

Attendees: Anna,

Synopsis: What's in those ruins over east? They

- (1) They begin inside and there are three options presented to them. Left, forward, and right. The deeper chambers seem... oddly explored. Prominently to the right, they'd notice water on the ground or water damage.

(right) The shadow cat room. Remnants of shadowy goo remain intact. They can explore and find signs of battle, several months old but old stones burnt with fires. Occult smelled fresh in the dimly lit room but with no obstacle, the walls seem to have painted pictures in red. Murals. They depict a migration of some sort. Atl symbols. The group can try to collect the shadowy water. /roll for temp. **(Shadowy Water Remnants)**

Spiders crept throughout the room. Moist and damp, insects crawl about without care.

The temple seemed to have once been occupied by Gehennan migrants of Atl descent. Another door is opened. Perhaps whoever came left and no one straightened the space. Moving through the door in the back after exploring, the forward path and right path join.

(forward) Going forward down a long, winded path they find an opened door but several feet before it was a three meter long pit with spikes protruding up. It seems like a trap was activated. Someone was here. /roll for success when crossing over the pit. Runes and holes litter the walls on the side. Activated but perhaps the runes sense movement. Depends on RPs for risk! 4-6

- (2) They enter a long, twisting stone hallway. Occult made itself known and a dry streak of red seemed to drag to the right- Or perhaps the mark started somewhere and ended there. Examination marked the print as coming from a hand that dragged along. Dry blood, or red pigmented paint. Either way, the occult called most to those attuned with the whispers. Those of the occult could feel a clear difference. This was beyond occult. Stronger.

The room proved more difficult than a normal walk. Each step brought a whisper however it's familiar. The group hears the voice of someone they know who died, old or recent. Clear as day, like their spirit walked alongside them through the room. At a point it becomes distracting and physical. Wind whistled through the room, whooshing forward with a bright glow. Combined voices merge into one, distorted. Not quite a figure but it doesn't yet seem hostile... They can ask questions. However trying to touch it will result in a temp /roll. Those who touch it will see the memories of someone who died.

Hades Task: Time slows to a crawl as a swirling mass of purple and black envelopes the landscape. A rift by any other name - and yet, rather than opening a treacherous path to another location, a glimpse of another time entirely is given. A tale set atop of Garl'jing's Mountain, with snowflakes falling just to be corrupted by the borders of lavender and obsidian around this portrait in time. The after effects of a barrel fired from the chamber of a high-tech weapon, predating the arrival of Barsburg to Esshar - yet the focus is on the bullet itself as it intentionally

curves around the intended target to strike a nearby tree. In the same fleeting moment, a piercing vine lined with the spikes of a rose skewers the gunman, marking the end of the riftmancer's attempt to shatter Godhood itself in exchange for the dream of another. Immense sensations of dread and restlessness spread to you as the rift seals itself shut, warning of a fate dressed in eternal damnation within the pits of Helheim for trying to fly too close to Kraus. (Riftstep)

Alexander rei Petrakis: For weeks have Osronan villages been coated in fires. Theria called a Dragon to their aid for war. Hundreds perish, innocents. (Chronos)

Asta Hargrave: (Ruby Crystals)

Del mer Joyau: Rushing in suddenly came a visage of a mountain. Clouds darkened and the sky hollered out with thunderous claps. Rain fell and before you were three people hooded, bloody. An ivory haired man with a particular ornate, powerful clutched in his hands, a woman with long ivory locks clutching a still body. With them, kneeling, a blond man with a crown over his brow. You feel a wash of magic with near divine quality and descending from the very heavens with broad, pristine white wings was no man at all. Something tells you these are Osronans, Nyseans. And that tome and the angelic deity are connected. (Celestial Ascension)

Memories of the past- King, Stellus, Lightbringer, Warlord. The past informed the future and the spirit soon faded off into nothing-- In theory, the essence can be collected, siphoned? Further contact leaves them feeling invigorated and touched by the remnants of spirits. **(1 Blessing)**. Some of the memories feel so real, features of the departed may take over. /roll. (Temporary hidden for the hidden)

However when the blob fades, the viewed memories become physical.

Essharn Spirits v Achyonians (3 rounds)

Cosmic, Crystal, Time **Reward: 1 Blessing**

- (3)** Continuing from the spirit they walk down several stairs and come to a room opened with an arch. Inside... it's a mess. Bodies laid out on the ground, five of them, beastkin but some of them lacked heads. The death was not mere deheading but it seemed like the head was blown off by the splatters of brain matter. The sight is not for those of light stomachs or will... There was conflict here, bloody, deadly. Thankfully some things remained for them to explore. The group can search the bodies. Walls litter with objects that give more note to the room in question. It set up like a ritual with an altar in front of an exposed archway. However this room can be explored. Whispers continued quietly of voices unfamiliar to everyone. They speak incoherently whilst hovering around the room. Everywhere then has sound... except one part of the room where it's dead silent. A circular piece of wood, sturdy and center strung over with thin like webs warded off those sounds. It can be taken... but the spirits stay away. Creative means will improve rolls! +1 /roll temp. **(Spirit Catcher)**

- (4) When the Spirit Catcher is retrieved, screams seem to emit from the dead bodies. None stir but something clearly is coming from each of them. Crimson essence seeps from them when Spirit Catcher is moved. Agonized screams from the murdered beastkin, bloodcurdling. Even if destined for Hel, the Spirit Catcher *trapped* even the damned witches when in close proximity. They're still caught in Eternia and enraged. While effective, trapped spirits are *angry*. Unlike those who departed before and merely acted in memory, these witches fight for the journey to Hel once more within the room they died. Four of them, a Kitsune, an Ookami, a Nagual, a Felinae,.

Enraged Spirits vs Achyon (5 rounds)

Occult, Earth, Nature **Reward: Spirit Catcher**

- (5) When defeated, the four souls can now be fully caught or mercy can be shown. They can explore further. The floors show torn blank pages, strange. They scatter aimlessly but nothing more than scrolls of maps and traditions that point towards this group being of Atl, like the other murals showed. But these? Cultists, perhaps darker but nothing more points to this just being a deranged group who practiced what they shouldn't have. But! Moving on, the final room of note was behind the altar. Oddly enough, a vacant spot on the ground with a trail of blood led into the room. Hard steps on solid ground replace with subtle splashes and an equally pungent smell. Blood, and not quite drying. Though time has passed and the group stumbles upon a disturbing sight. In the center, a ritual circle drew out and burned into the stone. Above the stones, *ash*. Perhaps they can take it, should they see any reason to. Nothing lies in the center except a trail of blood they followed. It disappeared into the center but... There was no body left behind. Shattered, golden glass can be seen...

When the ash is collected the shadowy water reacts. If they don't have it then...??? But the water's nature is revealed. Its growth accelerated into its true form at its master's remains.

Shadow Feline vs Achyons (5 rounds)

Water, Shadow, Occult **Rewards: Atl Ash, Arcanium (3)**

When defeated, its form erupts and only a small portion is able to be retrieved like before. It's unlikely to do something like that again but the group now knows the nature of the water. It grew into a large beast. What is it exactly? With enough care it can be altered and shaped into a weapon. (item desc update).

Missed by whatever group was last here, tucked away was a metallic, colorful chalice. Any artificer could tell the material. It can be taken as is or melted now into more malleable pieces. The end...

Injuries

3 round fight

down 1: 1-2 4day temp, 3-4 1day temp, 5-6 fine

down 2: 1 (-5) perm, 2-4 unhealable 4 day temp 5-6 4 day temp

down 3: 1 perm (-10) 2 (-5) perm 3-6 unhealable 4 day temp

5 round fight

down 1: 1 12 day temp 4 day temp, 3-4 4day temp 5-6 fine

down 2: 1 4 day unhealable 2-5 4 day temp 6 fine

down 3: 1 perm (-5) 4-6 4 day unhealable temp

down 4: 1-4 (-10) perm, 5-6 (-5) perm

down 5: 1 roll for death, 2-6 (-20) perm

Death roll: 1-2 death 3-6 (-20) perm.... Death can be saved but those who make attempts will get a -10 or -20. Roll for severity. 1-3 (-20), 4-6 (-10) Death occurs after downing too many times and taking too many injuries. <80 vit is when death is rolled for.

Loot

Shadowy Water Remnant

It's water but blackened and reeking of occult. Did it move? It had to move just now. The water was extracted from a giant mess of the same consistency. Light doesn't shine through it at all. With the way it occasionally wiggles all on its own, can it grow?

[Dev Item]

Spirit Catcher (Shield)

Spirits steer clear of the rather harmless looking item fit more for decoration. Its true nature was rather difficult to tap into. Only the damned could effectively catch spirits but when utilized in the hands of ambitious and creative, the dreamcatcher-esque item could siphon energy on weakened targets with exposed souls. Prolonged exposure can lead to insomnia, paranoia, severely impaired judgement and uncontrolled violent tendencies. Caught spirits in the past wail in agony whilst trapped on Eternia. There are hundreds, as though the Spirit Catcher had been passed on by generations. Dark magics are at play. It can trap the soul of even the damned when close by but, it can potentially be reworked. What will it catch? (Witches gain +2 essence on successful Dangerous/Deadly RPB captures. Repeatable)

+1 dark pow

[Atl Coven]

Atl Ash

The ashes of a dead Atl Supreme witch. Her name and history reduced to naught but ashen residue charged with Helish energy. It was used in a sacrificial ritual, ironic enough. Prolonged exposure causes the user to feel as though their very soul is being torn from them. Would it make a great component for a potion? Or runes?

(Dev Item)

Arcanium (3)