

Getting After It



by Dresey Keso

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Southern Sedra



We've just travelled to the Republic of Terapang

The Gang

PCs

Name	Race	Profession	Player
Arum Broadaxe	Dwarf	Cleric	
Bruce	Elf	Scout	Jay
Bome Alenas	Half-Elven	Bard	Joy
Charlene Denauf	Human	Wizard	Dawn
Gery "Gary" Anders			
Sir Percival Teneber			Russell
Sister Miriam Suntemple	Human	Cleric	Michelle
Titus of Gwalathar	Human	Knight	David
Zephyra	Half-Elven	Wizzard	Dawn
Sven Rogen	Human	Swashbuckler	Joy
Frappier McGuffin	Human	Cleric (God of Travel)	Jay
Niffeya al-Neera	Human	Martial Artist	Dawn
Llyandra	Elf	Scout	Michelle
Dresey Keso	Dragon-Blooded	Knight	Joy

NPCs

Name	Race	Profession	Notes
Laertes	Human	Druid	Leader of The Circle
Xander	Human	¿Sage?	

5 Ants, 25 Silver Pieces

GM: David

Friday, June 19, 2026

Free Ride to Terapang

I met the Captain of the **ship**, who warned me about fires. There is a recruiter on the ship; the **kingdom** is having trouble with **ants**. They'll pay [25 OSE gp = 0.25 GURPS gp = \$100 =] **5 silver** per head.

Ship Captain: It's very important that we avoid fires.

Dresey: What, because I'm Dragon-Blooded I start fires?

Ship Captain: Just be mindful; a fire on a **ship** is a very bad thing. We'll be taking you all to **Terapang**. There will be no fee for your rooms; the **Terapang Republic** is covering it.

Dresey: Room and board?

Ship Captain: But of course, they'll want you hail and hardy when you get there.

Along the way, I meet a Human Cleric, **Frappier McGuffin**, and an Elf Scout, **Llyandra**. They seem capable, so I hang with them.

Traipsing About Terapang.

When we arrive, we meet a Human Martial Artist, **Niffeya**, already there. She tells some story about her god sending her through a portal.

Terapang Representative: Welcome to the **Terapang Republic**. We're having some troubles and we need some help. You can join the **army**, or we can send you on your own on a **ship**. We're having a dinner in your all's honor this evening in the **administrative building**. (He gestures towards a castle.)

Dresey: If we join the **army**, how long would our commitment be?

Terapang Representative: I believe an **army** commitment would be a few months. If you have any more questions, just come by tonight.

We're in the **north** part of **Terapang**, this capital city has a population of about 9000. (The **south** part of the city is separated by a **crevasse**.) The city is set out on a grid pattern. There are strange smells: mostly **spices**, I think. There are many races here.

At noon we check out the "**administrative building**": it's a castle, surrounded by a trench,—a moat with no water. Some people appear to be living in the streets; they don't look too good: skinny.

Dinner at the Not-a-Castle

At sundown, we make our way to the “**administrative building**” to see what we’ve gotten ourselves into.

We sit down at a feast. There are scorpion-shaped patches on the walls. There are about 2 dozen of us all together. There is meat on lentils. **Frappier** gives me his meat, and I give him my lentils.

Niffeya: (looking at the scorpion-shaped patches on the wall) There used to be a scorpion kingdom here. The previous king and queen worshiped scorpions.

Rufus: (wearing robes and coming off very self-important) I’m councilman **Rufus**. I would like to propose a toast to you all. (we all lift our glasses) Welcome, adventurers. Thank you for offering your skills. The **ants** have caused us great problems. We’ve lost the **southern province**. We’re dealing with cunning foes here; don’t assume we’re dealing with mere beasts—that’s the mistake the former **King** and **Queen** made. We thank you for helping us. We’d like you to join the **army**, but we’ll have a bounty of **5 silver pieces** for every **ant** head. You’ll be given a **flag** when you get off; you can use it to call the **boat** back. Make yourselves at home here tonight.

Llyandra: Do the **ants** have any weaknesses?

Army Representative: **Poisons**

Llyandra: Are they attracted to anything?

Army Representative: **Food**.

Dresey: What do the ants want?

Rufus: They kidnap people. Anyone they can get their arms on.

Army Representative: Some of them have learned to pick up **weapons** that have been left behind. The only city in Terapang that has a wall is **Pamajar**, where the **army** is mustering. We thought the swamp might keep them back, but no.

Llyandra: Are they an invasive species?

Rufus: They’ve been here since the time of the **scorpions**.

Llyandra: How did they deal with them?

Rufus: They had to take care of them periodically: pushing them back when they began encroaching on their territory.

Llyandra: With poison?

Rufus: The **scorpions** did use poison.

Dresey: Where can we get gear and supplies?

Rufus: There are merchants in the **southern** part of the city. Things are a little expensive right now.

Frappier: Who do we bring the heads to?

Rufus: Bring them back here.

Llyandra: And you'll need to have coin ready when we get back. You don't want us to have to wait. You'll want us to get back out there as soon as possible.

Spending the Night in Terapang

We find a spot in the **not-a-castle** to sleep through the night.

Frappier: I would think the **homeless** would join the army rather than starve.

Llyandra: They're refugees. Some are just too scared.

Niffeya spends her time before bed doing katas or something.

Morning South of the Crevasse

In the morning, **Frappier** is covered with cats—live cats. Some servants —no, they're referred to as “waiters” here—come in. A guy shows up with a bunch of sacks. I take a **sack**.

random adventurer: **Zarkos** has been abandoned for a couple of years. There is a fleet of **ships** at the **lake** to keep the **ants** from coming across the **lake**. Have you ever heard of the **dragons** up by **Sherava**? We've been on a dragon hunt, we'll be fine.

Dresey: (turning his attention to **Llyandra**) You were wanting **poisons**?

Llyandra: Yes.

Niffeya: Let's just go and kill them.

Llyandra: Yes, but let's be smart about it.

We cross a **bridge** to the **south** part of town.

merchant: This guy came back from the **Forest of Zelda**. He said this worked on the **dragonflies**. Have you seen the **dragonflies** there?

Dresey: How many **doses**?

Merchant: 5 **doses**.

Dresey: 5 **doses** for 1 **silver**? How about 5 **coppers** and I don't knock you upside the head?

Merchant: 9 **coppers**.

Dresey: [bounced his shoulders up and down in approval]

Llyandra: (continues doing business with the merchant)

Out on the Lake

We get on a **ship**.

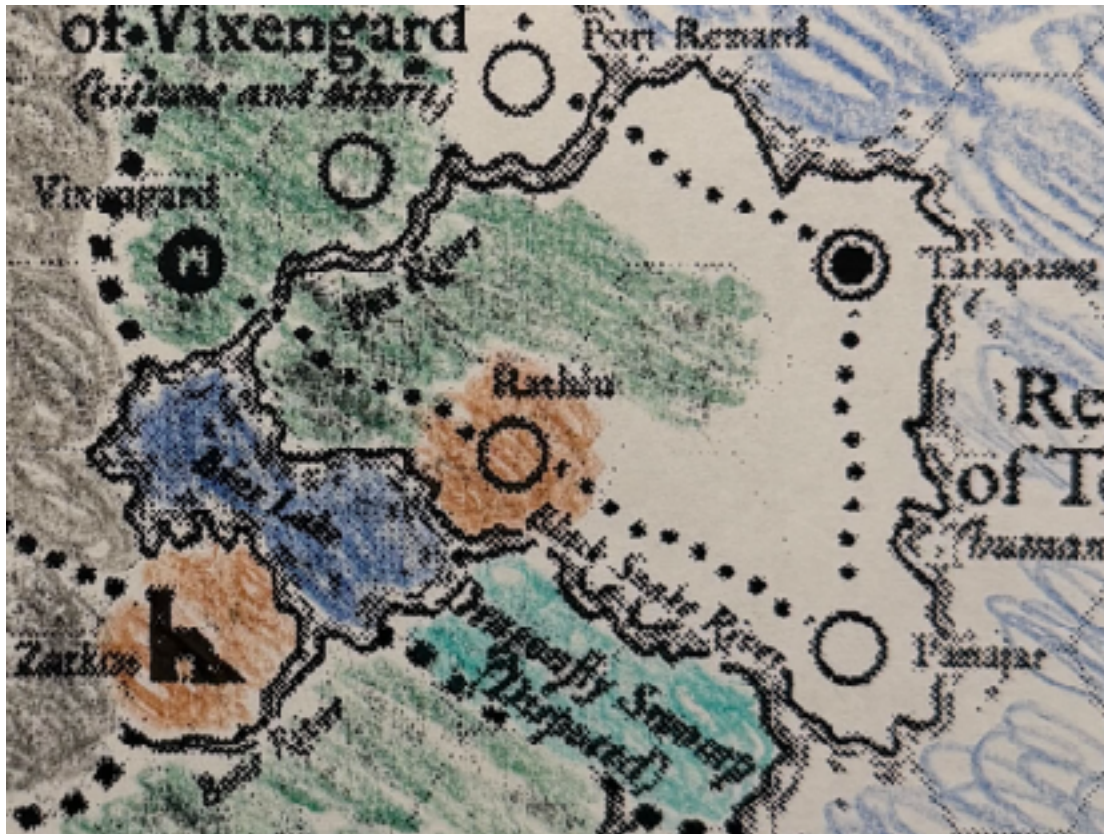
Llyandra: What kind of wildlife is around here?

sailor: Game is kind of scarce. Down at the **swamp**, there's a bunch of stuff there; but I'm not sure you'd want to eat it. Watch out for pits in **Zarkos**, there's always something living at the bottom of them.

Dresey: So the ants are all south of here?

sailor: The **navy** expends legitimate resources to make sure **ants** don't get beyond the **lake**.

Republic of Terapang



We're dropped off near Rashlu

sailor: Where would you like to be dropped off?

Llyandra: The forest just beyond the **abandoned city**.

Dresey: If they weren't idiots, they'd go after the queen.

sailor: That's why the **army** is mustering at **Famajar**.

As we hit the **shore**, we do see a **flyer**, very high up in the sky, but it does look like an **insect**.

Llyandra: It's too quiet. (**Frappier** points up. A flyer (might not be the same one) is heading into the **forest**.)

Our First Ant Encounter

I kit up. **Llyandra** scouts a few yards up ahead.

Llyandra: I'll make this bird call if I see something.

Niffeya: Can you hear anything in that? (looking at **Dresey**'s full-face **helmet**)

Dresey: No.

Niffeya: I'll knock if Llyandra gives us the signal.

Dresey: And I can't see anything either, so you have to watch me back; don't let me get flanked.

Niffeya: (nods)

We're not here too long when we see **Llyandra** turning back towards us.

Llyandra: They've set an ambush. There are at least three.

We move towards the ambush site, as if we don't know the **ants** are there. We head straight towards the closest **ant**. **Llyandra** moves out on her own to flank the whole group.

Sure enough, five ants spring into action. The two smaller **ants** are carrying weapons: a **dueling halberd** and a **shortsword**.

Niffeya parries a **shortsword** that might have hit me. I block a **dueling halberd**. **Llyandra** is plinking them with **bodkin points**.

Frappier takes a serious hit [10 injury] from the **dueling halberd**.

Llyandra pursues a large ant that's tried to get away. The **dueling halberd ant** passes out trying to flee. The **shortsword ant**, being carried by a large **ant**, tries to flee—but not very fast because I'd clocked them both in the head previously. The third large **ant** took a **Llyandra arrow**.

We eventually stop them all and get their heads.

Dresey: Why did they avoid the **clearing**?

Llyandra: There was no food there.

Niffeya: There was no cover for them.

I recovered my **spear**. We make camp and set watches. **Llyandra** takes the first watch, and sets traps with the experimental poisons. During **Niffeya**'s watch, she sees a skinny squirrel cozied up to a sleeping **Frappier**.

2 cp (Frappier MVP)

Dresey Is Taken!

GM: David

Friday, June 26, 2026

Naked Arthur Disparages Our Ant Heads

I check out the weapons. [Connoisseur MoS +2 on shortsword] The **shortsword** has seen better days: the handle is all scarred up [-1 to hit]. [Connoisseur MoS +7 on dueling halberd] The dueling halberd looks like someone replaced the original wooden shaft has been replaced with something not-more-than a fairly smooth straight branch.

At breakfast we learn we're short on **food**. I have 1 meal for myself; Frapper has food for a week; **Niffeya** doesn't have anything—of course she doesn't..

We check **Llyandra's traps**. There is a red ant **leg** in one of the **traps**. The **ants** we fought were gold. Two other **traps** were sprung, but nothing was in them. The last three **traps** were undisturbed.

As we make our way back to the **shore**, we hear some kind of **bird**. We encounter a naked guy in a tree. His name turned out to be **Arthur**. They way he talks, he can fly — he and his people, which he calls "**The Circle**". **The Circle** simply avoids the **Ants**. He mentions the **Voles**, who also live around these parts; they hate the ants.

Arthur: Are those **ant heads**? I wouldn't carry those around. Do you smell that? That's how the **ants** know there are other **ants** around in danger.

Niffeya: Could we mask our scent that way?

Arthur: That's how **Nimrod** does it.

Dresey: We're could find this **Nimrod**?

Arthur: Down to the **south**. There are dangerous people about.

Frapper: Is **Nimrod** human?

Arthur: That's what he likes to claim, but we're not sure.

We continue back to **shore**. We hear the **bird** again, and see it flying away; **Arthur** is not around anymore.

Dresey: Shape-shifting druid?

Niffeya: Could be.

Resupply Then Back at It

We get back to **shore** and a **ship** is nearby.

Sailor: We're not going down stream for while. We can get you rations, however.

We buy **30 rations** for **3 silver pieces**. I will have to eat two to get **1 ration** worth of meat. **Niffeya** carries 10 of them. They give us a **wooden chit** to trade in for our **5 ant heads** when we come back in 4 or 5 days.

We traipse back into the **woods, south** we go.

Niffeya: We're being watched.

Frappier: (obviously concentrating)

Niffeya: (throws my belt knife and bags me a squirrel) I make no claims as to its taste.

Dresey: Thank you.

Frappier: Ants are over that way. (Points)

Ants Eat Deer

We run into 7 hairy, dog-sized **ants**, walking in a line, carrying some kind of **flesh** in their mandibles. While we're deciding whether to take these out or follow them, we see more **ants** without anything in their mouths going the other way. We decide to watch and see what's what. We see some **ants** carrying a **deer head**. The pieces get smaller, then bones with scraps of meat. Finally, a few **ants** without anything. After about 90 minutes, we think we've got it figured out: they had a deer that they were carving off and carrying the meat to their colony.

Girl's voice: Look at that.

Frappier: Someone's in trouble!

Dresey: Wait for the **ants** to pass.

Frappier, obviously anxious, does wait till the **ants** clear out, then walks over to where the girl's voice came from. We follow, but none of us see anybody.

Girl's voice: Look at that.

Niffeya: Is that you **Nimrod**?

Frappier: I think it's a bird.

Girl's voice: Look at that.

Our Second Ant Encounter

We walk along the same **path** as the **ants**. We see the last of the **ants** go around a **hill**.

Dresey: (to **Frappier**) You're stealthy; you got check it out.

Frappier: I saw four **ants** guarding the mouth to the inside of a big **ant hill**. I'm pretty sure they saw me.

Dresey: Well, we need **poison** or a **bomb** we can throw into that **hill**.

While we're talking, a dozen dog sized **ants** attack. [SM -2]

A smack the head [12 cr] to the first **ant**; he's gone.

Then 6 of the ants manage to attack us, both **Frappier** and I get bit, but our **armor** protects us.

As these little buggers don't seem to be able to penetrate my **armor**, I go into full attack mode [AOA-double], but only manage to connect on one of three strikes [one was a rapid strike x2 -6 attack].

Niffeya: Ow [1 points of injury] (She does not have armor)

After dispatching about 9 of them, they retreat.

Niffeya: Grab a **head** and let's go.

Dresey: But, but.

Niffeya: You grab as many as you want, but I'm leaving.

Frappier: Me too.

Dresey: [making his Greed roll] (grabs a head and follows) We're leaving 6 silver pieces back there.

Niffeya: Keep up.

Our Second Ant Encounter



We take 3 ant heads.

Dragon Hunter Zombie From Zarkos

After that fight, some of us need to rest. We travel a safe distance from the **ant hill**.

Girl's voice: Well look at that.

Niffeya: I need to rest.

Dresey: You got hurt. You should check out that wound.

Niffeya: It's just a scratch.

Frappier: Let me see it. [fails his First Aid]

Dresey: I should have gone with the **dragon hunters**.

Believe it or not, right then, we see one of those **dragon hunters** shambling towards us. **Frappier** runs up to it and tries to heal him.

Dragon hunter: Ugh. Stay away. (Moves away)

Niffeya: Do your Cleric stuff on him.

Frappier: (does a lot of concentrating) There's more than one **undead** here. This look like necromancy.

We follow the now-**undead** former dragon hunter. He's got a rusty **sword** and a **suit of mail**.

Niffeya: He's going back to **Zarkos**, where they said they were going.

Dresey: Yea, some necromancer probably setting up shop in the ruins. I think this is unrelated to the **ants**; and I don't see how we'll get paid for it.

We set watches for the night. We hear rustling in the trees. **Niffeya** gets me another fresh squirrel for breakfast.

We string our **3 ant heads** up in a **tree** for safe keeping, we hope, and head back into the **forest** for more ant heads.

We still have several days before a ship back to **Terapang** will be around, so we head back into the **forest**. **Frappier** takes us back to where the **ants** were marching. We cross a nearby **stream**.

Girl's voice: Look at that.

There are 3' **salamanders** in the the stream.

Girl's voice: Look at that.

Niffeya: (speaking to the treetops) Do you know any other words.

The **salamanders** look at **Niffeya**. **Frappier** waves at them; they look at **Frappier**, then dive into the water and swim quickly away.

We follow the **ant trail** away from their **ant hill**. A good 100 feet down the way we see a bloody clearing, and flies.

Frappier: This looks like the kill site. There were three or four **deer** here.

Dresey o Golden Ant 1

Dresey: Let's go back and collect our **ant heads**.

Niffeya: If they're still there.

We get back to the **ant hill**. We see bug guts and a few small bug bits, but no **ant heads**.

There are two **ants** watching us. **Frappier** has stuffed **poison** into a **fish**. **Niffeya** tosses to one of the dog-sized **ants**. It just stands there watching us.

Wait, now 10 **ants** are coming at us. And a **golden ant** is shooting arrows at us from on top of the **ant hill**. **Niffeya** is impaled by an arrow! [-20 injury]

That **golden ant** hits me with an arrow! [-2 injury]

Frappier gets hit with an arrow! This is not good.

Dresey Is Taken



That golden ant was good with a bow.

A bunch of **ants** grab me. I let them take me towards the **golden ant**, planning to lure it into a false sense of security: when I'm close, I'll spring into action and kill him. By the time I get there, some many of the red **ants** have ahold of me that I can't effectively throw my **hatchet** at him. I breath fire on him instead, but it doesn't do much. The red **ants** drag me into their **lair** and knock me out with a **rock**.

3 cp (Frappier MVP)

Uhn-Uhn & Dresey

GM: David

Friday, July 10, 2026

What follows is what I learned from **Uhn-Uhn**, a 3' Vole that was instrumental in my rescue.

What Llyandra Was Up Too

Llyandra spent a whole day talking with **The Circle**: six Druids, but there were also some 3' Voles about. They are all enjoying the lack of Humans in the forest.

Llyandra: But having a bunch of deadly **ants** about isn't good either.

The Circle concede's **Llyandra**'s point. They discuss these giant killer ants.

Llyandra: The golden ones? Ya, we've run into one.

The Circle warms up to **Llyandra** given her first hand experience, they seem to trust her with information about the **ants**. They believe the **Queen** is the problem. She is what's keeping the **ants** from just sharing the **forest** in balance.

Laertes is the leader of **The Circle**. He has five younger followers. They're living the good life.

It gets dark and now only a few Voles are active. One of them, **Uhn-uhn**, spend the night looking for **Llyandra**'s friends. **Laertes** gives **Llyandra** some of the slippery stuff that will keep the ants out of the trees.

Uhn-Uhn Brings Llyandra to Frapper and Niffeya

After a bit of travel, **Uhn-uhn** finds the **ant hill** and sees the carnage.

Uhn-Uhn returns to **The Circle** and leads **Llyandra** back to the **ant hill**. The bodies of **Frapper** and **Niffeya** are still laying outside **the hill**.

Niffeya will be the easiest to get to undetected, so **Uhn-Uhn** and **Llyandra** sneak and pull **Niffeya** to safety. **Uhn-Uhn** gives her a healing potion.

Recovering Niffeya and Frapper



We hope Dresey is still alive in the ant hill.

Llyandra's bow drops the **warrior ant** on top of the **mound**. During this distraction, **Uhn-Uhn** pulls **Frappier** to safety—he's heavy, 200 lbs.—so it takes him him few seconds; but **Llyandra's** distraction works and no **ants** come by. **Uhn-Uhn** gives **Frappier** a healing potion.

Niffeya and **Frappier** are both still a mess. **Uhn-Uhn** camouflages them and waits with them while **Llyandra** leaves to find help. **Laertes** shows up, removes their arrows and gives them a salve which does some good, but they still need a bit more rest.

Entering the Ant Hill

As they rest, it gets dark. **Llyandra** leads the troop to the entrance of the **ant hill**. **Frappier** coats one of **Llyandra's** arrows with **experimental potion #12**. **Uhn-Uhn** gives her 6 poison wood arrows that he had.

Llyandra sees 4 **ants** guarding the **entrance** to the **ant hill**. As she prepares to plug one, 3 of them scurry into the **hill**. **Llyandra** let's fly an arrow, it's on target—of course, but the **ant** dodges and scurries into the **ant hill**.

We all move in: **Llyandra**, **Frappier**, **Niffeya**, and **Uhn-Uhn**. Nobody has a torch so **Frappier** is casting Sunlight at every chamber we pass. The **first chamber** was empty.

The **second chamber** had bits of **Dresey's armor**. **Niffeya** found 3 pouches of **spices**. **Frappier** found 5 gold pieces and 7 silver pieces. **Frappier** found what amounts to a **personal basics kit**, some lantern **oil**, and a **potion labeled #7** with about 4 doses—same handwriting as our #13. Oddly, no copper. **Niffeya** wraps some of the rags around the handle of her scarred up **shortsword**.

Frappier prods some loose ground along the wall; nothing happens. **Frappier** uses a stick, rags, and lamp oil to fashion a makeshift **torch**. [-4 darkness penalty] **Frappier** leads us—he has an idea where **Dresey** is based on a spell he cast.

We pass a crumbly wall before arriving at a **third larger chamber**. It's a brood. **Frappier** kills a bunch of **larvae**. It looked like there was another **passage** out of that room, but it **dead ended**.

Niffeya and **Uhn-Uhn** investigate a part of a crumbly wall before you get into the **third chamber**. She thinks it's been freshly disturbed.

Niffeya: “**Dresey**, are you in there.”

Llyandra: Is this the right direction?

Frappier: No, he's below us, but I don't know how to get down there.

Niffeya crawls into the newly exposed passage. It leads out to the surface. She and **Uhn-Uhn** return to the group.

Back in the **third large chamber**

Laertes: Hello? I saw ants leaving. They left in two groups, one to the north, one to the south.

Llyandra: Were they carrying anything?

Laertes: Yes, both groups were carrying a large body.

On our way out of the **ant hill**, we check out the **second chamber**. There are five **cocoons**, with **ants** inside. **Niffeya** takes **five heads**.

Frappier: (after concentrating) Outside.

Llyandra Takes Out the Queen

After we're all outside, **Laertes** fills us in on what he knows.

Laertes: There were maybe a dozen **ants** in each group. Both were carrying something heavy: my guess would be **Dresey** and the **Queen**. The **golden ant** went south.

Niffeya: My guess is they are taking the **Queen** south and **Dresey** north.

Laertes: Probably not, the **golden ant** subjugates the red **ants**, and they're toward the south.

Laertes quickly scouts south. **Llyandra** quickly snouts north. As we'll later learn, **Llyandra** caught up to the **Queen** and dropped her!

Laertes: (having returned from scouting south) They have your friend.

Rescuing Dresey

The troop decides they can't wait for **Llyandra** and leave to catch up with the south-bound **ants**. The troop decides to wait for **Llyandra** before initiating combat.

The troop must have been spotted; the **golden ant** turns and faces the troop; the rest of the **ants** continue on south, with their burden. The **golden ant** launches an arrow at **Niffeya**, who dodges it.

Niffeya: (undeterred and advancing purposefully toward the **golden ant**) “I can do this all day.”

Llyandra shows up and puts one of the poison wooden arrows into a now fleeing **golden ant**. It does break its carapace. After a few seconds, it's goes down: dead. The rest of the **ants** are soon dealt with.

Niffeya gets to me and takes care of me [+1 hp].

Dresey: Thank you for coming back to me.

Looting the Ant Hill

We return to the abandoned **ant hill**; **Frappier** finds all kinds of great stuff in the hill. He concentrates, then relaxes.

At the hill as we leave:

Laertes: Could I ask a favor? We don't get into town much. Could you pick us up some things.

Frappier: Sure; give us a list.

Laertes: **Ropes**.

Frappier: Here's one.

Laertes: Robes. We need a dozen. **Rashlu** (part of **Terapan**, and not the fortified place where they're building the army) is close. We want **cinnamon**.

Dresey: You better tell your friend; he was naked as a jay bird last time we saw him.

Frappier: That's why they need **robes**.

Laertes: Also, cooking **spices**. Cooking **pots**. Some rice. A few small metal knives—cooking supplies. Don't tell anybody that we're here.

Llyandra: I was wanting to pick up some **spices** myself.

Dresey: My **armor**! Thank you guys. And my **mace**. And my **hatchet**. (There was a broken spear outside the **ant hill**.) My **shield** is no where to found; but I can use the **chitin shield** from the **golden ant**: large, a few pounds lighter, but won't hold up as well as my old **shield**.

Looks like we need to have our shopping list ready when we get to **Rashlu**, including potential magic items.

2 cp (Llyandra & Niffeya MVP; Dresey gets one point being concussed.)

What about my coins (and other things)—do I still have them? Not really.

Buying Weapons & Killing Rats

GM: David

Friday, July 24, 2026

Taking the *Fairwind* to Rashlu

We head back to the shore, picking up the three **ant heads** we had previously strung up.

Niffeya: That's 14 **ant heads**, and one of them is golden.

Niffeya starts a fire.

In about four hours, a ship comes by: the *Fairwind*. They send a **small boat** for us.

Sailer: You all heading back?

Parcon: Any advice for surviving?

Frappier: Stay out of combat.

Niffeya: Your name? Do you have any next of kin?

Parcon: **Parcon.** I have family in **Rashlu.**

Rashlu



We take the **small boat** to the *Fairwind*.

*Buying supplies for ourselves, **Laertes** and **The Circle**.*

First Mate: Good hunting. What'cha got?

Niffeya: (Shows him our **ant heads**.)

First Mate: Oh, the **gold ant head** is worth something.

Dresey: Are you telling me we aren't getting paid for the **red ant heads**?

First Mate: That's not up to me.

Brother Leon Identifies 3 Rings.

After about a couple of hours, we arrive at **Rashlu** in the afternoon. It's smaller than **Terapang**, with a population of 100's instead of 1000's.

Niffeya: (looking around) No refugees.

All the women seem to be fidgeting with a **spindle**. There is lots of cloth making going on here. The trees here are all leafy—no pine trees.

Niffeya: Where can we go to get those rings checked out?

Frappier: (walking by a medium-sized church) I'll try in here.

Niffeya and I wait outside.

We later find out from **Frappier** that Brother **Leon** has travelled most of his life. He's an older guy, with a limp.

Frappier: While rescuing one of our party, we found some items from previous, unfortunate, adventurers.

Brother **Leon:** Let me do some [magic something or other] on these. You want me to check out all three?

Frappier: Yes. (**Frappier** throws some **coins** into a donation bin.)

Brother **Leon:** This **iron ring stores fatigue**. [You put 1 fp into the ring and it will store it for later, up to 6 fp.]

Brother **Leon:** The **silver ring gives the wearer Dark Vision**. [Dark Vision ring, 5 fp for 1 minute]

Brother **Leon:** The **gold ring** looks like one I saw on a noble, but his didn't have this nice vine on it.

Apparently, all three rings may share a history together.

Niffeya and I people watch. It's mostly a human population; although there was an elf and some other races. We did see two women wearing kimonos. The majority of people are wearing some kind of nice shiny fabric.

Frappier asks if he can keep the **iron ring that stores fatigue**.

Niffeya: I can fight in the dark.

Dresey: (nods approval)

Frappier hands me the **Silver Ring with a Moon Stone** [Dark Vision, 5 fp for 1 minute]

Frappier: The **ankh** is from a god that I'm not on friendly terms with. I think I'll just sell it for scrap.

Dresey: Well, you can sell it to a merchant who could resell it to their church. We won't get as good a price. Or, you could put your petty differences aside, think about the team, and sell it to their church at the highest price possible.

Frappier Sells Stuff

We find a merchant to sell some stuff to. He's not impressed.

Dresey: How do you stay in business?

Merchant: You see this merchandise? I don't deal in barbarian slop.

Frappier: What about this? (He brings out the harp.)

Merchant: I can do something with this. Do you have the other strings? No? Just for you, \$410.

Merchant: Good luck selling that **ankh**.

We split the \$410 four ways = \$100 each with the \$10 extra going to **Frappier**.

We sold the **ankh** for scrap, my share of that was \$25.

For our **six golden ant heads**, we got 30 sp = \$600; split four ways, my share is \$150.

Frappier Sells Spices to Kimono Ladies

We have a **pouch**, a **bag**, and a sealed jar of **spices**. The spice dealers are the two women in kimonos.

Dresey: Don't piss me off, ladies.

Ladies: The bag is full of (I've no idea what she said.) The pouch contains some **chilies** (I do know what those are, but she said in a fancy accent).

Frappier: Oh, we'll keep that.

Ladies: (The **jar** makes a fomp! sound when opened.) The **jar** was sealed. It's (Again, it's something I've never heard of).

Frappier: We'd also like to buy some **cinnamon**.

Niffeya: And some **salt** and **pepper**. And other various garden-variety **cooking spices**.

The ladies get all the **spices** and some **knives** and **cutlery** nicely bundled up.

Frappier: Any **rice**?

Ladies: Why yes. It's delicious: **Jasmine rice**. 10 lb bag for \$50.

Niffeya: Two bags.

They offer us **rice balls** as we've been such good customers.

Dresey: (I wave mine off.)

Frappier: Why don't you take it for later?

Dresey: Why thank you. And I'll eat it later.

After some haggling by **Frappier**, we walk away with most of the stuff the **druids** wanted.

Dresey: Did we come out of that with *any* coin?

Frappier: 3 silver, 3 copper. [\$78]

Dresey: We'll each take \$25.

Niffeya: We should try a second-hand shop for the **robes**.

We end up getting 10 linen **robes** and 2 wool **robes** for \$200.

Dresey Gets Resupplied

My share: \$100(**harp**) + \$25(**ankh**) + \$150(**golden ant heads**) + \$25(**spice** dealers) = \$300. We split the 5 gold pieces four ways and keep one in the party fund. From the 7 silver, we each take 1, leaving 3 in the party fund. That brings the total to \$300 + \$400 + \$20 = \$720.

It will cost me \$186 for the parts to repair my **body armor**. **Frappier** gets my **armor straps** and whatnot and **cloth gloves** for only \$180. I replace my **quick-release backpack** and all its contents for \$382. I trade in my **chitin shield** — that and **Frappier** gives me \$10 — so I can get a proper **large shield**.

Dresey Accounting

$\$720 - \$180 = \$540$. — Repaired my **body armor** for \$180.

$\$540 - \$382 = \$158$ — Replaced my **quick-release backpack** and all its contents for \$382.

\$0 net cost — My **chitin shield** and **Frappier** gave me \$10 for a proper **large shield**.

$\$158 - \$30 = \$128$ — I pick up a **pouch** and **wineskin** to fill in my **Basic Delver Package**.

$\$128 - \$55 = \$73$ — I pick a **spear** and **belt**.

$\$73 - \$60 = \$13$ — Finally, I pick up a new **potion belt**.

Xander Joins Us

We've impressed somebody enough that he wants us to escort him into **ant-infested** territory.

Dresey: When was the last time you saw combat?

Xander: Yes, I have some skills to protect myself.

Dresey: You'll be expected to take care of yourself.

Niffeya: What other skills can you bring to bear, beyond dissecting ants?

Xander: (placing silver pieces on the table in front of **Frappier**) I don't expect you to take care of me, I expect you to be dangerous.

Dresey: (Bounces his shoulders in approval.)

Xander: Do you still have that **gold ring**? It was from a rash noble who went out before knowing what he was getting into.

Xander gives **Frappier** 10 gold pieces for it! We take our 2 gold piece cut and put 2 gold pieces in the group fund.

Dresey Buys Healing Potions

$\$13 + \$800 = \$813$ — selling **gold ring** to **Xander**.

With this gold, I can buy some **healing potions**!

$\$350$ (major healing) + $\$360$ (minor healing x3) = $\$710$, but Frapper gets them for $\$650$.

$\$813 - \$650 = \$163$ — I buy healing potions.

When all is said and done, I'm left with 8 silver and 3 copper. [$\$163$]

Xander Leads Us To Whark's Estate in Vixengard

Xander has a friend from **Zarkos**, and a good friend from **Vixengard**, **Whark**. His former residence might make a good base of operations.

Xander: He was an animal breeder; his **notes** might be informative. I'm curious what's become of him.

Dresey: He could be a zombie.

Niffeya insists we make a pit stop so she can check on a "member of our party". We then all get dropped off for good further to the west. It's really overgrown suburbs; houses are really spaced out.

Xander is keeping up. He looks like a little old man, but no grey.

It's only about a mile's trek, and there are no problems. We see a mound of vegetation with a **chimney** growing out of the top of it.

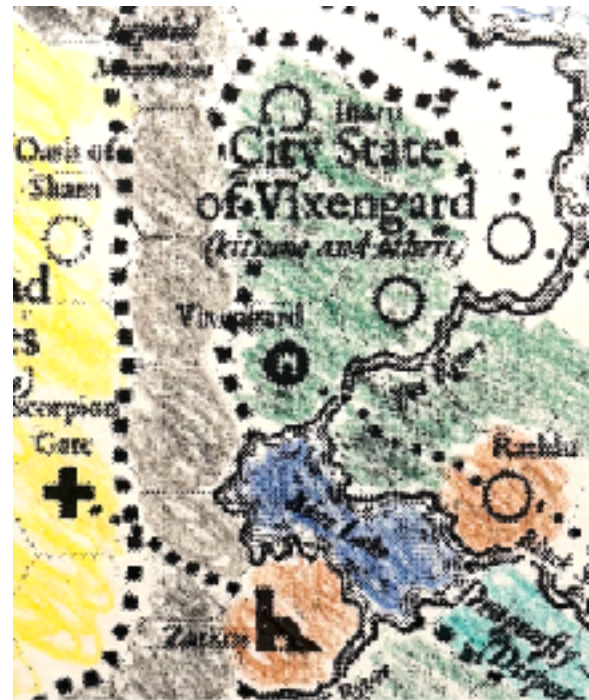
Dresey: How long ago did your friend live here?

Xander: Two years ago. That's a lot of growth in a short time.

Dresey: Shall I go in? (Looking at **Frappier**.) You can tell if anything is in there.

Frappier: (nodding "yes") Be prepared for little snackies in there.

Vixengard



Xander's friend, Whark, lives there.

Snakes Attack Niffeya

Niffeya walks up to the **door**, and two **snakes** drop from above, luckily none on top of her. **Niffeya** and **Frappier** start slashing and pounding away at them.

Dresey: It's going to take me about 5 seconds to get ready to deal with these snakes. Before we go in, let me remind you what happened the last time we went into a situation half-cocked.

Niffeya: What do you mean “we”?

Whark Is Dead

There is a rather **decomposed body** on the floor inside.

Xander: It looks like my friend didn’t make it.

Dresey: Oh, that’s your friend. I’m sorry.

Niffeya: Looks like he’s been dead for a few months.

Xander: He was researching domesticated **hydra**.

Dresey: **Hydra!** The many-headed snake?!
And there are snakes all over the property!?!

Xander: “Domesticated”.

I check out **Whark’s morning star**. It’s rusty, but it’s not been taken care of for months. Otherwise, it’s a decent enough morning star. I take it.

Niffeya: (noticing Dresey looting **Whark’s** dead body) **Dresey.**

Dresey: I’ll take good care of it.

Niffeya: It’s his friend.

Xander: It’s okay.

The others look for **Whark’s notes** and such but don’t turn up anything.

We open a **door** on the far wall; it opens into a hallway.

Rats, Rats, Rats

Frappier takes a few steps into the hallway.

Dresey: Wait, stop and listen.

Rats: squeak, squeak, squeak,

Dresey: **Can we smoke these guys out?**

Niffeya: Not any time soon.

About two dozen **rats** come streaming out of about a dozen holes in the walls and try to bite us. They can’t get through my armor, but **Niffeya** and **Frappier** both take damage before we deal with them all.

Dresey: **You should check those bites. Rats carry disease.**

Whark’s Entry Room



We find Whark dead.

Niffeya and **Frappier**: We know!

2 cp (Frappier MVP; Niffeya for the hand spindle explanation.)

Making Progress

GM: David

Friday, August 7, 2026

The Library Has Been Repurposed

We feel like we're being watched.

Frappier: There is life all around us. There are little spots of evil all around.

Dresey: What was your friend up to, **Xander**?

Xander: Decomposing, the past few months.

Frappier leads us north down a **hallway**. He casts sunlight ahead of us—more **hallways** and **rooms**, nothing surprising.

Dresey: Let's stay on mission, people. We're here to find some **notes** that **Xander** wants, and then get out of here.

Dragonettes and Mini-Hydras

A **dragonette** swoops down on **Frappier** and scratches him up a bit. Then a three-headed **hydra** charges us from out of a **pile of rubble**. It tries to bite me or **Niffeya**. I crush one of the three heads with my mace.

The **dragonette** barfs out a fireball on **Frappier**, then hides on top of a **bookshelf**.

We take care of the three-headed **hydra**; it really wasn't very big—about the size of a big dog.

I find and smush the **dragonette** that is hiding on the **bookshelf**.

Niffeya: I'm going to push this little guy against the wall.

Dresey: He's going to breathe fire on you.

Niffeya: Pfft. I grew up in the desert.

Library



two dragonettes and a mini 3-headed hydra

They take care of the 2nd **dragonette**.

Resting and Checking the Library

Leandra and I watch the **door**. **Xander** checks out the dead baby **hydra**. **Frapper**, after resting for 10 minutes, begins checking out every **book** on these **bookshelves**, one by one.

Frapper finds a **charged Armor scroll** [DR 5]. **Frapper** clutches it to his breast.

Xander puts on some **magic glasses** — **Frapper** told us they were magic — and starts looking through the baby hydra **nest** that it made, at least in part, of various papers and scrolls and such.

Frapper found a **secret door** behind one of the **bookshelves**.

Frapper: Shall we rest before we go in?

Dresey: Yes. Take your time.

A Nice Quiet Secret Room

After several minutes of resting,

Frapper: I sense no evil
behind the door.

Frapper pushes the **bookshelf/door** into the **room**. There is a big **table** with **papers** on it. Two **cages**, much like the two baby-hydra cages that were in the previous room. A few **musical items**.

Frapper: (casting) Let there be light.

Dresey: **Xander**, you're going to want to see this.

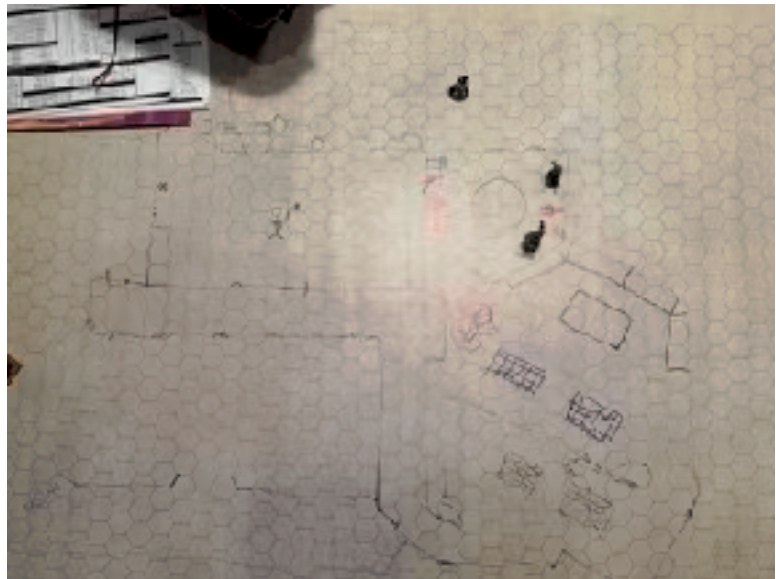
Xander and **Frapper** start sorting **papers** that are on a big **table**. There is some **sheet music** and maybe some research that **Xander** seems to be pleased with.

Frapper looks around.

Frapper: Seems this was a work room and music room. Not sure why it was behind a **secret door**.

Niffeya: Privacy.

Secret Room



research and music

Opening Two Chests

Before we call it a night, we check out the two **chests** from two rooms back. One was trapped and shot three **bolts** at me. The other had a **lamp** with a bit of **oil** (which I gave to **Xander**), some nice **boots** (that **Niffeya** took), and a pouch with 19 **copper** [\$19] (which **Frappier** took).

Niffeya is interested in any **trinkets**: **bookends** that look like the dragonettes, shiny glassy black **rocks**. **Xander** shoves. **Frappier** also found a **Cleanse scroll**.

Dresey: Why would **Whark** need a Cleanse spell?

Niffeya: It's just the kind of thing these guys collect.

We plug the **rat holes**.

Frappier: Don't use any of the **books** to plug the **holes**.

Chests Room



a bit of loot

2 cp: (Frappier MVP)