

Session 011 - Remnants of Giskin

In the midst of the battle, Trish sheds her illusory disguise and reveals herself to be another serpentfolk and begins attacking the party.

The ambush was not enough to stop the group as they survive the encounter.

Kat heals the previously disguised enemy and the group interrogates her.

They learn that there were a total of nine serpentfolk in the temple and they were instructed by hooded figures to attack the caravans heading to Gralton but not kill any of the people.

In exchange, they would help the serpentfolk revive their destroyed empire.

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Due to multiple responses from the prisoner, the group loses their patience with her and is summarily executed by Thaniel using her own weapon on her.

They proceed further into the temple, aware that they should be on the look out for at least six more enemies.

They discuss what they remember of their enemies' devastated civilization; a strong empire destroyed by the ancient Azlanti and crumbled by a dead god.

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They find what appears to be a kitchen filled with preserved foods and a single live chicken that they promptly bring with them in the hopes of having it live at their fort.

Continuing further leads them to a securely locked door.

As Athe works on opening the lock, three more serpentfolk warriors approach from the adjoining hallway.

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Constrained by the close quarters of the hallway, Thaniel ends up separated from the group and is soon knocked unconscious from the focused tactics they employ.

The rest of the brawl leaves the group reeling from heavy injuries but alive.

They take their time to recuperate and organize themselves before continuing their exploration.

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At the heart of the temple, they find a distinct serpentfolk that offers to trade words instead of blows with them, offering the stolen wares from the Mystic Menagerie.

The group approaches and as Thaniel crosses the threshold into the room, another serpentfolk hiding inside slams the door shut and leaving Thaniel separated from the rest once again.

This confrontation stretches on but eventually ends with the party's success.

Searching the bodies, they find letters detailing the instructions to ambush the approaching caravans and discover the existence of a secret room near the hall of worship.

They activate a lever in the room and hear the distant scrape of stone against stone echo from down the hallway.

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Backtracking, they find the Aeon stone they need and continue procuring loot before making the journey back the menagerie.

Back in more pleasant company, Athe returns the stolen items to their rightful owners and the party wanders between the members of the troupe while Godfrey prepares the night's meal.

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Athe joins Vira in the cover of the trees and suggests that they perform together that night with Athe dancing alongside Vira's singing.

Vira instead suggests for Athe to join them when the troupe performs at the upcoming masquerade ball.

Having witnessed the establishment of a friendly rivalry, the party returns to the camp and receives their fortunes from a disconcerting Ryn.

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Athe shall be betrayed from someone that could be either friend or foe.

The Austere will receive a choice from an ancient foe to claim what he seeks but at a price.

Thaniel will reunite with someone from his past and determine everyone's fate.

Kat will try to escape but does not quite know what it is she is escaping.

The party as a whole will face a bitter betrayal unlike any other and make a new friend in return.

Concerned by their fortunes, the group rests for the night before bidding goodbye to the troupe and returning to Chateau Calypso.

Sarenith 27th, 4724

The party returns to base as the sun is readying to set, greeted by an energetic Blanc that kisses each of them before fluttering away to the other side of the fort.

Following the familiar brings them to Opal and Zogla who are talking amongst themselves before spotting the approaching party.

Zogla returns to her forge after letting them know she has new items in stock and Opal asks to catch up with them when they're done shopping.

After selling some of their newly gained loot to Zogla, the party joins Opalneria within the sparse sleeping quarters and recall what has happened since they had last seen each other.

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The party learns that Opal has newfound dedication to get stronger and has begun speaking with Zogla more.

Overall, it appears that Opal has improved since they had last seen her.

With her seeming far better than the party could have hoped, they invite her to join them to return to the Great Falls Lodge and further into the fey-populated to its north.

With her typical energy, she agrees and the group begin the trek back to the lodge.

Erastus 3rd, 4724

At Grey Falls Lodge, the party presents the Aeon Stone to Sayrin for her examination. With luck, the Aeon Stone is a type that is also used by one of the missing adventurers from the lodge.

With the matching stone, Sayrin brings out the novel `Wayfinderfinder` that can now be used to point to the closest wayfinder containing a matching stone.

Unfortunately, Sayrin needs to stay behind to manage the guild so she will be unable to join the party on their search of the Fey forest.

Instead she offers them items to aid them in their journey and what knowledge she has of the forest so they may find `Lulubell` and return safely.

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The party heads north, following the direction of the wayfinderfinder and arrive at a colossal ancient tree with a large hollow for them to enter.

Their approach is greeted by a grand flitting voice that seems to come from the forest itself.

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Ah, a game we shall play! Come, come along now. We can take our sweet time, for the night is bright, and you can sleep when you are dead!

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