

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.

Announcement!

Residents of the Stronghold who dwell in the area near the tavern are requested to attend a meeting about an hour before midnight on the first night of the new moon. Certain matters affecting these residents will be discussed. Please assemble at Olaf's rest at that time.

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.

The guitar playing duo of Samarac and Moonshin was a big hit last moon. They will be back next moon with guitars tunes (we hope) and ready to play again. Rumor has it that Laurelin will sing a song or two.

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

Serreth and Dark Lords are not welcome.

Heard it through the grapevine:

The Donovan farm has born a black sheep. This is a bad omen. The Donovan's believe the Jelbs have something to do with the birth.

The merchant Malvoy is angry. He claims there was something sold to him that was not worth the value he was lead to believe.

It has been told that the green orcs are tunneling under the stronghold and have caused the trees to fall over. But there is also talk that a Torom follower is in league with a dark druid and they cause the catastrophe of the trees falling over.

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.

Step right up!

Now joining Momma Lumps is a new sight to see, Pig Cow.

That's right, Bo Jelb has a new meat of his own making, a cross between a pig and a cow and he calls it Brand.

So come out and see Momma Lumps and the Pig Cow. And don't forget to bring home a side of Brand.

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

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

Don't be shy, there is plenty of room on the Scribe for your ad.

Coin, ale and baked goods are all acceptable forms of payment.

Greetings friends of the Realm. Laroon teased us with the chance of rain but smiled on us instead, praise Laroon! It was a busy moon at the realm as you shall read below.

The Abbey

The night did not start off well near Olaf's. The stronghold was visited by multiple Medusa. Many of the town folk were petrified, and I don't mean scared. When making eye contact with a Medusa you are instantly turned to stone. Fortunately Nox from the Klors guild arrived and was able to release the unfortunate victims.

Nox spoke of a deep hole that had just opened up in the ground. He believed the Medusa came out from the very same. Quickly a party formed at his request to go investigate. By dropping into the hole the adventurers landed in a room littered with skulls and bones. In the middle of the room on a short stand were several pieces of what appeared to be blue mithril which were protected by an impenetrable wall of light. As they examined the room further, two Medusa suddenly appeared. All in the party, having learned their lesson earlier, knew better than to make eye contact with the ghastly creatures so they managed to avoid petrification. Nox was able to kill both of the Medusa and removed their heads for disposal. With the danger over, they continued to search the room and soon discovered a secret door but Nox wanted to get out of the hole before more Medusa arrived and so the door went untried. The party escaped the hole without further incident and took the two Medusa heads with them to burn.

Nox asked Brand to collapse the hole so no one could enter looking for the blue mithril and also so the medusa could not get out. Kevin leant a hand and the pair were able to collapse the hole and make it look natural. Brand also said he collapsed it in a way that if need be he could get back in.

The next evening Stery and Bardin of the Klors guild arrived at Olaf's. They were looking for a party to join them in the Abbey to help them solve a long riddle inside. The town folk explained that the entrance had been collapsed but Stery had the ability to teleport all inside. The party formed and they entered the portal and soon found themselves in a hallway. As they ventured in they found a person who had been turned to stone. The hallway lead into the very same room that they had visited the night before. Stery then asked Laurelin to see if the secret door would open. She tried but it would not budge. It wasn't long after that when two Medusa arrived to see what was afoot. Everyone was ready except Samarac who made eye contact and was turned to stone. Laurelin was able to use elemental death on both Medusa. Stery, who had grown very nervous, told everyone they were leaving right away. The party dragged Samarac to the other stone person and teleported back to Olaf's. Stery then returned to the Klor's Guild by teleport with Samarac, the mystery person and Laurelin in tow. Fortunately Stery was able to release Samarac and the mystery person.

Stery then quickly teleported the group back to the first circle in the stronghold near the tavern. There they questioned the mystery person gave no answers and was told to go. She started to do so then turned and assassinated Stery. The stranger was quickly put to death and it was discovered she was a member of the serpent thieves. Stery was brought back to health with the help of a magical berry given to him by Samarac.

When asked about the riddle that was suppose to be solved Stery said he was only interested in the secret door and if it could be opened. Laurelin said she only tried to physically open the door, she never tried magic. The group thought they should go back and try that but Stery would not have any of that.

Dryads

Two Sprites and the Dryad Silverleaf showed up at Olaf's. The Sprites were in charge of making two making orbs that gave the Dryad Silverleaf his power. However a shadow stole the orbs and retreated to the elemental realm before it could be stopped. The Sprites needed help retrieving the orbs from the elemental realm but Silverleaf was too weak to portal more than one Sprite and one human. Silverleaf looked into the hearts of all who were present at Olaf's and chose the purest of heart to go with him to the elemental realm. Moonshin was chosen and off they went to the elemental realm.

Moonshin successfully retrieved the orbs and they all came back. With the orbs in hand the sprites and Silverleaf went to the wild magic area where Sliverleaf took the orbs with him and performed a ritual that healed him.

The next day Bardin made a trip to the wild magic area with some friends and inspected it. He said the Undead Treant in the circle was showing some signs of life. He also took a dead leaf and crumpled it. The pieces that fell to the ground sprouted as new growth. There was much rejoicing.

Looking for love

A cleric of Driel arrived at Olaf's. It seems there is romance blossoming from the two feuding farming families, the Donovans and the Jelbs. A young Donovan and a young Jelb are in love and the cleric of Driel wants to marry them off. She believes that will bring the families together and love will rule. Brand felt different. He thinks the marriage will escalate the feud and the guard will be left cleaning up the mess.

During this time a strange traveler arrived at Olaf's. He seemed angry for when his name was asked it wasn't heard. So it was asked again and he angrily said, Phillip, Phillip, Phillip!!!! He sat at Olaf's for a little while and was acting oddly. He then announced to the cleric of Driel he had a present for her. He pulled out a Driel symbol necklace and said he took it from the severed head of his victim. He tried to run off but was put to death. The Driel cleric was unnerved by this.

The next morning there was a gruesome discovery along the trail. A severed head was found together with a severed hand and ten assorted fingers, two hearts and a brain. They were all arranged in the double circle of the Driel symbol along with many flower petals. Another Driel necklace was also found. Quintarus suggested we lock the necklace in the chest at the sanctuary and then burn everything else. He didn't want to upset the cleric of Driel any more than she already was.

Later that night Tundru was visiting Olaf's. The Driel necklace was retrieved so he could Scry upon it which he did. Tundru explained that there was a cleric of Driel who was in love with another cleric but was turned away. Broken hearted and embittered that cleric then turned to Torom and started killing Driel clerics in retaliation. The name of that cleric is Linked and is suspected of being the one who called himself "Philip" earlier.

Speaking of love

Two members of the Donovan family, Bo and Bay, came to Olaf's and were very angry about the talk of their kin marrying a member of the Jelb family. They also blamed the Jelb family for the birth of a black sheep on their farm.

Later that night two members of Jelb family arrived at Olaf's and were much calmer about the situation. They asked for help finding out about who is responsible for the black sheep as they insist that they had nothing to do with it.

And the rest

Nox arrived at Olaf's and warned of an army of undead that was gathering. He said the Klors guild would protect the east and he needed a force to protect the west. The patrons of Olaf's took on the challenge and were able to defeat the undead when they did attack.

A merchant arrived with the caravan of cheesy bread. She was selling potions. Later she reported a box she was carrying was stolen. She reported it to the manor house and shield started a search for the missing box. The box was found empty along the trail.

A serreth, and two Dark Lords made an appearance but were fortunately defeated! Although the Serreth and one Dark Lord were killed, the other dark one was banished and may still be at large. Laurelin was able to claim scales, claws and the wings from the serreth.

Logan and Remy paid a visit to Olaf's. They had a writ for their arrest. The matter was brought up to the guard and it seems they are in the clear, the writ has been called off.

A Brown Orc showed up looking very animated. There was no one at Olaf's who spoke Orc so a call went out for Samarac. When Samarac arrived the orc told him that the green orcs who have made an alliance with the trolls now have made an alliance with the ogres and are seeking help in what they believe will be a war.

There was also a visit from the Belladunes which lead to a whole variety of emotions from those they touched.

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