10/17/2026: Together, we are the Mired

100 gold heavier and I'm somehow feeling safer outside in the streets of Charrow than that old, white lady’s estate. Time to head back to the Rook to turn in these documents. The crows are cawing, and I can’t help but let out a few melodic coos back. Gotta love a good crow caw.

As we head back towards the Rook, it’s clearer to see that there are actually people living here. Passing by a vitrified wall, we can see name after name after name etched into it. A man kneels at the wall, appears to identify a name and then bows his head and with two fingers, places a kiss on the wall. A necessary tribute for someone who was lost too soon.

Agnes notices that the citizens of the town are quite cautious when they’re walking out of the rookery. She can see a group of people skulk through some rubble and enter through another tunnel. Another way in and out of Charrow; good to know!

We head into the Rookery and are greeted by Shen. We try to explain to her that it wasn’t a Banshee, but a white lady in the walls. She appears less than enthused to discuss the details and only wants to confirm our retrieval of the documents. When we report, “Yes”, she leads us back to The Rook.

Why is everyone here so surprised to see us? I think we’re the only competent ones to cross this man’s path given his reaction. He delivers us 6 standard silver bars and we provide him with the documents. Essentially, these documents were deeds that allotted 4 ships, safety with trade routes and clearance to distribute a substance known as “black powder” that has come from overseas. These routes seem to provide heavy clearance in Mistvail. It’s signed by the Barron so it’s ironclad.

The Rook begins to tell us of another job offer that has just come up. An enclave in Vexenford, a part of Lusecnt Endura, a group of archeologists who explore and search all over Novostra to seek old, religious artifacts has reached out to The Rook for help. A terrible storm in Vexenford tore through and took part of the cliff face near Haedran’s Rest. The Luscent Endura sent a group out to explore and scout the exposed cliff face; however, they never returned. The Rook received communication to send a group to help recover the initial scout group and bring them back safely. The reward for this expedition would be: 2000 gold to find out what happened to the initial group, and an additional 1000 gold for each explorer safely recovered. He also informs us that we will have the ability to use his sloop to sail to the island for our expedition. The initial expedition group consisted of: 3 individuals , so we stand to earn an additional 3000.

A man that really is true to his word, he even provides us with our reward for taking down the old, white lady in the wall! 600 gold total spills from a strong bag for us to divide. Just when we think he

couldn’t be any more supportive/generous, he gives us a sending stone to maintain communication with him. He asks us to fill out the name for the contract in order to alert the Luscent Endura. Together, we are The Mired.

Feeling full to bursting with our haul, we take some time to visit the various merchants around Charrow. It’s a fun spree and we all end up getting a chance to silver our weapons. No need to horde this prized silver, when we can use them to keep us safer! I used my gold to purchase a driftglobe. I keep it stowed away for later.

Dusk is nearing as we head down to the dock, we can see our sloop waiting for us. “The Little Minnow”. It’s much smaller than all the other vessels. An old, wirey man is frantically throwing buckets of water from the deck as he makes eye contact. He dons an elaborate hat with a red feather. Barty immediately recognizes him, it’s Captain Yagmar. The very captain that brought Barty into Greymire. They catch up from the last time they interacted and their tones and body language are very comfortable and familiar. It feels refreshing to have some semblance of safety and comfort among others. Naval travel has been heavily policed over the years, by other kingdoms that are trying to contain the blight. Any ships attempting to leave Norvostra are immediately sunk. The Barron of Faulmoor authorized piracy and an armada was formed that would take out any ships trying to leave the coasts of Norvostra.

Captain raises the anchor and we begin to slowly embark away from the dock. It almost feels like it’s sinking rather than sailing. With our buckets in hand, Emonie, Barty and Agnes spend the entire trip dumping water from the whole deck. Dusk is settling in as we near the coast of Haedran’s Rest. The fatigue from dumping buckets of water during the trip has us all quite tired, but we can see that the island is in fact, an island.

Captain Yagmar stops us around 200 yards away from the coast because it’s too rocky to get any closer. He tells us that he will be staying with “The Little Minnow” and will remain anchored for 3 days for us to return. If we don’t return within 3 days, he will head back to Greymire without us. We pile into the row boat to take on the 200 yards towards the beach near the tower.

Hitting sand, we pull the row boat up and store it so it won’t float away while we’re exploring. Our 3 day countdown starts now. We can see what seems like a pathway leading up towards the tower. A red cord to symbolize Ilmater. We can see on the beach, plenty of boot marks, and even some drag marks just like the ones we have left from our rowboat. The bootmarks lead up towards the structure; this must be the initial exploratory group.

Barty pulls our rowboat up a littler further from the shore just as a dark, thunderous group of clouds begins to glide towards the coast. The wind is whipping and the salty sea air sprays our faces as we turn from the coast and begin our trek towards the stone structure.

As we reach the front, we can see one of the doors is ajar and the darkness inside making it impossible to see. Ken turns on her driftglobe. “Flap on”. Looking through the crack, we can see a slew of supplies scattered about all over the floor.

Marching Order: Emonie, Barty, Elandra, Agnes, Ken and Eggie (Steely Dan and Homie).

As we head inside and down the hall, we can see the statue better. It's of a man on his knees with a sword in hand defending an invisible force and below him are smaller figures walking away safely. This statue is the symbol of Ilmater. Inside the room, we can see a doorway on the left and the right. This church's size doesn't Pale in comparison in regards to its size. This one is more intimate and small compared to the giant one within the Pale.

Eggie finds, 3 rations, 3 water skins (nearly full) and a scattering of notes. Their symbol is all over the supplies making it clear, the group made it.

"The saint is never shown victorious. Only shown enduring or preserving hardship. This is deliberate."

Saint Haedran's statue has many trinkets, handwritten prayers and offerings placed all around it. How many unanswered prayers fell on these stone ears? We take a short rest and then head into the right doorway. It looks like a recoding keeping room. Above the doorway we enter is a carved statement, "Let no hand waken before mercy has finished its work." Mingling around the room, there's a wall that stands out because the stone looks newer, and lighter in color. It appears like it was put on a later date compared to the other stone walls.

We can see some archaeological tools and notes scattered around. Elandra finds a note that reveals that this wall was in fact built at a later date, but then scratched through that another note, "It's irrelevant, we already have another way in."

More scattering of notes, "The earliest texts never stayed buried, not even once." "It's possibly ceremonial phrasing, we should not overinterpret but it's still worth tracking."

The desk has texts discussing "The Holy Sleep" and later texts indicate it as "being laid to rest" and even later texts talk about "tombs."

The left doorway serves as a living area equipped with beds and a place for cooking. Barty finds some booking keeping pages and the most recent date on record was over 200 years ago.

Back in the right doorway room, we can see through some windows of a stone pathway that leads down towards a sitting area that overlooks the ocean. We can see that part of it has been completely sheered off, but with further staring, we can see a freshly tied rope to a boulder that looks like it's going down into something.

We head down towards the boulder and rope and when looking over can see, it's really only a 6 foot drop, but it leads down into what looks like the top of a tunnel has been chopped off to reveal a stone staircase leading down and into another tunnel.

We shimmy down the rope and head through the tunnel. It's a spiral staircase leading down into stoned darkness. Once we reach the bottom, it's a smooth, long, flat wall with a pile of supplies nearby. We can see footprints leading directly into this flat wall.

While Barty, Eggie and I are looking over the packs, Agnes, Elandra and Emonie continue to examine the wall. But through focused staring, they start to see the tiniest, smoothest seam within

the wall. Agnes begins to feel a slight vibration in her pocket. As she's feeling around in pockets, she realizes…it's the Emberglass!

Pulling it out it is immediately drawn towards the wall. As it pulses within the grooves of the wall, it begins to reveal the intricacies of the wall that are actually doors that slowly open to reveal and pitch black dark tunnel inside. Once the doorway is opened, the Emberglass calms and comes back into Agnes's hand.

Eggie activates his homunculus servant and we continue through the dark tunnel as he lights him up for more visibility. We see a note that reads, "The door was already open."

Continuing into the dark, dank tunnel the water begins to rise to our knees, and we can start to see stone surfaces in the center area, and multiple stone recesses, some empty and some with bodies on them. Walking further in, we can start to hear a slight grinding noise and can start to see that the way we came in, is no longer visible. Notes on the wall and broken tools say, "Entrance failed after final crossing. No way out. Leaving to search for secondary exit. Nothing will open seam."

Eggie begins to investigate the stone recesses that have corpses within them. They are all wearing what looks to be Ilmater's priestly robes. The empty stone surfaces have multiple grooved channels going into where the body parts would be lain. They all follow the same pattern as they groove out and it seems like they all go into the wall.

Agnes can decipher some of the symbols on the wall that are mostly blessings to Ilmater, Kelevore and even some referencing Lathander. She can confirm that some of these symbols do represent the symbols when casting healing.

The water is knee deep, but the recesses seem to have a blank space under them, as if the water itself just flows out of the walls into the center. There's a hallway to the corner of this room that leads out down a hallway towards the left.

Through the hallway, is a glass case and inside of a globe with an ornate necklace with a red stone wrapped in two hands. This has to be a relic necklace. Further down is another hallway. Another note reveals that they found this relic, recorded it and left it undisturbed.

Elandra uses her mage hand to retrieve the ornate necklace, and it feels warm in her hand. Emonie uses her elf background to detect magic and devises that it is in fact magical from the school of abjuration.

Agnes tells us of a dream that she had previously with some hesitation in her tone in regards to taking the necklace. Pariat of Health. Barty takes it and attunes it to himself. Continuing downward, we can arrows pointing down towards deeper, darker water and another arrowing pointing up that feels much colder and icier. We decide to go towards the north facing arrow first. Looking down the long, smooth hallway, we can see along the walls that the structure is more similar to the first room we entered. To the left side of the hallway is a deep fracture in the wall on the left side. The source of the tense cold, and down on the ground next to the fracture she seems a small crumpled lump with frost covering it.

Emonie and Agnes move closer to investigate the crumpled mass and can now see it's a corpse. The cold is now starting to affect their physically, so time is of the essence. Agnes and Emonie pull and drag the corpse. We recover it and start to see a badge and symbols if Ilmater. It reads, Soren Rusk. This has to be one of the three explorers, so now instead of an extra 3000 gold, we're down to an extra 2000 gold.

Barty moves through the frigid, cold portion to see if he can move beyond the cold. It's summer after all. Elandra and Barty don extra clothes to take on the cold to explore deeper along the icy floor.

As they reach the frozen fissure, they are being pelted by frigid icy air. As they get closer, it blasts them and they end of taking cold damage. Elandra casts Burning Hands on the fissure to temporarily creates a pause in the frozen fissure allow Barty to move through. She misty steps through as well.

Underneath the floor is a rumbling vibration. Almost like we're underwater. 8 stone platform recesses are along the wall that they face now. Barty uses a torch to start to melt down the icy portions around a valve. After he melts it down and with Archimedes' help he is able to turn the valve and the blasting air stops. The rest of us enter the room now that the frozen fissure isn't blasting we can see another hallway leading out.

We enter a large, massive room (50x75ft) and inside are 4 large stone columns holding up a vaulted ceiling. It's too dark to really make out all the details. It seems like during the storm, a portion of the ceiling fell through and destroyed a portion of the staircase towards the water.

We backtrack and head towards the room and now head towards the marked arrow pointing down. Barty quaffs a water breathing potion to allow him to submerge within the water. He can see that there is a partition that has been lowered down but it didn't close all the way. There's a slight wedge that he could squeeze through.

Agnes and Barty take the Emberglass down to see if they can use it to increase gap for us all to fit through. Nothing. He then takes Eggie's immovable rod down with him to then use his magical rope to use both in combo to increase the opening of the partition. He shimmies down and makes it through with the magical rope attached to the secure immovable rod. He swims through the partition with my drift globe and can see a stone pillar and what looks like the stone slab recesses. Barty sends the magical rope towards the center pillar to wrap around tightly to pull the doorway up. It begins to lift up, and he returns to let us know, it's safer.

We all swim down and through the partition, and as we start to head through the hallway we start to realize we are heading right back to the initial 4 column room. We have come back full circle.

Barty then goes back to retrieve the immoveable rod and magical rope from the partition and we all meet him back at the four column room.

A dark, black and huge falls directly on Bart and Emonie. It envelopes them and they are silenced and immovable. As we all rush towards them, gooey, dark, slender things start rising up from the darkness. Emonie and Barty are immediately sucked up by some weird, gooey, dark creature.

Roll: Emonie, Eggie, Agnes, Barty, Elandra, Ken

It is a wicked battle! Are these brutes healing themselves?! What is this madness?

5+12=17 That battle was insane, I don’t know how we managed to stay alive. But WOW! We did it. I made someone fall asleep and he NEVER woke up.

We progress through the next area and we can see more of the wall with the stone recesses. It looks more like it’s been recently used and there are 11 of these recesses with stains within the channels with activity evidence that things have been done here, but all the recesses are empty. We see a copper badge among a mangled body. It’s another one of the explorers, Hedda Varnall. We can see bloody footprints running towards another room that’s near Haedran’s rest.

Within the center of the next room we can see more iconography and again, a giant statue of two hands with what looks to be an actual body laid within the giant hands. This body looks like whatever we just fought, is beginning to start on this current body. Carved into the body we read, “let no hand wake him before mercy has finished its work.”

It’s Saint Haedran! Beyond that is a pristine breastplate. It’s untouched by dust and in immaculate condition with a reddish tone and the symbol of Ilmater. Agnes did a medicine check and she can deduce that his body has been dead for about one week. That’s roughly about the time that when the storm hit. Was the holy sleep keeping him asleep? Haedran’s Burden. Adamantine breast plate. Rare and requires attunement. “Bear the Burden”. Emonie picks this up.

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