

Journal: Hashirat/Gangrene

Goblin Arc

Session 13

Previous session

The party began dungeon diving at the ancient lighthouse.

Strange dwarven script scrolled across the front entrance, but before we could really do much, an Ogre on an upper balcony insulted the party after shooting Zawar's cat out of the sky. Zawar attempted to mind control the ogre but failed. Tanir decided to throw a grappling hook up to the balcony and succeeded. The group climbed up to the balcony, and Guttertooth cut the top of the ogre's skull off.

Current session - 5 June 2023

The party began exploring the ruin's of the ancient lighthouse. They took the stairs up to the main light source, and it was clear that the magical light source was having it's magic siphoned off by something. Zawar couldn't really do anything about it from where the party, was so they continued exploration.

In the main towers, the group found a store room, and then a large open amphitheater. The amphitheater contained two large stone. One appeared to be some kind of magical control table, and the other appeared to be some kind of magical light projection system. Kenem attempted to activate the device but there wasn't enough magic available. This prompted a character moment where Zawar ran the numbers on the amount of people he'd have to siphon magic from to fuel the device. The prompted immediate concern with some of the other party members, especially Kenem.

The group then moved to the final tower of the lighthouse and found a large store room, and at the bottom of it, there was a hole that lead into a completely different set of ruins. Zawar could see the magical energy from the light source being siphoned down into the hole. The party went down into the lower ruins. The walls had ancient frescoes that decorated the walls, which portrayed ancient heroes/cult leaders. The group couldn't identify that much more though, and so they began dungeon crawling.

Several rooms were explored during this time frame. The first room found was an old kitchen and mess hall. A harpy searched the room to try to find food. It initially ignored the group, but Kenem decided to feed it. This distracted the harpy for several turns while the group explored the room, and found a cave in that revealed a natural tunnel. Rather than go into the natural tunnel, the group continued to explore the ruins. This lead them to a large room with a water basin in the middle the room. No one could really identify anything special about the water or room, so the group had some water, filled their water skins and then moved on. The third room was an old bunk. There were several beds, a few foot lockers and it all looked to be used by harpies rather than humanoids. The group found some copper in the foot lockers, and moved on. The fourth room had a silver urn/bowl/goblet with green mass stuck to the inside. Kenem added water to the bowl and it formed a slime. Tanir quickly dispatched the slime though with a thrown hammer. The final room we explored during the session had a dead body that was missing it's hand. The group as a whole explored the room and body. Zawar found a strange outline in the wall. Upon exploration, he found mechanical gears behind the wall with a hand an rat logged in it. Together the party cleared the hand and rat, and a hidden door opened and revealed a bunch of treasure on a table. The party is hunkering down here to end the session.

