

FRG Ptolus Campaign Journal

Our first session. . . November 25th (Rachel)

[28th of Harvest]

Our party first met up, well 4 of us anyway: James, Rodlat, Ellywick, and Amaryllis, in line at one of the gates to enter Ptolus. We also met the always entertaining Al Kaline III, who sings for us, has heard of the slave trade that Amaryllis is curious about, finds out why the line is so long and moving so slowly (overturned cart blocking the gate), and is harassed by a couple of guards, although he seems to have a rather charming effect on one of them. Al takes us to another gate (South Gate) where we are able to enter the city--the line is much shorter here, and Ellywick and Amaryllis even get in without being charged a gp after Al helpfully (hopefully?) but wrongly explains that they specialize in midget porn.

After stopping by the public bath, where Al notes a large scar on James' back which he is loathe to discuss, Al takes us to the Mystery Pub where we have a couple of drinks before heading to the Ghostly Minstrel, where we get a room for the night. Before arriving at the Minstrel, however, we are distracted by a woman's screams and head down a street to find a woman being attacked by two guys who tell us to leave or be killed, or we will have to deal with the Pale Dogs. We are able to knock out one of the guys and the other takes off down into the sewers. After Ellywick heals the young woman, we learn that her name is Phon and that she was just walking home from work when the guys attacked her--she has never seen them before and does not know why she was attacked. We put restraints on the unconscious guy and take him to a guard station and take Phon to the nearby temple that she asked to go to--she is welcomed there by Brother Fabitor, who takes her to a place to lie down and says that if we can find out why someone had her attacked, he would like to know.

We found a pouch on the unconscious guy that we took to the guard tower (whom the guards killed unceremoniously--apparently they don't care for those Pale Dog types). There was a note in the pouch with Phon's name, description, and a location as well as saying "After: the red warehouse on Able row, 2 hours after dusk Theoday."

We check into the Minstrel--James gets hosed down and we get something to eat in the bar. Brother Fabitor's entry causes the bar to quiet down some, and he asks us to come speak with him at the Temple. We head over there and tell him about the note we found on one of the guys who attacked Phon. Fab does not know why anyone would go after Phon, although he does tell us she is pregnant and will not reveal who the father is, but says that she has had a relationship with the guy for a long time. Fab tells us how to get to Able row and the warehouse district. He asks if we could try to find out why someone was after Phon and asks us to check out the warehouse, since the appointment mentioned in the note is about half an hour away.

After checking out the outside of the warehouse and not seeing anyone or any windows in, James and Rodlat check out the front doors, which are locked, while Ellywick and Amaryllis head to the backdoor, which is unlocked. Ellywick casts her message spell so that we can communicate with each other. Amaryllis slowly opens the backdoor--it's dark inside and she hears a growl. James and Rodlat come to the back at Ellywick's request.

A voice inside calls out "Ortre, come in and close the door." James goes in and Amaryllis follows with her hooded lantern. The voice then says "you're not Ortrey" and James is hit with an arrow. There is an elf (later we find out his name is Lau) up on a platform who shoots James with a couple of arrows. There is a man in the corner who has a sword and comes forward to attack and there is a dog who attacks James and Rodlat. James, Rodlat, and Amaryllis all take damage and try to attack the three--the elf flees, the man is knocked unconscious, and the dog is killed. Ellywick stabilizes the guy and Amaryllis restrains his hands. We decide to take the man to the Temple to see if Fabitor would like to ask him any questions about why people are after Phon.

Fab lets us in the back door of the church and heals the guy, who regains consciousness. We blindfold him and start questioning him, although Fabitor appears pretty uncomfortable and does not participate in the questioning. Rodlat charms the guy and asks him a number of questions. We find out the following: the guy's name is Vagger; the two guys who attacked Phon were supposed to kill her, Vagger will not say who wants her killed or why, it's just business; Vagger works for "the business" headed by Mr. Cran; Vagger says he can introduce Rodlat, who has introduced himself as Taldor, to Mr. Cran b/c Rodlat says he is looking for a business to get into; Lau is the elf who was at the warehouse; Rodlat (a.k.a. Taldor) makes plans to meet Vagger the next night so that they can see Mr. Cran.

Rodlat walks with Vagger back towards the warehouse district and removes the blindfold and leaves him there. Amaryllis trails Vagger towards the warehouse where we had found him. Vagger is very unhappy about his dog and is afraid he lost the key to the warehouse. Amaryllis wipes off the key she had taken from his pouch and drops it alongside the warehouse on the ground. Vagger puts the dog over his shoulder and heads down Crispen street. Amaryllis tries to tail him but only

as far as an alley that leads into a pretty enclosed looking series of alleys, since she is unfamiliar with the area and is afraid it may be a trap. Amaryllis heads back to Ellywick, who has been staying a bit back and they head back to the inn.

Our second session, December 2nd (Rachel)

[29th of Harvest]

Kirin and Thomas are near the docks and looking around.

A kid asks if they need directions and asks for a couple of shinies. Kirin gives him a gold, Thomas says he needs to go to the Temple district.

The kid takes them to a square where there is a Lothian temple and a big statue of a person, tells them this is the Temple district (but it's really Midtown).

Thomas decides to go into the chapel, the only person in there is an older gnomish woman who is praying. Kirin sits down in the chapel. Thomas waits for about 30 minutes, a man and a woman come in.

- Thomas approaches the man and tells him he was told to come to the Temple District and to report for duty.
- The man introduces himself as Brother Fabitor, and tells Thomas he is in Midtown, but that yes, he was supposed to be there. Fab asks him to sweep.
- Thomas says he doesn't think sweeping is his calling, so Fab says he will sweep and Thomas can take care of his charge, a young woman.
- The young woman tells Thomas she came here to pray, then Thomas wanted her to go see the people who saved her yesterday.
- Thomas and Kirin bring her to the Ghostly Minstrel.

We all meet in the bar area and introduce ourselves after Phon tells Thomas and Kirin that we're the people who saved her. We ask Phon some questions about who might want to kill her. Rodlat says the father of her baby may be trying to kill her, Phon says no, he wouldn't do that, and she becomes upset with Rodlat's insisting on talking about who the father. Tellith is laughing really hard behind the bar.

We head up to our room, talk to Thomas and Kirin here, tell them what's going on.

There's a knock at the door, a guy tells Rodlat that Mr. Cran is here for their app't.

Rodlat and James head down, with Amaryllis trailing behind. Tellith tells Rodlat he'd better get in there, Mr. Cran doesn't like it when people are late.

- Rodlat goes into bar area, there's a guy seated at a table. He stands when Rodlat comes over. They sit down and talk. The guy eventually ends up laughing and saying he's really the cook, and Tellith put him up to it. He says that if Rodlat ever does have shortie porn, the cook knows some folks he can hook him up with.
- Rodlat, James, and Amaryllis head back upstairs.

We take Phon to the Temple and leave her with Fabitar. We head towards the red warehouse—Thomas goes in and tries to ask about it, but doesn't find anything out.

Ellywick and Amaryllis go to Saches, the shop where Phon works, and talk to Marta, the owner. She tells us we should go to Fairbriar to look for clothes, that's the best place for us to shop, although she can make clothes for shorties here.

- We tell her we actually are trying to help Phon.
- Marta gossips about Phon a bit and who the father of Phon's baby might be. Doesn't think the father would try to kill Phon, but if it's a married noble, his wife might try to have her killed. Marta says she would make Elly and Am dresses if we find out and tell her who the father of Phon's baby is.

Elly and Am meet up with the others, we head to the manhole where the Pale Dog went down into the sewers yesterday. James starts lifting up the cover and a kid calls out the window of a nearby house that that's illegal—he says he's going to go tell his dad, who's a city watch guy.

James closes the manhole and we head back to Delvers Square—go down the steps.

James and Thomas buy some torches. We head to the Delvers Guild and speak to a woman there, Gordie Jurgen, about buying a map. We can't afford a map or membership to the Delvers Guild. She advises that be careful about where we go down here b/c a lot of it is dangerous.

We head back up and look for posted notices for delvers. The one that stands out is one needing delvers for “a mission” for Tordin Cran, says to inquire at the Ghostly Minstrel (GM).

Kirin leaves her name with Tellith, says she is interested in responding to the Tordin Cran's notice.

That evening, Kirin and Thomas meet with a guy in the bar area at the G.M. He says he'll be back later to take them to Mr. Cran, but that the job involves getting some items back for Mr. Cran, and the job pays 200gp. Killing some rats may be involved, and possibly killing some people.

Meanwhile, Rodlat, Elly, and Am are eating in the restaurant, Kirin comes in and tells them about the meeting.

Rodlat and Am head upstairs.

Kirin and Thomas wait at a table in the bar for the guy to return; James and Elly sit at the bar and keep an eye out.

When the guy comes back, Kirin and Thomas motion Elly over and the guy takes them to Cran's. The guy is Vagger.

Mr. Cran gives them the 100gp upfront after they agree to go down in the sewers (at Ugly Child Lane and White St.), go about 100 feet west, get two crates with locks on them, and bring them back to him that night.

Kirin, Thomas, and Elly return to the inn, Elly comes upstairs to meet James, Rodlat, and Amaryllis, tells us what's going on and splits up the gold among us to carry.

We go meet Kirin and Thomas at the spot where we need to get into the sewers. We get down there and head west. We hear some scurrying, Kirin hears a high-pitched voice say “Go away” and Kirin says we can't. Then Kirin hears a shot and sees a bright light and is injured.

Third Session. . . December 8th (Rachel)

[29th of Harvest0

We're down in the sewer to get Cran's box/crate, Kirin was just shot.

Thomas headed back up to the surface to protect Phon, in case Cran sent us down here as a diversion.

There's a cavern off the left-side of the tunnel with a main area with three tunnels off of it. The right tunnel dead ends-- Rodlat sees 5 rats, one throws a wad of nasty stuff at Rodlat. James heads toward the tunnel and springs a trap but manages to jump back and avoid falling in the pit. Rodlat color sprays two of the rats and one falls. We kill 3 rats and cut off their tails--2 rats get away, one down each of the other tunnels. There is nothing in the cul-de-sac where the rats were, these rats did not have guns, only their swords.

From the left tunnel, 6 rats head towards us. Kirin kills one and throws acid on one. James kills one. Rodlat creates a beetle which damaged one, then four of the rats ran off. This tunnel opens out into an area with even more refuse than the other areas down here.

From the center tunnel we hear a growl, there's a big rat and 3 smaller rats. Rodlat summons a badger and then a dog to attack. Kirin, James, and Amaryllis attack the rats. Kirin is attacked by the rats. We kill the big rat and the smaller rats. James cuts their tails off. Amaryllis checks the bodies--there is nothing on them. Ellywick heals several of us.

We head back further and find a big empty chamber. Beyond that is a cesspool of sewage--two swarms of small rats come up out of the cesspool. Kirin and James go towards the cesspool and the rats swarm over both of them. We do some damage to the rats and the swarm falls from James.

A voice from the darkness calls out "Enough" and the other swarm falls off Kirin. A human guy comes out of the darkness--he has the 2 boxes Cran wants, he took them from a burning ship that was set on fire by guys in purple and gold who then left the ship. The guy (Mick) says that there is shivel in the boxes. Cran had Mick get the boxes, but Mick wants more for them now and Cran doesn't want to pay. Mick says we could have both boxes for 500gp or one for 300gp. Kirin says we don't have the gp and Mick says we should leave. Rodlat creates a beetle near Mick. A lot of rats come out from all 3 tunnels and we flee.

We head back up, go to the Ghostly Minstrel and get hosed off. We go to the Temple and Brother Fabitor heals us, although he says if we have disease from the rats we will need more than that and we should know by tomorrow. We spend the night at the Ghostly Minstrel.

[30th of Harvest]

Next morning we come downstairs, Tellith tells Rodlat that Brother Fabitor would like to see him. We head to the church--Kirin collects the gps from Cran from everyone. Fab gives us the two boxes--a friend of his removed the shivel and replaced it with sand.

We head to Cran's with the boxes. Kirin and Ellywick go into Cran's after Gunn opens the door and says Cran is sleeping and they should come back later. Kirin says she has the boxes to give him now. Ellywick casts message on Amaryllis--tells us Cran is asleep and that there are two other guys in the house.

Kirin goes through the curtain to back part of house. Cran awakes and has Kirin put the boxes down. Amaryllis, James, and Rodlat enter the house. Rodlat yells that Mick wants his boxes, then Rodlat charms Gung and says Mick's cohorts are outside. Caulus (spellcaster at Cran's, had also been sleeping) summons a fire elemental. Caulus and Cran are killed and several of us are injured and/or on fire. More of the building catches on fire and we leave. Ellywick heads back to the Temple to pick up Thomas so they can meet us at the Minstrel. Kirin puts out the flames on Amaryllis and they head back to the Minstrel. Rodlat takes a footlocker from the house and James takes some armor and an axe from the house.

Session Four. . . December 15th (Rachel)

[30th of Harvest]

Elly headed off from Cran's burning house and picked up Thomas at the Temple. Kirin and Amaryllis headed to the inn. James leaves the house with the banded mail he had grabbed and (something else I think, great axe?). Rodlat heads away from the house with three books he grabbed and a footlocker. He asks a guy standing outside the house looking at the fire if he has seen a gnome, halfling, and James. The guy says no and asks if Rodlat is okay. Rodlat heads back to delver's square.

Stuff taken from the house: a magical cloak, banded mail, great axe, 2 daggers, and 3 books. The old, smaller, thicker book is of arcanum; one book is a spellbook; one is a ledger.

The ledger lists payments to a gnome and cleric for getting boxes, payment to Mick, and an entry re: Phon Quartermaine 200gp for Methul Watcher.

The footlocker contains regular men's clothes.

After looking at the spellbook, Rodlat wants to go back to Cran's to see what else is there. Amaryllis wants to go back later to observe the place to see if Gunn, Vagger, or Lau show up.

James, Rodlat, and Thomas leave leather armor with Iltumar, a teen at the Bull & Bear (who wants to be a delver), to be appraised. They end up selling it to the B & B for 5gp.

James, Rodlat, Thomas, and Kirin sell the great axe to Rastor's for 150gp.

At the chapel, we ask Phon and Brother Fabitor if they know someone named Methul Watcher, they both say no. Phon seems to be telling the truth. Fab says he will discreetly ask around since we said Methul appears to be connected to Cran.

Rodlat tells Tellith about the ledger--she says if he gives her the ledger, she will let him stay at the Inn for free for a week.

Ellywick and Amaryllis spend some time in Fairbriar--get some clothes at Almond's and get some yummy halfling and gnome-style lunch.

Back at the Minstrel, Al is waiting for us, chatting with Tellith, and drunk and on shivel. Amaryllis suggests that Al shower with her and Ellywick out back. We have dinner afterwards, and Al tells us that a representative of the Ennin has been seen around the Old Grayson House in the North Market area. Several kids and street people have gone missing around there recently. Al gives Amaryllis a notice calling for delvers to help clear a haunted house (Grayson House), and to contact Erell Yinnick.

That night, Amaryllis heads out to Cran's house to keep an eye on it for a few hours. There's a thug with a sword standing in front of the front door. He spots Amaryllis and comes over and threatens her--tells her to mind her own business.

Amaryllis runs back to Delver's Square as quickly as her little hobbit legs will take her and into the Chapel, hoping that the thug will show some respect and not follow her in here. The thug comes in and Am and Thomas fight him but are both badly injured, to unconsciousness.

Fab heals Amaryllis and Thomas, Ellywick, Rodlat, James, and Kirin find them at the Chapel in the morning.

[31st of Harvest]

Ellywick bargains with Myraeth and sells him the magical cloak for 550gp.

We pay 600gp to Fabitor to remove disease from James, Kirin, and Amaryllis since they have fevers.

We head to Grayson House and find Erell. He is a soapmaker, he and his neighbors pooled together 60gp to pay someone to help with the haunted house. There have been a lot of scary ghostly noises coming out of Grayson house--no one has been seeing going in or out in years. Occasionally a street person or dog has gone missing, this has happened more frequently recently.

In Grayson house--there's a trap inside the door. Kirin is attacked by a big mosquito thing under a white sheet. There's an awful smell inside that makes a couple of us feel sick. James sees something fly across or run from the room. Upstairs, there is a room with a shut door--we hear creaking on the floor in the room but when we open the door we don't see anyone or anything. In the closet across the room there is a skeleton hanging--someone had hung himself, it looks like it was a long time ago. There is a ring on the skeleton's finger, Rodlat takes it and puts it on. The skeleton crumbles and falls when touched.

A number of neighbors are hanging around out front, a couple of them come to the doorway and ask us about the place and the ghost--a kid runs up stairs and into the room. Ellywick casts ghost sounds to get the kid to leave the house.

We head downstairs and go into the back room--it smells really bad in here. There's a trapdoor in the floor. We open it and Kirin jumps down and is attacked by many spears and dragged off.

Session 5...through the eyes of Rodlat (Todd)

[31st of Harvest]

As we stand around the opening of the trapdoor, Kirin's body is dragged away into the darkness. Our brave impulsive James jumps down into the room to rescue Kirin. He drops his torch when he lands, but it doesn't go out. Alone and unarmed in the room, James does not see Kirin. He is attacked with small spears. Amaryllis drops James sword into the room. I still cannot see what is attacking James, but whatever they are, they speak draconic, the language of dragons and magic. Amaryllis jumps into the room, followed by myself. Kobolds, little green scaly reptiles, kin to dragons from what I've read. The name Tavicks...Tavacks...Tevicks, I'm not sure, is mentioned. Maybe it is their leader.

Ellywick jumps down, knocking me to the floor. I need to practice my gnome catching. Save for Thomas, who was keeping the locals out of the house, everyone in our group is in the basement. The kobolds are coming at us from two directions. By strength of arm and some well-placed spells, we overcome the kobolds. We found Kirin's body in a corner amongst some crates. Besides the spear wounds, her throat was cut. I searched the first room, while the others checked out the second room. I found nothing of any value among the old crates. Amaryllis, on the other hand, found a hidden opening.

The opening led into room containing dirty bedrolls and a firepit. This is where the kobolds had been sleeping. James went in first, and is again attacked by kobolds. He is quickly surrounded and fighting for his life. It was a horrible thing to watch. It happened so fast, James was cut down before the rest of us could react. A kobold, Igyak is what he called himself, equipped with chainmail and battleaxe turned his attention to my female companions. I, without any thought for my own safety, stepped into the opening. With a pinch of colored sand, and the proper incantation, I was able to incapacitate a number of the beasts, specifically Igyak. Though not unconscious, Igyak was blinded. I stepped aside enough to allow Ellywick to provide James with the healing magic of ?. At some point, I was dealt a terrible wound. So horrendous was the pain, my mind seems to have blocked out the event, save for that it happened. All I know is that my companions dispatched Igyak and the rest of the kobolds. The room continued on into the sewers, oh joy. It was decided that we would rest before exploring the sewers.

[1st of Moons]

It took a little doing but we got out of the basement. Thomas healed us, it's wonderful having priests for friends. Thomas saw to Kirin's body, while Amaryllis, Ellywick and I went back to the Ghostly Minstrel to retrieve our bedrolls. Oh, and James stayed at the Grayson house, in case anymore kobolds showed up. A number of the local boys were all google eyed about Amaryllis and Ellywick. Hmm, maybe the ladies can convince a few of the boys to do us some favors.

It's always nice to be greeted by Tellith, even when she tells you that she can get into your room because she has a key. I must remember not to leave important things in the room. We grabbed our gear, along with the ledger and spell book, paid for the night prior and returned to the Grayson house. Amaryllis had a conversation with the soapmaker, trying to get some more information about the house. It seems that it hasn't been occupied in nearly 100 years. He keeps talking about ghosts, though we have found nothing in the house to substantiate that idea. We rest for the remainder of the day, until Ellywick and I feel "refreshed". After a bit of studying, I was able to determine that the ring, I had found on the skeleton in the closet, is imbued with an abjuration magic. The ring provides some kind of protection. I could identify the damn thing, if I had some damn money to buy a damn pearl. The gear taken from Igyak is mundane.

Our foray into the sewers started out uneventful. Every so often, one of the sides of the sewer would open up into a large room. Amaryllis found a couple of skeletons and a device made of agate, if I remember correctly. The device has some magical qualities to it, as it enables her to see in the dark when she looks through it. We continued on. A room or two further, we discover a moss covered door flanked on both sides by bas-relief.

Upon the stone door is carved a morbid scene. It depicts a robed and hooded man administering a potion to an enshrouded, skeletal corpse that lies upon a bier. Behind them, an open sarcophagus awaits. Upon the left-hand wall is carved a tall, life-sized figure in a long, hooded robe.

Though his countenance is grim, he strongly resembles the man depicted on the central wall. Finally, a life-sized skeleton wrapped in a death shroud is carved into the right-hand wall. The grooves of the relief are deep, giving the impression that it is about to step out of the wall.

Though its arms are folded across its chest, the skeleton's jaw hangs open wide.

Amaryllis also found another door in one to the other walls. The outline of the door is faint, meant to be concealed, I think. Though we have seen kobold tracks through out the sewer, they are most concentrated here. Some tracks do continue past this alcove, but not many. I think we have found where they are coming from. I detected for magical auras, finding only Amaryllis' googles to be magical.

Session 6 (RJ)

[1st of Moons]

We are in front of the ornate wall; Amaryllis searches the wall for a secret latch or trap on the doors. She notices that the skulls mouth opens up and goes back. We think it is a way to open the door. I put my arm in and find a small hole back there. We try to put some rope down in the mouth and hole in the back, that didn't work. So Rodlat suggests we feed it blood, I am not really thrilled with this but I lift him up after he pricks his finger. He seems to be in a lot of pain from the cut, I am not sure it's the cut or the sight of his own blood. He drops some blood in and nothing happens. I have an idea of pouring some liquid down and we go with that plan, as I start to pour there is a click and Rodlat pushes the door and it opens up. There is a bluish stone behind the door.

As we get ready to enter, I hear a sound coming from the sewer, it sounds like footsteps. As we wait, Thomas comes into the light. It is good to see him. We proceed into the door with Amaryllis leading the way down. As we enter, there appears to be pockmarks all over the wall, Rodlat is not sure what caused it and says that we need to be careful.

We come to a door about 20 feet and Amaryllis opens it. As she opens it, we see about five reptilian creatures (Kobolds I think Rodlat called them) playing a dice game. There is one other who is watching the game. There is a gong right next to them. As we enter they look up and we rush in to stop them before they can sound an alarm. Amaryllis uses her sling and I rush in with my sword. Elly fires some magic at the one standing and he takes some damage. Rodlat makes a centipede come up and attack them. The one standing takes his mace and hits the gong several times. We take two down and the rest run off, I run after them but lose them around a corner. As I come to the corner, there is a statue of a Skeleton, with a sword coming out of the wall. I look around the corner and there is a hallway with a stairs going down.

I go back to the group and the group is checking the bodies. There is a small mace, a small chain shirt, and a pouch which has coins in it (based on the sound coming from it). There is a door in this room and Amaryllis listens at it. She opens the door and there is a stairway going down. As we go down with Amaryllis leading, I am next and Rodlat behind me. We see some light at the end of the stairway and some stuff at the end of the hallway. Midway down the stairs they go smooth and we three are sliding. James and Elly don't fall down the stairs, but as we are sliding hooks come out of the wall and we get hurt.

As we are at the bottom of the stairs Kobolds attack us. They are standing on top of a barricade of broken wood, doors, wagon wheels, etc. It's about 10 feet tall. We get untangled and stand up; James and Elly make it down the stairs. After they attack a couple other kobolds come up with fire in their mouth and they breathe it on us. Some of us are able to get out of the way some of us can't. I try to run up the barricade but fall flat on the ground. Rodlat runs up and stuns a lot of them with his rainbow spell. Amaryllis uses her sling and Elly throws her magic arrows and Thomas and I use are crossbow and bow.

Eventually we get them and climb up the barricade, we cut the rest down and on the other side is a hanging body with daggers in it. It looks like the kobolds were using it for target practice. There is a green torch above the body, Rodlat says that the whole area is magical and to be careful. He goes down to search and tells us that the human is a pale dog, based on his fingernails and ring. Rodlat says he is starting to feel warm and when he turns around his eyes are flaming and he says "I feel funny." He breathes a fire a couple of times out of his mouth, we are all a bit worried about this but he says he is alright. His eyes go back to normal and he approaches the body again, searching it, and finds a flask with some liquid in it. Rodlat asks me to bring down the torch and I get it off the wall.

We decide to go down the hallway to the right. It opens up and there is another Skeleton statue coming out of the wall, this one has its finger pointing out in and accusing way. Elly, tells us that the statue is of the God Soleth, the God of Silent Death-The Merciful One. He was slain by another God a long time ago. She said that Soleth hated the undead and his priests would go out and bring peace to the undead. We proceed on and the next thing I know I am on the floor. When I ask what happened Elly tells me a spell was cast and I went to sleep. Also, some Kobolds attacked us but James and Amaryllis took care of them.

As we go down the hallway we all feel like we are moving faster. In the next room there is a pit and a rickety bridge, around the room there is a ledge, very small. The pit goes down about forty feet and there is a small slow river at the bottom. We go to the left with Amaryllis leading, when we get halfway down the ledge falls away and she falls down. She is ok and works her way back up. I try going the other way around and I fall down. As I work my way up the rest of the party crosses the bridge and gets to the other side. I get up and when I am there I notice a cloud around most of the party, they say they are alright and that they can see fine, even though I can't see them.

We continue on down a corridor and down another set of stairs. Amaryllis goes to the corner and looks down, she sees several kobolds around the corner and they see her and we hear them coming....

Session 7 (Dave)

[1st of Moons]

From the Journal of Thomas, humble servant of Lothian, Most Holy Daykeeper

Our foray into the supposed haunted house has become a full fledged adventure. We found an entrance into the sewers, and further, an entrance into the lair of the kobolds. When we last left our party, we had all gathered across from a large room with a pit (which contained a small running river) and had spotted a group of kobolds around the corner. We found ourselves in a long corridor with many alcoves. I charged in followed by James, to be greeted by a large force of kobolds. We killed a dozen or more. Some of the kobolds were augmented by strange magics. They appeared out of alcoves having grown, or covered in a purple sheen, or throwing swirling spheres of air that could sap one's strength. I found myself growing increasingly uneasy about the magical energies hidden in this structure. Upon exploring the corridor, we discovered that the magic effects were triggered by standing in the various alcoves. We pressed on, to find an identical corridor with alcoves that could turn one's skin to stone, render someone invisible, cause some sort of thorny appendage to appear one one's had (assumable a weapon). Rodlat thoroughly enjoyed trying each of the alcoves, and could be heard squealing in delight. Fortunately, the effects of the alcoves were transient-- only a moment or so. The party decided to press on and we discovered a large room filled with three kobold spearmen and a large number of kobold females and children. The spearmen did not attack and Rodlat was able to communicate with them.

It was with great sadness that we learned the kobolds were pawns in a larger scheme and that our rush to battle with them could have been avoided. The three kobolds protecting the females and younglings accused us of being murders. Rodlat was able to convince them that we would not kill their brood. We learned one of the names of the kobolds (insert something guttural here, Yip-Yip). He related the following story. Tasiks (or was it Taldor, Thomas can't recall), a former kobold, had fallen out of favor, left the tribe, and found some sort of magic that was converting his form. He then returned with a magic axe to kill the former kobold chief and take his place. We also learned that Tasiks reports to another, a human by the name of Esclavage, and the tribe had been charged with kidnapping humans and selling them on the slave market. We negotiated with (Yip-Yip), suggesting that they should leave this place but that we would "handle" Tasiks. Yip-Yip informed us that there was a female magic user with whom we should speak, Udruma. We sought out Udruma and found her protected by a surly kobold Fic and his pet, a very large weasel. Nonetheless, we avoid fighting Fic and he provided us with directions. We soon found the prison and kitchen section of the dungeon. In one of the prison cells, was an orc or hobgoblin who related that he had been captured in a struggle attempting to find the place of the "magic apples". He was reluctant to provide any information until we released him, and the party was happy to leave him there. We found Udruma in a nearby kitchen area cooking. Our negotiations went well with Udruma. If we disposed of Tasiks, she agreed to take the kobolds back home and stop kidnapping people for slavers. She healed James and provided him with a potion of strength. She also told us of an entrance to the "secret place" that Tasiks hid. She seemed to think that he would be aware of our presence and would have already have "seen" us.

Udruma took us into a room that was lined with statues. She warned us that the room was trapped, but dismantled these by turning the heads of the statues. We passed the room safely and found the secret door to Tasiks inner lair. Inside we found a bronze statue of a well know transmuter named Verdivis. Rodlat was impressed by this and told us that Verdivis was very powerful. The room also contained a magic mirror that allowed anyone in the room to view the corridors of many alcoves (the mirror was very large but could slide on a well fashioned rail). Finally, hanging in the room (about 10 feet up) was a large glass like cube with the bottom missing. James seemed to think that it might be a cage. It was also posited that it could be some sort of transportation device. Rodlat informed us that this room felt strongly of magic. We pressed on and discovered Tasik in the next room, he charged us and the battle began in earnest. James went down and it looks as if I would soon be joining Lothian. To make matters worse, the statue of Verdivis animated and moved to attack us as well. While it is unclear to me that cause, Tasiks withdrew from battle but not before threatening us that that conflict was far from over. A portion of the party had already made a hasty retreat to the room where we first encountered Tasiks. It contained a dais and table. James found an apple on the table that we assumed was one of the magic apples. Eating the apple, he fully recovered from his injuries. This intrigued us all, Udruma's hunch about the apples proved correct. From the remainder of the table the party took a scroll and 3 vial in a pouch (both sets of items were determined to be magic). Additionally, the party found 2 flasks, a short sword, a pole arm of sorts, a music box, a gilded hour glass, and various gems and coins. We gathered all of it up and headed for the surface. We were unable to find Udruma as we made our escape.

Upon making our way back into the haunted house, the party heard a scream. We raced toward it to find that an apparition had just stabbed a young boy through the skull. A young girl witnessing this was the source of the scream. I prepared to cast turn undead as the others readied for battle...

Session 8 (Bridgett)

[1st of Moons]

We begin our journal right where we left off ...

Upon hearing a scream, we all rushed up the stairs of the haunted house to find the source. Once we reached the doorway to the upstairs room we saw a girl (the source of the screaming) and across from her was what appeared to be a ghost floating a few feet of the floor. She had blondish hair and was wearing a black dress with a red sash. She had a knife shoved through the head of a boy and had lifted him off the floor. When she seemed to notice us, she tossed the boy away and flew through the closet and up through the ceiling.

At this point the girl was still screaming and started backing up toward the window. We were worried that she would jump in her current state of mind, so Thomas went to her and ended up having to restrain her until she wore herself out a little. He then took her out of the room.

Rodlat checked on the boy and confirmed that he was indeed dead. Rodlat thought that we should ask Errol if he recognized the girl so we could find her and the boy's families. Since it seems to be a wise idea that someone accompany Rodlat whenever he leaves the party, Ellywick went along and they both brought the girl with them. Errol opened the door at Rodlat's knock, at which point Rodlat, in his own gentle way, begins to explain what had so far transpired. Errol's wife then led the girl into their home. Errol appeared to begin to panic and ran up the stairs of his home and then ran right back down them and past Rodlat and Ellywick toward the haunted house. Rodlat and Ellywick chased after him the best they could, but are unable to (short legs...). Ellywick, thinking that the boy was very possibly Errol's son, called up to Thomas that Errol was on his way up and that he should be stopped before reaching the room.

Meanwhile, back at the haunted house, Thomas performed last rites on the boy's body and Amaryllis and James searched around the upstairs room and hallway for anything that might explain what we all witnessed. They were unable to find anything, including the knife the ghost used to kill the boy. It is at this point that they hear Ellywick's warning, so Thomas goes to the head of the stairs and is able to keep Errol from getting by. Amaryllis decides to cover the boy's body with her bedroll in an attempt to spare Errol. Upon Amaryllis' signal, Thomas then lets Errol by. Errol then ran into the room and throws off the bedroll, dropped to his knees and stared down at his son. We then hear Errol's wife start yelling the "it's Tvia!" While Amaryllis tried to console Errol, Ellywick remained downstairs and Rodlat went upstairs to see what he might be able to find. James, Amaryllis and Rodlat are now concentrating on the ceiling, especially the ceiling in the closet where the ghost disappeared. It was then decided that Amaryllis would climb onto James' shoulders and try pushing up on the ceiling where the ghost disappeared. Thomas went outside to see what he could find out with regard to the crowd that was beginning to form.

The ceiling lifted up where Amaryllis pushed up. She climbed up and then approached the desk and chair (which are the only things in the room). Everything was covered in dust. Upon the desk there was a dried up ink bottle, candles, some dust covered color pencils and a stack of papers. Rodlat, of course, also climbs up into the attic and goes with Amaryllis to search the desk. When they examined the papers further, it is discovered that on the first page is a drawing of a woman of inhuman beauty. At the top of the page is neatly written "I do it for you may love." "...What have I done?" (sorry, the sentence was not in the notes, so I am guessing) The other pages underneath the first have drawings on them of different women in varying degrees of being eviscerated. Inserted among the drawings was a poem that Amaryllis, and later on Ellywick, recall having seen before, possibly in a post. There was also another page that had writing on it as well.

Meanwhile, outside, Thomas was advising the growing crowd that he "will explain when the watch comes!" Unfortunately, he mentions something about a boy having died, which initiated Errol's wife to start screaming. Thomas advised the now larger crowd to keep Errol's wife here with them and to send the Watch in when they arrive. It is at this point that the Watch arrived. He then began to explain to the Watch what had happened and started leading them upstairs. Ellywick, having been downstairs keeping an eye on what was happening outside, noticed a "sneaky" man kind of trailing behind the Watch and who also went upstairs. She decided to follow and keep him in her sights to see what his purpose was.

James heard that the Watch had arrived and informed Rodlat and Amaryllis that they should come down quickly. Rodlat placed the papers in one of his scroll cases before he and Amaryllis went back down and closed the ceiling door behind them. As they were coming out of the closet (he..he..he), the Watch came in the room. James and Amaryllis heard one of the guards whisper to another "Damn not again." One of the guards lifted Errol up, he was still kneeling beside his son's body, and began to lead him out.

Ellywick, meanwhile, noticed that the "sneaky" man was writing something down on a pad and looking into the room. She approached him and asked his what he was doing here? The man then asked her the same question and then said that he "was the one asking questions here." Ellywick then replied "no I am; Guards!" The guards then told him to leave.

We all went back downstairs and Amaryllis and Rodlat did the explaining and also informed the guards where we, mainly Rodlat, were staying. In the process of our party leaving, Rodlat thought it would be a good idea to tell the guards about the skeleton in the closet. Ellywick went with him while he told them. At this point the crowd was beginning to become a mob, they seemed to blame us for what happened to the boy and started throwing things at us. So we headed back to the Ghostly Minstrel. Once there, we went up to our room and cleaned up the best we could and rested.

[2nd of Moon]

The next morning, we went through our normal routines and also what we have brought back with us. Thomas went to check in with Brother Fabitar and see how Phon was doing. After discovering that the scroll is a teleport spell, Rodlat then began counting our money, which we decide to split 6 ways with the 6th being for "party expenses." Amaryllis and Ellywick left to do some research regarding the poem that was written on one of the pages. James left to sell the weapons that we found. This left Rodlat in the room alone with his is raven. From what was later explained to us, I believe Rodlat and his familiar had an interesting conversation. He also appraised the silver chalice, gilded hourglass, pearl, quartz and music box. A short time later, James, Amaryllis, Ellywick and Thomas returned to the room. Ellywick and Amaryllis explain what they have learned from their research and Thomas healed himself and Rodlat (minor heal). He then informed us that Brother Fabitar knows someone that might have a job for us.

We then decided to go downstairs to eat. Rodlat got stopped by Tellith and Amaryllis, Ellywick and Thomas continued into the restaurant to eat, while James decided to go ahead and purchase a shield. Unknown to us, Rodlat decided to hand the chalice, hourglass and music box to Tellith for "safe keeping." Once he finished speaking with her, he couldn't recall where the others had gone, so he wandered outside and, luckily, ran into James. James asked Rodlat if he wanted to go into the store with him to buy a shield. Unknown to James, when he turned to go into the shop, Rodlat turned around and headed for Myraeth's. Rodlat mentioned that he had some items that Myraeth might be interested in, however, Rodlat was once again asked to leave and ran into James when he was coming our of Myraeth's. Rodlat then went back to Tellith to get the items to sell to Myraeth and James went ahead and paid for 10 more days at the Inn. Once we are all back together at the Inn, it was decided that Ellywick and Thomas should go to Myraeth's and see what they can get for the items. When Ellywick asked Rodlat what she should accept, he mentions that should try to get at least 1200 gold.

Ellywick was able to barter slightly with Myraeth and was able to get 1200 gold and a magnifying glass for Rodlat. When they returned to the others and told them what they had gotten, Rodlat seemed happy with the magnifying glass. We then decided to go meet with Brother Fabitar and speak with him regarding the Grayson house.

Brother Fabitar looked at the pages we showed him and he seemed to know that name of the women, Marie Kell. (It should also be noted that when we looked at the first drawing that before appeared to be "inhumanly beautiful, we noticed that the skin color was not quit normal, kin of blueish) He confirmed that these seemed to be from the "Ripper" killings mentioned in the paper. He also told us that the ghost we described seemed to resemble Marie Kell, but that she had never hurt anyone and that her ghost was usually seen at her hovel. When asked, he mentioned that he could show us to Marie Kell's hovel on Bad Luck Court. He also suggested that we could go to the tax building and find out some more information regarding Ripper and possibly information regarding Grayson house.

I believe that it has been decided that we will go look around Marie Kell's hovel and see what we can find out....

The deed is done! (Todd)

[2nd of Moons]

I truly have no desire to recount was has happened to me. I wish I could forget. Alas, I fear it will be with me forever. I now understand why Brother Fabitar frowns upon the magics of enchantment. So begins my tale...

We left the chapel, Brother Fabitar leading the way. When we got to Bad Luck Lane, Thomas and Brother Fabitar returned to the chapel. Marie Kell's place was down one block and to the right. As we passed an alley, a voice called out to me. A half-orc woman, smoking a cigar, stepped out of the darkness. She propositioned me, flattered as I was, I declined. My true love was waiting for me. James declined, also, though it might have helped him to loosen up a little.

I was just coming around the corner, when James let out a yell and fell to his knees. As Amarylis and Ellywick rushed to his aid, I realized this was my chance. I would be with my true love, soon. Under the ruse of going after Thomas and Brother Fabitar, I left my companions. I had but a few moments. I ducked down the prostitute's alley, her will was no match for my magics. I did just as my love instructed, it would have been a work of art, had I the time to finish. I returned to my companions. James had sprouted wings, scrawny things they were. He was still in considerable pain. As we left to return to St. Gustav's chapel, Amarylis noticed something awry in the alley. I accompanied her into the alley, to throw off any suspicions. It makes me sick to think of the joy I felt as I gutted my victim. Not once was I suspected to have done such a dastardly deed. We would tell the watch when we got back to Delver's Square.

James' wings had grown more by the time we had reached the chapel. Thomas provided him some healing, and retreated to safety of our room at the Ghostly Minstrel. We notified the watch of the murdered prostitute. Amarylis, Ellywick and I had dinner, before retiring to our room. I had a brief conversation with Tellith, only to be interrupted by Amarylis. I'd meet with Tellith, later, wink wink. In the room, James was sulking. I tried to get him to embrace this change, but he seems to be pretty hard-headed. He'd rather feel sorry for himself. After everybody was asleep, I got up to go meet with Tellith. I need to learn to be more quiet. Amarylis caught me, I gave her a story about relieving myself, and left the room. I told Tellith about James' wings and asked if she knew where we might get some help. She said Aasimars and half-celestials could be found near the Pale Tower. Amar must not have believed me, because she showed up downstairs. I went outside to do my business, while she talked to Tellith.

[3rd of Moons]

In the morning, I asked James if Tellith could see his wings. I'm surprised he agreed. It was decided that James and I would go to the Pale Tower, while Amarylis and Ellywick went to the city administration building. The administration building should be able to provide us with some information about the Grayson house and the original "Ripper" murders.

We arrived at the Pale Tower. I knocked on what I assumed was the door. Eventually, a beautiful aasimar woman opened the door and asked us our business. She did not seem the friendly sort, I think we were keeping her from something important. I tried to explain James' situation about his wings. She asked James some questions, but James wasn't able to help her help him very well. It was quite frustrating. And she kept giving me a sideways look. Something about how talented I was as a wizard. We weren't there long, but it felt like forever. The lady walked into the tower, and a very large man with wings, and flames for hair came out, an angel, or I'm a kobold. He picked up James and just looked at him. He set James down, and James was to return in a couple days time.

We went to the Clock Tower to rendezvous with Amarylis and Ellywick. We got there first. I was able to talk James into doing some stretching with his wings inside the Clock Tower, while we waited. Amarylis and Ellywick arrived and told us about their trip. They got some information about the Grayson house, and still need to return later to get some past broadsheets. Apparently, the Grayson house can be had for the amount of the back taxes that are owed, 77 years worth of back taxes plus fees. Probably just shy of 3000 gold crowns, not that we're welcome in that neighborhood, anyway.

We head back to Delver's Square via the South Market. People all around start gawking and pointing behind us. The angel has returned, and he didn't look at all happy. He swooped down and picked up James. He demanded some things of James, I was kind of in shock. Apparently, another angel, Naor, is now part of James. Naor was dying, and used the rest of his life force to bring James back from the dead when the orcs had killed James in the attack on the caravan that James never likes to talk about. I think that's how it went. Something was happening to me, too. Things were coming back to me, horrible, dreadful things that would make someone want to lay down and die, after they finished being sick.

I don't remember the walk back to the Ghostly Minstrel. The vision of murdering the prostitute is all I see, the whispers of lasmini is all I hear, the convulsions of my empty insides is all I feel. I remember everything, every detail. I am ashamed, more than ashamed. I was to free her from her prison. I completed the ritual started so many years ago. lasmini will get free even without my help. The ring was how she got to me, it is probably how she got to Grayson. lasmini must be stopped.

She must be stopped, if it kills me. My payment for the deed I have done.

Session 10 (RJ)

[3rd of Moons]

Well, it's been a strange couple of days; I got wings, threatened by an angel, and have learned that my friend Rodlat is a KILLER. He tells us his story and is broken up about it, how he was controlled, and how we need to stop Iasmini. We are back in the room and he throws the ring away from him. I am worried about him, he has always been naïve and sometimes foolish but I have never seen him so devastated.

There is a sound at the door; Rodlat squeals "They have come for me". Amaryllis goes over to the door and listens. I go to the side my sword is out, I don't want them taking Rodlat. Amaryllis opens the door and sees an elf on his knees with a string and a package; he looks up as the door opens. He says "someone was tying this to your door and he ran down the hall." He stands up and comes in, pushes the package inside (I think I hear something like glass) and sees me with my sword raised...I don't know if he is telling us the truth but I head down the hall in case more of them are coming. I don't see anyone down the hall but the door at the end is open leading to the outside.

A couple minutes later, Rodlat and Elly head down the stairs. Amaryllis and Thomas come out with the elf. They introduce him as Galleos. We go down to the door and look out on the balcony. There is nothing out there that is out of the ordinary. Galleos says "I heard a door slam." We decide to check the rooms, but we need help to open the doors. I watched the doors while the others went to get something to open the doors. They came back with the bartender who opened the doors for us. One door had a window open and looked like someone might have climbed out of it.

We went back to our room, Galleos opened the package and it looked like there were two liquids separated in a glass container that would mix together if the string was pulled. We took it downstairs to Telleth who said that the package looked "professional". It looks like we have made more friends.

We go back to the room and Galleos explains why he sought us. His sister is missing (Gallia) and he has heard that we were involved with the Belcazar family, well not really involved more that we had taken down Tordan (I guess everyone knows it was us now. Again, making friends all over this city). His sister was working for them, he stated he had learned that the Belcazar family had sent some assassins after her. He believes she is alive, "I would know if she wasn't". He has been looking for her and has found a house in the River Gate District that the Belcazar family is running. He believes we can help get him in there to see if his sister is there or find out where she is. We agree to help him but we have several other things we may have to do first. Galleos understands but is very anxious about his sister.

We head down to the underground market and we join the Delvers guild. It looks like it is a smart move with the benefits of getting maps and being able to use their catches below the city. While at the market we picked up several potions and Rodlat picked up some scrolls. We headed over to brother Fabitar since we were supposed to meet him tomorrow morning but we didn't think we could make it and changed the time to dinner at the Whispering INN. We decided to get up early in the morning and have half of us pick up the broad sheets and the other half go to the Guild Hall to get some maps of the underground. We went to sleep. Tomorrow is going to be a big day.

[4th of Moons]

We get up in the morning. Thomas, Elly, and Amaryllis head over to get the broad sheets. Rodlat, myself, and Galleos head to the Delver's Guild House to get those maps. We get there and have to show our pins, and get to the guild map room. We talk to the curator at the time and ask for maps for the area under Bad Luck Lane and the area under the River Gate district. He agreed to copy them for us for a small fee. We were leaving and decided to check out the library at the Guild Hall. The Librarian and Rodlat had a lively conversation. I was pointed at several times and believe he told the Librarian about the troubles around the Grayson house and Ripper. It was hard to understand because they were talking in a different language. I need to ask him about that conversation but I trust Rodlat will let us or me know when it is important. We leave to go meet the rest of our party at the clock tower.

We all meet up at the clock tower, I am still getting stares over my wings which is somewhat uncomfortable, but I am getting use to it. We discuss the broad sheets and the notes we found at the Grayson house. How the Broadsheet changed the last stanza. Rodlat talks about his discussion with the librarian and said that he may be able to get more information later that day, on the ripper, the Grayson family, and Iasmini. We head back to Delver's square.

I get my armor from the room and head over to the Armory to see about getting it adjusted for me with my wings. After that I, Thomas, Rodlat, and Amaryllis head over to the chapel to check on Brother Fabitar. When we get there Thomas is put to work cleaning the chapel. Rodlat starts to break down and confesses to Brother Fabitar what he did to the prostitute. The brother looks furious, he gathers us up and asks that we gather the rest of the party. He marches us down the street and we are heading towards the temple district. I'm worried for Rodlat and hope brother Fabitar is not leading him to his death or worse...prison. I don't think Rodlat could survive locked up in a cage.

Fabitar marches us in to a chapel, not of Lothian but of Ashe. He calls on the Priest of Ashe and we sit down to our meeting. The priest is interested in our encounter with Tordan and asks some questions about the incident and the fire that started at the building. After listening to us he asks if we would be interested in a job, a discrete mission. He wants us to meet the people of Castle Shard, who will explain what they want done. We tell him we are in the middle something and we may be able to do it but depends on whether we can complete our other task. He says that is fine and that if we make the meeting time we make it, if not he would hire a back up team to take the job.

Journal Entry 11 (Bridgett)

[4th of Moons]

Amaryllis, Ellywick and Galleos decide to go back to the inn to look through the broadsheets for references to the recent murders. James, Thomas and Rodlat go pick-up the maps that were requested from the Delvers Guild Hall. They then go and meet up with Amaryllis, Ellywick and Galleos at the inn. Rodlat does his usual thing and goes to speak with Tellith (and I believe that Thomas stays with him) while Amaryllis, Ellywick, Galleos and James grab something to eat in the bar. After their conversation with Tellith, Thomas and Rodlat join the rest of the party in the bar. At this point I believe that the group decides to go to Bad Luck Lane and search for Iasmini as well as Marie Kell's ghost.

Once they reach Bad Luck Lane, there are some discussions about how to go about their search, such as which entity to look for first and which way to go about it. After some debate, it is decided that they will go into the sewer first to look for Iasmini. They all climb down the ladder through the grate at the end of lane. Once in the sewer, Amaryllis discovers tracks that appear to travel to the right, although she can't tell if they are going into or coming out of the sewer. The group follows the tracks until they stop (apparently disappearing into the wall). A short ways beyond this point, they notice a gate that extends all the way across to the other side and from the ceiling to the bottom of the sewer and blocks them for traveling any deeper into the sewer in this direction. They search for traps, hidden doors and levers, but are unable to find any.

They then decide to go back the way they had come and search in the other direction. James went up ahead of the rest and after a few moments Rodlat jumps across to the other side of the sewer. Shortly after this, James calls out to the rest of the party that he saw something in the sewer water. A few moments after that, Rodlat yells "we need to get out of here!" (I can't remember exactly what he said) We all retreat back to the ladder and climb out. Rodlat is the last one out and seems to have been injured by some of the "large bugs," but is able to make it out. Thomas checked on Rodlat and deems him ok.

This is the point where the gang decides to go to the Mariekell hovel having come to the conclusion that perhaps they can look into Mariekell's ghost as well as find a way down into the sewer that will be on the other side of the grate.

In order to get into the hovel, Thomas volunteers to reach his hand in through an opening in the window and reach around and unlock the door. When he starts to do this, he suddenly draws his arm back out and seems to be shaken. He said that there is something wet and soft on the back side of the door. Nevertheless, he again reaches in to unlock the door, although this time he places a cloth over his hand so as not to touch whatever he felt the first time. He succeeds this time and pushes the door open. The entire group experiences a strong sense of pure evil that seems to emanate from the room. Everyone except for Ellywick and Galleos experience varying degrees of nausea and vomiting. Ellywick decides to step closer to the doorway and peer inside the room. She notices a bed and mattress (which has several cuts and dark stains on it). There is a table next to it and a picture on the back wall. She decides to wait for the others to recover some and then goes into the room with Thomas and Galleos (not sure if he is the other one that went in also) and takes a closer look and peers behind the door. The walls seem to be covered in dark stains, most likely blood. They then looked behind the door, but do not see anything wet and soft that Thomas is sure he felt. The picture is faded, but appears to be of a girl that is looking into the distance. Each member of the party then searches different areas of the room. On the back wall, Ellywick notices an area about the size of a door that seems to have been plastered over. Thomas picks the plaster away

and uncovers a wooden door. Amaryllis searches for traps and attempts to pick the lock, but is unsuccessful. Thomas then breaks down the door (at least we tried to be subtle first).

Peering through the doorway, the next room appears to be an old tavern/inn. The group's ever fearless red shirt, Thomas, goes through the door first. Once inside, the tables and chairs start to shake and a voice calls out "GET OUT!" When Thomas then steps further into the room and asks the voice to show itself, a table comes sailing across the room and hits him. Rodlat goes into the room and heads toward the bar area. After a few moments, the shaking seems to become less intense. (I'm not which order the group enters) Rodlat jumps up on the bar and starts calling out to the voice "Show Yourself Bitch!" The others in the group start searching around the room. Ellywick also tries to speak to the voice thinking that maybe since she is a female, that she may have some more luck. However that is not the case. James and Amaryllis find a room that seems to have been the office and James brings out some papers for Rodlat to read. The party also finds a room that may have been the kitchen, a room that could have been a store room, a set of stairs that lead up and a set of stairs that lead down. It is around this point that the party hears a sort of loud thump from upstairs. James, Thomas and Amaryllis go upstairs to investigate. Rodlat is distracted by the papers and stays downstairs. Galleos stays with him and Ellywick goes to the top of the stairs and tries to keep both groups within earshot.

James, Thomas and Amaryllis take turns looking in the various rooms. They come across a room that has a set of stairs that seem to lead down into the ground (interesting). Thomas attempts to go down the stairs and see what is at the end. Partway down the stairs collapse and he partially falls through. He notices a large mass of gelatinous material which seems to fill the room underneath. James works his way down and helps Thomas back up through the hole, but not before the gelatinous material seems to grab a part of his ankle. Once he is back inside the room upstairs, he mentions that he is weak, that his strength seems to be down. Amaryllis then calls out to the others what they have found and asks them to join them upstairs. Ellywick relays the message in case Rodlat and Galleos could not hear. The whole party joins up again upstairs. Amaryllis, Thomas and James take turns searching through the other rooms finding a room with several bats and needless to say, bat guano, and another room with what appears to have been a skeleton of a bride on her wedding night. In this room they also notice a ring on a pillow. It is these two rooms (and maybe another, I can't recall) that they shut the doors to. Meanwhile Ellywick stays in the hallway in order to try to keep an eye/ear on where everyone is. When Thomas and James are searching the rooms at the end of the hallway, Ellywick notices a trap door on the ceiling. (I can't remember if it was Thomas or James) but one of them lift Ellywick so she can open the door. Upon lifting the door and looking around, she notices a dark shape in the room.....

Session 12 (Rachel)

[4th of Moons]

Ellywick was peeking into the attic at the Ten Bells (we find out later from Fabitar that the abandoned, boarded up inn where we are is the Ten Bells) and had heard a rustling sound off to the side when we last left off--she drops down to the 2nd floor and tells the rest of us what she heard.

Galleos, Thomas, and Amaryllis go up to the attic but they no longer hear a noise. In the back corner there is a dead body of a finely dressed young woman. She is slashed up and her innards are piled up next to her body. Her face is cut up beyond recognition and her spilled blood and wounds are pretty fresh. There is a trapdoor to the roof near the woman's body and it is open.

Rodlat, Ellywick, and James remained on the 2nd floor, where Rodlat decides to take a look in the rooms. When he gets to the linen closet he detects magic and finds some on a set of sheets on a shelf. As he goes into the closet to remove the sheet from the shelf, the door slams shut and the sheet leapt off the shelf and kept trying to wrap itself around Rodlat's upper body and tried to smother him. At one point the sheet formed a woman's face and yelled "Get out" at Rodlat.

James and Ellywick try to open the closet door and Galleos comes down to help them, but it is a couple of minutes before they are able to get the door open--it appears to be swollen shut. Rodlat runs out of the closet and down the hall as the others try to attack the sheet. James ends up slicing the sheet in half and it falls to the floor unmoving. Rodlat detects magic on the sheet again and it no longer possesses any.

Rodlat checks out the room with the skeleton bride in it--he senses magic of the necromantic variety in two places: a mild amount on the skeleton on the bed and a moderate amount on the ring on the pillow. At Ellywick's urging, Rodlat shows some restraint and leaves the room without touching anything.

Galleos, James, Ellywick, and Rodlat come up to the attic--Galleos has told the others about the woman's body in the corner.

Behind some stacked boxes in a corner of the room, there is a man cowering, trying to hide behind the boxes. His eyes are cloudy white and he does not seem to be able to see. He is also finely dressed and appears to be about 25 years old. He is in shock and becomes panicked and keeps trying to back into the corner. Amaryllis tries to talk to him and tell him that he's okay and we're not going to hurt him. After Thomas starts moving the boxes that are hiding him, the man stumbles out and falls to the ground crying and still in shock. Amaryllis sits next to him on the floor, pulls his head into her lap and starts stroking his hair and trying to soothe him.

The man's name is Ewan Treborne, the dead woman in the opposite corner is Carlene, his betrothed. He says that they had been walking home from a show a couple of blocks over from the Ten Bells (they were taking a shortcut he suggested, so he feels responsible for what happened), and a creature that looks like a skinny dwarf grabbed Carlene and brought her to the Ten Bells, climbed up the side of the building to the roof and then dropped down a trapdoor into the attic. The creature killed Carlene with an axe--Marie Kell's ghost appeared and kept telling the creature to stop but the creature just laughed. The creature drank Carlene's blood and ate some of her insides.

James goes over to Carlene's body and checks it for some type of ID. As he reaches for her body Marie Kell's ghost appears over the body and yells at James to get back--James becomes panicked and flees the building by going down two floors and breaking through the boarded up front door.

The rest of us head down to the 2nd floor of the inn, bringing Ewan down with us. Ellywick goes into the skeleton bride room and detects magic. She goes closer to the pillow with the ring on it and the skeleton lying in the bed begins to shake. Deep cut marks appear on the arm bones of the skeleton (or were they there all along but we didn't notice until the skeleton began moving?) Marie Kell's ghost appears, floating above the skeleton and holding an actual knife. Rodlat shoves Elly behind him and Marie Kell tries to attack him. James pulls Elly down the hall and Marie Kell attacks James and called him a rapist and a murderer. We all flee and get out of the Ten Bells, a few of us through windows that we break open and a couple through the door James had broken open on the first floor.

There is a park across the street outside the broken door, it appears to be a place where prostitutes gather and a couple of them are in the street. We head around the building to Bad Luck Court. Galleos heads into the tavern there--everyone stops what they are doing and stares at him. He crosses to the bar and orders a drink, but the bartender tells him they do not serve his kind here and hands him glass that he says Galleos can piss in and drink. Galleos turns to leave and passes Thomas who has just come in. A couple of patrons spit on Galleos as he leaves. Thomas also leaves, but before leaving he sees a double brass ring on the bartender's hand, indicating that he is a Pale Dog.

We decide that Amaryllis, Thomas, and Rodlat will take Ewan to Fabitar's chapel so he will have a safe place to rest. Ellywick, Galleos, and James stay in Bad Luck Court to wait for the other three to return.

At the chapel, Amaryllis tells Fabitar about who Ewan is and what he saw, the murder of his betrothed by the creature, Marie Kell's ghost appearing trying to protect the woman, and about the Pale Dogs in the tavern there. She tells Fabitar that it seems that Marie Kell's becoming violent appears to be a result of her trying to "protect" women who are being attacked/harassed by men, although her perception of who is being attacked appears to be somewhat warped since Marie Kell attacked the boy who was in Grayson House with the girl, and we assume their contact was consensual. Fabitar says that if Marie Kell continues to be violent the Keepers of the Veil will need to take care of her. Rodlat tells Fabitar about the skeleton bride and the ring, and about the two books he found that he wants to look at now, but we need to head back to meet the others so Amaryllis tells Rodlat he will need to look at the books later. We ask Fabitar if he can provide some restoration for Thomas and Rodlat--Rodlat dumps all of his money into the offering plate and Thomas pays quite a bit. Fabitar says he will only be able to give restoration to one of them, so Rodlat tells Thomas that he should take it and Rodlat heads outside. Fabitar heals Thomas. After Thomas heads out, Amaryllis asks Fabitar if he could provide some partial restoration to Rodlat for an additional 150gp--he says yes, so Amaryllis makes the donation and goes outside to get Rodlat. Rodlat resists at first and keeps feeling sorry for himself, but finally goes inside and Fabitar provides him with partial restoration. Thomas, Rodlat, and Amaryllis head back to Bad Luck Court.

While Thom, Rod, and Am are gone, Ellywick, Galleos, and James decide to go back into the Ten Bells. There are people out in the street near the broken in front door, so they head in through Marie Kell's hovel, shutting the door behind them. They go into the Ten Bells and decide to check out the basement. Galleos and James head down the stairs near the bar area. There are some barrels there, and Galleos finds a hidden door in the far wall from the stairs. Ellywick is waiting at the top of the stairs--a guy comes into the broken doorway from the street and calls out that anyone in there needs to get

out b/c this is Pale Dogs territory. Ellywick quietly goes down the stairs, Galleos steps under the stairs, and James stays in the basement as well so that they are hidden in case the guy or others come in.

When Thomas, Rodlat, and Amaryllis return, they get to the top of the street where the broken front door of the Ten Bells is. We see a couple of guys and a couple of the prostitutes down the street, so we head down Bad Luck Court, open the door to Marie Kell's, shutting it behind us, and go through to the Ten Bells. We don't see anyone in there so we call out, asking the others if they are in here.

Ellywick calls to us that they are in the basement, so we head down there. Galleos shows us the hidden door he found--Amaryllis checks for but does not find any traps so we open the door. There is a hallway with a doorway on the left and an opening down at the end. Galleos and Thomas go into the room on left--there are several tall candelabras with melted candles that do not look like they have been lit in a while. In the center of the floor is a pentagram in a circle, that is etched in red into the floor. There is a door on the far side of the room across from the doorway, Galleos moves to it, being careful to stay outside of the candelabras and the symbol on the floor. He looks through the doorway into a small antechamber, with a bench with various jars on it and a skeleton slumped in a chair/on a stool? in front of the bench. The skeleton is contorted and looks as though it was in pain when the person died.

Amaryllis has heard a faint sound of running water from down the hall, so she heads down the hall and looks through the opening--there is a fairly large room with a fountain off to one side with a statue in it. Amaryllis cannot see it too well b/c there is a crimson mist filling the room. Ellywick comes down the hall and detects magic in the larger room--there is magic of the necromantic sort. Thomas comes down and checks it out also, then we head back to the rest of the group.

[5th of Moons]

Rodlat goes into the room with the candelabras and symbol--he is not exactly sure what the symbol and runes (were there some around the symbol?) mean, but can tell that it is not set up in an effective way. It appears to be a summoning circle or something aimed at containing something, but he is not sure what. Rodlat goes and peeks in the antechamber as well, then comes back and says he wants to destroy the symbol in the floor so that it is no longer active (he detected some magic in it). He tries to break some of the stone floor in which the symbol is etched, and we hear a sound from the antechamber.

Session 13 (Dave)

5th of Moons

[Ahem... clearing of throat... adjust voice to be artificially deeper, add dramatic pause where appropriate]

From the script notes of Thomas Rentwood [found discarded in his trailer near a box of Twinkies]

When we last left our intrepid party (excluding Rodlat), said wizard had broken the arcane circle upon the floor of the smaller chamber with Galieos' hammer. The skeleton seated at the desk suddenly arose and Thomas attempted to turn it. He was successful and the skeleton jumped upon the desk. Thomas, forgetting his sage advice to retreat to the entrance room "the big room" (although it should be noted, this really wasn't the big room--we should edit that for the final cut) attacked the skeleton. Thomas' memory then jogged by injury decided to retreated to the "big room". Through Ellywick's quick thinking and adept spell casting, she was able to slay the foul creature.

The party regrouped and it was decided that we should examine the room that contained the red mist. Before moving on, Rodlat examined the books and items he recovered from the summoning room. In one of the books, he found what appeared to be journal entries. The journal related the life of (assumably) the inn keeper of the Ten Bells. The journal described that the author hailed from Pottersfield, discussed the costs associated with running and inn, and was written in flowery and antiquated common. Of particular interest, the end of the journal related the story of the innkeeper's love haunting the inn and scaring away guests. To this end, the innkeeper reported finding an ancient tome that he intended to use to bring his beloved back to life. We believe that this probably did not go well for the innkeeper/ er... now skeleton, er... now vanquished skeleton.

The party advanced to the room containing the red mist. The source of the mist was soon discovered: a Dragon Statue with its open mouth pouring blood and viscera into the pool below. There was a strong sense of evil emanating from the statue and pool. Rodlat attempted to read an inscription surrounding the pool but was unable. It was decided that a sample of the script could be captured and Rodlat went to work creating an etching of the script.

Meanwhile, Galieos and Amaryllis were busy exploring the rest of the room. They soon discovered a circle with text upon it, near the pool. A voice interrupted their search of the room. The voice taunted them and all heard the stomp of heavy footsteps. The entire party was unable to see much beyond a few feet in the mist. Galieos was suddenly attacked and injured by the creature. The entire party withdrew, attempting to attack the creature in a more favorable area.

Rodlat and Galieos withdrew to the summoning chamber hoping to surprise the creature coming to attack the rest of the party in the entry room. When we were finally able to see the creature it shook us. It was about 3 feet tall and looked vaguely like an old man. Its skin was powdery white and it wore a blood drenched hat. Its hands were sharp claws and held an enormous great axe. We battled the creature and, thanks to Rodlat, were able to disarm the filth from his axe. We finally were able to slay the creature but most of the party's resources were expended.

The party decided to press on and explore the mist room, now that it had been cleared. Amaryllis found a back room, the den of the creature. It emanated great evil and James lost his wings as a result. A search of the room revealed that it was covered in blood and gore. The creature had a chest where it kept trophies of its kills (e.g., a sleeve, a button, a hand) and few coins. Nothing else was discovered in the search and the party decided to leave the room alone.

Meanwhile, Rodlat was able to read the inscription (in Draconic) surrounding the circle on the floor. It read: "To enter into the realm of the Undine, speak descend or ascend in the tongue of the builders." Of course, Rodlat had to test this. He stepped into the circle and said something and we all saw him disappear. He reappeared shortly and told the party that the circle worked as some sort of transportation. The party decided to all use the circle to descend.

The transportation circle lead to a long hallway with two doors. The hallway was also flooded with two or three feet of murky water. The party explored the two doors. One was a normal wooden door but the other was all stone, contained a 4 inch depression in its center, and was covered with runes that we could not decipher. We left this door and explored the other room. In this room we found an amulet on a stand in the middle of the room and a rusty iron statue facing the amulet. Thomas detected magic and reported that the statue carried a moderate aura but that the amulet had an overwhelming aura. The amulet we postulated would fit in the depression of the door. It was made of gold and had a red gem in the center of it. Galieos offered his services and the party stood outside the door as he attempted to procure the amulet. He grabbed it and was able to escape but this triggered some sort of flame trap. Thomas placed the amulet in the door and was, after much machination, able to press in the gem. It was about then that the door exploded...

What's behind door #2? (Todd)

[5th of Moons]

BOOM!

The door explodes, outward, towards us. It's a wonder I, I mean, we weren't killed. In fact, nobody was hurt.

Interesting, don't you think? Iasmini is imprisoned, locked behind a rune covered door. The key is in the adjacent room, guarded by an iron golem. Nasty things, those iron golems, unless they've been exposed the moist air of a sewer for years and years. Rust can be a delver's best friend, in a case like this. A door that is not supposed to be opened, a key that shouldn't be used, and an explosion that doesn't hurt anybody.

I follow my companions as they start down the newly revealed corridor. I drag my feet, literally. Just because the door was obliterated doesn't mean that the key was. No luck, *sigh* that thing would have been worth a lot of gold.

Looks like another obstacle, a door with some kind of wire mesh covering it. Amaryllis does her thing, and we're through the door. Stairs lead up into a chamber. Black sand is filling the room, from the bottom up. It doesn't feel like the room is sinking. Oh, silly me, the sand forming in to a giant bug helps explain why it flows up. Amaryllis and Gallios handle the whatever it is, and we move through the room, back down some more stairs, into the sewage, and past another mesh covered door.

The hallway ended, leaving us with the choice of going to the right or going to the left. The corridor to the right ended in a door, with a yellow gem set in the stone above the door. Runes were inscribed in the stone around the gem. I was too far away to see what they might mean. I stepped in to the hall, and the gem emitted a yellow ray. The ray was a bad thing. It left me exhausted, weak and dehydrated. I did not try to continue down the hallway.

The party decided the hallway to the left would be safer. There weren't any gems over the door down that way. A little way down was an opening in the wall. This room was round, and walls were covered with pictures depicting torture. The party continued through the doorway at the end of the hall. Ellywick was trying to keep an eye on me, so that I wouldn't get into trouble. I have a knack I guess, because I got into trouble. The torture room needed to be checked out, so I went in to check it out. I was being very cautious, testing the floor with my foot. I didn't want to fall in a hole or anything like that. Well, I tell you what, holes in the floor were the least of my worries. I got in the room, and the door slammed shut. Doors closing by themselves behind you is a bad thing. I know this from experience, I still get teased about the sheet in the closet.

I lucked out this time, no sheets. What I got were skeletons. Since I wasn't particularly fond of skeletons, I turned yanked on the door, and left the room. I was not followed. I must have been missed, because my friends were in the hall to greet me.

Anyway, this isn't about me. It's about trying to keep lasmini from getting loose and wreaking havoc on the world. The next room had a sarcophagus and a statue. The sarcophagus' tenant was still there, though it looked as if he had been robbed. The statue was of what looked like an aquatic elf dressed in armor. It has a sword in its hands, held in such a way as the point would rest on the floor. Around the statue, figures of demons cowered in fear. Behind the statue, a door stood open. If the door had been closed, it would have been difficult to see that it was there.

[6th of Moons]

In the hallway beyond the secret door, there was font on the right side wall, it was filled with blood. At the end of the hall, spikes stuck out from the left side wall. The body of sailor was impaled on the spikes. The hallway turned right and opened up into a large room.

There are a number of things that can be said about this room. About the sarcophagus and its shattered glass lid, about the columns spaced about the room, about the three husks that had once been sailors, about the giant curved mirror that makes up the far wall, even about the basin of crystal clear pure water, but what should be said first is about the giant blue man holding the giant trident. The giant blue man that wanted Rodlat, and lasmini's ring or he would kill us. Well, I thought there was going to be a fight. I was there, but I didn't have the ring. Mentioning that a priest of Lothian had it didn't have quite the effect I had hoped, but it must have been enough. The big blue guy vanished. We didn't die, that's a good thing. We didn't stop lasmini, that's a bad thing. What makes it worse is lasmini has friends. I sure do hope that they don't find out that Brother Fabitar has the ring. The water in the basin does wonders for rehydrating a body, if you drink enough of it.

On our way out, we decide to have another go at the hallway with the yellow gem. Hammers are thrown, elves swim, halflings are thrown, in the end we come out no worse for the wear. Horn of a narwhale, belt of shark teeth, necklace of pearls, and a pink pearl. We retrace our steps to the Ten Bells basement. Apparently, we need to be more thorough when we defeat a bad guy. The copy cat Ripper's body wasn't where we had left it, and his things from his lair were gone. We exit the Ten Bells through Marie Kell's hovel.

First order of business is to warn Brother Fabitar about lasmini escaping and wanting her ring back. Second order of business, find Brother Fabitar so we can carry out the first order of business. If anything happens to him because of the ring, I don't know what I'll do. A greeting to Tellith, a bath and to bed we go.

In search of... (Todd)

[6th of Moons]

Ok, my fine fellows, this will be the abridged version. I'm late, I'm late, I'm late.

We wake up in our room after splashing around under the Ten Bells, hoping to stop lasmini. That didn't go so well. I try to determine what some of our loot does, while others go to see if Brother Fabitar has returned to the chapel. James and Thomas are ill, Ellywick is looking after them.

He's still not around. I can't help feel that I've gotten him killed over the damn ring. There is a chance that he might show up with Mand at the meeting we have scheduled for this evening.

Tellith has an invitation for us at Castle Shard, and says a couple of people are in the bar wanting to see me. Without going through all the drama, Jonjon and Joseph are Klina's roommates and are looking for her killer. The hits just keep coming. I can't take it, it's too much, what did I do to deserve this, I need some air.

St. Gustav's chapel is an excellent place to sit and think when no one is around. I would expect Brother Fabitar to share that sentiment. The narwhale horn can be used for protection against good or evil, based upon who uses it. I don't know what the dagger does, people won't leave me alone long enough to find out. Right, Amaryllis?

We walk to Castle Shard, Jonjon and Joseph joining our cause to find the killer. Castle Shard has a purple moat, probably caused by the colossal magic shard in the middle of the castle. We eat, meet Lord Zavere, Mand, and (thank Lothian) Brother Fabitar. Lord Zavere wants us to hire on with Linech Cran to find out what he's up to. 100 thrones each for doing this.

We meet with Linech. He seems to think he recognizes Galleos. Linech wants us to swim to the bottom of the bay and retrieve his daughter's casket out of the "Arrowhead", a sunken ship. He provides waterbreathing potions and a watchdog named Seanus. 1200 thrones for doing this. We leave right away, and thus are prevented from checking in with Lord Zavere.

At the docks, we hire a boat to take us to the wreckage. We take our potions, swim to the wreckage, fight a shark and some frogmen. No sign of the casket. Quillon, an aquatic elf we encounter, says something about the Balacazars taking the "Arrowhead" cargo to a cave. He also seems to know who Iasmini is.

Back on the hired boat, we pay the captain to take us near the Balacazar cave. He won't wait on us, we have to jump when he says jump.

"JUMP!"

"Hold on there, girlyman."

There's more to my story, but we've got run. Literally!

"No, Brother Fabitar, I didn't do anything to them. I've never seen..."

Session 16 (Pat)

[6th of Moons]

Glug, glug, gulp....

Apparently only Amaryllis, Joseph, JonJon and I jump when we hear "JUMP" since when we get to the bottom, we notice Rodlat isn't with us. He did say something earlier about how leaving Seanus alone might not be a good idea. Yeah, I know what you're thinking, "where was Ellywick with her dwarven leash when we needed her?" Note to self, from now on, Rodlat jumps or is pushed first.

The first cave isn't "The Cave" we are looking for, so Amaryllis and Joseph go one way while JonJon and I head the other way in search of "The Cave." After JonJon has a conversation with a unique looking fish, he states "Big Crab." Amaryllis spots another cave and quickly retrieves me and JonJon hoping that this is "The Cave" - sure enough it is! JonJon leads the way down one tunnel in the cave and stops abruptly. He hesitates a moment, turns around and says "Big Crab" (a 7-footer to be exact) suggests we go back and try the other tunnel. As we turn the corner, we run into James and Ellywick, who briefly mention speaking with Brother Fabitar and Rodlat and were sent in our direction. I try to lighten up the mood, continuing to lose points with the tall guys, and then brief introductions are made. The other way leads to what appears to be a dead-end. The group turns around and as they do, Amaryllis notices the dead-end actually leads up. Amaryllis takes the lead and the group climbs the cave wall with "Big Crab" following behind under the watchful eye of JonJon.

The climb leads to a large cavern that has an incline in one direction where Amaryllis spots the bottom of a small boat. A search in one direction leads down another tunnel that opens back out to sea a little closer to the surface. We head back

into the cavern and Amaryllis is assisted/lifted by Joseph to take a peak above the surface of the water. She sees the boat with many crates stacked next to it and a coffin. The group ascends the incline cautiously and as Joseph approaches the coffin, he sees the coffin's lid had been violently removed from the inside out. He then notices an arrow sticking out of his shoulder (I think) and battle ensues. A handful of thugs with clubs and a couple of pirates are disposed of with the aid of two strange looking characters. One is a large lizard-like creature covered in bells and the other is a large bare chested man covered in scars. The lizard guy falls during combat after being shot many times with a crossbow, Ellywick checks on him and he is just unconscious. James approaches the man and decides to stand down upon closer inspection, so Joseph, assuming the man is a fellow monk, approaches him and starts asking questions. His name is Sumar and he states that he was a hunter before he became a slave of the Balacazars, he also tells us that the other slave went by Sir Jingles with the guards. Sumar says that the door behind him leads to a Balacazar house and that a "devil girl" went down a tunnel at the other end of the cavern. He says that we shouldn't go in her direction mentioning something about her making flames in his head.

We "Rodlat" the bodies (search for anything valuable or useful) and James and I each find two potions that Ellywick later identifies as magical. We also find a handful of misc. coins and James removes a breastplate from one of the pirates and puts it on. It is salmon in color, which totally throws off his whole Brown on Brown on Brown get up. Joseph puts the unconscious Sir Jingles in the boat and joins Sumar in throwing the Shivel into the water. Sumar then joins the lizard man in the boat waiting for the tide to go out.

[7th of Moons]

Meanwhile, I head down the ill-advised tunnel and find a pool. When I stick my head in, I see that it leads down and I can still breathe water. I'm hesitant to go first, but Joseph is not having found a new friend in Ellywick now knowing she's a healer. He heads down into the pool with Ellywick along for the ride. JonJon follows and Amaryllis leads me since Joseph suggests the lights be extinguished. James stays top side, perhaps afraid of the dark? Joseph spots the girl in a small cave and in order to let the other see her as well, he reaches for my light source and the cave is lit. That's when the visions begin; the first is of a little girl playing on a beach with a dog, followed by one of buildings on fire. The next is of figures dressed in black rushing to a ship and finally of the same girl holding something in her hand that looks like a pocket watch. As Ellywick, Joseph, and JonJon near the little girl, she opens her eyes and appears startled: she is the girl from the visions. JonJon tells her that he is a friend and is here to help her by taking her to her father. At this point, she complies and allows JonJon to lead her by the hand.

We exit the cave via the other tunnel and returns to the boat. Thomas is onboard along with the two fishermen (Dodun and his son), but no Rodlat or Seanus. More brief introductions were made and Dodun heads the boat for the docks. Shortly after getting under way, Thomas starts to cast detect evil on the girl, who gives him a suspicious look that causes him to change his mind. Ellywick then casts Disrupt Undead and the little girl does not react kindly to this. She squeezes JonJon's hand really hard, stares him in the eye and hisses showing her fangs. She then leaps over his head to land right in the middle of the boat - battle ensues at tight quarters. The fishermen jump ship, she bites both Ellywick and JonJon, Thomas tries to turn her to no avail and weapons seem to have little to no effect. Joseph pins the vamp girl long enough for Ellywick to remove the watch from her hand. She responds by turning into a vapor cloud, reappearing and telling Joseph to take a swim, which he does right before Ellywick is finally able to subdue her. Thomas then decapitates the body as a standard undead procedure, I guess? Once on the dock, the body and head are wrapped in the sail and we head for the chapel. Along the way Ellywick shares her earlier conversation with Brother Fabitar and Rodlat. Rodlat was attacked by the fishermen, saved by Seanus only to be tied up and then robbed by Seanus. Rodlat's pack contained the documents taken from Toridan Cran, yeah Linech's dead brother, Oh Brother...

All I can say is, THANK YOU Brother Fabitor!!!! (Bridgett)

Here is what happened on our end of the previous session....

[6th of Moons]

After about a day of caring for Thomas and James (both of whom seemed to have come down with flu-like symptoms, of which I will refrain from going into detail for everyone's sake), Amaryllis and Galleos return to the room to see if Rodlat had returned. It would seem that he had taken off on his own after they had met up with some friends of Klina. (%&@%\$, is all I have to say!) Both Amaryllis and Galleos have decided to search for Rodlat and then go to Castle Shard for a meeting with Lord Zaverre. And here I am, still trying to take care of the sickies.

Around 9 or 10pm Brother Fabitor has come by to rescue me...uhhh...help Thomas and James. He had heard that Thomas and James were seriously ill. He ends up having to cast a Remove Disease spell on each of them, which would explain why my healing attempts did not seem to help. Both Thomas and James will be making donations to the chapel in the very near future! He mentions that the disease is not magical, so the question is what have they been doing to catch such a disease when the others haven't? Hmmmm.

Brother Fabitor also informs us that Amaryllis and the others had met with Lord Zavere of Castle Shard and were pursuing some business related to that.

Just then, Rodlat burst in the room. He is soaking wet...he looks like something a fisherman caught, threw back, changed his mind, caught again, and dragged all the way up to our room. He doesn't have any of his gear; backpack, weapon, or scroll cases etc. Even Haerin isn't with him.

Rodlat is breathing heavy and starts, in classic Rodlat style, to ramble in a panicked and rapid way.

In summary, he mentions the following, which has been nicely listed so as to make reading easier though not in chronological order:

- Linech Cran hired them;
- a ship called the Arrowhead;
- Seanus saved him from the fishermen after everyone else jumped overboard but then stole his pack and took it to Cran;
- Amaryllis, JonJon, Galleos and Joseph were all going into a secret Balacazar cave;
- an old sailor named Dodun had his son shoot him with a crossbow to make him talk;
- Haerin was taking Zavere a note on a dirty rag;
- Some life-sized gold statue of some guy;
- Quillon went to warn all the other Tritons about lasmini and didn't look too happy that she was free;
- Toridan's ledger was in his pack;
- he almost got arrested for crashing a ship into the docks but he jumped in the bay to get away;
- they got attacked by a shark and some fishermen;
- There is some Covenant of Blood that is involved in everything;
- How everyone seemed to think that Galleos looked somehow familiar;
- He and Seanus tied up Dodun and his son and left them on the boat;
- a whole tavern of sailors and fishermen ran away from the powerful Rodlat the Wizard;
- and something about it all being about getting a dead little girl and her coffin back to her dad.

Fabitor steps in around this time and takes control and gets Rodlat to be quite and settle down. He gets him to explain that this fisherman Dodun had dropped the others off in the Bay of Ptolus near where this secret Balacazar cave is supposed to be. The others were going in to recover this coffin and the girl's body - that's what Linech hired them to do - which had been taken from a sunken ship and that they were probably going into a dangerous situation

Fabitor had Ellywick, Thomas, and I gather our gear and told Rodlat to wait in the room for him to return. Fabitor took the three of us over to Myraeth's shop. We were worried about our companions and therefore hurried after Brother Fabitor and did not really get a chance to get more detailed information from Rodlat.

At Myraeth's shop, Brother Fabitor walked up to Myraeth and whispered in his ear; Myraeth nodded and went and got two potions down from his shelf. He handed them to me and told us that they were potions of water breathing (yes, we owe him a big favor!).

We stepped out of Myraeth's and Fabitor suggested we get down to the docks, find Dodun, and get him to take us out to this secret cave so we can help Amaryllis and the others. He is going to get Rodlat and go to Castle Shard to speak with Lord Zavere and see if he can get some help from him. He turns and starts heading to the Minstrel...

Now we (Thomas, James, and I) are standing in Delver's Square...

Well that went well... (RJ)

[7th of Moons]

Well, where shall I start? After defeating the vampire girl and decapitating her we headed to the chapel across from Delver's square to find brother Fabitor. We decided to bring the body and head to the temple with us; wrapped in the sail. Two of our party were bitten by the vampire and we wanted to get help for them. We get to the Chapel and find that brother Fabitor was not there. While we were discussing what to do next; Galleos and Thomas head over to the Whispering Inn to see if Tellith has seen brother Fabitor or Rodlat.

Galleos and Thomas come back, Galleos looks a bit confused and stated that Tellith had not seen either Rodlat or Brother Fabitor.

We finally come to a decision to seek out Mand the priest of Asche. JonJon agrees to stay at the temple with the vampire body and see if Brother Fabitor shows up. As we are leaving, he seems to be excited; standing at the wall and it looks like he is examining a bug, strange.

We moved thru town and arrived at the temple of Asche. We enter the temple and its dark, which is not surprising since its sometime after midnight. I can't see more than my hand in front of my face. Amaryllis heads to the back calling for Mand; an acolyte comes out, he and Amaryllis talk. He doesn't seem happy but goes and gets Mand. Mand comes out later, he is carrying a lamp, and seems very tired. We tell Mand about what has happened; about the Belacazar cave, Cran's daughter, the vampire, decapitating it, and the injuries to our party. We ask if he can get us in to see Lord Zaverre.

Mand asks, "Are Fire giants attacking the city?"

Uh no.

Mand then asks, "Then do you really think we need to wake Lord Zaverre up at 1 in the morning?"

Uh no.

He goes on to ask if we searched the body,

Uh no.

Mand asks if we took the body back to Cran?

Uh no.

He shakes his head in a way that is familiar...maybe it is just brother Fabitor who has had that same look.

He asks if the vampire was carrying anything and Elly steps up and tells him that the vampire was carrying this pocket watch. He asks "have you checked it for any spells?"

Elly tells him, "We searched it for magic and didn't find any on it."

He responds, "May I look at it?"

Elly gives him the watch and as he stares at it, he seems to be mumbling, after a bit he says, "There is a lingering essence of evil on this watch but it, in and of itself, is not evil." He goes on to explain that the watch has been around evil for so long that it still has traces of it clinging to it." He gives Elly the watch back.

We ask him about us needing to obtain replacement citizen papers and another invitation to Castle Shard, since all of our documents were destroyed when we got into the water. Again with that familiar shaking of his head, he tells us that we can begin the process of securing replacement citizen papers in the morning. He tells us he will get us another invitation and will have it delivered to Tellith at the Whispering Inn. He also offers us a hand cart to use to carry the body in. We take the cart.

We thank him for helping us and we head back to the chapel. When we get there JonJon is still looking at the wall and the bug, very strange fellow that one. Anyway, we check the vampire for any cuts or scars to see if anything was inserted into the body. There are no scars or cuts on the body or anything in her mouth. We decide to take his "daughter" to Cran. We put the body in the handcart with the sail on top.

We get to Cran's burrow with no complications. Upon our arrival, we were met by Seanus, whom Amaryllis engages in conversation regarding his impolite obtainment of Rodalt's pack. After a few minutes we are then shown into Cran's office. His bodyguard (dwarf), his very large girlfriend, and two goons are in the office with him. Galleos speaks with Cran and informs him that we were able to locate his "daughter's" coffin and body. However, the coffin was ruined due to

the fact that it appeared as though his “daughter” broke out of it from inside and was able to due this because she had been a vampire. He also informed him that even though we were unable to bring the coffin back, we were able to return his “daughter’s” body. At which point JonJon gently lays the body (and head), which had been wrapped in the sail, down on the floor. We were in the process of attempting to explain the body’s current condition (being headless and all) when he begins to unwrap the sail. After he gets a look inside, he then turns to us and seems puzzled more than anything. He asks us about a family heirloom that had been enclosed in the casket with her. Ellywick steps up at this point and holds out her hand with the pocket watch in it, and tells him that she had been holding it and asked if this was what he was referring to. He holds out his hand and Elly places it in his hand, “yes it is”. At which point he holds it up to his ear shakes it and then looks at it kind of surprised like. Amaryllis asks Cran about Rodlat’s pack, which in turn has him asking us about finding his brother’s journal, which he found in the pack.

Cran then says even though we didn’t bring the casket back like he requested and ended up decapitating his “daughter,” that he would pay us our fee. All of a sudden there was a loud bang, which sounded like a gunshot. Cran yells “it’s a double cross” and his men start drawing their various weapons even as we were proclaiming our innocence.

We prepare to defend ourselves; there are a couple of more gunshots as JonJon goes after Cran, Joseph, Amaryllis, and Galleos go after the dwarf, and Thomas goes after the girl. JonJon drops Cran after a few nice shots and looks like we got things handled when a man in a purple robe comes in with a scimitar. He attacks me, even after Elly tells him we are not with Cran. Then another comes in with a gun and a bullet goes whizzing by my head. Then there are two more that come in the room. Galleos and Joseph come in the room and they engage two of the purple robe men. We get three of them down, I step up to the fourth when he crumbles at my feet. Seanus is there and it looks like he knocked him out. I ask him what happened and that these guys came in and attacked us. He doesn’t believe me and takes off around the corner. I try to catch up to him but he is too quick.

After the battle is over, we search the purple robed guys and along with removing items that we thought may be useful or valuable (Chain mail, pistols, and pouches), there are no identifiable marks or papers that tells us who they are; the only really common thing among them was that they all appeared to have handle-bar mustaches. We search the rest (Cran, his girlfriend, the dwarf, the two goons, and room) and we gather up some papers, a studded leather armor, wooden shield, several pouches, banded mail, a battle axe, clubs, sling, bullets, and a ring. There is the gold statue in the corner and we are thinking about taking that as well. While we are gathering the gear, Amaryllis goes after Seanus but she can’t find him.

We start to load the gear in the handcart, Galleos and Thomas check out the basement. There are two doors, Galleos goes to open one and just moves out of the way as a bunch of bricks land where he just was. Inside the room there are two boxes, one wood and the other inlaid with Ivory. Galleos decides that it might be better if Amaryllis opens up the boxes rather than have the ceiling fall on him.

He finds Amaryllis looking/listening to a door and asks her to come down stairs and open the boxes. She gets down there examines the boxes and opens them. The inlaid ivory box has a lot of gold and the wooden one has five vials with different liquids in them. She goes to the other door and unbars it and sees that it leads to the sewer.

We load the boxes up in the hand handcart and search the rest of the houses with Ellywick staying with the cart. We don’t find anyone or anything of interest in the first four buildings.

Thomas and Galleos are searching the fifth building and have come across the passed-out form of Cran’s sister. While they were trying to figure out what they were going to do next, she rolls over and shows them just how upset her stomach is.

She asks “Who the fuck are you?”

Who needs thrones? We need that stove. (Thomas)

[7th of Moons]

After thoroughly searching Linech's burrow, some decide to load up the gold statue. Galleos, Amaryllis, and Thomas go to Linech's sister's room. As expected, after some time in there with her, Galleos comes running out screaming like a girl. And who would turn up but Seanus. After some talking (too much talking in my opinion) to him we learn that the visitor of Linech was Shill who happened to have an elf visitor that was Galleos' sister. He seemed to be happy to hear that news. If she is anything like him...

Anyways, Amaryllis sets up a meeting with Seanus for the next day. We cart all the charity donations (plus the gold statue) back to the Ghostly Minstrel and store the statue in the Chapel. We go upstairs (to a newly rented room) to divvy up the goods and investigate the treasure. Thomas and Jon Jon stay in the Chapel and Ellywick heads to the original room.

She later returns shaken up to inform us that there is blood writing on the wall that says, "I want my boots back." We get a different room, inform Tellith, and Ellywick goes next door to the Chapel to stay under the care of Thomas. We also learn that Tellith has not seen Rodlat.

Amaryllis wakes up early in the morning and heads out. Upon her return, we learn that Replacement Citizenship papers cost 100 thrones. She then goes to meet Seanus for breakfast. While she is gone, we all set off for some administrative office where we get new papers by racist buearocrats that thinks half-orcs can't read. When we all meet back up, we learn that she hired Seanus to find Rodlat. (Boo.) She also learns that there are forged citizenship papers in one of the chests. I only paid 5s for my ID, so I wasn't that upset.

Somewhere in all this, some of the guys sell the gold statue for 2800 thrones to Tellith.

At this point, some of us set off to gather information about the whereabouts of Brother Fabitar and Rodlat. We talk to some more racists, learn that that little Seanus was drinking on the job (grrr), and that cobblers have nothing better to do than watch gun fights at night. And also, Brother Fabitar was shot by some group called the Hussar and Rodlat ran off somewhere.

After this, we meet Lord Zavere and Mand in the Chapel. I am sure the conversation was interesting but Lord Z was a jerk, flipped out about the statue and has no interest in rebuilding Bad Luck Lane. Despite this, Galleos proves to be useful by paying Haerin to take us to Rodlat. After walking through town, we get the Temple District, probably the home of the Hussar. After giving a boost to everyone, my friend Galleos and me wait in the hallway while Amaryllis is searching the cells. I wonder if we can remove that big stove? It would be perfect to cook for refugees in Bad Luck Lane.

Naked Roldat, Naked Bafatar (Jamie)

[daHeadRat Edit: JonJon's contributions to the journal were written in some form of druidic half-orc poetry. Though amusing and colorful, it is kind of hard to understand much of what happened based upon them...even players at the session weren't always sure what was being expressed. Basically the group fights the Hussar in their temple, find Rodlat (naked and tortured), Fabitor, and another human, Mick from back in the sewers, free them and flee back to the Ghostly Minstrel. Lord Zavere gives each member of the party a reward for their actions against Cran and shivvel. It is also discovered that the gold statue recovered is actually a person and a friend of Lord Zavere. JonJon also departs to pursue his own agenda (Jamie went to Europe for the summer)].

[7th of Moons]

Walled garden
Stealthy daylight?
Seagulls fly, grass grows
Jame door; JonJon window
Aramilis change mind:
"Go other window"
Climb wall (again)
Window stuck
Mean human yell
Confusion
Window break
Jophus hug human
Climb inside
Shouting, shooting
Save naked Roldat
Leave now?
Bafatar inside!
Hallway dangerous
Bullets bite
Lickywell heal

Bird Lady not help
(Need new club?)
Jophus tumble
Laggeos scamper
Save naked Bafatar
Run away
Chapel
Visit Lithet
Lithet NOT tell
Statue=Person!
(Chief Akerbrom)
Dinner Zavair (now!)
Party split
Food delicious
Berrywine waiting!
Zavair gifts
Friend Bag!!!!
Warm fuzzy friends!!!!
Friends for Fren!
Dao-Ter heal
Sleep
Circle dream
Next?
Lickywell, JonJon bites
Pay Lithet
Lithet friend help
Aramilis look circle
Understand circle?

Goodbye group...

[Morning of 8th of Moons]

8th of Moons and au revoir JonJon. . . (Rachel)

[8th of Moons]

After JonJon and Ellywick arranged with Tellith for someone to come cure of them of their vampire girl bites, they left me to head over to the chapel and check on Brother Fabitar and whether he was done with sleepy time. I headed over to the Bull and Bear with Galleos and Joseph to get the money for the armor that had been taken there to sell. Iltumar asked about James (can we say hero-worship?) and asked if we would be going on a delve soon, and whether he could come with us. Galleos said he would tell Iltumar when we were headed on a delve, but that he couldn't promise that he could join us. I don't remember exactly how much armor was taken to the Bull and Bear, but we were paid 666 gp for it.

On our way back to the Inn, we ran into Rodlat, who had built up appetite and tried to get breakfast at the Inn. Seeing as how he didn't have his backpack back yet, however, he didn't have any money with him and his buddy Tellith was out so breakfast couldn't be put on his tab. We gave Rodlat some money and the room key so that he could get into the room and get to his backpack, and get some breakfast.

Joseph had big plans for today: getting herb plants for use in cooking; teaching Galleos about "the way" and being a monk (although he said that they don't call themselves that, but the people from the hills call them that), and how one is always a teacher and a student; selling the amulet that he was given by Cadmus (for Lord Zaverre); and going to the Guildsman District. First we headed to Myraeth's to sell the amulet--it looked pretty nice and Cadmus' description of it sounded really cool, but with Joseph's shunning of material possessions for himself and desire to get funds to help rebuild Bad Luck Lane, selling it was important to him. Myraeth ended up paying 3,000 gp for it, so hopefully it will go a ways to helping the displaced folks in Bad Luck Lane (who aren't Pale Dogs, that is).

We headed to the North Market for the herb plants, and Galleos and Joseph indulged me by letting us go through Fairbriar on the way and pick up a bag of breakfast pasties from one of the halfling vendors :) Joseph spent most of our trip to the North Market telling Galleos about something called "the way," I didn't catch all of it b/c Seanus pulled me aside and said he had found out where Rodlat was but that he had been rescued, and that one naked guy who ran off from the Hussar Temple turned into a rat. When we saw Mick with the rats in the sewers, I had no idea that he could turn into a rat! I told Seanus that we had found and rescued Rodlat, but thanked him for trying to find him and gave him one of the forged citizenship papers in payment. Seanus would like to do other work for or with us, he is still kind of between jobs since his boss was killed. I told him we would most likely be going on a delve in a couple of days, but Seanus seems to be a bit on the squeamish side when it comes to dark and dirty places that might smell bad. I told him that if we had other work or jobs I would let him know.

When we took Joseph's new herb plants and garlic rope back to the room, Rodlat was about to head to the administration building and we needed to head to Oldtown so that Joseph could put his money into an account at Hammersong Vaults, the only/main "bank" in Ptolus. Rodlat split off from us at the Administration Building to get a gun permit--he seems bound and determined to figure out these pistols used by those who so savagely tortured him. Rodlat said something about going to the delvers guild building as well, but didn't tell us exactly what he was researching. Rodlat said he would like to hire Seanus to do some legwork for him, so I said I would pass that along to Seanus when I next see him. Seanus should be happy that it won't be in the sewers ;)

After Joseph opened his account at Hammersong Vaults, Joseph led us to the Guildsman District and we found the stonemasons building. They had some really neat architecture in there! Joseph asked how to go about hiring someone to rebuild the Bad Luck Lane area and how much it might cost. We found out that we need permission from the owner or owners of the buildings that were destroyed in order to start building something else there, so it sounds like we will need to go back to the property office to find out who owns the properties before Joseph can initiate the rebuilding process.

Joseph wanted to go by Bad Luck Lane to see how the people are doing there, so we went to the park there, where it seems that all the people have been hanging out, including the Pale Dogs. Joseph talked briefly to a couple of the people before the Pale Dogs started harassing him, so we left.

We went to the Administration Building, to the property office, and the guy that I totally overtipped for info about Grayson House was working, and very happy to see me. Apparently I funded a nice trip for he and his wife, that they are taking in a couple of days. I'm glad they are getting a nice vacation, but I really need to get used to the cost of living and appropriate amounts of tips here in Ptolus, or I won't have enough to spend on cure light potions or other things we might need :) The guy told us that all the buildings in the Bad Luck Court area are owned by someone named Cerrinthan Sanserra, who is kind of the diplomat of the Balacazar crime organization. One of the women at the park by Bad Luck Lane told Joseph that she had heard someone named Henry Crofter owned the Ten Bells a while ago, but his name wasn't in the current records, just the Sanserra guy. There wasn't a 3rd-party agent listed or anything either. The property office guy did tell us something else of interest--the day after Ellywick and I came here to ask about Grayson house, a dwarf named Castor came in and bought the place in the tax collection office. I wonder how he found out about Grayson House being available so soon after we came in to ask about it?

When Galleos, Joseph, and I got back to the room at the Inn, Rodlat was deeply involved in his identifying of potions and a ring. He later told us that the potions were: cure light (3); lesser restoration (1); neutralize poison (1); bull strength (1); cat's grace (1); haste (1); and water breathing (2). The ring is a +1 ring of protection.

While Rodlat was still checking out the stuff and basically ignoring us, Galleos headed over to check on Fabitar with me. He said he is doing much better and that Rodlat should have run when he told him to, but that he is glad they survived the abduction and hopes that Rodlat will not become too bitter from the experience. Fabitar thanked us for rescuing him and handed us a pouch with three potions we can use for healing.

Back at the Inn, Rodlat told us that someone wanted to meet with us--so we head downstairs and Tellith tells us that a woman named Angelica and guy (we learn his name is Armand) are waiting for us in the bar area. Earlier Tellith had mentioned to Rodlat that she thought the woman was involved with/part of the Shuul. Before heading into the bar, Joseph asks Tellith about where JonJon is. Apparently JonJon left after he and Ellywick had their bites cared for by a priest. JonJon is heading off in search of the meaning of his green circle that he showed to Ellywick and me early that morning.

We met Angelica and Armand in the bar--it turns out their employer, Hoss, is interested in the boots we have. Angelica said that Hoss has captured the creature and is holding him captive so he can't escape and kill more people. Apparently the creature is fey and the boots have some kind of contagion on them (hey, now we know why Thomas and James have been

sick--they're the only ones who touched the creature's axe and boots!). Hoss would like to purchase or trade something to us for the boots. Joseph started to say that we would only trade the boots for Hoss investing in real estate, but we decided that we would get the boots and take them to Hoss, as Angelica said that he was available to meet this evening, and it was only about 7pm. Angelica also mentioned that Hoss has a lot of technological things and may be willing to trade one of them for the boots. After putting the boots in a sack that Angelica provided (like any of us wanted to touch them after hearing they carry some kind of contagion and have diseased both Thomas and James!), we went with Angelica and Armand, who led us to the Guildsman District. We sure have done a lot of walking around Ptolus today, thank goodness and Lord Zaverre for my new boots! Things seemed okay until they led us down a narrow alley to a doorway and suddenly turned and held pistols on us. I heard someone at the opening to the alley behind us as well, but have not had the chance to check behind us as yet. I really hope they are just being overly cautious and aren't leading us into a trap of some kind...

From the Diary of Doubting Thomas... (Dave)

[8th of Moons]

From the Diary of Thomas:

We were facing the pistols of Angelica and Armand's men in an alley way. The situation was quickly diffused, as they were only being cautious (i.e., we have left a fairly decent amount of carnage in some of our meetings and they were only facilitating a peaceful situation). Nonetheless, I don't care for these so called "pistols".

A deal was struck, 50 thrones for the diseased boots. We discovered that Hoss apparently has the Fey creature captured and wanted to use the boots as leverage in their interrogation. I commented that the thing should be put down. No information is worth letting that form of evil live. The business with Angelica and Armand was concluded and they offered us the potential of more work in the future.

We then decided to head back to the Ghostly Minstrel. While there, Rodlat identified the potions given to us by Fabitar (3 cure moderate potions). After briefly talking to Tellith, he set off on his own. We assumed he wanted to see about getting parts and such for a new pistol but he mentioned that he need some time alone. I worry about him; it is difficult to adjust after such a traumatic ordeal. His scars are extensive.

[9th of Moons]

I decided to wander over to visit with Brother Fabitar to check on his recovery. As usual, I started sweeping (it helps calm my nerves and keeps Shatnerisms at bay). While there I met Sister Auga. She runs St. Laphest of the Open Arms, an establishment that serves the needy in Bad Luck court. Brother Fabitar provides her with funds, as she is not recognized officially by the church. What a surprise, the Church hierarchy again fails the people. I decided to tag along with Sister Auga and help with the distribution of meals and blankets to the poor.

On my way there, I passed by Joseph exercising in main square. I found out later (i.e., when we all gathered at the inn, after our Pale Dog's incident) that Joseph had made a visit to the Pale Tower. It left quite an impression on him, the inside was much larger than the outside and he met an 8 foot androgynous "angel" named Sophia. She helped him to realize his vow of poverty, and he was a bit star struck after his interactions with her.

I helped bring a large cart of food and supplies to St. Laphest with Sister Auga. For perhaps an hour or so I was at peace helping the poor by distributing food. I was pleasantly surprised to see my other party members visit. It was about that time that the Pale Dogs took an interest in our helping Sister Auga. Apparently, they had been bothering her to provide funds for their "protection". She had refused. Our presence was not received well by the Pale Dog spies and we soon found ourselves in a heated battle. We dispatched several and took three prisoner to turn over to the city guard (we did however have the satisfaction of pantsing them). The guards were surprisingly unhelpful, and we were left with the impression that the criminals would probably be let go. The guards also harassed Joseph, taking his citizenship papers for confirmation of their authenticity. They told him he could pick them up in the morning at the appropriate office.

Sister Auga explained that Bad luck court was not well policed by the guard and that the rival gangs were often in wars with each other. Further, our tussle would certainly bring violence to her establishment. She sent all of her workers home, but refused to leave herself. The party decided to go see brother Fabitar about removing her from danger. We also provided some additional gold for Sister Auga. After reporting to brother Fabitar, the party returned to the inn. We still

haven't seen Rodlat, and we don't want to get too involved in any other projects until he returns. The party discussed two options. The first would be to slay the troll, as advertised by the broadsheets. After talking to one of the delver officers (and getting Joseph signed on), she informed us that perhaps we might want to wait on the troll adventure (i.e., several parties have been ingested by said troll). The party had some concern about being ambushed by the Pale Dog's and so our second option was to remove ourselves from the city (i.e., go delving) and resume our quest for the healing apples.

The Apples are Red, not Gold...yet. (Todd)

Chant chant chant, runes glow, angels sing with a musical "aaaaaaahhhh"

Woot, it is done. Hussar, watch out!

Time to find my friends and show them my new toy of death. Downstairs, in the bar of the Ghostly Minstrel, is where I find them. We eat, they tell me about Edgar Nachtmann, the captain of the watch in the temple district. I guess he wasn't too torn up about the Hussar, we didn't get thrown in jail. Plans are made for the next day, then off to bed.

Ellywick's rapier has turned to dust, like Linech's watch. Coincidence?

[10th of Moons]

We are at the Delver's Guild building when it opens. The lady in the map room, through her sneezing and coughing, points us in the direction of where we can find an entrance into the sewers. Who would have thought someone could be allergic to dwarves? Joseph goes to the Vault, in the meantime.

Amaryllis is adamant about checking out the neighborhood, where the sewer entrance is located. I don't think it's a big deal, but why argue. It's just not worth the effort. James, Joseph and I go back to the inn to wait. Amaryllis, Galleos and Ellywick return. We'll wait til it is dark before we begin our search for the healing apples.

A trip to the Undercity helps eat up some of the time, while we wait for it to get dark. I pick up some scrolls, the grease spell sure came in handy the last time. I get a new spell component pouch from Merrith. Amaryllis offered to get it for me, but I thought maybe I can start to mend the bridge. I thought wrong, I paid way too much.

The sun sets, and we set out on our adventure. Nobody is out and about. We get in the sewers without being harrassed. It's not far before we find the breach in the sewer tunnelwall. It is obvious that someone has been this way before. We climb down 50 or 60 ft, are attacked by dire rats, and now have rattails worth 3 thrones apiece. A steep winding staircase leads further down into the blackness. It opens up in to a cavern, the floor covered with debris. A citadel looks to be the source of the debris. Only the main floor looks to be intact.

Inside, we find four dead goblins, one of which had been speared to the stone wall. The body covers a word written in Draconic, Ashardalon. We go through the doors on the right. This is where we find Meepo, the weeping kobold. Meepo is crying because Calcryx, the dragon, is missing. Apparently, the goblins took Calcryx. Meepo is Calcryx's trainer. Tazex will eat Meepo, for losing Calcryx. Amaryllis and Joseph didn't get much else from questioning Meepo. Meepo started refusing to answer question by saying, "the queen will answer questions". Meepo wants us to help get Calcryx back. There is one more thing I find intriguing about Meepo. He is quite the artist, carving little dragons out of jade.

We agree to talk to the queen. Joseph is not really liking this idea. Meepo takes us to the queen. It seems like this citadel has a dragon motif going for it. We have a nice little talk with the queen. It seems that the kobolds, being led by Tazex, are at war with the goblins. I don't recall what name was given to the goblin leader. Both sides are attempting to gain territory in the citadel. While the kobolds had Calcryx, the goblins have the magic apples. Tazex is away recruiting help for the war, he will probably be back soon. The queen will reward us for getting Calcryx back.

I tried to determine if the kobolds were following Tazex willfully. I think they are in as much as that is the way of things, that and not to be eaten. Meepo said earlier that Tazex had eaten Idruma, a kobold we had helped the first time we ran in to Tazex. I'm not sure it's going to matter. I don't think Tazex is going to take well to our being here.

We agree to help get Calcryx. Meepo takes us to the beginning of the goblin territory.

Rehabilitation...it's not for everyone. (RJ)

...I am getting ready to jump across the pit, when I realize there is no way I can make it without either help or taking off my armor. I look up and Joseph is coming back "I here to help." I get my rope out of my pack and tie it to me; I toss the other end to Joseph and Galleos. I try to walk the edge but my balance sucks and I fall.. Right before I hit bottom of the pit, the rope yanks taunt and I slam against the side wall, "ow". Joseph and Galleos help me up and I finally get through the double doors with everyone else. Of course I get put in the back with my loud armor and poor vision...sigh.

Amaryllis is in the lead, Joseph is right on her heels, then Ellywick, Rodlat, and myself. The door leads down a corridor to another door. Amaryllis looks it over and opens the door. From what I can see in the back, the room is pretty smoky, there are torches on the wall, and there are several pillars with dragon motifs entwined around the pillars. I can see a double door and another door down the hall.

Amaryllis creeps quietly towards the double door. She leans towards the door for several seconds and comes back, "I am hearing some guttural sounds. Several of them."

We decide to check out the other door, we find another corridor that is on the left and see another door at the other end of the room. Amaryllis checks out the door opens it and she and Joseph go in first. I am watching the double door and the corridor when I hear a noise like someone jumping on a wall, I hear Joseph yell something. Galleos and Rodlat rush into the room with Elly at the door. I hear Rodlat's voice speaking some language he knows. Sometimes I wish he would just speak normal so I know what's going on. Even when he is speaking normal he can be very strange.

All of sudden a small white dragon rushes out of the room. Joseph comes out yelling something about "rehabilitation" as the dragon flies over my head down the corridor. The rest come out; we run after the dragon. We catch up to it when it yells "Intruders!!" and flies back towards the smoky room, again we chase. I don't know if we are trying to catch it or kill it. We don't have anything to catch it with...again not sure how prepared we were for this but here we are. It yells "Intruders" again and flies back towards the kobolds lair, right where we were. Ellywick runs over and closes the door behind the dragon. Smart girl.

Just then the double doors open and several hobgoblins and goblins come thru the door. Looks like Rodlat was ready for something because he starts reading from a scroll, I hear the words but they make no sense and I can't even remember what the words sound like. Whatever magic Rodlat is casting works because several of the hobgoblins fall down.

Ellywick speaks to the rest of the goblins, but two come up and attack Galleos. I move to help Galleos and three goblins come out of the corridor I just left and come up behind us.

Ellywick throws a spell at them but it fizzles. Rodlat casts a spell and three of them drop. Galleos stabs two goblins and they go down. I turn around and several more come in from the back door. They have Amaryllis surrounded and she looks like she was hurt. One of the goblins casts a spell and this cold feeling runs down my spine and I have a fear about this battle. I have to fight it, I drop my sword, pull the horn to my lips and blow. There is a sharp piercing sound and I feel protected. I pick up my sword and bring the battle to them.

I hear a loud bang and Rodlat is shooting a gun, but doesn't look like he hits anything.

There is a knocking at the door and Ellywick is speaking to whoever is behind the door. I can't make out what she is saying, but having a conversation in the middle of battle, need to talk to her about that. Several more goblins go down and I get surrounded, damm how do I get myself into these situations. Yikes, that hurt, three of them got through my armor.

Joseph wrestles one down, Elly casts one of her fire crackers, Rodlat finally hits one with his gun, and Amaryllis gets one with her mace. There are about three still standing and they decide to run away.

Joseph is talking to the door and opens it. It is Meepo, Joseph looks very disappointed. The goblins who were knocked down are starting to get back up. They start attacking us, Galleos takes them down.

Rodlat starts to disarm one of the goblins that is down when he wakes up and starts to grapple with him. We take down the rest even with Rodlat knocking one out with the butt of his gun, at least we know he can hit something with it.

More Kobolds come to the door, Joseph closes it and someone locks it from the other side. Rodlat, Ellywick, Joseph and Galleos go thru the double doors. There are several goblins, mainly old men, women, and children.

Amaryllis heads to the door at the other end and is looking for a way out.

I am concerned about the three goblins that ran away and start down the corridor they went down. I turn the corner and I see a door open with some kind of purple glow coming out of it. I move up to the door and look in; there is a round pit (not another one I need to cross I hope), the pit has vines growing out of it and the pit has a purple glow around it. There is also a stone throne, an iron chest, and a bowl with soil in it (it looks like a plant was in it and was uprooted.) As I walk in I see Rodlat and Joseph enter the room from the other side. Joseph peers down the pit but doesn't see anything out of the ordinary. I search the throne and find nothing of interest. I pick up the chest and take it over to the door; I call out for Amaryllis to come check the chest out. She comes over and examines it, "there is a trap, I am not sure I can open it."

I suggest we search the goblins for any keys or potions. Amaryllis, Galleos, and Ellywick search the bodies but don't find anything of interest.

I go over to the pit and drop a torch down to see how deep it is. I can just make out the light at the end.

Joseph starts down, I start to take off my armor, to follow him down. Everyone else is getting ready to go down as well...

Our Brush with Death... s.... (Thomas)

I remember that Rodlat and I were waiting about half way down the vines. When I looked down I could see something move by but I had no idea what it was. The rest of the group started descending so Rodlat and I decided to head down. We both jumped off the ledge to find 5 undead creatures waiting for us. I remember my Teacher warning me to beware 2 things in my journey: some forms of magic that are very powerful and very dangerous, and undead creatures, as they are not natural. Surprisingly, for my first encounter with this type of undead creature, they buckled easily enough. However, Rodlat seems to have been clawed by one or something and was in need of Ellywicks healing touch.

Everyone finally made it down. The mushroom garden off to the side seems to have caught many peoples attention. I believe someone must have collected some for later samples. Perhaps these will have the healing properties like the apples we are in search of now.

Despite hearing voices off to the side in an adjacent room, we decide to follow this path that has large footprints on it instead. We followed it down for a ways until we ran into some ratmen. This is where things begin to get hazy.

From what I remember, we were stuck in a hallway to where the only person that could fight them off was Amaryllis. Lots started filling the room under the direction of a larger ratman that shot a crossbow. I didn't really want to kill anymore. From what I remember, James said that all the kobolds had stormed the women and children goblins upstairs and barbarically executed them. This just shows that we cannot work with evil. Our killing had only allowed execution of children and defenseless women. I wanted to make a truce with the larger ratman so we began a parley yelled over the rustling of weapons and armor. I only got so far as asking him if he was the Outcast before he issued the orders to kill us. We decided to run back up the tunnel in hopes of fighting them in an open area or of them leaving us alone until we could formulate a plan. We all ran except James and Rodlat, who had been badly hurt in his leg so he could not run fast.

When we returned out of the tunnels back up to the main room area, we smelled smoke so Amaryllis and Galleos went to investigate. I don't think it takes much investigation. They are evil Kobolds. They are burning the place down.

After much waiting, I decide to go back and pick up Rodlat and bring him out there where we can fight them. Surprisingly for his small height, he weighs enough to slow me down quite a bit. He is at least the weight of two sacks of grain.

I return with him to the other room where we planned on fighting them. Much to my disappointment, I look up to see another larger ratman with a gun. He fires it at me, hits me in the chest and I black out.

I don't remember waking up. The next thing I remember is standing in front of the crossbow larger ratman while the others take care of the gun-toting one. I decide to grab him yet I want to keep him alive in case he is the Outcast. After a couple seconds of wrestling him, I notice he isn't hurting at all. He just keeps trying to bite me.

At this point, the door where we heard the goblins opens and they begin filing into the room from the other side. Ellywick says that someone in the back issued the order to, "kill them all" and the ratman I have in the half-nelson says we both better run. I don't trust him but he changes into a small rat and scurries off. I run to the front just in time to see Rodlat get stabbed and fall unconscious. We were not prepared for this.

I tell everyone to run many times as I promise to get Rodlat. I throw a table at the lot of them to stall them and grab Rodlat. I can see the leader in the back now. He looks like a goblin my size but with a different face. At this point, I didn't expect to get Rodlat or myself out safely, but at least the others might get out.

Here I don't remember much either. I remember yelling at the group to run many times. I remember seeing Amaryllis run away and then return offering to help. She can't carry Rodlat but I set him down anyways. During all this the leader had made his way up to the front. He was swinging this big morningstar at me while the little goblins threw javelins. One of the javelins finally hit me and I black out again.

I remember waking up this time with Amaryllis feeding me something. I remember feeling as good as the day we started this journey down under the city. Rodlat is awake too so I tell the two to run. He seems to be able to run better now, yet it is still much slower than me so I have to buy him some time. I try and grapple the big goblin type guy but he is very strong and breaks free after only one twist. I remember getting clobbered by his morningstar and running as fast as I can right into the backs of Rodlat and James. I hide around a corner prepared to punch the next person that follows us but no one ever did.

I just want to get out of here now. I never actually thought it was possible I would die coming down here. I don't know anything about these apples. And more yet, the one thing that did seem "fruitful" about this journey flew off to some cave system behind the kobold portion of the citadel. Hopefully we can make it to some safe place for a day or so to recoup before we come back. I just hope the angel that said she was watching isn't watching this time. We did bad letting those kobolds do that.

Tazex better not be able to regenerate. . . (Rachel)

I'm afraid I can't start this entry with the date, as we've been down in these caves and tunnels for awhile, and I'm not exactly sure how much time has passed. Hopefully not more than 24 hours. . .

Ellywick and I had been up ahead waiting for everyone to catch up after fleeing from the bugbear and goblins in the musky smelling chamber. Once everyone was there, I took the lead, trying to listen hard for any trouble we might run into. After making it through a lot more twists and turns of the tunnel, I started heading down a passage but stopped when Galleos told us that he had spied a secret door. He pushed it open and was pierced in the hand by a needle as a bell attached to the door chimed, warning whoever was beyond it that we were coming. I should have hustled back there a little faster and insisted on checking the door for traps! I went through the door with Joseph and Galleos close behind me and the others not far behind. Around a corner I saw a short hallway with a swarm of rats at the end. There was a corridor to the left with 3 ratlings and a larger rat, a wererat I think, behind them. I called out "we're just looking for a way out and mean you no harm." The wererat responded that he could show us a way out for 100gp, 50 now and 50 when we got to the "exit." I said that we were interested in the deal, and suddenly we heard Thomas' voice. He was calling out from a room past the wererat. I asked the wererat what Thomas was doing down here—after some hemming and hawing about there not being anyone back there, and after claiming to have found him in about three different places, the wererat said they had found him beaten up on the street in the Warrens. I went into the room where Thomas was shackled to the wall, and the wererat said we could have our friend back for 100gp. We talked a little longer, I asked the wererat if he knew Mick, and told him of some of the trouble Mick had with the Hussar recently and how we had freed him. The wererat said that since we were friends of Mick, he would give us a discount on freeing Thomas, so it would be 90gp. I paid him the 90gp and he unshackled Thomas. Thomas said that the last thing he remembered was leaving Sister Auga's to head back to the chapel in Delver's Square. It sounds like the Pale Dogs probably ambushed him and beat him up. None of Thomas' stuff was on him, and after some ineffective haggling with the wererat, I paid him 50gp to have Thomas' things returned to him.

In talking with the wererat, we learned that he works for someone named Clive, and recently took a job for someone named Ophelia (human but creepy, I think he said), although he didn't feel good about that job and that Mick said he shouldn't have taken the job for Ophelia. The wererat didn't go into details about what the job for Ophelia is, but it sounds like he and the ratlings have been in this part of the tunnels to catch any stray bodies that head back this way. They

may be providing them to Clive, who may be providing slaves to Escla Vage, but it was not clear. The wererat did not like my saying that he was capturing “slaves”—he kept referring to them as bodies.

I asked the wererat to show us the way out and gave him 50gp, but Joseph insisted that we did not need to know the way out b/c we were going to head back and deal with the goblins and find the apples. Joseph asked the wererat to let us stay in this area safely for the night (or day?) to rest and said that we would pay him. The wererat said he doesn't rent out rooms, but decided that he and his ratlings would strike out on their own and that we could use their area to rest once they left, but that we shouldn't try to see where they are going. He led us to a ladder heading up to the sewers and told us that we could use that to get out. Once you have climbed up the ladder, there are obvious tunnels that lead to a way up to the surface around Ugly Child Lane.

The wererat headed back to get the ratlings and the swarm of smaller rats and we waited down the hall as they left. Galleos made the mistake of going after the swarm and getting too close—they swarmed all over him and bit him a few times before James succeeded in attacking the rats and getting them to jump off Galleos.

We headed back to the nicest of the couple chambers where the rats had stayed and rested (pretty fitfully) for about 8 hours. Although it wasn't good quality rest, Thomas and Ellywick were able to pray and rejuvenate their spellcasting and healing abilities. With their healing of the group, Joseph and Rodlat suggested that we go back and deal with the goblins and try to find the apples. I think Joseph is still hoping he can get the white dragon and rehabilitate it as well. . .

We headed back through all the tunnels and found 2 dead goblins in the tunnel just before getting to the musky chamber, which was filled with dead goblins. The barricade had been placed in front of the entrance to this chamber from the room with the mushrooms again, and we could see torches on either side of entrance, and two guards out there. Joseph, Galleos, and I crept into the chamber and hid against the walls. Rodlat came in as well, and was able to make an arm or head (I can't remember which) of one of the goblin bodies move, which got the guards' attention. One of the guards continued looking into the chamber, while the other started to leave to get someone. Galleos shot an arrow at the one leaving, which definitely got their attention. A big demonic/draconic-looking creature came in—it was Escla Vage, and when Idruma told us he was really bad, she wasn't kidding. He put Joseph to sleep (although we didn't know it was just to sleep at first—we thought he might have magically poisoned him or something), and we were trying to figure out how we could drag Joseph out of there (by “we” I mean the bigger and stronger members of our party like James and Thomas, Ellywick and I are too petite!) and get away from this guy. Unfortunately, our old friend Tazex appeared and blocked the way back into the tunnels for all of us except Ellywick, who was able to run back into the tunnels.

Rodlat was able to slap Joseph awake, and Joseph told us all to run back into the tunnels, but with Tazex blocking the way we had to keep trying to attack Escla Vage and Tazex. My sling bullets, even a couple of the masterwork ones, just bounced off of Escla Vage. Joseph was able to grapple him a couple of times, but he didn't stay pinned and ended up taking Joseph up into the air with him. Tazex was attacking everyone he could, but Escla Vage told him not to damage the goods too much—he probably wanted to make us into slaves. After waiting around a couple of turns in the tunnels and no one coming through to join her, Ellywick came back and tried to cast searing light on Tazex, but it didn't work. Finally Tazex fell and Thomas or James did a coup de grace on him. Escla Vage yelled “Kill them, kill them all” and went poof and disappeared. We headed back into the tunnels. I really hope the guards (who were men) and kobolds don't follow after us just now. . .

At least we got the stuff he left behind...well, anything good Rodlat? (Pat)

[daHeadRat Comment—Galleos got critted during the fight with the Pale Dogs. We were using Paizo's Critical Hit Deck and the result was something like double damage and, most importantly, loses memory of the last few hours. So Galleos didn't remember waking up, heading back to where the goblins (and Pale Dogs it turns out) were, or starting a fight with them...quite humorous.]

Galleos' account of one crazy morning...is it morning?

I must have dosed off during my watch and boy was that a painful experience. I awoke disoriented, with a throbbing headache, and a tunnel full of Pale Dogs trying to kill me. As I turned to run, two daggers flew by my head; all the while I was sounding an alarm for my friends. “PALE DOGS ARE HERE!!!!!!”

Once I was around the corner, I saw James and thought that my shout must've woken him. When I warned him about the Pale Dogs, his response was most unusual and I was very confused. I thought to myself, “Hey, where is everyone? Shouldn't they be sleeping right there?...Wait a sec...where am I?”

I finally gathered myself and realized we must be down one of those damn long winding tunnels. How did that happen? Well, no time for questions. I told James to run and I got ready to fight while I followed my own advice. Well, I was right about the damned winding tunnels and while I'm sure it was just a few minutes, it took us what seemed like forever to get back to the secret ratling's lair. The Pale Dogs were persistent. One would think that getting shot repeatedly at close range would serve as a deterrent, but we must have really pissed them off because they continued to give chase.

Eventually, it appeared that they did stop following us. Good timing since I was running low on arrows. When we got back to the abandoned ratling's lair, I shouted through the open door for our friends and received no response. Thomas then appeared in the tunnel a little ways down. He asks if we were ok and offered us healing (what a guy). We told him of the pursuit and how we thought we lost them.

Thomas then told us that the others went up the ladder and suggested that we do the same. James started his ascent while Thomas was tying a rope to a chest full of gold and other valuables. Just as I moved to help him, a few of the Pale Dogs turned the corner - damn, we didn't lose them after all. Thomas made some kind of holy gesture, handed me the rope, and told me to climb.

The chest caught the pursuers' attention, which allowed us to get up the ladder; I think they even thanked us for the loot. I guess Rodlat took offense, because he started throwing fire down on them, which prevented them from coming up the ladder, but not from throwing insults back. One of the Pale Dogs told Thomas that he would see him later. They must have been the ones that provided his "body" to the were-rat. Elly was also nearby, but there was no sign of Joseph or Amy.

I heard a commotion coming from an adjacent room; and this room did not offer a warm welcome. The walls were covered with frescoes depicting the Ghulwars. I recognized what must have been the razing of Theridae where my ancestors were overrun and murdered by the hordes of Ghul. The very same ancestors who would later help form the Brightfather Pact and put an end to the Ghulwars. All praise Yllistro, Searth, Eriskal, and their companions of The Great Seven for ending that madness that was Ghul. (I bet you didn't know I was such a history buff, thanks elven loremasters AKA the player's guide :))

Back to the now, I saw Joseph hugging a forked-tongue humanoid, so I took a shot at it. My shot went astray - man, I forgot what that felt like. Then I saw Thomas smack him with his sword and he went limp. As Joseph quickly shackled its arms, I thought, "looks like rehabilitation for him." I then heard a loud bang. It must have been Rodlat and for his egos sake, I hope he hit something. I moved to the other end of the room where James and Thomas had another humanoid surrounded. I joined the fun...right before the lights went out that is. I heard the shuffling of feet and the distinct ring of metal against stone before I took a swing in the general direction of where I presumed the thing to still be. Fortunately, the return of the light revealed that my sword stuck true and the humanoid was on the ground. Some discussion about letting him die began, but was quickly ended when James delivered another coup de grâce.

Amy said she heard chanting coming from behind a bronze and glass door, but she couldn't understand it. Rodlat also listened, but heard nothing. Everyone decided to go the other way towards a set of double doors. Amy inspects the doors and we went through one side. Joseph, carrying the shackled humanoid, tried opening the other door, which wouldn't budge. The next chamber contained a fast moving canal with a bridge leading to more double doors upon a balcony. I'm pretty sure our cartographer got it all charted. Like the last room, this one contained statues of Dragon-like humanoids, but some had been knocked over and broken.

We passed a few dead ratlings that appeared to be bludgeoned to death and bloated. Then we went through the other set of doors on the balcony. They led to a long hall with more statues along one wall, which were in front of tombs. All of the tombs had been opened and the sarcophaguses looted since only bones remain. The door at the end of the hall also wouldn't budge, but Amy was able to open another door on an adjacent wall.

Amy headed in and I followed. She went down a short flight of stairs and was attacked. As she ran by me, she said something about a were-rat, so I backed up and tried to insult the rodent. It worked, he came through the door and we all tried our best to bring him down but our weapons had very little effect on him. Joseph hugged him and said, "Get out of my way." I was confused yet again. Joseph was bitten in the process of carrying the were-rat to the door that lead to the canal when it changed into a rat and ran away. We collected his belongings that were left behind and Rodlat identified a key as magical. So we headed towards the door at the end of the hall to try the key in it...

Delving...prisoner escape...and not trusting a priest of Lothian... (RJ)

I am a bit confused on where we are at...my recollection of delving is difficult for me to remember (how do you tell time down here?) but I will try to keep the story straight. We retrieved a key from the were-rat possessions and Amaryllis tried it in the door by the two statues.

The door opens up into a wall and there are entrances on both sides for the wall. At the left entrance of the hall way there is a small ladder going down and a hallway that has a door at the end. We search the right entrance and there is another ladder leading down. There are four statues like the other room; four orcs and a minataur with a long spear in its hands. We go down the ladder, and discover like the other room that there are coffins behind the statues that have nothing in them. Also, on the far wall there is a scene imbedded with orcs and elves battling each other. The wall also has a break in it as if someone came thru from the other side.

Our band of delvers are deciding on what to do next, rest or try to find our way out of here. When James decides to look around the next corner, unfortunately around the corner were the "animated" skeleton remains of the orcs and Minotaur. They surprise me and they hit me damm hard, I was surprised I was still standing.

There also was a hobgoblin, who spoke in that magic language, and I felt scared. It was like I didn't think we were going to get out of here or live thru this encounter. It was scary to feel like that.

The others hear me getting beat the hell up and step up to help me, I move back behind everyone because I can barely stand. Ellywick, casts a spell and hurts one of them. The others attack them. Joseph runs back around the corner, I think he is trying to flank them. Rodlat follows him. Thomas comes up calling upon Lothian for help and it seems that Lothian heard him because Thomas is bathed in light and several of the skeletons that are left turn to dust. The hobgoblin sees that they are beaten and heads for the break in the wall.

He starts to climb down the ladder; I and Galleos take shots at him with our bows. I think we missed but Ellywick shoots one of her firecrackers at him and hits. When out of no where Joseph comes running around the corner sees the hobgoblin and jumps on him while the hobgoblin is climbing the ladder. They appear to be struggling when the hobgoblin just lets go.

I rush over there along with Thomas and Ellywick. She fires another firecracker at him and he flinches away. Thomas starts down the ladder and I am right behind him. Galleos steps up to the ledge and readies a shot at him. The Hobgoblin stands up grabs a now unconscious Joseph and yells, "Stop or I will throw him in the water!"

Thomas stops and I have no where to go, Thomas yells down "Leave our friend alone and we won't hurt you."

The hobgoblin says "go back up the ladder or I will drop him in." I start to climb back up and so does Thomas.

Thomas says, "Let our friend go and we will let you go."

The hobgoblin shouts back, "I don't believe you. Swear to your God that you and your party will let me go."

Thomas swears and backs up from the edge. After about thirty seconds Thomas looks down and sees Joseph on the edge and the Hobgoblin on a rope trying to shimmy across to the other side.

Thomas heads down the ladder to check on Joseph. Galleos steps up and aims his bow at the Hobgoblin and fires. He hits him and he falls off the rope and onto the edge on the other side. Galleos jumps up in joy.

Thomas prays over Joseph and he gets back up. Joseph says he is going to check this way out and points across the rope. He goes across and is out of sight. Amaryllis goes across and searches our goblin. She asks me to climb across and grab some of his gear. I go and get it.

Meanwhile, Rodlat is staring at the Fountain in the room where the skeletons were found. I guess he is trying to determine what it does.

I get back across with the gear and drop it in the room, I get a look from Rodlat and a "shush".

“Sorry.”

I go get Joseph’s prisoner who is in the other room and bring him in the room with the fountain to watch over him.

After awhile, our party re-gathers in the room with the fountain. It is decided that those of us who need to rest and get their “strength and abilities back” would remain in the room since they are lest likely to disturb Rodlat (whom we guess is attempting to see if he can detect magic in the room). The rest of us leave the items that we found in a pile in case Rodlat is able to check them for magic as well. Joseph tells us that the rope leads to pillars and he scouted ahead and that there is another passage that way.

While the rest of us rest, Amaryllis, Joseph and Galleos head back the way we came in to check out the other doorway where the were-rat came from. When they get back they inform us that they found what appears to be a statue of an older humanoid man holding a book in his hands and when they looked at the pages of the book, they was some writing on it that they can’t seem to make out. There is also another doorway that does not have a handle and they could not open. They also bring back a crossbow with a quiver of silver bolts. Thomas takes the crossbow and five arrows and I take the other five arrows.

The following is a rough summary of what we can remember happening. We are not sure of the order of how it went.

Rodlat is still staring at the fountain, so Amaryllis gets some parchment from his pack and heads back to get the rubbing. When they come back there is nothing on the page. Amaryllis explains that she and Galleos did a rubbing but it didn’t stay and that they need Rodlat and Ellywick to come take a look at the statue.

Rodlat stops staring and states that the fountain is safe, that it has a never ending water supply. He goes with Joseph and Amaryllis back to the statue. Joseph tells Galleos to watch over his prisoner.

As soon as they leave, Galleos tells me, “Watch the prisoner while I question him.”

“OK”

Galleos loosens his gag and tells him he is going to show us the way out. He smiles and says something to Galleos and then it all goes black. I try to grab the prisoner from where I think he is but he isn’t here. I hear Galleos try to grab him and then I hear some metal hit the floor. I yell out to Thomas and Ellywick, “The prisoner is loose!”

I back up and eventually get out of the darkness. I pull my sword out and wait to see if the prisoner comes back out.

Rodlat, Amaryllis, and Joseph come back and see us all standing staring at the darkness. Joseph is not happy when he learns that his prisoner escaped and Galleos was questioning him. I hope he realizes I was just watching him and not questioning him.

Joseph heads into the darkness to find the prisoner, I move in to help but I can’t see anything. Joseph tells me to stop, so I do. I can’t see anything but I hear Joseph moving around, he says “I can’t seem him, he is not here.” Not sure how he is seeing anything but ok.

We move out of the darkness and I think Joseph is going to have a discussion with Galleos, the one where fists are involved, but Joseph just walks away from him. He heads out of the room looking for the prisoner but no luck in finding him. Joseph then goes and sits in a corner of the room and, I assume, to meditate.

We all gather back in the fountain room and Rodlat says, “There are some words on the statue but I can’t get them to stay still enough for me to read. I can try to read them in the morning.

We discuss our options and decide to rest up before we do anything else, since we don’t know how close we are to getting out of here. We set a watch, to give our magic users/healers some time to rest and recoup. After about 8 or so hours Thomas and Elly heal everyone and we head back to the room with the statue and book.

Rodlat looks at the book and again can’t seem to read it. Elly gives it a try and says, “I can see the words but I don’t understand it. It is in a language I don’t get.” It was suggested that she copy the words down so we can see if any of us can read it.

She does and Rodlat is able to read what she has written. He says, "Twos is one can one days these ones with the two show these way, brave the blade, to break the seal, twist the knife it will reveal" I don't understand it at all, but Joseph and Rodlat think they have the idea.

They head out of the room and look at the statues, there is one with two blades; a sword and a knife. Joseph gets behind the statue and turns the knife. The arm on the statue with the sword turns and stabs Joseph. He looks surprised and looks like he is in pain.

Elly is in the other room with the door and yells back, "It clicked." We all head back to the room and open the door. Inside is a chest and it has a great sword, quiver, arm band, bracers, and a scroll case. Rodlat looks in the scroll case and pulls out a parchment. He says, "It looks like there might a curse on the items. (I don't remember exactly the words)". Rodlat determines that they are magical, except the scroll case. It seems as though most everybody doesn't want to take a chance and carry them, but I agree to carry them out except for the quiver which Galleos decides to carry and the scroll case that Rodlat keeps.

We leave the room and nothing seems to happen. We decide to head to the room with the pillars and see if that way leads us out. We climb the ropes and everyone makes it across the ropes, there were a couple of close calls. When we get to the end of the pillars there is a another broken wall that leads to a corridor. We follow that to a room that has a lot of cobwebs and dust inside...

[daHeadRat's Comments--A journal entry for this session was not posted. Basically, the party found the "tomb" of someone known as the Betrayer. This was an elf who, when Ghul's forces invaded the nearby elven lands, aided those forces and turned on his own people. The Betrayer was also instrumental in the developing the process that was used to create Harrow Elves. All in all, not a nice guy. Before reaching the Betrayer, the party had to avoid a Tomb Spider, a number of rooms that caused "visions" from the attacks on elven lands by Ghul, the defeat of the elves, and the creation of the Harrow Elves. Eventually the party encountered and defeated the Betrayer's remains (as well as a couple of his minions) and recovered his sword which burned Galleos (an elf) when he simply touched its hilt.]

Episode #30: Which way is up? (Todd)

When we last left our brave party of adventures, they had just finished defeating...THE BETRAYER!

As we return, they are picking up their dropped gear and looting the Betrayer and his coffers. As they move about the room, Galleos says he saw a secret door.

Upon opening the door, the party hears a loud ringing, as that of metal striking stone. A set of stairs lead up from the doorway. The ringing sound continues as Galleos, Joseph, and Amaryllis ascend the stairs. Rodlat is examining the contents of the coffers, and Ellywick is watching Rodlat (just in case he decides to wander off in search of mischief). Thomas and James head for the secret door to provide support for the advance party.

After climbing a couple of flights of stairs, Amaryllis sneaks down a dark hallway. The ringing gets louder. Someone yelling to work faster can be heard.

Ok, time out. I've waited to long to do the journal, and now I'm having an RJ moment.

I know that we went in the door then came back out and gathered up the money in the coffers. Then we, as a group go back in through the secret door. Someone makes it to the corner of the room where the bad guys are and gets a partial look around. We are found out, we all retreat back to the Betrayer's room.

Holy crap! I think we killed the ratlings and went back down the hall. James ends up taking a pick to the head from the rat ogre and down he goes. Bad news, boys and girls. It's time to retreat again, but some of the party doesn't want to leave James. We work our way back towards the Betrayer's room. Rodlat gets off an effective "Color Spray" that incapacitates the rat ogre. Amaryllis sticks it with a tanglefoot bag. Eventually, we beat it down and kill it. James' body was not to be found where was last seen to have fallen.

I know there was at least one reptile man, but I'm thinking there were two. I'm going with two. One we fought in the digging room, it threw up some darkness, and then ran down the hole. Joseph, Amaryllis, and Galleos followed after it.

At the bottom of the hole was a tunnel. The reptile man was killed in the tunnel. James' body was found in the tunnel. James was dead.

At the end of the tunnel, there was some screaming and hollering going on. A ratman had a hold of another reptile man. The reptile man turned into a reptile and escaped over the edge of the pit, at the end of the tunnel. The ratman was Clive.

Amaryllis was questioning the ratman, Galleos and Joseph were looking for the reptile man, James was dead, Thomas was saying that someone needed to check on James, Ellywick was hearing voices from the dragon statue, and Rodlat was being Rodlat. Then a voice was heard above all, "Get your crap together, or we aren't playing anymore!"

[daHeadRat's Comments—That voice was mine. The players were getting less than pleasant with each other and that is simply one thing I won't put up with.]

We're finally out!!!! (Rachel)

Thomas came down into the tunnel and retrieved our late friend James' body (may he rest in peace) and took him up to the room with the dragon statue and sarcophagus. James' throat had been slit--I hope he was unconscious when that happened so he didn't feel it. He will definitely be missed.

Joseph and I continued to talk to Clive (the were-rat), who told us quite a few things--I will try to list them all here but I fear that I may not remember them all. Hopefully my companions can fill in any holes...

* the dragon statue above is Ashardalon (the name we saw written on the wall in the tower room when we first entered the citadel)--the sarcophagus behind the statue held his bones and the lid to the sarcophagus (which the reptile guy, whose name is Xeron, had been dragging in the tunnel below) held Ashardalon's flail and sword.

* Ophelia took Ashardalon's bones and flail and jumped down from the tunnel where Xeron had gone after turning into a snake. Ophelia and Xeron were heading to the portal to go to Pedestal, which is an underground city that O and X (ooh--can we refer to them as hugs and kisses ;)) had been to before. Clive said that some people live in Pedestal, but he hasn't been there and doesn't know who lives there. To use the portal, it sounds as though you must have a certain gem or gems.

* Ophelia hopes to raise Ashardalon, which is why she took his bones. Clive guesses that she and Xeron may raise Ashardalon underground, but probably want to bring him to the surface. He does not seem to know any more specific plans they may have for Ashardalon.

* Xeron was dragging the lid to Ashardalon's sarcophagus b/c they couldn't get the sword out of it but they wanted it.

* Guido was the rat brute/ogre we fought in the stairway. Gar is the were-rat who was hiding under the stairs near the front of the structure we are now below (I think we're below, we've gone up and down so many times I may have lost my bearings). Marv is the were-rat that I talked to for awhile and who had Thomas shackled to the wall.

* The chanting we heard outside the glass and bronze door when we first left the Citadel's passageways was from Sorn-ulth orcs, who worship Ashardalon and are awaiting his resurrection.

* the note to Clive (about keeping Thomas captive as he would fetch a good price) from "E" was not from Esclavage as I first thought--it was from Elan Canto, who Clive described as a priestess bitch. She runs a scam by the docks--pretending to help the poor and homeless, then taking them captive and selling them as slaves.

* Clive, Ophelia, Xeron, Guido and the others got by the Betrayer by going one at a time to the secret door, which Ophelia already knew about. Each one ran to the door and went through--it sounds like the Betrayer went back to the throne and sat down after each person slipped in the secret door and shut it. They had fought the big spider that was on the balcony and she was almost dead when they left her.

* Clive had met Elan's and Ophelia's boss, whom he described as a big human guy, but he didn't learn his name.

Clive said he was planning to leave and head back to his wife and kids (all 7 of them!), but he ended up staying with us to rest before heading out, although he took a couple of walkabouts.

Up in the room with Ashardalon's sarcophagus, Ellywick saw the statue's eyes glow red and it whispered to her, "Child, take up your birthright." This made Ellywick pretty curious, so she stepped closer to the statue and even touched it, but it didn't say anything else to her then.

Thomas, Galleos, and Rodlat checked out the other three sarcophagi in the room--the lids were off of them, and had no significant drawings or markings on them, and they were empty.

Joseph and Amaryllis headed back down the tunnel to go back up to the room where the others are--Joseph dragged the lid to Ashardalon's sarcophagus and lifted it up with help from Thomas and Galleos pulling it. As the lid was lifted, the sword falls from the lid onto the floor below. Ellywick heard a voice say "Take it! For you are of my blood!"

Ellywick jumped down to check out the sword--at Thomas' urging she waited to touch it and pick it up until after Thomas tried detecting evil (the sword does not appear to be evil). When Ellywick picks up the sword, which had been a greatsword, it turned into a shortsword, and Ellywick suddenly felt rejuvenated. Back up in the room, Rodlat tried to detect magic on Ellywick's new sword, and it is magical, but Rodlat was unable to figure out anything else about it.

We settle down to rest in the room with Ashardalon's sarcophagus. Clive joins us and hands Rodlat a scribe's kit and three gems that are needed to get through the portal to Pedestal. The kit and gems had been in Xeron's pack, which he dropped when he turned into a snake. Clive also tells us he found a blue door but it didn't have a lock or keyhole and wouldn't open.

Joseph and Amaryllis go with Clive to check out the blue door, but we're unable to get it open and can't find any hidden triggers or levers in the walls or floor to get it to open.

After everyone rests, we head back the way we came, with Thomas and Galleos carrying James' body. We were slowed down by the door that the big spider webbed over on the balcony. Joseph used Guido's pick to hack at the door, and after a while a small hole has been created, but there are so many webs covering the door that we still can't see through. After hacking a while longer and making the hole bigger, we decide to burn the webs with one of our torches. Clive went off for a little while and returned with the dead body of one of his buddies, to use as a diversion/bait for the big spider.

Finally the door opens, and the big spider is about 20 feet away from the door, there is also one of the red spider-filled mummy creatures in the balcony. We all try to run to the stairs going down from the balcony, Clive tossing his buddy's body a few feet toward the spider on the way. Thomas and Galleos have a bit of a tough time bringing James' body to the stairs and down, and they are both attacked by the mummy a couple of times, but finally we all make it out of the large chamber and down the hall to the ladder leading down to the rope lines from tower to tower. At this point Thomas and Galleos realize they will not be able to continue carrying James' body and make it across, so they release his body into the water below.

We finally make it back down the ladder we had taken up looking for a way out. The chest below the ladder is pretty much empty. Clive is dismayed by the webs down the hall leading to the other ladder, which Clive says is the way out. We headed through the webs and see a few bodies that have been sucked dry along the way (a couple of them are pale dogs and we see Marv's body). We head up the second ladder (why didn't we go this way much earlier? ;), and Clive leads us down a hallway that leads to a secret door. Clive opens the door, swears, and turns and runs back past all of us.

Beyond the door is a large chamber with a waterfall of sewage coming from a pipe at the far end of the room. There is a ladder leading up right next to the pool catching the sewage. There are webs in the room, and a large creature with a spider body but a humanoid torso, head and arms. I've never seen anything like it--but apparently these creatures are called driders.

We fought the drider for a bit--it had cast mage armor on itself and eventually cast invisibility on itself and we heard it climb up the wall. Galleos and Joseph tell it that if it lets us leave we won't attack it again. In response it hisses at us to get out.

We head up the ladder and find ourselves in one of the sewer tunnels--I never thought I would be so happy to see a sewer again!! We go a little ways and then see a ladder up, which Thomas gallantly offers to head up first, since we have no idea where we are beneath Ptolus, and a priest of Lothian may look less dangerous than the rest of us. We come out in a bustling street in the Temple District. We try to get out of there and towards Delvers Square in a hurry, but we're pretty rank from being down below for so long, and we hear those unfortunate enough to see and smell us calling out for the City Watch and yelling at us.

We make it to Delvers Square and head right for a hosing down behind the Ghostly Minstrel. Today's scent is cloves! We follow Thomas over to St. Gustav's Chapel, where Thomas tries to give James' sword to Brother Fabitar for the church, but Brother Fabitar suggests that it be given to Illtumar instead, since he looked up to James.

Fabitar tells us that Phon has been missing for a few days, and that Phon's lover was Helmut Itlestein, who is a priest of the Watcher, the deity of divinations/prophecy. He didn't mention how he found out who her lover is, however. Fabitar also mentions that gang warfare has gotten a lot worse over the past few days, and that shivel is suddenly much more available and cheaper now b/c both the Killravens and Balacazars are selling it.

15th of Moons (Thomas)

We last left our heroes walking into St. Gustav's Chapel discussing the events of our delve.

This was a day of business.

It begins with Galleos getting cured by Brother Fabitar for which he did not give payment. I would imagine Brother Fabitar would have half expected that.

Amaryllis and others also got filled in on the situation with Phon. It would seem that the rumor is that Phon was impregnated by Helmut, a cleric of the Watcher of the Skies. It just so happens, if I am getting my backstory correct, that one of the Cran's had a letter issuing her initial "hit" signed by Methul Watcher, what we believe to be a clever code for Helmut. It would seem that the fun is, once again, leading us straight into the Temple District. At least this time, we will get our fortunes told in the process.

With the sun still before its midday peak, Joseph decided this was as good a time as any to make his awkward departure. Stopping by the Pale Tower, Hammersong Vaults, the Inn (to get his herbs), and the Chapel to leave his money for Sister Auga, Joseph left back for his home.

Everyone was pretty hungry so they set back off across the square to get a bite at the Ghostly Minstrel. Tellith seemed pretty upset at Rodlat's entrance. It would seem he has been skipping out on her without paying the bill. On top of it, Haerin had been worried sick with Rodlat missing his birthday and all and had bugged Tellith like a little manic shop-a-holic. Poor Haerin.

Interrupting their first cooked meal since their re-surface, under the most high recommendations from Ted the map guy, Eusibius Chrysostom introduces himself to the party in interest of accompanying them on their next delve. As his newest book (on loan) "The Joy of Delving" states, it is in the best interest of the party to have trust and experience with the mannerisms and probable reactions of the party members before being faced by 4 rabid ratbrutes. So Eusibius decides to join them around town until their delve.

Rodlat retreats to his room to begin his pistol ritual while Eusibius pitches in with some Identify attempts on some of the items from down below, one of which he was able to discern with no problem, because of the runes on the blade and hilt. It was the runes that tipped him off. Despite Galleos' attempt to break his concentration, Eusibius held strong and was able to stare true.

Meanwhile, Thomas, Galleos and Amy began the day's errands. First was the tearful presentation of James' sword to Illtumar. It was probably sad. Next stop was Rastor's to sell the sparkly axe. In doing so, we determined that Rastor is the bomb for Identifying and appraising. Two swings and complete knowledge is imparted. Next Amy and Galleos take off after Phon's employer to ask some questions. They also stopped by her home, found a "crotch" old man and Ted as her neighbors (the old man is Ted's father!). A few things of interest we learned here. Phon left with a hooded woman and they were "chatting like friends". Phon's house seemed to have less clothes than normal. And lastly Helmut was seen there coming and going from Phon's place on a regular basis. The other neighbors she had are minstrels at an unknown bar and we were unable to interview them because their bar is unknown.

After Eusibius and Rodlat were finished, they headed downstairs to find the others. Eusibius and Galleos made their way over to Meralith's for identification on the other items before dinner. They were promised to be finished in two mornings, maybe even the next evening. Kind of not thinking though, we left the elven bane sword with him. I am sure he won't be too happy with that. Surely he uses some sort of protection though. (Eusibius pleads innocence though. He had no idea and didn't have a chance to even look at it. How would he have known.)

And then.... we all drink.

Jon Jon enters and Galleos gets a sneaky whisper from a passerby that forces him to fling himself into Jon Jon's arms. How intriguing.

Episode #32 Note to self...Ogres are as strong as they look! (Pat)

JonJon finally released his bear hug on Galleos, but not before Friend tried to nibble off one of those pointy ears. When Galleos finally made it to the door he saw nothing. JonJon eagerly acknowledged the remainder of the group with much excitement. He was glad to see most of us still here, but not very pleased to find that Joseph was no longer among us. He looked under the table and said "Lickywell?" and also made the acquaintance of Eusibius and his pet bat, Goggles, whom he questioned about Joseph's whereabouts.

During the brief reunion with our druid friend, Amaryllis handed Galleos a small note that read "Meet me behind the Chapel. Bring Rodlat and his pack." After some brief coercing, Rodlat agreed to accompany Galleos to the Chapel to meet with his sister Gallia. They first went inside to give Brother Fabitar a heads up, but he wasn't there so they went out the back door and were harshly greeted with "shut the door" so they did. The appearance of Gallia was disturbing to Galleos as she quickly demanded Rodlat's pack, not the contents just the pack. When things looked like they might get physical Galleos asked Rodlat to go back inside. Gallia then told Galleos to deliver a message to Lord Zaverre and handed him a small sealed box. What happened next sent Galleos over the edge; she jumped 15 feet straight up and landed on the roof above, vanishing from sight.

Back at the Inn, Galleos told the others what had happened. Rodlat called her a vampire and Eusibius acknowledge the unnaturalness of the encounter. Rodlat took a few minutes to inspect his pack, curious to find the interest in it all of a sudden; he finds nothing out of the ordinary. The group decides to arrange a meeting with Castle Shard first thing in the morning, but as fate would have it, an invitation to Castle Shard was waiting for them with Telith so they decided why wait. A short carriage ride and walk later they arrived at Castle shard and were greeted very graciously by Cadimus. They all had a drink and Eusibius asked to speak with the Lord, who was not available at the time, so they left a message and the box with Cadimus to give to his master.

Back at the inn, Thomas was given a note from Brother Fabitar requesting his presence. The group headed to the chapel to fill Fabitar in about the information they found so far, which wasn't much. The plan was still to visit Helmut at his temple in the morning. Fabitar continued to express great concern for Phon's well-being and Thomas began to pray for her. The others decided to turn in for the night and Eusibius headed home.

After breaking fast (eggs, sausages, and blueberry muffins-yummy) the group headed to the Undercity so JonJon could join the Delver's Guild, where he donned the pin with great pride. Next stop was the Guild Library to speak with the Librarian. Rodlat brought up The Betrayer and his Sword, Ashardalon's Resurrection, Pedestal, and the Sword of Vadush (sp?). We were informed the Betrayer is dead, Ashardalon coming back would be bad, Pedestal is an underground city that is inhabited by evil and lawless creatures and he will look into the weapons and get back to us on those.

While headed to the Temple of the Watcher of the Sky, JonJon and Eusibius had a conversation in a language (Druidic) that no one else could understand. JonJon shared his time away from the group for the last couple of weeks. He was trying to find the meaning of a tattoo of a green circle he has always had. Come to find out, it is an order of druids that has become endangered with only a few remaining members. He spent some time studying and learning more about his past and is now in search of a different group of druids that have an affinity for strange plants.

The Watchers of the Sky Temple was another dead-end. The man there told the group Helmut was away on business and he didn't know when to expect his return. When Amaryllis brought up Phon, Galleos thought the guy was holding back some information and lost his cool calling him a liar. Rodlat asked Galleos to join him outside so Amy and Eusibius could continue asking questions and possibly get a telling. The man admitted to meeting Phon but didn't know anything about her disappearance. He said he could give us a telling if we had one of Phon's belongings with us.

Someone (I can't remember who, or I would give credit where credit is due) had the great idea of using the shadow message service. JonJon sent a message to both Joseph (a simple farewell) and our lost baby deer (Phon) asking her to contact Brother Fabitar. Eusibius also scribed a very eloquent and flattering request for him and Amaryllis to meet with the

Lady Itlestein, but the decision was made to send it via regular messenger service due to price. The shadow service isn't cheap!

Amaryllis, JonJon, and Galleos paid a visit to Mand, who gave them the address of Helmut on Limit Street just north of the Temple District. He will also find out Lady Itlestein's address. Rodlat and Eusibius went scroll shopping and visited Illtumar to see if the appearance of the black armor can be altered, no such luck.

After regrouping at the Inn, Eusibius and Galleos headed over to Myraeth's to check on his progress. When he emerges from the back, he looked very perturbed and uttered something to the Ogre. The Orge then bars the door and grabs both Eusibius and Galleos by the scruffs of their necks.

I wonder if it has anything to do with the Betrayer's Sword or those other cursed items we gave him to identify...

Troubling Prophecies Unearthed (Jamie)

[daHeadRat Comments—Basically, the party had turned over to Myraeth one of the most evil, most despised weapons ever created...at least from an elven perspective. Myraeth had contacted Doraedian Mythlord who is sort of the unofficial leader of the elven community in Ptolus and he came to meet with the party. He wanted to destroy the sword and get any information about the location of the Betrayer's tomb that the party had. The party (or at least the vocal members) got rather belligerent such that the city watch were even called for. Ultimately, the party agreed to let Doraedian destroy the Betrayer's sword but the entire encounter left both parties a bit soured.

Later the party followed various leads that take them to the house of Helmut, the high priest of the Watcher of the Skies (a god of prophecy). Here they find Phon (she's drugged but doesn't feel imprisoned...Helmut loves her and is the father of her unborn child). They also find various papers related to various prophecies. One, in particular, seems to foretell doom for Ptolus due to individuals known as Runebearers. A list of names, of Runebearers, is found and Phon's unborn child is on the list as is JonJon. Some later research shows that a number of the names on the list have recently died under mysterious circumstances.

The party then meets with Lord Zavere and learn that he has been given an ultimatum...to invite Shilukar into his house (and thus the protection of Castle Shard) in exchange for an antidote that holds Lord Abbercrombe (the golden statue) in status. Zavere "hints" that if "someone" could recover the antidote, then he would not have to extend his protection to Shilukar. Otherwise, he will. One of the other prophecies found at Helmut's provides clues to the location of Shilukar's lair.]

Sissy, Laggios in Marybeth's shop
Krd blocks exit
Laggios flees slightly
Sissy cowers
DM Elfboss bosses
Break evil sword
Sissy's loyalty tested
Marybeth seeks Roldat

Elfboss wants Roldat maps
Little cooperation
Elfboss gathers many guards
More cooperation
Elfboss threatens Laggios
Evil sword burns hand
JonJon heals Elfboss
Krd signals Roldat

More talk in shop
More bad items?
Good wine
Size-change sword with Lickywell
Dangerous Snail missing
JonJon hungry
Marybeth invites supper

Supper Minstrel
Ogre sun-head nearby
Herring and Goose
Roldat mentions curse
Marybeth unhappy
Roldat future: dollcrafting
Ugly armor to Marybeth

Hellmouth LittleStone's house
Many ruses
Aramilis opens house
Sissy panics
JonJon guards
Others stroll street
Aramilis finds prophecies
Ignores them mostly
Aramilis upstairs
Sees nobody
Hears somebody
Comes downstairs
Others silence porch
Others chuck pebbles
JonJon, Aramilis upstairs
Room too small
JonJon shapes wood
Aramilis finds door
Baby Deer inside!
"Hellmouth loves me"
Hellmouth abandoned? Imprisoned?
We leave Baby Deer to die

Bafitar's pretty house
Didn't save Baby Deer?
Hellmouth tried murder her!
Examine RuneBearer list
JonJon RuneBearer!
Baby Deer fawn RuneBearer!
Boy Singer RuneBearer!

Back to Hellmouth house
Convince Baby Deer
Bring away with sack
Toemass, Bafitar take to Thedral

Back to Goose Chapel
Examine prophecies
Many theories
Much talk

Back to Minstrel
YourAgain Knocked-in joins us
Priest whining about us
Aramilis: Turrets make Laggios impolite
YourAgain prophecies ironic
Tallith snippy Roldat
Laggios returns interrogation
Sleepytime

Carriage to Castle Shard

Hors d'oeuvres
Heavy breakfast
Necropolitan
Another bone!
Zahvair speaks
Box held "old tomato"
Party name "Someone" now
Save Golden Statue
Unfair Elf, Blue Gnoll
Ravvan bad beast god
Bird Lady nice beast god
Find Blue Gnoll, find elf
Perturbed...

From the Diary of Doubting Thomas (Dave)

From the Diary of Doubting Thomas:

When we last left our intrepid party... we learned that Doraedian Mythlord was the leader of the Elves in the city. I am very thankful that our, "misunderstanding" did not manifest into violence. However, I thought that we had done the city a service and would be received slightly differently. I had not realized that the betrayer's sword was such an implement of evil. I should be more aware of these things. In the end, Doraedia did procure a reward for our party. We were presented with a pouch with enough diamonds to bring James back from his untimely death. We calculated the amount to be roughly 5000 thrones. It is unfortunate that I don't have the ability to raise him; I feel a sense of responsibility for his passing.

Doraedia also presented us with a letter from Grand Master Delver Tamuril Elewen. The letter was official writ that the area from which we had taken the sword was now "staked" territory. I am surmising that this means we can't return. That's fine; the stink of evil was almost palpable in that place.

The party turned to decision making and we settled upon issues surrounding Shilukar. We only have two days until the ritual and so we concentrated upon linking the prophecies we obtained with attempting to break the forthcoming ritual.

We searched for Beasta (returning to the compound where we first saw her sick-up). A new gate was installed and we were turned away. It was unclear if Beasta was inside the compound or not. We wandered north looking to find Seanus, with the same amount of luck.

One of the prophecies mentioned a blue Gnole (apparently a breed with which I am unfamiliar).

The Golden Lord shall be found by an elf not fair who holds the Idol of Ravvan and binds the blue Gnole to him...below piles of many men's junk lies a treasure of one man.

Someone tied this to a tavern on Brandywine. I enjoyed some fresh fruit on our walk over and the rest of party ate pastries and other sundries. It was about midday, when we encountered a peculiar rumor. Apparently, a mason named Morre had been going-on about spotting a huge blue dog-like creature. We visited the Mason's guild to attempt to speak with Morre. While we weren't able to get beyond the head administrator, Jon Jon did inquire about a stone gazebo. He's such a romantic-- in a mono-syllabic sort of way.

It was at about this time that other elements of the prophecy started making sense (thank Lothian). We began exploring a junkyard and a shack located near the back of the lot. In the shack, Amarylly discovered a secret door (i.e., a lever device cleverly hidden in a collection of metal and other non-perishable junk). We began down the ladder and were met immediately by 4 Gnolls. Rodlat discovered some device that allowed them to see our approach. He said it has something to do with mirrors and pipes. I found the device unnatural but still did hazard a peek. We moved into a corridor and were attacked by even more Gnolls (with bows). Using a swarm of Bat's, Rabid the wolf, and a Bore named Kevin Bacon-- Jon Jon helped while we dispatched this group of Gnolls. A powerful spell by Eusibius aided in our dispatching the lot. Combat continued when we encountered the cleric of the Gnolls. A tough old bird err... dog. We had difficulty attacking him though his armor. Hmmm... perhaps I could use that armor (i.e., shameless out-of-character plug). I'll need to check with the rest of the party. At one point, I and Eusibius fell unconscious. I was awakened to find the party face to face with the Blue Gnoll! Fortunately, for me I am writing this diary... so I can't be dead... yet.

It's business as usual... (Rodlat)

This chapter starts out with Eusibius and Thomas unconscious in a hallway, and a great big blue gnoll wielding a great axe roaring at us. It seems as this will be our end. I do have one more trick up my sleeve, as much as I hate to use it. Oh well, here goes 150 thrones. I cast Web from the scroll. The blue gnoll is trapped for the time being. Jonjon brings Thomas back to the here and now. We have but a few moments to regroup or get out of here. Wouldn't you know it, we don't leave. We don't exactly regroup either. Maybe in the end, we could have defeated one blue gnoll. Two blue gnolls, forget about it. Jonjon goes down. Thomas goes down. Oh, this looks bad for us.

A voice sounds throughout the gnoll compound, the blue gnolls retreat. The voice then directs us to a room. Gallia is in this room, and she's naked. Her body is covered with cuts. It looks like we've found who we were looking for, Shilukur. He's going on about how we failed, and how Gallia belongs to him, and now Lord Zavare only has twenty-four hours to offer him sanctuary. *Sigh* Are we the only ones that go through stuff like this? He bids us good-bye, emphasizing that time is of the essence.

We return to the Ghostly Minstrel, before heading to Castle Shard. I give my pack to Eusibius. Maybe Lady Rill can determine if I'm being scryed on through the pack.

I think I've been able to change Tellith's mood about me. It really hurt the coin purse, but I think it will be worth it in the end. At least she's back to playing jokes on me. It would have been nice to spend some more time with her, but nobles need saving. Looks like Lord Zavare and Mand are up for a little delving, and Lord Zavare doesn't look happy about it. Hmm, I wonder how that looked, our ragtag group trailing after Lord Zavare and Mand, off on a mission?

Surprise, surprise, surprise. Shilukur and Gallia are gone. The blue gnolls burnt to a crisp, along with everything else. Boy, I didn't think Lord Zavare could look any unhappier. Well, except when Jonjon drank from the fountain again and attacked Lord Zavare. That was exciting! Galleos and Thomas stay with Jonjon while he recovers from the noble beatdown.

I decide to go back to Castle Shard with Lord Zavare, so that Lady Rill can find out if Shilukur is able to scry on me. Amaryllis and Eusibius come along. That procedure didn't turn anything up, except that sometimes it is ok to use enchantment spells on people.

We get back to the Minstrel just in time to see Jonjon and Thomas lugging a big crate up the stairs, and Tellith threatening to take the damages out of my tab. The crate contained a chest. A chest, that when opened, will allow Galleos to get his sister back. Eusibius thinks he might have a lead on how to get the chest open.

Galleos and Thomas decide to visit Myraeth before calling it a night. They return with an Efficient Quiver, Bands of Blood Rage, and the suit of cursed armor. We get two thousand thrones for the armbands. We'll take the armor to the Bull and Bear tomorrow to have it disposed of. Galleos will take possession of the quiver.

Gods, I need some time off. Maybe the others can do without me for a bit.

It's official, we're special!! (Rachel)

Morning, 19th of Moons, we head down to breakfast at the inn, and are met by a woman waiting for us next to Tellith's desk. She was dressed like the City Watch, but in a differently colored tunic, so I was hoping we weren't in trouble with someone else. She introduced herself as Carrina Juten [pronounced Yooten, although I'm sure JonJon will offer an alternate pronunciation ;)], one of the Commissar's "men," and gave us a handwritten scroll from the Commissar, thanking us for our "role in the recovery and destruction of such an accursed item." After asking if we had any response she should give to the Commissar (we just said we were happy to be of help/service), she handed us each a scroll, naming us Special Investigators of the Commissar. Apparently Carrina did not want this to be a secret, as she said that she presented us with these in front of Tellith, so she knew that the word would spread. Tellith was pissed! She seemed pretty insulted and I think she took it out on Rodlat. We asked Carrina what this title means and what responsibilities come with it, and she told us to come see her at the Dalengard later to get the details.

Our group split for the day--Eusibius and Rodlat went off to buy scribing materials and then returned to the inn to copy spells in their spellbooks for the day. At some point they must have stopped by Rastor's too, since the rest of us saw the sword of Vadush there when we went there later that morning.

The rest of us made a number of stops--at the Bull and Bear we dropped off the gnoll cleric's armor to be adjusted and cleaned so it would be better for Thomas, left the cursed armor to be destroyed, and Galleos got a buckler (it's so cute!). At Myraeth's we tried to stock up on items of protection to help the party, and were able to get an amulet of +1 natural armor, a half-used wand of cure moderate wounds, and 3 cure light potions. At Rastor's we got a bunch of arrows for Galleos (fancy silver-tipped ones) and a +1 small short sword. At Ebbert's we got 3 tanglefoot bags for the party and a backpack for Eusibius.

After shopping, we tried to find out more about the runebearers in Helmut's list. The butcher Pasyon Naurill's shop is in Midtown on Blue St. His son, Corrent Apathi (the runebearer), fell from a roof and died 2 weeks ago. The guildmaster Pared Cobart is guildmaster of the Masons Guild (oh goody--they love us there!). His daughter, Darata (the runebearer), should be more protected than Corrent was, since it sounds like Pared is very ill-tempered and the Masons are corrupt and are protected by thugs, or something like that. Selene Adele, the runebearer who is a member of the Keepers of the Veil, lives in the Siege Tower in the wall of the Necropolis, and is a very devout Lothian paladin. Maybe Thomas would be the best one of us to approach her? No one had heard of Tarthia Kor, so I'm not sure where we should go to find her.

After our day of copying spells, shopping, and gathering info, we all met up for dinner at the inn. Eusibius had gotten some info on the chest: it once belonged to a man and his sorcerer friend; about 15 years ago, delvers found the man's study and the chest was in it; the chest got into the hands of a merchant named Kellisan Faymar, who tried to find someone to open it, but before he reached an agreement with that someone, he sold it to a shoal elf named Shaelukar Darkfingers. Eusibius' source said they have tried to find Shaelukar, and that he owns property--namely, the junkyard below which we found Shilukar, Gallia, and the gnolls of various colors. Only one person has been known to have the Nivaler allkey, which is needed to open the chest (if I understand correctly), and this person disappeared 4 years ago after entering an illegal brothel in Oldtown.

Eusibius suggested that the Fate Weavers may be connected with the illegal brothel, since Ptolus locals consider the small group of prophets and seers to be a front for prostitution. Galleos asks Tellith about the Fate Weavers, and she says they are often at street markets, where they will tell people's fortunes for a donation. You can identify them by the symbol painted on their foreheads, which is a wide, low chalice-like shape.

We headed upstairs to discuss how to find the illegal brothel. I'm not sure where Rodlat had gone and what he was doing, but he came up to the room a few minutes later, all wet and smelling like cupcakes. He said there was a prostitute in the bar downstairs with the chalice symbol on her forehead.

We went down to the bar, and it turns out the "prostitute" is a guy. Rodlat approached the guy and asks if he can tell his fortune, he offers that he is having woman problems. The guy says he cannot answer specific questions about women, that Rodlat would need a more skilled seer for that, and might be able to find someone in the North Market to help him with that. If Rodlat has a question regarding his broader fate, this guy can tell his fortune. Rodlat asks about his fate in the business venture he wants to pursue, and the guy tells him that it will be like building houses out of sand. Basically he will try and try but will keep failing.

When the guy leaves, Galleos and I followed him, but he just went to and entered a house in Midtown, which did not look like a illegal brothel. We headed back to the Inn.

Rodlat and I stayed at the Inn while the others headed to Tavern Row to try to get info about the illegal brothel. They talked to a guy who tried to sell them shivel, but told them about a brothel in Oldtown called Pythoness House that was closed about 3 years ago. We think this may be the place mentioned in relation to the chest in Helmut's prophecy (the "home of the serpent"), so hopefully we can find the key to open the chest there.

The next morning we headed to the chapel to ask Brother Fabitar how Phon is doing and to see whether he knows anything about Pythoness House. Fabitar said Phon is doing fine, but he doesn't know anything about Pythoness House. We showed him our Special Investigator scrolls--Fabitar seems puzzled by them, and asks if someone is playing a joke on us. We decide we should head to the Dalengard to ask Carrina about it.

At the Dalengard, the guards seem a bit puzzled by our Special Investigator papers, but take us to see Carrina. It turns out that our Special Investigator status is basically a pilot project. We are to investigate things that the City Watch does not. We need to report to Carrina once per month, and if we have found out anything or done anything to help Ptolus, we will

be paid 75gp per month. We mention Pythoness House to Carrina, and she tells us that it was raided by the Knights of the Pale and that the house had been housing a Chaos Cult. She gets the address to Pythoness House for us (it's on Emmet St.) and tells us it has been abandoned.

We head to the administrative building and talk to the tax guy, who will find out about Pythoness House for us by the end of the day. At the Delver's Guild building, Shad is out but he has left notes for Rodlat about Pedestal and Ophelia. Ted was MIA too, so Rodlat didn't get to see him, although he made the woman in the maproom sneeze--I still can't believe she's allergic to dwarves!

We headed to Pythoness House--it's a big, stone place, very medieval and unusual looking, with turrets and archways. We walked through the fence/wall into a stone courtyard. Once we had all entered the courtyard area we heard a deep gravelly voice say "come to me." Eusibius said it could be a ward that had been in place for a while, and wasn't necessarily recent. Galleos headed up a narrow set of stairs going up from the courtyard, while I headed through a doorway on the left. I saw stairs off to my left, and there is a ratling at the base and he starts squeaking, I hope there aren't a lot of them here, but where we have seen one, there have usually been a bunch.

Chaos is the Key! (Thomas)

It would seem that the ratling became very grumpy at first sight of us. Without any provocation, the little guy runs over and tries to hurt Amy. Clearly a wrong a move on his part, but he did have the upper hand at first, because we were unaware of the ginormous rat brute around the corner and the little ratlings up on the bridge with bombs and knife throwing skills. The fight begins and with all those many sized rats, things became hairy. Bombs were going off (I think Grumpy died at the hands of the bomb throwers upstairs), a celestial eagle started flying around and looked pretty, Amy got stuck to the floor by a knife, Jon Jon succeeded at taunting the rat brute but got hit really hard by it, Eusibius threw some fire and lots more. Finally, the rat brute falls at the hands of Amy and Galleos but the morale of the little guys up top failed and they begin to scurry away. Jon Jon decides a friend of Fren belongs up there beside them and does some Wilt Chamberlain move to get him up there. The bear knocks one of the little rats off to plummet to his death.

Rat brutes hold a special place in the hearts of the party and the almighty discussion of leaving to research the place more before delving it begins. In the end, magic wins because a huge red magical wall blocks the exit. (Hooray for evil mansions!) Rodlat decides to investigate the door and touches it but it hurts him so he faints. ...

We begin our investigation and Jon Jon and Eusibius run up on a big fat statue of a man. When we walk a little closer, the belly opens up. Eventually, when the rest of the party come to investigate it too, we notice that there are scratch marks on the floor indicating that it must move forward, perhaps to uncover a trap door leading down. Then it all makes sense; throughout the entire time in this place, a voice has been ringing out saying, "I must feed" and "Chaos is the key" (this one is particularly intriguing). We figure we need to find something that will fit in the stomach opening in order to uncover the trap door. So the search begins.

We move up stairs and the aristocratic paintings of humans and elves follow us with their eyes. A pretty impressive enchantment I would say. We move through some doors and through some rooms and get to a bedroom. All of a sudden, all the little knick-knacks jump to life and go crazy. We destroy most of them but Jon Jon catches the last one (the winged angel) and runs downstairs to feed it to the belly. Nothing happens though. So back to the search.

Some stairs "magically" appear (or finally no 1 on a spot check) and Amy goes to scout upstairs. There are some dire rats and a rat swarm upstairs in what would seem to be the attic. They snap at her but do not follow her down. We investigate another door and another rat swarm. We let them stay in that room.

We go to the last door on the second floor and there is a ladder going up and down. Rodlat becomes very interested in some old boots. Jon Jon goes upstairs to find a short fat candle, a jar with liquid inside, and an old book. Eusibius quickly joins him to see this book. Upon touching it or looking at the outer part of the pages, he becomes entranced. Rodlat, also curious, looks over Eusibius' shoulder to also become entranced. When they finish the book, it crumbles into dust. They don't remember a thing that they read but Eusibius hears Jon Jon rallying the party down back to the statue to put the jar in the belly and feels sure that Jon Jon should be the party leader from now on. The voice rings out once more, "Feed me," but Jon Jon and the others find the stomach to be closed now.

So we begin opening the doors on the first floor. The first door we open seems to be promising. Inside were three hot prostitutes. However, since none of us would agree to become patrons, they transformed into ugly undead zombie type

things. We killed one while Thomas tried calling Lothians aid and one of them tried to suck the life from Jon Jon. Finally, Lothian or something like that shows up and they go running back in their room. Jon Jon RUNS INTO THE ROOM RAVING LIKE A LUNATIC and bashes at the undead. The other rooms on the first floor were identical as that one but without the undead prostitutes: beds with lude pictures on the walls.

We decide to rest for a bit to help the spell casters. However, I am unsure this place will allow it. Or moreover, I am unsure the inhabitants will. I wouldn't mind the rest though. And a Mai-tai.

Ask and you shall receive... (Dave)

From the Diary of Thomas:

I am unsettled by this serpent castle. A group of us were attempting to use the room of the undead ladies of ill repute (no this isn't the name of a catchy new inn). And get your mind out of the gutter, "We did not have sexual relations with that undead thing". We were merely resting. While resting, we were accosted by malevolent sprits. Something poked my back through the bed, rustled my armor, and moved a blanket onto JonJon. Rodlat tried to put me at ease, but I still would like to leave this castle behind us as quickly as possible. When I finally got out of bed, I fell 5 feet (the bed had been suspended in the air). Aside from the spirits heckling us, the hours passed uneventfully. We had Friend Nihm to help keep watch in the room and Amaryllis and Galeos stood watch outside the door during this time.

The statue of the portly man cycled through many of the sayings that we had previously heard. These could be heard throughout the entire castle as if in our head. We first thought that they followed a particular order and that this corresponded to the "belly" opening and closing. We soon discovered that the order changed-- Amaryllis was trying to figure out the code. Here are the ones that I recall:

Come to me, Feed me, I must feed, and Chaos is the Key.

Amaryllis reported that she heard a door slam and wanted us to investigate. JonJon was convinced that the vial of Book Juice was to be placed in the statue's belly and patiently watched the statue. It's odd, at one point I think I saw him carefully gauging the weight of the book juice and it looked like he was wearing a funny hat. I also thought I heard an ominous orchestral score... da da da da, dah dah dah.

Rodlat wandered off at one point and brought back a pet slime, we easily killed it. Rodlat is always picking up strays. I think he was exploring the well at the bottom of the castle thinking it might be linked to the prophecy-- that we would find what we were looking for "deep" in the serpent castle.

Eusibius looked to be in concentration at this time and told us he was attempting to find anything hidden. He cast some sort of spell and wanted the party to explore the rest of the castle before attending to the statue's belly, err... I mean eviscerated midsection. We climbed the stairs to the third floor (JonJon stayed behind to watch the statue). One of the doors we opened revealed rat men with guns, on mounts, guarding a curtain that lead to an unexplored section of the castle. It was a tough fight but we dispatched all but one of the ratmen. He/she/it ran away and Galeos made chase. We found that the curtain lead to a series of small rooms, but eventually took us to the top of the castle (and the fourth floor). While we didn't find the fleeing rat thingee, we discovered another text in one room. Galeos explicitly told Rodlat and Eusibius that they could take it but not to attempt to read it. Apparently the books in this castle are cursed and not just a little wordy.

It was at this point that we opened the door to a large group of undead skeletons. Only the shadow knows what evil lurks in the hearts of men... errr... undead... so I turned the station to Lothian show tunes and prepared to unleash some turn undead magic...

Taunell the Friendly Ghost! Once you get to know him. (Pat)

The axe wielding skeleton was tough, its minions...not so much. After being greeted by an inaudible concussion to the air that hurt everyone (which Thomas recognized as negative energy coming from the axe), Rodlat made a few skeletons fall down with a spell, then Thomas turned a couple to dust. Galeos throw something at the leader, which looked to have little effect, right before the room went up in flames (courtesy of JonJon) consuming a few more of the skeletons. Thomas

and Galleos hit her with positive energy and she finally dropped at the club of JonJon, but not before taking down Thomas, which required Amaryllis to use a potion to heal him.

JonJon stated he was going to the statue with the “book juice” and quickly departed down the stairs; Amaryllis followed. He put the jar of yellow fluid into the opening and when nothing happened, he smashed it. Rather than just break as expected, the jar burst into a thousand pieces and the fluid splashed on JonJon and Amaryllis. The smell of pungent urine filled both of their nostrils. The wind in the hall began to pick up and a passionate voice said “Finally, I am Free!” A whirlwind appeared. “There are two great evils in this place. Should I strike at that evil now or aid you?” JonJon quickly asked for aid and a humanoid male appeared from the whirlwind and waved his hand. Amaryllis felt revitalized and they both became blurry to each other. He quickly turned back into a whirlwind and disappeared.

In the meantime, Rodlat detected necromantic magic coming from the axe so he put it in his sack to ensure it didn't get into the wrong hands. Eusibius searched the remains closer and found a jeweled bracelet and a ruby ring, both of which he removed and took possession of. Thomas and Galleos decided to search the room once the fire died down and Eusibius started to read the books he found in the previous room.

Gravelly voice: “I MUST FEED”

The only significant thing in the room was the charred remains of what looked to be a red cloak with a coil embroidered on it. JonJon and Amaryllis returned and shared what had happened at the statue. Galleos then went out to the roof top and found what looked like a garden. He saw rattling tracks leading to the wall of the courtyard and one of their pistols that was left behind. He returned with the pistol, gave it to Rodlat and mentioned what he saw, which intrigued JonJon who quickly headed to the garden.

About that time, Eusibius started sharing what he read from one of the books. It was a journal containing many entries from someone named Maquent (we assume the Madame of the brothel). [SEE JOURNAL ENTRYS POSTED BY DA HEAD RAT] Upon mention of a key lost in the garden that opens the tower where another key can be found, Amaryllis joined JonJon in the garden and they started to search for a key. Amaryllis saw a small crevasse between two walls and she climbed down. After searching in some mucky compost at the bottom she found a key.

Gravelly voice: “COME TO ME”

When they returned, Eusibius said we should go to the gate house and speak with a spirit inside. Eusibius called out “Taunell” and when there was no answer, he entered the gate house. After getting some rocks flung at him, he crossed the hall and a ghost materialized. It hit him from behind and then entered his body. Eusibius then turned on the party and said “Get Out.” Galleos (his fist), JonJon (his club), and Fren (his filth fever-ridden incisors) tried to subdue Eusibius so the ghost would leave. After torching Galleos (what a flamer), it did leave Eusibius and went into JonJon all the while calling the party “Evil Doers.” At this point, the party decided to stop being hostile and the ghost did the same once he saw Thomas.

The ghost was a former priest of Lothian and Taunell was his name. He said he died while protecting the castle from intruders and has been protecting it for hundreds of years. He told us he has seen the castle go through many changes during its many owners (Callitis Family, Nevan Blueflight, and the Chaos Cultist running the brothel). He also told us about a great evil that was brought by the cultist that now lives in the square tower. We asked about the cobbled man mentioned in the journal and he told us we can find him in the northeast tower across the bridge. The cobbled man possesses one of the two coils that make the key to the cellars below the statue, which contain many valuable items and weapons.

Gravelly voice: “CHAOS IS THE KEY”

Taunell asked Thomas for a word and they ascended the far tower. Galleos took one of the spears and made a staff out of it. Thomas returned with the breastplate Taunell had been wearing and Taunell was kind enough to offer his gate house as safe lodging from the other haunts in the castle. We rested for a long while so the casters could recharge their energies. DING!

Gravelly voice: “COME TO ME”

The party then decided to go looking for this cobbled man. The next floor up, we ran into half a dozen undead rats, which were quickly dispatched. Rodlat found a small box of vials on a bookshelf and after opening one, he decided to taste a very small amount. I bet you a dollar it didn't taste like chicken!

I'm sure I forgot something and/or misspelled a name or two, so feel free to help me out.

Shorthand notes found in a pile of gore wrapped in an ugly red cloak (Jamie)

[daHeadRat's Comment—Basically the party is in Pythoness House. They wander around a bit. Kill the Cobbled Man. Face the goat demon thingee but "trap" it in a Circle of Protection from Evil (it was just toying with them really...it could have gotten out). Discover the way to open the statue so that they can go down into the cellar. Fight the Hill Giant Skeleton and JonJon is killed in the fight.]

Haunted Whore House
Sibby seems brave
Roldat poisons Roldat
Thomas wakes Roldat
Sibby rubbin' nubbin
Sibby swandive sixty feet
Pot smokes Sibby
Sibby stops bravery
Steep stairs
No-fruit Cobbler Man
Aramillis glues Cobbler
Cobbler claws Aramillis
Evil Construct !
Roldat greases Aramillis
Cobbler flings Aramillis
Laggeos Vomitous
JonJon Vomitous
JonJon blind

Pyrophorus Noctilucus kills Cobbler
Canis Diabolis burn
Laggeos Deep Hurts Canis Diabolis
Capra Hircus Demon drops in
Impossible to smite!
"Leave Elf and Go"
JonJon extends rod to Roldat
Roldat lubricates rod
Step Back
Pull Out
Blow It
Capra Hircus Hugs Laggeos
Trap Capra Hircus
Stromatopelma Calceata Sibby
Citharischius Crawshayi Roldat
Thrixopelma Cyaneum JonJon
Flee from Capra Hircus!
Smash saliva sphere
Redcloak in bed
Sticky fingers up square tower
Roldat falls hundred feet
Roldat craters lawn
JonJon saves Roldat
Outside!
Pink wall permeable membrane
JonJon, Roldat return
Wiseness?
Princess Aramillis?
Wait at hungry statue
Five hours fifty minutes
(Ten minutes too early!)
Statue Opens!

JonJon down long ladder
Humongous Sword Skeleton
Skin square on floor
JonJon attacks skeleton!
[Journal ends]

Damn, it's cold down here. (Todd)

The giant skeleton is defeated, and JonJon lays dead next to it. A hole in the floor is revealed. It cold down that hole. We climb down the hole, but are attacked by minotaurs before everyone can reach the bottom. It was a scary fight, Amryllis went down. The cavern is iced over. A book is found that provides information about the various Chaos Cults.

A tunnel filled with frigid water leads to another cavern. Thomas and Galleos take damage because of their metal armor. In this cavern are six ice-covered chests and a huge double iron door. The writing above the door is a warning. Each of the chests has a blurb about its contents, none of them sound very cheerful. We open the one we believe has the All key, using a Knock spell.

We open the remaining chests, though some of the party take non-letahl damage. We find twin bastard swords, a long sword, a spear, a rod, and a skull. Hoping a way out is beyond the door, we open it with the All key. A huge mechanical hydra! There was a warning above the door. We flee for our lives.

It's too cold to stay below, so we go back to the main floor of the Pythoness house. There is no sign of the goat demon. As we go to leave the house, the gate house spirit warns us to stop. Outside, are a group of bad guys. A litorian, a lizardman, and a ugly human, they seem intent on wanting to get inside. We backtrack up the gate house to send for help.

Al Kaline to the rescue and Gallia gets a second chance. . . (Rachel)

We made it to Taunell's gatehouse after seeing the motley group in front of the entrance to Pythoness House. Rodlat and Eusibius were able to send off Haerin and Goggles with pleas for help. The scary demon guy (we later found out his name is Wuntad) yelled up at us to give him his stuff, the stuff from the chests. Galleos asks if he wants the weapons--way to be coy and avoid giving him the key, Galleos :) --but Wuntad says he wants everything from the chests.

The demon flew up and looked in the gatehouse windows at us--it was pretty scary seeing him close up, but Taunell told us the demon and others cannot get in. Apparently when the Knights of the Pale raided the Pythoness House, they created a ward against Chaos cultists, so no followers of Chaos may enter. Unfortunately, after hearing this, Wuntad says he'll get someone who may enter and flies off.

Our spellcasters (Eusibius, Rodlat, and Thomas) moved into the tower to rest for an hour, while Galleos and I stayed in the gatehouse and kept a lookout. The litoran, lizard guy, and other men stayed down below outside the entrance. After almost an hour, we suddenly heard someone singing a morbid song pretty loudly (and drunkenly), then saw Al Kaline come around the corner and up the path toward the house. He definitely attracted the attention of the Chaos folks out front. The litoran approached him and Al called her Kitty Cat, which apparently she didn't like since she swiped at him with her claws. Al was able to dodge her attack and fell down.

The litoran started ringing her bell, which must not have been part of their plan b/c the lizard guy asked her what she was doing, and then the litoran attacked and killed him. All the other guys with them except one fell down when the bell began to ring. The guy still standing called out for Wuntad, who returned pretty quickly, so I guess he wasn't too far away or you can just travel a lot more quickly with wings. Wuntad questioned the Litoran about what she was doing, and Al got up and blew smoke (literally, not figuratively) at Wuntad. Then Wuntad attacked and killed the Litoran and turned and walked off, paying no attention to us. I'm not sure what Al did, but he somehow single-handedly turned these Chaos folks against each other and enabled us to leave the Pythoness House without a fight.

We bade Taunell farewell and left Pythoness House, meeting up with Al to head back to the Ghostly Minstrel. As we left, the goat demon applauded us from above and said he wanted to come down and congratulate us in person, but we took off. A couple party members grabbed the litoran's bell and the lizard guy's bow on the way. Al was still pretty drunk, and asked if he and I (Amaryllis) could take a shower together without clothes this time. Seeing as how he saved us and helped us get out of there, how could I say no? I didn't say anything about touching being allowed, but a naked shower couldn't

hurt. Al did seem a little disappointed that it would just be with me however, since Ellywick was off exploring her connection to Ashardalon. Maybe the shower water will smell like cupcakes tonight!! It is the middle of the night though, maybe we will have to wait until morning to shower.

While most of us headed to the Ghostly Minstrel, Eusibius took a carriage toward the Nival temple. On his way there, he saw a priest of Nival and some men hurrying in his direction, so Eusibius stopped the carriage and got out, thinking that the group was en route to Pythoness House to help us. Much to his surprise, the men held him at gunpoint while the priest took the Nival allkey from around his neck and left. At least the priest returned Goggles to him. Once the priest had left, the men lowered their guns and were almost friendly to Eusibius, offering to safely escort him wherever he needed to go, but the damage had been done.

Eusibius makes it back to the Ghostly Minstrel before the rest of us. When we arrive, Tellith is so glad to see Rodlat that she hugs and kisses him, but Rodlat managed to stick his foot in his mouth and she ended up pissed at him again. Note to Rodlat--when someone is smooching with you, do not ask about her sister. . . even if you're trying to find out if she can relieve your smoochee of her duties momentarily.

Eusibius gives us the bad news about the key and says that we must rush to the Nival temple to retrieve it. Tellith saved us the trip by telling Eusibius that Shibata, a high priest of Nival, was in the bar. Eusibius left us for a bit, then returned when a minotaur left the inn. Eusibius said that was Shibata, and Shibata will head to the temple to get the key. After some discussion, the group decided to split up and move the chest. Galleos, Thomas, and I took the chest in a carriage and headed to the Nobles Quarter, stopping and waiting a couple of streets from Castle Shard. Eusibius and Rodlat waited at the inn for Shibata's return, and then headed to the Nobles Quarter as well.

When Eusibius and Rodlat were a few minutes away from us, Galleos, Thomas, and I went to Castle Shard. Despite the early hour, Kadamus greeted us cordially at the door. I explained that we had something we needed to meet with Shilukar about, and Kadamus gave us a note from Shilukar. It was addressed to Galleos, and said that Galleos should come alone and bring the chest to a warehouse near the northeast corner of the Lothian temple near the docks at 10pm, and that Shilukar would be there the next two nights. We asked Kadamus if there was any way that our dealing with Shilukar on this could help Zavere end his protection of Shilukar, and asked Kadamus to have Zavere send word to us at the Minstrel as soon as possible, definitely before that evening.

We headed back to the Minstrel, missing Eusibius, Rodlat, and Shibata. When those three arrived at Castle Shard, Kadamus told them that we had left and asked that they meet us back at the Ghostly Minstrel. When they arrived at the Minstrel, I was waiting for them while Thomas and Galleos were waiting with the chest in the carriage a couple of blocks away. I told Eusibius and Rodlat about the note and that we would not be able to meet with Shilukar until later that night--Shibata left and Eusibius said he would be in touch with him later that day. I believe Shibata left the key with Eusibius since Eusibius said he would be sure to tell Shibata when the chest would be opened so that Shibata could be there. After Shibata left, Thomas and Galleos returned to the inn.

Since we now had the whole day ahead of us, we ran a couple of errands and then spent much of the day resting. Rodlat and I took the chaos weapons from the chests and the lizard's bow to Myraeth's to be identified, and arranged to come back late that afternoon to check on a few of the items. We also purchased some cure light potions and tanglefoot bags to prepare for our impending encounter with Shilukar. Zavere did leave word for us at the inn, but it was just "meet with the bastard already" or something along those lines.

After resting, Eusibius and I disguised ourselves and went to check out the area where Galleos was supposed to meet Shilukar that night. There were three warehouses near the northeast corner of the Lothian temple--two with locked doors and one with an open door that was unoccupied. We weren't sure which warehouse was the one where they would meet, so we went into the temple to ask about whether anyone had seen two elves around here and to see whether we could wait here while Galleos was meeting with Shilukar. There were two men in the temple who looked more like guards than clerics, and they were not very friendly. They did not like our asking questions, said they hadn't seen anyone, and that we should leave. We asked to speak to the priest, but they said Sister Canto was busy and could not be disturbed. Realizing that this must be Elan Canto's headquarters for taking in folks who were down on their luck and then selling them into slavery, I told Eusibius we needed to leave the temple. We stepped back outside, and Eusibius suddenly had the great idea of detecting magic on the nearby warehouses. One of them had magic on its double doors, so we figured that one might be the meeting place. We headed back to the inn to meet the others.

Eusibius told Shibata about the need for Galleos to deliver the chest and key to Shilukar alone, and told Shibata of the plan for the rest of us to wait in the unlocked warehouse, where Eusibius would be able to see what was going on in the

meeting at the warehouse through one of his spells. Shibata said he'd go on his own and be able to surveille what was happening there, so the rest of us headed to the unlocked warehouse and got settled around 9:30pm.

Galleos headed to the meeting and arrived at the warehouses just before 10:00--the doors on which Eusibius had detected magic earlier were open, so Galleos entered with the chest. Shilukar was up on a platform with Gallia, and he had Gallia go to Galleos to get the chest and key, which she took up onto the platform. Galleos asked Shilukar to keep his word and release Gallia, but Shilukar insisted that she open the chest first, so that he knew that the key worked.

Gallia put the key into the lock on the chest and the lid opened a bit. Then Shilukar let Gallia go down to stand beside Galleos, and he said he released her. Gallia was in tears, put her hand to her chest, and pulled a chest plug out of her body, spraying blood all over a horrified Galleos. Before Galleos had time to react, Lord Zaveré and Lady Rill appeared next to Gallia, and told Shilukar that because he had killed someone who had the protection of Castle Shard, he no longer had that same protection. Then they disappeared, taking Gallia with them.

Shilukar panicked a bit at that turn of events and dropped through the floor of the platform. Galleos headed to the platform to go after him and the rest of us ran to the warehouse. Shibata showed up there as well, and said he would tell us where Shil had gone but that we would have to take care of something else first. There was a big drider in the room, which a few of our group attacked before there was sudden darkness and the drider escaped to the roof of the warehouse. Shibata described the place where Shil went, and we realized that he had headed back to his lair under the junkyard, so we headed over there above ground, rather than jumping through the hole in the floor and taking the sewers, as Shil had.

We found Shilukar and dispatched of him more quickly than I thought we would. Galleos cut off Shil's head and took it with him--as far as we know, there is still a price on Shil's head (no pun intended), so maybe we could get a reward for having killed him. We headed back to the Ghostly Minstrel, where Galleos and the rest of us were pleasantly surprised to see a living, breathing Gallia waiting with Tellith at the front desk. Gallia had been brought back from the dead by Castle Shard, but Galleos was disappointed to hear that Gallia was not ready to head home with him. At least she's getting a second chance to live without being controlled by a crazy dark elf. . .

[daHeadRat's Comments—This was pretty much the end of the Ptolus game. There had been a distinct shift, in my opinion, in the type of game that was being played. The approach among the players had shifted from a concern with plot, story, investigation, and the like to just running around, opening doors, and fighting things without much of a concern for the former. I really wasn't interested in continuing with this campaign with that as the predominant approach by the players. So we ended the Ptolus game and started a fairly short-lived, "challenge-oriented" type campaign--Age of Worms.]