

Campaign Notes

Adam Petaccia

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1 Session One

1.1 Day One

A Shifter by the name of *Longtooth Stormcloud* contacted the Gatehouse about finding an Elf priestess of the Silver Flame by the name of *Antoss*. Antoss was kidnapped in the mountains out of Hero Crown Forrest. A torn bit of a cloak, and a dropped letter points to the *Sons of O* as the responsible party.¹

The Gatehouse upon hearing this news sent a party of five to investigate: Their brave leader Tobin, the sly trickster Jill, the sturdy fighter Lydia, the solid Grothaxnorfar, wise and powerful Zeddicus, and the cunning Ankit.

The party journeyed North, and stopped at the walled town of *Nathyr* – who’s palisade wall remained closed, with nervous guards on alert. After a few words the party was allowed in and was informed of the magical beasts from the nearby forest which come out at night. Rooms were rented in the local inn (who’s food was less than remarkable) but the party, save for Lydia, got to witness the mentioned attacks first hand. Zeddicus, Jill, and Grothaxnorfar engaged these magical beasts, and Jill discovered quickly that these were magical illusions.

Its a trap! A scream from the other side of the town alerted the party (including Lydia) to another kidnapping on the other side of the town. A huge hole in the side of the Johnson’s house with blood on the inside was all that remained, but the fate of the *Johnsons* remains unknown. Some members of the town were quick to accuse the Gatehouse of causing this trouble, but Jill managed to calm the mayor, who in turn, calmed the rest of the town. As the party is flying under the guise of being simple travelers, they were met with odd receptions upon their reassurance that everything would be “alright”.²

Once the mayor had left Ankit revealed to the party that the cloak left behind in the house matches that of the Sons of O.

1.2 Day Two

Jill boarded the Gatehouse horses for one week, as the forest is far to thick to travel with them and the wagon. In the meanwhile, Ankit and Tobin

¹The Sons of O are deserters of an army from the last war. Their leader has never been identified, even as male or female, but recently the number of their attacks has been increasing. The Sons of O typically operate outside of Thrane.

²“People on glass bridges shouldn’t throw eggs.”

identified the tracks leading out of the Johnson's house as that of Ogre tracks, which the party followed West into the dimly-lit forest.

An ambush by an Ettin, two Ogres, and their pet Dire Bear proved to be no trouble for the adventurers and the situation was quickly taken care of. The party happily removed a huge pearl from the possession of the dead Ettin. Ignoring the cause of this attack, the party and continued along the path of the original Ogre tracks. A quick loss of the trail was surprisingly picked up again by Grothaxnorfar, which was dismissed as pure luck.

Along the trail the party encountered a gruesome sight: a dead flayed Dwarf hanging from the trees. It was cut down and party took their time to rest while Zeddicus prepared a ritual to communicate with the corpse. He was able to ask two questions before the last bits of life were extinguished: "Why were you killed?", and "Is your killer still alive?". The corpse knew very little and responded with "I was in the way" and "maybe". No reason for why this Dwarf was in the forest was discovered.

Continuing, the forest gloom grew blood red, and the trees dripped with blood from their branches. The tracks led to a ziggurat in the forest, with guards recommending that the party turn back around, apparently who's vision was able to pierce the now entirely dark forest. Upon refusal combat ensued with a surprise of Chain Devils revealing themselves on the inside who's attacks repeatedly dazed the party. Dispatch of these revealed a set of *dark vision* goggles, which Jill enthusiastically claimed. Grothaxnorfar grabbed a *potion of vitality* from a slain warrior who fell to fast to drink it.

2 Session Two

The party entered the ziggurat. . .