

Beyond the Veil

2/29

The stranger is a travel diary. Father Niles,
wanted a helping hand to those in need.

Androgynous grame, adventure mage. Dyer +
toolkit. Men to the Mender, inventor? Antifreeze
Power Washer

Everyone has a schtick

Hydro Blaster

were ambushed by half orcs and ogre on the
road.

Father Niles further by half an ore arrow ★

Ogre pouch has a ruby
3 orcs w/ a vial

orc arrow

legal document,
deed to parcel of land outside BF
Trade Town household family F

Fingon Farm Deed

"The Poetry of the Earth
now dies" - C'Nat

Full share duties on
Father Niles, prison debt

Requiem by Father Niles

Journal entry for the duties on Father Niles

Loot

ruby 50gp

~~100gp~~

~~200gp~~

pipe + tobacco

blacksmith tools

silver necklace 20gp

10x goodberry

30gp

silver dagger

Silver Necklace, gemset

+1 Night Walker Dagger

Beyond the Known

3/15

Trade Town is the best town on the royal road

Dorsey-esque town

Missing farmer, half day north

Wanted adventurers, engage at the council hall

Lots of humans and gnomes

Town meeting tomorrow night

Simon the Potion seller can read hearts, sells potions, spell components

Tells Clint to guard his heart

He needs a design of mushroom north and fields, by pigs, dangerous

He suspects me

Shane Alby has old clothes store, knacks and crates with small shrunken, 12 silver, crescent moon small offerings
The stranger, hooded traveler

Tracy spoke on the silver showing a sign of Gold's favor! She gave me a tension headache, bless

The old mall is like McManis

Council Hall - farm hand shortage

There's a steel half elf in town, Clint meets them on by the council bench, Markack the mighty

Fought the winter dragon slithering

Mountain curse. Single elf traveler in town

There are caves nearby, to the north by the Old Keep. Markack the mushroom seller has a cousin / nephew who knows more about them.

I bought some edible mushrooms

We head back on to the council hall to look for work

Stacey Orr is a council member, wants to talk to us about the postrugs. The fish sandwich is apparently great.

There's a deep gnome bartender! Steve, Stacey doesn't know who a deep gnome

1 & 3 guilds

Discount at make outfitters

200 gp after 2 weeks

If nothing, we're in the council

25 gp a piece to Make Outfitters

Blood Hawks, adventure group. 4-5

were the "wild stablans" apparently

Expedition goes through farmlands where people are disappearing

250 gp for solving the mystery

Bubettes in the grass to the east

Steve popped some magical goggles on & locked my way. 19 perception check

Basher fights with the hardware to seal the greenant

Underdark to the north

Steve Xorn

- chosen in the woods

- chosen more w/ concentration

The old mall is fancy as fuck

Open the Night tonight, average rooms

Painting of famous adventurers, Markack, Grindel, "Backhead Battalion" Lord Orr,

The next day Stacey meets us and gives us an 25 gp

We buy some stuff then head 30mins north to investigate the missing folks

We find Foreign Farm

Stone hut w/ hunched roof

Goats

Were attacked by 2 snakes?, find a dead farmer in the hut. Aah!

We tell them and find Simon's mushrooms too x12

Clear that there have killed the farm hands

200
50gp jewelry

There's an empty barn, w/ a hunched store room, broken into

Bloody last stand of somebody. Missing head. Elf traveler

Backpack + silver short sword

8 spell components

Holy symbol of Corean

25gp

Traveler's map of region

100gp hat

1 potion of healing

250 gp for

solving the

mystery

I collect some acid to pass back to Steve Xorn

Beyond the Border

3/28

Beshar makes a rifle and gunblasts.

His goddess tells him to go north for more metal

C'est spends some time w/ Martak the mighty,
the retired wizard. Member of the Fiddlehead Battalion
Martak

Orin 50 years ago

Grundle

others were killed

white dragon slithers, at the shield wall
far to the north

Witchwood, Iron Vale, storm wrack

They're magically isolated from the world

SW - permanent fog, storm, dark, sea studies
blend domain of sorcerers
shrouded in mist. Some villages
weird, weird flowers, crazy stuff
common and alien inhabitants

W - Used to be many settlements, founded
by the fog. Cursed by sleep spell.
Enslaved in spirit webs.
Feywild, fantasy, dark culture
Grant revenue, poison swamps
watchlight Inn had the best ale

IV - Mythical valley, very mountains.
Grants dwarves, nomadic elves
snow Alps.
Cursed storm on the passes in/out
No one in or out for decades
Ancient dwarven outpost/settlement
with sacred forge.
Fairy tale - Northern European, grants

Swamp steps Unexplored with caverns and
a fleshy island

Stone asks me to steal a
chest in exchange for
surface dweller goggles that
regain sunlight sensitivity

Dark horseman on the bridge, Bridgewater
is cursed. The gatehouse opens at night.
The Blood Hounds were up there and Torro got
worse curse.

The shrine keeper is a bald gnarled gnom

2 dogs north in Bridgewater,
usually abandoned.

Loat

Only place to cross. Gates close
during the day, open at night.
Guarded by the gatekeeper with
a huge axe.

Martak's Journal
spell book
50 gp
spell components
20 gp gear

Torro killed a burglar, and turned
into a mind zombie

High zombie attack!

The Blood Hounds are killed except for Rex the elf

Loat

200gp
X +1 ring of protection
X real dark person
short sword
bottle axe
3 daggers
chameleon map
charm of souls (TM)
Witchwood
X spell scroll major magic
potion of healing
cloak of disappearance
drowning horn, true
hunting party

Beyond the Manor

5/7

Martakis found his notes on the Gatekeeper. The tower is cursed and mysteriously abandoned.

65
17x

Chet goes on a gunga journey with Syron back at his place. Some kind of boat down to the Iron Vale? Canoe carved out of ice, down canoe! He goes in and goes into an icy river/pool.

Next is a night time burning village being destroyed by frost giants. People screaming, 6 giants. They leave through a smaller portal in river

Ellie is introduced to the group!

Guard, human, some elven mustache, natural man it was type. House depot where fighter

Pip, forest gnomes. Matching dyes, rogue

Martique, female druid, ranger. Level 1
goblins, forest

★

We depart to the north! Menko the Mend is pursuing the old mill.

We pass the old gnomes & humans

Martakis says to seek out the "Coded Congura" to Chet

Bushy notes a priest of the stranger in the Ice Box

Loot
C'Nat & lucky cone
Protachros

Ell, Martique, Bushy, Nelo
C'Nat Chet

15cp
leather purse
lots of silver parts
& potions

We're attacked by a wyvern!

Cold Locket w/ House Eldacer
25gp

28 silver person

Gems 11x 100 gp

Black Rock, looted in gold
Tentacle Rock

Nelo reveals himself as a dwarf because of the dark elf pretenses dead in the wyvern nest. Martique and the rest of the group agrees to keep the secret

We see Bushy keep in the distance.
Keep on the Borderlands

Ellie scopes the place out and sees 4 giants eating ore around a fire. She sketches out a map for Chet

We make our way into the Keep and find a sundree, three skeleton guards and an undead king. C'Nat was in prison to gather the guards together then we attack!

We win! Everyone slays up the sunstone, C'Nat blasts the guards to pieces

Loot
Silver Necklace 100gp
+1 Longsword
Crown 25gp
3x Plate armor, damaged
sundered
2x Oil paintings 100gp
Garn Necklace 250gp
Potion of Hall Giant
Greater Healing

Map of surrounding area

- Steel Hammer Tree
- Caves of Chaos

Beyond the known

5/17

Busher works on his armor, shield, no helmet

Preps the weapon shield and mounts on to make this weapon keep

Chet is studying away on scrolls

Nicolo prepares a little shrine to hold to seek guidance on the Tentacle Ped. Clouds arrive, rain, and a bird slams into the stained glass. The blood makes a move F ↓

"Let the enemy's weapon be your weapon"

I praise her for her guidance and swear to stay a surface elf in her name

C/Nat spends time inspecting the undead, watching their habits + poisoning them. They leave each night and come back within 4-6 hours
Gatekeeper zombies

Lord Lockhart

Lady Lockhart - baroness

One of the Border Princes,
there's a map of the area too.

Lots of guards that C/Nat & Chet investigate
Minor Nobles, bequeathed small sections of land

Lord L was a lot of a black sheep and professed out to the Borderlands

Battle of the Bridges won't, captured Lord L during the battle. 100 years ago

secret door in the basement to spend structure.

we descend downstairs and encounter a common couple
broodmother and 4 babies

Loot
Army
All simple weapons

we escape, despite wounds and getting paralyzed. Noels revives and we go through a door.

Find a store room w/ more mundane stuff.

The next room is a library with various tomes. However, can't map of the Borderlands with room for the keeps.

Undead human wizard

Once the Sage of Lockhart keeps
He advises them on anything.
He thinks anyone's still alive

Busher notes where some ore is
Common ore in nearby caves,
check the native makes it pure to marshes
Dwarven reaver, advertisement in the
shield with in the north
snow covered peaks

The smoke matches his descriptions

Search entrances to the underworld to the north.

sea caves

Dwarf lords

Crack in the earth in the wilderness

Battle of the Bridges at Bridgemath

Unsigned letter from Lord Lockhart to General Mael. Says we won't help at Bridgemath.

The Lord was found it more promising to ally with others. ie Fuck you basically

Lady Lockhart told him to make it

Elfr collects two rats and cocoons them in webs

Loot
leather

Elven shrine room, with many tomes through the seasons. 5' tall man

Candles, crystals, natural stones

Gold ring, 3 gold doubloons (ungranted)
illusion

8 gold etched doubloons

illusion fog cones, curse attached to whoever spends them

The man is freezing cold, C/Nat touches it and freezes. He sees a neutral elf making snow & ice. Jack Frost

Jesside Lockhart, take my coin and spend it through the Borderlands.

Lord Chet wants to bring to convince him
Behaving General Mael

watch Prince commands you

Beyond the known

6/2

Lady Lockhart was an agent of the White Prince, spreading coins and sleeping word to cause havoc.

Caves & Chaos and a Mad Hermit are nearby

We decide to go to the Mad Hermit, and find his in a tree house of smoke.

Chet goes up to the tree house.

He has some men trapped in the caves that are being tormented by Fey.

There are two giant lions w/ emerald eyes Shiva
Princess
lying in the trees.

The hermit is Lord Chabre! He's a mage. He captures about Lady Lockhart. He was promised the keep and her, but then something happens.

The men are cursed into beastly forms.
there could be treasure in the Caves & Chaos

C'nat pants Chet going to do all this

On the way north to the caves were attacked by two githyanki zombie farmers at an old farm house

Beshar finds some poor quality metal but leaves it

We make our way to the caves and Eltr scouts around and draws a simple map.

F	furts, flugs	there are steep walls and
H	furts, flugs	unusual bird sounds, never
E		very unusual
I		
J		

Someone is eating and speaking githy, an ogre roasting a cow. Noko casts suggestion to get the ogre to go to our keep

4 brandy kegs pony	50gp
250gp	
5 rolls of cheese	
300gp	
6 +1 arrows	
Sanctuary scroll	
Cure wounds scroll	

6 humming goblins / houndmen / goblins came down the hill. Tattered, green stay on it

With her, the tentacle red claws + 4 6d6 during we talk to it

At the end C'nat casts charm person on him
They were definitely Lord Chabre's men
Beshar murders the guy right before he was going to talk

Beyond the Window

6/8

I can't force free

Child looks handsome, turns invisible, and turns invisible to me away, green blood splattered everywhere, they're all killed!

Marbogue is very injured by the blast

Nicolas runs around the corner and looks at holy other features

One's killed by Nicolas + Ellr
The rest is killed by Bushar's rifle

4 prisoners
beastman, tough shape slave → shrall

2x human, male, middle aged

goblin, Pax cleaner, rat catcher, speaks common

We take a long rest in the
dungeon room.

6x chameleon

6x shields

26 gp

30 ip

jewelry 150 gp armor

Marbogue's crew cleared the
cave 20 years ago

Marbogue milks, Bushar bandages
her up

torture not

Bushar makes a gawa outfit for Pax, which he loves

Nicolas teaches the group some dwarf sign language

He does a dwarf keeps a secret w/ three people?
You will find it there

We find 3 hobgoblin men, 5 women, and children
Bushar holds the door shut

Nicolas tells them we'll be back and may free them
if they listen to our offer

I give Pax a heavy crossbow to carry, no bolts

The next room is an innery, a huge assortment
of stuff. All men at arms + knight marching

3 guards + chestman
fat, tons of garbage

20 gp

25 pp

200 gp

400 ip

they're defeated, N-ling is
from town of Goldh

"Savage luxury"

~~door & person~~
wand & paralyzing

Hobgoblin army!

Beyond the Mearns

5/23

Gabehegn creates gatekeeper zombies
The gre is a zombie too

The gre is furious with me and throws a zombie up the rampart at us, C'nut absolutely flings the zombie back down to the ground

Drone language, clank hand & movements in the wotchnood. Martack's journal has this info on the language

Owens the Sage is in the basement still

C'nut teaches Por to make Turkish coffee
Chest finds some patches for Lockborne and adds it to Po's sleeve

Chest's notes → goodberry hatchlings C's notes
He talks to Owens about the wotchnood
Drone's

Loglines, fairy roads are standing stone teleporters
Some make a network that you can use to travel

All have engravings. Because you can figure it out
All different

I clean up the stone clankstones and deactivate it to hold.

"Vanquish the false daughter, slay all the chas" ①

I write the letters to my friends, and with comes to me through the mirror. She tells me I'm in Chasor Daughter and ①

She looked like a humanoid woman w/ red eyes

Chest & Beshar met the zombies and attack some dogs

We head north to Northbridge, can see Iron Vale in the distance.

The village has been burned down

There's a horse's wagon w/ a huge troll running the wagon. There's a golem in the backpach controlling the troll

C'nut casts fireballs and asks them about the wagon
Mr & Max

Chest paralyzes the troll with a wand, Maelo blows its horn out w/ electric blast

C'nut drops Mr who wakes up, Beshar mages at the troll. I cast infestation, we summon some spiders, so I blast him

Chest notes to take the trade goods on the way back

We take a short rest and then continue to a sign post
dx Potan & Healing 93 gp

Worshipful Iron Lord, North Shank East

We follow the river and that he see the forest w/ a tunnel.

100' tall spider webs & miles long cross in darkness

I pray to holden and am told the webs are surface glimmer from the far. Not sacred webs. Fire burns a hole but it regenerates

The maze is way to punish for despoil maze. Defeat maze confirms its not from/of holden

We follow the trail to the east and find a standing stone. 5 figures burned to the stone
Black hooded human, gleaming green eyes
4 plant creatures, blights

There's some kind of ritual happening
Far bullshit, teleportation spell

The human is speaking drone
outlandish, inhuman, sacred

C'nut talks to the blights & casts calm enchantment

"Two nights ago there was a flaming star in the sky"
"I seek the knowledge, you must die"

The church attacks!

I'm knocked down by needle blights, we hold the church and we teleported to the wotchnood!

Surrounded by giant sequoia & live oaks.

Even chow mouse in the distance, pyroclastic, fire flies & proxes?

Leet
Wotchnood staff
In the cavern, it adds greenstone flame & drone must use it

Gold cricket 150 SP
25 SP

Journal, charcoal pen
breeding the stars,
standing stones & log lines
+ astronomy relationships
Drone constellation guide

Beyond the Veil

6/1

The standing stone has a spell written on it, which that could learn and cast

Maybe a fiddle 50-100 yards to the south, there's a wagon with sleeping rabbits and a fairy playing the violin

Not all stones are part of the fairy roads

The squarks like the punting and give directions to "somewhere where human's rest", maybe the river

Robert says tells me they're very dumb

We head south and get to the wagon. The fairy has a goat face and one foot.

C'at plays a song back at the fairy

Clive the Woodgrace, hideous but powerful. Trying to wake the spirits up for several days. He's been doing this for ~100 years

Hopping Hobble is down the road.

Clive says the faeries are literally everywhere. Doesn't know where the witchlight is, but has heard of it

"The only way the left the veil & sleep is through song" beautiful fairy lady said this to Clive

Loat
160 sp
1 sp
160 sp

He says there are elves to the north, maybe

An hour or so later we make it to the town, very overgrown, lots of cranes, some weird song & human words

A half goat kids sleep walking and pull out knives

On roof, Gloam appears crane like, controlling the children. Top hat, funny, crane thing

Bosher and I can't but have with the spells, Ellie's book doesn't do anything either

I pray to both for guidance and get a clear song that's encouraging that I'm on the right track. At the end there's another light, but still clear, not a melody. I'm losing my mind.

Bosher puts the kids back in their rooms

A Breggel's Guide to the Wood Sacred Shrine, Chamber of Souls, is nearby

We see a sign saying the Chamber of Souls is nearby. There's a field of mushrooms + dragon flies outside the cave. They seem harmless

C'at talks to the mushrooms, but they look out some spores

I talk a blue guy w/ spores to start the day

I fly on w/ tentacle. Bosher takes a ton of poison damage.

"My uncle or my mother's side is a mushroom" - C'at it persuades the mushrooms not to poison him, and it works

Statues of knights on the side, statue of grounded women in the front & main stairs

Round crypt & noble.

Female queen

Knights are the inner guard. They come alive! x4

There's some face mage on the govt stones

Loat
Face Green gems 50 sp 4x
+1 longsword -7 C'at
70 sp

There's a dead knight on the doorstep to the inner shrine

Mage sword on the knight

The inner room has a statue of the king

I cut the barbed dead up, so he shows me the scroll. It's a song!

Chet tries invisible to steal the scroll, it works.

C'at starts a music battle, which distracts him enough to the theft to work.

The scroll: Song of Dawn, in Dawn

Basically a magical sheet of music

It's a ritual of some kind that has to be read in a particular place.

Beyond the Unknown

5/6

The Song of Dawn will lift the deep curse
when performed on a special standing stone

False laughter hollow pleases Loider, she can provide
knowledge of calamity

Prayers cannot ease w/ Loider, interference is still
there, even during waking thoughts sometimes

Ellr keeps watch through the night

C'nat goes to the bathroom nearby a stream, the
water is warm + smells of sulfur.
Three hot spring pools!

He converses with his goddess Lyra, asking about
me + Loider

Beowulf + Lios is the response

We decide to head north to the
Old Bridge and then the
Watchlight Inn

Loot
Cure disease water

Behind a tree is a ghostly human, rebel creature.
Beshar shoots + hits the creature, wounding it
against the tree

It was an illusion! A human man, adventurer?
Rich Redwell, explorer + advisor to adventurers

Bear have a few weeks, while
scrolls from Drume. Seen elves,
which are immune to the sleep

Loot
x Gem Necklace
x Hall Grist Strength

Drume are not asleep, though they're
human. They have something to do
with it

Arrived at the Drume Zone + Drume shores, escaped
from Drume Hollow, heavily legged + black robed
sorcerers. Stairs are celtic, on a small island
with a marsh that attacks anyone that goes on
the water

Elves west of Drage, a human settlement

Singing waterfalls

We hear some deep magic chant at a source
for trees

Watch the Elder, singing pool

Wood elves for to the north, magic being nullified,
Ravandell. Eladrin everywhere. Lethian well

Adventurer - Iron Masses, piece of rock from beyond
from the sky
Lost Duality, south of the gash

Watchlight Inn - elven architecture, square towers,
suspended bridges. G-fun, organic castle.
Small village around town, in the base
of a colossal redwood

Beshar cannot hit anything w/ his blaster rifle ever

C'nat is heavily wounded
Beshar can't hit with advantage x2
Ellr is killed by the warbeast claw

I found the warbeast
with dark fire

Loot
Base Poison Arrows
3x 50gp gems

Song of Dawn must be sung at
the Drume Stone

Tony Roberts, personal power

Beyond the known

6/13

We head north to the Watchlight Inn on the Old Bridge

Small village by the water,
Baker moves them inside and looks
them over

Loot
42 sp

C'nat talks at length with an owl, says there's
danger ahead at the Watchlight Inn

The elves begin us! Niala starts the combat
by blowing one of their heads off. I start a ritual
to power Loidh with his blood.

After the kill the and praying Loidh the other elf
gets afraid and runs away

Brand on their neck, House Eldacar!

Loot
50 sp
2x chain shirt

We discover Baker + Chet as prisoners,
Niala as House Eldacar prisoners from
the upper nest.

C'nat is extremely confused and nervous

Suspicion - Eldacar is the enemy prisoner

The elves + dwarf prisoners are defeated,
Niala kills the

The dead elves are actually
dwarves

Upper Moon Sanctum,
called by Loidh to find at
Temple of Elshance, delete
the temple
gorgon + further + sacristan

Loot
+1 Channard
Gorgon Blood
Ritual of Deblament
despoil holy place
x2 dwarf person
500 sp
2x 25 sp
House Brooch 100 sp

Baker wants to dry up the buried sleeping people,
wants to get Loidh's favor on the adamantine

30 bodies unburied, all types. Baker + Rich bury them

C'nat helps and then rolls in the hot spring, talks to
our goddess.

First elves we meet are dwarves, we kill them all
No dwarf elves to be seen

New mission is Surprise's

Loot
5000 sp
1000 sp
4x Elven Parrying 200 sp
Mostly step scroll
Handy Haversack
x10 +1 arrows

Beyond the known

6/23

We're going to the Iron Market to get adamantite to Beshar.

We see an Ashdunary Tower in the distance, and a settlement

We're following giant birds, find 12 and chicken drakes. Kobolds.

We arrive at a cave, which is an escape pod bay, which is empty. Corrukan freighter, with numerous falcon like

The Mandragora, crashed maybe decades ago

We find a personalized inventory room that needs pass to open. There are two dead Kobolds that have been killed by blasties outside

There's a cave entrance connected

Beshar renders base power, there's a removable battery

Two super bubble clouds attack, doing massive damage with few rockets

3 more bubble clouds appear. Ellr tanks a missile and then gets swatted by the other two.

Loot
Medpach x4
Corrukan Brandy 200gp x4
Silver Galache Credits x1000
Gold Bar 500gp

The shadow spider closes to take eggs. Hunger & Haden close some more damage + blindness

Spider
21
25
16
12

Chet dies but I stabilize him w/ a potion.

There's a captain's quarters, fairly modest, with a log in the night stand.

Trendoxan Bounty hunter dumbs crew, and then leave

Quest capture Woorre bandit on dust planet

7 bubble clouds

Captured put on ice

We find the woorre broke out of the cyro chamber! A woorre is killed & later a fallback

Loot
- Egg pearl gem
Green elemental gem
summers earth elemental

There's a cargo cult of Kobolds + gre with bags of loot/junk

- Black & Red Tail hat
- Grenade Bell
- Red + yellow flight suits
sealed space suits
leather armor & underwear
breathing

- 50gp
- Silver dagger
- Poin & white scattering
- Rocket launcher Bell

Loot

Potable pure cell, solar ad-ph
200gp

Mega phone, powered x2 range & loud speaker

Crates & other goods
20x containers

2 negot of Beshar

Beyond the Veil

6/5

Basher loads up the floating cart w/ tech + metal

He also puts a helmet together, night vision
Quack comes too, so it's not so loud

I pay Rich for a shield's up summer on 2 days
and then spend the next time preparing to build

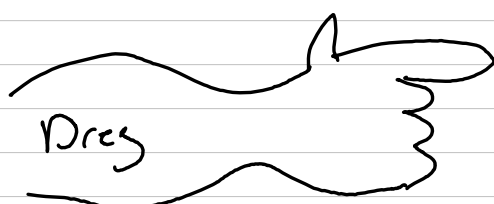
Chet finds an alchemy lab + magical components

Chet pays to his goddess and uses the
video recorder

The others join in a ritual sacrifice of a fairy
underground. Everyone gets carried on spikes and
feels the touch of Loidh.

Chet paints something completely opposite of
what's happening

We head out
towards dog



Glinda the Green can't watch for Duke Paveas
two days next to her. Looking for cure to cure.
Paveas says, should be young

Shift of cranes! Duke wizard holds the shift
and cures the legs. In the Duke zone.
Paveas with gold + treasure. it was long in the
shift. The Last Duty.

Hummingbird brooch to Chet, sending stone

I think she might be lying about being a cent
watch + duty shift. Might not be human. Chet
thinks I'm jealous

Dog is guarantee. Lake Town / Rotten

We take a paddle across the lake,
there's a dock + little fishing village on the other
side

We move up in to the hills south towards
the drive. To the north there's a region of dryness
at the far end. The easternmost town is that
way too.

Smile from a settlement, Drive Hollow

There's disagreement about whether to break the
curse because its confining the fairies. Will
make a war between the fairies and the
humans like before, weakening the surface.

Chet sneaks down to the village and finds
a child asks about the shift of cranes
Lothgar has a long shift. The woods are dangerous,
she saw an owl once one drive.

Down at the hut for the old man we nearly
kill some old dog secret driver.

Elfling there are two
pushes ahead, one leads
to the destruction of
everyone would we

Loat
1st last spell
Duke + Fairies

Everyone gets in, night, Drive Lord in the
second drive after I dropped the first one.
Drive make the face, enemies

The water Drive is bad, but there are others

Heart
Lightning Runs at the study stones.
Cloud 100 drive + drive lord
Scroll Green eyes + another crown

Chet starts to sing the song, despite the
offering of the drive lord

Chet blows up fans and lots of people,
Mabel talks him w/ Hanger + Hanger too

1/day age of young someone

Loat
Shift of cranes
Paul March with
+ 2 clagger
drive spiritual + other
1200 sp
1000 gp
5 gins 50gp
Pohr climbing
wand + secrets

Beyond the known

7/18

Cobblers badger + scorch people
Brazzels' goat people

Stella the gnome is the owner of the Inn
she makes the drink, who we blamed the
robbing on.

she needs provisions, going to send a wagon.
she needs a day or two to prepare the wagon

There's a 7' blacksmith human
"Greedy's fellow human" - Basher
John is pretty simple, simple John
lives to hammer stuff
Blacksmith's apprentice

"The Company Store"
the villagers can come for ore to

A girl speaks about an elf Elanor that danced
to the standing stones, there's stones to "nowhere"
in the ruins that no villagers have ever gone
down.

I do better elf crap in cave and secretly
try to keep my progress going.

Chet works on a map of the Inn + ruins.

Cobbler Curd's is a magic gift shop, run by
a Clobber badger man. Tweed suit. Flashed
Baxter Badger, Mr. Badger

Hopefully heading to Cobbler's Wood to visit
family + resupply. Valley of the Wise Beasts

Basher pays Ruth as a therapist

We plan for the future then
head into the ruins at dusk

Glimmer transforms into a more
vibrant green dragon. Ventrax the Green
125 years old. Sister the Drac was her dad.
Young → Adult Green dragon

In the ruins we find a natural cavern and
3 rock hewn inside. Eldritch blast + Mindstep
do a bunch of damage

Couple bodies down to bats,
surface elves! Deal for
weeks not years

Ancient high elven script
on the wall. Stars + the moon.
Poem / dedication to the
Moon Goddess, Elsantrae

The moon goddess rules
all, she rules, full
lunar + hierarchical

Elsantrae's acolytes have
some loot too

Structure, order, lunar motions of the heavens,
the elves are at the top. The natural order,
harmony, instruments of that harmony. Everyone
has their place

Loot
Pottery & Flying
Scroll & Jewelry
300 sp
Slippers & Spide Climb

Loot
1000 elven sp
70 sp
Dust disappearance

Flute of the Moon
Goddess
Performance Prohibition
to playing songs to the
6 songs to the MG

Beyond the known

7/25

Stella says C'Nat to deliver a note to Martech the night, on old travel

Nephew Tenga the gnome is a weaver. Young soul prone to wandering it.

Look
Envelope to Martech

Two empty wagons, one gnome driver + two donkeys

Besher takes simple job with starting a salvage job on the crashed ship

Elen is a "beam of light", moon elf, Dark skin and sparkling eyes. I leave a message to Elen with Stella.

I suggest C'Nat about Edistrace

The donkeys speak common!

Roth asks Besher if C'Nat and I were talking about Lolth

C'Nat and I create illusory figures for some children

Around the Booh keeps we encounter a horde of 20 zombie children! C'Nat gets 15 with hypnotic pattern.

Fast forward, they're all dead. Martech is dead!

We make it back to Trade Town without further incident

Ellr is nowhere to be seen.

Look
+1 dagger
100 sp
200 sp

The Factor, greedy town, his house burned down. Hard times, assaulted by a horde of zombies, had to live on each other to stop the infection. Martech died, but cast spells to save the town 2 weeks ago.

Stacey explains it was attacked by the subterranean zombies.

Steve

+1 chain
Bag of Tricks, Rust
Winged Boots
Necklace of Adaptation
Bag of Tricks Fall

Bounty

500 sp reward
250 sp for Mui
20% discount for
watchlight Inn

Susan

Pipe of Dreams
Flute of Flavor → C'Nat

7th level punishment
if I haven't protected
a goddess

I let Besher in on the triple quest plot

C'Nat's Booh, Koombeha lemonade cart would town w/ goodbyes. Local youths help out, related to the old friends of Martech

Toffer the 1st level died in the lead of the kids

Beyond the known 8/25

12 self sufficient cubs
Dreading gull
Self washing clothes

Cost
Marbach's spellbook
5 gp

Marbach's force ghost works but and c'nt.
"Waywalking" spell is what activates the
standing stones.

We start heading north to Bridgeway to
take at Grand Mart

We're attacked in the middle of the night
by zombies! I use a flaming sphere to light
3 and Basher on fire.

We hear grunts chasing some cars near a town
ahead. C'nt is going to try to party with the
grunts - / the car is a gift.

There's a frost giant shepherd in charge. All grunts
we putty sheep in a giant sunta class by.
C'nt goes up to the frost giant with the car,
we cast frost.

Holding the frost giant gets charmed! "This would
please the girl, but on a mission to get food"
"Don't start the BSB, they're going to teleport
back to the girl"

There's a big elite frost elite nearby which
is probably where they teleported in

C'nt opens the bag and all the currents stopped
and the surviving landscape

We get ready to ambush the Gward but find
some big bears in the north tower. Basher
blasts one and chases down the rest.

We reach the Lockdown bridge

+2 Virgil Longwood
Black Sunshade
Fee forged
Necrotic salt +7 4db

Killed duns into
a zombie, sprays.
C'nt found the warden
counted ~100

~10 gave us
possession duns 2m
into a phantom

Cost
2x wine case 50 gp
500 gp
Live stock Barn + Holiday

Beyond the known

9/6

C'Nat breeds, red, no beard
yellow space with w/ channel on top
gender leather boots
black breackcoat
Blue & green bagpipes
brown nose, orange, orange

We head to Wyvern Keep, where the hobgoblins
have moved in. There's a battle along a fast fight
that Basher joins. C'Nat goes to give instructions,
see a hobgoblin shaman is trying to help Basher.

C'Nat disrupts it w/ earth charm. Basher resists
but gets punished.

gnawle tooth - chertton
meat shield - champion
the Immortal

Loot
570gp
silver 20gp
ruby 50gp

We set up a new agreement for the hobgoblins,
the moon spiritual holders must not be attacked.
They should leave the keep when these people
are cruel. They need to come to get more loot.

Back in trade town, we get our reward from Stacey.
C'Nat makes an funny C'Nat's Book into the start
of an alchemy operation. Peter & Fox Breathing

In the workshop, we stop for lunch. We see a
Bazooka with a choker & bell running away.

Bolt is running from the Beavers

6 knights red heart with a sword through it
crossbow, sword, lances

Dr Parver from the Lost Duck, with an Ethar
Alison, Nelsa in handclaws show to go to. They
start to flee but Basher jumps into the group
with spirit grenades.

Battle ensues!

John surrenders to us with the other others
reason, Basher kills him, I kill all the rest.
Parver is your assist against bazookas.

white warhorse

The gnomes missed the murder
part and think we killed the
knights for and square

Loot
120gp
3x plate war
1700cp

Glorian the pixie lost something down a well.
chest is enhanced. There's a golden glimmer, in
a mist of gold. "Mr Handy"

The well is a mine! The well Beast
has tentacles into the trees, rocks & branches.
Probably attack the well to do damage.

I summon a hairy sphere and then get
gripped by a tentacle.

C'Nat throws the dust & mercury; chubby but misses

We defeat the well, the pixie is killed by chub.
I take the corpse...

C'Nat investigates the well →

well content
gnome skull
salt

We make it to the
worklight Inn

x6 +3 arrows

Simple John & co have tons of
equipment, power lines, lightning,
tons.

Elenora is at in the Valley of the world Beast,
Stella told her all about me and she was interested

C'Nat gets Pox and Bolt up w/ 20gp to start a cafe

Stella posted sanctions, favors on lock out. Drive
xents, declared holy war against the "Doomeygan".

Beyond the Kitchen

11/17

Nando starts the Cook & the Dark Merchant
Basher helps out + salvages more grenades
Chet washed on Mark's spell book, and the witchwood
Mark's free ghost goes by on the spells
Self explanation of the legions
Chet went home to a family for a huge amount.
Melrose found + bring with to sister. More
with & like, the higher the clan standing. Fracker
checks on Chet's book
Balls & Dixie tea shop
Run with entrance w/ Burn & Holding
Ludger → Steve → Steve

There's a big party at the witchlight Inn. It's busy
from all the increased land

Clive the Woodgum Bush, playing a fiddle
Kenkoo, drinking ale w/ humans. Trunks
Florent, getting the flocking mega Frederick
Baker goes home on the floor
Fairy family refugee travelers, humans + badger
gentle, magical
Estate burned by Krodhorns. Bad bregles,
ruled by the Maglord. Mag Fort
Sir Benedict the drunk armoured warrior
we all had to get him to leave, Chet leads
him outside

Clive the Green finds Chet. Goes home the
staff of crowns! You'll know when to use it. To the
west, Parvus the Lost Ditch. Vault has something
for us, you'll know it when you see it. There are
other robes there, and books! Dan walked the
dwarves in the mine. Dan whistles, dwarf magic,
Architect's Man! - reshapes stone to build tunnels

Mad Duke rules Parvus. Palace of waterfalls.
Powerful wizard advisor + cadre of knights +
dwarven robots. She warns of a drone attack

Five drone wizards attack! Teleported in with
the teleportation runes

Loot
100 sp
Gold Amulet 250
5 daggers

Beyond the Known

12/141

we make it to power

An abstract tells us about the why, we approach

Chick + chick are going off the runners, Brother go to the new
 roads want to sell things
 9 mil's Camco, unenclosed, 1200 sp

Cedric the cart would leave the excavation work, sells more + speltz

Can't say, a rumble for the whole bar, very loud, echoing about the masonry. There is a group at Near Kings, same human touches/workers, and a barrel, always too

Plenty of work in the mines, the miners have debauched themselves. Wages are soaring, convicts, debtors

China is Lockjaw Break bone

Bester says the knight's cover is cute, he has daughters

Power spheres are the major, automatory. Divides?
Lederach has figured out how to control them

Trunked down, cutlasses pulled same knots,
perhaps we cut, the city is not as graceful as usual,
the forest near we looking to breezes

Some breeds are slaves in the kitchens

On the keeps doors and to live here, then, invaded
through the mine, slaughtered, then abandoned.
900 years ago

There are central rods for the
diverse subunits

Bard looks like shaggy,
stout. Fringon

Look
map to the undercloud
2 entrances to
Kheikh Abdul goes
to the undercloud
near / Understone the map

we broke the ground and headed into the keep.
the place is old, active mining

Audience Hall, Dragon Throne. Duke is there, nobles, leeches, etc

We chat with the duke, Clint + Francesco mention
23 performance check, with Lolita blessing

Cedars also high alt mixed, purple rocks, underbelly of scullies

Our 100 years during the sleep, washed down running
the duke is a hundred more

24-36 guards men at arms
25 knights in the keep, regulated

wants us to overthrow the duke. Tiny pushed behind his ear, squinted head. Rocks in the distance move

Digging the last 120 years, Richard Khurba 2nd

genuine hypothesis, false der

Loat
95 g

The next room has shown
us photos, there's a next door.

The next thing is a head stroke that looks like a forward in chess.

Next is a huge room w/ 10 pillars, looks like a cathedral. Pew gruffins, stone throne, small camp w/ 6 beds.

There are chimneys in the next room using a crazy chimney offset point forge. Super advanced technology. Arrived chimney, huge and

Chaos theories! Heavy work!

11	23
11	21
9	20

Neural networks a graph structure
to connect the elements

A wire can curves and bends without
under a curve of cold

Look

Black Dwarven Plate x 5
weeks of training
Dwarven Hobs x 4
Acheron Hobs x 4
Bashin Juggles x 3

Five 9 Review

Parental maps will ask

understand to save the feelings

what could you lose from the throat

500gp
6 pks of earth healing
+1 warhammer
Brass & Defense
+1 crossbow
8th level spell scroll
control weather
Poker & victory
5th level spell scroll
Boggy's Hound