

## 2<sup>nd</sup> Session in The World of Haze 20220416

After receiving accolades somewhat out of proportion to their deeds, as well as a bit inaccurately related, the Crew trained through the winter. Winter was rough and food almost ran short, but due to their success in recapturing the supply caravan the populace survived to spring.

During this time the Crew made some attempts within House Shatum to find out more about the reasons for animosity from House Lupay, but they had no success, and they were met with strong directives to stand down, as escalating the conflict is not desired by their superiors.

The Crew was kept very busy, but began to enter into adult relationships and came to befriend another "leveled" character named Liedell and accepted him into their Crew. Liedell was a part of the city defense in Voneer when the Orcs overran the ramparts, and only barely escaped on a small boat that soon met up with a larger House Shatum sailing vessel.

Also, during this time Faed learned that her parents did not survive the overrun of Voneer. She did inherit an exceptional chain shirt of her mother's.

Bordi met with the Senior House Druid, Ordo, who is very very old. Ordo commanded Bordi to gain the experience necessary to replace Ordo as Senior House Druid once she passes. Bordi has been directed to continue with her Crew in order to gain that experience. Another "leveled" Druid, Alor, who has her focus on Forest magic is jealous of Bordi.

That spring, Gundal met with their House Lieutenant, Meersh, who told him that a House Shatum fishing vessel had recently sighted an island on-the-move approximately 3 days away that appeared to be on a course tangent to Midlay, and that it would probably still be within sailing range for about the next 30 days. Lieutenant Meersh commanded Gundal to lead his Crew and board a fast-sailing ship commanded by Captain Ruude to investigate.

The Crew left without attracting notice and sailed on Captain Ruude's vessel. When they approached the island they found it to be approximately 200 miles in width and as much as 500 miles in length. The wake was too immense for Ruude's vessel to approach directly, but the party was ferried successfully via skiff to shore near the port stern quarter. Ruude's raven friend seemed to be able to communicate to the Captain that there was an anomaly near the front, and the Crew decided to head for it. Most of the island appeared to be barren, rocky, and difficult terrain. Along the way to the anomaly they discovered they were being followed by a creature, so they set an ambush and dispatched a two-headed Troll!

Approaching the anomaly from in front they discovered that it was a large round tunnel of odd material with a spiral pattern extending down into it, and it was filled with animated humanoid skeletons! They did not reveal themselves to the skeletons. They also discovered that to one side of the tunnel, in unusually uniform rock that was weathered and damaged, a small sphere with a mirrored surface and a diameter of maybe four feet was partially embedded in the material, and there was evidence of where a larger sphere might have been next to it.

They did not stay to investigate further, but traveled along the high ridge towards the stern where a smoking mountain was located. There they discovered a fresh water lake several miles in length and width, surrounded by woods. They also discovered several foul nests apparently used by one or more Trolls! At this point time began running short for them to be able to return to the vessel before Midlay island was too far away and the Haze would lead them astray, so they headed back to where they came ashore and were able to return to Ruude's ship safely.

Upon return to Midlay they were greeted with some surprise by non-House Shatum members, but were able to report to the Lieutenant, and are now awaiting any results from their scouting mission.