
Key:

Underlined Name - Player Character

Bolded Name - Non-player Character or Location

Italics - Key Detail

Session Summary:

Eight heroes, strangers to one another, experienced the same nightmare on the same night. They woke in the place they remember bedding down for the evening only to find the window of their room open. Upon inspection, they saw a cavernous ravine that had swallowed most of the city and left the remnants burning. Cries of suffering and woe carried over the distance and drew the eye of the beholder to **Lorwyn Hall** - the famous theater of the city - which appeared unscathed.



Below they spot a loved one, who briefly warns of something ominous before transforming into a terrible monstrosity known as “**The Insatiable Hunger**”. It declares proudly how their civilization will be the most glorious prize of them all before sending them plummeting into the abyss below.

Waking with a jolt each hero again finds themselves in their place of rest. *A letter waits for each of them penned by a stranger named **Prospero*** insisting that they come to Lorwyn Hall at once to help with an important matter.

Outside the theater the strangeness continues: a crowd of disgruntled customers stand before the empty box office demanding refunds for the tickets they purchased the day

before. Apparently the show that was intended to open the night before never took place.

Upon entering the theater to investigate, a curse upon the doors activates trapping each of the heroes inside. They briefly have an opportunity to meet with one another before beginning the investigation proper. Phibella is the first to make it to the stage, where she discovers the severed hand of one of the actors. In that hand was a letter detailing all the things that needed to be brought out to the stage for a dress rehearsal. All of those items - save the prosthetic nose - were present.

Within the covered mirror Curran discovers the man called Prospero. An eccentric performer, the old man weaves an explanation for his summons in iambic pentameter. After weathering an inquisition from the bemused party about who he is and why he can't leave the mirror, the party departs with a quest: figure out what happened to the actors of Lorwyn Hall. It is around this time that Curran becomes curious about the fancy-looking comb on the stage and discovers that it is a magic item known simply as the Stylist's Comb.



Hellebore leverages Prospero to identify the severed hand on stage as belonging to **Arric Longdrink**, a visiting actor from the Carserran Mountain Nations, and also the curse marks on the doors preventing their escape as veve markings: used by dark practitioners of strange druidic magics.



It isn't long before the party discovers the first hint of present danger. While investigating a bloody scene in the green room (later determined to be the remains of **Miranda Montclair**) they manage to spot an uncanny chair which peeks back at them with an unnatural eye. Nyserra slays the monster with a lone, precise arrow. Curran and Phibella both recognize the creature as a mimic and share some lore with the party about what these creatures are and how they operate.



Orren leads the way to investigate two pairs of bloody footprints that lead through a damaged door. He determines that two people fled down a hallway toward the basement. Rather than carry on, the scouting party returns to ensure no dangers lurk behind them.

Thoroughly paranoid, the party continues to investigate the theater for out-of-place objects. In the gentlemen's locker room, the party discovers a pool of blood in front of the locker of **Luin of Ost'Telu** (later determined to be the site of Luin's own demise), as well as a number of clues inside the locker: Luin's journal and a letter from Luin's home penned by someone named Thia.

After learning a little about the rivalry between Luin and **Orson Maxwell**, the party finds Orson's locker. Hespera cautiously opens the locker from a distance with her Mage Hand spell which saves her from being struck with a poisoned kitchen knife.

It appears the owner of the locker left a trap waiting for anyone who came snooping along after him. Orson's locker contains a strange amphora that appears to bear similar



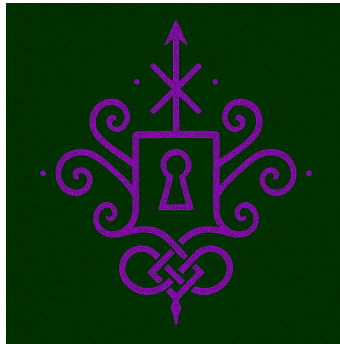
veve markings to those on the doors of the theater as well as instructions for how to use the jar to 'remove his hated enemy' as well as instructions for how to escape the theater. Jynniss is the first to surmise that a two-way enmity between Luin and Orson has boiled over, and that Orson was responsible for Luin's death - as well as the other deaths that have occurred here. The party also finds the omni-prosthesis.

Now on the lookout for additional mimics, the party presses on into the remaining rooms upstairs. In the kitchen, they discover three knives in a rack for three. Having already found a missing kitchen knife in Orson's locker, Aurhan uses his mage hand spell to safely check each of the three knives. The third transforms into a mimic, spoiling its ambush and causing another fight to ensue. This elder mimic takes much longer to slay, but the party eventually emerges victorious. At its core, the party finds a jewel-like heart of pure amber.



In a rush to escape with the knowledge they've gained, the party heads down to the basement. They expediently locate **Lucy Golding and Thierry Orbonne**, the two survivors that fled the card game, who confirm that Miranda was the one killed in the green room. Heading to the end of the basement hallway, Aurhan taps the Escape veve

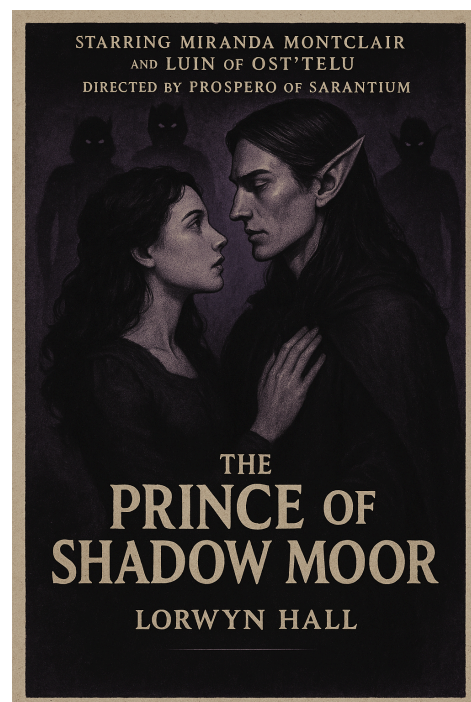
and reveals a hidden room oozing with dark magic. There is a sleeping area that looks



like it has been in use for months, as well as a ritual brazier with the body of a lesser Earth elemental draped over the top of it, its heart cut out. They replace the heart and restore life to the elemental which introduces itself as **Cobble**. Cobble explains that it previously resided in the **Earthenlode Mine** to the East, located beneath the **Guardian Tree of Earth**. Cobble suspects that it was attacked by a druid, for its attacker spoke in the primordial tongue and used a druidic incantation to render Cobble unconscious.

Following the trail of escaped mimics into the sewers, the party stumbles upon the body of Orson Maxwell, who was shot in the head immediately after making his escape into the sewers. As the party walks toward the canal and daylight, they notice the first of Evershade's leaves fall into the water before them. The great spirit tree has never once shed its leaves in living memory, so all recognize it as a very bad omen.

These eight heroes are the only people who know the whole story of the fate of Lorwyn Hall's actors on the fateful opening night of 'The Prince of Shadowmoor'. The question



is, what will they do with that information? *Will they report it to the Watchers? The Druids? The Wardens? The Icosans? Or perhaps they will keep the information close to the vest and brave the Earthenlode Mines themselves...*