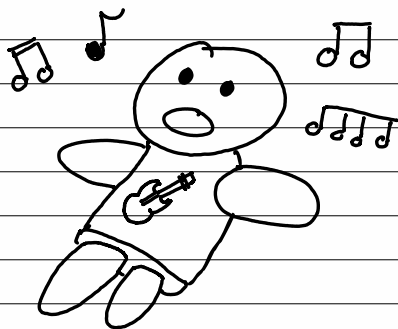


3 spell twists

Teach convinces Gore to join the crew w/ promises of heavy metal talking dolls

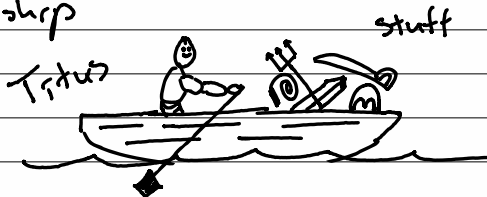
We reach the Isle of Issch, its surrounded by cliffs 60-100' tall, sometimes with waterfalls.

sharp
21, 665



4 miles wide, 8 miles tall
We drop anchor near the dock,
leave the only to the north,
and run in on Titus's
row boat.

Figures in white come
down to meet us, Titus
slowly runs our weapons to
the ship



Brother Prawn, the
Administrator

1. No weapons on the island
2. Men & women are separated
3. Must be in touch with the pen

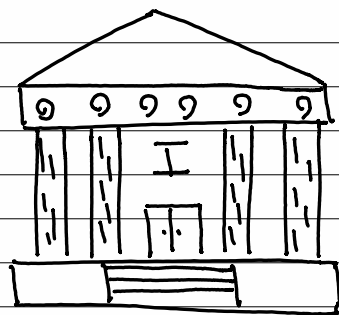
After sending our weapons and war
back to the ship and head up the
hill. Rolling grassy fields. We
arrive in a village



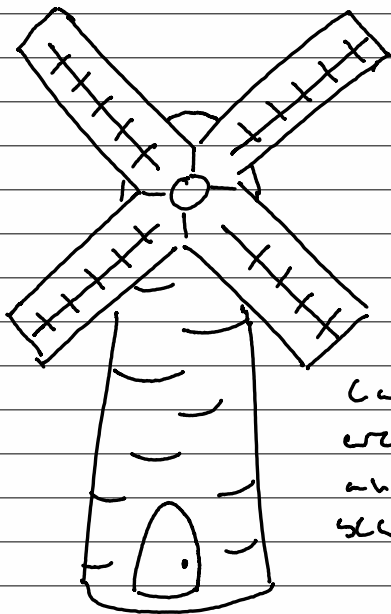
Not many people, mostly humans and beach
netting, men and women. Don't need to follow
all the rules until we drink from the
Annotated Chalice.

Darby serves at the temple
at the end of the street.

There's a tavern down the
road, food and drink



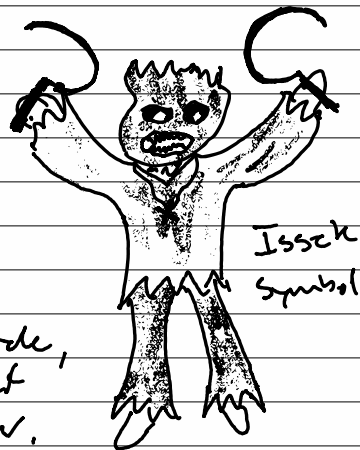
Sister Elizabeth?



Like Titus we going to
explore, Chase & Teach
we going to the tavern

Vineyards and fields are
in tangle shape, there
was a bad harvest.
The barley is in better
shape

Like and Titus
are attached by
an annotated
secret code!



Issch
Symbol

Buildings have deadbolts on the outside,
Chase cuts a switch, whips himself
and enters the tavern. Bob the Keeper.

Chase starts chatting up the barkeeper. According
to Issch and the grand mother.

Tired goes back to the enforcers, we see the Constable too, past Geralt. Teach pretended to sneeze and cast magic bolts, sneezed out to listen to the guards.

Chen casts suggestion on Bob the barkeep.

Teach attempts to pick the lock on a strongbox in the Constable's hut.

Sneezed stuff, drinkables, jewelry, clothing, gold, treasure drive.
3 plunder points

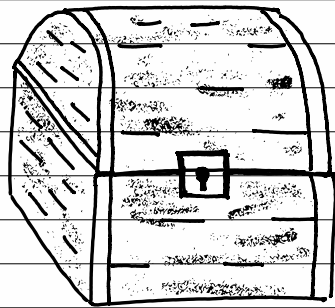
Tidus was speak with curmudgeonly with a goat, which responds with devil speech, also saying everyone is a monster on the island.

"Praise Jegg" x 3

Teach, Chen, the Constable and the three enforcers start walking to the temple. Hear girls and boys singing

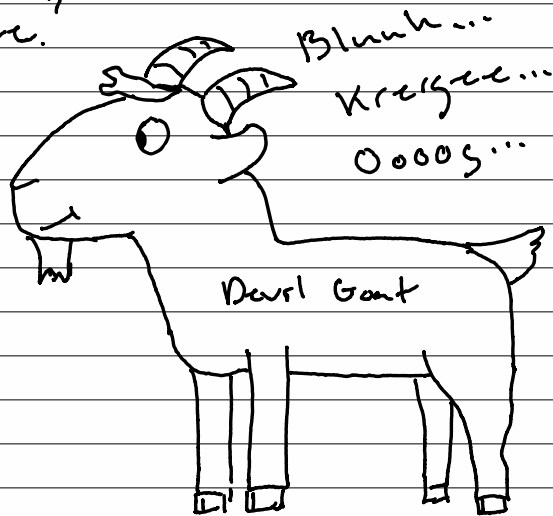
The man on the rock says

This is HELL



Loot!

Lots of weapons in here too



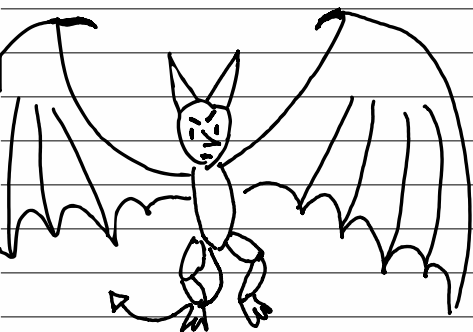
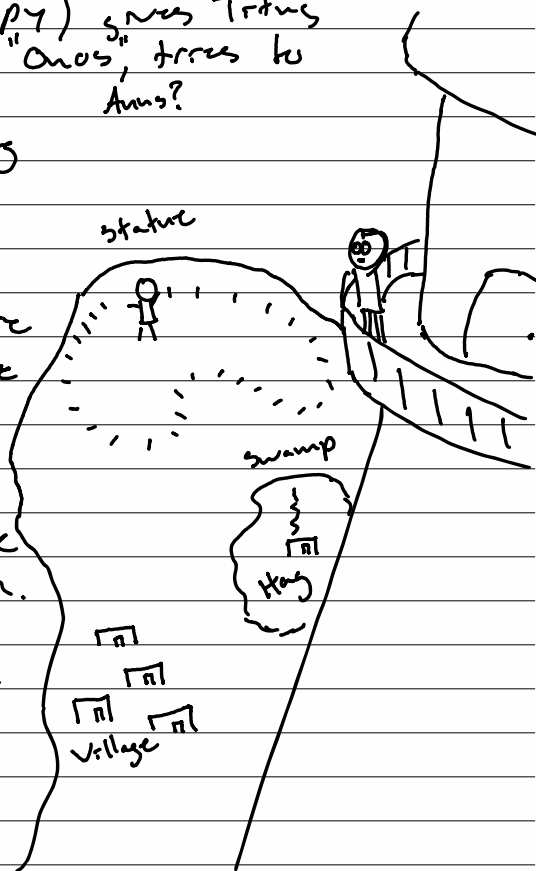
Sister Elizabeth	- Religion
Brother Agam	- Admin
Constable	- Punish

The windmill keeper (creepy) gives Tritus some sweet cakes, Brother "Onos" tries to mind control Tritus with some food. Cake is making weird and overhens the conversation.

The windmill is much more complex than necessary, some Tom Burton stuff.

There's a swamp/bog in the middle of the island, snake is rising like there's a cabin.

There's a thatched hut on an island in the swamp. Also a giant statue further away



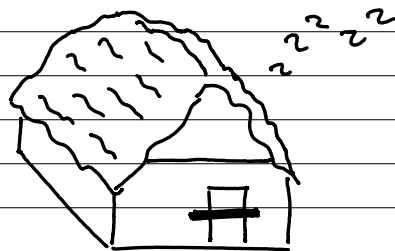
The party reunites in the village and swamp stories of an investigations.

After the 10th bell, the pressure changes, drumming starts, and there's a sulfur smell. The sky turns super red, red clouds, lightning, village is on fire & rotten

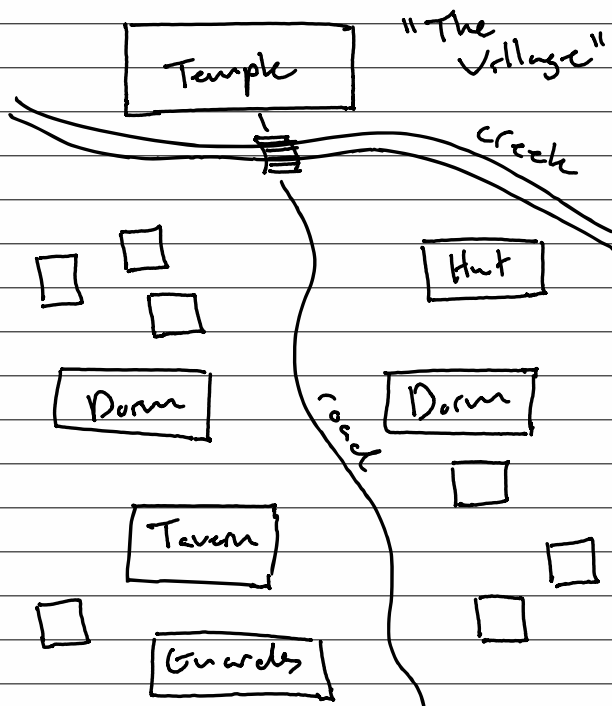
Knight is killed by a spread devil almost immediately

Cake thinks we're on an Oboro sunn with like, but probably actually hell.

The group decides to sleep through the night and deal with this luncheon night.



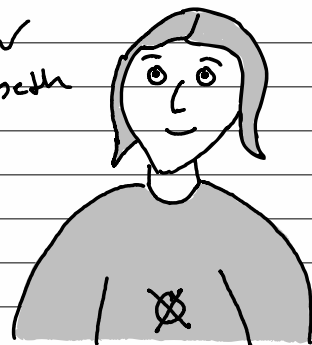
Chen and Chuan snap out spells, Teach starts his counter-charm.



We meet Brother Prawn and the constable at the temple, and decide to join/observe the ceremony.

Sister Elizabeth is a human with silver hair and a black robe.

Sister Elizabeth



Brother Chuan is here too, wandering out cakes. Not in trouble apparently.

The congregation is mostly poor, 80% human, 20% beach walking. Chuan chats up sister E about the service. Chuan suggests that Teach lead a hymn.

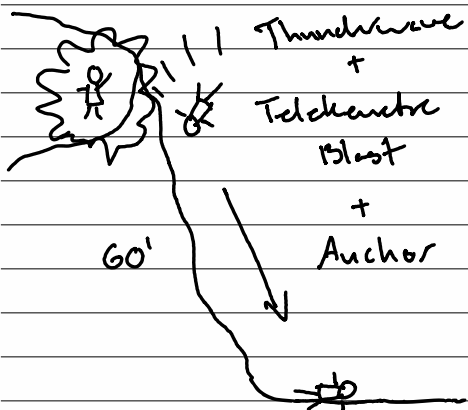
Teach heals someone, and gets a disapproving look from the constable. Very suspicious...

Tokus eats as many charmed cakes as we can find. Teach & Chao go to the Anchoring Chamber with the constable and some guards.



The chamber is a cellar under the temple. 40x40 with a stone floor and pool of water.

Chao shapes the water into a rack before entering. Teach convinces them to let him keep his gunter, and we both resist being charmed.



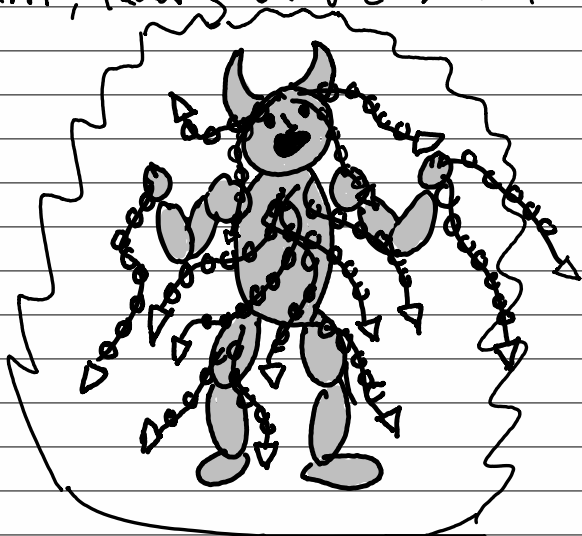
The constable takes on gear to the guard building. Lake and Tokus head back towards the ship. The guards don't want us to leave.

The guards attack Lake! Teach blasts the constable off the cliff, landing on the beach.

The constable transforms into a Charm Devil!

Lake blows a hole through him with a maximum power lightning bolt.

Teach convinces the guards that we didn't do anything wrong 😊





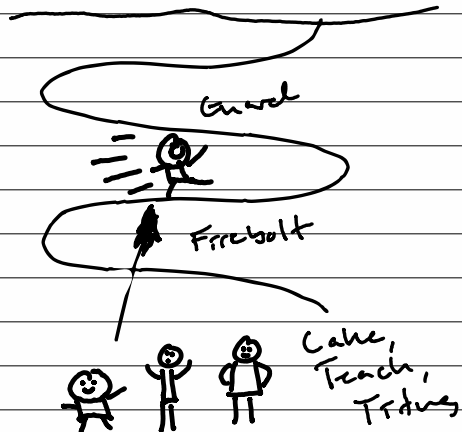
Trophy

Cake decapitates the Chun Devil for a trophy. Chase raids the guard house and gets some of our stuff back.

He uses the head to intimidate the last guard into submission.

Chase takes a pile of weapons back to the hut, trying to be inconspicuous. Maybe there are some girls?!

The guards recognize the dead constable and attack the group. Ticks and Cake kill one, Teach and Ticks take the other one up as he runs away.



At the top of the cliff, Brother Prawn shouts to ring the bell. There's general confusion on the tower. Chase does suggestion, then tries to unlock him, but with fail. He recalls Ticks's Hologram Laugh too!

The bells start to toll! The sky turns back to red, and we're transported back into hell! We're now on the Isle of the Hag.



Chew heads to the constable's office to take shelter and wait for the group. 5/23

The water is an evil red color, but not actually lava. The sky is all stormy and red, lightning flashes overhead.



Teach speaks to the devil sharks, which say some evil stuff.

700sp
1 planar point
+1 chain armor
10 +1 arrows
+1 cutlasses
Ring & Feather Fall

shrp
20165
700
20865

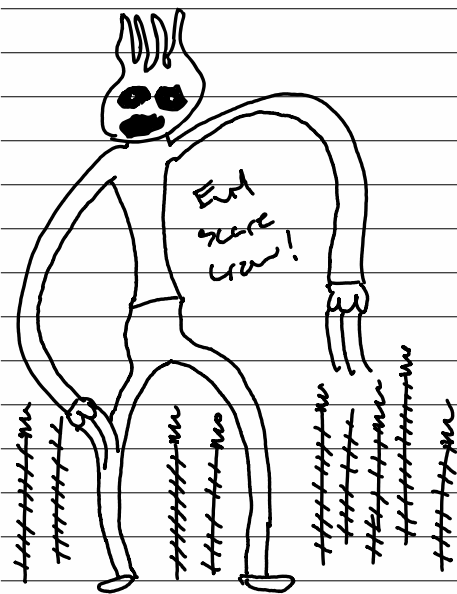
The party reunites at the constable's office, Teach picks the lock, and we find a bunch of loot

A huge red humanoid, smoking, flying devil. 10' tall, Baler Port Friend. It lands on top of the temple's steeple

Titus reminds us that the bell dunks the island back to the material plane. The mission is to kill the Hag.

Teach goes out to talk with the Port Friend, which goes sideways pretty quick. Its name Elizabeth! She casts fireball that Chew counterspells, at which point Teach defuses the situation. She tells us to go to the bathing pots at the washmill with Brother Ours.

We depart from the path to head towards the hag's swamp. We're attacked by two evil elongated sea creatures!



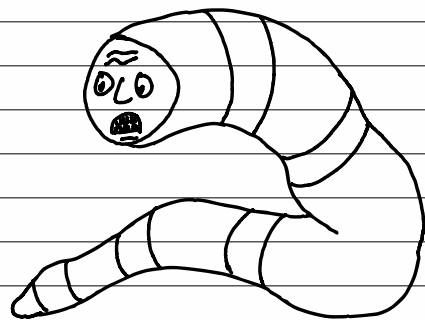
Battle ensues, these guys are pretty nasty. Chaw was green flame blade and lights them both up, destroying them.

Tribus decapitates one, and chops the other one in half.

The party continues on towards the swamp, moving through the mountains area.

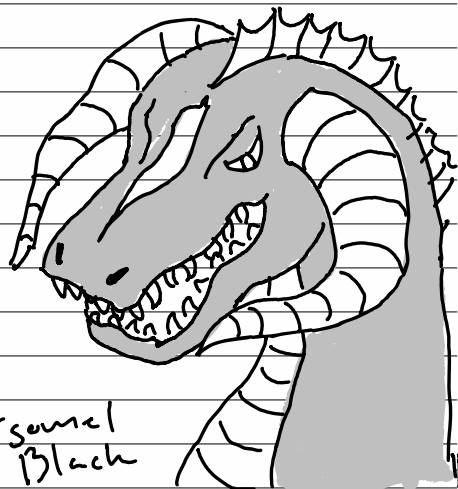
We see a procession moving from the village to the mountain

In the swamp there are bridge structures connecting islands, there's still a modest hut in the middle. There's a well trodden foot path, we start moving through the swamp.



Wigglesman Worms

We meet a black dragon in the swamp, Gorgonash the Black. We give him 700gp, gems, a silver suit, and the elixir of life. He tells us that the graving has blueskins, trapped him here too, and to use willow against the witch.



Gorgonash the Black

We make some stakes, spears, etc from the willow trees around.

After making the wicker
weapons, we continue on up to
the hut, very cautiously. There
are a lot of wizzermen around.

We wrote a letter to give the
hag, Moonglum delivers it
and knocks on the door. The
door opens and an evil long
nosed takes the letter, which
is very disgusting.

The sky darkens, and the
hag beckons for us to enter the hut

