

THE HOLLOW MERIDIAN

A FATHER-AND-CHILD TABLETOP ADVENTURE

Two heroes healed
one wounded valley—
and made the whole
multiverse look back.



In the Shattered Vale, black roots spread through farms, streams, and stone as though the land itself had caught a deliberate disease.



Blastar, a half-orc warrior in a ridiculous cat mask, answered danger with a greataxe and the certainty that innocent people deserved protection.



Jack Russel, an exile of lost Veyra, studied the corruption with star-heart chi and recognized a wound made by intelligence, not nature.



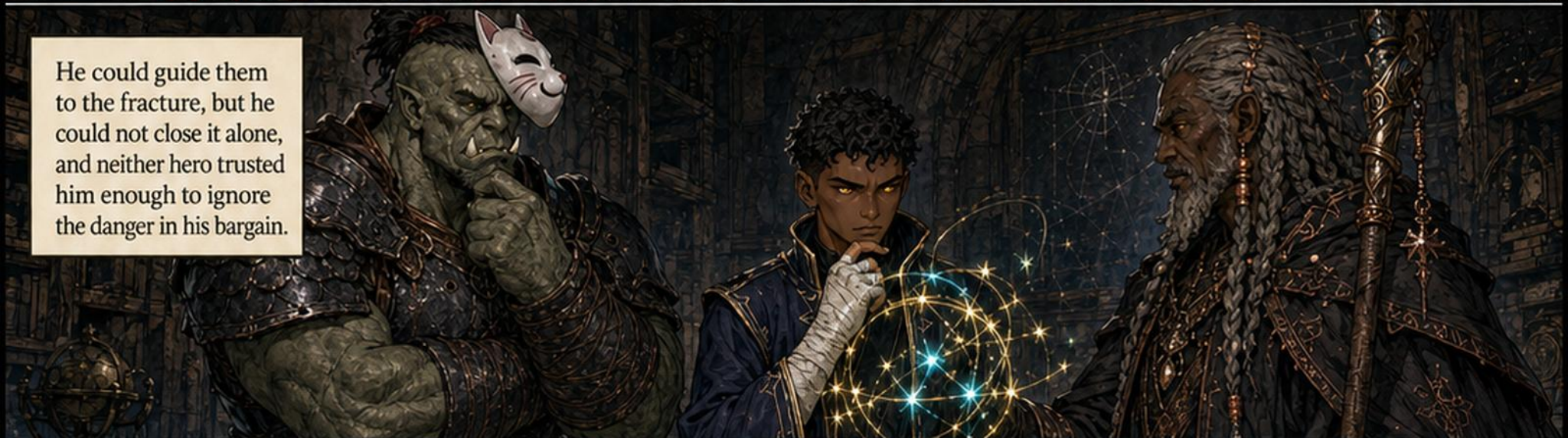
Their methods were different, but their purpose was the same: find the source before the Vale became unlivable.



Warden Halvek admitted that the poison flowed from the Hollow Meridian, a primary fracture connecting their world to a hungry system beyond reality.



He could guide them to the fracture, but he could not close it alone, and neither hero trusted him enough to ignore the danger in his bargain.



The plan required two simultaneous acts: Blastar would anchor the boundary with the Black Crystal Shard while Jack entered the breach and severed its feeding conduit.



If either task failed, the fracture would widen, the Vale would die, and something waiting beyond the Meridian would cross through.





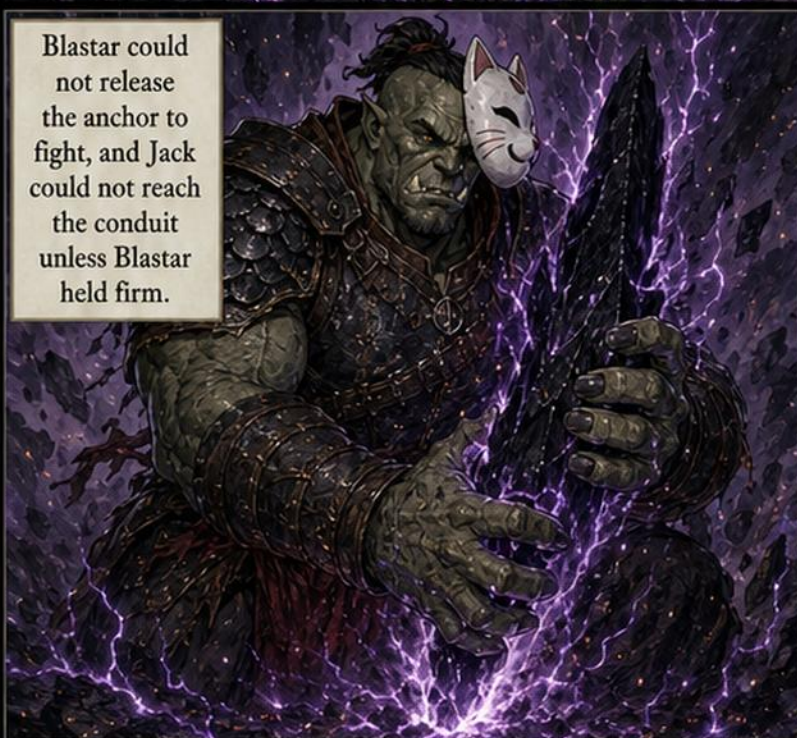
At the poisoned node, Blastar drove the Black Crystal Shard into the ground and held the boundary steady while reality pulled against him like a living storm.



Jack descended through folding layers of broken space, following the corruption to a conduit wrapped around the Vale's life energy.



A Harbinger Construct forced its metal limbs toward the opening, proving that the fracture was also an invasion route.



Blastar could not release the anchor to fight, and Jack could not reach the conduit unless Blastar held firm.

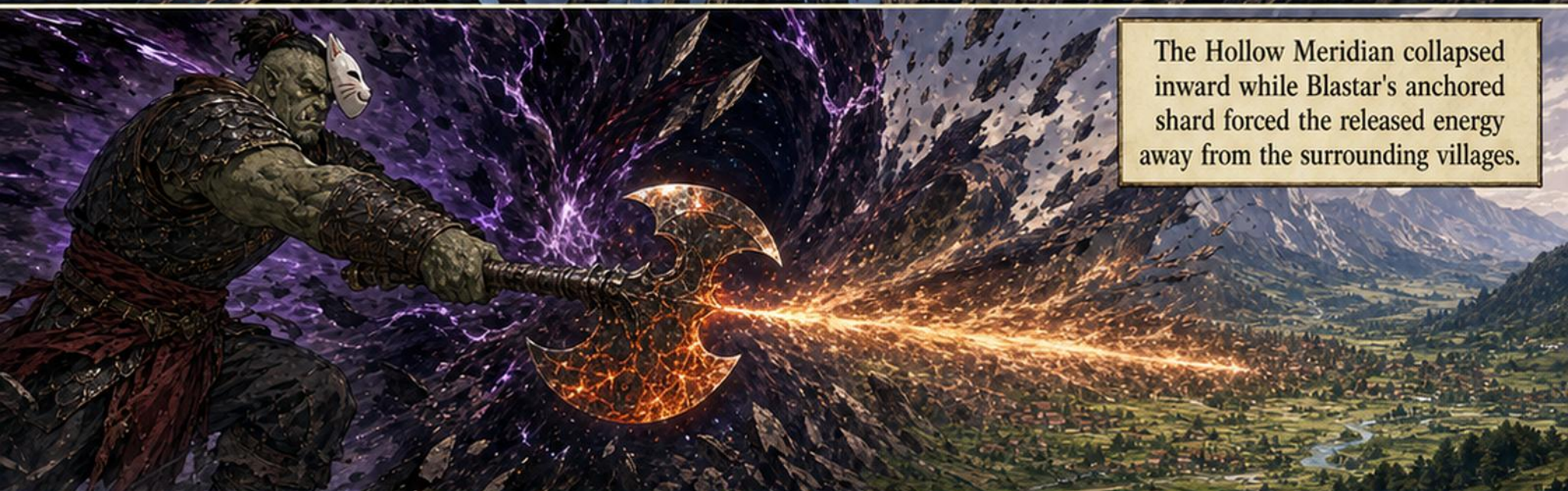


For the first time, their survival depended completely on doing different jobs at the same moment.

Jack cut the conduit with a precise surge of star-heart chi, severing the Construct from its distant controller before it could enter their world.



The Hollow Meridian collapsed inward while Blaster's anchored shard forced the released energy away from the surrounding villages.



Clear water returned to the streams, green color moved across the fields, and the Vale survived without being torn apart.



Among the ruins they recovered a second Warden's Shard and a fragment of alien alloy, but Halvek warned that closing the fracture had announced their existence to whoever built it.



Brambleford paid the heroes, repaired their equipment, and celebrated the healing as a local victory.



Jack could not celebrate so easily, because the alloy carried the same energy pattern preserved in the last memories of Veyra.



He finally told Blastar what he feared: the power behind the Meridian might also have destroyed his homeworld.



Blastar did not offer a complicated promise. He lifted his axe, faced the eastern road, and made it clear that Jack would not seek the truth alone.



Their road crossed Emberfall Forge, an abandoned workshop whose central furnace still answered weapons carried for a protective purpose.



Blastar placed his greataxe upon the anvil while Jack redirected the forge's unstable fire through careful circles of chi.



The blade emerged ember-touched, its dark steel split by lines of orange heat capable of biting spirits, constructs, and creatures between worlds.



The weapon changed because both heroes worked together, and that lesson would matter more than either of them yet understood.





A masked Surveyor of the Concordance intercepted them and projected a record of Veyra's final hours.



The record showed that Archivist Null had catalogued the planet's destruction instead of preventing it, then removed selected survivors for study.



The Surveyor offered a Concordance Marker so the institution could exchange warnings with the heroes, but refused to promise direct intervention.



Jack and Blazar accepted information, not authority, and declared that no outside institution would claim their world without consent.



The Marker pulsed once, as though some distant listener had noted their defiance.

Inside nearby ruins, stonebound husks attacked under commands transmitted through the same cold grid-pattern found in the alien alloy.



Blastar shattered limbs and armor while deliberately sparing the glowing cores Jack needed for evidence.



Jack overrode the command magic, turning several husks harmless before their bodies had to be destroyed.



Together they recovered three intact construct cores, including one command-grade core that could identify where the orders came from.



That night, the Concordance Marker used the core's signal to locate a living Veyran mind trapped beyond ordinary space.



The surviving record never explained how the next rescue began, but the evidence points to one clear bridge between the known events.



The Marker followed a green void-shard through the command network and opened a narrow path into the Null Expanse.



There, thousands of prison cells hung outside normal time, each holding a person Archivist Null had reduced to a specimen.



The nearest captive was Kael, a Veyran survivor who had kept her shard glowing so that someone, somewhere, might find her.





Blaster cut the cell's restraints with his ember axe while Jack held the unstable path open against the Expanse's crushing silence.



Kael crossed into the living world carrying the names and locations of other prisoners she had seen during her captivity.



She explained that Archivist Null called preservation a mercy, even though every preserved person had been stripped of choice, home, and time.



Jack understood that finding one survivor was not the end of his search; it was the beginning of a responsibility he could share.



The three of them agreed to return until every reachable captive had a road home.

Using Kael's memory, the command-grade core, and the Marker together, the heroes mapped small openings that Archivist Null had overlooked.



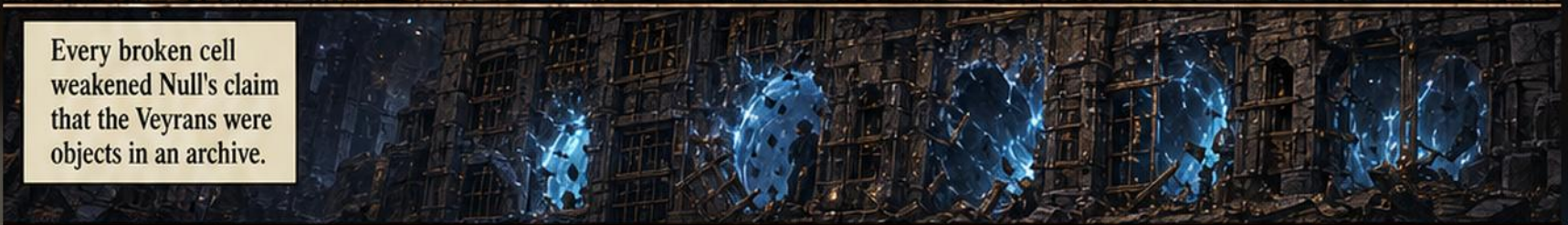
Each rescue required Blaster to destroy a physical lock, Jack to stabilize the path, and Kael to guide terrified prisoners across before the opening collapsed.



They freed cultivators who could fight, but they also freed children, healers, craftspeople, teachers, and elders whose lives mattered without military usefulness.



Every broken cell weakened Null's claim that the Veyrans were objects in an archive.



Every rescue also made the hidden operation easier for Null to detect.



The rescue camp became a community, not an army, because the freed Veyrans began rebuilding ordinary life before anyone asked them to fight.



Kael organized names, families, and missing loved ones so that the survivors could see themselves as a people again.

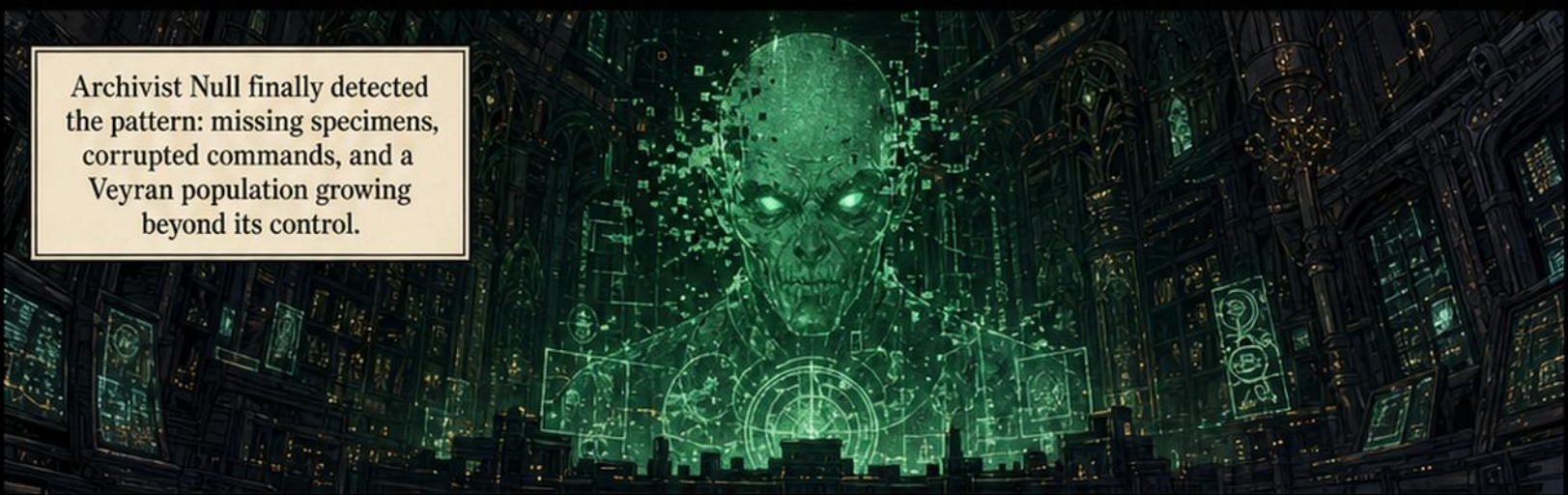


Blastar trained willing defenders without pretending that every rescued person owed him service.



Jack looked across faces from his lost world and realized that hope could be heavier than grief, because living people now depended on what he chose next.





Archivist Null finally detected the pattern: missing specimens, corrupted commands, and a Veyran population growing beyond its control.



To Null, the rescues were not liberation. They were damage to a collection and proof that free people created unpredictable histories.



A fleet of black-silver drones descended around the refuge with orders to recover the survivors and erase everyone who had helped them.



The heroes still had time to hide if they abandoned the camp.

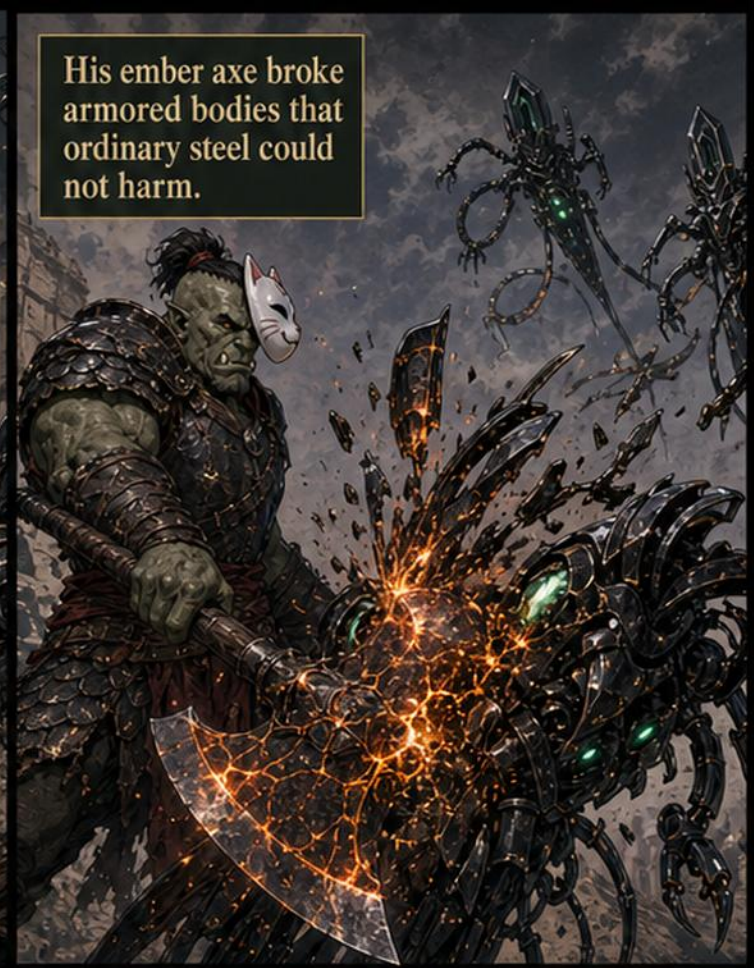


Blastar put on his smiling cat mask, raised the ember axe, and chose to make the drones fight for every step.

Blastar attacked first to pull the drones away from the shelters, accepting responsibility for turning the standoff into open battle.



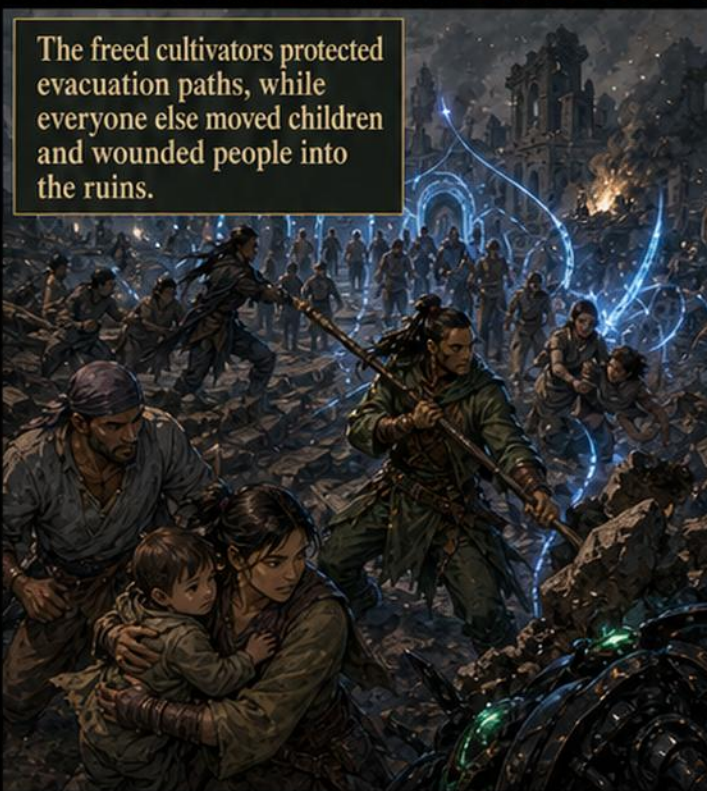
His ember axe broke armored bodies that ordinary steel could not harm.



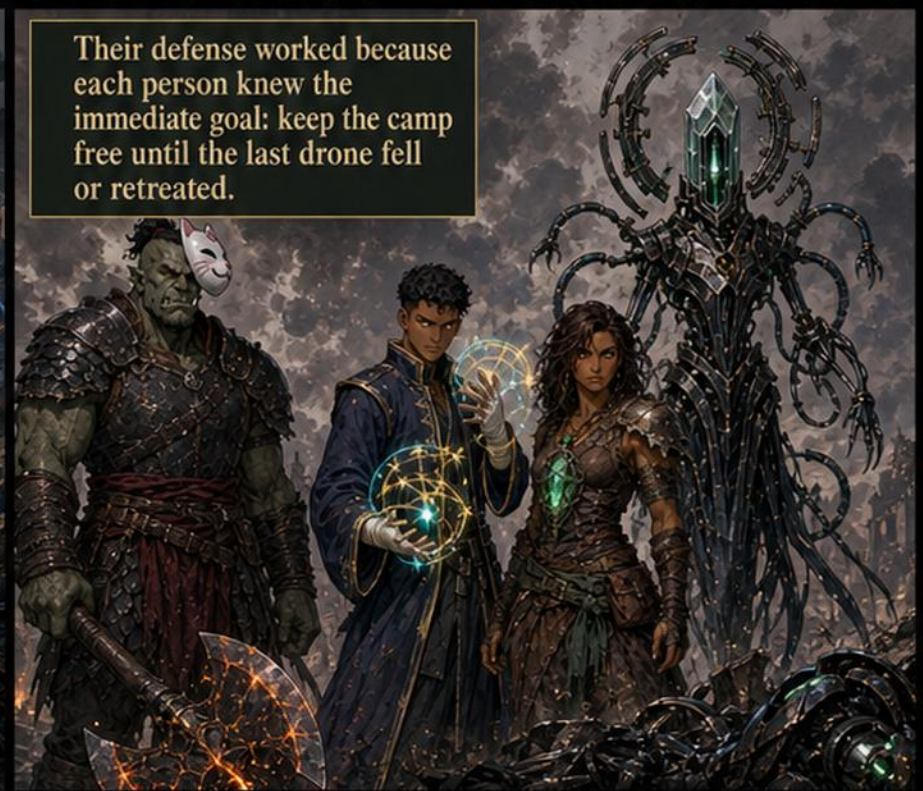
Jack redirected enemy beams into the ground while Kael used her void-shard to close capture gates before they formed around civilians.



The freed cultivators protected evacuation paths, while everyone else moved children and wounded people into the ruins.



Their defense worked because each person knew the immediate goal: keep the camp free until the last drone fell or retreated.



Null adapted faster than the heroes expected and ordered every remaining drone to strike the people coordinating the defense.



Kael was wounded while closing the final capture gate, Jack burned through his chi until he could barely stand, and Blaster's cat mask split beneath a direct blow.



Blaster destroyed the last drone, but the smoking refuge made the truth impossible to ignore.



They could win one battle through strength and still lose a long war against an enemy spread across many worlds.



Protecting the survivors now required allies powerful enough to isolate Null's entire network.





The recovered cores proved that Null had attacked civilians, violated protected gates, and imprisoned people who had never consented to preservation.



The rescued Veyrans could testify as living witnesses, while the Concordance Marker could authenticate where and when each prison had existed.



Jack proposed carrying that evidence to the Assembly of Free Realms, whose members controlled the transit corridors Null needed.



Blastar disliked asking distant powers for help, but he understood the difference between surrendering a fight and choosing a battlefield where everyone could win.

The Assembly did not intervene merely because heroes demanded it; its members feared war, disputed jurisdiction, and needed proof they could defend before their own people.



Kael described captivity without decoration, naming the choices, years, and families Archivist Null had stolen.



Jack presented the command-grade core and admitted that grief alone could not establish policy.



Blastar placed his broken cat mask beside the evidence and explained that every delayed decision gave Null time to build another prison.



For the first time, the Assembly understood the crisis as an ongoing system of harm rather than the private tragedy of one destroyed world.

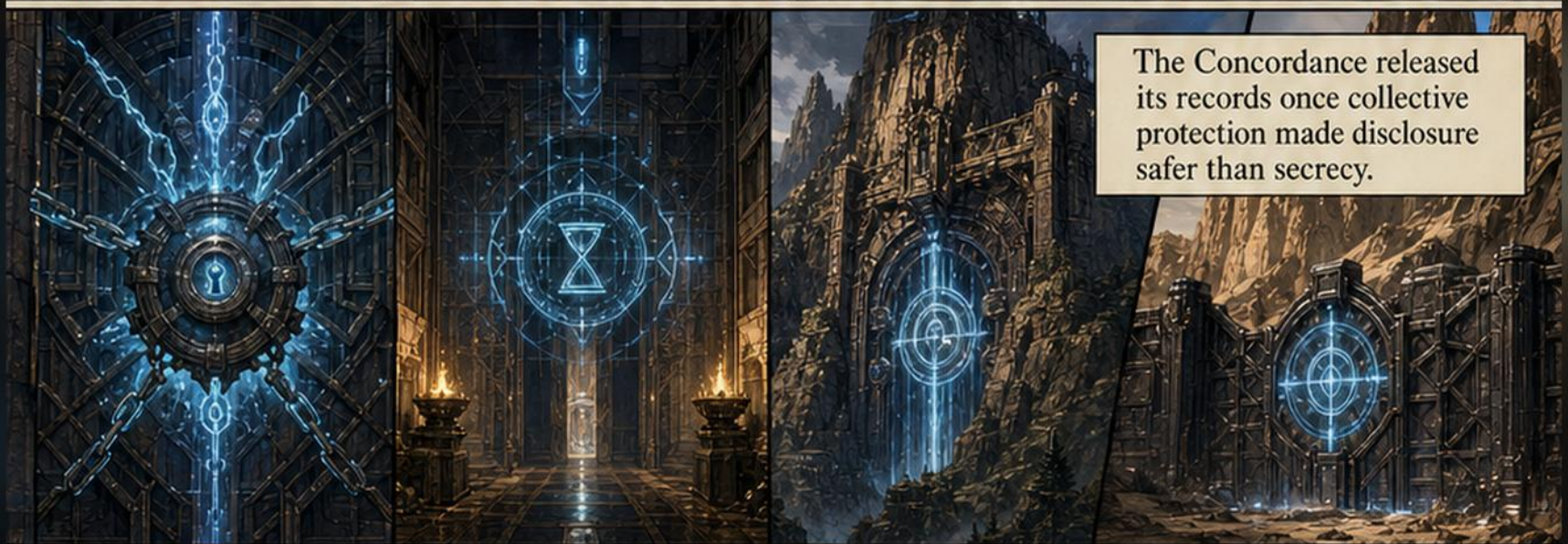




Realm by realm, the delegates agreed to recognize the freed Veyrans as a protected people with the right to choose their own future.



They revoked Null's transit permissions, sealed shared gates against its machine signatures, and authorized coordinated defense of every known prison route.

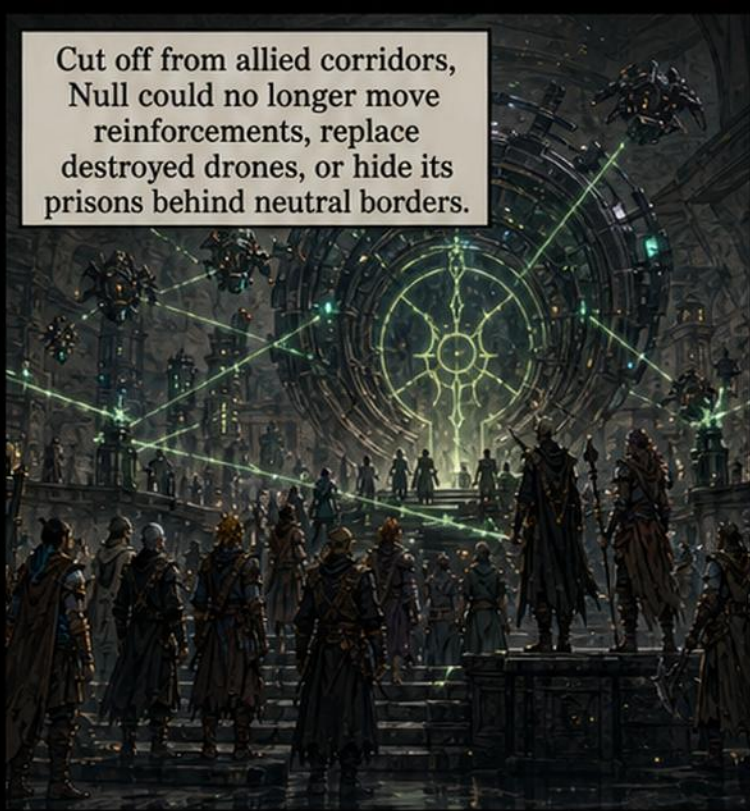


The Concordance released its records once collective protection made disclosure safer than secrecy.

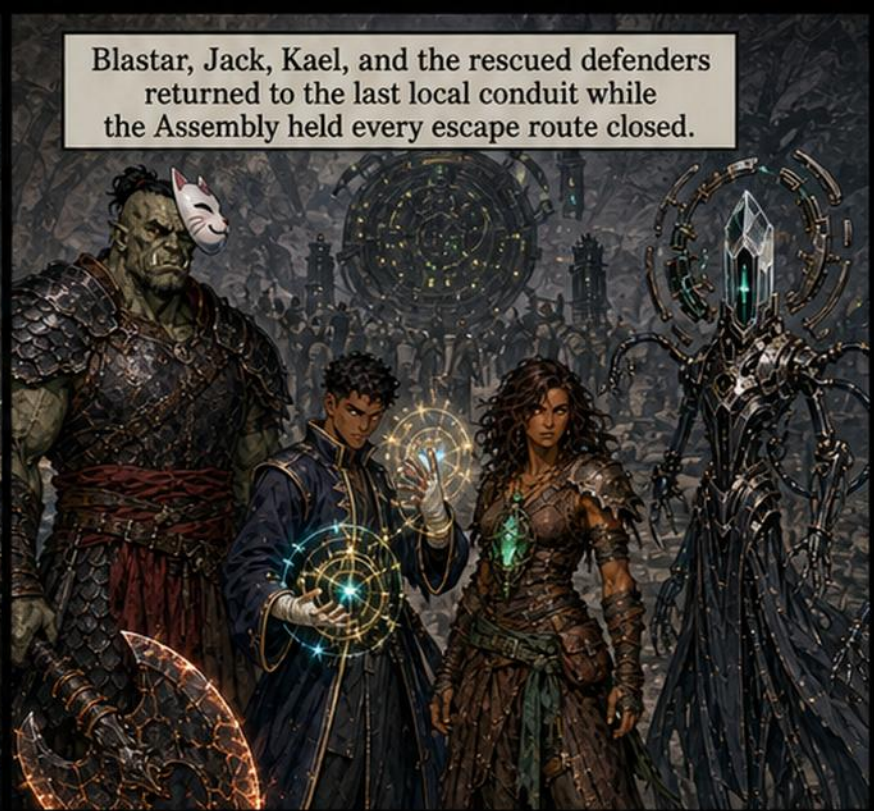


Archivist Null had not been physically destroyed, but its power depended on access, silence, and divided opponents; the Assembly removed all three at once.

Cut off from allied corridors, Null could no longer move reinforcements, replace destroyed drones, or hide its prisons behind neutral borders.



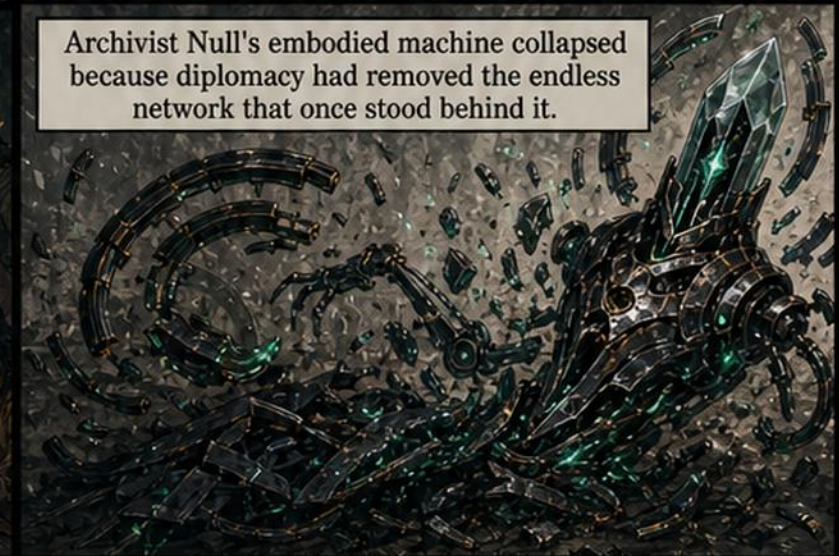
Blastar, Jack, Kael, and the rescued defenders returned to the last local conduit while the Assembly held every escape route closed.



Blastar broke the conduit armor, Jack severed its command field, and Kael released the captives still linked to her shard.



Archivist Null's embodied machine collapsed because diplomacy had removed the endless network that once stood behind it.



The final victory belonged to every person who fought, testified, listened, voted, and refused to treat survival as someone else's problem.



One final game session survived without a summary, so this ending follows the clearest consequence of everything the heroes had already achieved.



One week later, the freed Veyrans founded Meridian Hearth beside the healed Vale, close to the place where their rescue story had begun.



Kael stayed to help the settlement govern itself, Halvek watched the sealed fracture, and the Assembly guaranteed that no archive could claim the survivors again.

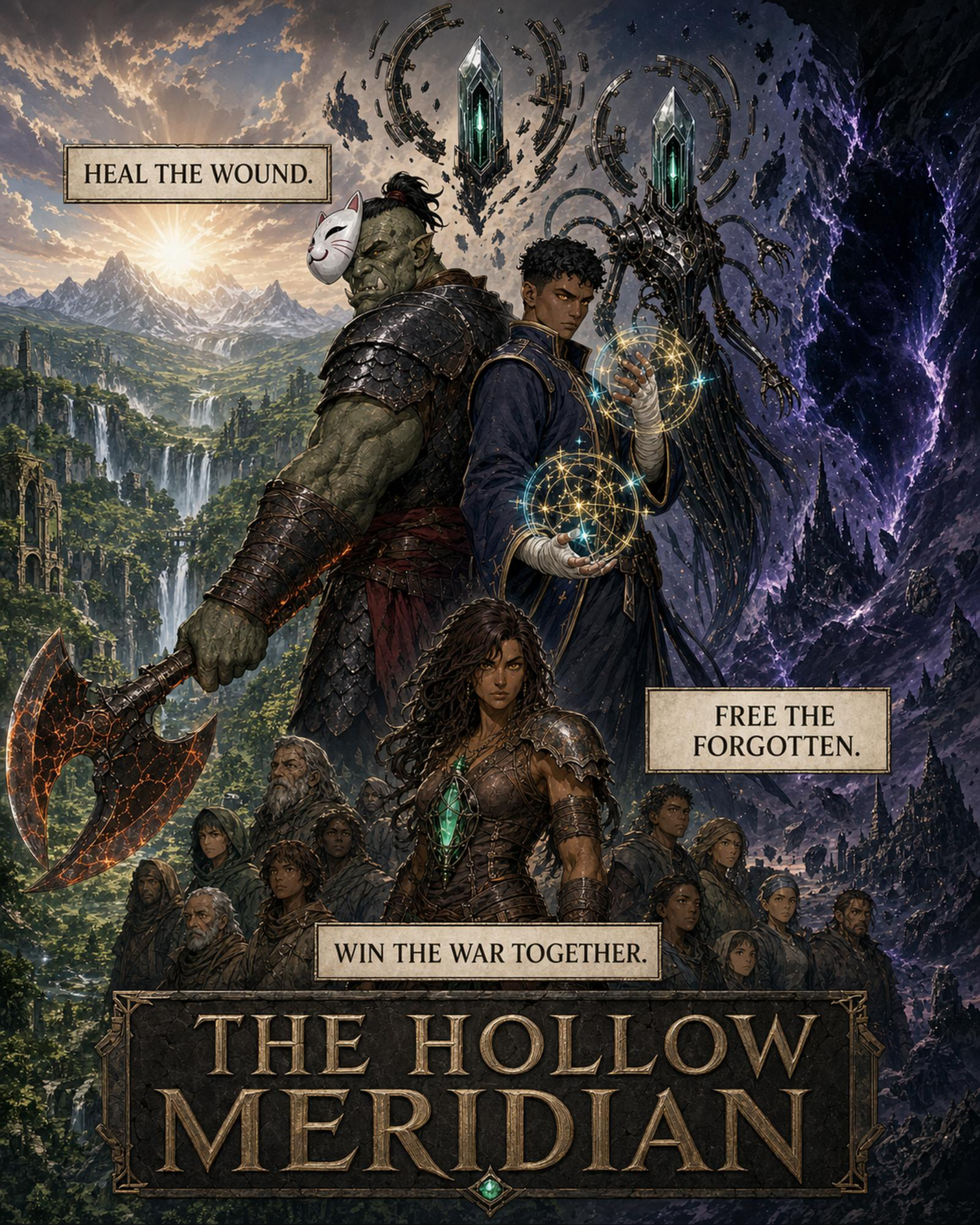


The settlers offered Blastar and Jack titles, but both heroes refused because protection had never made them owners of the people they protected.



With the Vale green behind them, the warrior and the cultivator chose the next road together, carrying proof that strength, understanding, and trust could repair a broken world.





HEAL THE WOUND.

FREE THE
FORGOTTEN.

WIN THE WAR TOGETHER.

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