

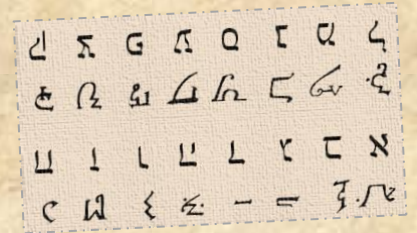
Investigation Notes

Location: *Vespen High Desert Unknown Tomb*



Itinerary

- ❖ Confirm the airship is packed with gear, automatons, food and water for team and archeologists
- ❖ Travel from Haven City to the outskirts of Northern Vespa, into the high desert
- ❖ Follow the Ridgerock Mountains northeast until we come across a valley and the unknown tomb
- ❖ Secure the tomb of any threat
- ❖ Allow the archeologists time to excavate the tomb for valuable artifacts
- ❖ Safely pack and load the artifacts back on the airship
- ❖ Return to Haven City within a week's time



Items of Interest

- ❖ Many etchings led into the entrance of the tomb, written in a strange language (?)
 - “When the moon is crowned, and the sea becomes sky, the emperor of savagery shall be murdered.”
- ❖ Halls seemed deserted, unused; lined with pottery of a curious nature
- ❖ Two coffins resided in this tomb, strange for the overall size
- ❖ Bandits from C.A. already packed up most of the valuables, so we're unable to determine where they gathered them from. The crates and barrels contained:
 - Copious amounts of jewelry (perhaps this was a royal burial ground?)
 - Crystals, some exquisite cut
 - Small statues, 4-6" tall (perhaps idols?)
 - A dragon-man creature wearing robes and carrying a large staff
 - A beautiful angelic woman with her wings spread out
 - Thorin found a small **CLASSIFIED**

Notes

- ❖ We had to fight off fellows from C.A., who arrived here first and had already taken a lot of time clearing the tomb. They were not happy to see us and were extremely hostile. We defended ourselves and cleared the tomb of hazards. The remaining C.A. agents fled in their own vehicles.

Investigation Notes

- ❖ Drake took this opportunity to load up most of the tomb's treasure, and chose to steal the airship with the goods and automatons... If I find him again, I swear... He destroyed the tomb entrance with a blast from the ship's weapons and trapped most of the others. Armella and Zander helped to clear the rubble from the outside and freed our archeologists, along with the rest of our support team. Grateful there were no casualties.

- ❖ I took an inventory of the C.A. materials they left behind, and found a map detailing the surrounding area. I also gathered some of the clothes and gear to make our next run-in with C.A. agents more reasonable, along with 2 tents. We also gathered what was left of the artifacts and brought them with us.

- ❖ We traveled for about 3 days through the desert, resting during the day and walking at night. We journeyed West, per the indicators on the map we found, toward the Lone Alley townstead.
 - I lost my beautiful parasol to a hideous snake...**need to purchase a new one.** Armella dispatched it.
 - Saw a herd of **bulettes**, similar to the ones we faced in Dewar; they seem more plentiful here...**need to do more research on them** when we get back to the city.
 - Other wildlife included giant lizards (seemingly harmless...per Armella) and wild mules.
 - A medium-sized bandit camp was several miles outside of Lone Alley. Zander paid 420 gold for our safe passage...**requesting reimbursement on his behalf upon our return.**

- ❖ We arrived in town without any further mishap. I purchased rooms at **The Desert Night Inn** from **Jennifer McAdams** (made purchase of 6 rooms at 4 gold each, totaling 24 gold spent).

- ❖ I went to the jailhouse and spoke with **Sheriff Widstoe** to send a telegram to Haven City regarding our peculiar situation. Requested cars to pick us up from Haven City Central Station, as we would take the train back.

