



CAMPAIGN IN ESPERIAN

PART TWO

FROM ICOSIOL'S TOMB
TO

BY: SETH BLEVINS

Session 17

This small little nook is occupied by legions of tiny little Albino Crabs that thrive off the scraps of nutrients that flow from above. They are tiny and harmless enough Radagast still in his ape form decides to try one of them, and finds them rather dissatisfying. There unexpected meal is short lived as they notice a string of crossbow bolt being volleyed into their midst one glancing off Wolfe's armor. Caps, still in flight, shoots off to investigate, at the same time Radagast sends his fastest Elemental to assist. The Air Elemental shoots past Caps as he fires a barrage of Magic Missiles at their attacks. The creatures appear to be some sort of air elemental themselves bound to plain but well crafted suit of armor. Caps bring forth enough light to illuminate the cavern. With the light Kamiel and Wolfe are now able to assist.

Kamiel starts to fire off his own barrage of arrows, while Wolfe bides his time. After a few attacks that appear ineffective against Caps and the summoned elemental these wind warriors come down to the shore to fight against the rest of the party.

Radagast descends from the climb he attempted to get a better viewing advantage. Kamiel and Wolfe attempt to flank the Wind Warriors, but Kamiel's sneak attack appear ineffective. With every party member and summoned creature surrounding each warrior in turn, using this tactic they systematically eliminate the two guardians. Taking little time to rest, they continue their descent into the Falling River. After a short time, Radagast spots a narrow cave that ascends up above the mist of a falling cascade. He climbs through carrying Kamiel with him over the slippery rocks in the tight passage. When he arrives, he comes to a massive adamantine door standing some 100ft tall and 30ft wide. They find no obvious mechanism for opening it, their search is greatly hindered by the fact that a magical force makes them recoil several feet away from the door. They head back out to continue and inform the rest.

Later they come to the top of a waterfall overlooking an expansive caver that curves around to the left, with a dim yellow-green light coming from that direction. The party thinks the light to emanate from some sort of activity from individuals below. Most of the party desires the best degree of stealth they can muster in hopes of obtaining





the upper hand if a battle ensues; Radagast apparently discovers the futility in this and does a cannon ball, while still being a big ass ape, directly into the river below. The splash soaks all that were already at the bottom.

Around the bend Wolfe approaches, knowing his metal armor makes him the most noticeable. Around the bend, they find a man and his two Mohrg guardians waiting for him. He stands ready, but not necessarily threatening. Caps hovers above this exchange just in case a battle does break out. The Man tells them that his name is Moreto, Marquis of Rivendal. He is a lord of the True Ghouls and is in search of someone on the surface world that holds religious significance to his people. His trek to the surface has been delayed by Flycatcher the shadow spider the party made a deal with. They mention this deal to Moreto who laughs it off and offers up out buy them. He stole a relic from the Upper reaches of the tomb, the "Seal of Law" that is needed to open a set of

doors that Moreto says he has not been able discover, and does not care to. He offers this in trade for their help in defeating Flycatcher. The party accepts and Moreto uses his magic to levitate the party back up through the falls quickly. As they come up out of the river to the shore banks a pack of Xorns attack.

Toward the end of the battle Flycatcher comes to inspect and finds that the party has betrayed him by making an alliance with the Marquis so he attacks relentlessly using his webs from above before going into to attack. His poison nearly kills caps twice and finally paralyzes him. Once Flycatcher has a hold of Caps, he jumps back to the plane of shadow and proceeds to tie him up. Deciding that he is too badly hurt to return to the battle Flycatcher flees somewhere on the plane of shadow. Caps is unfortunately stranded and unconscious on the shadow plane.

After several attempts, Wolfe is able to successfully complete a sending to Caps

after he wakes up and knows that he is all right, and has found their money. Wolfe “Sends” another message to Sarnack to ask for assistance in the matter of getting to Caps. He possesses magic powerful enough to cross planes, but not with any level of accuracy, he could end up to 500 miles away from his intended location. Sarnack contacts the Arch Mages in Laswell for assistance as it far beyond his abilities. They reply by teleporting an object to Wolfe that is capable of locking his location when he plane shifts. He is warned that it will be expensive and the magic of teleporting it to them will only increase the cost even more (27, 696gp), but with little choice they accept the terms. Wolfe teleports to the shadow plane to rescue Caps and loot Flycatchers treasure pile. During this time, Moreto leaves back to the surface, but not before giving them the Seal and telling them the command words necessary to handle it safely, Aaqa, Pesh, and Icosiol.

Session 18, 2-05-2006

Before going back down the river, the party decides to search through the rest of the tomb. Following the river down the branch Radagast finds an under water tunnel leading to another tomb area. The way, however, is blocked by a thick layer of ice. While in the form of a shark, Radagast uses his spells to melt a hole in the ice and communicates to the rest of the party that it is now safe to come through. Kamiel being the last to move through the water is attacked by a large tentacled creature chasing after him. He bursts fourth from the water with two of these creature closes on his trail. The two ooze like undead creatures lay on them hard with nasty draining attacks. The



battle is nasty but gets even worse when the two Ice Golem Guardians on the far side of the room join in on the attack. Radagast summons a Huge Fire Elemental to separate them from the current battle. After finishing the ooze creatures, they move on to the Ice Golems, the length of the battle is taking its toll upon everyone. Finally, they are able to fight through the icy slush created in the wake of the Fire Elemental in this room and defeat the Golems.

After a short period of wound licking, they pass through the entrance to the columned room beyond. Before everyone can make it through a solid, adamantite door slams down separating Caps and Wolfe from the rest of the group. They find that one of the carved columns was in fact an Inevitable patiently standing guard over tomb. The battle leads on to be what is probably the toughest battle the two has ever had to experience. Between the rays of enervation and vampiric tough of the Inevitable, it all they can do to stay up and ready throughout the fight. Once it is over they find that the tomb he was standing guard over was not even finished, or at least it contained no body within. They eventually find the switch to open the door back to the rest of the group. In another room Radagast finds "A primal force of elemental power," he really has no idea what it is, other than a large whirlpool of slush.

After some rest, the party heads once again back down the falling river and directly to the doors they came to before. As they approach the door, holding the seal, they find that they are not held back as they were before. Speaking the command words, the door opens. Beyond reveals a series of staggered columns leading up a set of door beyond. There is no floor around the pillars for some 80ft at which point there is what appears to be a blue rolling storm of thunder and lightning. Caps' finding a way to cheat this puzzle decides to fly across to the other side. This tomb was worshiped by many elementals and powerful beings flight would have been commonplace, and this was taken into consideration during the construction of this trap. Therefore, Caps attempt fly past the columns to the goal seriously ticks off the elemental guardians below. From the storm rise up two fearsome wind elementals, but not before Caps is struck by a bolt of lightning for passing too close to the outer walls.

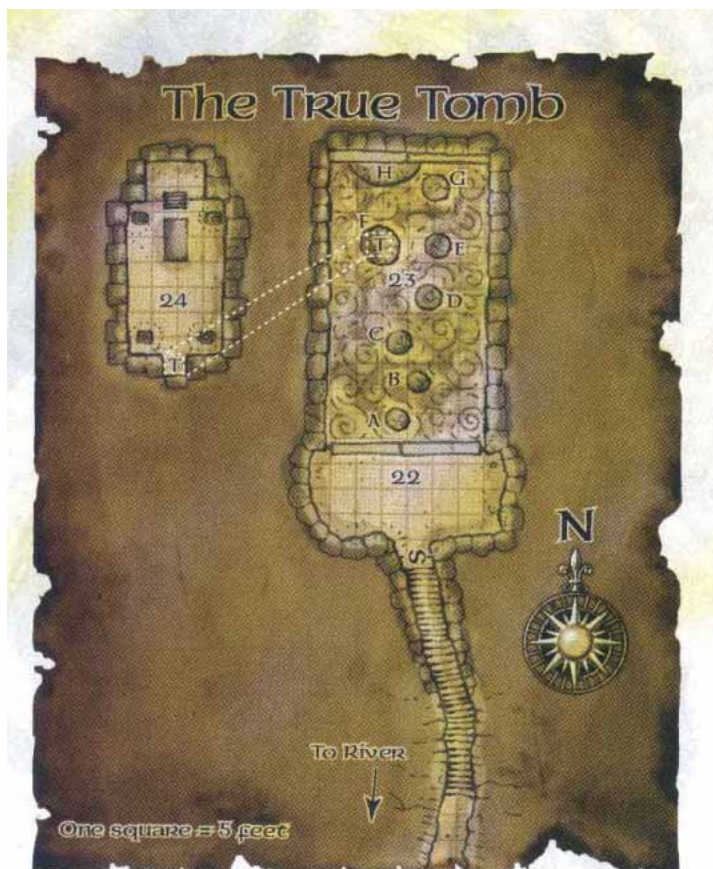
One of the elementals scoops up Wolfe in a Vortex of air, pulls him out into the middle of the room, and lets him go. He falls over a hundred feet to the bottom. Kamiel steals healing spell from Radagast and dives in after him, at the last moment using feather fall to slow his descent, and then heals Wolfe. Wolfe casts an Air Walk spell on him and Kamiel, and they begin the long walk back up to the battle, during which time Wolfe Summons a couple of Arrow Hawks to assist Caps in his battle. During this time Radagast releases a torrent of his most powerful spells prepared seriously damaging the elementals, but slowing them much at all, Arc Lightning, Fire Storm, and Call Thunderstorm (5d10).

Kamiel makes it back to the top first, only to bitch slapped thoroughly immediately afterward. Wolfe does not make it too far before he sees Radagast falling into the pit. He must descend again to assist Radagast this time. Once awakened Radagast tells Wolfe to return to the battle and leave the rest to himself. Wolfe does not make it far again before one of the elementals breaks off the fight to come after him; he is quickly assisted by Radagast healed and under the effect of another Air Walk Spell.

Session 19, 2-19-06

Radagast and Wolfe face off against the Elder Wind elemental nearly 100ft below Caps as he battles another alone. Unable, to stand by himself Caps quickly begins to wear down. Radagast rapidly summons a Wind Elemental of his own to assist. He commands it scoop both he and Wolfe and carry them back up to assist Caps. The trip is a violent ride, but the Elemental spits the both out next to the entrance to this chamber, and in the same instance Wolfe summons even more Arrow Hawks in the fray. The Elemental that was left below quickly catches up, only to be struck with an Arc of Lightning between it and its fellows from Radagast. With repeated Lightning blasts and attacks from the summoned army of Arrow Hawks they are eventually able to over come the Elemental Guardians, but not without serious exhaustion.

Without taking any time to catch their breath, and knowing every trap has already been used, they attempt to break through the door on the far end. It is Adamantine and several inches thick, but eventually they make a peep hole. On the other side they find a dead end. After much stumbling around and triggering of traps that apparently reset, much to Caps chagrin, they find a square indentation in the very large column sitting off to the side by its self. Caps place the Seal of Law inside and the column begins to rise toward the ceiling and lifted through an illusory wall. The rest of the group decides to wait and listen for screams before following. The sounds of pain quickly follow.



Caps finds a tomb room with a sarcophagus floating in the middle of two rows of columns. Three rays of dark energy strike him hard and fast, followed by a quickly torrent of attacks from the invisible Oculus Demon that was standing right beside him as came up out of the lift. Without haste the rest of the group comes up out after him, but only to find Caps unconscious form lying a little beyond the entrance. The demon does not speak; they see only a hundred blinking eyes watch their approach as the demon turn to face them. Radagast, stricken with and unable to flee the way that he came, summon a wind elemental and flanks to the other side of the room. Wolfe follows in much the same fashion, Kamiel is left standing alone. For a long while he is able to hold his own against the creature, but he has little effect.

Wolfe is eventually able to overcome his fear and tries to heal Caps. Caps, being an Avoral Guardinal, quickly stands in order to deal the damage back out. Wolfe summons more and more Celestial Wolves and Bears, but they stand little chance against a creature of this strength. They do, however, serve as distractions for the rest of the group. Playing an uneasy game of chance with what little magic the Rad and Wolfe have left they decide to use the last of their resources to heal up Caps. The gamble was lost as Caps quickly gets dropped again. Radagast with little magic decides to take the form of the largest bear he can shape himself into and begins a nasty wrestling match with the demon. The energy rays from the demon prove nastier than he thought, but Radagast is able to hold out just long enough to deal the final death blow.



In the rest of the tomb they find the dusty remains of Icosiol and a fragment of the Rod of Law, as well as a matching set of beautiful swords. They rest and make their way through long trek back out of this tomb. Once outside they decide to head back to Laswell for some much needed rest, and to pay off their debts. It is nearly a month journey back to the ports. Before traveling Wolfe offers a proposition to his family to come with him. They decide to follow and the entire group rents out an entire floor of the guild house Caps and Rad is a member of. On their second night back they are greeted by some familiar faces.

Geeneye and Nervier accompanied by a well dressed, as in expensive wizard robes that have been poorly hemmed, aged Kobold, greet them and their companions and ask to have a private discussion. In the dining hall they discuss all that has been happening during their recent adventure. Deekin, the Kobold Lyrst, and the other are shocked that a fragment of the Rod of Law has managed to survive the destruction of an entire plane, and fear that others might have survived as well.

Information:

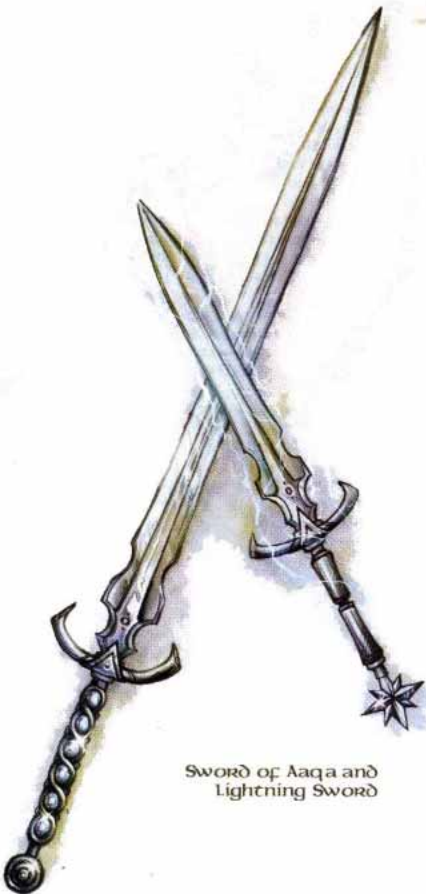
- The Rod's powers are of an ancient magic that is not bound by the current laws that govern our world.
- Mazrim feared something like this more than anything. The magic he and the other Arch Mages put into place to seal this world off from the Far Realm could be circumvented with something like this.
- Resurrection attempts on Mazrim have failed repeatedly. He must be alive still in Tamaril, due to one of his clones left back there, which has been completely overrun by the chaos of the



Fragment of the
Rod of Seven Parts

Far Realm.

- Before his death Mazrim had found a prophecy that he believed to be valid. It pertained to a great menace of the gods that was meant to return to this world very soon. All anyone else knows of this is rumors due to the typical secrecy and paranoia of Mazrim
- Wolfe thinks of using the Piece they already possess to find others. It points to one already.
- Geeneye would like to use the Rod, if completed, to rescue Mazrim and find out what more he might know of this supposed new threat.
- Nervier has a good idea on the location of the Tomb of Fellis that they have been looking for.



Sword of Aaqa and
Lightning Sword

- Nervier also reminds them of a foe they have not run into for a very long time. Molar, the Lycanthrope Priest that Caps and Radagast ran into, and then promptly away from, at Brand Mountain. There has been word of more activity from him recently.
- Deekin has offered to divine as much information out of the Prison box they obtained back at the Crashed Citadel before they open it up. Thoughts are also stirring of building some type of stronghold for the group as well.