

Season Teaser

Rumors are a dangerous thing but in most there are hints of truth. With TradeTown now an active ally and the caravans often visiting Bastian, a sense of normalcy has begun to settle. Work with the militia and military have provided security. The goblins seem to have calmed and banditry is at an all time low. Security and food have been mostly stable through the winter. People talk, it's their nature... To the south a force has been moving north and it seems headed to Bastian. Many don't know if they are friends or foes. Only those that are regimented and quick moving. The Vreech have been mostly silent aside from claims of a purple Vreech that has become a menace and was then so named. The Cairn itself has become a bit of a resource as delving teams and trade has begun to use its goods for trade. Your once tiny village is now a thriving town on the verge of a city. The world is opening to you and with that are new friends. New foes and an uncertain future. The Fae are at play and their machinations are affecting the world, a dark shadow seems to haunt every corner as many award further word about the chaos elemental and with two stable circles your town has become a place of interest to many. In the twilight hours people claim to see spirits that are caught between worlds and new dark sounds are heard in the forests nearby. No one has heard from the dragons. Many old friends and threats seem to be Slumbering. In their absence and through your efforts..what else has awoken?

Season Closer Teaser

Your dreams lately have been difficult. Nightmares more than dreams. No matter how it starts it always ends in a similar way. A storm rising... tendrils coming down from the clouds. Images of eldritch atrocities with dozens of hungry eyes.. then a flight of corvids.. massive and sudden pain..but you still don't wake. You just feel a loss. Something deep and hurting.. the eyes of the horrors widen as they seem to find their prey. Thousands of spirits, some you may recognize stand around you. They look up and scream in fear as the tendrils reach for them...then you awaken. (We look forward to seeing you this weekend.. the Elder are coming.)

Season Closer Note

As the last night of the gather ends, everyone sees a steady stream of spirits crossing the bridge. The amount of spirits in the area is an untold number. They seem to stretch on forever. The next morning they are all gone. However a gathering of Havenite Pastiche and Sefondre remain in the area. The Sefondre seem to be talking to themselves as the Pastiche seem to be at ease watching them. When asked the Pastiche will explain that they're assisting the remaining spirits. They tell you that it seems that the ability to see spirits is once again only held by the Sefondre. (((From this point on ONLY HIGH OGRES are able to see NPCs in yellow headbands. Any ability to see spirits if you are not a High Ogre are no longer active)))