the floor. A couple minutes later a bald headed man wearing similar armor to the guards except his has a golden hammer on the chest piece. He has ashen skin and tribal tattoos on top of his head. He sits in the other chair and places some papers on the table.

"I'm sorry for keeping you waiting. I've been busy with your colleges. My name is Gallamar and I have been asked to question you and your friends." One of the guards brings him a tankard and sets it in front of him.

"Now," He takes a big drink from the tankard.

"Tell me what you know of the Surefoot family."

You would know that they were one of the major supporters for the construction of Blighttown and has a rather public disdain for Dragonborn

"I am going to jump right into it as it's been a very long day for me." He finishes off his drink and slams the tankard down.

"We found a white dragon scale imbedded into the face of one of the Surefoots, well we assume it was the face as they were nearly cleaved in half. What do you have to say about that?" He pinches his brow and lets out a deep sigh.

"You know, I don't really have time for this. I'm supposed to be mobilizing our troops and instead I'm stuck in here with you lot. Take him back to the cell and I'll deal with them after we wipe out the invaders."

Group session: 1

[Read first paragraph before proceeding]

It's hard to tell how much time has passed since you were all arrested as there are no windows. You get a general sense of time from the changing of the guards. Minimal interaction with the guards minus when they bring your meals or replace your bucket in your 8x6 cell. Over the course of your time here, you've all heard some of the guards talking about the mobilization of the army to the swamps to the south east. There are currently three guards sitting at a table against the wall across from your cell. They are eating a meal and conversing quietly amongst themselves.

- Talk about how there seem to be more rats than usual
- Youngest wishes he got sent with the army to fight the monsters.
- Talk about how the party could have killed the Surefoots

What seems like a few more days pass, a young gnome wearing the same crimson armor as the guards and with snow white hair approaches your cell.

Rasbar: Hyper, sunny disposition

“Hello friends! My oh my they certainly stuffed you all into a small cell. Lemme open this for you.” He pulls the cell key from his belt and unlocks the cell door.

“Now you’re all not free yet, Goldbuster wants to have a few words with you. If you all would be so kind as to follow me.”

He leads you out of the prison and to the tram. Once you reach the tram, you see dozens of soldiers waiting on the boarding platform with large satchels on their backs.

“Oh boy, I’m SO glad I’m not one of them. I mean, how would you feel going to battle an enemy you know absolutely nothing about?”

A few minutes later the tram arrives and you board. The tram goes to the top tier. Upon arriving you see a huge courtyard with a lush garden and shrubbery on the sides of the paths.

“Ahh I sure love coming to the top tier. You know, sometimes I spend hours just walking through the courtyard.”

As you exit you and approach the keep, you see it has a dragon’s skull covered in dwarven runes above the very large wooden doors that are open. At the top of the keep one either side there are decorated skeletal wings. As you enter, the interior is comprised of smooth white marble with a very well made floor runner leading from the door to the end of the long hallway. There are also large red banners hanging down from the ceiling with a golden hammer embroidered on each. Rasbar leads you down the long hallway and at the end you see a dwarf in the same crimson armor as the guards except on his pauldrons are golden dragon claws that wrap around and the same golden hammer on the chest piece, a couple guards, the man who interrogated you, a female elf wearing a white robe that is open in the front with green filigree on the edges of the opening, and a human female wearing scale mail and with long blonde hair that is tied into a high ponytail, and a bald headed male high elf wearing blue and black robes standing around a table with a map of the land on it. Rasbar leads you up to the table and kneels down.

“Your highness here are the prisoners you requested.” The group all turn to you then at the dwarf. He walks around the table towards you and says nothing for a few moments, looking each of you over. Then he turns to Rasbar and says,

“Are you sure these are the ones who killed the Surefoots?”

Rasbar replies, “They are suspects, your Highness, yes.”

“Hmm, right then.” He turns to the others that were at the table and dismisses them.

“You each have been given your tasks, see them through.” The female elf and the man who questioned you bow and leave. The dwarf turns back to you and says,

“Please let’s go somewhere more private.” He motions to a side room to your left. The room is lit by a chandelier hanging from the ceiling and several candles on the long table in the center of the room with several chairs along the sides. The bald elf and the human female follow and shut the door behind you. The dwarf sits in one of the chairs and takes a deep breath.

“Please have a seat, friends. We have some things we need to discuss.”

“I don’t believe you actually killed the Surefoots. I apologize for any mistreatment you have received but we are in dark days with even darker to come. There is an army that came from the east we don’t even know what they are or what they want. All we do know is that they have wiped out three villages that were near Blighttown. By the time soldiers arrived, they were greeted with a sea of blood. However, no bodies were found. I put my very best scholars to the task of learning about our enemy. But, I haven’t heard from them in a few days and am very worried. I beg of you to go to the village of Sudbury and bring them back. I know you have questions and I will be more than glad to answer them. I have sent the army and most of the guards to the Dying Myre to stop the enemy from marching on Nugurn. I have no one else and am desperate. I figured that you would much rather be free than to be cooped up in a cell until the investigation is finished. Will you do this for me?”

“Great! Now, since I don’t know you and I don’t even know if I can trust you lot, I am sending two people I do trust.” He looks at the human and the elf that are standing by the door. The female steps forward.

“This is Eilonwy, she is just an acolyte of Iona but this is her pilgrimage. She has a heart of gold.” He looks to the male that steps forward his face buried in a book.

“And this young man is Tasar from the Order of Tomes. He volunteered for this with great eagerness. I trust both of them fully. Now, do you have any questions for me?”

- Amara and Airidan Reysalor twin elf scholars with knowledge of the fiends.
- Last heard from the village of Sudbury at the edge of the Cordossa forest
- He believes that one of his advisors knows more than they are letting on

“Okay, I want you all to leave first thing in the morning. I will arrange for you to stay in the Lucky Star Inn. Barkeep and I go way back. I advise to take this time to prepare for this journey as it is a long one.”

- Fourth tier for the Inn
- Second tier for the crafter’s district.

The next morning, you are all woken up by the thudding and yelling coming from downstairs.

You see Barkeep with a club in his hand trying to hit a couple rats that are on the bar.

“Get back here you dirty little fuckers!” The rats jump off the bar and run underneath the floorboards. Barkeep looks around and sees you all standing there.

“Please excuse my language. Can I get you all any breakfast?” He walks into the back humming to himself as you all sit down. A couple minutes later he returns with a large platter of eggs and another one of breakfast meats and a tray with tankards on it is balancing on his head.

You guys finish your breakfast and make your way to the tram and to the bottom tier. At the gate of the city is Tasar, he is standing with six horses.

“Ahh finally you guys are awake. Goldbuster figured we would get there easier on horseback.”

- 4 day travel time
- Random encounter 1
- Bridge Encounter

As you get closer to Sudbury, you can see black smoke rising in the direction of the village. Along the road you see several people running towards you.

“Monsters! Horrible evil monsters!” You hear howling and barking from the direction as well.

Group Session 2:

[Ask one of them to recap]

As you all run to the village of Sudbury, you see a gruesome scene. Bodies sprawled out bloodied and unmoving, some missing limbs, several houses and shops are in some stage of being on fire. But worse of all on the other side of the courtyard in the center you see on one side hyena like creatures standing on two legs, wearing patchwork armor and wielding spears and bows. On the other side, you see these small creatures wielding pitchforks flying above the other creatures. You see the flying monsters launching the spines from their tails at the hyena creatures. The hyena creatures return fire by shooting arrows at them. Some of the flying

creatures falling out of the sky and some scooping the other creatures and dropping them into the burning buildings. You also hear several screams coming from the buildings nearby.

[Show village map and roll initiative]

[2 gnolls in each burning building, 1 gnoll and 1 spined devil in the others, 2 gnolls in the two bottom left houses parents slaughtered and they are in the process of killing children]

After battle they hear a cry for help coming from the well. It is a guard, probably late twenties early thirties in leather armor, tears running down his face.

“A-are they gone? Can you help me out of here?”

- The scholars were taken by the flying creatures and went north and they were last seen alive.
- First the hyena creatures came and started killing everyone and some then began eating. Then the flying ones came and started attacking the other monsters and villagers.

As you head north, it is getting dark. [roll perception]

In the distance you see what appears to be fire light. Upon closer inspection, you see four hooded figures standing around a large bonfire speaking a language [infernal] (translation: Oh Asmodeus, we send these souls to you as an offering and a thanks for bestowing us with great power.) After they are finished speaking, you see a white and wispy substance rise up out of the people tied around the fire and into the flames. As it enters the flame, the fire turns black for a few moments then back to normal. Two of them walk to several posts that are nearby with other humanoids tied to them and lead them to the fire.

ROBE OF USEFUL ITEMS: rowboat, wooden ladder, spell scroll of dispel magic, pit, silver coffer, window

The twins have seen better days. They both are covered in blood, unknown if it's all theirs

“Thank you! Thank you so much! (Amara hugs the closest party member) I was positive that we were going to die and have our souls sent to the nine hells.”

You notice Airidan immediately upon getting untied, crawls over to the dead warlocks and begins searching their bodies.

“W-where are they? I know they took them!”

“Quiet! We are not alone.” Tasar points to this small hill before crawling up it. You see in the distance, countless more fires, flashing in and out and hear screams from men and women.

“We need to return to the king at once! We are not safe outside of the capital!”

As you get further away from where you were, Airidan suggests we make camp near some boulders nearby. As the sun rises and the first sun rays reach the boulders near your camp, the sun rise suddenly turns into twilight, and the grassland you were once in suddenly becomes a lush and vibrantly colored jungle.

You all hear a rustling coming from the jungle in front of you, about 350 feet away. All of a sudden, several woodland creatures, horses with horns, half man half goat creatures, and feminine forms covered in leaves and branches teleported in and out of the trees emerge from the jungle running towards you. Out from the trees comes a chain that wraps around one of the goat men causing him to fall to the ground. Then, from the trees jumps forward a hound that almost seems to be on fire. It grabs onto the goat man's leg with its mouth and begins shaking its head violently. The goat man screaming in pain. A few moments later a humanoid with several chains around its body emerges and pets the hound before beginning to drag the captured creature into the trees.

You then hear a weeping on the other side of the boulders near you. You see one of the feminine forms that's covered in branches and leaves sitting in the grass with tears streaming down her face.

“They took Glilix back. He was the one that helped us all escape.”

“They came here a few weeks ago and began hunting all of us down and taking us to these camps where they torture us until we are begging for death. Glilix was able to escape his bonds and free most of us. But now they have him!” She looks around at all of you “Please, please you have to help him!”

“ The camp is about a day's walk from here.” Vyrina points into the jungle.

As the camp comes into view, it's a very gruesome sight. There are several creatures on racks, wooden X's with large portions of their flesh removed, small winged creatures on a fire spit being burned alive, and some in stockades awaiting their turn for torture. The entire camp reeks of death. You also see about six flying creatures with red skin and scorpion tails occasionally flying over to the creatures in the stockades and stabbing them with their tails while laughing then flying away. Then you see the same humanoid with chains placing a satyr in a metal coffin that's standing upright and locking it. The monster says something in Infernal before walking away and back into its wooden hut.

“How did you all get here?”

“Oh, that sounds like you stumbled onto a Fey crossing.”

“The only other one I know of is quite a way away in the winterland. The journey will be treacherous, but because you freed Glilix from a fate worse than death, I will guide you there.”

Group Session 3:

Points of Interest:

The Gleaming Keep: A huge and beautiful structure made up of mostly shining polished stone and gold and silver filigree. Archfey would know of fey crossing. Finral's mother is in her court.

FINRAL'S MOTHER ENCOUNTER:

- Pleased to see Finral has magic
- Tries to convince Finral to stay with her and overthrow the archfey
- Hates skeld

MARRU'S REQUEST:

When Finral goes to sleep for the first time, Marru tells him in his dream to steal his mother's necklace. Won't give any other details or reasoning.

If he obtains her necklace, Marru will instruct Finral to perform a ritual that requires a vial of water from the pool of enlightenment, a drop of his blood, an incantation in primordial, and a leaf from a dryad all thrown into a fire before the necklace. Once complete, the flame extinguishes and the necklace is gone.

FEY CROSSING:

- You are told by the Archfey that she will tell you where the closest known Fey Crossing is in exchange for a favor that will be asked at a later date. The agreement must be kept.
- The Fey Crossing is on top of a mountain in the Winterland.

The Pool of Enlightenment: A crystal clear pool of water that grants those who bathe in its waters advantage on all wisdom saving throws and checks for the next 24 hours.

EILONWY

- Eilonwy is bathing in the pool. You see that her body from collar bones down is covered in scars of varying sizes.
- She was stolen from her parents at a young age and thrust into a life of slavery to the dragonborns of Blighttown.

Apothecary: A small and well stocked shop full of great smelling herbs. Ran by an elf named Oleander. Has ingredients for werewolf tonic for 175Gp

General Store: A neatly organized shop run by a dryad named Elysia. Loves shiny things.

Tavern: A large very oddly decorated drinking hall run by a satyr named Stromick. Will off the party a drinking contest.

Group session 5:

You guys set out on your long journey to the Winterland. As you pass the gates, Finral your mother waving along with some of the other townsfolk. You continue on the paved path until it ends and turns into a well traveled natural path of compacted dirt, leaves, and twigs. Everything from the leaves on the trees to the foliage in the woods, to the grass on the ground are various shades of orange and red. You hear the sounds of birds singing and see various woodland creatures grazing just off the path. You travel for several hours and Skeld you have a feeling that it would be about sunset if this was back home. You make camp under a large what seems to be an oak tree.

Finral's punishment:

Finral, as you finally drift asleep you open your eyes and you are in Marru's Library. You notice that no books are floating around him. Instead, all of his various eyes are looking at you.

"In all the countless centuries that I have gifted you mortals a taste of my power, never has one of them disobeyed me." You see the glittering silver chain float next to him.

"Tell me, young Finral, why did you send me a piece of the necklace of the Western Star?"

"I am fully aware of what it does or I would not have asked for it. My directions were very clear. However, I am a merciful patron. I will allow you to see what is in store for your soul once it leaves the marital plain for good."

Your body floats up and starting at your legs the flesh begins to be ripped from the bone as if by a pack of dogs are clawing and tearing at them. What seems like hours pass as finally only your left eye remains suspended in air. You are still aware of what is going on as if you still had your body. Your eye then begins to move towards Marru as his eyes shift around as to make room for yours. Once your eye connects, your awareness fades, and you wake up.

You all get a full rest, Eilonwy prepares a nice breakfast of cured and salted meats and you all set out once again. As you approach a river, Skeld you see three humanoids crossing the river towards you.

The river is about mid thigh deep not too hard to cross on foot. You travel again for several hours before making camp again.

Finral's Redemption:

You are to paint a rune in the blood of a freshly killed powerful magic user on the mountain which you are seeking. Then I will return the power I gifted you. To aid you, I will allow you one spell.

Siege on Nugurn

City gate: AC: 17 HP: 77 DT: 20

3 cannons: 8d10 1 action to load 1 action to aim 1 action to fire. 8 guards on the wall.

Round 0: Guards run to the wall.

Round 1: Goristro runs up and uses charged gore. 5 siege ladders are placed. 1 bearded devil per ladder. If a devil climbs the wall it kills a guard. Strength check DC 18 to push ladder over.

Round 2: Goristro uses multiattack on gate. 5 more bearded devils climb ladders.

Round 3: Goristro uses multiattack on gate. 2 chain devils climb the ladders. If grappled, the chain devil will attempt to drop the enemy off the wall. They fall their movement speed. (If a player is dropped, Qidus will cast levitate.)

Round: 4 Goristro uses multiattack on gate. Trebuchet hits a random 10ft area of the wall 6d8 bludgeoning.

Round 5: Goristro uses multiattack on gate. 15 archers arrive at the wall. No more devils climb ladders.

IF GATE IS BROKEN, 50 ARCHERS WILL BE IN FRONT TO ATTACK GORISTRO.

If the gate is broken, 10 bearded devils, 5 chain devils, and 3 spined devils will attack guards.

If Goristro dies, devils will fall back to shore. Gallamar will order the party to go to the commander which will tell them about the secret tunnel out of the city and to retrieve soldiers that are reported to be held up in Fort Frost.

"The seven are already here. They've been here longer than you know. You are already doomed."

Silo, cow, door man
Full moon tonight