

# 2017-03-07

## We are currently in Freeport

- Got back to the *Wizards Library* and **Pope** confronted the **Kazra** with the note
  - **Kazra** examined the ink and said more must be going on than a thief. Suggested there was a "rat"
  - **Dunowhere** immediatly accused **Kazra** scaring the shit out of her, poop was literally smelt
  - **Kazra** lead us to **Master Opanrael** (head curator, head sage at the library, hooked nose, small frame)
    - During the walk a lot of time was spent trying to guage **Kazra's** intentions
  - Met with **Master Opanrael** and presented him with the note
    - He asked if we were the men hired to find the missing books before telling us anything about the note
      - Eventually said he was also suspicious because of the ink being used on the note and the people missing
      - The ink is only used in the library but any librarian or scribe would have access, no inventory kept
      - Informed us staff members have gone missing from the library
      - He gave us two names of employees who had not shown up **Garda Greenleaf** (female, flawless attendance) and **Ellison Berenger** (male, been with them only 3 months, been reliable until today)
      - Was unable to provide us information on where they live
      - Suggested we go to the Archives for information about **Ellison Berenger**, not able to provide us much more information other than to look around
        - **Pope** was unable to tell **Master Opanrael** intentions or sincerity
      - We provide him an update on what we had found out about the missing books so far, one was about **Rezlin Kine** and the other was stolen by someone who can break magic seals
        - We followed **Kazra** out of the room because she believed she had a lead. We headed to the archives to examine where similar books to those that were stolen reside
- Taken to the *Wizards Library's* archives
  - We come across a dead female
  - **Kazar** tentativly identified **Garda Greenleaf** as the deceased
  - **Pope** examined the body to determine cause of death and determined she died from a single blow to the head, blunt force with in a few minutes ago
    - Had keys to the Wizards Library archives which are only trusted to high ranking people, they are missing now

- **Terry** asked if **Garda Greenleaf** and **Ellison Berenger** were friends, only co-workers
- There were two small red covered books on the floor by her body. They were about **Rezlin Kine**. On the shelf were more.
  - The **Rezlin Kine** (one was closed, one was open), also found the white magic book
  - **Terry** examined the books and large sections of the book were missing. It appeared to have happened recently
  - **FiZi** found a trail for the assailant and as we started tracking there was a loud noise and an earth quake like shaking and bookshelves started tumbling
    - **Kazar** was injured, Pope healed her and she told us she would go talk to **Master Opanrael** and we should go after the source of what just happened
- We follow the bookshelves to the source
  - We find a huge hole in a far wall, charred bones on the ground, the books are all OK
  - **FiZi** stealths into the cave/hole a head of the group
  - **FiZi** spys three figures wandering aimlessly, they appear to be **ghosts (3)**, semi-corporeal. **FiZi** then heads back to the group to inform them of what he found
  - We handily dispatch the **ghosts** after which **Dunowhere** bathes in their ectoplasm. **Snowrunner** was a total bitch.
  - We search the room and then examine the hole blown in the far wall
  - In the next room we find a second hole and the remnants of a horn and a treasure chest
  - **Terry** checks the horn for magic and detects a sigil of a Wizard named **Denlor** who once lived in *Freeport*. **Terry** casts identify on the horn (see below info block) and then gathers up the pieces

You can use an action to speak the horn's Command Word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is Deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't Deafened. Creatures and Objects made of glass or Crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6. Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

- **Terry** detects magic on the treasure chest and detects a faint aura from within.
- **Pope** runs in and opens the chest (was already unlocked)

There is a tiny needle sticking out from the lock with a little blood on it (someone sprung a trap)

- There are multiple compartments inside like a tackle box but Pope also finds a secret compartment. Inside is a headband made of polished bone with the same sigil on it as the outside of the chest. There is also a Healing Potion.
- **Terry** identifies the head band and it is:
 

Headband of Intellect  
 Requires Attunement  
 Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher without it.
- There is some debate about this Headband of Intellect. Who gets it and whether there is a huge downside to it that we can't determine at this time. We (**Terry/FiZi**) decide it's to good to be true and then **Pope** decides to put it on anyway and on our next short rest we'll find out if he turns into a potatoe or god.
- We head on into the far end of this room and end up in a sewer which leads us into a huge culvert/spillway with a large pool in the center. Stairs out. We also see two undulating(?) figures at the far end next to a burnt section of the floor ("blackend and charred as if by intense flame")
  - The two figures are **Carrion Crawlers**
  - The group tries to be all stealthily move up on them and fails. We engage and maginally the **Carrion Crawlers** but not before **Pope** and **Snowrunner** get tentacle raped and downed
  - Next to the **Carrion Crawlers** and find a backpack with a note in it

**Session ends on discovering the note.**

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