

Session 1, 2025-8-30

Episode Title	Family Brings Us Together (Part 1)
Game Date	August 30, 2025
Known World Date	Semita, 15th of Ram , year 623 after the fall
Primary Location	Temple Hill Village , Earldom of Eastmarches, Duchy of Broadgarden , Bellgard
Characters	Seraphina "Ash" Kostarev, Fighter 1 / Barbarian 1 Ignis "Rook" Kostarev, Paladin 2 Zelimir Zarin, Fighter 2 Falvaux Tybalt, Warlock 2 Taavi Kasva, Wizard 2
Antagonists	Sentinel Karsa Olgasus, Priest of Helios Savior Protector Lord Aldis Azarion, Helios Crusader 8 Helios Crusaders Recruits
Allies and Others	The Witch (identifies as the Consort of Light and Darkness) The Priest of Varda, Shepherd Pons Rye Willem Wyt , Stockman and Sheriff Olive Comblesac , runs the Red Lion Tavern

Session Recording
PART 1: https://drive.google.com/file/d/1gOQ-3A7aezlgC6APZI7Yuj4sd8dnt540/view?usp=drive_link PART 2: https://drive.google.com/file/d/1rpoFgREuQpBxCYgAnOZZoWCI8gkSy1IU/view?usp=drive_link
Summary
The player characters have followed various paths to this village, and find themselves at the tavern on the village green as Helios Crusaders arrive. A riot breaks out, the Crusaders attack the villagers, and the party intervenes. The village's priest of Varda tends to the party's wounds out of gratitude, and asks them for further help: a little girl named Magdalena was kidnapped from the village last night, and the priest needs help bringing her home.
Notes

The party observes the village's Sheriff, Willem Wyt, give tacit approval to the Helios priest.

The Helios Sentinel and his Crusader appear to be full-blown, deadly serious servants of the Church. The Crusader Recruits seem like country boys with no choice in the matter.

The Crusaders draw first blood in a shoving match with the crowd, clumsily slaying one of the villagers.

When the Witch arrives, her powers overwhelm the Crusaders, killing three instantly.

After the fight, Taavi speaks with the Witch and receives his Quest, at which point she departs.

Rook slits the throat of the unconscious Helios Sentinel.

Falveaux gathers some of the Sentinel's spilled blood at the suggestion of her whispering Patron.

The party speaks with Olive the innkeeper to learn more about the party of travelers, perhaps merchants, who probably abducted the little girl Magdalena. They spent time with the Sheriff and were careful to conceal their comings and goings. They were not in the village for long.

The party learns that there are recent rumors in the village of a "monster": something unseen creeping in the darkness, growling from behind trees or around corners, and giving folk the feeling of being watched, or followed.

As dusk approaches, the party walks north out of the village towards the Temple Hill that is its namesake. They follow tracks of horse-hooves and something else which is following the riders.

Revision #23

Created 2025-09-22 17:45:13 UTC by Brian

Updated 2025-10-23 02:35:11 UTC by Ben