

# Sleeping Giants (The Shield of Basin)

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## A Strange Beginning

Miscellaneous

**841AGW**

4/6

**841AGW**

4/6

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A mysterious mishap sends the group over the edge of a cliff and right into a heap of trouble.

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Kithu the Goliath, Orpheus the Half-Elf, and Ravos the Human had hired a covered wagon to take them down to Stonehill Keep when their driver was snatched from his seat by an unseen creature. With horse and cart careening through the swamp the team tried to take back control of the cart but were not able to do so in time enough to save the cart from falling into a deep ravine. After nursing some wounds the group began to take a look around. They discovered a pool at their end of the ravine with three unkempt men pacing back and forth mindlessly in front of it. From within the pool a creature spoke to them. It declared that they were trespassing in its sanctuary and wanted to know why they were there. After they explained it was a simple accident, the creature gave them information on how to escape the ravine. As they made their way away from the pool they caught a glimpse of the creature and Kithu and Ravos knew it to be an Aboleth.

The ravine was treacherous but the team battled frogs (big ones) and twig blights before finally coming to a small abandoned hut at the end. Inside they found the remains of a Hag as well as some magic items which they distributed. Emerging from the ravine they found themselves in the middle of the swamp with no idea on how to get out. As luck would have it they came across an old friend of theirs, Wilphose the Kenku, who was using the tall trees and soft

ground of the swamp in his attempts to fly. Kithu had knowledge of a nearby village and together they traveled towards it.

The group arrived in Basin just as darkness was settling around them. They were approached by the village elder, Emir, who offered them the barn to stay in for the night as well as hot food for a bit of coin. Without anywhere else to stay the group agrees. Emir's daughter Maria brings them food and drink and tells them that about a month ago the water they used for drinking turned sour and they've been having to collect rainwater to survive. She also informs them of three missing people; two hunters, and a woman named Mayda. After some deliberation the group decides to investigate the issue plaguing the town while also keeping an eye out for the missing people. Maria points them in the direction of a cave upriver of the pool they used to drink from and they decided to head out in the morning.

# “ A Quiet Threat

Miscellaneous

**841AGW**

5/6

**841AGW**

6/6

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The group journey to the cave upriver in search of a solution to the sour water problem.

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Feeling refreshed the group heads out in search of the cave Maria spoke to them about. A couple hours walk upriver brings them to the cave mouth. Caution getting the better of them the group moves quietly into the cave and discovers it is the den of an owlbear. Since the cave goes deeper they decide it is better to kill the beast than risk having it creep up behind them. The fight is short and the owlbear is dispatched. They butcher it and discover it had killed and eaten something humanoid recently as it still has a hand in its stomach as well as a ruby ring.

Deeper in the cave the group finds a deep pool with a rocky island at its center.

On the island is a clean skull with a pearl attached to its forehead. Despite their best efforts to pick up the skull or remove the pearl they both remain in place until Kithu breaks the floor beneath it so that a piece of rock comes up still attached to the skull. Additionally the group discovers that Mayda has been stuck in this cave for nearly a week. She had a run in with the Aboleth which turned her skin transparent and made it so that she could not leave the water without being gravely injured. With some difficulty the group managed to get her home safely and deposit her in the pool by the town.

Overjoyed to have her friend back Maria and Mayda talk while the group discusses the problem with Emir. They were unable to discover an actual reason for the souring of the water but believe they may be able to speak with the Aboleth again to see if it knows how the issue might be resolved. Unnerved at the mention of an Aboleth so close to his village Emir is nonetheless resolute on solving the problem. He agrees that talking to the Aboleth is the best course of action and he sends a courier pigeon to Stonehill Keep to ask for aid in fixing Mayda's condition. The group retires for the night and discusses their plans for the next day.

The trip to the Aboleth's pool in the ravine is fairly short now that the group knows the way. They are undisturbed by the denizens of the ravine as they make their way towards the Aboleth's pool. With his silver tongue, Orpheus is able to convince the Aboleth to come speak with them. It discloses that the sour water is its doing, though not on purpose. It's mere presence alters the land around it and it is currently stuck in the swamp. It offers to leave if they would be willing to help it escape by making the river deeper. After a short discussion the group agrees and bids the Aboleth farewell.

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# Flirting with a Hag

Miscellaneous

**841AGW**

6/6

**841AGW**

11/6

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After some deliberation the group manages to assist Divis the Aboleth in escaping the swamp to deeper waters. Shortly after they find new patronage in the hands of another sinister creature.

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There is some discussion on the precise nature of how they will assist Divis in leaving the swamp. Talk of flooding the river shifts to using manual labor to dig it out so that Divis can use it to swim away. A short scouting trip the next day, with the aid of some local crows, shows that flooding the river will prove impossible with the current tools at their disposal. Eventually they land on using the magical skull they discovered. They shrink Divis to a more manageable size and have him swim down river for an hour to a location they have prepped to be large enough to hold him at full size. Divis rewards them with a small hoard of coins and potions, as well as some special magic scrolls. Most specially he gifts them a bag of human fingerbones carved with runes that will allow them to speak with him on occasion. The following morning they cast the shrinking spell a second time and bid farewell to the Aboleth.

Emir thanks them for helping rid the town of the Aboleth's curse, though the town still needs to wait some time for the water to clear. He has, however, received unfortunate news: there is no help coming from Stonehill Keep. The Order of the Silver Mind said they did not have anyone available at the moment to send help but would be able to send someone in a couple months. Not willing to let Mayda stay in her state for that long Emir has called upon the help of Ancient Annie, a mage he knows who lives in the swamp. While he seemed reluctant to call on her, he has no other option.

The party spends the next two days in town. Orpheus spent the time learning that the townsfolk know of Ancient Annie, and that they are afraid of her. She hasn't done anything to harm the town in any way, but they are all well away of her power and her chaotic tendencies. Athis spent the days carving a beautiful effigy of his deity into a tree, finishing off the piece with two rubies for her eyes. He spoke a little with Emir about the faith and Emir seemed interested to learn more. Wilphose spent the time learning about local poisons. Specifically he learned about one which is used to hunt animals without spoiling the meat or making it unfit to eat. Made from mushrooms and lichen that grow in the swamp, a proper dose is lethal to beasts but has no effects on humans (and some other humanoids).

On the third day Emir tells them Ancient Annie is coming at noon. When she arrives the party finds that she is a beautiful human woman, but Athis discovers her true origins are fiendish in nature. Taking the colour of Maria's hair as payment, Ancient Annie cures Mayda of her affliction then invites the party back to her house with a job proposition. They go, and she makes them tea. Before they discuss the job Athis requests that she show them her true form. Ancient

Annie complies and shifts into the form of a Night Hag. They discuss the job, retrieving a mortar and pestle from the monks of the Order of the Silver Mind who are keeping it locked up in Stonehill Keep. They agree to the job for payment in coin and gem.

# “ Unforeseen Tragedy

Miscellaneous

**841AGW**

12/6

**841AGW**

12/6

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With their preparations complete the party sets out from Basin for Stonehill Keep.

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After Wilphose was shown a well traveled path through the swamp by Emir the party headed out. Their journey was mostly unremarkable until they were a few days out from Stonehill Keep. As they were walking along the road they spotted a woman trapped beneath a tree she had apparently been cutting down. Athis and Kithu rushed to her aid and, with a little help from Wilphose, managed to get the tree off of her. She thanked them profusely and accepted their offer to walk with her to Stonehill Keep. That night however, Athis became suspicious of her story and actions. Using his ability to sense divine and foul creatures he discovered that the woman was a Succubus in disguise!

Using the powers bestowed upon him by his god he shattered the devil's appearance forcing her to show her true form. Unfortunately she had already charmed both Kithu and Orpheus and (while running to escape Athis' grasp) ordered them to protect her. Kithu and Athis began to wrestle while Orpheus stood by. The succubus, using this to her advantage, laid hands on both Kithu and Orpheus, draining them of their life force. Though Orpheus survived, Kithu was damaged beyond immediate repair and was killed. Moments later the succubus was slain.

Distraught at the loss of their friend, the rest of the party hurried to Stonehill

Keep, using a bribe with the guards so they could be let in after dark. They rushed to the house of a Priest of the Angels of Iron named Mani who they had been told could help them. With a plea for help, the payment of one hundred gold pieces, and the promise of more, Mani was able to bring Kithu back from the grave. The party retired to a modest inn for the evening to rest and learn some information of the city. That evening, and the following day, they discovered the turmoil currently covering Stonehill Keep and the power struggle that appeared to be happening within the Order of the Silver Mind. Hoping to use this to their advantage the party continued to dig into the information and plan for their heist.

# “ A Stolen History

## **841AGW**

13/6

## **841AGW**

15/6

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While attempting to steal an item for Ancient Annie, Wilphose ends up with something even more valuable: one of the five Accords of Manoa.

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With a plan in place, the party approaches the dome of The Order of the Silver Mind. A quick distraction by Giant Sized Athis, who summons a swarm of crows to attack the door guard, and the rest of the party slips into the dome disguised as Goliaths. Quickly they discover their plan has a kink; the dome is actually a pocket dimension that's larger on the inside than it is on the outside. Determined they push forward, discovering that they can think of their destination to arrive at it.

They find a large castle of oriental design. It appeared to be unguarded, for the monks believed they were safe within their dome, and so the group sneaked in. Athis, still enlarged, immediately engaged with two monks taking a stroll along the perimeter before climbing to the very top of the castle and punching a hole through the roof, landing on a monk within, injuring him greatly. With the distraction working flawlessly the other three made their way through the castle

eventually discovering an underground location, in which was a hidden door leading to the treasure vault. The group is successful in collecting the Hag's item as well as some others. Wilphose discovers one of the five copies of The Accords of Manoa. Realizing what he has in hand he quickly pockets it before heading off.

Above ground, Athis has challenged Malok Calder in an effort to maintain the distraction and not have to fight fifteen monks at once. The challenge is successful but Athis is nearly beaten before Malok fails to guard against Athis' spell that sends him running from the fight as fast as he can. Defeated in the eyes of his colleagues Malok returns to the fight but stays true to his word and hands over an item long ago stolen from Athis' village.

Items in hand and Malok pissed off the party quickly escapes town. Though Malok had them followed upon realizing the disappearance of the copy of The Accords of Manoa the party was able to shake their tail before escaping, leaving Athis a wanted man.

Just before they left, Wilphose, with the help of a fence, put out a call: he was to hold an auction. The Accords of Manoa, on sale to the highest bidder.

# “ The God, and The Baby

Miscellaneous

**841AGW**

16/6

**841AGW**

3/7

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The party returns to Basin with their ill gotten gains, receives their rewards from the hag, and commit heresy.

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Free and clear of Stonehill Keep, the party returns to basin. Their first stop is the Hag Ancient Annie, who gives them each a reward for their retrieval of the Mortar and Pestle. To Kithu she promises an item to communicate with a god. To Wilphose she divulges the location of the Opal to set in his sword Thorn. To

Orpheus she gives the promise of a ritual for permanently destroying the succubus that killed Kithu. And to Athis she gives gold, as asked. The party heads back to Basin with their rewards, planning to rest for some time after their recent adventure.

Kithu spends his time researching, learning everything he can about the gods and their mysteries. Wilphose also does research, and learns about Thorn, the blade he carries. Orpheus, intrigued by the seeming friendliness of the Hag, Annie, spends some time with her. He learns her name is Agdroroth, meaning One Who Corrupts. They engage in some...extracurricular activities while learning about each other.

Athis, with the permission of Emir, builds a small building around his shrine, creating a temple and then gives a speech to the interested townsfolk about his faith. His speech is passionate and he sways many to his side, to the point that an apparition shows itself to those in attendance to confirm the deity's presence in the village. Maria expresses interest in becoming a committed follower, and Athis promises to teach her what he can.

At the end of the week the party throws a feast for the town. It is quite the event, even some of the Firbolg population is in attendance. Agdroroth shows up and takes Orpheus quietly aside to tell him that she is pregnant with his child. They discuss more the following day that he wants to be involved in raising the child as best he can.

Wilphose, looking for knowledge on where to go next, drops one of the fingerbones into a cup of water and speaks with Divis. He learns that the fastest way north to Kurleigh Castle, though dangerous, is through the mountains. Luckily for him as well, Divis knows of the location of the rest of the blade of Thorn. He tells Wilphose it is in a temple, lost in the mountains.

The following day the party sets off towards the shrine, and then further on to Kurleigh Castle.

# “ Curiosity Killed the Kenku

Miscellaneous

## 841AGW

4/7

## 841AGW

1/8

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The group travels to a temple created by ancient humans. Inside they find treasure, danger, and death.

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The trip from Basin to the temple was mostly uneventful. A brief encounter with a group of Harpies left the group, or at least Athis, with an exotic snack for the road.

When they did finally arrive in the mountains, Kithu was able to make nice with a Giant who pointed them in the right direction. They found the temple buried beneath the mountain, in a crevasse only just big enough to squeeze them and their mounts into. The entrance, long covered in rubble, was forgone for a more simple way into the temple: a large hole in the ground.

Once the descent had been made they found themselves in the bowels of the old shrine, breathing in strange orange gas which had no immediate effect on them but over time they discovered it was actually fairly poisonous. After some exploration, they learned that the temple likely stretched deep under the mountain, and might require them to return at a later date. The entrance had sealed behind them when they entered and so they sought to look for a separate exit. Instead they found a hidden and sealed crypt. When they unlocked the door a second gas was released which knocked out both Athis and Orpheus. Unable to wake their comrades, Kithu and Wilphose decided it would be best to simply smash their way out of the temple.

While Kithu got to work on their egress, Wilphose decided to poke around the room that had released the gas. He discovered an axe imbedded in the wall, which refused to be removed. After some attempts at taking it, Wilphose turned his attention to the coffin in the center of the room. With a little help from Kithu (who went right back to smashing their way out in the corridor) Wilphose was able to get the lid off of the sarcophagus. Inside, an ancient skeleton was laid to rest, adorned with all manner of jewels and other expensive items. Wilphose began to take the items but when the mask and pendant were removed, the corpse leapt to its feet, growing muscles and skin in seconds.

Wilphose fought for his life as the creature attempted to hold him in place to drink his blood. Just as Kithu heard the fighting and came running to his aid Wilphose collapsed to the ground, succumbing to his wounds. Kithu defeated the creature, and removed Wilphose's lifeless body from the chamber. He finished

breaking his way out and dragged his fallen companions to the surface, waiting for the arrival of Agdroroth, who had earlier been called to help them. When she did arrive, three days later, she was able to rouse Athis and Orpheus from their magical slumber. She determined it was a poison and managed to remove it from their system, though she was unable to help Wilphose.

The party decided to head back to Stonehill Keep and pay their priest friend there to raise Wilphose from the dead. Much to their surprise however, Wilphose returned from death a few days into their trip. Or at least, so it seemed.

Their friend restored, the group continues on to Stonehill Keep.

# “ A Ghost, a Fence, and an Auction

Miscellaneous

**841AGW**

2/8

**841AGW**

5/8

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The party takes some well needed rest. Orpheus and Wilphose dispose of a Ghost, and Wilphose strikes up a deal with the Order of the Silver Mind.

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The party carefully makes their way back to Stonehill Keep. After facing a bit of recent failure they need a break. In Stonehill they take the time to relax. They visit the Fence with which Wilphose has a decent relationship with. There they sell some of the treasure they found, as well as purchasing some items of interest. The Fence tells Wilphose that the auction he desired is going forward as planned. On the 21st day of the 10th month, the auction will be held in Kurleigh Castle. The Fence is leaving immediately so as to make it on time and safely, and she suggests Wilphose does the same.

With that business out of the way the party takes a break. Not ones for sitting

around, Wilphose and Orpheus find their way to the home of Pedro, an aging, wheelchair bound Monster Hunter. He shows them a few bounties for creatures that need dealing with in the area and the two decide to go after a ghost. They follow the bounty's directions to an old house outside the city. Within they quickly discover the ghost and, after a brief fight, destroy it.

On their return to the town, Wilphose manages to get an audience with Kanamahl Calder, and discusses a possible working relationship. He describes the tomb they intend to revisit and Kanamahl agrees he and the party would work well together. They draw up a contract for treasure seeking and Wilphose leaves on amiable terms.

Meanwhile, while resting in his room at the tavern, Kithu is visited by The Seraph and The Prophet. They ask him if he feels he would be up to the task of reaching the Tome of the Gods. It would be a gruelling task to attain the power necessary to face the challenge on The Silver Islands, and even then there was no guarantee of success. Thinking it over, Kithu agreed. The gods then blessed him with celestial power, and vanished, leaving Kithu with his thoughts.

Eventually, when they had rested, the party headed out again back towards Basin, The tomb, and finally, Kurleigh Castle.

# “ Beasts of the Past and a New Ally

Geological / environmental event

**841AGW**

19/8

**841AGW**

19/8

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On their way to the tomb, the party discovers an ancient shrine, and a new druid companion.

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While the path to the tomb is known to them, along the way Wilphose notices a red gleam he hadn't seen before. Upon investigation he discovered a ruby the size of a small chest sitting on a pedestal in the middle of an ancient and crumbling shrine. Nearby, a Druid by the name of Lydia is watching disguised as a fox. She approaches Athis and Wilphose, soon revealing herself and telling them of the magic she's noticed around the old shrine. Wilphose and Prakash (the Rakshasa trapped within Thorn) together confirm the ruby is magical, having an aura of transmutation. Wilphose makes up his mind, and snatches the ruby from the pedestal.

As soon as the ruby is removed the sky goes black. Kithu and Orpheus begin running towards their friends but not before it begins to rain heavily and the ruby is struck by lightning, shattering it to pieces and throwing Wilphose to the ground. The storm spreads far and wide and lightning strikes at the ground. Everywhere it strikes the ground shifts. Skeletons pull their way out, but not humanoid skeletons. These are birdlike, standing on two legs, with mouths full of sharp teeth. As the skeletons rip their way free of the earth they begin to grow muscles, organs, and skin. Soon the party is surrounded by a pack of Velociraptors. Just as they are about to attack a larger portion of ground erupts and a Quetzalcoatlus rips its way free, lunging towards the party. A fight ensues. The Raptors are dealt with quickly but the Quetzalcoatlus manages to consume Wilphose and try to escape. Before it can do so, the party manages to ground it, chopping off its head and pulling the unconscious Wilphose out of its gullet.

As quickly as it appeared the storm vanished. The party picked themselves up and, with their new companion Lydia in tow, continued on to the tomb.

# “ The Tomb, The Bounty, and The Giant

Miscellaneous

**841AGW**

27/8

**841AGW**

25/9

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The party arrives at the tomb and dives in once again.

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The party delves into the tomb once more, this time their efforts are more fruitful. While they meet with many monsters within, an Oni from whom Kithu takes a massive Glaive, a Werejaguar who manages to bite Orpheus, and a sentient being that looks like a tree from whom Wilphose finds the first piece of his rapier, and do have to take one evening to rest before continuing, they ultimately manage to exit the tomb with their pockets much heavier than when they entered.

They rest for the night after, happy to be out from the buried tomb and under the stars. In the morning, as they begin to pack up to leave, a figure greets them. He calls himself Aldren Covenlash and says hes come for Athis in order to turn him in for the sizable bounty. The party defends Athis, refusing to give him up and Aldren commends them for their loyalty before dropping the hammer. Aldren's allies, a large group of bandits, some well placed archers and three powerful Ogres, jump into action and attack the party.

A nearly deadly fight ensues. Things start to look bad for the party when the Giant Kithu had met on their first trip to the tomb wandered over to see what was happening. Kithu implored him to aid them and after some surveying of the battlefield, the Giant, who later introduced himself as Relom, agreed. The morale of Alren's men dropped quickly once Relom joined the fray. Even with precise shots, the archers were not able to pierce his hide. Aldren, cutting his losses, fled the battlefield and flew away on a giant eagle. The rest of the bandits were quickly put to the sword while Relom dealt with the Archers who could not run away fast enough. Lydia was running about the battlefield keeping her allies alive with healing spells while her summoned crocodiles made short work of the bandits.

In the end, Athis spared one of the bandits, a young man named Devin. They questioned him and learned that Aldren was a member of a prominent house in Kurleigh Castle who made their money chasing large bounties such as his. Athis, not one to be remembered as soft, burned Devin's face with his acid breath and then sent him of to Basin, making him promise to live out the rest of his life peacefully there.

After Relom had collected his fair share of the spoils (mostly just the bodies) and shared with Orpheus the head of one of the bandits as a show of goodwill, he lead the party out of the mountains and to the plateau, warning them of the Hobgoblin Wyvern riders. They bid their new friend goodbye and continued on to Kurleigh Castle. Along the way they spent a night holding Orpheus down as his body succumbed to the lycanthropy but they managed to keep him together until morning.

Exhausted, and looking forward to some nights of sleep on actual beds, the party finally arrives at Kurleigh Castle.

# “ In Which the Party Gets Pissed Off

Gathering / Conference

**841AGW**

26/9

**841AGW**

21/10

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The party takes their time to explore Kurleigh Castle, having arrived a month ahead of schedule. During which they go to a birthday party for Aldren, Athis does some charity work, and Wilphose connects with the criminal underground of the city. At the end of the month, they prepare for the auction, and the selling of the Manoa Accords.

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Upon arriving at Kurleigh Castle the party discovers that rooms have already been purchased for them in a very nice hotel. They decided to spend some time in the city roaming around and seeing what there is to do.

Wilphose, ever on the hunt for the pieces of his sword, contacts the criminal underground in Kurleigh whose leader is known as The Tunnel King, and pays a good sum of money to have them hunt down the location of the missing gems. While looking to have the blade reforged he learns that the sword will not function properly without all of the gems in their proper places.

Athis takes to the streets, in the poorer sections of town, and begins handing out food. His charity work garners the attention of one Arazana Yarel, an elf woman heading a small charity organization within the city. The two sit down to talk, Arazana expressing her gratitude for Athis' work. Athis, hiding as the Orc Rakar, reveals his true self to Arazana who sends him off promising not to turn him in.

Kithu enjoys the downtime exploring the city. He finds a family of dwarves who go by the name Coalgrog and, after some bargaining, has them create for him an elegant suite of black metal armour custom tailored for his wings.

Lydia also takes advantage of the downtime to explore the city. She ends up finding herself at an aquarium and meets Rolmir Palesteel there. The two of them chat about the aquarium's recent acquiring of a Plesiosaur, an animal assumed to have been dead for millennia. The two of them hit it off and begin spending more time together on the days off.

Orpheus spends his time playing music at various venues. At one such party he is approached by Ulric Covenlash and hired to play at Ulric's son's birthday party. Orpheus accepts.

The birthday party is a fabulous affair, though when they arrive the party discovers that the party is for Aldren, the man who hunted them down outside the Shrine about a month ago. Walking on eggshells most of the party the tension comes to a climax when Aldren appears to recognize the group and challenges Kithu to a friendly duel. It is very close, but Aldren managed to come out on top. He makes it clear to the group that he has no intention of following up with his attack and most of the tension is broken.

The day of the auction arrives. It is a mostly quiet event, though there was a brief interception of a mindflayer who was disguising his aura as a fiend, the party dealt with it and returned to the auction just in time to watch the final bids. After it had finished, the Fence pulled Wilphose aside for a final conversation. She told him where to meet her after she had handed off the Accords and received the money. Wilphose handed her the Accords and they parted ways.

Upon arrival at the location they learned the terrible truth of what had happened. They had been betrayed. Aldren was waiting for them, tipped off by the Fence, with a large party of archers and two of his father's bodyguards. A fight broke out in the street. Swords clashed, a wall of fire was summoned, Octopuses were conjured to tangle up the archers. During the fight a Briarborn by the name of Bramblegrowl approached the group and offered aid. The fight turned in the party's favour when Aldren was struck unconscious and his men were forced to surrender.

The party made their quick escape in to the bowls of the city with Aldren in tow. Complacent and dejected Aldren was open with them, explaining that he had little choice but to follow up on this lead when it was handed to him. He had wanted to drop the job altogether but it seems that family has a stronger grasp that he imagined. Aldren offered to help them find the Fence in exchange for his

life. After brief discussion, a tentative alliance was made.

Aldren brought the party to his family home. Wilphose sneaked into Aldren's room to get the key for his Giant Eagles while Aldren and Orpheus went to speak with Ulrich under the pretense of Orpheus going turncoat. During the discussion Ulrich offered Orpheus a good deal. If he would go back to the party and convince them to steal back the Manoa accords to be returned to their rightful owners, Ulrich would see to it that Athis' charges were cleared.

With lots to think about Aldren and Orpheus return to the party. Together they go and meet Aldren's eagles and take to the skies above the city looking for the Fence. It takes them nearly four hours to do so but, thanks to their jumping into action immediately, they manage to intercept her before she was able to leave the city. A few threats and a small maiming later and the party has collected the gold though it seems, not all of it. The fence (after more threats) reveals that the gold was taken by one of the Dragons from the North, who learned of the auction and (rightly) assumed there would be an incredibly large payout.

Faced with yet another frustrating turn of events the party retires to their beds to get some rest and figure things out when they wake up.

# “ Lies and Deceptions

Miscellaneous

**841AGW**

22/10

**841AGW**

26/10

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The party discovers the Fence has lied to them, chases down the purchaser of the Accords, and makes a deal with a devil.

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Upon deep interrogation they discover that the Fence lied. She was simply hiding the gold herself to come back to later. Upon retrieving it the party chased after Rolmir Palesteel, the tiefling who purchased the Accords at the auction. They track Rolmir back to his family's home, Palesteel Castle, and meet his

father and mother, the Lord and Lady Palesteel.

They discover that Rolmir's mother, Zariel the Archduke of Avernus and General of the Blood War, wanted the Accords because she thought it would be an interesting token to obtain. However after some discussion, the party is able to bargain, handing over an ancient magical mirror they discovered in the Shrine in exchange for the accords.

Accords in hand, the party travels back to Kurleigh, intending to deliver them to Ulrich in exchange for Athis' cleared name. When they arrive however, they are ambushed by Tunnel Kings. Bramblegowl reveals he was working with the Fence, destroys the accords, and vanishes. Yet another roadblock sees the party return to Ulrich without the Accords, but he tells them not to worry, as he has a new job for them.

Ulrich clears Athis' name and gets Wilphose the opal he needs from Kanamahl Calder. He then presents them a job: make their way to The Silver Islands, reach the Tome of the Gods, and return it to him. In exchange, he will make them rich beyond their wildest dreams. The party agrees.

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# Some Well Deserved Rest

Miscellaneous

**841AGW**

27/10

**842AGW**

18/7

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The party takes some time to rest, and build a home for themselves.

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In the nine months before Orpheus' wedding to Ancient Annie (Aurora), the following occurs:

Fort Basin of Mirefield is built, without the approval of the Order of the Silver Mind. Within it a temple to the gods is erected, and the Order does nothing to stop it, causing a small stir for the few who noticed.

Orpheus and Aurora have a daughter who they name Thalia. Thalia has Inferna Sanguinem and is considered a tiefling.

Lydia and Rolmir Palesteel begin a romantic relationship. The two abscond across Ovenica for a while chasing down motes of magic, trying to figure out what happened to Lydia's home.

Kithu uses some of his money from the Auction to invest in the odd trinkets shop in Stonehill, while Wilphose uses some of his to purchase a tea shop in Kurleigh.

The group hires a new member, a minotaur named Alistair, to act as steward for their new keep. In addition, Maria Dengra is brought on board to be in charge of magics and information, Aldren is brought in to function as Captain of the Guard, and Mayda is put in charge of the actual construction and architectural design of Fort Basin of Mirefield.

After the settlement is complete, Orpheus proposes to Aurora and the two plan their wedding. Aurora invites several of her hag sisters and Alistair creates a wonderful itinerary for the day.

# “ The Wedding and the Demon

Military action

**842AGW**

19/7

**842AGW**

25/7

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A demonic incursion interrupts Orpheus' wedding and a potential political disaster is balanced on a knife edge.

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Orpheus and Aurora have a wonderful ceremony. There is music and flowers; everyone has a good time.

Just after the two are pronounced husband and wife, however, the alarm bells in the village start to ring. Refugees pour into the town square. They say their village has been razed to the ground but there are still survivors. The party quickly rallies and rushes to their aid. They arrive at the village to find it on fire and filled with all manner of fiendish forces.

The party carves their way through and into a crypt which appears to be the source of the incursion. There they meet with the pit fiend Dugin the General of Fear. Dugin quickly pushes the party back and while most of them escape with their lives, Lydia is struck down (though the group is able to revive her once they escape).

Shocked at this sudden assault the party returns to Fort Basin of Mirefield to regroup. They determine that it is likely Dugin is raising an army. The party splits up to do some research and instructs Alistair to round them up some military forces. Alistair does so, going to meet with the Bonehawk Mercenaries and procuring their entire military force (nearly five thousand bodies) as well as absconding with a potential new recruit named Jirimi.

Now with the largest standing army on the continent, the party is starting to understand the weight of their current political powers.

# “ The Face of the Enemy is Death

Miscellaneous

**842AGW**

29/7

**842AGW**

12/8

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The party discovers the true mind behind the incursion, and Orpheus dies (if only briefly) while the party acquires a powerful magic tome.

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A Firbolg Creche is attacked by the devils. The party runs to its aid, bringing a thousand of their newly hired soldiers. Everything seems to be going well, the party defeats several devils and a hydra, until Aurora notices something on the roof of one of the buildings. She throws a bolt of lightning at the invisible creature and reveals a giant skeleton watching the fight take place. The skeleton attacks, intent on destroying the party but Kithu uses his chit with The Seraph to have her teleport the party back to the castle. Without their protection at the Creche, the thousand soldiers are slaughtered, leaving one only to return home with the news.

Shaken by their loss, the party begins to take the incursion more seriously. They spread their forces out, sending a thousand men to Palesteel Castle , Kurleigh Castle, and Stonehill Keep; they keep a thousand for their own protection at Fort Basin of Mirefield.

While this is happening Maria Dengra discovers the location of a powerful item known as a codex. Wilphose, excited at this prospective new power, insists the party goes as it may help them with Dugin and this fiendish invasion. The party agrees. They travel south, out of Gravewood and into the wilderness to a stretch of mountains. There they delve into an old dwarven settlement, fighting monsters and eventually retrieving the codex, though Orpheus and Jirimi are killed in the process.

The Party returns home, reviving their two fallen comrades, and planning their next steps.

# “ In Which a Great Many Thing Happen

Military action

**842AGW**

18/8

**842AGW**

29/10

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The party prepares for war, Wilphose forges a blade, Dugin is defeated, armies clash and the party puts an end to Rysceg.

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While Maria works on a new spell to aid in the defence of Fort Basin of Mirefield, Orpheus travels to Stonehill Keep to deal with a potential problem with their aboleth friend. It only takes a little pressure to get the would be monster hunters to back off, but afterwards Orpheus discusses with the aboleth that he needs to take a different approach to nourishing himself. The aboleth agrees that instead of trying to siphon all the energy from one individual he will instead start siphoning only a little bit of energy from hundreds of people. Orpheus is satisfied with this and leaves him to it. In exchange for this assistance, the aboleth reveals the location of the Ruby for Wilphoses sword: hidden in a room they had not explored in the shrine they had visited so long ago.

A trip to the shrine proves slightly difficult as Rysceg and Dugin have set up their forces here. After retrieving the ruby the party goes and speaks with Rysceg and Dugin in an attempt to create a parlay. Instead, Rysceg informs the party that he intends to go after The Tome of the Gods because he likes the power he's attained and wants more. The party walks out of the shrine without a fight, but knowing they will need to face Rysceg eventually.

During the following month the party acquires more motes of magic for Lydia, as well as three new companions: Dendri, an Owlin holy warrior for the Seraph, Niko, an old pupil of Aurora's, and The General of Gold, a seemingly sentient skeleton of a warrior from long past.

Wilphose finally manages to get his hands on all the gems for his sword. The party travels to Kurleigh and the gems are set in handle, and the blade is reforged. Prakash, the fiend who had been captured in the sword is freed and remains with Wilphose, the two having created a significant bond over the time they've spent together.

The party is called back to the Fort in response to an army amassing at their gates. A fiendish person appears before them and says Dugin is waiting for them, if they want to avoid the horrible realities of a siege. Agreeing that this is the best option the party prepares and goes to meet with Dugin. The fight is difficult, the new fiendish person claims to be Dugin's nephew and by some miracle manages to be banished for most of the fight allowing the Party to destroy Dugin. Afterwards the nephew honours their word and pulls the army away from the gates.

Tensions continue to rise. The party knows that a proper attack is imminent but have no idea when it'll happen. A month passes after Dugin's destruction and then they receive word from their scouts that Rysceg is on the move with his

fiendish army. The party brings together their forces from the Bonehawk Mercenaries and goes to meet him.

The battle is bloody. The party's army suffers heavy losses while the party deals with Rysceg himself, ultimately destroying him, and scattering the remaining devils to find their own way back to the hells.

# “ A Hidden Ally

Miscellaneous

**842AGW**

30/10

**842AGW**

31/10

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The party speaks to an elf in Harwood Citadel who tells them a truth they were not expecting.

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Aurora and Maria Dengra discuss with the party that they have sensed a disruption in the flow of magic, like it's falling apart. Prakash confirms he feels it too. The party decides to investigate.

Following threads of magic shown to her through the motes of magic, Lydia leads the party to Harwood Citadel and Gulrig Brawnbeard. They discover Gulrig has a red thread leading directly to him, one of the many millions Lydia can see through the ball. One of two white threads Lydia can see also leads to Harwood, but it leads into the library, directly to the librarian: an elf named Valvaris. After some prompting, Valvaris breaks down and tells them the story of how The Mother fell in love with an elf and used part of her power to make the elf a deity. She tells them how things were great until the gods war began and near the end when the mother was injured this new deity had to use the powers granted her to bind the Mother to Ovenica, using her body to fix the world.

Valvaris reveals that she was that elf and she has been in hiding, hoping no one would discover her identity as the Lover.

The party assures her that her secret is safe with them. Valvaris confirms with the party that she's sensed the magical disturbance as well. She says she believes that magic is tearing itself apart and if that happens, the world will undo itself and become something unrecognizable. Determined now to fix this the party sets off towards the other white thread, their destination: The Silver Islands.

Intent on showing he wants to help, Gulrig sends an inquisitor along with them, an Afe named Pandoer.

# “ The End

Miscellaneous

**842AGW**

2/11

**842AGW**

3/11

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The party enters the volcano in search of The Tome of the Gods and a way to keep the world from falling apart.

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Once the party reaches the island they attempt to travel to the volcano at its center but, frustratingly, find they continue to be shunted to the edge of the island no matter how direct their route. On a whim, they instead look for a celestial creature and discover an angel living alone in a cabin. After a brief discussion, where they find the angel is lying to them, trying to convince them nothing is wrong; the angel attacks, seemingly unwilling to let them leave the island alive.

The fight is difficult but eventually they are able to defeat the angel, though Dendri perishes during the fight. This appears to anger something and they notice a bright ball of fire streaking down towards them. The party runs. They run from the thing that impacts the ground and chases them. Just in time they make it through an archway in the volcano as they discover The Prophet was the one chasing them.

They talk to the god and find compassion instead of hate. The Prophet returns Dendri to life and does not try to stop them from entering the mountain.

Within the archway the party finds a wall with names written on it. They realize these are the names of the gods and as they speak their own names, they are carved into the stone. Once everyone's name is spoken the wall opens and reveals a tunnel into the mountain.

The party enters the tunnel and the wall closes behind them. They walk for some time before finding themselves in a vision of a burning city. A great dragon made of a collection of bones is burning the city to the ground. Before they are engulfed in flames the vision disappears and they find themselves standing in a small library without exits. In the centre of the library, a skeleton stands by a pedestal reading a blank book. The party talks with the skeleton while some of them try to read the book, finding it either blank or filled with words describing their worst fears of what might happen in the future.

The skeleton tells them that he is The Betrayer, who's real name is Glo Terberis. He tells them a shocking story: that he was tricked by The Prophet (Lumir) and The Seraph (Gomir) to believe that the other gods were plotting against him. He did instigate the gods war, and he's regretted it ever since. Now he is bound in this place, guarding the way to the Tome of the Gods. He tells them that when Valvaris saved the world, she bound him and The Mother to their representations: Order and Law for him, Chaos and Magic for her. He politely answers their questions then regretfully informs them that he has to kill them, for this is the duty the Seraph bound him to.

The party defends themselves against the Betrayer, who reveals his true form as the Bone Dragon, and they manage fight their way past him, breaking his binding to the doorway that leads to the Tome, and taking one of his teeth on their way.

Finally inside the Tome's chamber they discover the truth: The Tome of the Gods is not a book or scroll, it is the Mother herself. The Seraph and the Prophet did not gain godhood from reading untold knowledge, they ripped pieces of the Mother off of her, leaving her a shell of herself. Now this decision has come back to bite them. As the Mother's power fades, unable to sustain itself, magic has begun to fall apart.

Before they can approach and try to help, the Seraph appears in front of them. She looks to be in great discomfort to be in a place she created to dampen the powers of gods. She declares that she cannot let them get to the mother and she attacks. The fight looks doomed, with the party unable to damage her in any way, until Dendri takes up the tooth of the Betrayer and it forms itself into a

whip. The godslaying weapon allows the party to get past the Seraph's defences and damage her until she falls unconscious.

The party takes the spark of divinity that was ripped from the Seraph and returns it to the Mother. The Prophet appears and offers up his own spark if the party will let him take the Seraph far away. Instead the party convinces him to stay with them, reenter society as people instead of gods. The Prophet agrees and the returns his spark to the Mother. She appears before them, thanking them for what they have done and tells them that the world can finally begin to heal.

The party returns home, overjoyed to be alive and succeed in their task.

# “ Epilogue

Miscellaneous

**842AGW**

3/12

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The world has order once again. Magic has returned and there is peace, for now.

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A month after they succeeded in returning the sparks of divinity to the Mother the party is finally resting. The Prophet, now going only by Lumir, has excitedly thrown himself on the task of bettering the places around him and reentering society. The Serpah, now going by Gomir, is less excited and spends much of her time in her room, though she is occasionally seen wandering about the grounds.

Fort Basin of Mirefield continues to grow and the party feels confident that they have enacted a lasting peace in the world.

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