

2014 Gaming Schedule

May 23 - 25th

June 20 - 22nd

August 1 - 3rd

August 29 - 31st

September 26 - 28th

October 24 - 26th

Please register by phone or email ten days before a game event.

Tavern of Lost Souls

Come one come all. Not only serving the best ale in the stronghold but we offer many games for our patrons to play. Chess, checkers and backgammon to name a few.

Rumor has it that next moon Samarac and Moonshin will be playing their guitars. Buy them a few ales and maybe they will sing as well.

Drinking, games and music, what more could a weary traveler ask for? So stop in to the tavern of Lost souls and enjoy, you deserve it.

Trolls and undead need not enter.

Now Hiring:

The Guard of the Elecsirt Stronghold is always on the look out for brave new recruits to join their ranks! Are you handy with a blade? Have a healing hand? Dabble in the magical arts? Want to help defend the good citizens of Elecsirt? Then come speak with Captain Stark Silvert-horn about joining the guard. Great pay, terrible hours and a free ale once a moon at the tavern! It's an exciting career tailored to those who seek adventure and thrills!

The Four Winds

The Four Winds are also seeking new members! They are a guild dedicated to fighting for the betterment of the realm and seek others of like mind. Offering help to those in need, assisting in quests and working side by side with the Guard, the Klors Guild and other organizations the Four Winds is ready to take on new adventures. From helping local farmers to taking part in challenging missions there is a place amongst them for all levels of skills and talents. If you would like to be a part of the Four Winds family, seek out a member of the guild or ask for Laurelin at the Elecsirt Stronghold.

Lost & Found

FOUND - one ring near the sanctuary. Please contact Moonshin. If you are able to describe the ring a deal can be made for its return.

Wares to sell? Services to provide? Looking to hire?

Don't let the competition have the edge. Place your ad here.

Coin or ale are both acceptable forms of payment.



Greetings friends of the Realm. Laroon blessed us with beautiful weather for which we were all grateful, praise Laroon! It was a busy moon at the realm as you will read below.

Dream weaver

As Olaf's started to fill with patrons there was talk of a most unusual dream. It wasn't long before it was realized that others had the same dream and were convinced it was no accident, they were dream controlled. In the dream a glowing chest was seen with two locks, one made of metal and hangs from a riveted notch to keep prying hands out. The other magical with odd patterns in square blocks. Where the dream varied is that each person was able to discern a particular etching from the magical lock. As the dream began to fade each person heard a deep voice which said "Speak the words!"

Each person who had the dream described the etching they saw to Vica who drew them out. It was determined they were letters of an ancient magical language. The letters seemed random but was figured out they spelled the words "magic key". As you will later read the events that occurred distracted the patrons of Olaf's and the dream was forgotten about.

The following evening Brand and Moonshin were escorting the alchemist Ambrose through the woods so he could meet up with a caravan. While escorting Ambrose they discovered the chest from the dream. Wanting to alert the others but afraid the chest may be found and taken by someone or something Brand covered the chest with his cloak only to have it blown off by the chest.

Brand and Moonshin raced back to Olaf's and told of the found chest. Captain Stark returned with Brand and Moonshin and he attempted to pick up the chest but was unable to. He then spoke the words "magic key" and the magic lock opened. The metal lock proved too difficult for Moonshin to open so Vica was sent for.

Vica and the patrons who were at Olaf's arrived. Vica checked over the chest for traps but found none and then started working to open the lock. At this time the Druid Laurelin granted everyone dragon armor just in case. You can never be too safe.

It took Vica a few minutes to open the lock and when she did she able to open the chest. When she opened it a quick but violent earthquake was set off. Thanks to Laurelin's dragon armor no one was hurt. Inside the chest were various pieces of jewelry and shards that will need to be appraised. The chest has been hidden until that time comes.

The baby

This moon we find Vica is still burdened with the baby. As was feared there are nefarious beings in search of said baby keeping the inhabitants of Olaf's on high alert. One such visit was from a Sarreth who demanded the baby. A battle ensued which resulted in the demise of the Sarreth. Erasco cut off it's wings which are now a decoration at Olaf's he cut some scales off for Laurelin who was not present. However while he was cutting the scales the Sarreth exploded causing fire damage to those who were near.

After the Sarreth visit, Vica had a revelation. She was lead to believe the baby's parents are Ashe the Drow and Kalidor the Vampire. However the baby has wings and a barbed tail. To her knowledge neither a Drow nor a Vampire have wings or a barbed tail. There is much to ponder on this new revelation.

Lord Elecsert

Lord Elecsirt honored the stronghold with his presence. The lord was seen escorting an unknown Lady through the stronghold. What was unusual is that Lord Elecsirt had no guard accompanying him. Your humble author felt this to be of high risk considering the extent of evil lurking in the stronghold. Praise the Gods for Lord Elecsirt's excursion was uneventful and he and the Lady arrived back at the manor house without harm.

Howling wolf

Bardin the druid visited Olaf's. He brought an assistant and a large spider. Together they extracted the poison from the spider and created a neutralize poison potion which was given to Captain Stark. Later that night Bardin's assistant was frantically looking for him as he was acting unusual and had run out into the night alone. At this same time the patrons of Olaf's heard howling in the woods and went to investigate. The source of the howling was a werewolf. The patrons were about to attack the werewolf when Bardin's assistant arrived and explained her dilemma. With the new information it was clear that Bardin had turned into the werewolf. Not wanting to hurt him the patrons tried talking to Bardin when from the darkness Nox, leader of the Klors guild cast a spell killing him. The patrons were upset at this but Nox explained to cure Bardin he would have to go to the sanctuary and be revived, taken out, killed, brought back in, revived, out killed, in revived as many times as necessary. Sorry Bardin it had to be done. The good news is that he was fully cured.

And the rest

The farmer known as mama and a friend arrived at Olaf's with a raven they claimed was the friend's grandson. They told that witches turned him into the raven and they wanted help turning him back. The raven was left in Captain Starks care who said he would do what he could. On their way back to the farm mama and her friend were attacked and killed by the aforementioned serreths.

Captain Stark is still sporting the mark of the wraith which is unfortunate because as one would expect, wraiths have been appearing in the stronghold looking for him. The stronghold guards were able to defeat the wraiths but for how long? Please Captain Stark, find a way to remove the mark.

Two men were caught at the Tavern of Lost Souls trying to use counterfeit coins. They claimed no knowledge that the coins were counterfeit. The town guards have them in custody at the manor house for further questioning.

The town guards were escorting a convicted murderer when they were attacked by an unusual band of rouges. Though the rouges were defeated, the prisoner escaped and is at large in the stronghold so beware.

An avatar of Laroon blessed a Minotaur who now has no evil intent and only peace in it's heart. It will be recognized by the chain hanging from it's neck.

Sleep well gentle readers, the good people of the Elecsirt Stronghold will keep you safe. Till next moon.