

JADE REGENT SESSION SUMMARY 03/18/2012

ATTENDANCE

Ernest shows up confident, as he has already completed all of his character's shopping in Roderic's Cove.

His early assurance that this will allow the start of the game to proceed directly is shattered as *Bruce* announces, "I have a whole shopping list of spells to buy, let me start reading it off to you..." *Paul* groans as he starts reading off what is and is not on the marketplace locally. *Chris* just satisfies himself with buying the things he needs quietly, without drawing attention. *Patrick* observes that many of these things involve woodcuts of elf maidens in inappropriate poses, including the highly controversial "Crafts and Professions" series.

Tim sends along his regrets: he is off working today.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Harwynian Fallingleaf	Bruce	Elegant Elven Transmuter	4
Yoshihiro Kaijitsu	Ernest	Tien Reckless Mounted Archer-Knight	4
Jacob Frostfang	Matt	Ale-Loving Kellid Party Sorcerer	4
V'lk	Chris	Mute Feral Elf Stabber (and Oracle)	2/2
Gobo Samarillian	Patrick	Blind Gnomish Fortuneteller	4
Bjorn the Unlucky	Tim	Ulfen Woodsman	4

WHAT DID YOU EXPECT?

Recently arrived in Roderic's Cove, *Harwynian* goes in search of wizards to copy spells from. He finds *Noth the Dark Master*, a wizard who has apparently fallen upon such hard times that he is forced to allow other wizards to copy from his spellbooks so he can afford potion ingredients. *Harwynian* buys several spells from him (805 gold worth, to be precise), but finds that *Noth* leaves a bit to be desired as an instructor. When *Harwynian* makes a mistake or fails to understand completely, *Noth* first falls to muttering in German and then to howling loudly and striking all about himself with a switch. *Harwynian's* sense of decorum is damaged by this display.

Gobo Samarillian takes up a collection from the other characters to cover the 700 gp cost of a *Wand of Cure Light Wounds*. Everyone is more than happy to contribute, regarding this as a wise investment in their mutual futures.

Given that the characters are bound for the lands of the Linnorm Kings, everyone invests in cold-weather gear, a bargain at only 8 gold each.

THE ROAD TO THE LINNORM KINGS

The path to Kalsgard will take the characters' caravan across 400 miles. The selected path steers well clear of the coastal marshes and the central Grungir Forest. The forest in particular is known to be loaded with monsters (which Harwynian mistakes hearing as "consequence"), including *Fafnheir*, the so-called "King of All Linnorms". A quick review of *Fafnheir*'s stats suggests that the characters and their entire caravan would qualify as a mere appetizing snack to him. The route will go through Jol, then over the mountain passes at Kopparberget, up the river to Losthome, then over to Ullerskad and finally to Kalsgard.



Three days into the journey, the characters encounter a Varisian caravan. They make friends, and *Yoshihiro Kaijitsu* arranges for a special performance of the *Cuckolded Cuckoo* for them. The characters' thespian capabilities are more the equal of the

source material, and the Varisians appear to be more than willing to sit through a story of crows transformed into bitter, murderous humans. Gobo does an especially convincing rendition of “A Giant Standing In The Distance.” The Varisians do caution the characters that the journey through the edge of the Grungir is treacherous and fraught with bandits and monsters.

The caravan is led by a Varisian named *Yosker*. He feels that his group is undermanned, and the characters notice that he is trying to hire away their guards and drivers. Gobo talks to Yosker’s rather homely daughter about this. She tells him that the caravan’s employees know what the characters intend, and they are nervous about their prospects in the venture.

The caravan folks tell the characters a bit about the rulership culture of the Linnorm Kings. Apparently the basic requirement to become a Linnorm King is (surprise!) to kill a Linnorm. This is not a sufficient condition: the aspirant must also be able to persuade other warriors to join his banner.

The ruler of Southmoor is the Linnorm King *Opir Eightfingers*. His provenance is questionable, in that he justified his candidacy to rulership on the basis of an old, badly decayed Linnorm head that he brought in from the wilderness. Appropriately, Southmoor is the worst-organized and poorest of the Linnorm Kingdoms.

By the time the characters part ways with the Varisians they manage to avoid losing any guards, and none of them end up married to Yosker’s daughter.

THE FOG ROLLS IN, AND SO DO THE BANDITS

As evening approaches a heavy fog rolls in across the caravan. Visibility swiftly drops and the characters make the decision to circle the wagons and stop for the evening. Yoshihiro notices brigands attempting to sneak into the camp under cover of fog. He calls out a challenge to them. They respond by calling out a war cry and attacking, supported by more of their fellows who hadn’t previously been seen.

The bandits make quite good inroads against the caravan, storming the wagons and engaging the guards. But their success is not long to last: the characters rally their guards and drive the bandits off.

Subsequent investigation suggests that the characters were attacked by the *Red Skulls* gang. These bandits appear to be no better equipped (and substantially worse-fed) than most of the other bandits the characters have encountered in their travels. The one prisoner the characters take suggests that the whole area was once giant country, and various giant-kin like ogres and trolls are still plentiful.

Yoshihiro asks the bandit, “Son, where are you from? What are you in for? Molestation?”

The lad is from Icemark. He claims that he was exiled a year ago as a political move by *Svinn Bloodeagle* after he spoke out against the current policies regarding the *Varki* people (nomadic hunters). He describes the *Varki* as a bunch of untrustworthy heathen nomads who don’t follow the proper gods and steal good Linnorm jobs. The characters have heard of anti-*Varki* sentiments, and suspect that there might be more if the lands the *Varki* occupy were not such desolate tundra. The *Varki* tend to be rather stunted and shrunken, a side effect of a diet consisting mostly of seal blubber. “Oh, so like snow *Varisians*,” mulls Yoshihiro.

The characters eventually send him on his way. Harwynian claims that he’s putting a *Wizard’s Mark* on the lad to mark him as an offender to other wizards, but actually just puts on a bit of a light show.

TROLLS? WHAT DO YOU MEAN, TROLLS?

The characters estimate another two days before they reach the citadel at Jol. But along the way, the young bandit’s words prove prophetic: the very next day the characters’ caravan is attacked by trolls. In despair, Yoshihiro cries out, “The Riddle-Master took my pants!”

The trolls attack. The caravan circles around to repulse them. Gobo smells the air and howls out, “They’re repulsive!” The trolls prove to be quite resilient as well: they regenerate from the characters’ attacks and are able to absorb quite a bit of injury just to start. The caravan guards are able to make much better progress against them as they light fires and scorch their foes. After a few exchanges, the trolls decide that the caravan is too well defended and retreat. The characters push their advantage and kill all but one

of the troll attackers. Careful count of the remaining heads and limbs suggests that the caravan accounted for some ten trolls.

As the others handle the dirty work of piling up troll carcasses into a pyre, Harwynian provides an instructive lecture on the organizational practices of trolls of various types. For example, while standard trolls often form themselves up into gangs (or, to a scholar, “trollgangen”) the ice trolls prefer to assemble into slightly larger groups (properly speaking, “trollengruppen”). V’lk (covered in troll ichor and smelling of rancid charcoal) makes his own mental comments upon both trolls and Harwynian’s ideas of scholarship.

The characters’ wagons have taken quite a bit of damage, but they decide to simply forge on towards Jol as it should be only a day’s travel away.

THE CITADEL OF JOL



The citadel of Jol is an ancient fortress built across the Skirim river. It stands upon the foundations of the ancient Thassilonian city of Torandey. The collapsed Grand Arena is a visible reminder of its history: the old Arena was older than most of the city, and when it fell down one day a swarm of monsters came up out of the ruins. The people of Jol fought back the incursion, but have yet to repair the damage to the arena.

Much of the city is tight-packed and cramped, with narrow streets and overhanging buildings. The people are somewhat insular, but still interested in trading

with the caravan. The characters make a good return on their trade goods, but plunge most of their profits into buying new trade goods and repairing the wagons – small change to adventurers, but good profits for a Varisian caravan.

The characters make particular note of the sixty-foot statue of the local ruler, labeled “Opir the Compassionate”, dispensing coins to orphan children. V’lk decides that he must locate the gift shop and buy a replica of the statue. He is successful: for only one gold he can get a copper-plated soapstone miniature replica.

The characters’ stay in Jol is quite limited, not more than a day all told. Harwynian comments, “Jol has never looked better than when I see it in the rear-view mirror.” He didn’t like much of the local culture: most residents belong to one or another of the various armed bands, the adult men of the citadel tend to walk around in armed groups, and any shop or store will be under the protection of one of these guards. Common warriors and gang members will typically wear copper armbands marked with the sigil of their gang; they owe fealty to the ring-givers who hand out the armbands. Overall, Harwynian cannot quit the place soon enough.

THE ROAD TO KOPPARBERGET

The next stop on the road is the town of Tomgruv, a small town that serves to guard the gateways to the mines from kobold incursions. From time to time they are troubled by twenty-foot-tall mountain trolls. The locals typically hide when mountain trolls show up: the creatures are fully capable of decimating a town.

The mine entrance is heavily fortified, with stone ramparts and thick walls.

Tomgruv does not represent a good opportunity for trading. The local economy is just too small and shriveled.

MORE ROADSIDE DENIZENS

Some distance outside Tomgruv the caravan encounters five ogres. Harwynian seems to be getting hard of hearing, “Did you say five *oaks*? Why are we worried about oaks?”

The ogres have made themselves a small encampment and are not immediately hostile. They emerge from their rude huts to stare at the caravan as it goes past. They

address the caravan in Giantish. Harwynian casts *Comprehend Languages* on Yoshihiro so he can figure out what the creatures are saying.

The lead ogre rumbles out, “Hello, man creature.”

Yoshihiro has V’lk pantomime out a friendly response. He wonders to the others, “What do we have that an ogre might want?”

Harwynian offers, “Did we think to buy any kobold tails? The ogres might really want those.” Sadly, there are none among the trade goods purchased in Jol and the characters didn’t buy any in Tomgruv.

Yoshihiro offers them *Hulda’s Spiked Gauntlet*, taken from Brinewall Castle. The ogres are interested, and rummage around for anything to offer in return. They eventually decide to offer some “magic papers” in exchange. The papers turn out to be an arcane scroll of *Ghoul Touch*. Harwynian tucks it into his scroll case. Yoshihiro is pleased and holds forth on the merits of talking instead of unprovoked murder when dealing with the lesser races for the rest of the afternoon.

THE TOWN OF KOPPARBERGET

Kopparberget is a mining town, located next to a copper mine. It is on the trade route because there is a nearby pass across the mountains, one that can support wagons. Most of the miners are dwarfs, and they generally live in and around the main pit of the copper mine. The characters note that the main pit is quite well defended, probably for the same reasons the mine at Tomgruv is so well defended. The place is ruled by a dwarf, *Stengrim Ring-Forger*.

Though the dwarven portion of the settlement is actually inside the mine proper, there is also a somewhat ramshackle cluster of buildings constructed on the edge of the mine. Most of this area is devoted to taverns and inns serving the caravan trade. The characters find that Kopparberget is at least three times as rowdy as any other place they have seen on this trip.

The characters quickly learn that the local dwarfs are in an ongoing conflict with the duergar deeper inside the mines. It isn’t hard for them to learn this: each of the characters is offered a job fighting the duergar, albeit at a pay scale insufficient to distract them from their current task. The caravan guards are notably uninterested in staying in

Kopparberget to fight dark dwarves. The characters are very, very tempted but finally decide they are on a more important mission.

Kopparberget does turn out to be a good place to sell. The characters are able to sell the trade goods they picked up in Jol, though not for a particularly good profit: the dwarfs turn out to be quite good at negotiating.

IT'S JUST LIKE A REAL VIKING TOWN!

The characters travel from Kopparberget through the passes and then north to Delmon's Glen. This town is almost entirely inhabited by gnomes, albeit gnomes who have completely adopted the local culture. The effect is very much that of a miniaturized Viking settlement, right down to the sod-and-stone longhouses. They do have one human-scale trading post and an inn called the *Raven's Best*. Yoshihiro stomps his way there, emitting odd noises and claiming to be called "Gojira."

One of the more interesting threats on the way to the next town is a cannibal warlock named *Szigo*. The claim is that he has an artifact-level sword and a gang of troll followers. He also runs a bed-and-breakfast and a little roadside stand. The gnomes encourage the characters to avoid him, but if they do run into him they should definitely ask after his award-winning apple butter. V'lk suspects that the strain of living like Vikings may have had an impact upon the mental stability of some of the locals at Delmon's Glen.

LOSTHOME – A TWO-INDUSTRY TOWN

The characters continue on from Delmon's Glen to Losthome. Losthome is both a military outpost dedicated to pushing back incursions from the north and a logging settlement that sends lumber down to the other settlements of Southmoor by floating them down the river.

Eldentre is a settlement constructed around a single massive tree. They have a variety of lightning-related wooden weapons for sale. They have access to a lot of lightning-based magical tricks thanks to the height of the tree and its propensity to attract lightning. Unfortunately, those tricks only work within a couple miles of the tree.

THE NIGHT AT THE BRIDGE

The characters must camp at the bridge leading to Eldentre overnight. Through the evening the chills and mists steal in. V'lk and Yoshihiro hear the sound of a muffled oar in an oarlock out on the river. They start quietly readying themselves and waking their comrades. A boat beaches just below the bridge, and then the cries of Ulfen raiders howl out through the darkness. Dozens of raiders storm from their boats into the camp!

Yoshihiro advises the characters, "Don't hit your preset kill limit!"

The mist blanketing the battlefield gives everyone concealment and a 20% miss chance. The characters fight twelve raiders while the rest of the caravan faces the remaining thirty. The raiders are clad in chain shirts, with light shields, axes, and gold lion's head insignia.

Yoshihiro puts spurs to *Akumu* and rides down upon the raiders, critically injuring one of them. V'lk likewise deals out great damage with his first strike. Harwynian moves over to V'lk and casts *Bull's Strength* upon him.

The raiders strike out at the characters, desperately injuring Yoshihiro with several axe-strikes. Yoshihiro calls out, "We really need to get some magic online if this is going to work out!"

Gobo obliges by catching four of them with a *Color Spray* that leaves all of them twitching and unconscious. Yoshihiro gives Gobo a thumbs-up. "That's the sort of magic we're looking for!"

Yoshihiro attempts to withdraw from the three raiders facing him. One of them manages to tag him in the side with an axe as he does, forcing him to once again rely upon his Samurai Resolve to stay standing. Five raiders run after him, concluding that they must be winning because he is running away.

V'lk lashes out at a raider with morningstar and shortsword, fortified with *Bull's Strength*. The raider is badly killed. Gobo complains that he has raider gook all over himself now. They strike back at him, but he easily avoids their strikes. Harwynian shoots one raider with his wand of *Magic Missiles*. V'lk finishes the job by cutting him down.

Yoshihiro leads the raiders chasing him toward the wagons, calling out to Harwynian. Harwynian obliges by casting *Web* on them as they storm between the

wagons. All five raiders end up stuck in the webbing, two of them thanks to their determination to keep on moving. Yoshihiro draws out his bow and shoots one clean through. It is only through stubborn willfulness (and webbing) that the raider manages to keep on his feet.

Gobo targets another raider and casts *Hold Person* on him. The raider freezes up. V'lk steps up behind the unfortunate raider and cuts him down. The two of them are surprised to realize that there are no more raiders anywhere near them. V'lk proceeds to murder some of the *Color Sprayed* raiders while Gobo manacles the others.

One raider, trapped by webbing, pulls out a throwing axe and flings it at Harwynian. The axe ends up stuck in webs. Yoshihiro shoots him. The remaining raiders struggle vainly to free themselves.

At this point, the raiders surrender. Harwynian waits until the characters are properly positioned, then dismisses the webbing. The raiders promptly try to run. Yoshihiro shoots one of them down. The three survivors run off into the darkness.

The characters recover a total of 26 sets of raider equipment:

- Chain shirt
- Light wooden shield
- Battle axe
- 2 Throwing axes
- Gold lion's head arm ring (worth 35 gold)

Harwynian is familiar with the lion's head – he knows that it is the rune-sign of *Asvig Longthews*. They are local to Kalsgard. Harwynian comments, “If this is what passes for tax collection around here, then I have some serious disagreements with their ideas on social organization.” He proceeds to ensure that nobody else in the group gets a wink of sleep all night as he holds forth on social organizational principles and how any reasonable society cannot survive upon a basis of rampant pillaging. The captive Ulfen attempts to defend his society by pointing out that the jarls provide subsidized health care and a safety net.

The characters turn to interrogating the prisoner. He refuses to provide any information, so Yoshihiro threatens, “Cooperate, or we'll turn you over to the elf. And by

elf, I mean Harwynian!” Even this does not change his resolve, even though he has been rendered completely flaccid by Harwynian’s earlier ranting.

V’lk sets to more “serious” forms of interrogation. The raider starts to spill information, then suddenly starts to choke. A moment later, he is very nearly torn apart from inside. Harwynian is familiar with spells that can cause damage for breaking an oath, but nothing quite like that. The effect is similar to a *Mark of Justice*, which will have the effect of a *Bestow Curse* on an oathbreaker, but much more extreme. Harwynian suggests that *Remove Curse*, *Break Enchantment* or *Wish* might be able to remove the effect, except that neither he nor Gobo are able to cast that kind of magic.

V’lk finds the dead raider’s skull and jaw. His idea is to find a way to cast *Speak With Dead* upon it.

The characters have four more captives. They decide to use them for ransom rather than interrogation. Yoshihiro calls out, “Harwynian! Appraise these men!” Harwynian estimates their value based upon weregild costs, coming out to about 33 gold each (without their gear).

THE FATE OF THE ERROL’S HAMMER

The Ulfen vessel is a small river knarr some 52 feet long. It is named *Errol’s Hammer*, though nobody knows who Errol might be. The characters (meaning everyone except for Harwynian) pile the 26 dead Ulfen on board, tow it downstream of the bridge, then set it on fire and send it downriver. They mumble things that might be Ulfen funeral kinds of sentiments.

THE STRANDED TRAVELERS

The characters encounter a group of five stranded travelers on the river road, surrounded by piles of trade goods and equipment. They describe how their mules were eaten by a pack of forest drakes. The leader of the group is *Haurisi*. He offers 100 gold to Yoshihiro if the characters can transport their goods to the next town. Yoshihiro initially offers to help for free, but then decides to accept the money as the group will need to eat out of our stores.

The characters are a bit suspicious of the travelers, but eventually agree to help out and load up all the gear and supplies. Most of it appears to be furniture, intended to

be sold in Ullerskad. The characters make their Ulfen prisoners load the goods on the wagons. Gobo purchases a small rocking chair and gives it to *Koya* as a gift.

The rest of the journey to Ullerskad is uneventful.

A STAY IN ULLERSKAD

Ullerskad turns out to be a fairly wealthy place, a place where many local aristocrats retire. The town has a gold-plated temple to Gorum, complete with a nearby grove where the bodies of slain beasts and criminals are hanged. There is a giant yew tree in the center of the grove, a tree that is green all year round.

Offerings to the local fae, particularly those living in the nearby forests, is a consistent undercurrent of life in Ullerskad. The locals often leave out offerings for the fae, just to keep them favorable. This pleases Bjorn immensely.

The place isn't much of a trading destination, for all that the locals have some money.

THE METROPOLIS OF KALSGARD

The characters finally make it to Kalsgard, by far the largest settlement in the entire land of the Linnorm Kings. As the characters approach Kalsgard, V'lk notices that while the caravan has been shadowed by ravens through the entire trip there is one raven in particular that has followed them: a very large raven the size of a dog, with a single pinion tipped in red. He has a lot of trouble explaining to the others exactly what it is he has seen and why it is important: the creature has consistently remained out of bow range, and as a result is quite hard to spot.

Koya warns the others that it is probably a *bloodfeather raven*, and that shooting it would bring extremely bad luck. She has heard stories suggesting that they are the servants of dark powers.

V'lk embellishes his illustration to include eye-beams shooting from the raven to Harwynian. Gobo suggests, "Hey, V'lk thinks they shoot eye-beams that hit elves. Or at least pretty elves."

Harwynian comments, "At least I'm still the prettiest!"

KELDA RETURNS HOME

Kelda Oygutter parts ways with the characters at Kalsgard. In thanks for bringing her back to her family, she gives the group a treasure of her peoples: a *Scabbard of Vigor*. Once per day, it is able to imbue a weapon with magical power as it is drawn. It can give a weapon a +3 bonus for 2 rounds, a +2 bonus for 5 rounds, or a +1 bonus for 10 rounds (see the *Advanced Player's Guide*). This bonus does not stack with the underlying enhancement bonus of the weapon. Yoshihiro takes the scabbard, as V'lk already has a magical scabbard.

She assures Harwynian that he might have had a chance with her if she had been a lesbian. Harwynian grumbles, but nobody can tell.

A PROSPEROUS JOURNEY

Yoshihiro tells the characters that the caravan now has slightly over 4000 gold in its treasury. More than half of this came from the sale of the Ulfen raiders' gear back in Ullerskad.

While the characters look for the ancestral sword *Suishen*, Bjorn's uncle and a local guide who can get the caravan across the Roof of the World, the rest of the caravan members will sell off the remaining trade goods, buy additional wares, and equip the wagons for serious cold-weather travel. To support the notion that the characters and the caravan are separate entity, they arrange to arrive at the city gates separately. The characters make measures to ensure that their arrival is a lot more notable than the arrival of the caravan.

ENTRY INTO KALSGARD

Kalsgard is surrounded by a very impressive wall, doubtless intended to keep out giants, trolls and whatnot. Inside, the population is a mix of dwarfs and Ulfen. The Ulfen in particular are very noticeable – tall and bedecked with jewelry. The characters draw some attention as foreigners. Several locals instruct Yoshihiro that there is a specific quarter of town occupied by people from Tien Xia, the Jade Quarter.

The characters first take their five Ulfen prisoners to the Horn Quarter where most of their families live and ransom them. They are able to collect about 20 gold for each of them. Then they head to the Jade Quarter to find a meal and an inn.

Each of the nine Quarters of the city is walled off. When the characters walk into the Jade Quarter it is as if they walked into a different city. The building style is characteristic of Minkai, and most of the people are of Minkai extraction. The people are quite polite, with a certain flavor suggesting that they are quite aware of the fact that they are resident in a land far away from their origin.

The characters get dinner and find that low-cost rooms will cost about 2 gold per night. Then they head to the Amber Quarter to find *Finn Snebold*.

THE HOUSE OF SNEBOLD

The characters find Finn Snebold's house and knock on the door. Finn himself answers. For a man in his 90's he remains in excellent shape. He has a variety of copper rings wound into his white hair and a wiry physique. He sees *Bjorn* and recognizes him immediately, "Aha! My great-grandson!" He welcomes the characters in and has his servants bring warm ale and crusty bread.

Once everyone is seated in his great hall and introductions have been made, Yoshihiro turns the conversation to his own grandfather and the sword *Suishen*. Finn remembers the blade, explaining that a young man sold it to him over sixty years ago. "It is funny you should come asking after it just now. It was on my mantelpiece over there, but only a month ago some thieves broke in and stole it. They also killed several of my servants, more's the pity!"

Finn explains that technically the thieves should pay him weregild for the deaths of his servants, and since nobody has come forward to do so he has the privilege of holding blood vengeance upon them. He would be willing to allow his favorite great-grandson *Bjorn* and his friends to exact this vengeance in his place. He doesn't have great love for the sword: carrying it always left him with a funny, discomfited feeling.

Finn knows little about the thieves. They dressed all in black, including masks to hide their faces. One of his servants managed to survive long enough to say that their leader was quite tall. They were armed with axes, weapons characteristic of the *Ulfen*.

The characters note that they were attacked by men loyal to *Asvig Longthews*. This reminds Finn that *Asvig* gained his given name from the fact that he is quite tall. Beyond that, one of his stricken servants did say something about "the lion's servants". The characters deduce that *Asvig* may have also been behind the sword theft.

Finn is able to tell the characters that *Asvig Longthews* has a farm outside of *Kalsgard*. He owed fealty to *Snorri Stoneeye*, who recently died. *Asvig* is wealthy and powerful; he is currently organizing an expansive wake in honor of *Snorri*. Even under normal times he has a lot of hired men at his farm, and now he will have twice as many.

The characters thank Finn and make plans to visit *Asvig*. They ask him to send some of his servants around to quietly ask after the wake in the marketplace – they see no need to accrue additional notoriety points by asking themselves.

Asvig Longthews farm is about two hours' travel outside of town. The wake is scheduled for tonight. Finn Snebold's servants also find out that various shadowy underworld figures have been asking about a group of foreigners who recently showed up with five Ulfen prisoners in tow.

Yoshihiro heads out into the marketplace, ostensibly to buy a potion of *Cure Light Wounds*. He brings the rest of the group in tow. It doesn't take long for them to see that they are being tailed by a teenage boy. V'lk peels off to spy on him. He sees that the boy is small, and apparently Tian. It takes him little trouble to waylay him and drag him into a shop where the rest of the characters are lurking.

The boy admits that he was hired by a hooded man to follow the characters. He was to write down what he learned and put it under a barrel down on the docks. In answer to Gobo's question, "What did he look like?" the boy points out that the man surely wore a hood to make it difficult to identify him.

The characters decide to stage an ambush around the barrel at the docks. Yoshihiro and Gobo provide him with some details (wholly fabricated) on their activities to write down.

As the characters emerge from the building, they notice that there is a large flock of ravens watching the door. The ravens scatter as soon as the characters pass through the doorway.

By the time the characters make it down to the docks, the barrel has already been moved. Yoshihiro makes an arrangement with the lad to pay him to pass back information on his employer and sends him on his way.

THE END OF THE SESSION

The characters are in Kalsgard, finding their way to a pleasant café for dinner. After that, probably bloody massacres, but who can really tell?