

Dreagons Notes

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Session 0

Introduction Session - | helped a group of scavengers deal with a Weeping Zombie, which in turn gave me the Weeping Pox. | managed to stave it off until | arrived at Gloomward, At Gloomward, | check out a building, where I find cultish things, until the leader of the village, Old Lady, forces me out. | make my way through the swamp to Marshreach.

Session 1

Session 1 -| met with the rest of the party, introducing myself and making quick friends. We head to the tavern to talk to people about missing villagers, but only end up threatening a farmer. Attempted to create a cure for myself for the Weeping Pox, but fail and get one of my new party members sick as well. | am forced to join the caravan in servitude. The next morning, we head to the town hall learn about the missing couriers and kids, and then head to the farmers place and begin the search for the missing kids. We end up in a forest where the kids are digging for treasure, which actually leads to a tomb.

Session 2

Session 2 - We head into the tomb, where we fight some ghosts and specters. We search around, discovering an old gas mask that seemed to be used for a ritual of sorts. We don't find any treasure, but we do find a few magical trinkets that seemed to summon more ghosts to attack us. We leave the tomb and head back to the caravan, where I try once more to make a cure and succeed, curing myself and Alina of the Pox. The next day, we search for the farmer's missing chicken, which turns up an 8 year old child named Evalina, who stole and ate the chicken. Lacrevril says that the child has the potential for very powerful magic and wants to take her to her homeland, in order to protect and guide her. Despite my and Velma's objections, we ultimately agree. Before leaving, I give Evalina my Blood Amulet, to remind her of home on these side of the mountains. With the payment given by Lacrevril, I pay off the caravan, but decide to join up with it.

Session 3

Session 3 - The group leaves the caravan for a while in order to find the couriers from Swifttide. After getting supplies, we head out on the road, looking for signs. After 3 days, we come across a group that looked suspicious to myself and Alina, but Gon and Velma thought otherwise, so we left without much incident (besides Alina sniping one of the strangers with a rock). We finally make it to Swifttide. I get us a room at the Jocal inn while the others ask fisherman about the missing couriers. I get some information about the local herbalist stealing a goat (rightfully so, as was her payment) and a mob being sent to confront her, but have been missing ever since. I meet back up with the others, who are talking to my sister's former lover, Issac. I confront him, but ultimately leave him be. After spending the night, we head out the next morning to the herbalist's home. We find a man picking up nettles off the ground near her home, seemingly in a trance. Alina was able to speak into his mind and get some information. We then walk another 100 feet, standing at the entrance to her home.

Session 4

Session 4 - We meet with Irma, the herbalist, who gave the mob tea in order to put them in a trance and use them as labor to help with her chores. She reveals that she only wanted to teach them a lesson to not mess with her. We also find out that Millson and his boys were part of the mob sent, so we agree to help out with the chores in order to release the men early. After spending the day helping and spending the night, we finally see Millson return from his trip for a special flower for Irma. I had attempted to learn some tricks from her, but she refused. We escort the mob back to the town, where the trance lifted. We explain what happened to Millson and the innkeeper, warning them to stay away from Irma, We ask Millson if we can tag along and help escort him and his couriers to Marshreach, After getting more supplies, we were on our way. One night, while on the road, Velma notices a strange celestial body moving through the sky. Alina makes sure to chart it as best as she can, [believe it to be a new moon or star for Une, the God of death. We plan to head to Wealstowatch or Iringlen in order to find out more. Two nights later, while on my watch, a large figure appears out of the tree lines, making their way to me. I tell them to back off, but they dont listen, so I ire at them.

Session 5

Session 5 - After firing at the figure, I get shanked a few times, going down. The same happens to Gon. Velma manages to get us both up and Blorg gets the final hits on the figure, taking him out. We search the figure, finding a letter and a bag of silver. Velma holds the letter and has a vision of a commander writing the letter to their daughter. We decide to head back to sleep. The next day, we encounter a dark cloud that chases after us and kills one of the couriers. Afterwards, on the road leading to Marshreach, we find three knights from the Kingdom of Thaisha, Quintell, Berton, and Vallis. They are here to seek glory, as their kingdom is at an impasse with the Dracan Empire, whom Lacrevril may be part of. I'm not so easily impressed by them, but we travel with them the remaining way to Marshreach. They convince Gon of glory where they come from, and so we make plans to travel with them to their kingdom.

Session 6

Session 6 - We reach Marshreach and find several farmers arguing with an older farmer named Hemlon. Hemlon has a sort of rot in part of his field, so he made offerings to the God of Plagues. The other farmers stole those offerings and want to bum the field to save their own farms. | tried to make a compromise, but neither side would listen. We headed to the town hall, where we met Elmar, who told the farmers to give the offerings back. We decided to check out Hemlon's farm and tried to investigate the field, but all we found was animal hair and no other leads. | kept a few samples of the crops for future research and I suggested Hemlon try and keep the rot away from the rest of the field, and if the offerings didn't work, burn the rot. He agreed and we left. We spent the night at the inn with the knights, and in the morning, we get supplies. During the night, Aline wanders off and pays for a sex worker. While shopping, we see smoke in the distance and head to it. We find that Hemlon's field with the rot on fire. We help him out and go to confront the other farmers on his behalf. Once we reach one of them, they reveal that the whole field was covered in rot, seemingly overnight, so they did what they had to do to save their own farms. Since | believe in justice, | wanted Blorg to break the man's nose or pay Hemlon back. The farmer refused and Blorg bit part of the man's ear off. We decide to leave Marshreach and head out on the road to Wealstowatch. While in the swamp, Velma saw a deer, so went to go hunt it. After shooting at it and getting it down, | found that its belly was wide open, seemingly undead. | put the thing out of its misery and reported back to the group. During the nights on the road to Wealstowatch, | learn more about Velma and Alina. | told them that my family are a long line of blood magic users, but didn't go too far into detail. Blorg is always an open book and Gon remains a mystery. We make it to the old battlefield, where Velma and | scavenge, and she finds something..

Session 7

Session 7 - Velma finds a ring with writing on it that matches the language on the bells. We set up camp and Velma has a dream about the group being attacked by monsters that whistle. She wakes up and warns the group, and we are indeed attacked by the whistling monsters. We manage to fend them off with the help of the knights and go back to sleep. Velma attunes to the ring, which helps her see better. On our travel, we find a shrine that is broken and we leave an offering of a ration. The next day, we encounter a traveler coming from Wealstowatch named Arrora. She helps Alina accurately map out the river we need to take before taking her leave. I believe her to be an avatar of the God of Travels. We manage to make it to Wealstowatch. Velma meets with her friend Lynette, while Alina and Blorg clean the outhouse to pay for a meal at the inn, I look around town, finding a carpenter shop and asking about a boat. They direct me to the fisherman, telling me to ask them in the morning. I head back to the inn, where we meet Zira, a bard who seems to see fate with cards. We play a few games with him and he makes a wager with Alina, saying he gets to draw another card if she finds the information she seeks. In the morning, we meet a fisherman, named Darryl, who agrees to take us to the Kingdom of Thaisha for 2 gold. We agree to meet him in a few days with the gold. After, we head to the archives of Wealstowatch, meeting Syris Farfond and discussing the topic of the object we saw in the sky. Alina and Velma do more research, while Blorg and I go hunting, making half of the money we need. After a while, we meet back at the inn again and Alina draws another card with Zira, who says she will meet a member of a kingdom who rules by fear. Velma also pulls a card, offering the ring and gets the fate that she will become the greatest Druid in the world.

Session 8

Session 8 - We spend a week earning money in Wealstowatch so we can buy supplies and give 2 gold to Darryl the fisherman, The knights leave halfway through, and say they will have someone meet us when we arrive in the Kingdom of Thaisha. After the week is over, we gather supplies and meet with Darryl. We sadly have to leave Desmond and the cart behind with Lynette and Erik, who will watch over him while we are away. We spend a few days on the river before we make it out to sea, Almost immediately, Velma sees a storm approaching, so the next day, we head for the coastline. We anchor the boat down and find some caves in the side of a cliff face. With Gon on watch, we all get captured by goblins, who take our stuff and tie us up. Gon manages to trick the goblins while Velma wildshapes into a rat, freeing Gon and Blorg. A fight ensues, leading to the death of Darryl. 'We manage to get our stuff back and find the exit. Gon and Velma have a bit of a fight over Gon being insensitive, The next day, we bury Darryl at sea and spend the rest of our time at sea trying to keep the boat afloat. We finally manage to find a dock in Thaisha and hide the boat. As we walk, we see a knight on a gryphon fly over us and land, approaching us.

Session 9

Session 9 - The knight reveals himself as Daelen and puts a zone of truth around us to get our intentions. We answer his questions truthfully, so he lets us proceed. By nightfall, we make it to the city of Thaisha, where we are greeted by guards and escorted to a place to stay for the night. In the morning, we meet Elerra, an elf who was assigned to escort us around the city. First, she takes us to a bathhouse, where we all wash up. Then Alina and I grab supplies seemingly for free. We then meet up with a Dracan Empire defector, who asks us questions about Lacrevril, Alina gives him her blood to test, and will get the results in a week. Elerra then takes us to a map room, where she and Alina exchange map information. I use my materials to create a few potions and perfumes, while asking Elerra for an audience with the king,

Session 10

Session 10- After Alina gets done with the maps, she suggests we head to a brothel, which Elerra actually considers for us. We also bring up an idea for us to go to the island in the middle of the eternal fog, since we found a map of that island long ago. Elerra says she will bring it up to Daelen. We visit a tavern and meet Fin, an aspiring knight, We also taste something called wine, and are given a tour of a vineyard. Elerra takes us back to our current lodging, while she prepares the visit to the brothel. When we visit the brothel, I finally lose my virginity to an ore woman, She almost broke me. It was divine, The next day, we visit with Daelen, who doesn't care about the island, but instead wants us to go on a mission to the Dracan Empire and learn what we can, and also bring back Evalina, We agree to the mission, though we might have plans of our own. The next day, we join Fin and three gryphons and start flying north and east, to get as close to the Dracan Empire as possible, On the first night, we see a man wailing about scales inside of him, though only in his mind, as Alina can speak to him that way. He ends up dying before I could examine him, revealing a scaled horror inside of him that we fight and beat.

Session 11

Session 11 - After | examined the horror's body and took some scales, Alina is revealed to have lost some of her memories. We don't have much to help her with at the moment, so we go back to sleep. The next day, we ride for a few hours, but Fin has us fly to a cave, as a scouting party of the Dracan Empire shows up. | reason that the best course of action is to go ahead and get caught now by them, instead of risking getting caught on gryphons. We surrender to the scouting party, and are forced to march through the mountains to Knife-Edge Outpost. We meet Lalumar, the 2nd Dragoneer of the Dracan Empire, who keeps us imprisoned for two weeks as we wait for Lacrevril, who we said we would talk to about all we know. After the first week, Velma tries to look around as a rat, but finds nothing, At the end of the second week, Lacrevril shows up and we tell her most of the things we know, except the fact that we are on a mission. She decides to give us our stuff back and gives us a choice, come with her to the island surrounded by fog, or stay as prisoners for the next few weeks. We agree to travel with her to the eternal fog,

Session 12

Session 12 After making plans to go to the Fog Island, Alina tries to spend some romantic time with Lacrevril, which doesn't really bring about anything. I end up getting a meeting with Lalumar, and try to get him to consider asking his Emperor to make peace with Thaisha, but Lalumar wants the war. After a few days, we start to prepare to fly down to the coast of the Forgotten Lands and head over to the island. Before we do, I grab the sending stone given to us by Thaisha from Alina, and send them a message that the Dracon Empire is set to attack. After flying for a few more days, we land on the coast and make plans for how to approach the fog. We make several runs, trying to think about heading to Mythrion instead of the island, flying high up into the sky if the island is a floating island, and having me dive into the water with the music mask on in case the island is underwater. After that attempt, I have a thought to try and replicate the whistle that the fog makes using the mask. manage to get it almost exact, but I hand the mask to Alina for her to do it, as she is more musically inclined. Alina manages to follow a series of whistles that the fog produces, revealing the island to us. We land, and find a strange, large building that covers 2/3rds of the island.

Session 13

Session 13 - After exploring the island for a bit and finding only worms and bugs, we head inside of the building.

Inside, we find two rooms that have an invisible barrier blocking entry and hold metal scrolls. We also see several hallways lined with other scrolls that have copper, silver, and gold linings. The hallways loop in a circle, with the biggest hallway holding several other sets of two rooms. At the end of the main hallway, we come across a circular room, with 11 figures in it. Ten of the figures are kneeling, surrounding one in the middle. They all are wearing the weird music mask and are producing a sound that we heard in the fog. We inspect the room, but find nothing, so I touch all of the figures, leading to them all disappearing in a cloud of dust. The figure in the middle drops a platinum ring, that I grab and put on. We surmise that these people used music as language and for their spells. We head outside and find that the fog hiding the island is now gone, and Velma sees a ship on the horizon, but guesses that it is a day away. We head back inside and face off against fog creatures that might have been a security measure. We explore the hallways, finding those rooms with the barriers, with one holding what looks to be a record player and a pair of elven boots that Velma now wears. We get the idea to use the masks to walk through the barriers. Alina tries to speak to me in my mind, but she seems to be blocked. After another fight with the fog guards, Blorg, Gon, and I gather up as many scrolls as we can, while Alina, Velma, and Lacrevril go to grab the record player and some of the metal scrolls. We take everything outside and test the scrolls on the record player, but all we hear is music. We decide to rest for the night, in preparation for whoever is on the boat.