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Sebastien and Salus go to the Frozen Coast to gather resources. Seb gets fish oil and animal fat. Aethlwynn joins them for one day and spends the other day asking about the Vaels and seeing if anyone needs healing. She is directed to Yselle, Tor and Brannich as they were in Moonrest at that time. Garran Holt was there, but had only just arrived on the Island himself Elder Saelin as well - A goes to see her. ES says Elira is buried in the graveyard, C left very soon afterwards, Some though he left a little too soon, A asks if E and C could have left her as a baby - ES takes A into the long house and looks in some old records. The notes say E could have given birth, but there's nothing in the notes to say a child was buried with her, or that C took a child with him. ES asks who found me. A tries to craft an Elixir of Life but can't.

Salus spends a few days foraging and finds pale ritual ash and salt touched bone

Guru goes to the frozen coast to look for Bog Iron Ore for 3 days. He crafts 2 Bog Iron ingots and gives them to Aethswold

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

Riteable crafts woven threads from the Marsh Reed Fibre A gathered. He gives it to Aeths, who has found 2 hardwood branches

The villagers now seem friendlier towards us.

Seb is performing at the inn.

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. A leads the way as the villagers greet us cordially. The Amin Hall is usually quiet and the main table is cleared, no meetings. Bran looks puzzled but hears a voice from above in the loft as Y asks Bran to bring us up. The loft is still covered in Yselle's collection. Half is organized the other half is Chaos. Y is in the centre surrounded by specimens from the north that we gathered earlier. She's muttering to herself, and seems surprised to see us, but welcomes us. She makes a space on the table and lays out the specimens. She asks us to tell us everything we remember about the expedition. She asks how many wolves there were and writes everything down. She then unpacks the specimens one at a time asking who collected each specimen and how they went about it. Winter Moss only grows where snow lies undisturbed, the frost lichen appears uncorrupted, the root fragment is still damp. Sal and A get the feeling that the root feels wrong, its fibres resemble muscles more than wood. Guru cannot detect magic at all. She looks at the beast blood and the black sap. They seem the same till

can't see light shows that the blood separates (coagulates), but the sap doesn't. Y asks if we have any conclusions from what we've seen. She agrees with us that it behaves like a nervous system. She produces a cracked stone - one of the Forest Makers, but it's cracked and broken like roots have grown through it. She hangs up 6 sketches and starts to connect them with string starting to map how things have moved around. All the evidence seems to point back to the watch tower. She says that's not necessarily the part that keeps her awake. She looks at the linked map and says "no these don't answer anything" then looks at the latest sample, points to the map and hands us a red, blue and white pin. She asks us to show her exactly where we found everything. Sal does her best to indicate using the pins.

She asks what happened to the ground at the watchtower - vines broke through the floor and took Harlan. She puts in the red pin. She passes the blue pin and shows a sketch of the fallen in tunnel - obviously not made recently. She puts in the blue pin and says he can find no ref to anyone on Moonrest making it. She hands the white pin and says it's not the first time the ground has opened has it? She points to the opening in the ground in the whispering woods - with a passage beyond it. We chose not to enter at the time, but felt a cold wind blowing from it. She starts moving around while thinking, then says these aren't tunnels as she points pointing to the watch tower. The blue dot shows something was built beyond Moonrest. Seems we have two breaches and an ancient passage.

She asks us what we think Salus says she thinks the tunnel may not be connected but the other seem like a giant nervous system. Y picks up the sketch of the eastern tunnel and ponders that Moonrest had secrets long before Harlan died. She discounts the watchtower 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 don't touch the roots

Y give S parchment. ES arrives and asks if Y has found something - she points to us as says "they might".

Quartermasters stores - if for the benefit of Moonrest, then we can have it but are expected to return it. If it's a consumable then we trade for it. Consumables need to be replaced