

March 3, 2025

The party proceeds to Glorium!

On the way, a tiny [Time Dragon](#) named **Renee** flies into the tower, closely followed by a witch on a red broom. She follows the dragon into the tower and demands to take him back. Four, recalling the party's unusual ability to reincarnate, offers to trade himself as a slave for the dragon. The witch agrees and leaves with Four trapped in an iron bottle. Four will look for an opportunity to off himself and return as someone else.

Renee describes being captured by the witch and escaping, eventually finding the tower.

Renee thinks the party looks "weird", as it relates to the time stream.

After a new days, Nine, a Firbolg Barbarian with a glaive. He quickly joins the party.

The party arrives at Glorium. We quickly meet a frost giant blacksmith named Magnus who sells Mario some armor and Fulton a magical map that reveals everything major within the surrounding 5 miles. We ask Magnus about the gate and he tells us we must complete a goat milking challenge first. Nine speaks with the goat to let her know what's coming. That gives him advantage on his Animal Handling checks! Nine loses the first round but wins the next two to win the challenge! Magnus points to the gate in the middle of a storm-filled lake. He recommends we hire **Bkol Steelbane** to take us out to the portal. The ship, The Courier, is shaped like a giant raven.

Fulton suggests a competition, so Bkol challenges him to a sea-urchin eating contest. Fulton, a sea elf, handily wins the competition, Bkol's respect, and free passage to the gate on The Courier.

The party sails into the storm. As we approach the gate, the ship is attacked by two **whirlworms!** Fight! The party takes some damage but prevails with the help of Renee's breath weapon. Fulton describes the gate to the mimic, then Steelbane quickly returns to the docks. He finds the town leader and lets he know about the unusual work attack. He's concerned that the town across the lake, **Grakenok**, might be in danger. The leader rallies the crowd to defend the town against future attacks. She asks if we'd like to help.

Two townspeople step forward. One is a masked woman with spiky armor and a huge sword named **Citri**. She flies off on a flying carpet. Another volunteer is humanoid with a horse head. **Tull Frostmane** is his name. He gallops down toward the harbor and hops in his own small boat. We want to help too, so we return to the Courier and begin rowing back across toward Grakenok.

On the way we encounter a child named **Kai** on a sinking boat. Fulton and Mario compete to see who can rescue him first. Mario drags the kid back to the Courier. We evade a worm and continue to Grakenok, which is under attack by a **behemoth whirlyworm!** Citri and Frostmane are already in battle. The party leaps into action!

Working together the party defeats the giant worm. Fulton does the most damage and is the hero of the battle. He is awarded a **foot-long tooth** from the worm as a prize. He also earns a **Cloak of Protection**.

Nine is awarded a **+1 Glaive**.

Harvey is awarded a **+1 weapon** of his choice for (the party) saving Kai.

The party is given **3 magical feathers**. They are 3 anchor tokens. Freeze a ship in place for 24 hours.

The party chooses to visit **Curst** next.

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