

Clarie's Gaming Notes, August 2016

Winter 1166

The Green lady is alive and in Ravenloft.

Aragorn has imprisoned LODUS. When he dies he will release LODUS and Green Lady. LODUS and Green Lady will battle and destroy Hurssia. Lucknar and all other dragons will follow LODUS and kill humans.

5th Yearsend 1166

Brangwen, Knight Commander SL11

Bishop Chryssiana SL13

Initiate Skarra 9

Duke Randell 13

Galar Faren 6

Sir Corwen Demonlayer 11

Silanus head of the Grey School

Radigund 6

Quintith

Invited to palace in NyrDanr

(Larenthug is elsewhere. Kurngrim is in a huff)

(Skarra and Chryssiana out of box and not a vampire but 22 yrs of temple service. Seboran is missing)

1) Kill Green Lady

2) Discover how Aragorn and Lodus are linked

3) Separate the link between Aragorn and Lodus

4 Leave Lodus trapped

1) Theory: green lady involved in Aragorn Lodus Link

1) Green Lady, trapped in Ravenloft, castle with bone crunching wall. Preferred option to go in there and kill her there. Need – disposable magic weapons – battle wraiths and it destroys spells and weapons. Weapon with 1st level spell will be lost

Need to be able to kill all evil undead except master of the realm 'Edlianus'

To get in is the problem. Provisions go in, or go in through sewers? Go and fly round back and sneak in.

2) The Lodus-Aragorn link

Head of guild Mistranus might know something. Well known to Chryssiana and Silanus and crazy gnome.

Possibly more worth doing before Ravenloft

Entourage: LB: Mithral squire dwarf

Corwen – squire and Mr Finlay heavy war horse

Chryssiana hobbit esquire, chaplain, Jessica

DR follower as many

Silanus and Skarra have animal companions

5th Yearsend. Mistranus – knows nothing about assassination of Aragorn or records. He knows LODUS was imprisoned after an attempt 500 yrs ago. He will look into more info surrounding the event

Chronomancy? To look into past with magic. Sir Morlf chronomancer but now paladin of Issiad, based in NyrDanr

He can't cast spells and has burnt the books. He won't tell us what he knows and doesn't know anyone who can help. He won't say where he's from.

2) modification of imprisonment spell. Reverse spell at spot it was cast. Discern location? Can't be cast by Mistranus.

Meeting in Hornwick. 1st Freshyear 1167 arranged by Mistranus. With elf called Warrion

28th Yearsend 1166 – arrive in Hornwick and stay in pub. Have a drink.

1st Freshyear 1167. At lunchtime elf and large St Bernard dog arrive. Werrion – mithril shirt, long sword, backpack. He has hoarfrost on head – been at altitude recently.

St Bernard has scared Skarra's dog and Silanus familiar.

True seeing – elf is human. Dog is tonne and half of dull grey bizarre dragon 13ft.

"Employer's employer says you have a problem. He's instructed to help us. Someone with Slayers Brotherhood who will be able to help you. He will arrange a meeting for free. SB will want a service for the information.

One of the original assassins is still alive and SB know where to find him. The Employer's employer would like to help and would also like to know the name. He doesn't know and won't tell the name.

Meeting in city square in NyrDanr 5th. Just us and not the entourage.

The dragon is an unknown type – not pure dragon/ demonic/ other plane most likely. Demonic? Of Frossim? Not Allaveer, tarak, mallus, Issiad, prob not mysterae, not insigneous.

2nd Freshyear 1167 – travel back to Nyr Danr

Option 1: can kill green lady by killing followers, but not possible.. there's a caveat for killing demi-gods. Bran asks Chryssiana to do that research.

Kelling demi-gods – get them to manifest on a prime material plane and then get a God to kill it.

Tarak would do it, Issiad and Alloveer would. Tarak and Alloveer as combo.

5th Freshyear 1167 evening

Meet Warrion and dog in city square and head south through the city. Come to small stream and 1/2 dead willow tree on small island. Pub called Willow Tree. Ask for Arnwild. Don't drink beer – he'll be in posh pub outside. 'Griffin Inn'.

Radigund and Corwen stays outside with Skarra's dog.

Rest go in and get drink, go to table, follow through to another room, smoky. Sitting at table is elf and 2 female ugly hobbits. On elf's lap is red-headed lady. Red head is glaring at Randall.

We want to speak to assassinator of Aragorn 624 – he can tell us how to find her. Ashmath the white, wizard. Ardinian wizard, insanely powerful. Needs permanent and fatal solution. In castle at Quardun – severed head, castles, servants, warriors, knights, poss part dragon.

Red head is 'Engel'.

Stand to leave. Randell leaves a letter. We leave the Willow Tree. Encounter footpads on the way. Eviscerated by 2 deer lions and giant spiders from Skarra. Lions and spiders go to attack Skarra – someone else has taken control of them.

Return to palace and update Corwen and Radigund. Chryssiana uses rogue.

6th Freshyear 1167

Meet to discuss killing Ashmath

C? S? R? Sk? G? DR? Corwen ■ Bran ■

Bishop Sammar in Ardinia – priest of Tarak we know.

Carrosin – seaside port.

Mistranus can scry Ashmath

Chryssiana, Galen + Skarra to teleport to Ardinia to Bishop – has not hear of Ashmath the white and he can ask around.

Lives in Quadin, castle. 600 miles across desert, in middle of desert.

Quite a good rep, ½ a siver dragon. He supports the paladinic orders of Ardinia. He deals with the temple of Issiad. Occasionally turns up to look for spells. Paladin bodyguards and castle occupants.

Temple of Issiad say he is a nice chap.

Send a msg -> Ashmath to ask to meet.

7th Freshyear 1167

A note 'come and have breakfast in the Griffin'. Meet the Ardinian in the pub. Magic scroll and 3 unknown magical presences. Introduces self as Ashmath the white. C casts invisibility purge. 1 person appears and tries to leave room.

INITIATIVE.

Assassin runs out of room, turns invisible again.

2 scryers in room – 1 is dispelled by Silanus, the other belongs to Ashmath We capture assassin who kills himself.

Retire to palace to talk.

We explain situ. Shak na-fid would pay to have him killed.

Speak with dead assassin. Self employed. Calani Spellbourne is oldest assassin in guild.

Ashmath the white is actually a guy called Eli.

Need to find info re Calaia Spellbourne – nothing from Whiteflight. Mistranus will find out info.

We teleport to Ardinia, to castle on rock, up to audience chamber. We meet Asmath. He will help us – in future he may need our help.

8th Freshyear 1167

Calaia Spellbourne in NyrDanr, in a monastery 2 miles North.

In the Netherweald (another plane).

The sorry tale of Bishop Lucius of Tarak – 3rd age of elves (currently 5th age). Tried to take on gods.

They created a Hurssia with no humans and trapped Bishop Lucia there. He opened a link to oblivion.

Between oblivion/ravenloft/ tarak's realm there now exists netherweald, that physically is a clone of Hurssia and now distorted. Mallus can prob go in and out.

Calaia – sort of elf- has hidden there – because Aragorn can not find her? Likely to be only 1 way in and one way out- Greyvelm.

Greyvelm created as a pocket dimension – links to every known world. Huge city linked and made from Orath's realm.

Rules:

Best not to be religious ('cept Tarak and Orath)

Don't cause trouble of any sort with anyone

Tarak gives Chryssiana a blank map of Netherweld

8TH Freshyear 1167 Eve

Mistranus will show us how to get in Greyvelm. He gives Silanus a black coin which makes him feel awful.

GO to Worlds End pub, give to Eldrieda elf landlady, and go in to her wardrobe. Room 8, wardrobe next to fireplace. Once you've solved riddle, open entrance, go downstairs. Leave gem store are temple for Orath.

Down corridor at jct -? Larger room, shrine to Tarak – donation in form of magic items, take opposite passageway. Lead straight, square room. Obsidian cylinder. Go in, remove a gold egg, try not to get killed, go to corner of opp wall, illuminated. 'Open in the name of Tarak'.

We have travelled successfully to Netherweld through Greyvelm very expensively. We can't use any magical items or spells here as it attracts undead.

13th Freshyear 1167

Northern grusken mountains in the Netherweld. Heading south. Meet 6 mountain lions. We retreat. Silanus' owl says down and up is better. We climb down, along. Brangwen falls under water – is pulled out eventually. Combination of hauling and climbing we get up. 10 miles later see a door in mountain. We go in and let in by grusken dwarves. Taken into underground town.

14th Freshyear 1167

Introduced by Master Narwin who can help us return to Greyvelm. Buy gear. Set off for 22 miles across the mountain.

15th Freshyear 1167

And across mountains... camp and fight

5 goblins – eventually scare them off. Galen + Corwen down. Head them off. Overnight heal up.

16th Freshyear 1167

Carry on. Notice something wedged in rocks. Rescue a dwarf who was attacked.