

Olim in Gilarthan—

In the time of the wandering, two of great blessings
Destined to come together in work of restoration
One the tallest tree among a stone forest of many
The second long forgotten among the memories of few

Tallest tree = Goliath who lived with elves (Stormbringer)

Olim of Stormbringer—

Morning brings the fourth, a red warrior of stemma
exiled savior, the fourth rebuilds far off
Denied his blood, the serpents poison and harm
none but three bring him back, yet is a trap for two
Enlightenment leads to slavery, discovery begot terror
half lost of five suffer, freedom in broken half

Red fourth Enlightenment = Patrocinar

Olim of Charizard—

Desert sands and desert scales of an eighth, broken of
a mistaken dream hides in sand for truth seeks
Murder follows blessed after searing steals presumed
entitled fate, yet in death delivers secret on path for
Release from blue by a darkened triangle brings second of two
hurried through mire of silver sickness best rendered fallow

Silver eighth searing = Accelerio

Olim of Levulous—

Desert scales hued of copper seeks answers
Is delivered into agony by clipped wings
Deny suffering, flee a searing theft
Embrace gray, finding a last release
Found by a seeker upon a path of levulous
Where words await a last gathering

Olim of

Look behind you

DM Note: Muandro's olim he finished after the initial fight where the party met him

Look behind youth of thirty, blessed seared and scarred for
A door of seven reduced to two, left within a nearing serpent's grasp
Sought by the renders of a darkened triangle,
Left abandoned after a final journey in to gray,
Awaits half of a stolen gift from an enduring army
Taken by treachery from a visionary of night

Trade Ledger of The Wingclipper

This book details various trades conducted by the ship over the past fifteen years. Most of these look very mundane, including trade goods and occasionally armor and weapons. Looking through the Trade Ledger, you notice five unusual entries that are unusually short and without details. They are spread throughout the ledger which is organized chronologically. The entries are in a combination of Trade Speak and Litorian making some difficult to read.

05/294 – Black for Millany Keeseeking @ Tersun x/ 3,000 TN Aluso

10/298 – Blue/green for Millany Keeseeking @ Tersun x/ 3,000 TN Deodatus

08/301 – Stone/gray for Millany Keeseeking @ Tersun x/ 3,500 TN Deodatus, jewelry (VEN) – sold 2K

02/308 – Metallic/copper for Millany Keeseeking @ Tersun x/ 4,000 TN Deodatus, 2K Adamantine

11/310 – White for Millany Keeseeking @ Tersun x/ 6,000 TN Deodatus

There is also another entry that stands out:

02/310 – Nightscale b/h Millany Keeseeking to Zeech @ Vopsku x/ 3,000 TN Deodatus

Navigation Charts

These charts detail a 100-mile radius around Levulous, providing a +4 circumstance bonus on any navigation rolls for the area. There are also numerous markings on the chart indication previous places the ship has visited, safe harbors, areas for fresh water, etc.

Trade Notes

You find six trade notes, each with a value of 500 Arkruz Talons (gold pieces) valid for "exchange of goods and services of *The Deodatus Trade House of Arkruz*" located in the Exoticus Market District.

FOUND IN THE THREE CHESTS:

Research Papers

The various papers relate to the research of ancient Venoc strongholds, where were hidden throughout the world for the thousand years “of Veshroc’s reign.” Many of these were hidden outside of the realm of Sarrukah, the Venoc homeland, even within areas controlled by other Minzessine as clearly the Venoc were vying for greater power in Arvus. Papers making any mention of “the Seven betrayers” feature many handwritten notes and underlines whenever any mention is made of anything specific about them. It is clear the writer of the notes was most interested in any mention of the fate and burial locations of the seven. You also read the names and family or clan affiliation of the seven: Nahazir of Arrytharz, Merrshaulk of Dezzath, Sessrensharr of Mhavaess, Sorizon of Utharaess, Ssythar of Thysstrune, Szthar of Zthareth, and Vassha of Fyrraess.

Research Papers

The various notes relate to “The Tomb of Sessrensharr”, rumored to be one of the seven murderers of Kruk-Zul, a powerful Hoblinth leader, who “stole the relics from the body of Luna upon her death.” The notes indicate that the tomb would be known by seven challenges: “The offering of blood of six enemies breaks a seal of six elements; but only the penitent worshipper earns the right to my venom.” Upon defeating the seven challenges, the “penitent worshippers” would be allowed entry to the tomb.

There are several handwritten notes made on the papers as well:

Enemies = Dragons

Unlikely need actual avatars, but just dragon blood

Living or dead? One of each color?

Likely any dragon blooded would work - doesn't seem specific

Penitent Worshipper? Pray to Veshroc or Sessrensharr in front of the door? Impossible to break it down: destroys mind.

Research Papers

The various papers relate to a lesser priest of the Venoc goddess Veshroc: the priest, named Sarsillack, was a Venoc attending to one of the “great leaders of Mhavaess, the drinker of all life Sessrensharr”. Some detail Sarsillack’s life mostly through a few mentions of various Venoc temples he served at, concluding with becoming an “attending priest of the Coil” to “her greatness Sessrensharr.” The papers indicate that Sarsillack was one of seven priests that “attended to the tomb of her greatness Sessrensharr” before withdrawing to a lesser tomb for themselves, several miles away. The tomb of Sessrensharr was rumored to be filled with both treasures of ancient Venoc, including holy relics stolen from the Starfall Dragons, as well as numerous traps and tests to prove the worth of those who wished to take her treasure.

Research Papers

The research papers vaguely detail a Venoc named Sessrensharr of the clan Mhavaess (one of the seven ruling clans of Sarrukah) who was infused with the blood of Veshroc (“The Goddess of the Great Coil”) and empowered by the infusion, becoming a drinker of life and one of the seven rulers of Sarrukah in the era near the end of the war with the Starfall Dragons and prior to the great flooding of the world. She is also infamous for providing a poisoned blade to a Hoblinth and using him as an assassin to kill a powerful Starfall Dragon just after the war. As one of the seven leaders of the Venoc, Sessrensharr was considered divine (like Veshroc) and demanding that those brought before her, whether allies, servants, or guests would worship her by falling to their knees, looking to the ground and exposing their neck so that she could gently or (in many cases) not so gently bite them and take some (or all) of their blood as a form of tribute to her divinity. Those that cried her name during the bite sometimes earned mercy, as hearing her own name satisfied her vanity. Yet in the chaos following the great deluge, Sessrensharr and many of the other leaders of the Venoc fled the world, proclaiming they would return “upon a dream of venom” and conquer the world.

“The Betrayer Betrayed” // Book found in the ruins

This is a thick book written in Draconic with numerous pages marked as if it was used for reference. The book details that before the conclusion of the war and the flooding of the world, the Hoblinth were a servant race to the Venoc and their Minzessine “god”, the demon called Veshroc. With the arrival of the Starfall Dragons, including Luna whom fell to Arvus near Hoblinth, the loyalty of the Hobgoblins was tested. Many joined Luna and the avatars of the Old Gods, fighting for their freedom. They were eventually successful, although the Minzessine shattered the world by bringing down the 12th Wandering Star, Alucinor. Hoblinth was nearly flooded, but Luna herself stopped the flood waters and saved the island, using nearly all of her remaining strength after a vicious battle during which she slew Veshroc, but that let her terribly wounded. She was tended to by the Hoblinth; however, one of their leaders, a powerful Hobgoblin chief named Kruk-Zul, was still loyal to the Venoc and used the opportunity to kill Luna: he drank her blood in an attempt to gain her divinity. He fled along with several Venoc allies and Luna’s holy weapons (all created by the Hoblinth): a spear, a visor, and a shield.

Kruk-Zul and his Venoc allies escaped in the chaos without difficulty, although what happened to him afterwards is mostly conjecture. Most likely he fled to *Nez-vunnoc-al’zathous*, a hidden Venoc temple that survived the war. There the spoils of war were divided, although Kruk had seven Venoc allies (one representative of each of the seven houses of the Venoc people; “7” is clearly a holy number to them) who turned on him: they tried to murder him, but he was infused with the blood of divinity and survived. The Venoc split the seven relics among them, shattering the spear into three parts and the visor and shield both into two. However, Kruk-Zul attacked the betrayers with the help of his two brothers killed several before the trio was forced to flee, supposedly disappearing with the top portion of the spear and several other relics taken from slain dragons for parts unknown. Supposedly the three brothers settled somewhere and fathered several children, several of which are said to have entombed the dead brothers with the holy relic.

There are numerous hand-written notes in the book as well; the interesting ones are:

Tersun isn’t the host of the tomb: the buildings here are clearly of Venoc origin. Where is Kruk’s tomb? Not Nez-vunnoc-al’zathous either; tomb of Sessensharr...

Charizard’s blood worked even while he died = living or dead works

Do I really need a red dragon or will any do? The blood of one dragon only works once on the door: can’t reuse even after waiting a year.

Locks/wards do not reset: probably creators assumed all sacrifices would be brought at once...easier for me.

Pouch

You find an open pouch filled with currency from a variety of islands, although about two thirds of it is clearly stamped as being from Bazurelum.

Adamantine: 22 (19 for Bazurelum)

Gold Pieces: 88 (60 from Bazurelum)

Silver Pieces: 50 (31 from Bazurelum)

Copper Pieces: 14 (4 from Bazurelum)

Allustan,

May your dreams find you well, my friend.

I am pleased by your news and progress: while you still sound uncertain as to what is held by the tomb, the expedition by the Venoc you intercepted to Tersun clearly indicates that they believe it is important. Given the research of the seven betrayers and the recent openings of Ssythar of Thysstrune and Szthar of Zthareth's tombs, it's clear that the time for the Venoc to begin their plan has come now that Praestigiae has begun her descent. It is a shame the Wandering Stars no longer make sense, although if they had stayed on the 24-year cycle, all would be decided twenty two years ago.

I have investigated the old tombs further, but have found little else. When you are successful, I can only urge you to utilize expendables as much as possible, as from all accounts, these Venoc tombs are riddled with the most vicious traps and guardians possible. I can't urge this caution enough. Given the history of the tombs and who the one you're opening belonged to, it certainly has one of the relics we seek!

As for the Venoc, our spies report that Akaya Sil is making overtures toward the slavers in Alican to secure their cooperation. She has recovered a Ring of the Old Gods crafted by Luna and her allies and acquired a blessed named Mizu to use it for her although I am unsure as to the particulars nor is the blessed on any of the lists.

I was successful in Noviomagus, although I had to draw upon my ebon triad during the battle with the recovery team. I left no witnesses and took one of the team, a human named Lourem, captive. He is being conducted back to the Seers along with another fragment of Alucinor. This fragment was even more...disturbing than the last and I was glad to be rid of it. I once said I do not envy your task given the dangerous nature of dragons, but there I times like that I would gladly trade places with you. In any case, my questioning of

Lourem was indecisive; I have left him to the Seers to determine what he knows, but I have no doubt he is one who continues the ineffective work of The Dragon Arkruz. Given their incompetent efforts and their recent losses, they are of little further consequence. I have suggested that we dispatch an agent of the Sicarius to deal with any who remain once their identities are pulled from Lourem's mind by the Seers.

As to your discovery, I am uncertain what to make of it. I've confirmed that Charizard was blessed with Accelero: he was one of the last students of the first Oracle. From what I could gather, Charizard went into isolation in Gilarthan until his capture after his experience there: I was unable to learn much else. As it is impossible to remove a Starfall Mark, I wonder could the Old Gods resend their blessing? Perhaps that would explain the scar matching Accelero on his neck? Regardless, I have heard of another with a similar scar, a dwarf named Uzan Silva. He fought in the games as recently as six years ago but from what I understand left Arkruz for parts unknown shortly thereafter. I spoke with a skiffer captain who supposedly allowed the dwarf passage, having recognized him from the games, and mentioned that Uzan had a strange burn mark or scar on his right arm. I am unsure if these are connected in any way and I have been unable to find him.

As to the olims, I can only continue to urge you against reading what they have to tell us. We know that they only can lead us to failure: the scars I earned going after Vargas are testament enough for me. Trust in the vision of the Seers to lead us, my friend.

Continue your work and take care

Embril

20th of the Tribute, Year 310

*A speaker for the dying and dead
Looking for guidance of silver Seers in the vale of Lurzi
Leads one corrupted by a silver sickness and an eye
Under the mountain of Miviliious
Seeks truth from gray and finds a word of answers
To a question for a last gathering of four and two
And within a raging fire gives truth to
Never does the speaker question again*

Olim collected in Bazurelum, Year 308

Miviliious? Do I travel to the false Oracles?

Gives truth to...? TO WHO?

4 + 2 = 6

Silver sickness & an eye + truth from Gray - Use Aurad?

*Lemeras is the Minzessine in Miviliious - not important
but well traveled...knew/knows how to end the world?*