

Brangwen's record of 22nd Freshyear to 4th Longday 1167

22nd Freshyear 1167. The Halls of Clan Fallador, the Netherweald.

Present: Duke Randell, Bishop Chryssiana, Guildmaster Silanus, Sir Corwen, Initiate Skarra, Radigund, Galar and myself.

The head of Clan Fallador requests that we take Prince Gunther, his assistant Tharandor, a dwarf named Vardo, a fawn named Roan and a human named Hild with us as we travel to Lanmere. The Duke agrees.

23rd Freshyear to 26th Freshyear. Canal travel to Lanport

We travel on a dwarven longboat down the canal to Lanport.

The Duke hires Vardo as his retainer. Roan wishes to travel to our plane, and we agree to his accompanying us for this purpose. Hild is purportedly traveling to find work, and Prince Gunther, adventure.

The watch rota is as follows:

1st watch: Lady Brangwen and Initiate Skarra

2nd Watch: Sir Corwen, Duke Randell and Roan

3rd watch: Radigund and Bishop Chryssiana

4th watch: Guildmaster Silanus and Initiate Skarra.

On the 3rd watch of the 23rd Freshyear, we are attacked by a company of Drow. The Dwarven watch had fallen asleep, but the party is roused by Radigund and shows good defence. We see a grenade in action, as Hild throws it. It is like magic missile, but more satisfying, able to affect people with a range of 10 ft. It is loud, which can impact on instructions during battle.

Duke Randel uses arcane energy, which summons a shadow dire-bear. This counts as magical use and in this plane is accompanied by blue sparking light.

Despite early losses and injury, the party acquits itself and kills ten drow as well as dispersing the bear. We seize the drowish weaponry. They have light repeating crossbows which are poisoned.

Vardo suffers from claustrophobia but can overcome this impediment with help.

On future expeditions, it would be prudent to agree as a party what information we will give about our purposes before we begin.

27th Freshyear to 5th Oaksborn – Lanmere and the Sylvan forest.

Lanport is a small port with two taverns at the end of the canal, 7 miles from Lanmere. In this plane, Lanmere is an elvish town, situated within the vast Sylvan forest. The weather remains cold and murky. The skies are grey.

Single file travel order (from front to rear): Roan, Lady Brangwen, Initiate Skarra, Duke Randell, Vardo, Bishop Chryssiana, Silanus, Radigund, Galar, Sir Corwen, Hild.

The road through the forest is guarded by Tunsell Brightblade, pixie. Skarra negotiates our safe passage, as Alathien, not Kursavaliën, is spoken here. We agree to vouch for Hild, on condition she tells us the truth. She has been posted to watch us by King Blarink of Greyveln, to ensure we do not bring anything dangerous from the Netherweald to greyveln.

Lanmere in the Netherweald: an elvish town situated in and amongst the vast Sylvan trees. The forest is capable of self defence. The shrine to Allevëer is maintained by Wisian the druid. In this plane access to Allevëer is muted and difficult.

Horses are available in Lanmere to buy, and we equip ourselves accordingly, although Roan prefers to run.

On the road from Lanmere we find Alia, an elderly pixie. She is mutilated and dying, having crawled to the road. Healing Alia requires magic. The party successfully battle the summoned tentacles and the 5 shadow dire lions which are attracted to the magic and Alia is stabilised. Roan fires a rifle – this a type of missile weapon with small but lethal ammunition, again using gunpowder. It requires skill, strength and a steady arm.

At Alia's request we undertake to destroy a corrupted area of the forest, inhabited by a pixie necromancer.

We attack on the 28th Freshyear. Roan deposits gunpowder at the foot of the tree, and whilst Lady Brangwen and Silanus provide a distraction, Sir Corwen lights the gunpowder with a fiery arrow.

The gunpowder provides a type of magical fire, which produces great force. 1 keg rips up and destroys the tree (30ft canopy), and we assume, the pixie necromancer and any potential undead skeletal pixie army. Unfortunately, Roan was rendered unconscious by a shadow beast before he could escape the tree, and dies in the explosion.

The party then dispatch the 1 shadow direboars, plus a shadow snake summoned by Silanus' attempted magic use. Curiously, Skarra successfully casts a spell, with no further consequences.

The warhorse I had bought is ripped from under me, taking some of the damage I would have taken from the boars.

Damage is taken, and 3 days are required for full recovery.

6th Oaksbourn: Nyr'Danr and the monastery.

Weather continues murky and cold.

Nyr'danr here is a tiny elven village. The only hostelry is run by Serena Idlewile. Earl Sibley rules the local area. The captain of the local guard is Lady Rowena, who wears mithril and netheriron chainmail.

The monastery is run by Kaeliah Spellbourne, and is a training school for assassins. It is located 2 miles North of Nyr'Danr. The Earl does not enforce his control over the monastery. It is viewed with suspicion by the local people, as the assassins are 'tainted' and 'evil' and have cleared the sylvan trees from its grounds. However the people in Lanmere did not report a high number of

assassinations. Access is granted to lone, unarmed females, who are asked to strip before being escorted into the central domed building. The area is guarded by an elven man with a boar, 8ft high at the shoulder. The female assassin guard spoke Alathien and thieves cant.

Radigund took our first message. Bishop Chryssiana then entered to speak with Kaeliah herself. Kaeliah speaks Kursavalien and was heard but was not observed.

Chryssiana asked about Kaeliah's assassination attempt in 624. This was a group of 6 experienced magic users/ assassins, who successfully ambushed Aragorn but still 6 were killed within the first 12 seconds. Kaeliah does not know who paid them. She escaped to the Netherweald.

Kaeliah knew very little about Aragorn, Lodus or the Green Lady. However she knew that Aragorn had an assistant, Galsun.

Hild was able to watch and hear Radigund and Chryssiana from a distance but required privacy. This did not seem to be magical, nor spiritual, nor using natural dragon-like abilities (such as Tunsell Brightblade had).

7th Oaksbourn to 8th Oaksbourn – the journey to Lanmere.

Weather – cold, becoming unnaturally so in the early house of the 8th. After bivouacking in a shelter for increased protection against the cold, we are attacked by 60 barbarians. The White Forest draws nearer to the road in this plane.

Despite the party receiving critical wounds from the initial spear throws, we manage to kill 38 before they withdraw. Fatigue and cold has effected the group, and mistakes are made by many (including myself). The barbarians fight with axe and have little armour (except for their leader). Grenades remain impressive but are dangerous if mistakes are made.

Vordo can use dwarven runes to heal. Despite this, and attention from Skarra, the party require 3 days rest in Lanmere before regaining their strength. The remaining horses are resold.

12th – 13th Oaksboarn. Leaving the Netherweald.

Weather – murky.

Our experience in battle has taught us that whilst magic casting here is dangerous, if successful then the party are able to defeat any summoned creatures. Weighing up the danger from such a battle with the risk of harm likely to be caused by travelling on foot across the mountains in this growing fiercer winter, we decide to teleport to the halls of Clan Grusken.

Duke Randell and Bishop Chryssiana can only teleport 9 people in total, including themselves.

Hild and I talk. She is willing to give me the key which King Blarink requires in Greyvelm. However, in exchange, she asks me to find her a soul. She requires this before she can leave the Netherweald herself. I do not understand, but knowing I have friends wise in matters arcane and spiritual, I swear to do my best to help her. She puts me under an injunction to mention this to no-one until on my home place, for fear that King Blarink will hear of our agreement. I will return within the year with my results, unless I have none.

Leaving Hild, we therefore divide the party as equitably in terms of constitution and fighting experience as possible, and risk the teleportation. This goes well, with the simultaneous teleportation by Bishop Chryssiana of myself, Sir Corwen, Radigund and Guildmaster Silanus, and by Duke Randell of Vardo, Initiate Skarra, and Galar.

We do not know if creatures were summoned to the place of our departure – they were not to the place of our arrival. This too, is useful for any potential further visits.

Clan Grusken provide us with an armed escort to the standing circle and cast the runes for travel back to Greyveln, as previously arranged. We pay the gems we had set aside for this. We may keep our netheriron armour, but all explosive weaponry, ammo, and gunpowder must remain here. We sell our Netherweald weaponry.

13th Oaksbourn to 15th Oaksbourn. Greyveln.

Transported through the rune one by one, I arrive first. I am escorted to a room with 10 men with curious armour and guns, tho entirely dissimilar to those from the Netherweald. They receive the key, and check the pass using a magic box like Hild's. I am searched, and passed through to a reception area.

One by one the party arrive. No-one has been allowed to take any Netherweald armoury, gunpowder nor plans with them.

In Greyveln, we retrieve our magical equipment. The spell casters relearn their spells, and Initiate Skarra and Bishop Chryssiana once more pray to their gods. Bishop Chryssiana is assisted by the party to draw her map of the Netherweald for Tarak, and Tarak confirms our next step – to find someone who was there when the spell which imprisoned Lodus was put together. Mistranus may be able to help us with the location of Gulsan.

We travel back through the portal to Hurssia.

16th Oaksbourne to 3rd Longday – Hurssia.

Weather: mildly cold but bright.

On safe arrival home, I hold a meeting in my private quarters. We agree on the report back to Lord Wizard Quintith.

I also advise the party of my deal with Hild and request their assistance, which they willingly agree to. If Hild hadn't wished for such secrecy in the Netherweald, I am sure they could have been of much assistance already, as their knowledge of souls gave rise to many questions I could have asked Hild. I will record notes pertaining to Hild's request at the end of these.

Sir Kael and His Majesty, Laranthug, King of the Goblins also rejoin us and are updated on our progress.

Skarra prays to Alleeveer and attempts to reincarnate Roan. However, his soul has remained in the Netherweald, where Alleeveer has little influence and access.

The party disperse and return to their normal occupations for a short while. All has been well here, except that one of the griffon fledglings ate two horses whilst at the stables on training exercises. I

will rearrange the duties so that training can happen at the griffin's covert until they are older to be trusted. In exchange, I will add a visit into the Palace stables on to Obsidian's duties – he can be trusted to not eat the horses and the horses continue to need to be socialised to the presence of horses. Until the whole company is aloft, this will continue to be a problem.

I report to Lord Wizard Quintith. He refers me to his Excellency, Emperor Lucknar for funds.

The party visit Mistranus. He knows the name Gulsan – he is a shadowy shadow dragon. Mistranus knew someone who knew Gulsan's cousin Mortavius. Also a shadow dragon, Mortavius betrayed Aragorn.

Mortavius worshipped Lodus, and when he learnt Aragorn had imprisoned him he planned for Lodus' release. The first part of the plan – to arrange for a group release Lucknar (ourselves) worked. Mortavius then disappeared.

Mistranus also knows the Green Lady's name – she was Alanthia, common born in the early 800s. She attempted to assassinate the then Guildmaster of the Nyr'Danr school, Duke Morgash.

Mistranus and Silanus swap 'Legend Lore' for 'Clone'

Duke Randell, Bishop Chryssiana and initiate Skarra visit Lucknar. They update him on the party's findings and ask for funds. Krentish will reimburse us. The Emperor wishes to be kept update and is particularly interested in Mortavius and wants us to find him.

Silanus casts Legend Lore.

Of Gulsan: The rising darkness of Hulvar in Hervaxiath, the inheritor of Aragorn's kingdom and beyond. He lusts for revenge and has turned to the undead God for help.

Of Mortavius: He followed two lords and died for his sins. He was true to his form. His blood is on your hands.

4th Longday – to Hervaxiath

Skarra uses transport by plants to take us to Hervaxiath. Myself, Duke Randell, Radigund and King Lanranthug arrive first.

We are joined by Guildmaster Silanus, Sir Corwen, Sir Kael and Bishop Chryssiana.

Weather: snow.

10 miles to the west of us is a town, with a black stone keep 100ft tall.

We travel to the nearest village – a small fortified manor, tavern 'The broken spine and tap' and a temple to Mallus. It is old, and still attended.

In the tavern we are met by Sir Cenrich, and Friar Hollus, who will escort us to Gulsan.

Hild's Request

Guildmaster Silanus is asking his apprentices to undertake research into Souls – how can they be removed, created, and returned to creatures.

Initiate Skarra has spoken with Allevveer. Normally souls remain with the creature – when the creature dies, the soul returns to the realm of their God. From there it could be retrieved. If Mallus (as the God with open access in the Netherweald) took Hild's soul and hid it, it could be retrieved but it would be tricky to locate.

God's create souls. Allevveer would be willing to create a soul for us but would require a service.

Roan's soul did not come with us, attached to his hair. It remained in the Netherweald where he died.

The Netherweald was created by Allevveer and Tarak, however there is an 'open wound' there. This means that Mallus has control, but not Allevveer or Tarak.

I will need a party to return to the Netherweald – some members wish to send retainers in their place.

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