

FOR OUR ALLIES ACROSS THE WATERS

# AISLINN

## The Collected Logbook

Complete edition so far / 8 September 2026

From the Eastern Colonies to the White Tower; from the woods of Lysean to Rethia's arrival at Vault's Anvil.

Thirteen preserved logbook and companion documents, followed by the latest dispatch. Original pages retain their own dates, spellings, and layouts. The contents follow the original six-entry sequence, then the later chronicles and companion pieces; uncertain campaign dates remain open.

“And ever keep a cabin empty.”

Pascal / Recorded and gathered with Thaeios, Mist Mage

# Contents

Page numbers refer to this collected volume.

|                                      |    |
|--------------------------------------|----|
| High Elves                           | 3  |
| Hostile Waters                       | 4  |
| Lorelay Calls Us to Land             | 5  |
| First Doubts                         | 6  |
| The White Tower                      | 7  |
| Teclis                               | 8  |
| The First Outward Thread             | 9  |
| The Woods of Lysean                  | 10 |
| Day 18 - The Shield and the Veil     | 11 |
| Heart of the Tower - Council Meeting | 12 |
| Introducing Lir                      | 18 |
| The Island and the Amber Heart       | 19 |
| Rethia the Resolute                  | 24 |
| Dispatch - Assassins Again           | 25 |

The Council Meeting and Lir's introduction are included as companion records. The illustrated interlude preserves all sixteen references supplied for the continuation.

Monday, 31. August 2026

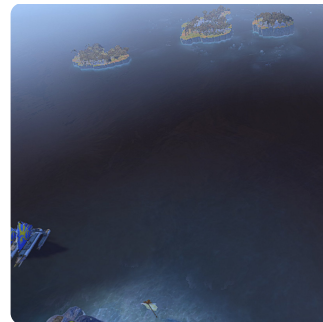
## High Elves



On Luneday, 31st. 8026



Aislin reached the Eastern Colonies



Malekith's  
scoundrels  
are already  
here

We show our  
colors,

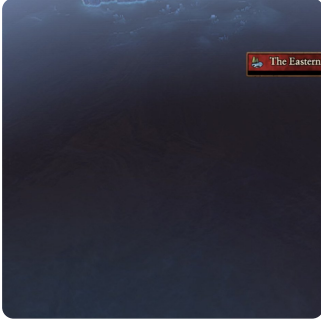


We sail straight for the foe

Landfall is close at hand

A galeasse of the foe is on the horizon, however.

**Monday, 31. August 2026**

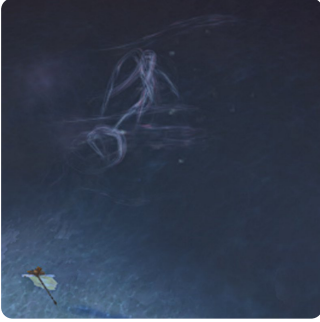


Hostile waters

Our sails, our flag, our army are sure;

They have but seashells, we bring the leaves, tinder, and wyrms of the depths.

**Monday, 31. August 2026**



Lorelay calls us to land,  
or she shows the way to the present danger.  
Has the last of our colonies fallen already?  
Why would they leave the flag, then?  
Is it a decoy? Like Lorelay?

We are the swords, the flame, we fight within the vanguard, we mourn  
the dead, we celebrate the living.  
No following of mermaid's song for us;  
But towards the foe,  
Onwards,  
Our drums will call out the songs of Summer, once more.

**Monday, 31. August 2026**



## First Doubts

Thaeios was a little awkward. I gave him my shield for the battle and he barely fought, at all.

Also, I counted three more dead elves than he.

Then again ... we lost one of the chariots.

Pscht.

**Tuesday, 1. September 2026**



## **The White Tower**

Today we rushed for Hoeth.

Luck! Haerrieth is away, we storm the tower.

Landing party took heavy losses.

Making sure, neither Skaven nor Tzeentch have a sub-structure, we raze the tower.

Thaeios sacrificed his Water Elementals to take the tower from our misguided kin.

The Phoenix Court withdrew favor after we razed the tower to the ground.

„Doesn't the king see the wisdom in caution?“

„Time to send an envoy to Alarielle“

Tuesday, 1. September 2026



## Teclis

A missive reached me upon the weave.

„Rebuild the tower.“ it said.

So... do not let Tyrion claim the ruins?

Teclis will know best.

If the missive was his doing, after all.

I will ask Thaeios...

# LOGBOOK - THE FIRST OUTWARD THREAD

Gwyndion, Ellyrion, and the Dreadfleet

CAMPAIGN DAY FIVE OR SIX

Original log to confirm

## I GWYNDION SETS SAIL

The envoy goes outward



Gwyndion left Aislinn's company alone, carrying the blue-and-gold standard into the waters of River Qurveza. The fleet encountered the Freebooters of Port Royale, while the example of its heroes was named Grateful Paragons. His departure became the first outward thread of the voyage.

## II THE MIST TURNS HOME

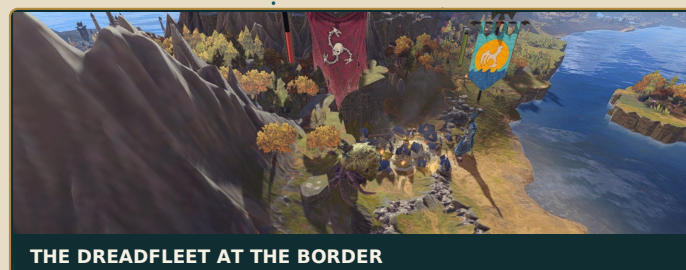
Sea becomes passage



While Gwyndion continued beyond familiar waters, Aislinn turned home through the mist. At the Shrine of Asuryan, the fleet crossed from sea to land and entered the Inner Sea. The Tower of Lysean stood ahead; Ellyrion lay beyond it.

## III ELLYRION CALLS

The pink road to peace



Gilgalion received Aislinn: "A dignified visitor, such a rare treat. Welcome." A non-aggression accord and shared war against the Dreadfleet were placed upon the table. We did not come to demand Ellyrion's peace. We came to defend it.

Recorded by Thaeios, Mist Mage

# LOGBOOK - THE WOODS OF LYSEAN

Anne the Starved, the broken line, and the retreat

CAMPAIGN DAY UNRECORDED

3 September 2026

## I AWAITING THE UNDEAD

*The tower above; the dead below*



THE WOODS OF LYSEAN



THE LINE BENEATH THE TREES



HARATHREL ON THE FLANK

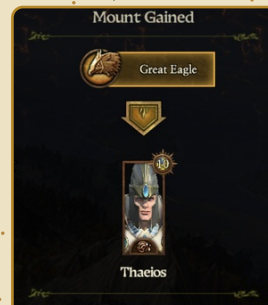
Anne the Starved turned upon our outpost before the companies had recovered. We formed beneath the Tower of Lysean: Harathrel on the flank, the Sea Guard among the trees, and the open field left to the dead.

## II THE LINE BENDS

*Aislinn goes where it is thickest*



AISLINN IN THE THICKEST FIGHTING



THAEIOS - GREAT EAGLE



THE ARMY WITHDRAWS

Aislinn held the centre until holding it meant losing the army. We yielded the field and preserved what remained. Lysean was not saved. Neither was it surrendered forever. Afterward, Thaeios reached rank ten and gained a Great Eagle.

## III AFTER THE WOODS

*The wider war speaks*

You know me as your king. Know me now also as the incarnate vessel of your lord and god, Khaine the Ruthless, the Bloody-Handed Messenger, Jaguar of the Night, the Manticore. In me has He invested His power in the mortal realm, so that He might lead you on the crusade of death.

MALEKITH PROCLAIMS A CRUSADE OF DEATH

Elsewhere, Malekith named himself Khaine's mortal vessel and called Naggaroth to a crusade of death. At the Tower of the Sun, Eataine began an outpost. So the map darkens even as the survivors regroup.

### IRONMAN CONSEQUENCE

*The outpost may fall. The army survives.*

Recorded by Thaeios, Mist Mage

# DAY 18 - THE SHIELD AND THE VEIL

Eltharion's shield, Ellyrion's border, and Tyrion's quarry

CAMPAIGN DAY 18

3 September 2026

## I SHIELDS AND ENVOYS

*A shield for the wounded fleet*



ELTHARION OFFERS HIS SHIELD



ALARIELLE'S ENVOY REACHES ELEKTRA

Eltharion offered a defensive alliance and coin besides. We accepted his shield and chose Tor Yvresse for our outpost. Meanwhile, Alarielle's envoy passed to Elektra of Ellyrion beneath banners of peace.

## II THE BORDER KEPT

*Friendship is not a road*



THE COURSE TURNS FROM ELLYRION



ALONG THE INNER SEA



THE MIST IS PREPARED

We would not use Ellyrion's friendship as a road. Aislinn traced the coast instead, leaving Elektra's lands inviolate while the fleet gathered its Mist stance beyond the frontier.

## III MIST BEFORE THE HUNT

*Strength gathered; a quarry named*



MORE LOTHERNERS JOIN THE LINE



TYRION NAMES ROSE SHORT HANDS

More Lotherners joined the battered companies. Tyrion then offered thirty-two allegiance to defeat Rose Short Hands, with three days to answer. We shall recover first - and choose the next blow ourselves.

### IRONMAN CONSEQUENCE

*The next battle will be chosen, not endured.*

Recorded by Thaeios, Mist Mage

## *## The First Council of the Unraised Tower*

*The tower possessed no walls yet.*

*Only foundation trenches, pale stones awaiting placement, and the faint green light Persephoneé had awakened beneath the blackened roots.*

*Tautuas stood at the centre. His sword remained sheathed.*

*“Before we raise anything,” he said, “those whom it may shelter shall be heard.”*

*Nuramon approached the eastern foundation and studied the first stone for a long while.*

---

*“Mark the door before you build the walls,” he said at last. “A tower that cannot show the lost their way home is only a taller kind of island.”*

---

*He drew a line through the dust toward the sunrise.*

*Thus the tower received its **\*\*Way\*\***.*

*Ollowain walked the perimeter without speaking. He examined the ridge, the shore, the slope of the earth and every place from which an enemy might approach.*

*"Do not make the walls equally strong," he said. "Make the enemy believe one side is weak. If they must choose where to attack, then the tower has already begun commanding the battle."*

*He placed a white stone where the outer watch would stand.*

**T***hus the tower received its \*\*Guard\*\*.*

*Fyllyn Fel'Flynwellyn knelt beside the newly awakened roots. The shell at his throat rested against the soil while he listened—not to voices, but to water moving far below.*

*"The spring passes beneath the northern foundation," he said. "Move the stone three paces south."*

*Ollowain glanced at him. "That weakens the line."*

*"No," Fyllyn replied calmly. "It prevents the tower from poisoning its own well."*

*After a moment, Ollowain moved the stone himself.*

---

*Thus the tower received its \*\*Water\*\*.*

*A rustling came from beneath the roots.*

*Lôwyndril emerged with soil in his fur, a half-eaten Koûqua in one paw, and the expression of someone who had discovered that everyone else had begun an important task incorrectly.*

*"Too much stone," he declared.*

*He tapped one block, frowned at its failure to respond, and continued eating.*

*"Stone does not grow. Stone does not bend. Stone is not especially clever."*

*He placed both paws against a severed root. Living wood curled upward, divided into graceful branches and joined itself above the future doorway.*

*"Use stone where the tower must remember," he said. "Use wood where it must learn."*

*Then he looked around.*

*"And the pantry should be near the council chamber."*

*Thus the tower received its \*\*Living Bones\*\*.*

*Shallan came with mist upon her sleeves.*

*She poured water into the shallow hollow at the centre of the foundations. It reflected no faces. Instead, it held the first evening stars, though the sun had not yet set.*

*“Let water pass through every floor,” she said. “Not hidden in pipes alone. Let it sing in channels, gather beneath open sky, and carry light into the deepest chamber.”*

*She touched the surface, and the reflected stars trembled.*

*“Everything flows from the source—and everything must be permitted to return.”*

*Thus the tower received its \*\*Heavens\*\*.*

*Elistila had remained beyond the foundations.*

*No chair had been placed for her. No chamber had been named in her honour. Yet when the others turned, they found that silence itself had made room.*

*Tautuas inclined his head.*

*"What shall be yours?"*

*"Nothing," Elistila answered.*

*The word crossed the foundations more cleanly than any sword.*

*"You invited me to speak," she continued. "You did not invite me to choose between rooms you had already imagined."*

*She stepped across the unfinished threshold.*

*"Leave one chamber unnamed. Leave one key unmade. Ask me again when the tower has learned the difference between welcoming someone and claiming them."*

*Thus the tower received its \*\*Unclaimed Room\*\*.*

*At last, all eyes returned to Tautuas.*

*He looked upon the seven markings: the road home, the guarded wall, the protected spring, the living beams, the water carrying starlight, and the chamber whose purpose no builder would decide.*

*Then he placed his sheathed sword beneath the central stone.*

*"This shall be the tower's heart," he said. "Not a throne room. Not an armoury. A place where the living may remember the dead without being asked to join them."*

*Thus Tautuas gave the tower its \*\*Soul\*\*.*

*Only then did the first stone rise.*

*And because seven voices had spoken before it did, the tower was no longer being built merely \*for\* them.*

*It was being built \*\*with\*\* them.*

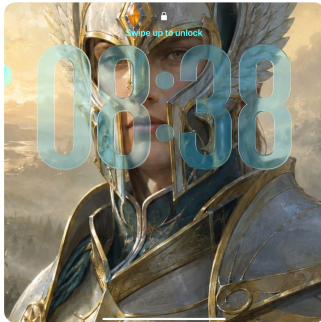
Wednesday, 2. September 2026

understand why the tower required laying anew.

ided, and armoured as though scholarship itself  
casting that light so much as calmly reminding

naeios.

shall disagree beautifully. ☁️ 🌞 ✨



Lir, Lahïre, Laire, Liar, Lï, Lee, Leh, L, Le'h, Ellh', Liare, Lîar, Liare, LaHirée, Lyr.

Bienvenue, Thaeios. Enchanté.

# I THE THREADS WE CARRY

Campaign recap / Turn 23, Turn 25, and later undated notes



01 Armoured elven warrior; identity unassigned.



09 Blue-clad figure extending a hand; identity unassigned.

This continuation gathers the latest shared notes and sixteen supplied visual references. The following pages form an illustrated interlude; their captions describe the artwork without assigning new campaign events.

## THE TOWER AND THE BLADE

The White Tower remains a central thread of the chronicle. Turn 23 is recorded in our conversations; Turn 25 carries the words “Blade Stewardship” and the correction: “One was just a steed.”

## THE OUTWARD VOYAGE

Gwyndion was reported wounded. His expedition and Lir’s passage remain open threads; no arrival at Alith Anar’s court is entered here. Lir is Melwyn’s son, entrusted to the voyage from the Citadel of Dusk.

## NAMES HELD IN TRUST

Harathrel’s silent rho is preserved. Finllyn Feystriker, of the High Wood Elves, has been introduced. No new battle outcome or campaign turn is established by this set of pictures.

## II THE ISLAND IN BLUE

Illustrated interlude / Campaign day unrecorded



10 Insel - Standardland, blue mana.



11 Rock, waterfalls, and pale signs.



12 The cliff path and the blue-lit gateway.



16 A closer view of the island skyline.

### THE SHORE RETURNS

The island appears first as a card, then through details of its cliffs, water, and luminous architecture. These four images are kept together as one visual family. Its place on Aislinn's campaign map remains unassigned.

“And ever keep a cabin empty.”

### III LIGHT THROUGH THE ORDINARY

Portrait, sky, amber-coloured forms, and glass / Visual reference folio



03 Colour-treated portrait detail.



04 Open sky above the treeline.



05 Amber-coloured rectangular forms.



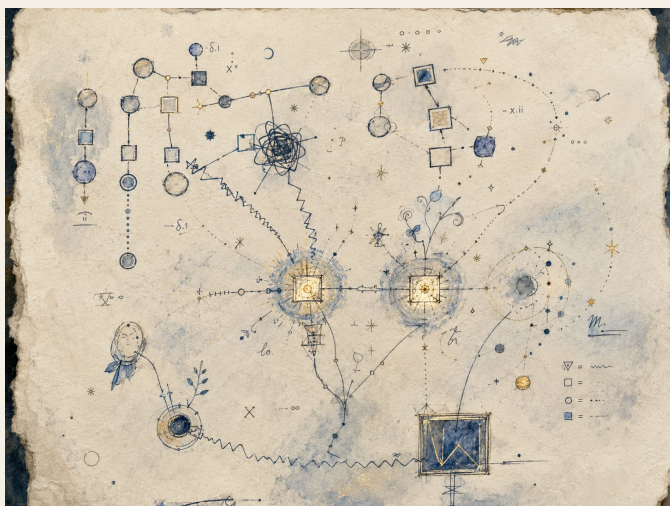
07 Water and refracted colour in glass.

#### COLOUR NOTES FOR THE CHRONICLE

Blue and violet gather around the eyes; the sky opens above the trees. Warm amber answers the cool light, and the glass breaks it into many colours. These personal and material references enter the logbook as a palette for future pages.

## IV SIGNS UPON THE PAGE

Diagram and emblem studies / Interpretations remain open



06 Parchment diagram of linked signs and paths.



13 A-H wheel with the Devanagari letter a.



14 The same central letter in a lotus ornament.

THE DRAWING IS PRESERVED BEFORE ITS MEANING IS FIXED

The parchment offers a network; the wheel arranges letters and numerical expressions; the lotus gives the central sign a floral frame. They are retained as supplied symbolic artwork. The wheel's equations are part of that artwork, not a verified mathematical key or a newly established system of campaign magic.

# V THE AMBER HEART

A lion, a breath of freedom, and a place for gratitude



02 A small lion gives a rainbow roar.



08 Free - Solspire card 025.



15 Amber. Leo. Heart.

A L H / AMBER LEO HEART

“Free. L’air est plutôt purée.” The card keeps its wordplay; the little lion keeps his roar. Beside them, the golden lion sits among brushes and pictures beneath a heart of light. Here the logbook makes room for the phrase you gave it: Amber Leo Heart.

# RETHIA THE RESOLUTE

Phoenix Gate, a name at hazard, and the wings of Alarielle



RETHIA'S RESOLUTION / Supplied campaign view: Aislinn at the Tower of the Sun; Rethia appears in the Lords & Heroes list.

## I PHOENIX GATE

Rethia flew from the demonic hordes and captured Phoenix Gate. In doing so, she risked her office, her sword, even her name.

## II THE PHOENIX

She came to Vault's Anvil upon one of Alarielle's own Phoenixes. The peril behind her had not kept her from arriving just in time.

## III THE BYNAME

For this deed, Rethia earned the byname "the Resolute." Let the chronicle remember what she was willing to hazard, and that she came when she was needed.

She risked her name, and earned one.

# Assassins Again

"I have to immediately set sail for the tower - the Druchii sent out Assassins, again."

The word reaches the logbook as the next voyage begins. Departure for the tower is urgent: the Druchii have sent assassins once more.

This dispatch records the departure and the reported threat. Arrival, the assassins' targets, and the outcome await the next entry.

The record travels with our allies.

Recorded by Thaeios, Mist Mage