

March 2011 real time. Day 1

12 Deepwinter 1166. It is the middle of winter, cold and there is snow.

Count Kael, King Laranthug, Bishop Chryssiana, Initiate Skarra, Duke Randell, Kurngrim and Galar Faren are summoned to the palace in Nyr Danr by Emporers Lucknar.

Everyone is required to leave followers and magic outside. The party are met by the Queen, Lord Wizard Quintith, Emperor Lucknar, Krentish, and Arch Druid Derenius (the asst to the Grand Druid).

We are told that the Green Lady may be still alive. Aragorn said that on his death he will release Lodus, God of the Dragons. The assembled nobility are concerned because Lodus won't want the Green Lady still alive.

Allaveer is also concerned.

Task: information gathering. Where is the Green Lady? Is there any way of destroying her? W need to know everything about her. Don't try and scry (or you die).

Her main fortress was the Royal Forest in Turse. This is magically trapped.

Friar Joseph of the City Watch encountered a small green dragon. It was chased, not captured, and the watch found a temple and destroyed it. Down a well. Normally green dragons don't come in to cities. They discovered cultists had impregnated human women to give birth to dragon eggs (indistinguishable from real dragon eggs to untrained eyes). This cause the death of the women.

The party accept the mission.

The party explore the well

- Secret doors leading to carpenter Cooper (known cultist), pub, room of cult leader Borlak
- Secret tunnel underwater leading to baby dragon nest. Exit is through river where sewage feeds in. A big gate is broken (much larger than baby dragon)
- The party scry on Cooper. He is at the castle in Medan. Derenius helps us to teleport to the castle.

Castle of Medan

- Kill one 3ft green dragon
- Capture 8 young men
- Kill Cooper
- Capture Borlock
- Kill a troll who is torturing Paladins

March 2011 day 2 real time

Discover knowledge of Thelamar who says he is the Green Lady's regent and true King of Turse
The party travel to the Royal Forest in Turse, breaking through the green wall (giant hedge). Meet a centurion Deronius, a death knight who says we can talk with Thelamar.

At the appointed tree Laranthug 'becomes' Thelamar.

- Thelamar tells us he was married to the Green Lady but is not a follower. He offers us an appt on 19th Deepwinter with her.

19th Deepwinter 1166

Back in NyrDanr we release Borlock and are given a box. Inside the box is a message which says kill Borlock (we do).

The party minus Kurngrim are transported to Ravenloft where they meet Bilari, who knows Jessica.

They are in the realm Valkovnia on the edge of a life near a castle with walls of bone.

The party are refused entry. Randell can get through the walls in gaseous form and is hit by a Huge Knight with a spiked mace. He leaves.

Skarra gets through in animal form,

100 strong army of valkovnia appears and threatens the party. In ensuing attacks

- The ground beneath the castle disappears leaving it floating
- There is a stone wall flung up between party and army
- The castle walls of bone begin to spin
- Kael and Jessica are polymorphed to green dragons
- Most people start flying
- Discover can't fly over the top of the castle
- Discover can't cast spells into the castle
- The castle has something like an anti-magic field
- Magic weapons work inside the castle
- You can't scry into it

31st May 2014 real time day 1

Radigund and Kurngrim are summoned by Duke Quintith. Radigund is paid in jewels inc diamonds and they accept the mission to go to Ravenloft and rescue the party. 'Jessica' knows the way out Quintith sends them to Ravenloft. They land in the midst of the army and run (Kurngrim in wolf form) to join the party, whilst being shot at.

Mist rises, showing Valkovnia is closing its borders. The castle walls spin faster creating a down draft and one which sucks in at the door showing it is closing its borders.

- The door bones are smaller and create a drag into the door.
- The down draft spreads 10' from walls
- Kale sees a largish green dragon at the back on the balcony
- The huge knight and 200 monks assemble in courtyard then go inside
- We consider digging/ mechanical wedges/ entangle, grit, ice storm and wall of force and do none of the above.

Randell prays to the Green Lady

- She says she is a prisoner in the castle
- She wants to be rescued, in return she will get us out of Ravenloft.
- Her captor is Edlianus (big knight)
- She didn't know she is in Ravenloft
- She wants Randells souls and promises him power
- She says Lodus will kill all the humans and elves when he is released.
- She has no followers in Kursavale any more
- She can not influence her followers elsewhere
- She looks haggard, like a Demi god with no followers.

Randell gives his soul but doesn't tell the party. Edlianus is probably a child of Aragorn's. The party decide to leave Ravenloft. We walk to the hills where the mist thins.

And camp for night (in a hut)

Attacked by 2 dire wolves and 2 dire lions (2 of the three summoned by Skarra to help us defend against the bears). Kill them.

21st Deepwinter

Travel by plants to border. Cross over to Borka. Camp overnight by lodge.

22nd Deepwinter

Travel by plants to border. Cross over to Verbreck Camp for night

23rd Deepwinter

Travel by plants to border. Cross over to Vallashan (we hope, could be Sythica or Invidia)

Confirm we are in Vallashan.

24 Deepwinter

Travel to the castle Jessica told us about. To escape Ravenloft we need to kill a wraith. Tool up the fighters and go explore the island where the tale is.

Completely dead and quiet. Find a number of skeletons in and around courtyard, retrieving the following items

- Slippers (given to Laranthug during combat)
- Mithril shirt (Laranthug)
- Magic scroll - animate dead, helping hand, plant growth, dimension anchor (Chryssiania)
- Arcane scroll (Galar)
- Magic weapon (Galar)
- Unknown ring (Galar)
- Divine wand. (Chryssiania)
- Gems and gol (Laranthug)

- Magic potion cure light wounds (Radigund)

Laranthug and Kael discover 2 wraiths in a tower. Fire bombed. Kurngrim builds beserk and Giles to attack. Galar fires magic missile and kills one and disappears. Kurngrim hits one with a mace and disappears. Party realise they each need to deal a killing blow. As night falls they one by one achieve this and disappear. Skarra is last. He leaves his guard dog statue behind.

1st June 2014 real time day 2

Galar appears in sky and flies to ground. He travels to NyrDanr. He has lost the ability to cast magic missile. Kurngrim appears in guard tower in Turse. She continues her beserk attack and kills 3, knocking 3 more unconscious. She refuses to hand over skarra's scimitar and manages to leave castle. She waits in pub where she is attacked by Tursen army. Eventually she surrenders, hands over weapons and is taken to castle dungeon where she falls unconscious. She has lost her mace. Randell appears in Firith, Turse to find Kurngrim's devastation. He uses her for a prisoner swap and prevents her dying. He has lost magic missile. He summons a band of adventurers to free the Green Lady.

Radigund appears above gunrath moor and uses ring of ram and tumble to survive. She has lost the magic dagger she was lent. Kael appears and falls to moor. He has not lost Why. Laranthug appears on moorland. He has lost his rapier. They head to Hornwick.

Jessica appears and falls to forest, using her background to survive and land in a hay wain. She has lost a magic dagger.

Chryssiana appears and flies down to forest. She prays to Tarak. She has lost trans dimensional lightening bolt.

- Tarak thinks Lodus will kill humans and elves as collateral damage
- Tarak hates the green lady and wants her dead as she killed his priests and followers.
- Tarak is noncommittal about what he wants

Skarra appears on mountain. He has lost cure moderate wounds. He walks down and prays to Alleeveer

- Alleeveer thinks Lodus will restore the balance. This will involve killing humans and elves and putting Lodus thoroughly in charge.
- Alleeveer is noncommittal about this
- Alleeveer hates the green lady followed by Mallus.
- Lodus is released on Aragorn's natural death. They have a magic link. Alleeveer won't say what sort.

Galar goes to the palace and Quintith retrieves all the party.

- All party are healed and restored. (Mostly by Chryssiana) except Randall, who she can't restore.
- Nobody wants the Green Lady alive.
- Lucknar thinks better to have her released now rather than at Lodus' release when her cult has grown.
- Mallus spawned Aragorn's children
- Perhaps Aragorn has planned for green lady and Lodus to be released at same time as parting gift
- Lodus probably will kill lots of people when he returns.
- Asmordak is god of giants.

Party discuss how to track and kill every green lady cultist

Skarra suggests learning more about Aragorn and how he imprisoned Lodus, with the eventual aim of:

1. Locking green lady and Lodus away ourselves
2. Killing Aragorn.