

# Netherweald Campaign

Reunion game - August 2016 pages 1-7

Reunion game - June 2018 pages 7-19

## Situation, as of Winter 1166:

Aragorn has imprisoned Lodus, god of the dragons, and the demi-god, The Green Lady. When Aragorn dies both will be released and the two will likely battle and destroy Hurssia.

Regardless, Lodus will notice the lack of dragons (since humans colonised Hurssia) and will most likely take revenge on all the races he finds. Lucknar and all other dragons will follow Lodus and kill humans.

This terrifies the leadership of Hurssia. Kursaval decides to act.

## 5th Yearsend 1166

Important People are invited to the palace in Nyr'Danr by Lady Brangwen. Along with **Arch Duke Lord Quintith, Lord Mage of Kursaval** the player characters attending are:

- **Duke Randall Jerricson of Firith** SL 13 *with some followers*
- **Bishop Cryssania** SL 13 *with Hobbit esquire, and a chaplain, Jessica*
- **Lady Brangwen Bladesworn, Knight Commander of Kursaval** (SL 11) *with a dwarven squire, Mithral*
- **Sir Corwin Demonslayer, Knight Commander of Allaveer** SL 11 *with squire and Mr Finlay, a heavy war horse*
- **Guildmaster Silanus Shadonai, Head of the Grey School** SL 11 *with an animal companion, Vos (owl)*
- **Initiate Skarra** SL 9 *with an animal companion, Manadh (cooshe - elven dog)*
- **Galar Faren** SL 6
- **Radigund** SL 6

Unable to attend are:

**Larenthug**, who's busy curbing an insurrection in his kingdom; **Kurngrim**, who is in a huff; and some other notables rescued from *The Puzzle Box*. Thanks to Cryssania's intervention they are no longer vampires but are working off a debt to the Temple of Tarrak. **Drake** and **Delator** owe 22 years of service, whilst **Serebok** has a mere 12 years of servitude ahead of him. Elrood and Edward, who owe the church nothing, are also hanging around in Carrasin. *The Puzzle Box* has been handed over to the local Archbishop of Tarrak, **Sammal**, in Carrasin. However, **Sebrian** is still missing, and this leaves **Jessica** at something of a loose end. Cryssania promises help Jessica but first has other business to attend to, leaving Jessica with her old companions in Carrasin.

The mission proposed is to:

- 1) Kill The Green Lady
- 2) Discover how Aragorn and Lodus are linked
- 3) Separate the link between Aragorn and Lodus
- 4) Leave Lodus trapped

The problem is a lack of knowledge:

**Problem 1**

## **Kill the Green Lady**

One theory is The Green Lady was involved in the link between Aragorn and Lodus. The Green Lady is trapped in Ravenloft, in a castle with a bone crunching wall. The preferred option is to go to Ravenloft and kill her there. The group would need disposable magic weapons. It has battle wraiths and it destroys spells and weapons. All weapon with 1st level spells will be lost. They would also need to be able to kill all the evil undead except the master of the realm, Edlianus, who is Aragorn's son.

*Please note the preferred option is to go to Ravenloft.*

The problem is getting in to the castle. Clearly provisions go in so could they disguise themselves as waggoneers, or should they go in through the sewers? Alternatively, they could fly round back and sneak in.

To kill a demi-god you'd need to get them to manifest on the Prime Material plane and then get a god to kill it. Tarrak, Issiad and Allaveer would do this. Tarrak and Allaveer in combination would be ideal.

Side note: The Green Lady promised Sir Kael that she would help to kill Aragorn if he helped release her. That's probably not helpful.

## **Problem 2**

### **How does the Lodus-Aragorn link work?**

To explore it the group attempt to: 1) chase historical records 2) try Temporal Magic

### **5th Yearsend 1166**

The group speak to the Head of Wizard's Guild, the crazy gnome **Mistranus**, but he knows nothing about assassination of Aragorn nor does he have any records of it. He knows Lodus was imprisoned after an attempt 500 years ago and offers to look into it more.

The group consider *chronomancy*, hoping to look into past with magic. **Sir Morliff**, a retired *chronomancer*, is now a paladin of Issiad based in NyrDanr. However, he can't cast spells and has burnt his books. He won't tell the group what he knows and doesn't know anyone who can help. He still won't even say where or when he's from. The group believe he has the ability to help but is deliberately holding back.

The group think about modifying the *Imprisonment* spell. Would it be possible to reverse the spell at the spot it was cast? They cannot yet identify where this is and the **Discern Location** spell can't be cast by Mistranus.

Mistranus arranges a meeting in Hornwick for the 1st Freshyear 1167 with an elf called **Warrian**.

### **28th Yearsend 1166**

The group arrive in Hornwick and stay in pub, Randall hires the whole tavern and evicts the locals, though he relents and sets aside one public room for them. The party Have many, many drinks. The local ranger, **Tolmart**, has never heard of Warrian. Skarra goes out into the snow and casts *Liveoak* on the nearest oak tree. Just in case

### **1st Freshyear 1167**

An "elf" arrives at lunchtime with a large dragon creature magically disguised as a St Bernard dog. Warriar wears a mithril shirt, a long sword and a backpack. He has hoarfrost on his head suggesting he's recently been at altitude - flying?

The St Bernard scares Skarra's cooshee, Manadh, and Silanus' familiar, Vos.

Cryssania is suspicious and casts *True Seeing*, which reveals the "elf" is human. while his "dog" is a tonne and a half of dull grey bizarre dragon measuring 13ft long. It's an unknown type - not pure dragon, most likely extraplanar or demonic: probably a demon of Frossim.

The man says " *My employer's employer tell us that we have a problem.*" He's instructed to help the group. He will set up a meeting for free with *The Slayers' Brotherhood* (an assassins' guild) but the Brotherhood will want a service for information about one of the original assassins who attempted to kill Aragorn. The assassin is still alive and *The Slayers' Brotherhood* know where to find him. The Employer's employer would like to help and would also like to know the name. Warriar doesn't know / won't tell the name.

Duke Randall considers keeping a member of the Slayer's Brotherhood on retainer.

**2nd Freshyear 1167** - travel back to Nyr Danr

**5th Freshyear 1167** evening

Meet Warriar and dog in city square in NyrDanr. Just PCs, not the entourage. He instructs the group to go to a pub called The Willow Tree and ask for **Arnwilde** but not to drink any beer, Warriar meanwhile will wait at a posh pub called The Griffin Inn. The Willow Tree is south of the city on a small island past a small stream / open sewer next to a dying willow.

Radigund and Corwin stay outside with Skarra's dog. The Willow Tree is the seediest pub imaginable.

The rest go meet an elf and two ugly female hobbits. On the elf's lap is red-headed lady, **Engel**, who glares at Randall.

The elf knows who the would-be assassin of Aragorn is from 624 but for that information wants the group to kill **Ashmath the White**, an insanely powerful Ardinian wizard. He lives in a castle at Quadin along with servants, warriors and knights. He suggests that Ashmath may be part dragon. He'll want Ashmath's head for proof.

Randall leaves a letter for the red-head as the group leave The Willow Tree. There's an encounter with footpads on the way but they are eviscerated by two deer, lions and some giant spiders summoned by Initiate Skarra. Once the duration of his *summoning* spell expires the lions and spiders go to attack Skarra as the individual responsible for ripping them from their own domain. Skarra's quickened *Barkskin* helps protect him.

Sir Corwin spots that other thugs had surrounded the group but they back away. Guild Master Silanus and Duke Randall hide using *Invisibility* and Archbishop Cryssania *Teleports* one thug back to the Temple of Tarrak where she tortures him with *Cure Minor Wounds*.

The party return to the palace and update Sir Corwin and Radigund.

**6th Freshyear 1167**

Meet to discuss killing Ashmath. Only the two Knight Commanders, Corwin and Brangwen, are openly in favour of conducting an assassination. The rest of the party are less sure. They decide to find out more about him.

Mistranus attempts to *Scry* on Ashmath.

Crysannia, Galen and Skarra *Teleport* to meet Bishop Sammal, a priest of Tarrak whom they know in Carrosin, a port city of Ardinia. He makes enquiries about Ashmath the White and finds that the wizard does live in Quadin, an oasis 600 miles away in the middle of the desert. Ashmath has quite a good reputation and is a half-silver dragon. He supports the paladinic orders of Ardinia and deals with the Temple of Issiad. Occasionally, he turns up to look for spells. He has paladin bodyguards and there are other occupants in the castle. Overall the Temple of Issiad say he is a nice chap. Assassination seems less likely now.

Use a *Sending* spell to Ashmath asking to meet.

### 7th Freshyear 1167

A note arrives, 'Come and have breakfast in The Griffin'. The group meet an Ardinian male in the pub. *Detect Magic* reveals he carries a *magic scroll* and that there are three unknown magical presences. The Ardinian introduces himself as Ashmath the White. Crysannia casts *Invisibility Purge*. A hidden assassin appears, realises this, casts *Darkness* and flees, turning *Invisible* again as he exits the bar.

Two *Scry* spells are also operating in the room - cast by Ashmath and his apprentice Eli. The group capture the assassin after Skarra hits him with a *Staff of Withering*, aging him ten years and withering his leg. Realising he can't escape the assassin stabs himself in the chest with a poisoned blade. Equipment: *magical studded leather armour*, *magic ring*, and a *magic dagger* (the one sticking out of his chest).

They all retire to the palace to talk, a place immune to *scrying*.

The group explain their situation. It seems that **Sheik Nafid** would pay to have Ashmath killed. *Speak With Dead* on the assassin reveals he was self employed. He also reveals that **Calaia Spellbourne** is the oldest assassin in guild. This is therefore likely to be the assassin who targeted Aragorn.

The Ardinian explains he is actually called **Eli**, sent by his master Ashmath to determine how safe the meeting would be. Meanwhile Ashmath *Scried* on it from his castle.

The group decide they need to find information regarding Calaia Spellbourne. As they still haven't heard from Whiteflight, Mistranus attempts to find out any information he can.

The group *Teleport* to Ardinia, to a castle on rock, up to the Audience Chamber. They meet the real Ashmath. He will help them - in future he may need their help.

### 8th Freshyear 1167

Mistranus is able to tell them about Calaia Spellbourne. She is revealed to be in NyrDanr, in a monastery 2 miles North but in the Netherweald (another plane).

This leads to the sorry tale of **Bishop Lucius of Tarrak, Lord High Wizard**, from the third age of elves (currently the fifth age). He tried to take on the gods and lost. The gods created an alternative realm, a mirror of Hurssia with no humans in it (as it was in the third age) and trapped Bishop Lucius there. He tried to escape and opened a link to Oblivion, the realm of Mallus. It didn't work. Now, somewhere between Oblivion, Ravenloft and Tarrak's realm there exists The Netherweald, a clone of Hurssia but distorted. Mistranus think that Mallus can probably go in and out.

Calaia, an elf of sorts, has hidden there: possibly because Aragorn would not be able to find her. There seems to be only one way in and one way out: Greyveln. Greyveln was created as a pocket dimension and has links to every known world. It is a huge city linked to and made from Orath's realm.

Mistranus suggests rules for the Netherweald:

It's best not to be religious (except towards Tarrak and Orath)

Don't cause trouble of any sort with anyone

Tarrak gives Crysannia a blank map of Netherweald - fill it in as you go please...

**8th Freshyear 1167** - evening

Mistranus will show the group how to get into Greyveln. He gives Silanus a **black obsidian coin** which makes him feel awful.

**Instructions on how to reach The Netherweald:**

Go to The World's End pub, give the black coin to **Eldrieda**, the elven landlady. At Room 8 go in to her wardrobe next to the fireplace.

**These are important as they must be performed in reverse to get out.**

1. From the wardrobe, walk down a flight of stairs to a Shrine to Orath
2. **Leave a sacrifice** (precious stone: the gem)
3. Go down a corridor to a Shrine to Tarrak
4. **Leave a sacrifice** (magic item: the assassin's armour)
5. Follow the opposite path to a square room with an obsidian cylinder in the middle
6. Enter the room and **remove one of the golden eggs** (avoiding the dangerous snakes)
7. Go to the illuminated corner of the opposite wall and **say, "Open in the name of Tarrak."**
8. Then they can step into Greyveln.

Eldrieda says that they need to remember all these steps as well as the exit point on Greyveln, so they can find their way back. They must repeat all the steps (including the sacrifices) in reverse.

It's a messed up Narnia they're entering.

To get into the wardrobe they must first solve a riddle in order to enter the dimensional walk to Greyveln. The riddle is : "*She's the apple of the priest's eye, for she sings out for the sky, ask her to call, and she will take you down to the throne.*"

It's a BELL. Skarra finds a bells and ring it. Snakes attack. *Sepia Snake Sigil* engulfs Cryssania and no-one else. They *Dispel* it and the doorway in the wardrobe opens revealing narrow steps leading down.

They pass the vipers, get the egg and say the password.

Through this the group reach Greyveln.

They climb up the steps to a locked door. They go through a couple of locked doors and into a zigzag alleyway. There's a lens above looking at them. Silanus casts *Arcane Mark* on the floor so they can retrace their steps. Then Cryssania casts *Find the Path*, which speeds things up a lot. The path takes them out to a shopping street, near to Jerink's Weavers. The people who live there are mostly human. Everything there is made of stone, with very little metal or wood on display. The sky is a grey colour with a very muted light. The language is bastardised version of Tursen. Further along the street the shops become larger and more expensive, eventually

opening into a very large square (1000 feet across). There are armed guards on patrol there, but they seem very relaxed. They wear plain blue tabards.

Several interesting buildings border this square: a huge tower with a clock on top (this degree of clockwork craftsmanship is unheard of back in Hurssia). Around the base of tower are more guards wearing a metal armour that they have never seen before: full plate. There is a stone columned building to the left, and behind the tower are two stone keeps facing each other and surrounded by a wall.

*Find the Path* leads them to a Temple to Orath next to the columned building. There are two dwarves wearing breast plates going through the Temple. There are also non dwarves coming and going. They are approached by a dwarf whom they tell they are looking for the portal to the Netherweald. He tells them to speak to **Master Eysten**. They make an appointment to see Eysten the next day and the dwarf suggests that they go and book a room at the only inn and wait until then.

At the inn, some guards talk to them and search them for contraband. There are some items they shouldn't take into the Netherweald. **Two people dressed in black** come in and talk to the guards who searched the group. They exchange a few words and then they leave.

Asking around they learn that casting magic in the Netherweald is insanely dangerous. It lights up like a beacon and attracts all manner of terrible creatures. Access to all gods except Mallus is impossible. Mallus' demons like the magic...

Randall asks about the most powerful non-magical weapons he can find. The inn-keeper says "guns" and then explains what they are. Randall's face lights up like an orphanage on fire.

### 13th Freshyear 1167

Master Eysten and the dwarf from yesterday arrive. Eysten is a Runecaster who can operate the gate to enter the Netherweald. Entry is one at a time, thirty minutes apart. They'll arrive at a stone circle in the Netherweald Grusk Mountains, 10 miles north of the Halls of Clan Gruskan, where another dwarf will be able to send them back.

Eysten explains that the link to Oblivion splintered the nature of magic. Using magic attracts shadow creatures that are particularly powerful. Guns and **nether-iron** will hurt shadow creatures and protect you if you wear armour that is made of it. They can buy some from The Exchange. Magic weapons and items act like beacons. Also, there's a chance that magic won't work. Magical abilities such as *Wildshape* will work to Skarra's relief.

The cost is 2500 silver arun per person, per journey, so a total of 40,000 silver arun there and back. Sir Kael is unable to go (being bonded to his magical sword, *Why*).

Skarra decides to buy 40 nether-iron arrows (240sa), a new wood shield (7sa) and a nether-iron scimitar (315sa).

The *Travel Pot* is unevenly split between the party dependent on their personal wealth.

ArchBishop Cryssania: 3800 sa; Guild Master Silanus: 12,200; Initiate Skarra: 10,000;

Radigund: 5000; Duke Randall: 5000; Lady Brangwen: 4000

The party check in their magical items to be kept safely. Sir Corwin proceeds through a Mad Max Thunder Dome style unburdening of his various magical accessories.

They turn the return fee of 20,000 silver into 8 gems each worth 2500 sa to ensure the return cash is on hand and prevent being trapped in the Netherweald.

After all the shopping and preparation they head through to a court yard and to another tower.

They notice there are gargoyles guarding the roof. The group step onto a giant *rune* one at a time while the rune caster chisels each person's name into it. Galar goes first. Then Corwin. All arrive safely.

The party arrive in a parallel version of the Northern Gruskan Mountains. It's late, cold and remote. Brangwen is suffering. Heading south, they meet 6 mountain lions and retreat. On the advice of Silanus' owl, Vos, the group climb down and then along. It's difficult. Brangwen falls under water but is pulled out eventually. Through a combination of hauling and climbing and Skarra wildshaping into an ape, they get up. 10 miles later Silanus sees a hidden door in the mountain. They go to it and Galar convinces the Gruskan dwarves to let them in. They are taken to their clan halls and to a room where dozens of muskets are pointed at them while they explain their purpose. Eventually they are taken to the underground city where they are looked after.

#### **14th Freshyear 1167**

**Master Narvin** is the runecaster who will help them return to Greyveln when they are ready. They are told that there is an underground canal that runs from Clan Fallador all the way to Lanmere. However, Clan Fallador is 22 miles away, and the journey will be treacherous. Narvin suggests waiting until the Spring, but the group don't feel they have that sort of time. They decide to tough it out and buy provisions to head over the mountains now. Cold weather gear, climbing gear, iron rations (45 sa).

Whilst Skarra shops for tindertwigs, climber's gear, a cold weather outfit, iron rations and sacks of coal, Randall buys a pistol. Then some other weapons. He feels naked without magical back up.

Readied, the party set off 22 miles across the mountain.

#### **15th Freshyear 1167**

The day is uneventful but night time brings goblins. Sir Corwin opens fire with his gun and hits one of them. Then there is a terrible roar as they open fire with their weapons. Goblins with guns! A gun back fires killing one of the goblins. And another one. Battle is joined. Skarra shoots an arrow and sends his dog into attack. Silanus tosses a grenade... bang on target. During the fight, some goblins on Silanus explode. All five die. No one is entirely sure why. Galar goes down to gunfire - presumably goblin gunfire. Corwin who charged the goblin leader also goes down. Skarra sends Manadh to help Corwin and takes down one of the eight remaining attackers. Eventually they are victorious and get on with the important business of looting.

The glorious booty includes 44 silver aruns, studded leather armour, morning-stars, muskets (five of good quality), one nether iron breastplate, a netheriron morning-star and a masterwork musket.

Galar and Corwin are badly wounded. Overnight they heal up as Skarra tends to them.

#### **16th Freshyear 1167**

Travelling onwards the party notice something wedged in rocks, an injured dwarf who had also been attacked and left in a sack in an undignified position. They rescue him and accompany him onwards. He introduces himself as **Gunther**, part of a group escorting an elf to Clan Gruskan. The elf, **Toolin**, and the other dwarves are presumed dead. He thinks the elf planned to use the Gates to Greyveln. Gunther opts to remain with the party.

Over the next few days the party begin to suspect that Gunther may be keeping something from them. When he collapses from exposure (19th Freshyear) they take the opportunity to search him before reviving him, find only evidence of a good tailor. They make about three miles progress a day, reaching Clan Fallador on ...

### **22nd Freshyear 1167**

The party find evidence of the ambush site where Gunther's party was killed. Dead goblins dwarves and an elf. Even so, Sir Corwin thinks he's lying. Gunther admits he's not revealed that he is the Clan Chief's nephew. Nothing sinister. When they reach Clan Fallador in the evening they are rewarded with free transport to Lanmere.

### **2018 session 23/08/18**

The Clan Chief takes Duke Randall aside. Would he be okay to take Prince Gunther along with him and empty out some of the undesirables at the same time. Randall acquiesces.

### **23rd Freshyear 1167**

The barge departs to Lanmere. It travels about 20 miles a day. Barges heading towards Fallagor make way for those heading out.

The crew of 5 dwarven boatmen carry crossbows and axes. It's possible for them to lean on their backs and "walk" along the ceiling to move the barge through the canal tunnel. Helpfully, it is dragged along by ponies on a towpath.

Joining the party are:

**Prince Gunther** an overweight and unusually ginger dwarven noble. Carries a big axe and a bigger ego. He's dressed in masterwork full plate and carries an equally impressive axe. He bluffs and blusters about wanting to look for adventure but it seems he is being forced out of the Clanhold.

**Tharandor** is the assistant to Prince Gunther. He's lean for a dwarf and wears good practical clothing. He's probably an assassin and maybe there to keep Gunther away from Clan Fallador. He is a non-spell casting priest of Orath.

**Vardo** (PC: Jake) - Claustrophobic dwarf, unkempt, full plate, axe

**Hild** - probably human (makes fey creatures feel uneasy - she's not normal. The group later learn she is not from this world, may have high technology and works for King Blarrink of Greyveln - mission to keep an eye on the party and ensure they don't bring anything dangerous back to Greyveln). Human female, 6' stocky, early 30s?, scarred from combat. Wearing a nether iron chainshirt, carrying a heavy crossbow, heavy mace - says she annoyed a wizard in Faerlanse ("The Dark One"), came to Greyveln to escape but liked the idea of a land where magic didn't work so came here. Brangwen knows she's lying.

**Roan** (PC: Malcolm) - unwanted by the dwarves for his indiscriminate fornication and inability to distinguish between male and female dwarves. A scout of some skill



Brangwen hires Roan and Vardo . More firepower wanted. Roan wants passage to the other realm so he can have access to full nature and Allaveer. Vardo wants cash.

### **24th Freshyear 1167**

An uneventful day passes though Roan spotted a bricked up wall along the towpath, which was evidence of a tunnel attack against the barges some time back. Occasionally drow or goblins attack the barges for loot or sport.

During the third watch at night Radigund notices the dwarven guards have fallen asleep. She tries to subtly wake one by throwing some dried manure. Instead she missed and hits Silanus. She apologises and they wake Skarra. Vardo and Cryssania were already awake on watch.

Radigund uses a whip to wake one guard. He stands, starts shouting dwarven curses then falls, dead, peppered by crossbow bolts. A flurry of bolts hit the party. Cryssania, Radigund and Silanus fall unconscious to poisoned bolts.

Drow charge in from the darkness - coming in from both directions. They board the boat and a desperate fight ensues. Roan hits one with a mace then jumps onto the towpath. Brangwen cleaves through, killing five before following Roan. Skarra's coochee attacks and drow start to fall.

When Hild wakes she puts on her special helmet then throws a grenade. Everyone is deafened and all the sleeping characters wake.

Randall wakes and uses Arcane Mark, a spell like ability he is sure won't attract the undead. As a shower of blue sparks appear the drow turn and flee. A massive black incorporeal bear appears on the towpath in front of Randall. He was wrong about Arcane Mark. Skarra shoots it with his bow and Vardo finishes it off.

Gradually the group's sense of hearing returns and the poison wears off. Two dwarves dead and ten drow.

Equipment recovered: 10x

Rapiers (with poison ducts), light repeating crossbows, 15 nether iron bolts (with poison ducts), chain shirts, shields, knives, little vials of drow poison (dissipates in sunlight).

### **25th Freshyear 1167**

Vardo's claustrophobia grows on him. Brangwen attempts to lift his mood and reassure him with conversation.

Arrive at the junction that evening. It's a large natural cavern filled with water. It has four exits with turnings to Lanmere and one under the Darkmere Hills. The barge goes through a gated entrance to the left reaching a secure stopping point. They halt and let the dwarves stationed there know of the attack. There's a small jetty for half a dozen barges, a guard station of heavily armoured dwarves and a tavern where the group spend the night.

### **26th Freshyear 1167**

Exit the tunnel by evening into a shocking cold for the time of year. Travel a few miles through lightly wooded areas before arriving at the largely fortified port. The barge pulls into a dock at Lanport for unloading. The group have a seven mile trek to Lanmere - tomorrow.

Stay at The Merchants Arms, a posher pub, rather than the down market bar, The Bargeman.

### **27th Freshyear 1167**

Sumptuous breakfast. Gunther and Tharandor stay in the port.

Cryssania attempts to track down people with maps. This is not the place for that.

Head to Lanmere. Four miles down the track a pixie asks the group to halt. **Tunsall Brightblade** is a brightly dressed individual. Forest Guardian, employed by the forest. He carries a longbow.

They explain they are attempting to right a wrong in the other plane and need to meet somewhere in Nyr'Danr. However, they won't speak for Hild.

Tunsall casts magic over Hild. A form of draconic magic. He won't let her in and she is cross. She draws a weapon as he raises his bow. Skarra convinces her the forest will defend Tunsall if she attacks him. He tells her they can't vouch for her if she won't be honest with them.

Hild tells them that "King Blarrink, who runs Greyveln, wishes to keep track of you. He wants to know who you are, what you're doing and if you were going to bring anything dangerous back." King Blarrink is a dangerous individual.

Hild will report to Others that represent Greyveln. They will choose whether or not the group can return or not. If she can't vouch for their actions. The group decide to let her accompany them.

Tunsall is unsure. He reads the minds of Silanus, Radigund and Skarra.

The place you're going to is evil. The elves that live there are wrong - they are changed. They have cleared many elven trees. They are not from this realm. They are tainted. They aren't always reasonable. There are lots of them.

They enquire about Lucius, learning he is most often found in the Shirewood - not a place they have need to go to.

They reach Lanmere, which is ruled by an elven lord, Earl Aelfric. Gunther had said he was a good sport and enjoyed hunting. Otherwise, it is a hive of scum and villainy. It is where the lands of elves and dwarves meet and it draws in the worst of all races. Bounty hunters, thieves, merchants. It is an elven town. Sylvan trees are huge - 20 - 30' trunks. Most houses are built up in the trees. Stables, storehouses tend to be on ground level. No real security fears so the town sprawls. This is largely because sylvan forests can, should it be needed, come alive to defend themselves - branches, brambles, insect swarms, etc. It is a harbour and a trading post.

At Lanmere, the Allathian speaking group track down a druid, **Wizzian.**, at a shrine to Allaveer. Skarra and he chat a lot.

The monastery is a cult, he says. Nyr'Danr is a middle of nowhere place. The monastery is really a school for assassins. They only recruit female elves and they must have certain abilities (thievery) and go through the training. People who go in there never seem to come out. It seems to be join or die. The person in charge is Kaeliah. As they haven't destabilised anywhere they citizens of Netherweald are not too worried about them. There have only been a few assassinations. Mostly there is no need.

Roan negotiates poorly for horses at a livery. Randall buys horses for himself, Cryssania, Vardo, Radigund, Galar and Hild. On the journey he feels they are being followed by a bee (Hild's drone).

On the path through the Netherweald Forest they find the body of a mutilated pixie. It has been peppered with pixie arrows, its wings ripped off, an arm ripped off. It's alive but they surely can't save it.

Roan asks them to use magic to heal it - and prepare to fight the summoned creatures that will follow. Skarra approves and promises he'll make sure Roan gets to the other world.

They load up nether iron weapons, armour and everything they can. Cryssania casts *Heal* (Level 6 magic). A 30' globe of sparking blue electricity bursts from her. The spell fails.

The ground erupts around Cryssania. Clawed tentacles rise from the dirt and lash at her. Each touch sickens her, icy cold splinters feel like they're pushing into her veins. She resists it.

Roan runs at it, fires a rifle, drops it and grabs the next loaded gun. Skarra hits it. Brangwen power attacks, killing it.

Skarra casts *Cure Critical Wounds* (Level 5). Another blue spark burns through but the spell fizzles. Nothing arrives. *Cure Light Wounds* (Level 1). A popping sound accompanies an explosion of blue light all around us. Large shadowy lions dart out and attack. Skarra is injured, his dexterity drops, Roan is hit too. Skarra, Radigund and Corwin wound one. Brangwen does massive damage. Hild is hit by Silanus' misfire, she shoots, drops her crossbow and switches weapon. The group make steady work of their opponents killing them slowly.

Roan gets pinned by his opponent. Brangwen kills hers and turns to help Roan. Galar races in to attack it too. It's the last to be killed. Roan breaks free, grabs his bow and crawls away. Radigund charges in hitting it too.

Skarra casts another *Cure Light Wounds* (Level 1) half effectiveness but it cures some of the damage to the pixie. Nothing is summoned. The pixie wakes up.

**Ayleah**, the pixie, must be incredibly old. She says there is a darkness in the forest. Undead pixies. The work of Mallus.

North of here is a Sylvan tree which has been corrupted. The Darkness lives inside it. The tree and everything in it must be destroyed. It is one of her people - the place has corrupted him and they are powerful. **Clorrick** is the possessed pixie. He's a spell caster. Other pixies won't help now.

Silanus doesn't trust her - suspicious of her motives. How could she expect to take him on all by herself? She vanishes. "I was going to sneak up on him."

Roan urges action. The group go north to a Huge sylvan tree just ahead of a pine forest where the White Forest begins. There is snow on the ground everywhere. Brambles beneath it are corrupted. Otherwise a wide space around it has been cleared.

The group retreat to a tree-house hideaway. Prepare to attack at noon.

### 28th Freshyear 1167

The group make a rough plan to attack the corrupted tree. Radigund remembers she has a keg of gunpowder. Roan carries it up to the base. He throws it perfectly to the base of the tree and follows it up with lamp oil. Then a **shadow** rears up and knocks him unconscious. The archers with fire arrows pause as Skarra sees him fall. It's disappointing as it's now the easiest shot in the world.

Brangwen rides in half way into the killing ground on the other side of the clearing. She calls out a challenge. Four shadow direboars cross out to meet her and others race to attack the group on the east.

West of the tree: Vardo, Randall, Cryssania and Radigund (plus Brangwen out front).

East of the tree: Corwin, Skarra, Hild and Galar

Foot of the tree: Roan

As the **shadow direboars** charge them, Corwin fears he's losing his chance. He shoots anyway. The tree blows up. Roan is killed. The direboars are unharmed. The tree topples west, falling onto Brangwen from which she just escapes, though injured. The direboar shadows shred her horse.

Elsewhere they rip into Skarra, Silanus and Brangwen.

Skarra casts *Transport Via Plant* which fails but doesn't attract more shadows.

The party feel ineffective. They have depleted dexterity, no magic, no sneak attack, no flanking bonus and are inflicting little damage.

Feeling like all is lost the magic users decide on extreme measures.

Silanus casts *Chain Lightning* (Level 6). The spell doesn't work but the boom of crackling electricity indicates something is happening.

Skarra *Wildshapes* into a bat and, flying out of range, casts *Flaming Sphere* (Level 2).

Hild drops the first shadow dire boar. Brangwen takes down the next, cleaving through to another. She kills two.

Corwin kills another.

A **Shadow Snake** arrives to attack Silanus in response to his failed *Lightning* attempt. It's bigger than the boars. It swirls around him wrapping him in its coils. Silanus considers another casting.

Five boars are left, plus the snake. Galar slashes a boar dead. Radigund kills the next. Skarra attacks again with the continuing spell effect. Brangwen's final boar is slain by her leaving only the snake on the western front. Two boars remain on the east.

Silanus casts *Dimension Door*. It fails. He's going to die.

Galar drops another boar but before the snake can act Radigund strikes it down. Silanus is saved. Skarra kills the last boar.

Honestly that was way more trouble than it ought to have been.

They investigate the tree - lots of body parts are mixed in with bramble, bark and a mess of the building that was there. They've avoided fighting hundreds of undead pixies and a priest of Mallus. Perhaps they got off lightly. Except for Roan.

Aliyeah returns, grateful. She takes the party back to her house to heal over the next few days.

#### **1st - 3rd Oaksborn 1167**

Holy days of Allaveer. Aliyeah, Corwin and Skarra pray. The group heal. They are fully ready to go by the 6th.

#### **6th Oaksborn 1167**

At Nyr'Danr the group go to the only guesthouse. **Serena Idlewild**, the owner, quizzes Skarra about what the humans are. Corwin understands Allathia so he retracts his statement about them being like pets.

They learn the local lord is an elf, **Earl Sibley**.

The Captain of the Guard, **Lady Rowena** (mithril nether iron mixed chain shirt, nether iron longsword, scarred face), comes in to question the group about their intentions. She doesn't want any trouble. They honestly explain their intent - to meet Kaeliah. Peacefully.

They write a note and send it with an unarmed Radigund - as a female elf is most likely to reach the place alive. She doesn't speak Allathian, has no bluff and no diplomacy. The note explains Aragorn is still alive and the group are looking for information that might help them. Could she instruct them on a time and place for a meeting?

Only a mile into her journey she's intercepted by elves. First a man with an enormous direboar. There's some miming as she can't understand him. She's led to the monastery where he directs her to stand at a certain spot and then departs as a female elf approaches her.

The monastery is a massive stone building with a dome. Several hundred feet of manicured lawn spread out from it with a series of football sized white stones projecting from the ground radiating out in a dozen dotted lines.

The woman communicates with Radigund via stilted Thieves' Cant. Her bow has additional parts to it that Radigund doesn't recognise but the studded leather is familiar. She's told to strip naked and put all of her things in a sack, which is taken from her. She then has to walk into the large building. It's cold and everything is covered with snow but she complies. Before she gets all the way in the elf holds a sword to Radigund's throat: "What is that flying creature you have brought?" Radigund is surprised and takes a moment to identify that there is a disc almost a mile up emitting a buzzing sound. [The players think this is a high-tech drone operated by Hild, who earlier put a device in Radigund's ear before she left]. Radigund doesn't know. Perhaps one of her friends keeping an eye on her? She's warned if it gets closer she'll be killed.

They walk on, through the double doors and up steps to a massive 2-300' circular room with optical lights on the ceiling casting strange shadows in the chamber. There are columns 40' in to the room and an opening on the other side. She notices some alcoves with doors in them. Her guide departs.

A voice from behind her speaks. Only there's no one there when she turns. Anywhere. It's an elderly voice, speaking Kursavalian. Radigund is caught off guard. She hasn't prepared for this and is told to stop wasting Kaeliyah's time. Radigund explains the group hope to kill Aragorn. Kaeliyah sneers.

Another meeting can be arranged - this time Cryssania represents the group, going through the same entrance process as with Radigund. Hild prepares her with another device again.

Kaeliyah was hired by groups unknown to her (The Wizards Guild of Nyr'Danr). Her six-man team had surprise, distraction and magic on their side. All but her were dead within 12 seconds of their assault. *Chain contingencies* protected him so he may have known someone was coming for him. She fled to the Netherweald, which was her secret exit plan. She only escaped because he couldn't see or find her and she ran.

She has no desire to go back or to die. Although she does seem to know some things that have happened in Hurssia since she fled she was unaware that Lodus had been trapped. She presumes Lodus became a demi-god due to loss of followers. No can she say whether the gods liked Lodus or not. They are fickle things.

She knew The Green Lady had tried to take over Hurssia even though it happened after she came to the Netherweald. She knows you couldn't trap a dragon in the Netherweald as magical creatures would attract negative energy. The Green Lady would have wanted Lodus out of the way as he wouldn't have supported her quest for power.

She didn't know about how Aragorn's wife, Axlia, died or why she was killed. She couldn't even remember her name. Aragorn's wife being murdered was a real thorn to him (so she gathers) but she knows little of her. She was a wizard.

Aragorn became powerful over a long time with a lot of study. He did have support - would need to ask **Gulsan**, Aragorn's assistant. This name is new to the group and Hild relays it instantly to the party who are waiting in Nyr'Danr.

If Hurssia was destroyed the Netherweald would survive. Lodus destroying Hurssia wouldn't be a problem but if he attempted to take Greyveln she thinks Blarrink (King of Greyveln) would be able to hold his own.

She thinks that Lucius can't do anything here. He's powerless and it torments him all the time.

Is Aragorn a pawn? She doesn't know. Gods use everyone as pawns.

She's never been to Hervaxiath. It was a frozen backwater when she was in business. You only went there for frozen fish and hunting.

She also never met Lucknar; he was imprisoned much longer ago than in her time.

Hild's widget on Cryssania's ear gets hotter and hotter but she is able to remove it once safely out of the monastery grounds. She returns and fills in the rest of the party.

### **7th Oaksborn 1167**

The party begin the return journey to the Gruskan Halls.

### **8th Oaksborn 1167**

Those on morning watch wake the group. It's gotten colder - unnaturally so. As it's less than a full day's march to Lanmere and still five hours from daylight they move on from their campsite for half an hour to check that the problem is not localised. The group recamp in a more suitable position.

At dawn they discover it was only good protection from the elements. Not from the **Barbarians** who've hunted them. Spears hit the party as they wake and then axe-wielding Barbarians, 8-9' tall charge in for attack. The White Forest is not far away.

Hild rushes in to attack.

Corwin could cry. It's his favourite favoured enemy and he can finally do some heavy damage again. He charges up to meet them. The body count mounts.

Skarra *Wildshapes* into a **Shambling Mound**. The Barbarians don't even know that it's a threat so none of them hit it, whilst it occasionally lashes out and strangles the life out of the invaders.

Vardo, unhurt by Barbarians manages to detonate a grenade on his belt, while Brangwen races through her enemies with a Great Cleave that drops a dozen enemies at a go. Facing off against their leader she impresses him with her combat skill until she throws one sword away and subsequently stabs herself and falls unconscious.

Cryssania survives only by casting *Fly* whilst Randall uses *Gaseous Form* to protect himself from certain death. The spells both create the crackling blue energy but no shadows arrive. Meanwhile, Galar stabs himself into unconsciousness as well and then Vardo stabs himself. Despite this epic ineptitude, the enemy leader calls a retreat. Two of his warriors have also seemingly killed themselves.

There are thirty eight dead invaders at the end. The party is able to prevent the deaths of their friends by using Vardo's *Runic Healing*. They rest unmolested for several days before moving on.

### **12th Oaksborn 1167**

The group want to leave and quickly. They're not sure whether *Teleport* would summon shadows at the place of casting or the point of arrival. Either way they feel strong enough for another fight and get ready. Unfortunately they don't have the ability to get everybody out.

They explain the problem to Hild. She agrees that from everything she's seen the party are in no way a threat to Greyveln. This is not surprising. She'll stay behind though move far away before they cast their magic. She has a private word with Brangwen first and gives her the key to let them past security in Greyveln.

Remarkably, and with the help of Vardo's *Luck Runes*, both Skarra's and Randall's *Teleport* spells function properly. They have no idea if shadows were summoned but there are none at the doorway to the Gruskan Clan Halls. Silanus does lose consciousness from the shock of the cold but they knock on the door and gain admittance, negotiating leave the next day with Master Narwin. Randall covers the 600 gold payment for bringing Vardo back with him.

Corwin takes the opportunity to purchase a small keg of Nethrweald Gruskan beer while the party sell most of their Netherweald weapons back. Randall, ever enterprising, takes apart a small simple pistol and creates the best design blueprints for it that he can.

### **13th Oaksborn 1167**

At first light the group are escorted by 40 dwarves to the stone circle and transported to Greyveln.

One at a time they are processed by the Greyveln security. Brangwen went first to pass on the security key. Each person is stopped and searched. Randall reluctantly surrenders his pistol plans and then undergoes a strip search. Vardo's weaponry is all confiscated and a receipt is given for him to claim back suitable compensation. The group are then able to reunite with their own magical items.

Corwin cries again. He then buys a small keg of Greyveln beer.

Silanus takes a couple of days to relearn his spells and Cryssania prays at the Temple of Tarrak. She's told by Tarrak that he's disappointed in her for not attempting the map beyond a line representing the canal. She's denied spell points until it is finished.

Cryssania struggles for a day or so and then Skarra and Randall help create something accurate and beautiful before Vardo, the native, explains he can help with even more. Tarrak will be pleased! Except Cryssania signs her name at the bottom and hands it in as her own work... she did after all add in the pretty decorations on the edge.

Tarrak directs Cryssania to Mistranus in her search for Gulsan. He is still not impressed with his Bishop.



Vardo attempts to check out the Gate Room. As a spell caster he would be able to read the names carved there and see if Gulsan had ever passed through. He's denied access after revealing that he is a Runecaster and not (as he claimed) a member of the **Understone**.

### **16th Oaksborn 1167**

The group return to their home dimension and Nyr'Danr. **Sir Kael** and **King Larenthug** (disguised as a hobbit) have been waiting for them. At Lady Brangwen's quarters they discuss their next steps.

They intend to keep their reports to Lord Quintith and Lucknar low key. They met Kaeliyah and she gave the name Gulsan. Nothing more.

Brangwen reveals she made a promise to Hild. She urges the group to support her in this. Hild told her she has no soul and can't leave the Netherweald without one. As such she is stuck in the service of King Blarrink. She asks Brangwen to come back within a year with information (or a soul) to help her. It was vital Blarrink did not learn of this so it couldn't be spoken of in Greyveln. Brangwen describes the "magic box" the key came from [characters feel the description is of a high-tech computer and the key given would be some kind of data card. Tim thinks she's an android of some kind].

At a grove outside Nyr'Danr Skarra attempts to *Reincarnate* Roan. Unusually, Allaveer appears to him. Roan's soul is not here - it must still be in the Netherweald. He could only be reincarnated there - but the week from death to *Reincarnation* has passed so that will not work. There is no body to use for *Raise Dead* so only *Resurrection* would work. No one alive in Hurssia is powerful enough to cast that spell. But Bishop Cryssania will be soon. They have about twelve years to solve that problem before it can't be cast anymore. Skarra bags and tags Roan's remains. He'll try to keep his promise. One more thing to do in a return to the Netherweald (next to hiring tough warrior minions to go with them or in their stead).

Skarra explains The Netherweald (which Allaveer helped create) is terrible and aligned with Oblivion. She's sad but can't help this. She can't go there herself. There is an open wound there but due to the way it was created she has no control there.

Skarra asks about Hild's soul, which is a novel idea to Allaveer. Creatures sometimes lose their souls but can be reunited with them, though it may be troublesome tracking it down and releasing them. However, being created without a soul suggests it was not the work of a god (as that is their main job function). She could create one but would require a service for it.

### **17th Oaksborn 1167**

Brangwen reports briefly to Lord Quintith. Quintith redirects her request for reimbursement to the Emperor. Brangwen doesn't fancy asking him.

The group go to see Mistranus, he's a bland looking human with pale grey eyes and grey hair. It's a good disguise for steel dragon. Mistranus is interested in the worlds of Greyveln and the Netherweald. He's aware of the technological difference in Greyveln but more importantly had head of Gulsan.

Gulsan is a Shadow Dragon. A sneaky one.

It's his cousin he knows more about. **Mortavious** was a follower of Lodus and Aragorn. When Aragorn imprisoned the god, Mortavious attempted to free him. The first stage of his plan was to find some patsies to release Lucknar.

The party realise he's talking about them.

Part two would be to use the information gained by this to release Lodus. He's not quite clear on how that would work as Gulsan disappeared shortly afterwards.

Mistranus knows something that knew Mortavious which is the only reason he's even aware of this much. He won't tell us who that contact is.

He's a font of information in some regards but there are still huge gaps from the party's list of things to find out.

Alanthia, born early 800s, was the Assistant GuildMaster in Nyr'Danr who attempted a coup against GuildMaster Duke Morgash. It failed and they tried to assassinate her. She fled and some decades later transformed into a dragon. He doesn't know how she achieved this.

He knows nothing of Axlia or Aragorn's crimes that turned the guild on them.

He explains that the metallic dragons (golds, silvers, steel, etc) are more enlightened and likely to follow other gods, as Lucknar does. The chromatic dragons are simpler, stupider creatures more easily swayed to follow Lodus. So many died, especially after human expansion, that Lodus lost power and became a demi-god. So long as he's not forgotten he will remain a demi-god. However, his imprisonment at the hands of a human will have outraged him. When released his anger and humiliated will drive him to revenge on humans everywhere. It's not just on Hurssia that dragons have been dying.

Lucknar had told the party about the link between Lodus and Aragorn. Mistranus believes it makes sense as a self-defence mechanism to prevent anyone from trying to kill Aragorn. Lodus' release will be far more deadly to the world than Aragorn's continued life. No one would dare try to kill him. However he could pass that link on to someone else, like his son, before he died to protect them.

Silanus and Mistranus agree to a scroll swap, exchanging knowledge of *Clone* for *Legend Lore*.

As Heads of their Guilds each GuildMaster has access to the full list of spells from their controlled domains.

Silanus heads the Grey School: Necromancy and Conjunction

Mistranus heads the Nyr'Danr school: Charm, Divination and Enchantment

Cryssania heads the Abbey of Tarrak: Abjuration and Invocation

The House of Spirals: Transmutation and Illusion

## 22nd Oaksborn 1167

*Legend Lore* on **Gulsan** -

***The Rising Darkness of Hervaxiath (Hulsar), the inheritor of Aragorn's kingdom and beyond. He lusts for revenge and has turned to the undead god for help.***

The group interpret that as an angry Shadow Dragon worshipping Mallus to take revenge for [find out reason and insert here]. He's going to take over more than Aragorn ever did - the world / worlds?

Hulvar is a fishing village on Hervaxiath (a small, remote island roughly fifty miles across). It was one of the first lands colonised by humans. A quiet backwater which disappeared off the map some centuries ago - when Aragorn took it over. The original King of Hervaxiath was expelled to Turse by Aragorn.

The group use the time to visit Lucknar and inform him of their findings. They also get their money back from Krentish without any trouble.

Lucknar insists he is kept up to date about Gulsan and that he is told first. He also wants to meet Mortavious. Randall also discovers Lucknar was imprisoned in the middle of the fourth age of elves.

#### **1st Longday 1167**

*Legend Lore on Mortavious -*

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

The group interpret this as Mortavious was a follower of Aragorn and Lodus but prioritised Lodus. When he got the group to release Lucknar something they (or Silanus) did led to Mortavious' death.

#### **4th Longday 1167**

Skarra uses *Transport Via Plants* to take the party to Hulvar. It's a snow covered mess of hills, gulleys and hawthorns. Some ten miles away they see a large 100' high keep made of black stone dominating the town. They head to a village en route.

Houses are stone and roofed with turf and thatch. The village pub is called The Broken Spine and Tap. The sign depicts a man's broken body over a barrel. It's opposite a functional Temple to Mallus. They go in for a meal. It's a truly awful place.

Shortly two men arrive. The local priest, **Friar Hrollus**, a gaunt figure, and an older, battle scarred knight, **Sir Senrick**. Both openly wear symbols of Mallus.

Sir Senrick asks who they are, what they're after and how they got there.

Skarra explains they arrived by magic, they have no violent intent and they wish for an audience with Gulsan. They introduce themselves, no one uses titles and Larenthug (in hobbit guise) calls himself Larry. Sir Senrick says he'll escort them to the town.

**- End of session 24th June 2018**