

Ironhold: 2015.11.01 6:24.06.09

- Characters in large cavern, hangar shaped, ~2k meters long, mostly empty. Weird gate we came out of, 5 crystal obelisks, lots of rubble. Mindy from the walls and 1/3 of a city of city people milling about. ~100k people of Almagik, the city.
- Volker, Katerina, and Giada are among the Brass refugee hoard. They are all in the city and help with the evacuation. Pretty blasé about the whole thing until Great Leviathan appears. Something zapped GL before he could kill everyone, so more people got through the gate.
- The local populace wants answers about what happened and ask the three newbies to go find out. Volker - Newby, Katerina - Matt, Giada - Tyler. The old characters are obviously tri-lats, so the populace says "ask them".
- There are royal wizards near the gate sweating and mumbling (trying to keep the gate shut, which means they have the advantage. Great Leviathan is powerful). Everyone who can help does. At least Richard and Sydney, maybe Jules.
- Katerina evacuated much of my orphanage before GL (Great Leviathan) consumed him.
- Katerina greets the party. Syd asks, "Retributor is my balance paid." Katerina makes a roll and remembers that "is my balanced paid" is a classy way of asking if the priest (ess) was there to kill them. 800 years old jargon, cuz Syd.
- Katerina says there are no balances to be settled and Syd is slightly relieved.
- Katerina meets Aura, who is wearing a green and blue feathered shawl, which does not match.
- K says a debt has been accrued and must be settled. Aura yammers about Kai, K's eye glows red and she looks for someone, he is for off.
- Aura knows Katerina's husband (or did, he died during the war). K is from Ironhold.
- The High Temple of Thyssa has access to a gate.
- Giada walks up and hands a child to K. Syd calls her Night Mother, Winter's Mother.
- Mother's Light and Mother's Way were the words on the scabbards of K's swords.
- K bitches how someone has to pay for the death of the populace of the city. Some of the women and men start to howl and pray. K knows the divine mandate is behind her. Aura explains that we are hunting GL.

- The dwarf has no genitals, Giada is unfamiliar with the changeling process.
 - Katerina drops her armor and reveals that she is covered in scars.
 - We go in. Meet 2 dozen priests. Genderless.
 - The dwarven priests cast a shocking amount of create food spells.
 - They do it for us, and it is like "the memory of root vegetables."
 - The moon is waxing crescent.
 - We talk about things being tidally locked.
 - The elves built the Space Well.
 - The Earth is false in the area. The Amalrik refugees are.
 - Arden, one of Aura's pikemen, fought and died at the big Ironhold battle like 10 yrs ago. Giada cries crocodile tears in the background.
 - Katerina thinks that her swords are her babies.
 - All dwarves have bright eyes like gemstones, sometimes faceted. Portal notices K's sword.
 - K told the Dwarves how she forged her blades with the ashes of slain children. Syd looks sad.
 - Dwarves are fascinated by Volker's axe, echo of something alive in it.
 - Volker's ax consumes the blood of the people he hits with it.
 - The Dwarves sing Kumbaya to figure out the axe, to no avail.
- 624.66.12

Admitted to the Sacred Sanctum:

- Torun, 17th rank priest of Boden.
- They may be able to get us out. They want us to retrieve something from an impure place.
- The Bodenites know how to pass through stone.
- Jules is immune to natural heat.
- Day was sunny, superheated steam.
- Jules jumps into the boiling water, the others foolishly wait for protection spells.
- Syd samples the water and realizes it is not for her.
- Giada hands Syd some kind of bowl.
- Giada falls a roll and tries to drown, pulled down a side passage. Volker goes after her.
- Volker shoves Giada yet again, this time from the underwater sulfur cloud.
- After illness, we give the rock to the Boden people.
- Giada's bowl is obsidian, gold ring around the top, dried blood in it.

- They thank us for the magic rock and link up. We get enough stonewalling power to get several hours of transit.
- We get badly to the refugees. They want us to warn the Silver Oasis (business rivals).
- The priests of Baden know where the Iron fell and we are.
- The magic is very weird. We are the stone, but are not. Syd can perceive and avoid Gold Iron.
- We are Stone Bats, echolocating through rocks.
- We emerge in the scrub plains, just after dark. There are no fires or anything that indicates other people are around. It's X.P. (not to Eoe, but to Jules).