“The lord of the manor wishes to speak with you at once. He has information regarding a weapon you inquired about the other day. Please see him in the library at the far end of the hall.”

Busy pouring over some old texts, the vampire lord does not immediately react to your entry. “Oh, good day. The more I thought about the questions you asked me about the item you brought to my attention, the more I began to wonder. I recalled hearing about a series of weapons some years back. One of my spies in the Scarlett Brotherhood territories talked about the search for some impressive items that were locked away in the depths of an ancient kingdom. Naturally, in my position, I care little about the material endeavors of people from the northern lands, so I quickly forgot about it.” He closes the book and hands it to the dwarf. “It’s written in a loose dragon dialect, but the book mentions a vague tale or two about a specific Morningstar. I can’t seem to make heads or tails of the text, but perhaps someone with some historical knowledge can read between the lines and piece the bits of information together. You may take this book with you. Don‘t lose it, finding another text will be very difficult.”

Reading the book “Historical Accounts of the Trials of Flanaess” takes a total of 10 hours and gives everyone that reads it 2 bonus ranks in Knowledge History.

If they stay at the manor for an additional day, a scout will give word there’s been an assault on the Imperial Navy Port the adventurers docked at.

If they choose to leave with the book immediately, it’s a six day journey to the port. Common enemies needle tooth MM3,

A dragon can be searched for if the History check is successful. The Navy port will be under siege from a vast undead army and a couple Destrachan monsters.

A detachment of 20 skeletons, 4 Ghasts, and a Wraith will assault the group. If they are having an easy time, A second detachment can join the fray.

The Navy militia will beat the rest of the undead.

“I’ve never seen anyone fight with such skill.” “Can you believe that group? It looks like the unnamed adventuring party, but some of them look different.”

Treasure from the fight: 600 GP, 4 emeralds, and standard equipment.

 In the port, several sailing ships are moored. A dirigible is anchored up to one of the lookout towers and appears to have sustained light damage from the undead attack. The gnomish cruiser is still here and fully intact. A watermark of algae has formed at the waterline of the ship, but otherwise looks the same. Nearby, a few militiamen are tending to fires that broke out during the battle.

Getting back to the main country will take 2 days of flying, or 6 days of sailing. One ship, the Constantine, will be going to random port in 9 hours, giving the party a chance to prepare. Getting on the ship will cost 50GP each. And 200GP for the wagon. The price is high since it’s a military vessel on patrol.