

## Travel Guide:

### **Planar Differences: Shea vs Alusia.**

The mana is unusual on this plane. Every so often (1 in ten or twelve casts), the mana gets out of control, and as well as usual results (success, failure or backfire), weird random spells or backfires occur. Elementalists seem most prone to this. This may not happen in the Glorac Academy grounds. After twenty spells in quick succession, every further spell that day backfired, in addition to a normal result. Effects included Rank 21 Star Wings, Rank 36 Instil Flight, upside-down, back-to-front and/or black Star Wings, periods of unconsciousness, addictions & cravings, violence, as well as the usual range of backfires. Star Wings, Hands of Earth, Counterspells and Telepathy seemed most prone to this effect.

Magic usage is slow and systematic - it may take ten years to learn past cantrip magic, but they then have access to any type of effect. In short, they are all non-College Adepts, even if specific spells can be stopped by counterspells (unknown). The ordinary locals do not use magic at all, but many seem unperturbed by Light, Wings, Hands, flying carpets, et al. Mages tending to Mind, Illusion and Cursing were noted.

Slavery is common. eg; Being found in Glorac Harbour without a Lictor in your pocket is grounds for enslavement.

Sentient Races: Humans, Urkish (Orcs), Carbies (Hill giants), Oger (50' giants), Squallubs (Rocs), Shin-Finns (dolphins).

Probably many others. Oger are 50' high, gentle rustic folk who keep Hill-plods for transport and sex, and perform very bad serenades. Squallubs (40' high, 80' wing-span) fly at 100mph, 25,000ft; two can carry a 120' long wagon with 50' Oger, 3 baby Hill-plods (25' high each) for 7 hours. They are sentient, cynical, cruel, omnivorous and bad poets. Shin-Finns are 15' dolphin/seals that will throw themselves up to 10' up a rock or 20' along the ground, to get to food. They hunt in packs and are vicious killers. Everything except Shin-Finns, cannibals and Urkish speaks Common. Western shore uses Alusian "western" common script. Different writing script on Eastern shore of ocean.

Most Alusian animals are not known here, including Horses & Oxen. Slendars (5' high omnivorous Greyhounds) are harnessed for sulkies and carriages, Plods (terrestrial well-muscled Hippos) are used for larger loads. An Adzul is a rare, intelligent, expensive riding animal like a two-legged horse. Truly massive work is done by Titanoplods, a 50' high semi-aquatic breed of Plod, built like an Elephant with a Hippo's head. Slendars are highly strung and require some careful handling, though less overall care than Horses. Slendars and Plods may be kept peacefully in the same stable, but Horses are nervous of Slendars. Titanoplods work with a team of goaders, guides and a "whistle-man". A Lumpet is an animal bred for food - similar to cattle?. A Glide is a sea-bird like a gull. Hill-plods are nearly as large (40') as Titanoplods, but on Eastern Shore of the Ocean, kept by Oger. Air snakes are 8' long black flying snakes travelling in hunting groups of 3; they are very agile, very fast, slightly poisonous and found on Cray Major. Blubber are like Orca, but slightly larger (30 feet), and are hunted. They breathe air. Megalops are giant two-headed carnivorous aquatics. Giant squid get up to 150' long.

Other unusual absences include leather & cream (no cattle), sugar, silver, true-silver. Iron is uncommon, though available.

Shoes are made out of "schlub-bub" leather, also some pseudo-leather available from Cannibal Isles or Human leather from Skin farms. The human leather often looks like suede.

Food is always interesting - often unusual, but normally palatable. Kelp Rolls, Brazed Lumpet, Eel, Homunculae, Cheese rather than Cream Buns, etc.

Ships: A fair amount of aquatic commerce exists. Ships 80 foot long travel oceans 2,000miles wide regularly. they have one bank of oars and 2 masts. Apparently similar to Eltrandorian Carracks. Cannibal Islanders use paddled 30' two-hull boats, 20+ men to a boat. Blubberers in the Crays use a 50' long boat with no sails, powered by huge paddle-wheels, captured gollops (one-eyed, vicious 6-legged "wolverines") forced inside, and heated by fire until they run. They cruise at 8 knots, maximum speed 20 knots.

The word million = 1,000. Thousand is unknown/rare.

Seasons do not occur here - spring, summer, autumn, winter are meaningless. Some days it rains, some days it doesn't.

The times of day are systematic, though relative: dawn, post-dawn, pre-forenoon, forenoon, noon, post-noon, pre-afternoon, afternoon, post-afternoon, pre-dusk, dusk. Early & late are optional prefixes to these. 24 hours/day.

## Geography:

### **Glorac Harbour**

◆ Glorac Harbour currency is in Lictors (L). This is a gold coin, of similar weight to a gold shilling. Its purchasing power is roughly equivalent to a silver penny in Seagate. A Lictor can be broken into 8 sectors, called Druns. One Lictor & 3 Druns would be written as 1/3, 5 Druns as -/5, 2 Lictors as 2/-. Offered exchange rates were 6gs for 5L; 100sp gems averaged 7/1. Silver, copper and true-silver coins are worthless. The Cannibal Isles use gold Duzats (3D=2L). For examples of all local coinage, see Pent.

◆ The Glorac Academy is a place of learning. Most magic, alchemy, cartography, history, heraldry and misc. knowledge is held there. They will sell most information for vast sums of money, and buy for much less. Never volunteer anything. We were charged 50L/hour of research. "Informagus of the first Seal" is an intermediate title at the Academy. Exams are held every quarter for entry and advancement. The wall and gate have a reflective magic aura. Spells cast at or through this area seem to reflect. Transparency and TP were all that was tried. Age of effect 864 years.

◆ The Dowager Poon has a coachman that is a Rank 8 Assassin, master of disguise, and general all-around nice guy. He guided us around town, picked us up and set us down as required. The Dowager Poon's husband died recently, after a long,

happy marriage. Their house (on the hill, rich quarter) is 362 years old. Poon was engaged with Arnold Snop in the "Peel" Wars, but lost.

- ◆ Slamp is a "Skin-broker", or slaver. He is fair in business, and has acted as a middleman in unusual transactions.
- ◆ The Slope Inn in Glorac Harbour is an average Inn. The Innkeeper is Grummond. A bunk room (16 bunks in 1 room) is 24L. Each room can fit two people, charge 12L for one, 8L each for two. Meals range from 1L to 2L a head.
- ◆ The Hotel deJure is a hotel recommended by the local nobility. Prices unknown.
- ◆ Antor the Elliptical is the only powerful (and eccentric) mage who is outside the Academy. He lives in a warehouse at the docks.
- ◆ Carbies are integrated into society - Urkish aren't.
- ◆ The fishing fleet gets in at post-afternoon, the fish markets open at pre-dusk.
- ◆ The Guild owes Fred (of Fred's Fresh Fish stall at the Fish Market) a favour for helping Kel.
- ◆ Rooshanod is a junk & parchment broker in Junk Row. Many odd knick-knacks available.
- ◆ Portal arrival area is 3 miles to west of ocean, a mile north of Glorac Harbour. Kel also arrived around here. The hills outside Gloric Harbour extend west to the mountains 30 miles away.  
"Vampyre" density 20 to 30 per sq mile. Only active at night, attack indiscriminately, blood-sucking, no shape change, no magic, cross running water, probably not affected by silver. Clawed feet, hands, est. 7'-8' high. Probably Ghouls. Monks (Homunculæ) are 2' tall humanoids, probably non-sentient. They are hunted for food. Also found footprints of 2' tall humanoid, but very heavy - are they Monks or something else?

### Ungullion

- Rhonut groves flank Ungullion to the north.
- Ungullion is a rich & big sea-port (around 8,000) where the people live in tree-houses.
- Houses are a series of platforms on old, huge trees, or cottages underneath these. There is a series of walkways and ramps from the grounds and from tree to tree. The people are normal humans, and not overly arboreal.
- The trees have animal-level auras and awareness. eg; Aura level Animal. GTN Oak. Age 104 years.
- The town guards are called the axe-men. They live in the centre of the Ungullion grove. They wear black cloaks.
- People in tree-houses shouldn't throw tantrums; nor should anyone else visiting this vaguely rustic, very peaceable town. The trees get upset by these emotions, and tend to beat and throttle people to death if they are bad.
- The quality of the wines is mixed. The best are the parsnip, grape & mung.
- There is a good bunkhouse, the Leaf Mould Inn, 2Lictors/Bolt (one bed room) per night. No food served. On main avenue into the heart of Ungullion Grove.
- The bathhouse 2 trunks down from the Leaf Mould is very reasonable, but only open during the day,. The old woman there knows most of the gossip & secrets of the businessmen, and will part with them discretely. She knows and respects K'Brow.
- Crime in the area is discrete, except near the docks.
- The docks are a culturally separate part of Ungullion. criminals wander the streets, no women or children seen, no living quarters in the area.
- There were serious riots in '72 around the docks.
- There is a Navigator's Guild near the docks, that will treat with you reasonably if you respect them.
- Fishing in the area is done with Slothor pots - the smoke from these 30-40lb pots stuns the 5'-20' sea life, which is then wrestled into submission. See notes on taking the village of Hismin.

### Shea travel in general

- ◇ The ruler of the Cannibal Isles is Paul the Unkillable - he has been assassinated a lot. The Cannibals don't speak common. Cultural details available from Eidolon.
- ◇ Skin farms are to the south of Glorac Harbour, 20-30 miles. They sell human leather.
- ◇ Wibble's Jut and the Cliffs of Chaos are not recommended by locals. They are said to have witches, human sacrifice, etc. Landing on a beach on the north side at mid-afternoon, we saw no signs of evil.
- ◇ The Grasslands are full of grass that put you to sleep if you touch them.
- ◇ The seas near False Point, Wibble's Jut, the Grasslands promontory, and the bays north of Ungullion are teeming with huge, aggressive creatures. Do not enter the water. Large crabs and other unidentified creatures will come onto the beach at night.
- ◇ Galipodis is south of Ungullion.
- ◇ Slimsher is on the other side of the Ocean, estimated 20 days normal sail against the winds in Carrack, ENE from Ungullion. This is a major town/city/region, and the base of Arnold Snop, the dominant Peel Trader.
- ◇ Hismin is a small peeling village (est. 300 souls) in Slimsher.
- ◇ North of Slimsher is the Satrapies. Relative to the rest of this god-forsaken, arbitrary and cruel plane, the satrapies are god-forsaken, arbitrary and cruel, according to those who escaped their benevolent guidance.
- ◇ 700 miles (or seven hours on a Squallub) NNW to NW of Slimsher are the islands of Cray Major & Cray Minor. The Score & Seven Bay is in Cray Major - . The Huff-Huff traders come from the Crays, but were severely thumped in the Huff-Huff war, circa 40 years ago, and aren't seen often. This is a totally patriarchal society - they sit & drink while the women work, hunt, etc. The towns are a total ruin. Small traders visit occasionally. The hills are rife with Squallubs, Air Snakes, and monsters. Frisp is

the capital and is in the northern tip of Cray Major. Frisp is also the location of the King of Cray. Traditionally, the King is buried at sea 200 miles north of Frisp. At this location is an underwater city, perhaps buried by a volcano.

◇ 200 miles north and 400 miles west of Frisp is an archipelago of islands, all at or just below water level. This is a dangerous area to sail, as the Blubbers and Shin-Finns will try to sink your ship, and the reefs are dangerous.

◇ Siril is a town well to the north of Glorac Harbour. It is 150 miles south of Kurl.

## **Kurl**

Kurl is a city buried deep under a lava flow far to the north on the western shore of the ocean. A long time ago, it was the capital of an empire covering one-quarter of the globe. It was full of high culture and knowledge, as well as wonderful art and huge wealth. At its prime, it was snuffed out by a volcano, so suddenly that most of the buildings petrified under the lava flow, rather than burning. All the treasure, knowledge and artifacts of Kurl were destroyed or buried. It is now being systematically looted.

- Kurl is a seriously frightening place. It is all mines underground, with a small village on top.
- Most of the Incubariums (ectoplasmic zoos) studied by the ancients are broken, and the spirits loose in Kurl. An Incubarium is a link to unattached souls or spirits killed on this plane. I speculate that it is a portal to Yana.
- “Spelunkers” visiting Kurl are charged huge fees by the tax squads, then robbed by them as they return to the surface.
- The tax squads travel in twelves, in plate mail. Usually at least one is a mage.
- Kurl is full of animated artifacts, mostly hostile.
- Quosh travel in threes arm-in-arm, and have a fixed smile. Otherwise they are identical to humans. The tax squad fled at the sight of them. Their powers (apart from disguise) are unknown to us. They speak in lizardy, leathery, sibilant voices.
- Squatrobs are 4’-5’ humanoids, greasy white hair, rubbery skin, fangs, big eyes, impervious to all weapons and magic. They appear in threes. Stilth killed the ones we met by telling them a tale, changing its style and delaying them, until he eventually pretended to forget, and they died from frustration. He’s done it before, but otherwise they are instant death.
- There are wolf-sized maggots with huge pincers. Breaking off their pincers from behind and eating their brains kills them.
- Gallen the stone golem roams some of the mines of Kurl. He can steal men’s souls (and undead’s as well!) with a spindle. You can always ask 7 questions of him, but he’s smart and impatient.
- There is a library of all knowledge guarded by ghouls who will sell books for blood.
- Just under half (Stilth’s estimate) of the creatures can see invisible. Many have magic. Many need magic to be hurt. Some can’t be hurt. Without a local guide, you can’t tell which is which.
- The treasures of Kurl are amazing - knowledge, art, wealth, spare souls (for that kind of person).
- Do not enter the Incubariums. They lead to Yana. I will not describe the events in there except to say that you can lose your sanity, your self and your soul. We lost Romo. If you are in there, let in the people you killed on Shea to protect you from the other spirits (see poem), or go mad. Magic and physical capabilities do not work there. *Do you have a pure soul?*

## **Significant NPCs**

The demonic informant was composed of smoke and bones, there was a smell of sulphur, blood on the walls, screams in the background, etc. This demon was the one that the Market Ditch staff believed had bought the brothel off Theos.

The Secret Service was a group of 100 Ungullion men, members unknown to each other, who formed up to attack Arnold Snop in a surprise raid from Ungullion to Slimsher. They include at least one Mage of unknown, medium-high power, who can compel, hypnotise & geas. Their intent was to break his Peel monopoly by engaging in it themselves.

K’Brow is a powerful Mage in sole charge of the smuggling vessel Jack Wasp. We had frequent, productive contact with him. He has Witchsight, can detect & soften mental afflictions/backfires, and distort conversations. He also knows many secrets concerning goings-on in Glorac Harbour and Ungullion. He has been through Yana.

Stilth is a powerful mage and friend of K’Brow. Primarily an Illusionist, people perceive him and his surrounds as they find most believable. He knows vast stores of knowledge and is a skilled storyteller. Referred to as “the trickster” by Kurl’s inhabitants.

The Riddler is a unique immortal creature on Cray Major. It regenerates after being burned/hacked up/etc. It is a 4’ grey spider Mind Mage that controls large numbers of Air Snakes (and people) and sets traps and riddles for unwary travellers (the answer to all of the ones we were asked was “Death”. We turned it to stone.

Kag-Hag Hounder-Pounder was a 600’ giant summoned during the Huff-Huff wars. He was controlled and sunk navies. At the conclusion of the war, he tried to destroy civilisation. A warlock & his spouse cursed him to stay 5 miles from any land so as not to harm ships. This curse was renewed each dawn for 30 years. We slew the warlock, and then banished Kag-Hag. Capabilities: Kag-Hag’s major magic was in staying alive. He had a multiple target minor curse and an enchant rock spell. The witch could change into a dolphin, and she and the warlock could regenerate in water. The warlock was tougher than the witch. Kag-Hag was returned to his home plane, the witch is free, and we believe that the warlock currently possesses Romo, but their plane is unknown.

## Notes and Knowledge:

Pedro comes from the Oracle at Delph. Using his inter-planar amulet requires 1 EN, knowledge of the ITN of a plane, and opens a 4'x2' portal for 1 minute. He is the golem of Torro of Seagate.

Yana is a "mythical" place, also known as Yannil, the plane of undying. Eternal youth is available there. It is said to be beyond the Mines of Kurl. This information is from the Academy. No one else on Western shore seems to have hears of it. It is known by some of the criminals of the Satrapies.

*We asked a demonic informant about Yana, he replied:*  
People in tree-houses shouldn't throw tantrums;  
Join the secret service and sail the score and seven seas;  
Thought about food is food for thought;  
Hitching rides bests the tide;  
Your answer to a riddle causes/brings/is death  
Bad things come in threes  
If death came knocking, would you let it in?

*Our interpretation is:*  
Go to Ungullion;  
Join the League; "Score & Seven Seas" is password & bay;  
Unsure - feeding the Schlub-bub?;  
Catch lifts with Oger & Squallubs;  
All the Riddler's riddles have an answer of death.  
The Air Snakes, Quosh and Squotrobs appear in triplets  
Survival advice for Yana-travellers.

### Riddles:

Fuel that feeds all urgent fires  
Extinguisher of hot desires

I'm each salt ocean's other shore  
Where tasteless tides of drought don't roar

Raise all winged enterprise  
I am the gulf where nothing flies

Defining all like daylight's light  
I'm all-concealing as the night.

### Party cohesion Notes:

*Sheree:* Polymorph Female Mind. 5'0". Non-combatant. Shapes include Wild Cat, Eagle, Pig, Dolphin, Seal, Human.

*Eidolon:* Human Male Light. 5'5". Healer, casual fighter (axe & shield).

*Haann:* Human Male Binder. 5'8". Piratical, casual fighter (scimitar & mg). Golem Poirot.

*Kern:* Elven Male Druid. 5'11". Celtic Warrior, Mil Sci (plate, kilt & claymore). Owned Randolph, Warhorse.

*Romo:* Human Male Binder. 5'11". Sea of Grass non-combatant. No Golem.

*Theos:* Elven Male Binder. 6'1". casual fighter (unarmed). Golems Halon, Osran.

*Pent:* Hobbit Male Ice. 3'2". Warrior (javelin & mg).

*Kel:* Elven Female Druid. Demonic. Found on the plane of Shea on Day 3.

*Briar:* Shea human carpenter from Galipodis. He joined us on the journey from Ungullion to Slimsher.

*Golems:* Pedro - Party Employer's rep; Poirot - Bard. Halon - Healer & SWings, Osran - Banish & backfires.

Leader Theos (Day0-Day4) | Romo (Day 5-). Mil Sci Kern. Scribe Eidolon.

Aspects. All but Pent are light aspected. Haann is Life aspected.

- Tunnelling (4xRk5 64%) silver ring [T] Eidolon.
- Locate (Pet) (3xRk4 60%) silver ring [L] Eidolon.
- Quickness (4xRk4 65% 3targ) silver ring [Q] Romo, Kern.
- Waters of Strength Rank 12 all party except Kel.

"Hide behind me and stay alive" - directive from Military Sci to Scribe/Healer.

Linking life-force wooden rings with carved letters: Theos (T); Kern (K); Haann (H); Romo (R); Sheree (S); Pent (P); Eidolon (E). All rings on bracelet around Theos' wrist except (T) in Kern's possession.

Kern & Pent are the fighters, all other tactics left open in combat.

"Fire", "Cat" in same sentence = attack now.

Watch A [1] Romo & Sheree; [2] Haann & Eidolon; [3] Pent & Theos; [4] Kern.

Watch B [1] Romo & Sheree; [2] Haann & Kel; [3] Pent & Theos; [4] Kern & Eidolon.

Watch C [1] Kern & Theos; [2] Theos & Kel; [3] Pent & Romo; [4] Kern & Eidolon.

Flight: Eidolon: Star Wings 2hrs, 33mph. Theos (Halon): Shadow Wings 3hrs, 35mph. Haann: Instil Flight 3.5hrs, 450lbs, 32mph. Pent: Windwalk 3mins, 75mph. Sheree: Eagleflight 8hrs, 10mph.

Flight Plan: Haann + Pent + Romo +g+g - (Instil Flight Haann). Theos +g+g - (Shadow Wings Halon). Kern + Sheree <as eagle> - (Star Wings Eidolon). Eidolon - (Star Wings Eidolon). Kel - (Shadow Wings Halon).

## Events:

Day 0: The Guild Binder Hiram's daughter Torro (also a Binder) was eaten by a tiger and was suspected to be at Yana, according to her golem, Pedro. He could transport us there (though not back) with an amulet. Payment arranged.

Day 1: We arrived in Shea through portal in rolling hills, mid-afternoon. Met Broneld, a hunter, and travelled to Glorac Harbour before dusk (2 hour walk), where we stayed at Slope Inn. Kern, Theos & Romo explored the town that evening for money changers. Meanwhile a coach broke a wheel outside the Slope Inn. The occupant of the coach, Dowager Poon, entered the Inn while her coach was fixed. Theos made contact with her. No watch that night.

Day 2: We wandered around Glorac Harbour, familiarising ourselves with the customs and streets. The Academy was unhelpful in our inquiries re Yana. We performed random magic and behaviour, and shortly the whole town was (peacefully) aware of us. At noon, we travelled to the Dowager Poon's manor. Theos bought a brothel ("Market Ditch") from her to on-sell discretely, at 1% commission. In the afternoon, we examined the brothel; and found a message from Kel at the fish market. We traced her to the Academy, and left a message. Watch A.

Day 3: The Academy informed us that Yana was mythical. Mid morning, we sold the Market Ditch to "Rupert". He paid in coin & a prophetic poem. Kel joined us. At noon, the brothel was shifted, to be barged down the coast. There were protests, suspicions of demons, a Titanoplod got loose, causing havoc. Theos assured the brothel that it would go to Ungullion. The barge then left smoothly. We got a map of Glorac Harbour to Ungullion from a cartographer. Planning took until dusk. Watch B.

Day 4: Left Glorac Harbour at dawn, heading north then west. After 2 hours ambushed by 4 Carbies. One got away. Randolph died. Kel killed one prisoner in cold blood. Trapped in magic storm. Flew (4xStar Wings & Instil Flight) out of storm to just past Klapp. Flew same again to beach before Wibble's Jut - met K'Brow. Flew same again to past Cliffs of Chaos. Flew same again to Grasslands promontory. Then everyone on Instil Flight to bay 10 miles north of Ungullion. Watch C.

Day 5: Romo elected Party Leader. Journeyed to Ungullion by foot along beach & orchards (3 hour walk). Felt out the town's tone from a wineshop. Shopped, asked K'Brow questions, got to know local customs, contacted bathhouse, attended Secret Service meeting at dusk. Watch B.

Day 6: Day spent on beach to north of Ungullion. Kel was made a full party member. At dusk, we shipped out with the Secret Service (League) to Slimsher. Watch C

Days 7-15: Sailed East to North East. Mainly windwhistle assisted in daylight. Trained and waited. Watches intermittent. Kel & Sheree were cooks, slept in galley. The rest were rowers and lookouts, and slept in the hold. Watch C.

Day 16: Pre dawn, attacked by cannibal islanders. Little damage. Watch C.

Days 17-22 Sailed East to North East. The wind was naturally more favourable. Kern on night duty. Trained and waited.

Day 23: Sighted land at noon. Landfall at Johnsons's cove before dusk. Final preparations for assault on Hismin. Kel was assaulted, but turned her attacker to stone. Watch C.

Day 24: Left ship at Dawn, marched south with 70 Secret Service/League members to Hismin. Attacked with Slothor pots, took all able-bodied men prisoner. Their prisoners (fodder) were freed, and replaced on the Peel slopes with townsfolk. At midnight, we slipped away with Briar, travelling back north. Took a Plod-wagon, and travelled all night. No formal watch.

Day 25: Travelled north, then inland (east) through gully until pre-dusk. At this point, we saw an Oger and Hill-Plod wagon, so we hid and slept. Watch B.

Day 26: At 4am, hitched a ride under the Oger's wagon. At dawn, Oger engaged in serenading then bugging his Hill-Plod, and was attacked by 2 Squallubs. Several Hill-Plods killed, Oger unconscious. All these bodies were dumped on wagon, which was then flown off. Flew NNW until 1pm. Landed on Cray Major. Escaped from Squallubs - Oger and Poirot died. Hid in a small Mine. Watch B.

Day 27: Headed down a road to the Score-&-Seven-Bay. Attacked by the Riddler, and around 30 Air-Snakes. Riddler turned to stone as warning to travellers. Met Rayman - a Huff-Huff huntress. Travelled into small port village. Organised a ship (blubber-hunter) to Siril. Spent the night in town, no watches.

Days 28-32: Paddled around to Frisp on north point of Cray Major. Took on body of their King noon 30th, sailed due north until noon 31st, buried him at sea. Then sailed West. Watch B.

Day 33: We arrived at Blubber hunting grounds at noon. Engaged the Blubber. They led us onto a reef, where the ship foundered. 5 Sailors and the whole party made it to some rocks using an ice-boat. We waited, defending ourselves from Shin-Finns and Blubbers, until scouting revealed a shape to the south. Haan (blind) flew to the shape and led it back - it was Kag-Hag Hounder-Pounder. We bargained with him, then he promised us a lift to near Kurl. Left rock at dusk. No formal watch.

Day 34: Rested on Kag-Hag. Wet. Direction of travel uncertain. speed ~ 10-15 knots for total of 33 hours. No formal watch.

Day 35: At 3am, we arrived on shore and planned attack on a witch & warlock. At dawn, they appeared, warlock slain, witch bargained with. Kag-Hag approached and was banished by Romo's & Pent's trickery. Witch left. We rested for the day. Watch B.

Day 36: We travelled south along the hill-trails to Kurl. The sailors looked after us. Met Stilth and convinced him to help. Watch B.

Day 37: Continued to Kurl. Left sailors to travel to Siril. At dusk, we snuck into Kurl past tax squads, Quosh, Squotrobs, wolf-sized maggots, ghoulibrarians, adventurers and a soul-stealing stone golem. The golem tried to steal Kel's soul, but failed (for obvious reasons). Reached a closed Incubarium pre-dawn. Guards, a megalomaniac and an ancient mage supervised a boat being built. We disguised ourselves as guards, and boarded the boat. Travelled through the Incubarium into Yana. Mystical experiences occurred. Haan rescued Torro's soul. We arrived back in or near Seagate, except Romo, as dawn broke.

Day 38: In the Guild; astrology indicated that Romo was lost but fine, possessed by the warlock he had slain. We could not track him further, and declared him MIA.

Being a map of the towns  
on the West Shore betwixt  
Glorak Harbour and Ungullion.

Thumbnail = 12 miles.

First Saint Thumb = 30 miles

