

Nyr'Danr. 4th Early Summery 1167. Evening

Present:

Kyspar (Clarie) pixie ranger

Friar Moonlock (Jake) Elvish Western Monk of lugnae Lugnae

Blaymarch (Marc) Elvish conjuror

Lathander Banks (Buff) Hobbit rogue

Thwonking Billy (Chris) Half Ogre Fighter

Oberon Kempe (Neil) Human bard

Sinchi Marstrox (Malc) Minotaur druid monk

Montegor (Indran) True Elf druid of Alleeveer

Notable NPC's – Brugan half elf/orc, employee of Giffry

Ulbrect, appears as dwarf but Magic user?dragon? employee of Giffry

Selwick, human fighter, employee of Giffry

Kyspar's notes (annotated)

Giffry (human) offering work – meet at The Willow Tavern in Nyr'Danr's SW poor quarter. Centre of ops for the thieves guild.

I went to The Willow tavern. Humans watching tavern.

We see Giffry plus a dwarf (Ulbrecht) and half elf/orc Brugen enter.

Dwarf called Ulbrecht saw me when I was invis. He threw tankard at me and I fell out window. **They know each of us by name.**

Human called Giffry gave us shiny coins and and gems. If we rescue Lady Beren (**an alias**) from prison we get more coins. Lady Beren is noble and magic and can get us home. Aragorn put her in prison. Aragorn sent the undead to Larrowmoor. (**This is Kyspar's personal experience**)

Many People there and 2 humans. Friar Moonlock is from Larrowmoor and heals. He follows Lugnae.

Sinchi Marstrox is minotaur and big and white and weapons. He tries to do good things. Thwonking Billy is small ogre and has a magic bag. Lathander Banks is hobbit and she is good craic and has wine and snacks. Montegor is true elf and he has my coins. He follows Alleeveer. Brugan is ugly elf orc and has magic scroll to take us to prison. Ulbrecht is odd. He sees me when invis and disappears and rescued me. He follows Orath. Blaymarch might be people or might be elf and is very funny when mushroomed. He summons magical creatures but can't control them. And he only pretends to wear clothes. Cheeseman (**Oberon Kempe**) is human and burns dogs and sheep. And other human is fighter and doesn't talk much. (**Selwick**)

We all get shiny coins and sparklys. (**4 sapphires, 40 gold rilks**)

Blaymarch makes a magic cottage for sleeping, they don't like trees. In the morning guards come for the cheeseman and he is hiding from them. I get sheep to live in cottage to pretend to be us (they look like Sinchi a bit!), but guard hate cheeseman so much they kill sheep and cottage.

We wait for Monty to pray. (divination "beware of gods you trust and gods you don't" we go to magic land with Brugan's paper (scroll is plan shift modified and destination specific. The domain we are heading too is just one building). We fall into thorns. Flying is hard and heavy. I be wren and fly and skip and rest through thorns. Others can't fly. Ulbrecht does disappear thing.

After thorns we meet human (Adamath) with cottage. This is Smallbridge, we are in Ravenloft. Adamath and Orva speak Alberathian. His wife is Orva (elf), she speaks like us (she is from Kursavale) and gives everyone food. Their cottage is odd, shiny and elven but not elven things like squishy chairs and too much food. Ulbrecht is sad there is no ale. The mushrooms here are different to home but there are yummy ones and poison ones and fun ones here too.

In Smallbridge is a convent for the Sisters of Smallbridge, and old castle, a parochial council and a prison. The town is run by Capt Mannin of the watch. The Viscount died in a fire in a local tavern 7 years ago. The Convent leader is Prioress Mercia.

Orva's parents from Kursavale were Belarna and Kellick., a high merchant. If we get home we are to let them know Orva is safe and happy.

Prison is in Falcovnia and that is down the road but too many thorns so we must go to town and get kicked out to go to Falcovnia like the wizard who came before.

A Kursavilian wizard Ablet came through a year or so back – he caused trouble and left. He was on the way to see Lady Beren in prison. He went down the road through the brambles which was open then. He was heading to the prison.

We go to Mill. Family live there (Milus and Brea, teenage kids Fingum and Briarly). daughter is friendly. Sad person (Drenton) stuck in mill and working. More food. Lathander falls in pond! It is funny. Water is too cold. People play music and I dance in the sky.

We go to town called Smallbridge. They want our weapons I go invis. Buildings here are not like NyrDanr they have glass. The trees in the town are lonely but healthier than NyrDanr willow.

No evil detected.

Everyone is sad there is no ale so I put mushrooms in tea and it is very funny . Some people dance and Blaymarch fights a lamppost and Lathander and Billy kidnap a woman and Friar Moonlock gets eaten by a chair. Ulbrecht can see invis and he is angry so I go to my tree. Cheeseman comes to find me and he is all het about mushrooms and I giggle.

In morning sad man from mill comes to town all over blood. Blaymarch sees bad things in his head. (trauma memories of army fighting and attacking but being routed. Farm people are blurred. Caves, dungeon, torture, rack.) Brugan and Monty still sleeping from last night. We go to mill. I fly and see smashed windows and tracks from mill but no hurt people. Lots of blood on floor and up wall. The mill has been 'carefully' trashed – mill working, maintenance shed fine. Pictures missing in living room, small barrels and items taken from utility room.

We follow tracks drag marks of at least 2 ogres dragging body/sack/cart. Leading to tracks of wolves being heavily laden and find a cave. Ogres in cave. They stick me in web and grease me and then fire me and people call me bar snack which is quite funny as I am crispy fried. My wings are gummed and

I use potion to unglue. Blaymarch says I should get glue and stick people's hands to face when sleeping and I will do that.

Everyone goes in cave to fight ogres but I stay outside as big eagle attacks and I shoot it but miss. Blaymarch has raven called Gilbert and he is funny. The ogres get killed by laughing and Billy running at them.

In cave is brandy from Mill. Lathander and I explore and the ceiling falls in but Lathander is ok. **This is the source of the mill water – cold ice water.**

We think people from Mill must be werewolves with their own things but we also think they might be humans who have been eaten.

We follow wolf tracks by cliff. I take people over river in magic bag. And then I take Lathander in cave in magic bag. Giant weasel attacks and I want to use colour wand Moonlock gave me but Lathander says to rescue so I go vis to rescue Lathander in bag and I get hit. Then Lathander and I are in bag and we drink wine and I get better with Lathander's wand.

Ulbrecht gets us out bag and there are dead giant weasels and everyone is hurt. They say people fell in river and got rescued and fell off ledge and cheeseman put his face in Blaymarch's naked bits and Blaymarch summoned giant creatures who attacked everyone and I am sad I missed all the funny!

So I take Moonluck out cave in bag and Sinchi flies out with others and then they sleep in magic cottage.

I wake to see werewolves and wolves and they have thrown Blaymarch and Lathander and everyone is still very hurt. So I tell them we were looking for them and they let us go. The wolves don't want us back and say we must trick humans in town and say ogres ate the mill people. They say we need to ask at town about leaving for Falcovnia.

The human fighter **Selwick** is dead and Sinchi is especially sad but he was only a human. I took his shiny because all the others want it so much. They always talk about how much is going to be theirs when people die.

We have to leave all weapons and **magic** items with werewolves and I don't want to but the werewolves are scary and we are hurt and they don't look like they see jokes so I think they will give them back.

We go back to town to sleep. They think our tales of mill people is true. Moonlock does me some magic and makes me strong again and he helps everyone else too.

I might give friends mushrooms tonight to cheer them up if they are still sad about no ale.