

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.

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