

An account of the story so far...

Week 2

Fallrise 34

- Tonight is a full moon, and in The Hollows, every full moon, the townspeople gather at the Chapel for their monthly ceremony.
- Olm, the innkeeper serves as priest. During this ceremony, the Gods Wail (goddess of air & weather), Flow (goddess of water), and the Nightwalker (god of night and untamed nature) are worshipped, and the villagers pray for bountiful harvests and uncomplicated births, and honor the dead. Tonight, villagers bring offerings of chickens and other animals, as well as crops, which are left for the gods at the chapel.

Fallrise 35

First Weatherstone Quest Begins

- Six members of Miriam's retinue, including her caretaker, So'Ley, have left on a quest to try to locate the ancient site of Weatherstone, in hopes of finding out what happened to **Virgil**.

Fallrise 36

- Weatherstone Quest party arrives in Arenhem, meets Malfus, who agrees to show them where Weatherstone is located.

Week 3

Fallrise 39

- Weatherstone Quest party arrives at Weatherstone. Tricks a group of orcs into entering the castle. Fight the zombie orcs, decide the whole thing is too scary, leave.

Fallrise 43

- Weatherstone Quest party, heading home, arrives at Arenhem. Witnesses a Goblin raid. They kill the goblins, then steal a Statue Of Rust that the Goblins had stolen, becoming infamous with Arenhem.

Fallrise 44

- Rumors from Anno the Traveling Marchant:
 - Zertomere, the Elvenspring man, whom the Aslenes have begun to regard as a Prophet to their god Horn, continues to attract Aslene riders to his stronghold, the ancient castle of Amber's Peak. His domain of influence now includes most of the villages in the Margelda Plains. People speak in hope of him gathering an army to end the bloody reign of the Rust Church, and the evil sorcerer Zytera in the west.
 - A number of fires and firey monsters have been appearing near the villages surrounding Amber's Peak. Some suspect Zertomere is

experimenting with firey sorcery. Some think it is a curse of some other nature.

- Perhaps unrelated, perhaps not: strange sightings and disappearing farmers have been reported along the northern side of Blackwater Bay. Some say the peninsula is home to demons, or a wizard. Others say there is an entrance to the bowels of the earth, or to the place where ghosts go during the daylight hours.

Week 5

Fallwane 9

- **Barens arrives** in The Hollows, begins Smithing.
- A few bandits arrive in The Hollows and start a fight by poisoning someone's food. They speak of their lord Krasylla, then flee the town.

Fallwane 10

The Bandit Attack

- **Grog** spots a bandit camp just north of The Hollows. Yawim and Mrs. Pollmor spar over defensive strategies until **Jasen** Laneer brokers union.

The bandits attack The Hollows, and are slaughtered.

During the battle a Bloodling demon emerges from the river, which **Jasen** ends up delivering the killing blow to by stuffing a holy relic into its mouth.

During the battle, fighting in the graveyard disturbs the dead, who rise up and prepare to attack the village. Miriam stands before them and sends them back to their graves. **Grog**, in an attempt to loot the walking corpses, gets his foot dismembered. 8 bandits are captured. Olm, the village inkeep and priest, dies in the battle.

In the following days:

- Ever since the bandits attacked, there has been a general rise in a desire to be ready for the next threat. The man named **V** has begun offering to teach villagers how to fight, how to coordinate their efforts, how use archery against enemies, and he has begun work on building a barracks in the hills the west of town.
- Talk has also been drawn toward the large mercenary company (of about 100 men) called the Black Pikes based in an abandoned castle just 20km (2 hexes) northwest of The Hollows. Their leader, Berengar Neustadt, has a reputation for capricious violence and flexible interpretation of business dealings. While the Black Pikes have not yet posed any explicit threat, their sheer number and reputation, coupled with recent experience, has led them to become a somewhat anxiety-provoking subject of late.
- Miriam has become another object of hushed late night conversations. She turned the whole horde of undead. Did you see that? Is she a sorcerer-child? Is she a demon? A prophet of The Nightwalker? Of The

Raven? Have you heard the rumor that the new adventurers in town who helped save the village have all come because of a prophetic dream of Miriam as Queen of the Ravenlands?

- Since Olm died, there is nobody to turn to for spiritual guidance, save for Sturkas, the Rust Brother. Sturkas, for his part, as been largely absent—perhaps moreso than normal, hermeted away in his hut. When he emerges, he is tight-lipped and tense...

Week 7

Fallwane 21

- Over the last week and a half since the night of the bandit and demon attack, more and more villagers have discovered that beneath their feet, when stationary for more than a quarter of an hour, small stones and pebbles nearby emerge from the ground, or roll into place, forming a strange spiraling, circular pattern around that person's location. They have been calling it "The Stone Curse". Town meetings have convened, and opinions of what to do about it have ranged from nothing, to praying to the gods, to making a sacrifice to Rust, to even one villager's suggestion that Miriam and all the new adventurers are to blame, and that they all be banned from the village. Dailia, Olm's daughter, and the village's new and inexperienced priestess, has been planning a ritual sacrifice for the upcoming Fallturn festival (later this week), and has been vocally hoping that her prayers will be heard by the Gods and the Stone Curse will be lifted.

Today, however, all that has proven unnecessary. All those who have been afflicted with the stone curse have noticed their stations suddenly and blessedly free of any strange pebble mandalas. A jubilant call rises within the village, and dozens gather within and around the chapel to offer thanksgiving to their gods. The idol of Heme outside of Rust Brother Sturkas' house is stacked with food. Baskets of food are left outside Miriam's house. Nobody really knows how the curse was lifted, they're just glad it's over.

The 8 remaining bandits, held captive from the attack have been put to work in the village's stone quarry. **Lithos has been put in charge** by Mrs. Pollmor of keeping the slaves secure and assigning them work. The bandits remain sullen, aggressive, and unrepentent. If villagers wander too close to the work party, it is not uncommon for a bandit to spit in their direction, or utter phrases about the worship of their "Demon Lord." After 5 days or so of forced labor, one of the bandits reportedly attempted to attack Lithos, who was forced to defend himself, and the bandit perished of an axe wound to the head (**In truth Lithos asked the bandit captives which among them was the leader, then immediately sunk an axe into the leader's head, declaring himself their new leader**). He was buried in the mass grave along with his 15 compatriots. Their work continues unabated.

- Yawim reports that his two boats, which he uses to ship beer down river, have been sabotaged and burned in Ironpond, the next town over.

Fallwane 22

The Trial, Lithos' Betrayal, The Dead Leave The Hollows

- Yawim gathers a posse and marches to the village square: **declares that Mrs. Pollmor is no longer fit to be the village Elder**, accusing her of sabotage and thuggery, and he declares himself the new Village Elder. Sturkas imprisons Pollmor. **Jasen** proposes a trial. Lithos presents evidence that Pollmor asked him to sabotage Yawim's boats. The villagers elect a judgment council of **Jasen** Laneer, Ness, Nirvea, and Brother Sturkas. Nirvea has evidence that Lithos needs to be rounded up as well. The guards spring into action to find him. Lithos has slipped away to the bandits held in Gremla's barn. "Help! They've got children hostage!" one militiaman shouts.

Lithos blasts a hole in the village wall, and Valjean spots him, the bandits, holding 3 children hostage, escape. "They're holding the children hostage, he says he's going to kill them!" **Jasen**, **Alyssum**, and Valjean hop on horseback and pursue Lithos and his bandits. The rest of the village hangs back because Lithos threatened to kill the kids if they're pursued. In fact, Lithos removes one child's finger as he runs.

Jasen, **Alyssum** and Valjean keep their distance and follow. Several attempts to parlay are made, with Lithos insisting that he will murder the children if pursued, and the other PCs saying, "Just let the children go and we'll stop pursuit." The pursuit across the plains, down the river continues until the bandits enter a copse of tall grass and begin to use torches to light it on fire. Lithos feels threatened by the pursuit, and throws a 3-year-old boy into the river.

Alyssum and Valjean ride frantically down river to catch the floating body. Valjean splashes into the icy water, holding onto **Alyssum**'s staff and retrieves the boy. **Alyssum** attempts to revive him, only to discover that he'd been dead before he landed in the river: a rough blow from a man's hand had done it.

Seeing the two characters off of horseback, the desperate villains attempted to rush **Alyssum** and Valjean, who calmly get back on the horse, dead boy in hand, and ride to a safe distance. As the smoke from the grass fire gathers, Lithos shouts to the riders, "come, let us parlay! If you dismount from your horses, and allow us to approach, we can talk."

To the others' consternation, **Jasen** dismounts, tosses his weapons to the ground, and begins to approach, saying, "Let us speak one-on-one, as men, ho ho ho, just you and me." Lithos, however, approaches with a grin and 7 bandits at his side. **Jasen** turns, runs, pursued, and mounts his horse in time to ride off again.

The villains vanish into the smoke and swim across the river to escape. Valjean dismounts and secretly follows. The villains head southwest, upriver,

toward the mountains, Valjean in distant pursuit. Alyssum and Jasen return to The Hollows, their heads hung low with grief.

- King Algarod arrives at The Hollows, the dead rise, join him, and leave. Virgil is spotted among the dead.
- Yawim and Mrs. Pollmor disgraced. The Council of Elders is enstated in The Hollows. Jasen attempts to get himself elected to the council of elders but is rebuffed. He is told that he hasn't been in the town long enough.

Fallwane 23

- After tracking Lithos and his bandits down, the PCs attack them in the night. All but one bandit and Lithos are killed, those two fly off into the night. So'Ley returns to The Hollows with the 2 surviving children.

Second Weatherstone Quest

- Valjean, Barens, V Grogu, and Alyssum took the remaining horses and sped through the night post-haste towards the haunted castle of Weatherstone, through the forest and over the mountains. If the entire undead hoard from Weatherstone was just now shambling back from The Hollows (and in greater number), then the castle is now likely empty, and a small window of opportunity now exists to scout its echoing halls and discover whatever secrets might lie within.

Fallwane 25

- **Rust Brother Sturkas, having too much suspicion of Miriam, is murdered by So'Ley and Jasen.** -
- **Vanthar arrives in The Hollows** for the first time.
- On the way to Weatherstone, Valjean, Barens, V Grogu, and Alyssum encounter a group of Belderannian dwarves led by Porisia Silverthroat. The PCs convince the dwarves to join them in the investigation of Weatherstone.

At some point, Barens casts a spell, which incurs a mishap, and reverses gravity for him for several days.

Fallwane 26

- Valjean, Barens, V Grogu, and Alyssum arrive at Weatherstone ahead of Algarod's army. The castle is empty. They enter from the cliff to the upper levels.

They encounter a cursed portrait of Zygofer's daughter, Therania. After the portrait threatens them, they burn it. Inadvertently, this action frees King Algarod from a curse binding him to Therania's will. **Algarod is free.**

They battle some harpies, and battle a twisted chimera. The party determines that the castle is too dangerous, and leave.

During the battle Alyssum casts a spell which incurs a mishap, which melds her mind seamlessly and permanently to Porisia Silverthroat's. Neither of them are able to keep secrets from each other. Unfortunately, Porisia is life-bound to keep secret the entrances to the Deeps, the underground realm

known to the Belderannians. Alyssum stops the dwarf from killing himself by swearing that she will find a cure for this condition if he puts himself into a stone trance.

Fallwane 27

- Valjean, Barens, V Groggu, and Alyssum speak with Algarod, and learn that his primary goals are, a) vengeance against Therania, b) to get the Nekhaka scepter back to Alderland.

Week 8

Fallwane 29

- V Alyssum, Groggu, Barens, Valjean arrive back in The Hollows from their second quest to Weatherstone.
- Jasen begins writing "A Treatise on the Nature of Markets and Wealth"
- Rumors from Anno:
 - A large bandit compound/black market within the ruins of Falander has been attacked and destroyed by soldiers from Farhaven, under the banner of the Congregation of the Serpent. Surviving bandits have fled and taken shelter in the nearby village of Roguehollow, causing quite a stir there.
 - The village near Amber's Peak, Chillburgh, seems to be having some trouble lately with werewolves... Whether these are simply mad Wolfkin, or something else is unknown.
 - SE of Karnevera (a large village, the 2nd one down river from here), seems to be a mine or cave, from which have emerged "lanky, eyeless miners spending gems just for food!"

Fallwane 31

- Groggu begins to train villagers to ride, and begins performing at The Three Skull Tavern
- Alyssum begins work as a Bowyer

Week 9

Fallwane 36

- Jasen finishes "A Treatise on the Nature of Markets and Wealth"

Fallwane 37

- Bryce, and Aldrea begin working for V training villagers in combat.

The Beer Run Quest Begins

- Jasen, Alyssum, Yawim, and V leave The Hollows on their Beer Run Quest up to Farhaven to sell beer and create a trade route.

Their first stop is Berengar Neustadt's castle to meet with Beregar. He is a saucy asshole and demands tolls for passing through his lands. The PCs notice creepy black-clad archers mixed in with the usual Black Pikes.

Fallwane 39

- **Jasen** heads south from Quill to Dead Valley, purchases his boat, *Taxation is Theft*, and sails downriver to Quill.
- **V**'s barracks is completed.
- Rumors from Anno:
 - Cursecross, now considers itself under Zertomere's growing domain. Perhaps it is only a matter of time before Zertomere seeks to recruit The Hollows.
 - Ironpond, the next village downriver, has an unusually large ratio of women to men. Some say there's secret sect of women there that has a cache of magic, disguises, and wisdom somewhere in Ironpond.
 - The people of Karnevera, two villages downriver, whisper of witches who live within the shadows of Hexenwald (a small patch of forest to their southwest), trading favors and charms for blood. Others insist it is the haunt of a necromancer, pointing to antique maps showing a tower where the forest now stands. They say the necromancer wished to live forever, and so sealed his heart away in a jeweled statue, hidden beneath his throne. No one has seen the necromancer in centuries, however, and the educated dismiss these rumors as superstition. Until last month, that is, when walking corpses were sighted near the borders of the wood, some even wandering onto nearby farms. Has the Necromancer woken from his ancient slumber? Or is some other dark power at work?

Fallwane 40

- Yawim, **Jasen**, **Alyssum**, and **V** ready to row out of Quill. **Bundi det Somerset and his dog Sage are found** hiding beneath a tarp on their boat, on the run from his "brother" in Quill. **Bundi** joins the party.

They ride downriver to Balacut, sell a couple barrels and leave, feeling thoroughly creeped out by the locals.

On the way to Lastburgh, they spot a temple in the distance, on the eastern bank, and leave it be. **(This was a demon temple, which Lithos would, only a couple days later, rescue from an attack and begin recruiting followers from).**

In Lastburgh, **Alyssum** inquires with the bloodmage Svolme Scar about the possibility of lifting her mind-curse. He knows of only one who can do what **Alyssum** wants: Jistana the Sorceress who lives on Margelda's southern peninsula, near Handor. **Alyssum** is creeped out enough by Svolme to recommend that the party sleep in a barn tonight.

The PCs slum it with Herwyg, the drunken mayor and sell him beer.

Bundi gets pelted with mud by children, and meets Brandolur, a friendly demon-worshipping halfling. "Po'kur-ko of Pain!" he mutters drunkenly.

That night, in the flash of lightning, **Bundi** catches the briefest glimpse of an insectile demon vision.

Fallwane 41

- Yawim, **Jasen**, **Alyssum**, **V** and **Bundi** row east on the Elya river toward Snakewater. Around noon, they encounter the merchant cogg, *Moon Apple*,

under Captain Sertold. After departing, they discover another stow-away, Meroggha. He is a young goblin who has escaped the clutches of his abusive halfling family in Farhaven. This evening, they arrive in Snakewater.

Week 10

Fallwane 42-43

- Yawim, **Jasen**, **Alyssum**, **V Bundi**, and Meroggha get to know the drama in Snakewater: Lord Brivia holds the hamlet under the sway of his thugs. Birivia offers a reward for a solution to the nearby Saurian problem. His proposal is to slaughter the nearby Saurians. The PCs instead build a trading platform in the marsh. Lord Brivia also tries to recruit the PCs to go to the island of Tannoch to steal some artifacts. They refuse, rowing out the next day.

Fallwane 43

- A stranger arrives in The Hollows wearing a raven mask (he is Cuts), says, "*The Raven's Purge is neigh. Zytera works unwittingly to bring it to pass. Zytera may yet bring the Demon Flood upon the Ravenlands. Something terrible has happened in the Feulenmark. The Orcs therein are bearing the brunt of Zytera's demonic experimentation. Prepare yourselves, my friends. Tis the calm before the storm.*"

Fallwane 45

- Yawim, **Jasen**, **Alyssum**, **V Bundi**, and Meroggha Arrive in Farhaven. Immediately upon arriving, **Jasen** Laneer encounters an old friend, Halfling, **Louis Pewterfoot**. At the same time Meroggha is spotted by his angry siblings and is chased through the town. This event makes an unpleasant row at the Adorning Oak Brewery, and the PCs decide to get a room in an out-of-the-way Inn.

Fallwane 46-Winterrise 1

- Yawim, **Jasen**, **Alyssum**, **Bundi**, and Louise explore Farhaven.
Yawim tastes beer with a secret ingredient from Pelagia. **Jasen** donates his book to the library and gives a speech on it. **Alyssum** and **Bundi** get absorbed in books at the Great Library.
V and Meroggha decide to buy a horse and head straight back to The Hollows.
- **V** arrives back in Snakewater just in time to catch Lord Birivia attempt to cheat the Saurians in a poor trade by selling them a sack full of stale/rotten bread. **V** accompanies them, but the trade of rotten bread goes bad. 1 villager and 1 saurian are injured. Lord Brivia makes a run for it, and **V** shoots an arrow into the man's ass, then rides off.

The next day, **V** passes through Amber's Peak, and is off-put by the infighting between the Quard and Galdane priesthood.

Winterrise 2

- Yawim, **Jasen**, **Alyssum**, **Bundi** set out for Pelagia.
- Louis Pewterfoot heads home.
- **V** and Meroggha arrive back in The Hollows.

Week 11

Winterrise 3

- Rumors from Anno
 - To the Northwest, Zertorme's forces have occupied the town of Quill for over a year- a town which borders Rust Church territory. Zertorme, of course, is dedicated to resisting and one day destroying the Rust Church. Anyway, there seems to have been a popular rebellion or uprising within Quill against Zertorme's occupying forces, and he has been forced to withdraw his soldiers from the town. After some infighting, the town seems to be now under the control of a local religious leader.

Winterrise 4

- Yawim, **Jasen**, **Alyssum**, **Bundi** arrive in Pelagia. They **meet Solga Dillywheel stuck on the edge of a cliff** as she attempts to gather strange lichen. This evening, Byrnel of the Watchers hires the PCs to try to acquire the "Gift of the Sea," some artifact that the Storm Druids here are keeping safe.

Winterrise 5

- Yawim, **Jasen**, **Alyssum**, **Bundi**, and **Solga** explore Pelagia, piecing together the Maha sigil clues to acquiring the Gift of the Sea. They make friends with Kritre the Caller, head druid.
- **V**'s stone quarry begins production.

Winterrise 6

- This morning, **Jasen**, **Alyssum**, **Bundi**, and **Solga** manage to crack the Gift of the Sea code in Pelagia's Chamber of the Winds. However, a dwarf assassin attacks. **Jasen** tricks the assassin, who is blown out of the chamber and falls to his death. They discover that a turncoat druid, Heaven's White Fire, has already stolen the Gift, which is the ancient dwarven hammer Scarnesbane. Heaven's White Fire has released one of two ancient, 12m tall obsidian titans with the instructions "kill all humans." Hunting Lynx and **Solga** hop on the back of the pegasus Velakia to confront the titan. **Solga** undoes the Titan's programming.

Heaven's White Fire has been sailing away, but Kritre summons a storm which blows his boat back. The PCs, with the help of Princess Arvia of Crome, confront him. **Solga** delivers the decisive blow, and acquires the Scarnesbane hammer. **She then gifts it to Arvia, who swears friendship in blood and stone to Solga.**

Winterrise 7

Lift **Alyssum's** Curse Quest

- Yawim, **Jasen**, **Alyssum**, **Bundi**, **Solga**, Kritre the Caller all leave Pelagia, **with the obsidian titan following** Kritre as a protector. They head to Farhaven, where Yawim purchases his own boat and begins to take it upstream to further establish a trade route. The other PCs plan to row south, to find Jistana the Sorceress.

- The villagers of Snakewater attack Lord Brivia and trade him to the Saurians, who take him and eat him (he is better than stale bread).

Winterrise 9

- **Jasen**, **Alyssum**, **Bundi**, **Solga**, Kritre the Caller are assailed by bandits at their campsite. The Titan emerges from the swampy water and terrifies the Bandits away.

Week 12

Winterrise 10

- **Jasen**, **Alyssum**, **Bundi**, **Solga**, Kritre the Caller stop in Highrest for the night, though **Bundi**, having just escaped from this place, remains in the boat.

Winterrise 11

- Due to uncaredful planning on the part of **Jasen**, **Alyssum**, **Bundi**, **Solga**, Kritre the Caller, The Obsidian Titan from Pelagia walks through Highrest, destroying a section of the wall, many homes, and half of Lord Algol Partorichy's (**Bundi**'s "father") manor, causing major havoc. A platoon of soldiers follow the Titan until it disappears into the sea.

Rust Brothers Hang Nirvea

- **Rust Brother Malinar and his posse arrive in The Hollows** to investigate Sturkas' death. They begin to interrogate every villager about anything suspicious.

Nirvea knows they'll find out that she's a raven sister. **She tells the PCs about the Raven's Promise poem, and the need to get Miriam to the hidden village of Koracia.** She takes a poison to fake her death.

Winterrise 12

- Nirvea's body is nailed up on the walls of The Hollows. This evening, she is buried. **V** digs up her body and brings her to his barracks in secret.
- **V** completes his first Iron mine.
- **Jasen**, **Alyssum**, **Bundi**, **Solga**, Kritre the Caller are stuck in a blizzard, hauling their boat over land. They camp in the lee of a massive stone wall on the coast.

Winterrise 13

- Nirvea awakens in V's stronghold.
- **Jasen**, **Alyssum**, **Bundi**, **Solga**, Kritre the Caller discover Llao-Yutuy's mound in eastern Margelda.
- Rumors from Anno:
 - The town of Quill having recently undergone a popular uprising and expelled Zertorme's host of Aslene riders, has now accepted new leadership under, surprisingly, Berengar Neustadt, the captain of the infamous mercenary group The Black Pikes. This is the very same mercenary group which keeps its headquarters in a ruined castle just 20km NW of The Hollows.

Winterrise 14

- **Jasen**, **Alyssum**, **Bundi**, **Solga**, and Kritre arrive at the village of Handor and Llao-Yutuy's firing pit, home of Jistana the Sorceress.
- Princess Arvia of Crome & her riders arrive at The Hollows

Winterrise 15

- Jistana the Sorceress (an aged, shriveled sorceress) agrees to help **Alyssum** free herself from her mind-curse, in exchange for them killing her husband, Llao-Yutuy. The PCs also discover that Llao-Yutuy has been kidnapping villagers from Handor and binding their souls into pottery. **Alyssum** and **Bundi** enter his bedroom at night, and **Alyssum** drops the ceiling on him, killing him instantly.

Winterrise 16

- **Berengar Neustadt is assassinated in Quill. His men blame the Rust Church and Krasylla's cult. His demon-worshipping allies are slaughtered by his Black Pikes.** His son Regmund inherits his titles.

Week 13

Winterrise 17

- Jistana the Sorceress, widowed, "mourning", and now apparently 50 years younger, agrees to cast a spell with Kritre to free **Alyssum** of her cursed connection with Porisia Silverthroat. Kritre announces that he will also attempt to free Jistana's prisoners, triggering the Obsidian Titan's assault on Jistana's stronghold. The PCs rile up the villagers of Handor (whom Jistana and Llao-Yutuy have been taking advantage of), and they assault Jistana's hive, killing her, destroying much of it. In the aftermath, **Jasen** Laneer touches a poisoned cloth and very nearly dies, save for the quick thinking and skills of **Solga** and the rest. They must regroup and rest for a while. Edward, Praen, Hrolf, and Miro become followers of **Jasen**.

Winterrise 18

- A message from the Black Pike's (& Quill's) new leader, Regmund arrives in The Hollows, offering partnership. The villagers reject it.

Winterrise 20

- Yawim returns from Farhaven beer shipping quest, bringing **Lanzo Siward with him from Lastburgh**, an evangelist for the Temple of Earth (nobody realizes that Lanzo is a spy for Lithos, and will begin converting villagers to a cult secretly run by Lithos Slate).

Winterrise 21

- **Dyrwud Benlocks arrives in The Hollows**

Under The Hollows Hillock

- **V** Vanthar, **G**roggu, Dyrwud, and Lanzo Siward decide to investigate the crypts beneath the Hollows hillock. After encountering the tortured spirits of Count Nepola and his wife, they find the long-imprisoned and tortured Menaka. Begging for freedom, Menaka offered his services as a "Great Magistrate," to help build a kingdom for the adventurers, and help them acquire the legendary Stanengist

Crown. **They accidentally free Menaka, Vanthar losing his arm in the process.**

Winterrise 23

- A Baby dragon is hatched at Amber's Peak. Zertomere's mount kills it. The mother dragon begins burning and harassing the town.
- Anno's rumors:
 - A new Magistrate in Karnevera (40km to the east of here) is bringing a bit more justice to the somewhat cutthroat populace. There is talk of Karnevera possibly joining Zertorme's domain.

Week 14

Winterrise 26

- The Hollows is growing. 12 laborers arrive from Ironpond to work on V's quarry. They consist of more women than men (as is the curious trend of Ironpond), and exhibit a paranoia and uneasiness regarding being away from their home. During the day, they work in the quarry. During the evenings, they huddle quietly by their camp fires. The Hollows is now 130 people.

Winterrise 28

- **Jasen**, **Alyssum**, **Bundi**, **Solga**, and Kritre arrive in Quickharbor. **Bundi** undergoes a magical initiation.

Winterrise 30

- Lanzo Siward completes a Shrine of Earth just outside The Hollows.
- Dyrwud Benlocks, while exploring the surrounding countryside, has recently discovered an abandoned Meromannian dwarf infant in the western mountains. He's named the child Reinhardt, and given him over to Gremla and Beidor for care. After losing their youngest son Bibli to Lithos and his gang, the couple are overjoyed to offer their care of the young dwarf.

Week 15

Winterrise 32

- **Jasen**, **Alyssum**, **Solga**, **Bundi**, Kritre the Seer arrive in Karnevera. **Jasen**, **Alyssum**, and **Solga** undergo initiation to learn Path of Healing sorcery.

Winterrise 33

- Rumor in The Hollows that V has built a gemstone mine to the south.
- Anno's rumors
 - Earlier this month, some giants and dwarves took over the town of Karalend, somewhere north on the shores of Lake Varda.

Winterrise 36

- This evening, **Jasen**, **Alyssum**, **Solga**, **Bundi**, Kritre the Seer (along with a cart full of cripples), Praen, Eward, Miro, Hrolf arrive in The Hollows with a massive Obsidian Titan.

Winterrise 37

- **Waran Usus** arrives at The Hollows for the first time. Begins selling food.

Week 16

Winterrise 40

- Kritre is passing through Highrest, escorting the cripples they rescued from Llao-Yutuy's stronghold to safety in Pelagia. He encounters a rumor that the Obsidian Titan (which wrought havoc in Highrest 29 days ago) was seen passing Rimmorr, emberburn, Cursecross, and "is at Kernevera." Obviously everyone knows it's heading in the direction of The Hollows. He appears in Alyssum's dream to warn The Hollows.
- Anno's rumors:
 - An army of monkey demons has laid siege to Fort Riverstone, 80km to the north on Lake Varda, home to the noble lady, Countess Nirinda.
 - The dragon continues to torment Amber's Peak and its village of Augerville. Zertorme is willing to pay 30 gold pieces to anyone who can capture the dragon alive for him.

Week 17

Winterwane 4

- Alyssum and allies finish completing their home Tower.
- Alyssum conceals the Obsidian Golem within the cliff face of the hillock
- The 6-limbed Golden Statue destroys Congregation of Serpent's new attempt at a temple in Falander.

Winterwane 6

- Bundi's "brother" arrives from Highrest with a posse of horsemen. He is hunting for the Obsidian Golem that destroyed part of the town and also for Bundi. Jasen convinces him the best place to search would be in the south, towards arnhem, and then to cross the pass into the Groveland Woods. As he watches the horsemen vanish to the south, he hopes that they are taken by the Orcs, and no longer trouble the Hollows and his prize.

Week 18

Winterwane 7

Brother Ranganhar Arrives

- The new **Rust Brother Ranganhar arrives** in The Hollows.

Winterwane 8

- V begins paying Menaka 70c/day for a diplomatic map of the region.

Winterwane 9

- Anno's rumors:
 - At Amber's peak, the dragon has slain about a 10th of the population. Zertorme turned out from his labs several fire-breathing minotaurs, and together with a couple platoons of Aslene riders, they hunted down the

dragon in an attempt to capture it. After slaughtering about 1/2 their number, the dragon was killed.

- The congregation of the Serpent is officially declaring a settlement within the ruins of Falander. They have built a wall, and settlers are beginning to move in. They had begun work on rebuilding a lost Temple of the Serpent therein. However, on the 4th, a colossal, 6-armed golden statue came striding across the surface of the waters of The Tin and obliterated their shrine's worksite.
- There were sightings of this huge animate golden statue around Falander, Chillburgh, and Rogue Hollow. It is reported to leave scorching footprints, which Anno himself has witnessed.

Winterwane 13

- The Hollows finishes building a wall extension.
- There is a minor orc raid upon V's mine.

Week 19

Winterwane 18

- The Hollows finishes raising fortifying its walls.

Winterwane 20

Monkeys, Werewolves, and Bears, oh my

- V Alyssum, Jasen head north to investigate the Monkey Demon army besieging Fort Riverstone. They meet Kivii Dorsk on the road to Quill. They encounter Cynric the gross undertaker, and learn a rumor that the Monkey Demon army has left Fort Riverstone, but a gigantic monkey demon golden statue has attacked the Falander Temple. They decide to head there after going back to The Hollows.

Week 20

Winterwane 22

- V Alyssum, Jasen, Kivii, Solga encounter a bunch of refugees from the destroyed village of Feygrove. They're invited to make The Hollows their home.
V Alyssum, Jasen, Kivii make some money killing a demon bear in the ruins of Falander. They speak to the captain of the guard there and learn more about the dangers that have been brewing nearby.

Winterwane 24

- Midwinter's festival, and a woman named Vola comes into town, inquiring about the Stanengist crown.

Winterwane 26

- Alyssum, Kivii (and other PCs) arrive in Chillburgh and learn of a missing girl. This mystery reveals that an evil wolf spirit is roaming the nearby wild, bites villagers, and transforms them into bloodthirsty werewolves. The wolf spirit is an ancient cursed Wolfkin. The PCs endeavor to destroy it.

Week 21

Winterwane 28

- Menaka comes back to The Hollows with a completed Diplomatic Map.
- This morning, villagers in Chillburgh find the burned body of a village man. He's been killed by a fire-breathing boar. Kivil hunts the boar down and kills it.
Alyssum, Kivil, and the other PCs carry out their plan to trap and kill the Laedstaef wolf-spirit in Chillburgh. 5 Wolfkin from the Bitter Reach witness, and move to kill all villagers who've been bit. The PCs stop them and assure that all will be safe.

Winterwane 29

- Waran begins building his cottage.
- Anno's rumors
 - Perhaps the same army of "monkey demons" that had lain siege to Fort Riverstone have now surrounded the northwestern town of Deervault. This being just beyond the border of the Congregation of the Serpent's territory, many platoons have left Falender to respond to the threat. It is unknown if battle has actually begun yet.

Winterwane 30

- A huge winter storm from the sea hits Galdolese, partially devastating the village.

Kivil and Waran's Eastward Quest

- Kivil and Waran head east. Waran to fetch his family from Galdolese, and Kivil to escort him, and look at the Karnevera pasture that he'd just purchased.
- V completes construction on his barracks' palisade

Winterwane 33

- Kivil and Waran arrive in Karnevera to look at Kivil's plot of land. Find mushrooms, and visit with Ceol Dask.

Winterwane 34

- Ceol Dask hires Kivil and Waran to go with a few of his guards to the Hexenwald and try to end the cause of hostile undead emerging from that forest. They witness a hag riding on a wolf in the distance, and they're attacked by ghouls. Shivaji gets his throat slashed, but Waran speeds him to safety. Shivaji pledges his life to Waran for that.

Week 22

Winterwane 35

- Kivil and Waran hang around Karnevera, and learn that the vile cult of Reapenters has just been ejected from this town.
- Meister Wulfric Sieret, the leader of Karnevera, encounters Waran at Ceol Dask's manor house- Waran had killed Meister Wulfric's father when Wulfric was a boy.

Winterwane 36

- Ceol Dask assassinates the head of Karnevera, Wulfric Sieret, and declares himself Meister of Karnevera.

- 3 more of V's mines begin production (V's economic power has now reached "Domain Scale", in game-mechanics terms).
- Waran's cottage is complete.

Winterwane 37

- Kivii and Waran discover a site for a gold mine. They send for Solga to join them.
- Kivii almost begins carrying out Ceol Dusk's plans to take over Karnevera entirely, when Waran learns that Ceol Dusk is a Reapenter sympathizer. They instead ally with the town's magistrate to wipe out the Reapenter sympathizers in town. Kivii Dusk personally murders his cousin, Ceol Dusk.

Winterwane 38

- Karnevera grants Kivii, Solga, and Waran guards to their gold mine for 1 month.
- Kivii, Solga, Waran, Shijavi begin the journey to Galdolese, but encounter Reapenters within a subterranean gemstone mine. After a brief skirmish, the PCs hurry back to Karnevera to warn of the Reapenters' activities.

Winterwane 39

- Anno's rumors
 - A couple weeks ago, the Regmund Neustadt's Black Pikes mobilized to assault and destroy a Cultist Temple in the Arina Forest, 10km SW of Tongren.
 - About a week afterthat assault, a new religion called The Temple of Earth established their main temple in the place of that destroyed cult, 10km SW of Tongren.
 - Almost 10 days ago, a huge winter storm hit and damaged much of the village of Galdolese
 - Last week, Karnevera (a village downriver of The Hollows) managed to root out and banish most of the members of a dangerous, banditlike Raven Church offshoot called the Reapenters. The village has since officially joined Zertorme's domain
 - A few days ago in Karnevera, a rich merchant, Lord Ceol Dusk, assassinated the Meister of Karnevera, Wulfric Sieret, and has declared himself Meister of Karnevera. The town seems unhappy with this. There's rioting, and dissent.

Weatherstone Quest 3: Recruiting Algarod

- Jasen, Alyssum, Eward, and Praen begin traveling to Weatherstone to awaken Porasia Silverthroat, and try to more explicitly recruit King Algarod.
On this day they witness some Monkey Demon Sages experimenting with a Bloodling in a large jar. Jasen sends a frantic note to The Hollows.

Winterwane 40

- Kivii, Solga, Waran, Shijavi arrive in Galdolese, and discover the town has been devastated by a winter storm. The village blamed the recent disaster on Waran's wife and twin boys, who had fled several days ago. Waran assumed they'd have gone to her father in Amber's Peak.

Winterwane 41

- **Waran** reunites with his wife and children in Amber's Peak.

Week 23

Winterwane 42

- **Waran**, **Solga**, **Kivil** have an audience with Zertorme, offering The Hollows to help in their fight against the Rust Church. Zertorme hires them to join him in two weeks to journey to Stonegarden to gather a new ally...
- **Jasen**, **Alyssum**, Eward, and Praen arrive at Porasia Silverthroat's cave and awaken him, freed from the mind-curse. Eward accidentally looses **Alyssum's** staff off a cliff.

Winterwane 43

- **Jasen**, **Alyssum**, Eward, and Praen have an audience with King Algarod in his decomposing great hall. Algarod would like to march on Vond, but the forest between him and Vond is full of Isir orcs. The PCs promise to summon his army with the time is right.

Winterwane 44

- **Solga**, **Waran**, and **Kivil** arrive back in Karnevera to work on their goldmine.

Winterwane 45

Nandoleeb's Cave

- **Kivil**, **Solga**, Shijavi head south to investigate an alchemical sulfur cave in The Shroud. They pass through Rootholm, avoiding the creepy hobbits therein, and arrive at the cave, and the massive stone cube outside it.

Winterwane 46

- **Kivil**, **Solga**, Shijavi enter the cave and meet its sorcerous inhabitant, Nandoleeb- a goblin ice-mage who worships the goddess Eor to an obsessive degree that he believes nobody but himself really exists. So anyone in the cave transforms into him. The PCs capture Nandoleeb and bring him back to Karnevera.
- **Jasen**, **Alyssum**, Eward, and Praen, on their way back to The Hollows, stop by Scorchgulch to investigate the mysterious village, which is built into a cliff-side. They discover a sinister demon cult, and decide to fuck it up. **Alyssum** drains most of the Holy Pond wherein a mysterious creature resides.

Springrise 1

- At Karnevera, the PCs ponder what to do with Nandoleeb, and how to clear his curse from the cave. They hire a wizard consultant, who suggests murder. **Kivil** happily complies and ends Nandoleeb's life, and the curse.

Springrise 2

The Killing of Brother Ranganhar

- Ranganhar unexpectedly accuses Mrs. Pollmor of being a Raven Sister, and orders a burning pyre be built for her to be burned upon. **Jasen** surges upon the rust brother, encouraging the crowd to do so. Pollmor is freed and Ranganhar heads back to his hut, pursued by a mob. **Alyssum** attempts to talk some sense into the mob, into Ranganhar, but fails. The mob surges at him, and Ranganhar leaps over the wall with his deer legs to escape. Either **Bundi** **Waran** gathers up Ranganhar's documents while **Waran** **Bundi** pursues the Rust Brother on horseback, and kills him.
- The Hollows decides to try to assist Zertorme in his efforts to attack the Rust Church, knowing that killing Rust Brother Ranganhar has probably severely complicated their existence...

Week 24

Springrise 3

Koracia Quest, Mariah's Birth

- **Alyssum**, **Jasen** **Grog**, along with Arvea and 9 of her posse escort So'Ley, Miriam, and Nirvea down south to meet up with **Solga** and **Kivil** and find the hidden village of Koracia.

Springrise 4

- A thief arrives in Hollows, steals 2 books from Mrs. Pollmor. Throws a journal in the river. Morcaer witnesses. The thief camps out outside Hollows. **Bundi** pursues the thief and discovers that he was hired by someone in Karnevera named Caldero.
- **Solga** and **Kivil** unite with the posse from The Hollows in their hunt for Koracia. They thoroughly explore the Sulfur cave and make allies with the confused, now curse-free goblins therein.

Springrise 5

- After following the clues from the Raven's Promise poem, the PCs manage to find the hidden village of Koracia. They discover Miriam's twin, Aria. They also discover Reapenters nearby...

Springrise 6

- **Solga** Dillywheel's name returns.
- Miriam and Aria are initiated into the Raven Sisterhood, and mysteriously merge together into an older form, 10-year-old Mariah.

Mariah also mumbles a vision that there is a traitor in the midst. All Ravensisters are interrogated, and it's decided that Siwam is the traitor. She reveals that the Reapenters are going to attack tonight.

The PCs set a trap for the attacking Reapenters. They lower ropes, and when 10 of the 15 have climbed the ropes, the ropes are cut, sending the Reapenters plummeting to their deaths. The rest on the ground are mopped up.

Springrise 7

- **Kivil** vanishes from Koracia in the night with his horse. He rides to Arenhem and hires a pair of hunters, Laksh and Sriti. They head south.
- All PCs receive a new dream, of the horrifying creation of the Ravenlands, and a vision wherein Mariah breaks open the Ravenlands and frees everyone.
- CUTS arrives in The Hollows, looking for **Kivil**, **Solga**, **Waran**, Shijavi. Wants to warn that the Reapenters have acquired several magical artifacts from Tannoch, and will now head north to find Father Geno and more powerful artifacts.
- **Alyssum**, **Jasen**, **Grogu**, **Solga** and the posse speed NE to try to intercept Reapenters before they reach their hideout and tell the location of Koracia.

They push their journey and intercept and kill the Reapenters this night.

Springrise 8

- **Vikessa Dorsk** arrives in **The Hollows** for the first time.
- **Jasen** & **Alyssum** take some Villagers and Dwarves to Everlight to clear out Reapenters. They discover that Zertorme's Aslene soldiers have already occupied the empty hideout. They assume Reapenters have headed north already. Knife flies to Koracia to report.

Springrise 9

Zertorme's Stonegarden Quest

- 32 Karnevera and Feygrove immigrants in The Hollows begin building huts.
- A messenger from Zertorme calls on **Solga**, **Waran**, **Kivil** to go to Stonegarden. **Solga**, **Grogu**, **Vikessa**, and **Waran** head to Quill with Zertorme.

Week 25

Springrise 10

The Hunt For Lithos

- **V** **Alyssum**, **Jasen**, **Bundi** prepare to leave and investigate Temple of Earth ahead of pilgrims, making sure it's not a Lithos trap.
- **V** **Alyssum**, **Jasen**, **Bundi**, and followers encounter the flaming Teramalda in the plains.
- **Bundi** tells Regmund Neustadt that someone is spying on his fortress, trying to find weaknesses.
- The Hollows: This evening Mariah suddenly collapses in despair, saying "I have a new and dreadful duty. I cannot say."

Springrise 11

- **Kivii** discovers the Vale of the Dead, rumored location of the Stanengist Crown. He is captured by the orcs who live there.
- The Hollows: Before the Pilgrims leave, Kritre acts on a hunch and joins pilgrims. Mariah insists on joining, so So'Ley, Arvia, and 9 of her posse join as well.
- ~30 Pilgrims from The Hollows leave for Temple of Earth.
- **V** Alyssum, **Jasen**, **Bundi**, and followers are captured by Lithos in the Temple of Earth.
- Temple of Earth: A group of Rust Brothers and Iron guard arrive on a tip, taking **Bundi** into custody for murder of Brother Ranganhar. In custody, **Bundi** is taken to Tongren, where Arvia and her posse (scouting ahead) spot them. They surround and kill the captors, setting **Bundi** free.
- Quill: pilgrims arrive, Kritre uses magic to look ahead and discovers Lithos' imprisonment of the PCs. They take Lanzo Siward captive and learn of Lithos' plan to use the pilgrims/PCs as hostages to get Mariah.
- Quill: Mariah slips away, riding toward Temple of Earth, and So'Ley and Kritre give chase.

Springrise 12

- Temple of Earth: **Bundi** and Arvia's posse hide outside fortress. The dwarves begin digging a tunnel to free the prisoners.
- Temple of Earth: Night, a Rust Church platoon arrives at Temple of Earth to search for the escaped murderer, **Bundi**.
- Temple of Earth: Night, Lithos releases **Alyssum** and demands, "Bring me Mariah within 4 days, or your imprisoned friends die." **Alyssum** encounters Mariah on the road, and stops her from going to Lithos- she has been somehow cursed, compelled to run to Lithos. So'Ley escorts Mariah back to The Hollows.
- Temple of Earth: While **Alyssum**, Kritre, **Bundi**, dwarves, and a few others hide in the dug tunnel, Lithos and some men ride to the Tower of Gates to await 4 days, unbeknownst to the PCs.
- The PCs free the prisoners (**V** **Jasen**, followers), and stake out the fortress, ready to strike. When 3 squads emerge to scout the grounds after finding the prisoners' escape, **Jasen**, Virdur and a few dwarves attack the scouts. A battle ensues leaving 2 dwarves dead, 2 wounded dwarves captured. Angry at **Jasen**'s brashness, **Alyssum**, Kritre, **Bundi** leave and head to the Tower of Gates. The others soon follow after tricking the guards to release the dwarf prisoners.
- Tower of Gates: PCs plus 29 battle-ready NPCs secretly stake out in the night to watch for Lithos inside the tower, developing a plan, unbeknownst to Lithos.

Springrise 13

- Stonegarden, morning: **Solga**, **Grogg**, **Vikessa**, and **Waran**, with Zertorme and Merigall arrive at Stonegarden for the Veneration of Earth festival.
- Tower of Gates: After **Alyssum** and **Bundi** killed one messenger from Temple of Earth to Lithos, the Temple sends another. V's Night Wolves capture the messenger, but not before being spotted by Lithos' tower scouts. Lithos is now aware that he is under siege by a hidden force led by **Alyssum**.

- 2 of Lithos' men are returning from a hunt when V ambushes them, but fails to kill both. From the tower, Lithos sees this event play out as well. He and his men begin digging an escape tunnel into the lake for him.

Springrise 14

- Tower of Gates, midnight: two 7-meter tall men climb from the tower, followed by someone on horseback disguised as Lithos. At the same time, in secret, a 45cm-tall Lithos slips out into the lake...
 - The rider heads toward Tongren. Jasen, Bundi and 2 followers give chase.
 - The giants search the forest for V and his men and, unable to find them, head to Tongren.
- Jasen, Bundi and followers pursue Lithos' 3 men to the south. Alyssum and the posse take the tower, discovering Lithos' ruse through hindsight magic. Fenrir escapes slavery and joins the party.

Springrise 15

- Vale of the Dead: Kivi and Virelda Bloodbeak attempt to breach Vale. They discover the orcs have been using the giant Scrome's flute for their still. Virelda flies off to find a replacement, and Kivi buddies up with the orcs for several days.
- Stonegarden, evening: two Dwellers emerge from the deeps to interrupt the feasting and plead help in dealing with an imprisoned creature in the depth that threatens everyone. Zertorme volunteers himself as well as Merigall, Solga, Grog, Vikessa, and Waran to carry out this task. They supply up, and descend this evening.
- The Hollows: A platoon of Iron Guard arrive in The Hollows, seeking Bundi & Dwarves.

Lithos and Yawim Die, Scarne is Freed

- Lithos is killed. V, Alyssum, Yawim dive into the lake after him. Yawim grapples him, and V slits Lithos' throat, but not before Lithos petrifies Yawim. Lithos' gemstone is removed, and smashed by Gremla, mother of the child Lithos killed.

Springrise 16

- Tongren destroyed by Rust Church siege after a rebellion.
- Stonegarden: Waran, Grog, Vikessa, Solga, and Zertorme and Merigall free Scarne from ancient imprisonment. Scarne burrows up through Stonegarden.

Week 26

Springrise 17

- Back in The Hollows, Funeral for Yawim and the two dwaves killed outside Temple of Earth.

Springrise 18

- PCs are starting to get suspicious of Menaka/Caldero: Did he steal Bundi's map of Castle Neustadt's treasure hoard?

Springrise 19

- **Kivil** Acquires Stanengist Crown at the Vale of the Dead with Virelda's help.
- **Scarne** destroys **Scarnehall**, capitol of the Crombe Dwarves, melting it to slag, leaving Arvia the last of the Crombe's royal lineage.

Springrise 20

Hollows Drama: Scarne, Stanengist, Merigall, and Menaka

Springrise 21

- Fort Riverstone: **Waran**, **Grog**, **Vikessa**, **Solga**, and Zertorme and Merigall waylay here, butting into Lady Nirinda's life.
- The Hollows: Virelda Bloodbeak lands in The Hollows with news: Raven Church has Stanengist Crown, and the elves within say **there is a demon portal in Vond, that will soon create another Demon Flood. It must be closed by throwing the Stanengist crown inside it.**
- **Scarne** lands in **The Hollows** and demands to know the location of Arvia of Crombe and her hammer Scarnesbane. Arvia and Scarne battle, and **Jasen** lands the killing blow on Scarne.
- **Jasen** attacks and jails Menaka for treason.

Springrise 22

- Karnevera: **Alyssum**, **Fenrir**, **Bundi** investigate Menaka/Caldero's spy business.

Springrise 23

- Eward, Praen return to The Hollows with Yawim's petrified body/statue.

Week 27

Springrise 24

- **Bundi** takes a local idiot-child, Moshin, to Caldero's prison, where Caldero tricks **Bundi** into thinking the demon inside him has inhabited the child's body. **Bundi** is seen leaving The Hollows in the night, and **Fenrir** gives chase.

Springrise 25

- **Bundi** and **Fenrir**, hiding in the wilderness, try to speak to the demon they think is inhabiting Moshin. They fail.
- The PCs in The Hollows debate what to do with Scarne's body: if left alone, someone will surely come try to claim it. Or, perhaps resurrect her.

Springrise 26

- Arenhem: **Bundi** and **Fenrir** learn the Arenhem are secret Raven-Worshippers. They seek the help of Melfus in banishing Moshin's demon. Melfus cons them, and merely beats the child for fun. **Bundi** and **Fenrir** reclaim the child and steal Melfus' pig, Biggie.
- **Solga**, **Vikessa**, **Waran**, and Merigall arrive in Hollows from their Stonegarden quest. The Hollows is suspicious of Merigall because of her interest in Mariah.
- Merigall announces that she and Zertorme will take Scarne, resurrect her, and keep her prisoner until they need her in the assault on Vond. The other PCs hate

this idea, and **Alyssum** secretly resurrects Scarne in the night, who swears to find Scarnesbane and kill **Jasen** on the summer solstice, and flies off.

- **V** in disguise, threatens the tyrannical leader of Grimwall.

Springrise 27

- Mariah has begun teaching spirituality and meditation to the villagers of The Hollows.
- Zertorme arrives in The Hollows to pick up Scarne's body. Discovering it gone, he is furious, and pays Kritre to look into the past and identify what happened. "It was an act of the Gods," Kritre lies.

Grogu Is Sick of This Shit

Springrise 28

- Last night, **Vikessa** secretly freed Caldero from prison and they fled toward Karnevera. **Kivii**, **Bundi** and **Solga** give chase across the countryside.
- **Grogu** gets sick of all this drama and leaves on his own adventure up north.
- **Alyssum** confesses to everyone that she's the one who resurrected Scarne.
- **Kivii** shows up in The Hollows with Vola and 9 Orc warriors who have been seeking the Stanengist Crown on behalf of Empress Soriah of the Urhur clan. **Jasen** begins to suggest to them an alliance.

Springrise 29

- Arvia takes her posse and abandon The Hollows, feeling betrayed by **Alyssum**'s resurrection of Scarne.
- **Jasen** and **Kivii** kill a dragon in Falander.
- Snakewater: **Bundi** and **Solga** lose Caldero's trail. **Solga** buys a dog, Margret.
- **Grogu** meets Malla's Marauders on the Moldena plains.

Springrise 30

- **Solga** and **Bundi** meet Andred, a Crombe balloonist.
- **Alyssum** invents paper
- A message from **Grogu** arrives in The Hollows: "I am at Karalend waiting for help, wanting to get into the spire in Lake Varda."

Week 28

Springrise 31

- **Solga** and **Bundi** return to town, having been unable to catch Caldero. But they bring with them a drawf in posession of a hot air balloon! **Solga** and **Alyssum** go for a ride above the clouds!

Springrise 32

- **Jasen**, **Fenrir**, **Bundi** (and Iotta and Moshin) leave Hollows for Eye of the Rose (with Viraga) and to find **Grogu** near Lake Varda.
- **Grogu** befriends Pedour of Barewallow in Karalend.

Springrise 33

Springrise 34

Springrise 35

- **Jasen**, **Fenrir**, **Bundi**, kids arrive in Karalend to find **Grogu**. **Bundi** kills 2 blacksmiths, and they leave town in a hurry.
- The Viraga in the Eye of the Rose are thrown in prison by Emperor Hroka.

Springrise 36

Springrise 37

- **Jasen**, **Grogu**, **Fenrir**, **Bundi** enter **Spire of Quetzal** in Lake Varda. Fight dust ghosts, wolf monsters, shrunk to 1.5cm for 24 hours.

Week 29

Stoneloom Mine Quest

Springrise 38

- **Kivii**, **Alyssum**, **Solga**, **Virelda** head to Stoneloom mines. **Kivii** and **Virelda** steal **Zertorme's** face.
- **Vikessa** leaves **Karnevera** on a shipping route journey.

Springrise 39

- **Mariah** casually reveals that **Merigall** is her “mother”.
- **Iotta** begins to lose faith in **Bundi** because he didn't get her back to The Hollows in time.

Eye of the Rose Debacle

Springrise 40

- **Jasen**, **Grogu**, **Fenrir**, **Bundi**, kids arrive at Eye of the Rose. Redrunners force them in. Release prisoners, cause chaos, get captured. **Grogu** escapes and rides for The Hollows. The imprisoned PCs tortured for Stanengist Crown/Hollows info.

Springrise 41

- **Zertorme** is now hunting down **Kivii** and **Virelda**: face thieves.
- **Alyssum**, **Kivii**, **Solga**, **Virelda** enter Stoneloom Mines.

Springrise 42

- **Alyssum**, **Kivii**, **Solga**, **Virelda** **exit Stoneloom Mines with Viridia and Martea's gemstones.**

Springrise 43

- Redrunners arrive secretly at The Hollows looking for Stanengist Crown. **Zertorme** forces them to leave.
- Hollows learns that the **Urhur Orcs have sent an army (with Jasen, Grogu, Fenrir, Bundi, as hostages) their way to lay seige** and acquire Stanengist Crown. Begin siege preparations.

Springrise 44

- **Waran**, **So'Ley** leave Hollows to find **Alyssum** & **Solga**.

Week 30

Springrise 45

- **Kivil** & Virelda return Zertorme's face.
- **Waran**, So'Ley, **Grogu** meet up with **Alyssum**, **Solga**. Heading to Eye of the Rose to rescue **Jasen**, **Bundi**, **Fenrir**, etc.

Springwane 1

- **Grogu** & **Waran** track the Urhur army, free **Jasen**, **Fenrir**, **Bundi**, etc. Eward dies during the escape (later to be resurrected).
- **Kivil** & Virelda arrive at Koracia. **Kivil** hangs out and does some training.
- **Vikessa** sends Yender Coalition Treaty to Zertorme.

Springwane 2

- **Solga**, **Alyssum**, So'Ley speak with Emperor Hroka at Eye of the Rose. He makes his demands on the Stanengist Crown in exchange for prisoners. They meet the mysterious **Dalb**, who offers to help them change the Emperor's mind.

Springwane 3

- **Jasen**, **Grogu**, **Fenrir**, **Bundi**, kids, **Waran** flee from Tower of Gates, pursued by Urhur orcs.
- **Alyssum**, **Solga** follow Dalb's plan: sneak into Eye of the Rose treasury. Hrange Gala is there. A shapeshifter Orc guard kills Hrange Gala, PCs flee.
- Zertorme commandeers all of **Kivil** Dorsk's holdings in Karnevera. Halted production on **Kivil/Waran/Solga's** mine until **Kivil** presents himself.

Springwane 4

Springwane 5

Hollows Allies With Orcs

- Emperor Hroka changes his mind about The Hollows, recalls his seiging forces. **Jasen**, **Bundi**, **Fenrir**, **Waran** meet with **Emperor Hroka & Empress Soria**. Urhur agree to attempt to unite the clans against Vond and get Isir orcs to open Grovelands Woods up to allow Algador's undead army to march through.

Springwane 6

- **Bundi** sacrifices his hand to a god to avoid an incoming demon.

Week 31

Springwane 7

- Arriving back to Hollows: **Grogu**, **Solga**, **Alyssum**, So'Ley, Iotta, other NPCs.
- They learn from Kritre that **Arvia and half her posse have been killed by Scarne, Scarnesbane hammer destroyed.**
- **Vikessa** in Swangrasp. Heads back upriver.

Springwane 8

Springwane 9

- **Jasen**, **Waran**, **Bundi**, **Fenrir** find Palace of 1000 Shrines, seeking Wolfkin tribe.

Springwane 10

Springwane 11

- **Alyssum**, **Solga**, **Grogu** meet **Kivil** at Koracia only to discover they've been followed by the Redrunners. They leave **Kivil** and head towards Limeminster to loose the pursuers.

Springwane 12

- **Bundi** and **Fenrir** are captured by possessed Wolfkin at Palace of 1000 Shrines, brought to Moon Prophet demon. Fire burns. Spears stab. Prayers uttered. Demon is bound. Wolfkin freed. **Bundi** preaches a new faith.
- **Kivii** & Virelda wander The Shroud, fighting things and looking for a lost child.
- Vale of the Dead: Iron Guard and Grandmaster Manderell learn after torturing the Orcs to death that The Stanengist Crown is gone: 'Raven lady and a guy named **Kivii**. Karnevera.' "Shire! bagooooonns!" They head towards Karnevera...

Springwane 13

- **Solga**, **Grogu**, **Alyssum** discover strange things are happening near Limeminster. **Alyssum** scouts around while **Solga** and **Grogu** seek out **Kivii**.

Week 32

Springwane 14

- After an initiation, Ironpond agrees to join V's domain.
- **Jasen**, **Waran**, and **Fenrir** learn that the Isir Orcs are marching on the Roka capital of Lumra. Emperor Hroka asks **Waran** to ride fast to Lumra to warn them of the coming attack.

Springwane 15

- **Solga**, **Grogu**, **Kivii**, Virelda meet at the Sulphur mine. Go looking for lost child and Ogres.
- **Bundi**, after bonding with his old Wolfkin tribe, and preaching a New Rust faith, joins the PCs with his 3 Wolfkin traveling mates: Mikkegara, Eereelur, and Dalaneb.

Springwane 16

- Iron Guard platoon camps outside Limeminster on way to Karnevera. **Alyssum** witnesses Grand Master Mandarell in the Inn.
- The Battle of Lumra. Eldag the Ravager killed, Isir orcs defeated. Iron Crown of Binding stolen by the mysterious bard Dalb.

Springwane 17

- Several Iron Guard enter Karnevera in secret, seeking any information about **Kivii**. This leads them to Lastburgh...
- **Jasen**, **Waran**, **Bundi**, **Fenrir** leave Eye of the Rose and begin sailing back home. **Grogu** and Raven Counciler Aundoly are in flight from Koracia, searching for them.
- **Alyssum**, **Kivii**, **Solga** fight several insane treasure hunters in Limeminster possessed by a cursed mask.

Springwane 18

Rust Church Hunts Stanengist Crown

- **Alyssum**, **Kivii**, **Solga** parlay with the Redrunners, informing them of the Crown and the Protonexus. Kalman Rodenfell agrees to go to Koracia with **Kivii** to speak to the Crown. Redrunners tell of the Iron Guard platoon that's passed by- looking for **Kivii** and Stanengist Crown. Virelda agrees to fly to The Hollows to warn

everyone: get those who know of the Crown to Amber's Peak; Spread rumor that Kivil is hiding out in Falander.

Springwane 19

- Jasen, Waran, Bundi, Fenrir witness Iron Guard platoon enter Lastburgh looking for Kivil & Vikessa Dusk. Iron Guard take hostage the Dusk Family to lure Kivil & Vikessa here. They soon strike out for The Hollows...
- Alyssum and Solga team up with Redrunners to begin clearing out 4 major demons from hidden temples near Limeminster.
- Virelda lands in Hollows, tells of Iron Guard approach, and the plan to throw the Rust Church off of the scent. Requests that V get Zertorme in on the plan, perhaps ambush the Iron Guard platoon.
- Vikessa and V encounter one another on the road. They both head towards Amber's Peak to speak with Zertorme.

Springwane 20

Week 33

Springwane 21.

- Kivil, Grogu, Alyssum, Solga in Limeminster. Gifted a large cottage for freeing the town of "bandits" (the 4 major demons). Alyssum turns it into a school.
- V & Vikessa converse with Zertorme. Zertorme is told of the reason for the Stoneloom quest. Zertorme refuses to attack the Iron Guard: it will trigger a war too early. He also agrees to unfreeze Kivil's assets in Karnevera.

Springwane 22

- Jasen, Waran, Bundi, Fenrir arrive in The Hollows after 5 weeks of journeying.
- Waran & Fenrir head to Amber's Peak
- Jasen hires builders in The Hollows to build a Shooting range, Theater, etc.

Springwane 23

- Grogu nearly drowns himself in the ocean in search of Willpower.

Springwane 24

Rust Church Attacks Hollows

- Iron Guard platoon enter The Hollows, seeking Kivil and Vikessa Dusk, Stanengist Crown. They kill a guard, burn the Dead Man's Hand Inn, threaten to come back and burn it all, then head to Falander to look for Kivil.

Springwane 25

- Alyssum, Solga, Kivil, Grogu, V, Jasen together in Koracia. They all receive initiation into the Raven Church.
Zertorme has sent a letter saying 'I know you're hiding stuff. If you want to be allies, you need to tell me everything you're doing and why. Meet with me or our alliance will end.'
- Bundi meets the Meromannian leader, Queen Bodil Wildcurl. Does work-trade in their forge for several days in exchange for printing press designs.
- Waran, Vikessa, Fenrir run into each other in Chillburgh. Waran is learning Symbolism magic. Vikessa and Fenrir are heading down river to the coast.

Springwane 26

- Alyssum, Grog, Kivii, Virelda leave for Vale of the Dead from Shroud mountains.
- Vikessa and Fenrir begin sailing down Yender River from Amber's Peak for trade.

Springwane 27

Week 34

Springwane 28

- V begins getting high on experimental drugs. Sends a message to all Raven-initiated PCs, 'The Iron Guard might come back to The Hollows. We need to figure out an evacuation plan.'
- Kivii, Waran, & Solga's goldmine runs dry.

Springwane 29

Zertorme Vond Attack Plan

- Jasen, Solga meet with Zertorme. Tell Zertorme about the Crown, Protonexus, Mariah and her mission. Zertorme says they plan on attacking Vond and Temple of the Hag in 2 months.
- Hollows done building new Inn "The Living Hand Inn"
- Iron Guard Scout Platoon leaves Falander after not finding Kivii. To Griffon Wall.

Springwane 30

- Alyssum, Grog, Kivii at Weatherstone. Tells Algarod of the battle at Lumra, alliance with Urhur orcs. Also Vond battle in 12 weeks. Algarod tells story of Fulldark Stone and Nightwalker's hourglass in Frostfang mountains.
- Waran's Family moves from The Hollows to Amber's Peak because of the new danger. Waran hires a builder to build them a new cottage.

Springwane 31

Springwane 32

- V and Solga begin a process of gun/gunpowder production in The Hollows.
- Bundi and his Wolfkin brethren ride east to find allies who hate the rust church.
- Fenrir and Vikessa adopt juvenile dire pelicans in Backwater Bay.

Springwane 33

- V and Jasen receive word from Alyssum: King Algarod's army needs new equipment. V and Jasen fund a large endeavor to supply Algarod's army with new gear.

Springwane 34

- Waran becomes a Path of Signs mage in Chillburgh.
- Alyssum, Grog, Kivii, Virelda battle a hive of insectoids with a lost Aslene bandit in the Fangwoods.

Week 35

Springwane 35

- Alyssum, Grog, Kivii, Virelda follow 4 Goblin bandits to Calopedd's Enclave. They buy off their human slaves, then head south, tracked by the bandits.

Springwane 36

- Fenrir returns to Hollows from Yender River trip.

Springwane 37

- **Jasen**, **V**, **Solga** arrive at Weatherstone and speak with King Algarod about refitting his army. They work hard to impress him, and perhaps succeed.

Springwane 38

- **Alyssum**, **Grogu**, **Kivil**, Virelda at Vale of the Dead. Set a rockslide trap for the following band of 10 Goblin bandits. Goblins dead.

Springwane 39

- Emperor Hroka: 'The Iron Crown of Binding has reappeared and been destroyed. We are now free to join in the Vond attack.'
- **Alyssum**, **Grogu**, **Kivil**, Virelda delve deep into underground beneath Vale of the Dead, searching for **Kivil**'s Whiner tribe. Whiners are found and **Kivil** stays to convince them to emerge. **Alyssum**, **Grogu**, Virelda surface and help Scrome, and Harama the Glutton.

Springwane 40

Springwane 41

Shroud/Koracia Fire, Siege of Arenhem

- Rust Church burning The Shroud. Koracia destroyed, Knife killed, Sada, Nirvea, Narke captured. Stanengist relocated to Grimwall.
- **Alyssum**, **Grogu**, **Jasen**, **Solga**, Virelda meet near Vale of the Dead.

Week 36

Springwane 42

- **Jasen** and Virelda fly around The Shroud, attempting but failing to quench forest fire.

Springwane 43

- Kalman Rodenfel: 'Redrunners and Ents are willing to join in the Vond attack.'
- **V**, **Waran** and **Fenrir** encounter one another near Karnevera. They discuss the Shroud Fire/Koracia disaster, and **Waran** and **Fenrir** ride hard to Arenhem to scout.
- **Alyssum**, **Grogu**, **Jasen**, **Solga** in Arenhem, observe Rust Church preparing to seige. Encounter **Waran** and **Fenrir**. **Siege of Arenhem**. Nirvea is rescued, **Jasen** is killed (and resurrected), Iron Guard Commander Gelen is killed.

Springwane 44

- Merigall informs all: 'Zertorme's original Vond attack plan is scrapped. Zertorme wants to ally with Orcs now and attack in only 1 month.'
- Virelda takes mobile guardianship of Stanengist Crown and Book of Raven. Hides until she's needed.

Springwane 45

- **V** learns that Merigall doesn't want Mariah to enter the Protonexus. Will this be a problem?
- **Jasen** and **Solga** in Glimmerland, seeking Jasen's mother, Dorcas. She's been sold into slavery at Grindbone.

Springwane 46

Summerrise 1

- **Grogu** has flown to Eye of the Rose to speak with Emperor Hroka and Zertorme about new Vond Attack Plan.
- **Jasen** and **Solga**, having rescued Dorcas, learn the Rust army and captive Raven Sisters are nearby in Groveland Woods. Head to Weatherstone to seek help from King Algarod and his army.
- **V**, **Alyssum** leave The Hollows with a team of 15 fighters to find and vanquish a sorcerer in Scorchgulch named Vmmn, so that V can secure the trust of Ironpond.

Summerrise 2

- **Grogu** follows Zertorme secretly as he rides home, just watching him from the bushes the whole time. **Grogu** is a little creep.
- **V**, **Alyssum** and their fighters raid Vmmn's Scorchgulch lair, trounce, and bounce.

Week 37

Summerrise 3

- **Grogu** returns to Hollows, tells of Zertorme's War Council meeting on the 11th, flies to Weatherstone to meet Jasen, Solga, Alyssum, V.

Summerrise 4

The Battle of Groveland Woods

- 1am: **Jasen** and **Solga** have marched Algarod's army into Groveland woods for **Battle of Groveland Woods**. Algarod's army surround Rust army's night camp. Slaughter. **Solga** is thrown around by a gryphon rider. Grand Master Mandarel, head of the Iron Guard is killed by Algarod. Raven Councilor Narke is rescued. A gryphon escapes with Councilor Sada to Rust Mark Prison.
- The Hollows is smoke-free. Shroud Fire has ceased.
- Rumor in the hollows of something fishy in Karalend. Perhaps a curse, perhaps a powerful sorcerer hiding there. Some people are acting weird, and there was a magical battle, and a bunch of ppl got turned into birds and flew away.
- **Grogu**, **Jasen**, **Solga**, **Alyssum**, **V** all meet at Weatherstone. Plan to move King Algarod's army to The Chapel of Blood to hide: Battle of Groveland Woods will inspire Rust Church to find and destroy King Algarod.

Summerrise 5

- **Fenrir** gathers a small crew and leaves The Hollows to investigate the rumors in Karalend.
- **Grogu**, **Jasen**, **Solga**, **Alyssum**, **V** arrive at Chapel of Blood with Algarod's army. They plunder it, learning of its portals and proximity to Isir orcs. Not suitable to hide Algarod's army. They move on towards The Hollows and encounter the Isir Orc village of Warnan.
- Councilor Sinea, tracking Councilor Sada, sends out ravens to all Raven Bretheren: meet me in the ruins of Alderstone to rescue her from Iron Guard by dawn of the 7th. **Grogu**, the only flight-capable, answers the call and leaves.

Summerrise 6

- Fenrir and Bundi encounter one another in Karalend.
- Mariah begins crafting iron Chermog Invisibility Rings.

Summerrise 7

- Groggu, Sinea, Virelda, Aundoly, and 4 other Raven sisters attempt to rescue Sada from 10 Iron Guard in the ruins of Alderstone.
- Orc messenger in The Hollows: A wandering "Moon Elf" says Quetzal has awakened, taking over Karalend. Urhur and Roka armies have united to take Karalend and vanquish Quetzal.

Summerrise 8

- Jasen, Solga, Alyssum, V return to The Hollows. V secretly sneaks King Algarod and his undead army into the dungeon beneath his Stronghold.

Summerrise 9

Week 38

Summerrise 10

Groggu, Jasen, Alyssum, Solga leave Hollows

Summerrise 11

Zertorme meeting

Summerrise 12

Summerrise 13

Summerrise 14

Summerrise 15

8pm+ Ravens report: Ragehold Host (11 platoons [+30 li since last report]) marched toawrd Groveland Woods at 6am, 3/15

Groggu, Jasen, Alyssum, Solga say goodbye to The Hollows.

Summerrise 16

Fenrir says goodbye to The Hollows.

Week 39

Summerrise 17

Summerrise 18

Raven's Report: Ragehold Host at Weatherstone.

2 Black Pikes platoons led by Calter One-Eye arrive in Hollows.

V, Mariah, Kritre, So'Ley, soldiers from Hollows, Ironpond, Black Pikes, leave Hollows

Summerrise 19

Zertorme's troops are all in place near Grimwall.

Noon: Raven's Report: Ragehold Host leaving Weatherstone to NE, joined by 1 unit horse archers from forest, southwest. New total: 12 platoons.

Summerrise 20

Vond Attack Host begins marching

Summerrise 21

Summerrise 22

Summerrise 23

Week 40

