Session 9. Things To Make And Do

- Planning

Planning

Sebastien and Salus spend two days on the Frozen Coast gathering resources. Sebastien gets fish oil and animal fat. Aethlwynn joins them for one day then spends the second day asking if anyone needs healing. As Moonrest's citizens are all healthy she starts to ask about the Vaels She is directed to Yselle, Tor, Elder Saelin and Bran as they were in Moonrest at that time. Garran Holt was also there, but had only just arrived on the Island himself. As Yselle is preoccupied Aethlwyn goes to Elder Saelin first. Elder Saelin tells her that Elira is buried in the graveyard but has no memorial as she was not from Moonrest. Caelin left very soon afterwards, some though he left a little too soon, but other thought he was grieving. Aethlwynn asks if Elira and Caelin could have left her as a baby so they examine some old records in the Long House. The records hint that Elira could have given birth, but there's nothing in the notes to say a child was buried with her, or that Caelin took a child with him. Elder Salin suggests asking more of the folk who found her. Aethlwynn spends the next few days trying to craft a Healing Potion, but is disturbed by her thoughts and cannot do so.

Salus spends a few more days foraging and finds Pale Ritual Ash and Salt Touched Bone.

Aethswold starts gathering ingredients to wood based weapons e.g. bows and arrows. He asks the hunters and Sebastien to find feathers for him. He looks for resin sap for Salus, finds two portions and hands them over to her

Guru goes to the Frozen Coast for three days and returns with enough Bog Iron to craft two ingots which he gives to Aethswold to make arrow heads.

Riteable crafts woven threads from the Marsh Reed Fibre Aethlwynn gathered. He gives it to Aethswold, who has found 2 hardwood branches that he can begin to craft into bows.

Sebastien starts to have regular gigs at the Inn and the villagers now seem friendlier towards us. They seem to have got over their fears of us bringing the body into Moonrest.

After several days Bran approaches us and tells us Yselle would like to see us at our leisure. She's been researching the Older Elders work and would like a fresh set of eyes. Aethlwynn leads the way as the villagers greet us cordially. The Main Hall is usually quiet, the table is cleared and there are no meetings. Bran looks puzzled to see noone there but hears Yselle calling for him to bring us up to her loft. The loft is still covered in Yselle's collection. Half of the room is organized but the other half is chaos. Yselle is in the centre of the room surrounded by the specimens from the north that we gathered previously. She's muttering to herself, seems momentarily surprised to see us then welcomes us. She makes a space on the table and lays out the specimens for view. She asks us to tell us everything we remember about the expedition including how many wolves there were. She writes everthing down.

She then unpacks the specimens one at a time asking who collected each specimen and how they went about it. She tells us that Winter Moss only grows where snow lies undistured, that the Frost

Lichen appeares uncorrupted. The root fragment is still damp and Salus and Aethlwynn get the feeling that the root feels wrong, its fibres resemble muscles more than wood. Guru cannot detect magic from it at all. Yselle looks at the beast blood and the black sap. They seem the same until candle light shows that the blood coagulates, but the sap doesn't. Yselle asks what we have concluded from what we've seen. She then agrees that the roots appera to behave like a nervous system. She brings out a cracked stone, one of the Forest Makers but it's cracked and broken where roots have grown through it.

She hangs up six sketches and starts to connect them with string trying to map how things have moved round. All the evidence seems to point back to the watch tower, but Yselle says that's not necessarily the part the keeps her awake. She looks at the string links and says "No these don't answer anything". While looking at the latest samples, she points to the map and picks up three pins, one red, one blue and onewhite. She asks us to show her exaclty where we found everthing. Salus tells the tales.

Yselle asks what happened to the ground at the watchtower - vines broke through the floor and took Harlan. Salus puts in the red pin. Salus passes the blue pin to Yselle who hands her the sketch of the fallen in tunnel and says it was obviously not made recently. As tht blue pin is pressed into the map Yselle says she can find no reference to anyone in Moonrest making it. She hands Salus the white pin and says "Its not the first time the ground has opened has it?" Salus points to the opening in the ground in the whispering woods telling Yselle that there was passage beyond it. We chose not to enter at the time, but felt a cold wind blowing from it. Yselle starts moving around while thinking, then says "These aren't tunnels" as she points poining to the Watch Tower. "The blue dot shows something was built beoynd Moonrest. Seems we have two breaches and an ancient passage".

Yselle again asks us what we think. We agree the tunnel may not be connected but the other breaches seem like a giant nervous system. Yselle takes the sketch of the eastern tunnel and muses that Moonrest had secrets long before Harlan died. She discounts the Watch Tower and the rubble filled tunnel. She points to the hole and asks what we want to do - we agree to investigate, to sketch what's there and take samples where safe, but not to touch the roots.

Yselle give Salus parchment for sketching and scrolls. Elder Saelin arrives and asks if Yselle has found something - she points to us and says "They might".

To be continued....