

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 idravel.

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