

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 Dragoner 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,

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