

# 2017-03-21

## We are currently in Freeport

- We're exploring the sewers at the moment.
- We murdered some **Carrion Crawlers** and found a backpack with notes in it next to a scortched area (which had a **Carrion** corpse in the center of it)
- We split up the loot and dig through the notes
  - One is a fireball scroll, already spent
  - One is a list of book titles, most have been striken through and two have checkmarks
    - The two checkmarks are the books we've been asked to find
  - One is a map of Freeport and it's surroundings
    - Details a location to the east labelled **Rythnax**
  - Unsigned note that reads

“ **Ellison**, Once you have secured what you can to aid us in our search, meet with **Rythnax** in the marsh east of the city, along the **Phlan Path**. Slay any that discover your work. Do not fail us again.”

- We contiune down the tunnel and end up outside near the ocean
- We travel a short way and mak camp for the night
  - Our rest is interrupted by 4 bandits

Dressed in the churches army armour, wearing arm bands but we couldn't tell the colour or if there were any symbols on them

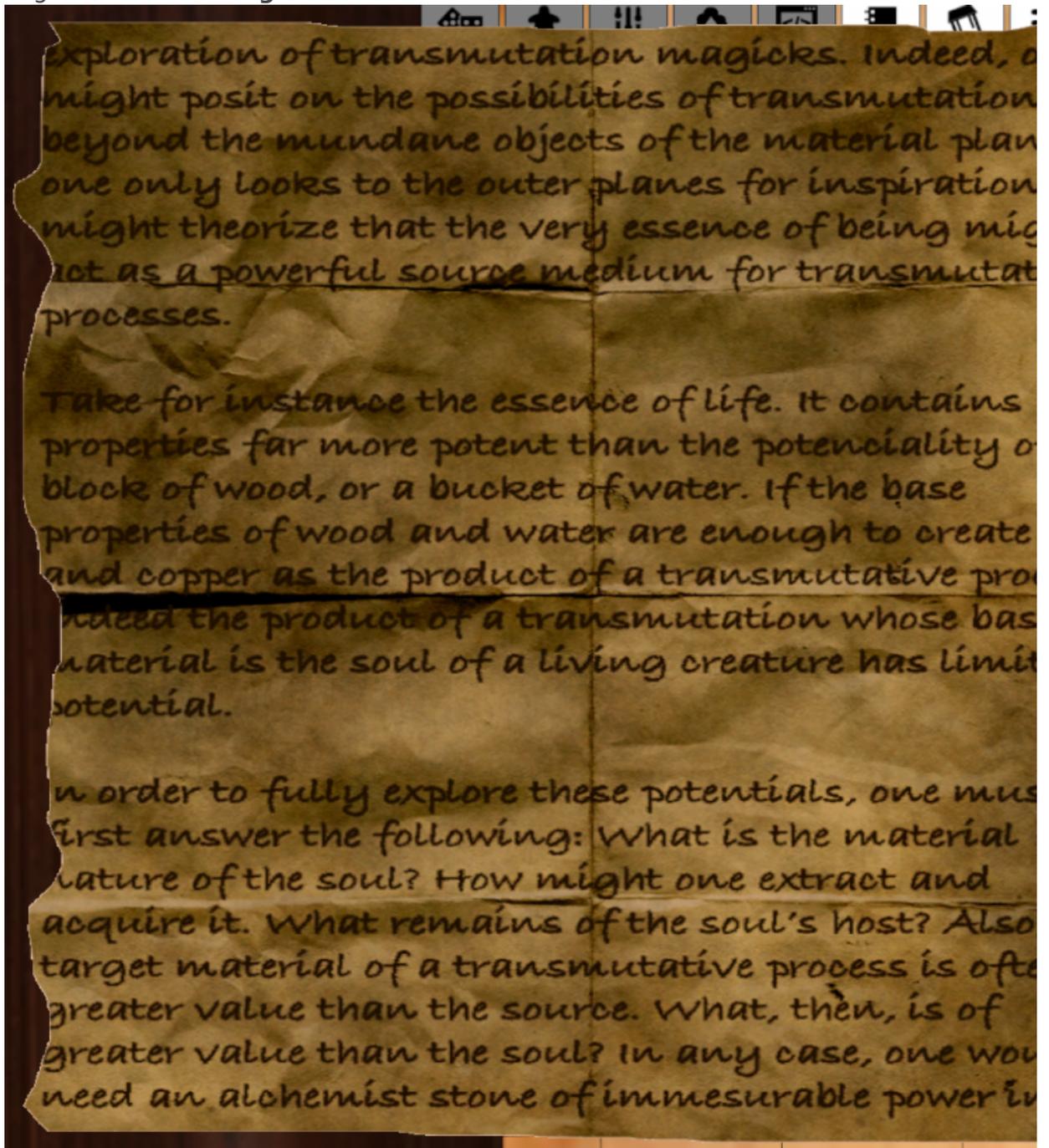
- We killed two, the other two ran off, **Dunowhere** hit himself really hard in the foot and then grappled his dick instead of one of the bandits
- We contiune on and make it to a swamp
  - There is a man by a camp fire with what appears to be a small dragon at it's feet. The man is injured.
  - The dragon screams something out in Draconic
    - **Peck** relays to us via images via **Terry** "FEAR"
  - We think this is the guy from the sewar (**Ellison**)
    - We ask him about the murder of **Garda Greenleaf**. He says he was only doing his job.
    - The dragon (black) and **Ellison** have a brief discussion
    - We identify the dragon as **Rythnax**
    - **Rythnax** talks some mad yang and keeps thanking us for doing the **Red Hands** work

- **Rythnax** has the missing pages we've been hunting down. He says he will be taking them to the Red Hand
- Says we had all of the answers in front of us "what with the mothers not returning"
- Before we can extract any useful information out of him **Pope** attacks
  - First attack **Rythnax** makes knocks **Pope** face down in the mud
  - Two **Lizardmen** burst out of a cave behind **Rythnax** and attack as well
  - **Second attack Rythnax makes kills Pope**. Added bonus he friendly fired and killed a **Lizardman**
  - **FiZi** heals **Pope** and gets him back up
  - **FiZi** is attacked by **BEEEEEEEEEEEEES** out of no where
  - **FiZi** kills the other **Lizardman**
  - Darkness is cast around the **Rythnax** (we're fucked)
  - **Rythnax** jumps out of the darkness and attacks **Terry**, critical fails and falls over
  - **Rythnax** summons the **BEEEEEEEEEEEEES** and kills **Dunowhere** but **Dunowhere** can't be taken down, rolls a 20 and gets right the fuck back up like a man (IE: not **Pope**)
  - **Rythnax** gets back up, flies over to **Terry** and breathes acid on him. **Terry dies**.
  - **Pope**, against all odds, kills **Rythnax**
  - Dragon fucking ensues
- We head over to **Ellison** to ask him some questions
  - He seems grateful we saved him
  - Says the **Red Hand** owns him and once they own you you don't have any choice
  - "The **Red Hand** is the forces that brew. It is an army, a legion, lead by the beasts and their leaders" in Felora's Wake
    - They are getting ready to attack because the gods are weak right now. (The gods didn't come when they were supposed to)
    - **Red Hand** tasked **Ellison** with gathering information to find out why the **Mothers** are missing
    - He says his task was completed by collecting the pages that **Rythnax** had

hills of the Mundrell region. Resline was not sure why the wizard chose such a mundane location for his tower. Maybe the wizard had many. Maybe he had abandoned this location in favor of another. Whatever the case was, it was at this tower near Fairhill that Resline found the Syrix.

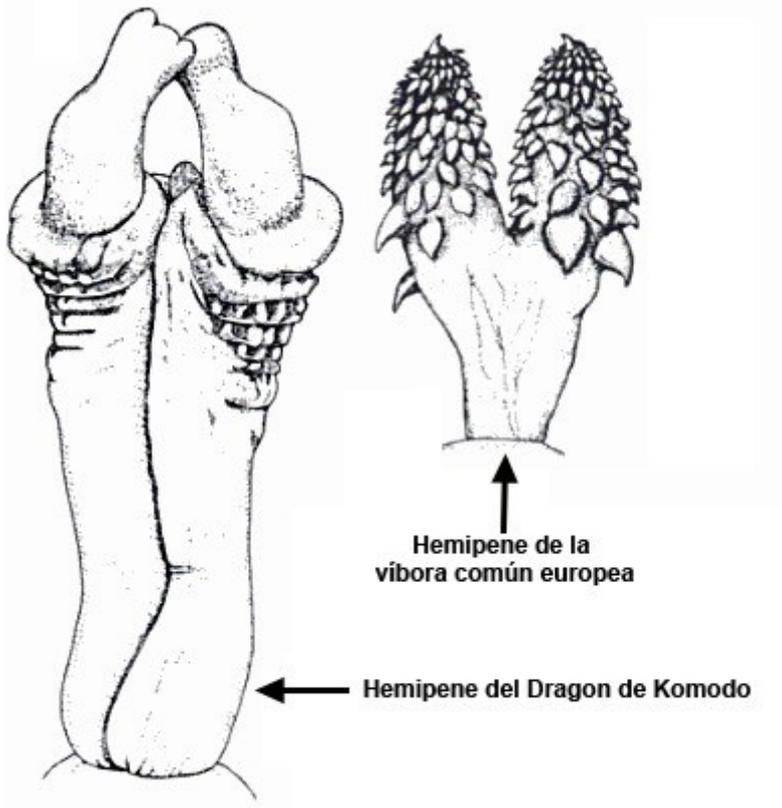
Although he did not know it at the time, Resline had stumbled upon a relic of great power. The Syrix was an alchemist stone, but not just any alchemist stone. Nay, the Syrix was an alchemist stone created by and once belonging to Fieban the Great, Alchemist Supreme. An object of possibly infinite power, in the right hands, the Syrix had the ability to transmute any material into another.

Syrix was eagerly sought out after by magicians of the alchemist tradition. Unfortunately, nobody is quite sure what Resline did with the relic. Some say he sold it, others speculate he hid it away to keep its power away from the world. The abilities that the Syrix contain are not



- o **Terry** informs us that he has also been looking for the stones of transmutation mentioned in these pages. He and a colleague studied them in school and his colleague left to find what he could and went missing.
  - o **Terry** thinks some kind of wizard or powerful being is harnessing life from creatures and transmuting their energy into something else which may be related to the gods not changing

- **Dunowhere** inspected **Rythnax's** cock and sketched it... in french. Classy.



**Session ends after Terry's hypothesis. We pickup next time dividing up the Rythnax loot and.... possibly his corpse?**

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