

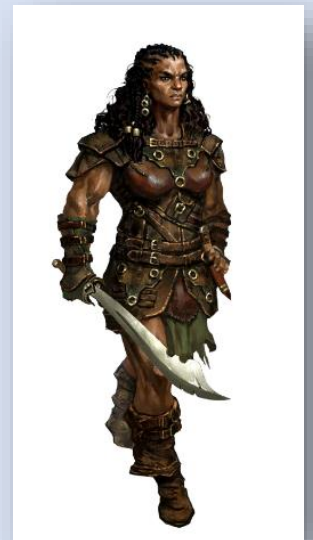
What happened before

The voyage upon The Unerring Arrow, a sky ship captained by the reliable Ash(rola) and her first mate Yza, a formidable warrior, had gone well up until the point a large essence storm began building. Although the crew had worked competently to avoid it, at least part of the storm would catch the flying vessel and the 40 or so souls aboard.



As the storm started to buffet the ship, a strange rent in the red hued sky appeared close by, accompanied by a terrible tearing noise and loud pop.

From the hole emerged a silver rectangular box, the size of a carriage but with no wheels, windows, or outside adornment. As the scar sealed up, the box acted as a lightning rod for the storm and was struck many times, sending it spinning out of control, narrowly missing the sky ship. The proximity was still enough for forks of essence to spark from the box to the ship causing part of the hull to split.



The Unerring Arrow lost altitude rapidly but not at the rate of the flying box which impacted upon a large column of rock that jutted out from the thick jungle below. With little time to find anywhere else, the ship was forced to crash land in a clearing right beside the column of rock. The storm eventually passed with the 1500-foot column of rock taking a lashing from the essence strikes but also acting as a shield for the downed sky ship.

The crash site was notable for its absence of any vegetation amongst the barely present ruins of an ancient settlement, a headache inducing odour of spilled lamp oil coming from the black soil and the many shredded trees around the edges of the clearing. Those crew who were uninjured immediately got to work repairing the hull, keen to lift off as soon as possible. It was hard not to shake the feeling of being glared at from the thick column of trees clustering and surrounding the vulnerable outsiders.












While repairs were underway, Magus Scabult, a well-respected academic, had hired a small group to strike out from the ship, investigate the stone steps that were partially visible on the rock column, try to ascend then investigate the crash site of the strange flying box. He will pay handsomely for any strange items or information recovered.

For whatever your reasons, you were one of the group and are approaching the rock column now...



View of crash site of rectangular box (atop plateau) from Ship landing area.

 Aditho Childcleaver Level 5 Half-Elf Thief	 Aozive Noloins Level 5 Dwarf Fighter
 Beens Splitthumb Level 5 Half-Elf Rogue	 Bert Clothears Level 5 Common Man Ranger
 Bregore The Chaste Level 5 High Man Fighter	 Eruk Thiefsmiter Level 5 Dwarf Cleric
 Gekkis of Dankhollow Level 5 High Elf Sorcerer	 Liliana Nightingale Level 5 High Man Bard
 Marred Twiran Level 5 Wood Elf Healer	 Meglo The Pleasing Level 5 Wood Elf Lay Healer
 Urin Dirtyneck of Ironbottom Level 5 Common Man Fighter	 Zemluma Kinfeller Level 5 High Elf Magician

Aditho – Ranged attack and high ambush. Soft leather. Silent. Excellent pick locks/disarm traps. Trap making. Good perception. Daily Ill item (1 level spell 3 times a day, 3rd level once, your choice)

Aozive – Battle Axe with backup mace and shield. Half-plate. High pain threshold. Lightning reactions.

Beens – Ranged attack and ambush. Rigid leather. Hardy. Good tendons. Pick locks/disarm traps. Trap making. Excellent perception.

Bert – Average ranged and melee. Rigid leather. Ambush. Acute hearing. Great Navigation and tracking. Can heal.

Brergore – Sword and shield. Full plate. Great Strength. Double actions twice per day.

Eruk – Average melee and shield. Rigid leather. First aid and light heal spells. Can summon allies and tell future.

Gekkis – Destruction spells. Some healing. Utility spells. Calm foes speciality. Good perception.

Liliana – Average ranged. Acrobatic. Offensive spells. Pick locks.

Marred – Excellent healer. Hardy. Lore skills. Some offensive spells. Good perception. 100' teleport item once a day.

Meglo – Average melee. Above average hits. Heals well. Has buffs and aoe stun.

Urin – Dual wielder with backup shield. Chain. Average hits. Aoe stun shout once per day. Infravision.

Zemluma – Bolt spells. Utility spells. Calm foes speciality.

