Session 11 - 21DEC2024

Attendees

- Tim
- Walter
- Erica
- Jin
- Nick
- Alex

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Recap to Current Situation

- We were asked by The Archivist to continue working with The Oba to convince her of her own mortality so that she stops pursuing dragon magic and act selflessly to stop Bashuk Ushat

Session Notes

- The Archivist has an agent that was supposed to make contact with us, but has dropped out of touch. He asks us to try to locate this agent
- We decide to take Tim's bait and go after this agent.
- The agent's last known location is near the border of the Grayogen Empire and The Whisper Ravan.
- Before we leave, Erica asks for a Dragon relic from The Archivist in order to craft an Arcane Focus for herself.
- The Archvist gives her a piece of dragon bone. Upon this, Erica scrimshaws an epic dragon fight scene onto it
- The agent we are looking for is a male elf, they will be wearing a green cloak, and their mask has distinctive markings of snowflakes and mistletoe
- The Archivist transports us to the last known location of the agent
- That turns out to be in a pine forest near the border of the Grayogen Empire and The Whisper Ravan
- > It is a little chillier than average (cold enough to see your breath), but otherwise clear

- Nick decides to talk to a nearby tree to ask about the agent. The tree seems a bit confused, but it bends it boughs a bit to the West, indicating that there are people there
- As we move West, it is getting colder
- Walter is leading the way and suddenly feels an intrusive thought that says "Wait"
- Walter notices ~70 ft ahead that there is a green cloth by a rock
- The group hunkers down
- The psychic link works both ways and Walter talks back and forth with the agent
- The agent picked up a tail and is trying to lose them
- The elf has a walking stick and a big sack slung over his shoulder
- He approached us and states his name as "Kringle Nickmas"
- His mission is to make it to Gulg, capital of the Grayogen Empire
- He suspects the unseasonably cold weather is due to his pursuer
- Inside his sack are boxes with many different pieces that he says comprises a board game called "senet"
- We start on our journey to Gulg
- > Day 1: It is quite unseasonably cold
- > Day 2: The wind picks up and freezing rain comes down
- Nick, Jin, and Kringle slip and fall on the ice. Kringle is in a lot of pain
- Kringle broke his hip
- Nick heals Kringle! He's all good to go
- > Suddenly, three snow golems emerge from the woods, roll initiative!
- Sadly, it isn't just a fun snowball fight and they actually are trying to kill us
- Nick is KO'd in the fight, but manages to roll well enough to stay alive
- Erica's max HP is reduced, it needs to be fixed using Greater Restoration
- > Fight is won!
- Kringle produces a sugared plum and presents it to Erica, lifting her max HP reduction
- After a couple of days, we make it the rest of the way to Gulg
- We got some Kringle lore on the way:
  - Kringle wished he was a ginger, but he is sadly fair-haired like other elves
  - He is unable to grow a beard
  - He owns a toy factory in the Whisper Ravan, and currently is a toy carver
- Reaching Gulg, he gives us the senet game to present to the Oba in his place as he is tired from travel
- We end up putting on a farce of A Christmas Carol display
- At the end, we give her the senet board and she is shaken
- This was *her* senet board from ages ago and she is genuinely shook
- We ask her to teach us to play, and she, with tears in her eyes, says that she would love to

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