

Into the Se of Wizards

1st Fruit, Autumn 802, Final Quarter of the Hay Moon

Seagate, city of beggars, guild meeting.

We have been hired by the great wizard Zarqon the Lawful via one of his eight chaos knights Tarl to travel to the plane of Kahessire and do some jobs for him. We will be paid up to two tons of copper depending on how well we succeed. The missions in order of priority are

1. ✓ To get the staff of night from the great swamp which was stolen long ago and lost after a huge battle. It is a six foot long black oak staff.
2. ✓ To gather an army of several hundred orcs or ultra-humans as he calls them.
3. ✓ Find the young man "Vince Glutho" who is prophesised to overthrow Zarqon and bring him before Zarqon so he can speak to him personally and find out why he wishes to depose him.
4. ✗ To get the orb of brilliance from the Smokey mountains which will herald the coming of a new empire and can only be touched by the pure of heart. Zarqon wishes to make it the foundation stone for his new fortress.
5. ✓ To oust a small clan of possibly a hundred dwarves from a strange-metal mine and replace with the previous inhabitants, a group of goblins as they have legal claim to the mine. The metal in question seems to cause fascinating magical effects when applied to living tissue.
6. ✓ To stamp out the hydrangea heresy in the west



Bardic Healing

Princess Caroline then selflessly helped heal the guild bard using the "agonie curatif" technique while we checked the library and discovered that the guild had no maps of the area. Heading off to the pleasure ship for an entertaining evening, Princess Caroline joined in the festivities with Douglas assisting her. It is truly inspiring to see an ancient elven warship complete with mast felled from a living tree from the sacred grove being used as a pleasure ship, one could say a renaissance in elven culture.

Princess Caroline... "It's human isn't it"Guild Healer... "no it's a bard"

Douglas at orgy "I extend my non-tactile empathy and give the princess a penetrating insight into human culture"

2nd Fruit

Cheerfully waving off the doomed mages going through the potentially unstable portal found below the ship we head to beggar town and the fight and fuck tavern passing the disgusting beggar temple of Dianecht on the way. Malar had headed down earlier and was being prepared for cooking with some rather good quality herbs but was returned as was "Human" who had spent the night with some of this orc friends. Evidently to date seven hundred and eighty two people have died in this area so we quickly retired to a nearby hovel containing the portal. The portal is a variant of dark sphere and transformed our skill with common into the local language as part of the transfer.

The capital city of the Se of Wizards is clean and well laid out with attentive human guards on the walls. Entering the palace we had an audience with Zarqon while a beautiful woman observed us from behind a curtain. Evidently he chose the Seagate guild of adventurers due to very positive references to us in books he has acquired and will provide us with supplies and war dog mounts. He lets us know that the strange metal was used in agricultural implements and caused the plants tilled to produce amongst other things a ecstasy drug and an explosive fruit.

Zarqon "Dogs are loyal, Dogs are intelligent, Dog's have big teeth"

Travelling into the clean and largely empty dungeons we meet an unpacted captive priest of the Hydrangean cult. The religion is based upon the worship of two harvest gods Marak and Merica and supports the simple understanding of healing, education and the arts, believes in reincarnation, multiple marriages and like many chaos cults is very popular amongst halflings which abound in the west. During the times of the great empire there was a mandrake as the religious ruler, however currently the leadership is by a council of seven archbishops from seven cities in the western dominions which meet every fifteen years in a great conclave. This particular priest is lead by a father Maras in an abbey near the city of Hilar.

The state religion in the se was established during the reign of the fifth great wizard and follows the earth goddess Benequi. It is led by witches who do blessings, blood sacrifices and such in her name.



Saddled War dog

We enjoy a wonderful banquet with Zarqon, his beautiful and deliciously devious daughter Nereth and five of his knights including Caldos and his contort Danar discussing possible strategies. Also present is Zeqard the mage hunter who has some interesting methods of execution. During the evening we discovered that the prophecy about Vince Glutho was made by a mad old woman prophet who was promptly killed in the city of Laz-us, it being illegal to doom people by prophecy, with no exact record of the prophecy being kept. The staff of night was stolen during the reign of Braxus and after a huge battle in the great swamp, was cast into a five hundred foot deep pit by the thieves as justice caught up with them. The two surviving knights of Braxus were slain by him when they returned without it. The western dominions have about fifty knights and can field an army of about five hundred.

<p>Statute #613 Legal means of execution for mage criminals</p> <p>Necromancer. Expensive imported bamboo shoots Elementalists. Own element Bards. Feed their instruments Mind mage. Nail to iron cross Illusionists. Boil in oil Enchanter. Cage and torment to death with most feared vermin Namers. Behead with axe Witch. Buried alive Binder. Feed one of their infernal constructions</p>

The people of the western dominions have lower and less nasal voices than in the Se and all their prophets have been halflings. The prevailing wind is from the west resulting in the Se being dry and arid with few trees and no elves. The elves are also a dying breed in the dominions due to the rapacious forestry of the halflings.

“We could shave Bainbridge and pretend he’s a halfling”

After dinner I divinate Vivian finding that neither the strange metal nor the portal have had magical effects upon him.

Later that night we portal to the ‘fight and fuck’ tavern where ‘human’ does some orc recruitment, they were very interested in joining and asked that we return in three days when they could get all their friends together. Meanwhile the Princess Caralane prepared the military army training stuff back in the Se.

ORCS

AWESOME WARRIORS NEEDED TO CRUSH
 HERETICS AND HOBBITS

WORKING FOR A MIGHTY WIZARD

JOIN THE

LEGIONS OF TERROR

IF YOUR TOUGH ENOUGH APPLY WITHIN

Joining fee of 100 pennies applies

3rd Fruit

We get shadow wings from Zarqon then fly to Laz-us to speak to the spirit of the dead seer, Bainbridge scratching itself badly on a dry stone wall when landing. Saron the head priest of the Benequi came out of the city to greet us, taking us to a nice tavern and having Sooty deloused and made presentable.



Wandering into the graveyard Bainbridge asks its seventy questions and we find out the following

- Vince Glutho is alive in the western dominions but unaware of his destiny
- He is a human between 15 and 25 years of age an unmarried farmer, warrior
- He is magical but has no magical abilities and is unprotected by deity or demon
- The doom is not due to be resolved in the next three months and will require others help

At about this time Bainbridge puts on some magical perfume which causes the undead to love it and the spirits make contact with Douglas, our leader, offering to trade the prophecy for unspeakable pleasures with Bainbridge. After some negotiations during which I requested and was granted permission to leave due to my delicate sensibilities a deal was struck.

SKIN CRAWLING STUFF ENSUES

Spending a pleasant elevesens with a nice young lady by the name of Elizabeth in a nearby tavern, I periodically checked the party hadn’t been turned into flesh eating ghouls like those in the pits outside the city and apologised to the locals for ‘Humans’ annoying soul piercing shrieks. After about an hour the party returned, praise Samigina, with the prophecy thanks mainly to Bainbridge bravely going where most necromancers fear to tread.

‘Humans’
friend

4th Fruit

Douglas spends time in the local library and uncovers house Glortho's heraldry and that they are a mercenary mage clan of no fixed abode while the friendly priestesses of the Benequi bless up some skins changes for us. Bainbridge and Vivian question the spirits of the two knights who returned from the great swamp after loosing the staff of night who tell them.

- All the thieves were killed in a temple to Murmur, the duke of thrones where they had retreated
- All the entities in the temple were also killed and the temple looted
- The staff was lost in an area of the temple they could not enter
- The temple was trapped, warded and cursed and in a village
- They travelled along the coast then followed a path inland to the village
- The village was devoid of life
- They encountered wraiths, revenants and shades but no temple guardian



House Glortho

- They were attacked on the way back from the temple by a hideous monster which they killed
- The staff was taken by a shade in the temple and had silver runes along it's length

5th Fruit

We jog back the twenty miles to the citadel then portal through to Seagate that night where we recruit three hundred and ninety orc legionnaires. Some overworked and underpaid members of the town guard also meet us, and with some gratitude see the orcs off. Unfortunately some troublemakers amongst the potential recruits had broken the law and rather than arresting and fining those responsible as is normal with criminals, the local despot's chancellor tried pinning the blame and damages on us. Informing him that he should follow normal legal proceedings on the matter and obviously realising he had no legal leg to stand on he starting whining that he would take the issue up with master pennywise. We left the guild legal department in charge of the defence to crush his pathetic and unjust charges.

6-7th Fruit, New Corn Moon on the 7th

While Princess Caralane settled the orcs in Douglas had a peek into the great wizard's library and uncovered that the temple of Murmur contains the throne of bones and many other treasures and that strange metal appears to make non-humans sick. The great wizard was told of our progress and is happy with our ideas of crushing the heresy discussed over dinner and with the orcs we have recruited from Cazarla. He plans to begin a recruitment drive in the mountains with the Cazalan orcs to boost the army numbers further.

8th Fruit

We meet the war dogs, evidently they are as cheap to run as warhorses, handle similar to mustangs however have a definite durability about them, not dropping dead after six days of being ridden hard. They run faster than horses and as Zarqon says, have big teeth. Travelling for a day trip to a walled ghoulish pit outside the city we conduct experiments with strange metal to see its effect on undead, it seems to behave similar to silver, causing nasty blistering about the wound.

9-14th Fruit, First Quarter Corn Moon on the 14th

We ride hard for six days covering forty miles a day to the dwarven mine. It is a five hundred by three hundred foot pit, two hundred feet deep and has several stone houses build under a nearby overhang. About a half hundred adult dwarves live here and trade with merchants who travel up a small road leading from the Se. Posing as traders I purchase twelve pounds of strange metal in a cold iron box and we ask to stay for a few days to recover from our travels before returning.

15-16th Fruit

We spy on the dwarves. The mine is to be worked for twenty to thirty years then they plan on leaving before any ancient evil is awoken. It contains iron, copper, tin and strange metal, of which only two pounds is found each month and a nearby foundry and armoury making extremely high quality dwarven weapons and armour. The strange metal makes dwarves sick, however they can be re-attuned to the world with the morning dew collected in some flowers of

The Prophecy

Ah, you think that I am
lost
But, my will says not.
I shall not be defeated
Even though my body
slain be
And so one shall come
Vince
Known of the house
Glortho he shall be
While, callow youth he
still be
By will alone shall
magic be his
THUNK...
Bastards. Execute me mid
sooth
You're for it as well.



some herb around about. There are three healers, a herbalist and his apprentice, a master armorer and his apprentice, a witch and twenty miners. Two of the dwarves are ex-mercenaries and there are three leaders, the head miner, the tavern owner and the master armorer, about a quarter of the dwarves are female with a few children.



Doomed Dwarf

Deciding we will have to slaughter or enslave all the dwarves in a single massive attack so they don't get any allies and counterattack we look at getting together some fantastical monsters and goblin axe fodder to aid us. Sneaking about skin changing some of the more marketable dwarves and poisoning the rest prior to the assault is also a possibility.

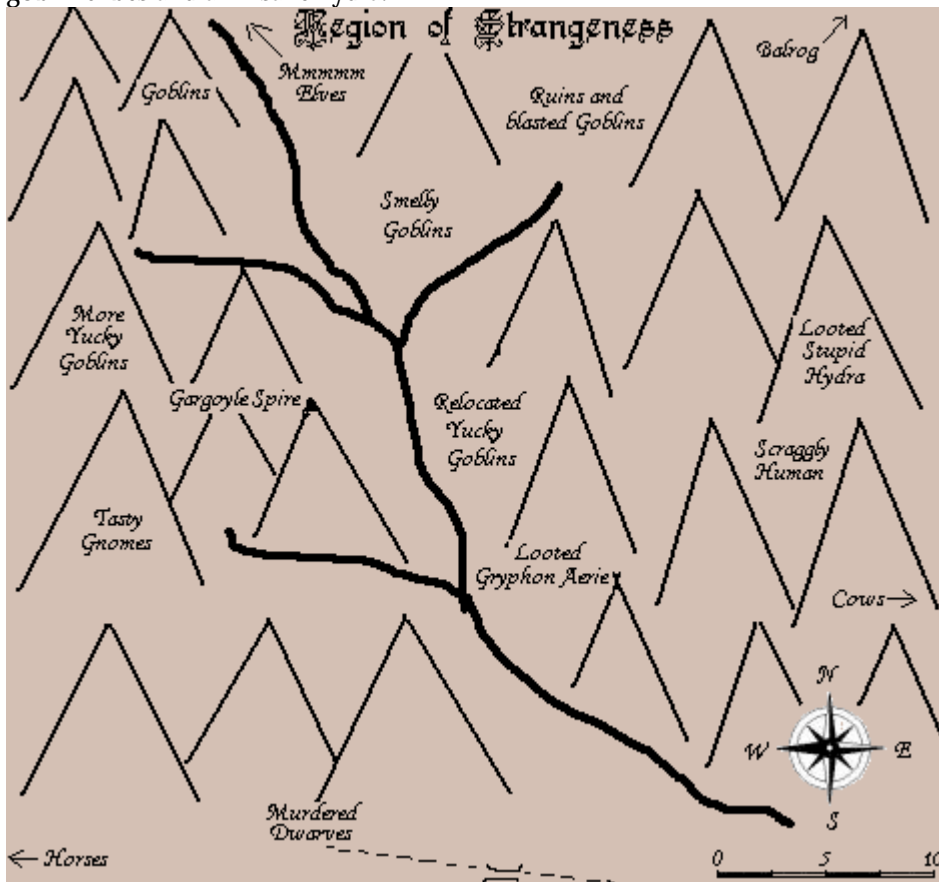


Gryphon

17th Fruit

We travel into the wilds where Vivian summons a gryphon to see if any are about and the gryphon being a friendly sociable creature brings along its four friends, one of which is an air mage. Things begin to look grim for the forces of evil as our war dogs are slept by sleep gas and negotiations reach an impasse.

Resorting to violence however solved the problems wonderfully with the gryphons being skin-changed into toads after being defeated with Sooty being slightly wounded, Douglas remembering things better left forgotten and a few minor scratches being received by the rest of us. The princess fought brilliantly despite having a painful birth during the fight, although I must say most right thinking types would have immediately hit the baby with a spade. Binding the will of the leader of the gryphons successfully we easily retrieve their two nests, six eggs and learn the layout of the region, including the locations of major goblin tribes and an insane hydra.



18-19th Fruit

Wishing to raise a mob of goblins to help overthrow the dwarves we travel to the nearest group, finding they had all fled their rude huts apart from a baby and four very old goblins to a fortified cave system nearby.

Douglas picked up the baby and charged off to the caves where he displayed an awesome grasp of goblin diplomacy dashing the babies brains out against a rock and then slithering about on his belly in the mud in front of the caves grunting to them in their foul tongue.

Bainbridge bravely covered for us by gathering all their arrows the hard way while Princess Caralane showed why she was leader of her crèche group by executing a coup, holding the goblin leader aloft by the hair while Vivian gently slit his throat for all to see.

20th Fruit – 11th Harvest (Full Corn Moon on 21st, New Harvest Moon 5th)

Once we had smoked out and rounded up the two hundred goblins from the caves their Princess trained them into a mob while Vivian found even better uses for them, collecting goblin murders hands on the full and new moons for wiccan amulets, they are also great for making long lasting bound fire, earth and as alchemical ingredients.

11th Harvest

Sooty successfully summons Grand Duke Havres, previously of Elfhome in the insubstantial firey form of a handsome elfen man. He makes many generous offers and daemons being such good employers, we accept his offer of a wish each in return for the sacrifice of Vince of house Glortho.

12th Harvest

Sneaking in undetectable we capture and skin change the healers and witch and hypnotise the leaders into calling a meeting of the dwarves at the bottom of the mine. The local insane hydra is then summoned into the area and has a bit of a feeding frenzy before being skin changed itself for later sale. Led by their princess the goblins meet little resistance and massacre the remaining women and children with ease. We spend the remainder of the day joyfully pillaging the village while Sooty coldly sacrifices the dwarven witch to Duke Havres.

13th Fruit – 21st Harvest

We travel back to the citadel on the war dogs.

22nd Harvest

After letting the great wizard know what we had accomplished we portal back to the guild and drop off all the assorted loot which was beginning to weigh us down. Deciding the great wizards rank eleven wings were insufficient to get us safely over the mountains we get guild quality wings from the lord of the bats, return and fly through the freezing autumn air to about twenty miles south of Hilar. Spending a rough night in a peasant village as a snow storm approaches, the princess displays her refined taste by bunking down in the pig pen rather than associating with peasants.



Mountain Flight

23rd Harvest

Rising with the dawn to the sound and stench of unwashed peasants we head off early arriving in Hilar for a welcome late lunch once we had paid the exorbitant entry taxes. Hilar's inhabitants are goblins, humans and halflings with a smattering of wild northern elves, complete with filed down teeth. It is the centre of one of the seven old kingdoms and is ruled by King Lightbrand the Just who has three daughters by his handsome wife. The kingdom is currently at peace with the only mercenary company about being Simpsons heavy infantry.

24th-25th Harvest

We stay in Hilar gathering information, equipment and horses. There are four hundred and twenty Vincens of taxable age in the kingdom although only eighty in fifteen villages are farmers of the target age, we make up a list to cross off. House Glortho winters in the fortress town of Glortho to the west, so we decide to travel there and investigate.

26th – 28th Harvest

Riding to the west we manage to clear twenty of the Vincens as not being the Vince we are seeking before reaching Glortho Town were we begin a much more intense investigation.

29th Harvest

Glortho town is attached to Glortho citadel upon the high mana zone of Glortho Hill, it is ruled by a commander Rese and appears to be what goes for an adventurers guild for this region. Asking about we discover that there was a boy called Vince in the area, but he ran off with a foreign painted lady, Selene a year and a half ago causing a bit of a scandal. His father is a wealthy landed gentleman farmer ex-soldier called Calib and his late mother, Merina was a foreign noblewoman witch who had died giving birth to him eighteen years ago. Fortunately his mothers grave is pagan ground allowing detailed questioning, from her we uncover that Vince had been totally wiccan blessed prior to birth, and that she was from the mighty empire of Telvara to the south, had many lovers and was not in hiding.



Questioning
Merina

The local healer who failed to save her is old Vince and with the judicious application of beer we find from him that it is unusual for a woman to die in childbirth but it does occasionally happen. He also tells us that the great wizards line are cursed by Ipos, the prince of fools and that the normal pay rates for the house Glortho mercenaries is five hundred pennies per week, somewhat higher than the Seagate guilds two hundred.

29th Harvest (Night)

Sneaking into Calib's house we hypnotise and question him getting a mental image of Vince, who is a handsome six foot six tall blond haired, blue eyed man. Calib met Merina on campaign when he was captain of a citadel during a siege, she is of house Xanta. The blessings were done by a coven of witches from a forest by the western ocean called the sisters of the eye who owed Calib a favour. Vince learned cantrips at twelve and was a very competent self-taught mage and was expected to marry an apprentice celestial dark mage, Suzy of house Glortho who is still single and pining for him no doubt. A year and a half ago a deputation of southern nobles arrived, it seems he was betrothed to another southern noblewoman called Siene by some obscure law, she was also very attractive or had access to a good illusionist and so he left Susy behind and went to the south after a huge argument with his father, which Calib now regrets.

30th Harvest – 20th Vintage (Full Wine moon on 17th)

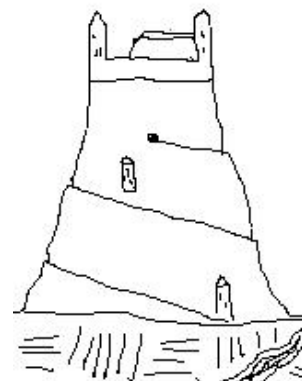
We travel by ship down the river and across the inland sea to the south arriving at the fortress city of Tegra in the empire of Telvara. About four times the size of Seagate, the city has a curfew three bells after dark and it is owned by one of the great houses. There is much slavery here with high prices, normally worthless street urchins fetching fifty pennies for blood sacrifice and trained boys fifty shillings.

21st – 22nd Vintage

We attempt to track down information on Vince and uncover that house Xanta is one of the great houses and rules most of the south. They purchased the mountain known as the fist of the gods recently and have a large palace in town. Vince Calib's son was betrothed a year ago in the gathering city in the centre of the empire and are ruling the forestry town of Madra.

22nd Vintage - Samhain and the new storm moon

We travel to Madra arriving on all hallows eve changing horses regularly and riding hard across the rugged and parched terrain. Madra itself is a small forestry town with a very impressive citadel located upon a massive rock spire nearby. We enter the citadel with the princess and receive hospitality from the border lord Vince and his Lady Selene. Princess Caralane manages to arrange a hunt for the following day, hunting the dreaded giant serpents which live in the forest, much to the joy of the local woodsmen no doubt.



Citadel of
Madra

Night of Samhain

We decide to spy upon our hosts and then possibly capture Vince during the hunt. Sneaking into his room that night I perform ancient divination upon him as he sleeps, uncovering a clever deception. Vince is actually Selene's lover with a permanent rank sixteen disguise illusion, rank fifteen illusionary aura of a mindmage, a permanent rank ten heroism, a permanent lesser enchantment and a rank six wiccan blessing on strength prior to birth. He has no dooms or geas's upon him and is not a mage. "Mind maging" Selene shows that she plans on ruling this area and living with her lover rather than the Hick as she refers to her betrothed. He went off to the fist of the gods, which is being used to create a portal to another world, posing as a knight a year ago with a group of other mages.

1st Frost

The princess enjoys her hunt, succeeding brilliantly in killing a rather tasty serpent which we enjoy for dinner. The winter guild meeting will no doubt be occurring today back on Elusia today.

2nd Frost – 9th Frost

We travel to the fist of the gods seeing it some two days away. It is a gigantic mountain some fifty miles around the base and over twelve miles high. There is a lot of construction occurring around the area and preparation for opening the portal.

10th –12th Frost

Bribery works wonders and allows us to look through the records. We discover that Vince is going by the name Sir Calib and is with four other mages, they have been hired to guard against manavores in the high parts of the mountain where the engineers and court wizards are constructing the portal. They come down once a month and stay in a nearby inn of some quality.

13th –18th Frost (Full Storm moon on the 14th)

We take rooms in the inn where sir Calib stays and wait for him to come down from the mountain, where we can capture him easier. The inn is three stories high, has twenty large rooms with Sir Calib and his associates having rooms on the first floor with imported rank two locks. We get rooms on the second floor above theirs, warping one of the cracks in the floorboards so divinations can be done as he sleeps, we also all get permanent lessers and Douglas a rank fourteen greater enchantment.

19th Frost

The 'heroes' turn up dragging the corpse of a large decaying monster which they reputedly had killed, they are all wearing lizard scale armour and were armed with pikes which they left at the door, I suppose we should be impressed ...

- Vince the farmers son or Sir Calib as he has titled himself is a human mindmage with a large sword
- Dawn is a celestial with an enchanted sword and composite bow
- Kea is a wiry namer with a heavy crossbow and hand and a half sword
- Lady Sherrie is an elf woman enchanter armed with a composite bow and enchanted battleaxe
- Martin is a dwarf armed with a heavy crossbow and two war hammers

They are hungry and tired and after having a large meal and rest they head off to their rooms. Vince sleeping in a room with Kea while Dawn, Shire and Martin are in the next room. I divinate Vince uncovering he was blessed by witches prior to birth on all abilities, has a permanent lesser and rank sixteen greater enchantment. He has recently been under the effects of telepathy, battle sense, ESP, mind cloak and limited precognition and the following special abilities ...

- He can raise and or lower the mana levels in an area
- He has his aspect of spring fire aspect always on as if it were midnight
- He has a guardian from Raphael

That night Bainbridge quietly twists open Vinces mage locked door allowing the sap experts to sneak in undetectable, knocking Kea unconscious but getting brutally hurt when they try and attack Vince by his guardian, a Seraph bard which screams, making them back away in horror and has an annoying ability to see those who are undetectable.

MUCH FIGHTING ENSUES

Just when things look a bit grim Vince who has been unhurt and watched his friends be incapacitated shows his bravery and honour, leaping out the window and deserting his friends and guardian angel. The Princess then stabilises and 'frogs' all the captives apart from the angel which after much biting and scratching we manage to bind. Expert looting precedes a rapid departure from the inn, which grand duke Havres had set upon fire, using our prepared escape route. We spend the rest of the night at a hidden campsite where Vivian, despite having a broken leg, gains the title despoiler of angels while we tend our many grievous wounds and assay the loot we have gathered.

Later Sooty sacrifices the Seraph bard, Ladra-El to grand duke Havres and we gain wishes in return, as he is a very suitable replacement for Vince.



Grand Duke Havres

20th – 22nd Frost

We hide out for a few hours till things quieten down then contact an air mage and arrange flying spells, flying to Palasa where we get healing for those that need it, replace and repair broken equipment and plot.

23rd – 24th Frost

We travel to a nearby black mage and purchase a large bag of skin changes and several restoratives.

24th Frost – 2nd Snow (new snow moon on 28th)

Travelling slowly back to the fist of the gods we spend some time in pleasant conversation with the nice elven lady Sherrie once her will has been thoroughly crushed by Douglas. She is four and a half thousand years old and an extremely highly talented enchanter and healer and claims to have been solely responsible for convincing the elven empire to allow humans to develop society and not be hunted to extinction three thousand years ago. She has no special abilities but does have retroactive insurance if killed from a guild of assassins known as the avengers.

Vince may be a hero and Sherrie lets us know he has allies in the house of Glortho and the knights guardian of the northern kingdom whom he recovered the lance of saint Augustus for, which is who gave him the guardian angel. The great wizard's line was blessed to be inspired rulers by Ipos, rather than cursed as others claim.

3rd Snow

Lady Sherrie fails to locate Vince who has no doubt fled to a location of safety so we profitably sell his companions Dawn, Kea and Martin into slavery, which is legal in this society, rather than killing them. Lady Sherrie is a truly wonderful and inspiring individual so we decide to keep her as our guest.

4th – 14th Snow (Full snow moon 12th)

We travel by ship back to the Citadel and Laz-us, portalling back to the guild once more to drop off loot and recruit a few more orcs for the legions.

15th - 16th Snow

Rest and Recovery at the guild.

17th – 30th Snow (New ice moon on 26th)

Travel down to the swamp then plod through sucking, bug infested, slime covered mud which is crawling with undead and foul creatures for the final four days.

30th Snow (Twelfth day of chaos)

We encounter a group of three skiffs moving along a stream into the swamp with three humans in each and two bound and happily drugged individuals in one boat. At least one of the people was pacted to Duke Murrum so we cautiously approach and ask to join them in their devotions.

30th Snow (Afternoon and into the night of the twelfth day of chaos)

The temple is titanic in size and shows the inspired construction skills of Savnok who owed the first high priest a favour. Low to the ground the seven concentric rings forming this mighty edifice have walls similar to giants ribcages. We enter the outer sanctum passing many broken statues of mythical guardian creatures and marvel at the grandeur that unfolds before us which even years of neglectful maintenance cannot blemish. The sacrifices, a male and a female who were chosen by lottery from the villages in the swamp are ritually sacrificed upon the altar with their still beating hearts removed as they lie blissfully awaiting to join Murrmur in their afterlife.

The deacon of murrmur who conducted the sacrifices then lets us know that the hereditary position of high priest is currently vacant and all that is required to join is to make it to the throne of bones in the innermost ring, which Bainbridge informs us contains six greater undead. The sacrifices are to ensure prosperity for the villages and are done every year, most of them seem to end up as zombies given the clothing of the lesser undead nearby.

After the deacons party has left I divinate the altar, it is consecrated to Murrmur and he or one of his lieutenants claims those sacrificed upon it. To ensure our prosperity and aid in negotiations Bainbridge does a sacrifice of the dwarven apprentice healer after having a tug of war with some zombies who seemed intent on taking him alive. All this activity awakens the spirit of the seventeenth and last high priest Nagrae who we negotiate with for the return of the staff of night, rejecting suggestions to sacrifice the high templar of the Rapheolite order, Adrim the Calimar warrior or our fellow guild member Englinton we finally agree to rebuilding the temple in return for it.

1st Ice

Getting wings from a pleasant wraith we fly back to the citadel of the great wizard and inform him of developments. Sending his daughter to complete formalities we provide her with an amulet from Nagrae which he assured us would protect the wearer from being attacked within the swamp.

2nd Ice

We return to the guild after deciding that the orb of brilliance is probably best left in the volcano where it was lost. Lady Sherrie, who we all admire and respect, is handed over to the guild in the hopes they can convince her to become a teacher.

3rd Ice

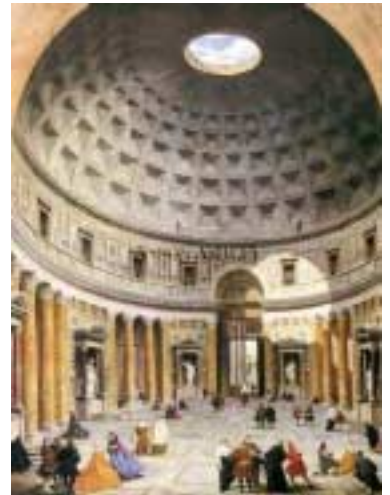
Douglas manages to contact our fellow guild member, Starflower and gets her to locate Vince upon a map we provide. He is on the great ocean about two days travel from the Eastern continent, no doubt intent on stealing his friends, the slaves Dawn, Kea and Martin from their rightful owners. Using a crystal of vision we see an image of him swinging upon a rope in leather armour, which leads us to believe he is onboard a ship rather than a cloud, underwater or one of the many and varied other forms of transport.

4th Ice

We head down to the better part of Seagate to the temple of Seir across the road from the temple of the far less popular one horned god. We speak to Prince Seir, the generous and arrange transport off plane to where Vince is located in return for owing him a favour each. He agrees to take my second born son as a church knight as it traditional in my family before returning with us to the guild to see if he can join as he would be willing to pay ten percent of his income and obey guild rules.



Outer sanctum of temple to Murrmur



Seagate temple to Seir

We have the guild masters place about thirty thousand pieces of silver in spells on us prior to Seir transporting us in the twinkling of this eyes like ice riding a silver stallion with gryphon wings to a cloud above the great ocean of Kahessire. Below us is a massive battle barge crewed by flesh shaped humans, complete with tentacles and claws whose thoughts are horrid enough to even drive Douglas back. Fifty seven crew and ten golems are onboard as is a scaled champion of Sallos who is enjoying himself with seven hypnotised female prisoners, all of which should fetch him a good price at market.

Using mind mage invisibility to its fullest and detect aura to avoid necrosis and binder wards I walk through the ship, kick open the prison door, skin change Vince then exit by a warped hole in the side of the ship all without anyone noticing. Returning to Elusia via Seir's palace in hell we have Sooty summon Grand Duke Havares on board the pleasure ship and sacrifice Vince who now spends his time in hell in a cage, complete with swing. We spend the rest of the enjoying the on board entertainment with Prince Seir.

5th Ice

Back to the guild where we are debriefed.

The Shattered Empire, Plains of Akheasure



Chaos Spider Mts

The Burning Desert

The Steaming Beach

Hobbit Lands

Glorho Town

Hilar

Mt Grenory

Smokey Mts

Lae-us

Citadel

The Great Ocean

Gorgon Woods

Western Dominions

Se of Wizards

Greyford

New Sanctuary

Purcalor Bay

The Great Swamp

Lake of Red Serpents

Temple of Murnur

Sea of Ipos

Mage Storms

Straights of Chaos

Siren Reef

Fortress City of Tegra

Palasa

Uvall Wastes

Empire of Telvara

Two months ship to Eastern Continent

Comar

Pist of the Gods

Madra

The Great Southern Forest

Serpent Woods

Cartography
Douglas Walin
Art
Amaud de Montfort



Daemons

Grand Duke Havres, the leopard duke

Appearing to us as a bound fire and summoned as a result of a backfire of binding fire from Sooty. Insubstantial in this form he can fly and burn things but cannot cast magic or engage in physical activities. He is uninterested in physical relationships, being focused instead on the sacrifice of sentient water creatures and magic users, especially water mages. His representative to the guild is Sooty and he favours pacting of fire mages.

Prince Seir, the willing prince

Also known as the generous, Seir was purposely summoned by the party in his temple in Seagate across the road from the temple of the one horned god. He loves adventure and is friendly to adventurers, brash, exciting and handsome with the most amazing eyes in the cosmos. He transported the party to the plane of Kahessire so we could capture the hero Vince of house Glortho in return for all the members of the party owing him a favour.

Adventurers

Douglas Walin, a squat blocky human mage and friend of dwarves. Leader of the group due to his strong moral code and strict adherence to guild rules.

Arnaud de Montfort Esq. Your friendly scribe.

Princess Caralane of the duchy of thelwyllin of court of elvendar, she is a pre-pubescent two hundred year old elven girl who is inexperienced in "human affairs". She is rather rude and enters private rooms without knocking, treats everyone as her inferiors and generally displays her lack of social graces at every opportunity. Handsome of appearance she has passed through many an orgy untouched. She is an expert huntress of the tame animals of the elvendar royal crèche's forest.



Douglas

Sooty, A elf going by the nom de gurre of Sooty, he is covered in ritual burn scars possibly from some elven baby eating cult although he mutters something about his parents when asked about them as well. Hiding his real name he is possibly another noble runaway from up north where the elves potter about.

Human, A mutant chaos beast who uses the nom de guerre of "Human", he is dressed as a jester or possibly a fool which are popular in many courts and is very close friends of many of the ladies in the "fight and fuck" tavern. From the plane of Salamakar, he has scales and flaming eyes and is most likely an illusionist. He screams beautifully and is known for his monkey and banana skit which is no doubt popular in taverns such as Vivian would frequent.

Aberrants

Vivian, the despoiler of angels.

A slithering elven black mage who is possibly too repugnant even for Renove. Proud of his ignoble heritage he is a degenerate who loves animals and other beasts far more than is decent outside of elvendar.

Bainbridge, a dwarven undertaker and necromancer enjoying, and one could even say loving, the horrible side of its art. Slow on it's feet and clad last years fashion of short lived sentient bones it none the less is a dedicated adventurer who will go far.

Malar, an elf pretty boy solar mage who orcs love to torment, he ran off back to the guild early on crying his eyes out and asking for his mummy.



Malar