

Scribe Notes for "Olympic Security / Destinian Gold"

Adventure run by Michael Parkinson, Autumn 802

Party Members:

Sir Christopher Reynard, (party leader)	E&E warrior
Lady Kathleen Reynard (scribe)	E&E
Caprice	Illusionist gypsy
Shemin-ah	Ice
Borghoff	Namer warrior
Keisha	Rune fighter
Brightflare (military scientist)	Fire
Prince Ed	Employer
Don Deigo	Non-employer

Places & people visited

Destiny: Don Diego (illusionist, Grahct of Mittlemarkhalpstead), Donna Astoria (Michaeline, aka Father Bob) Don Rodreigo di Posa (celestial), Don Xavier (water, ships captain), Donna Leonara (air/healer, aka Father Leo)

Alba Longe:

Destinian ex-gold mine site,
Carlos' regicide site,
Loki (Trickster) Fire god,
Monastery: Chancellor Antonia, Themoskian leader.

Freetaan: Sir Earnest Drake (illusionist dragon, possibly Aeetes),
Norsono (water mage pirate hunter, deceased), Vampire necromancer
Panourgas (pirate)

Hellenic States: (see attached list for full list of persona & gods)

Tower Hill : Many Cattle (prince), Surrounded by Cattle (his wife), Bodyguard (elf), Prince Ed (of Cowland), Shining Moon (his wife)

Bright City: Laudable Wooing (Queen), Resolute (her husband/King), Priestess of Hera, Medea (Priestess of Hecate), Goat Strength (Carlos' son), Muddyfacade (his mother)

Renegado Michaeline Monastery: Black Bishop (BB, deceased), Seeley mount (his fey 'horse'); Dr Bartollini (healer warrior, deceased), Sir Rapfael de llavve (warrior, deceased), Sir Ferdinand de Westwood (airmage, deceased); Archangelo de Scarpia (E&E mage, son of Il Barone Scarpia), Sir Ferdinand Colubro (celestial mage), Little Hans (Earth) Phoebus (Spartan human looking troubadour Demigod). Their warhorses with non-tracking shoes.

Adventure summary

Investigate destruction of gold mine and blight at regicide site. Stop Destinian Renegado Michaeline taking Carlos's son to be Infanta (heir to King to Destiny), by killing the Black Bishop and 3 of his knights. Ensure the Hellenic Olympic games wasn't interrupted further. Negotiate trade deal between Destiny and Argolid empire (Bright city). Successful mission.

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Background Information.

Carlos was king of Destiny. Scarpia was in charge down south, centred on Raniterre. Black Bishop in Eastern empire, centred on Toledo. BB only one left, took over escaped carlists, and sect of magic using misguided Michaeline knights, with 200 high-level-adventurer knight backing. Carlos had spent lots of money just before death build huge army, based at Toledo, researching and making 3 more ships and cloaking devices. Carlos was a Summoner, Scarpia E&E, BB was apparently uncolleged 5 years ago, what is he now?

The "Secret Gold Mine" at Alba Longe - the island adjacent to Destiny was attacked last midwinter, 8 months ago. Officer Donna Lucia Antonio (last in line of a respected old family, closest relation a great aunt, now the chancellor of the monastery on Alba Longe) was killed, by a hand and half thrust through chest whilst standing, paralysing magic was also used. Gold was destroyed/taken, using a rank 19 celestial dark sphere, presumably guards and any animal witnesses killed by this too (stormy night reduce potential witnesses).

War was then declared, also since then BB's half brother took over Toledo in a coup. Presume BB based in Toledo now. Political warfare so far, no troop fighting. Some Destinian spies killed, hence our unofficial, but Diego sanctioned, mission.

Meanwhile, BB's Renegadoes were raiding Ellenic states, since they thought the Hellenics were tied to the Amozons, which they thought helped kill Carlos. Previous party with Ed took 2/4 (3?) cloaking devices and ships, (but not the Big Charlie troop transporter) a couple of years back. Possible the Renegadoes built more cloaking devices, or using this gold to make more.

The Hellenic whom hired this party at the guild meeting, Prince Ed had been told "Oh dear, Something nasty's going to happen at the games. I'm sure you'll find someone to help you." Helpful hint from Bodyguard (parent's advisor, discrete, all-knowing, truth-seeking, retired E&E elf), that BB's Bad Destinians are involved with the interruption, or at least financing it. We think the Interruption may be of the form of demon/Michael appearing to disrupt the local pantheon of gods/religion, which the games are in honour of. Also, convenient place/time to clear the picture of a lot of head of Ellenic States.

Ed's uncle Ezra's contact in Sanctuary suggest Ed either avoid or go to Freetaan. Ruled by Illusionist Black dragon, previous party & Ed encountered, possibly owe something to C&K&C for helping out invisible raiders problem. Destinians hate him, (jealous of piratical activities?), is it mutual antipathy, both wanting to be the sole ruler of the seas, and determined to stop the other be that.

Suggested plan of sailing to Ellenia on Destinian ship, disguised as Destinians, with Sir Christopher as one of the Destinian Ringed Four. Then deviate from traditional Destinian methodology to upset the planned interruption, and kill BB, (to complete the set). First stop, Destiny via Alba Longe, sailing with Diego.

Preliminary Astrology Readings

Was the gold destroyed?

*Golden lodes and lustre must,
As chimney-sweepers, come to d--
Fear no more the head of state,
Thou art free the tyrant's weight,
Care no more the date & name,
For in the dark, 'tis all the same.*

What is the religion of majority of people directly implementing the interference at the Eraklean Games?

Apologies to the astrologer, there are two simultaneous answers. Suggesting either the evil-doers worship two higher powers -- or that there are actually two factions doing the mischief.

*I, who think more highly of our kind,
(And surely Heav'n and I are of a mind)
Opine, that Nature, as in duty bound,
Deep hid the shining mischief under ground:
...
Useful, we grant, it serves what life requires,
But dreadful too, the dark Assassin hires:
Trade it may help, Society extend;
But lures the Pyrate, and corrupts the Friend:
It raises armies in a Nation's aid,
But bribes a Senate, and the land's betray'd.
...
Pregnant with thousands flits the scrap unseen,*

*And silent sells a King, or buys a Queen.
Well then, since with the world we stand or fall,
Come take it as we find it, Gold and all.*

*Charles the Bold and Charles the Bad,
Charles the Great and the Victorious,
Charles the Martyr, Charles the Mad,
May that small king be as glorious!
Who shall tell us,---if there be
No such thing as after-life time,
If no resting-place have we
After labour-time and strife-time?*

The Adventure

Set sail to Destiny 2nd Fruit, arrive evening of 5th, dinner at Villa Voccia with Donna Astoria, Security Officer Don Fabio, introduced to Don Rodreigo de Posa (Celestial, wearing blue sash), Don Xavier (pronounced Ha-vria) (Air, wearing yellow sash) and Donna Leonara (Water, wearing red sash). 6th leave before dawn to sail an hour to Alba Longe island, arrive still dark. Escorted by Don Fabio through the wilderness the mine site, arriving late afternoon.

Investigate **regicide site**, 1/2 mile, 1/4 hr away. Blight on the area associated with a great death, created by a non college ritual, MA 28, some alchemy also involved. It is drawing the life force of the flora growing in the area, concentrating it at the centre. The centre is a bare rock, devoid of all growth, as if a magical acid had been poured on it. Perhaps several casts on the area, giving variation in the cast time within a day. There is a void of spirits on the area. It was cast 1 1/2 years ago, perhaps on the 1 year anniversary of Don Carlos' death. Perhaps a similar sort of soul/life force sucking ritual completed on Donna Lucia Antonio to make her irresurrectable.

A group of ritualists/pilgrims were attacked and slain by a group of orcs, on the second year anniversary. A handful of other pilgrims had been interrogated over the years, need to check with someone what happened to them.

Report of gold mine theft given by Destinians:

Since the Destinians found NO witnesses [excluding plants & stones], they assume that the raiding force had some sort of mind-magic; even preternaturally high perception should not have enabled the elimination of ALL potential witnesses. Donna Lucia was a namer. She reported (using a sympathetic crystal of vision) before sunset daily. She was attended by 30 reasonably skilled soldiers and a corporal. The men were mostly set to training & exercises. Every day she or her corporal would visit both remaining veins (the trip to the face & back takes about 3 hours). The last communication was on the evening of 3rd Snow 801 (3/8/01) and was quite normal. A squad was on the scene 28 hours later. The only body remaining was that of Donna Lucia with one fatal wound through the heart [probably from a hand & a half] - the powerful paralyzant on the blade was unnecessary. The "snagged" cloth was in fact found under her body. Donna Lucia's body was found to be irresurrectable. Conjecturally a result of the weapon she was killed with, since the effects are coincident -- She was irresurrectable two hours after her death. It appears that a preserve dead probably would have extended this period, but the body was not found until almost 12 hours after she was killed. As at 3/8 there was a small mining crew active in one of the mine's shafts and a crew working on the ventilation shafts. It is improbable, but not absolutely impossible, that the raiders were at the mine before then. That night there was bad weather.

*It is estimated that a high-rank earth elemental *could* have extract the remaining ore in about 10 or so hours since the mine had only two veins, both of high purity [approximately 42-44 million gold shillings worth of bullion]. Normally the gold is triple-refined at the mine and cast into 20lb ingots. The smelting equipment was also destroyed. However it is anticipated that a Rank19 sphere would have taken 23 or 24 hours to scour the surrounding rock as it did. A dark sphere trail goes 35 miles across the island (away from the Destiny mainland) right into to the sea. Any sort of sea going ship could have anchored in the deep water there.*

The spirit of **Donna Lucia** said she was killed by hand and half blow, after refusing to renounce her position and turn to the side of the Black Bishop. She said there were 8, dressed all in black, told all the guards were killed (with evil laugh). Most reported total darkness, unable to see anything, heard slaughter of others, then killed.

Her **lieutenant was the mole** in her operation, and very disgruntled by being killed. She had been approach by some old loose contacts, and promised safe passage out, and 1 million sp. She had vague idea of when to expect the 'Old Regime' - BB people, but was surprised to see them arrived in the mine. She saw 6 humans, 2 were watching, only 1 dark sphere, though had bright lights in use, presumably to see the gold veins. The veins seem to be dark sphered out, and destroyed, perhaps 1% of the gold taken out as chunks. The storm came after her death.

If demons using rank 19 sphere, why not teleport? Side trail down to sea as sidetrack, to give Destinians idea that the gold had been taken away, rather than destroyed. Perpetrators fly in & out?
B try fire elementals, have free will here.

Cultists (bodies were looted), said they had started ritual proper when attacked by mass of orcs, hence ingredients were destroyed "it's ruined, have to try another way" They were killing orcs 10:1 / 20:1 at first but were overwhelmed. Orcs attacked all magic users especially. They "died doing our duty, failing that, killing as many orcs as possible." Orcs had had a meeting of warchiefs, where Blood Drenched Moon had told them of a revelation from his spirit friend, that there was a plan to do great evil (perhaps a secret plan to get orcs under control of the humans, the plebs thought). Told "ensure no-one with magic escapes" Orcs tend to deify totems rather than the POD/POL.

Trek to chat with **Loki/Trickster** Fire god, in cave surrounded by resinous pine trees, told of ritual " 4 red robed, 1 leader/controller, and assistant holding big book prompting him. Others were dressed mainly black, with pretty jewels (incl. nice ruby & gold necklace Loki has now). The Raven said it was a formal ritual, not used 'other worldly contacts'. The book was destroyed, or gone to the orcs. Might be able to be brought for "a good price and lots of free beer." Ritual was trying to bring back Carlos "thin nose" - his spirit still lurking attached to island. Loki seemed surprised about mine attack - non astrological forecast? Confirmed Gold destroyed, except for a few full pockets. Left by cloud, Destinian didn't find broken wheelbarrow wheel left as clue. Advice to Brightflare "Be careful of old men, they're not always what they seem to be." When we asked of Sir Ernst Drake, eventually remembered who he was, but refused to say, as "it would spoil the joke, and the Hellenics get so vindictive". Drake had a charming daughter, called Sneaky, or perhaps that was Loki's description of her. Said that Freetown used to be called something else, and was still ruled by Sir Ernst back then, and it had lots of spirits or somesuch. Raven GTN formerly Cathonic deity, major magic to know & report, using mind magics as attack.

Burn blighted circle. Magic technically still in affect, but diminishing affect. Travel to **Monastery** next day, change to goats to climb big stairs. Couple of wards - whitefire flying within 100ft, and then at top, major curse sleep 100 years. Very warm, not stormy, lush temperate trees. Vegan eating habits, Keisha expelled when seen eating meat. Meet Chancellor in morning, she is Great great great aunt to Donna Leonara Antonio, offers us air magics help. She didn't see anything of the attack, storms and clouds both so common, winds not informative. Gives us a couple of knick knacks - pearl necklace, silver spoon.

Others staying at monastery, a Themoskian leader (relation to St Charles ruler?), with 2 'baronies townsfolk guides' speaking with carefully non-Destinian accents. She wants us to help sort out Drow Pirates off Raniterran coast. Seems they are being paid by someone to attack ships, this being for matters of state, not just mere greed. A seer had talked of fatal child

Return to Destiny, another astrology reading "what information should we know?":

*Tis all a chequerboard of knights and ships
Where destiny may lose the banker's horn
The games, the games, to lose a queen and pawn
A king, or turn-about, and win the chips.*

Take delivery of our ship "Nemesis Returned": An Hellenic base, with a Baronies/vague Destinian look built over the top, all held together by ship strength. 10 Sailors crew, with ex-military feel to them. Captain is Don Xavier, 1st mate Don Rodreigo de Posa, 2nd mate Father Leo, (Leonora dressed male). Put in to Seacroft, to drop off some adventurers, take on board some supplies, sail off with full compliment of Destinian crew (including Father Roberto, Donna Leonora, Don Paulo, Guilliamo, Bertino, Lucia, Isabella).

Some discussion about whether to visit **Sir Ernest Drake**, whether he is Aeetes, with his daughter Sneaky being Medea "Cunning". If so, what are his intentions to disrupt the games? Revenge for being forced to leave the rest of the Hellenic states, or other internal politics. Or is it Sneaky herself doing stuff with his blessing? Involving the Hecate church and all? Sir Ernest seemed helpful to us visiting last time, but two years, the situation and politics have changed, he may not be so friendly now. Thought the party as a whole would give away too much information, and possible not gain any, so the idea was canned.

18th After dusk notice a suspicious fog, preliminary fly-by investigation indicates a large ship risen from the depths, crewed by 2 dozen skeletons, zombies (incl. 2 ogre skeletons), directed by two human vampires?. Fog is magic "invoke", about 500' diameter, allowing 20' visibility, though it swirls around a bit, so can see some things further. The ghost ship was finishing attacking a smaller ship (with only tatters of sail remaining), as humans were being subdued and chained, taken below. As our ship goes in to attack, we're hit by necromancy mass fear, then water spout.

The **necromancer** was apparently a vampire, and vanished after taking lots of damage from Dragonflames, possibly dead. (His coffin was opened to the sunlight afterward, but he didn't appear in it.) The **water mage** attacked again with a Maelstrom, taking our ship and the other small ship down, regardless of the dozen human cargo, 2 dozen skeletons, etc on board. He then started to quickly submerge his own ship, before being killed by a ray of cold.

We managed to salvage most bodies except 2 of our crew (only us, de Posa and 2 crew survived), the human ex-slaves were put into employment on the ship. Without the air and water mage officers, we decided to hobble to an out of the

way island in the archipelago to lay off (park/corral). Entered into discussions with the merchant and his body guard. His name is **Panorgas**, a merchant based in Thought, however since he is a mind mage, seems to spend most of his time working out of Freetaan. He told us that we had slain Norsorno, the elven water mage, a pirate that had been harassing the area for 15 years. Suggested we claim the reward for payment of resurrection of Father Leo at Freetaan, since that was the closest civilised port of call. He offered to personally introduce us to some resurrectors in Emporium, (the older settlement, south of Freetaan), but we declined, suggesting he sleep off the rigors of the fight.

19th We flew over to **Freetaan** on Santori Island, landing at the Docks. The guards arrive shortly afterwards, to escort us to a hostel while our request of audience with Sir Ernest is weighed up. The lower part of the city is full of very small, disgusting alleys reminiscent of the worst of Sanctuary, to the Customs point at the natural border of the low lands to the hillier parts of the city (the more usual entry point to the city, apparently). The mid town is more a craftsmanship and commercial area, akin to the Seagate docks in quality, except houses all whitewashed. We arrive at the upper part of Freetaan shortly after noon, good timing, since the city is still freshly wakened. We deposit our ailing companion at a mortuary cum healers before being shown to a hostel. We confuse a group of locals since we are not the group of Destinians they thought they were greeting. Apparently a group lives locally, either neutral, or BB. We didn't enquire or make contact.

The hostel had another group of Destinians staying, having arrive 3 days ago. Lord Admiral Martineff, whose family have been lord of the island of Martineff for ages, a ship repairing outfit about 500 miles north of Plas Toro, not used much these days since the Araby trading route declined. de Posa said he was until control of DD which was apparent when we met him after dinner. Martineff was staying at the castle now, having attended the dinner party the night before. (Wearing Destinian black with coloured sash, not socially acceptable, and made penance with fine display of fireworks at the dinner we attended.)

The dwarven bardic vizier (but looked different from the dwarven bard vizier to the one we met last time, but he's long lived, yet mutating perhaps?) met us mid afternoon, invited us to dinner at the palace. We conjure up a present - the necromancer's staff, (which did permanent necromancy magic if wielder used blood of someone with known ITN) and a riddle presented in draconic.

*What was full 'til mid of night,
A secret if told to reduce the might
They alone want to cling to their plight
'Cause otherwise may bring huge delight.*

ADVICE When meeting Sir Ernest, take a present, and don't wear black, no magics to be cast in palace grounds, mindcloaks disliked - show up as a blue halo, eat everything presented.

Dinner passes off uneventfully, one lone (mind mage) elf getting very drunk in a corner, two separate groups of Drow, talking with Sir Ernest, two groups of Destinians, and some others, about 35 in total. Sir Ernest only about 35 feet long, black scales, gems embedded in underbelly, wearing a fine thin royal linen cloak and a huge crystal bauble (diamond?) on chain at his neck. The dining room suited to a much larger being.

Message from DD after dinner, that BB looking for the **Infanta**, the royal child. Could be aged between 5-30 years old, from when Carlos was sowing oats in his wild adventuring days in the Hellenic states. Probably the child passed off as son of a god, and if takes part in the upcoming Olympia will be shown up as mere mortal, hence target for BB. DD will prefer to be magnanimous, to give him the traditional family estate to reside over.

20th Some early morning shenanigans (deaths in upper city) which we sleep through, Father Leo resurrected by Father Adriano (Martineff's Michaeline), then they both go back to the ship to help Xavier and the crew. We visit Sir Ernest mid morning, hand over Norsorno's head, take the 12,001 Seagate pennies reward, and two doses of resurrection.

21st Make preparations to sail on: Father Leo in a resurrection frenzy gets back the crew of the slaver ship. These men and Panorgas and his bodyguard are set adrift on a raft with a one week duration ship strength, in which to presumably return to Freetaan. We return to the fight site and dredge up Panorgas' sunken ship, cut off the masts etc to make it ready to be towed, under the surface of the water behind us, moving with Xavier's mage current. The new freemen and women are pleased to be earning some real money, and happy to be taken to Tower Hill or Cowland.

22/23/24 We sail to the Isles of Adventure, laying off half a mile from a (hopefully) deserted island, with instructions for a watch to be kept on a particular rendezvous spot which Keesha makes. During the night of the 24th, The Ark is raised, and dried etc. All of the Destinians remain with the Nemesis Returned.

25th Prince Ed the hero, his freemen and his companions (Hawk, Cat, Swan, Horse, Bull, Zebra and Meclas) to set sail through the Cut to Slip, the dock to the city of Tower Hill, which surprisingly takes the remainder of the day. Bodyguard greets us at the docks, with rooms ready for Ed in the town, his companions taken up to the palace, to stay with Manycattle and Surrounded-by-Cattle, Ed's parents. Over the course of dinner, we gather information of the upcoming games:

The Games start on the Equinox, the 15th of next month, at Bright City, the capital of the Argolid Empire, to honour

Hercules the Finger, a titan offspring who invented weaponsmithing. There is an opening (and closing) ceremony with blessings by the local head Priest of Hera (the protectress, goddess of marriage and women), currently Skyface Queen of Brightcity. The games last from a minimum of 4 days, up to about a fortnight. The length depends on the number of entrants, which is not determined until the games are underway and all the families/contestants that are going to come arrive. Thus the actual date of the feast with which the games close is not set until closer to the time. The feast is where great performances/deeds are acknowledged/applauded and would be a prime target for staging some upset. Competitions in the games include fast running, discus throwing, wrestling, swimming, straight shooting archery, virgin race (open to all townsfolk and only a virgin can win) and the prestigious event of the cross country lion hunt (with horse drawn chariots and spears, hunting 300 lions over 50 sq. miles). Competitors magical talents and spells are always used ("how would you stop them being used?") Their curses a successful deterrent to immoral behaviours. The audiences tends to be families/supporters of the competitors, around 700-800 people.

There is always a truce on during the games, but this is the first year for many a while when there isn't any open or covert warfare between any of the states, so a large turnout is expected/rumoured, including Royal family of Thought, some centaurs and many exiles returning such as King Fearless' brother Pestle exiled from Brightcity, his 18 year old son Goatstrength (Muddyfacade the mother). The Argolid Empire was doing most of the trading with the Destinians between 50-15 years ago (while Thought was going through a politically turbulent period), which would narrow the search for Infanta. Astrology reading "what is the age, gender (and distinguishing features) of the Infanta?" The Renegado Destinians are now unwelcome in the Hellenic States since they were behind the slavery attacks a few years back.

29th Shining Moon, Ed's wife, arrives at the palace via cloud mid morning. (Pretty mid-twenties looking lady, wearing dress made from cloth of gold, (DA 'a gift of the gods') and an ornate gold necklace (DA keep her at peak of fertility)) We learn of a slaughter of a troupe of brigands that had set up on the road south of the city Flat (where she had stayed the night before). After lunch we fly over with her cloud mage to investigate.

Carnage site of a group of 2 dozen orcs, part of a fertility cult from inland (towards Cowland), who had set up this ambush site a week ago (ritual sacrifice of others gives them their fertility or somesuch). The spot they chose was a good ambush spot, though perhaps an obvious one. Their forward scouts were taken out from behind, then later killed at the start of the fighting (death aspected familial group/clan) The orcs decided to take on a lone man clanking with armour a bit under his white cloak, leading a very fine war-horse. When set upon, he held them off for a minute (the horse standing to one side at his command, kicking any that tried to approach). Then a surprise cavalcade of mounted knights with lances and hand-and-halves joined in the fray, slaughtering every orc (the furthestmost orc had only managed to run 150 yards, heading towards rough terrain to deter the horse, to no avail). They were wearing white and red beneath, with a red flag on one lance. One rider (leader?) was described as having a golden head/halo/hair/helmet (coruscade?). The surprise appearance of the horses was due to the lack of thundering on the ground, and sound of hoofbeats - the normal champing at the bit and clang of tackle was present, but there is an obvious lack of hoofprints at the scene, and surrounding the road. We were investigating the site about 24 hours after it had occurred, estimated that they might be trying to cross The Cut channel this night, if they are indeed BB Michaeline/Renegadoes heading towards Brightcity for the games. The area had an exceptionally large pack of wolves a week previously, and their spoor seemed to indicate shapechangers.

We got a tracking dog to follow the scent of the horses. They followed the road going north, but breaking off to skirt around Flat by 2 miles, towards the coast - indicating they had no local guide and didn't want to be noticed by the locals. The horses were leaving six sets of faint tracks, perhaps they were just bearing the weight of their riders, and not themselves and their gear. They were moving carefully, yet very fast over all sorts of terrain, moving 12-15 miles per hour. They had set a camp 1 1/4 hours after the assault on the orcs, (which had taken us 2 hours, riding full tilt on disposable horses), a military scouting style affair, with horse picketing (tracks of 6 horses) and latrine etc They disrobed their armour - 7 people, one person big and heavyset. They broke camp after 6 hours, which would have been shortly after midnight. They travelled from here on slightly slower, but still 5-6 hours in the dark. We eventually returned to Tower Hill for the rest of the night.

30th Fruit Woken before dawn, to portal to the Nemesis Returned, have some spells cast on, then headed north beyond the Hellenic towns. Past the villages that had been destroyed by the Renegado raiders two years ago, and which were still deserted. No locals living in this area at all - there was a temple dedicated to Hecate with a seer, but it had been carefully packed away some years back, and was still deserted, herb garden overgrown etc.

We discover what we assume is the **Black Bishop's land headquarters** (since it was revealed that the orcs had described the leader of the band with the golden aura as dark skinned, hence Ehrelaine, hence BB). It seemed to be a Monastery complex and via crystal balls 4 miles away, discern a cross shaped stone building, with patrolled walls (with armoured guards), gate on the sea side. A small garden was being tended, but not big enough to support the number of people presumably inside. We saw six people walking about at various times, carrying stuff and shifting it around. They were wearing white robes with the red Michaeline crosses. The ground around it was cleared to 200' away, and a pair of eagles were circling around above it (one mind controlled? and the other it's mate), we assumed they would be witchsighted.

A stable to fit 20 horses was integral with the building (within the walls). It was currently occupied by 9 fine horses and a very exceptional white horse (>10,000 sp). Snow White was presumably the horse which leaves no tracks. It's

mane was plaited in some distinctive pattern, which we couldn't recognise. Investeds tied into it? Three grooms were in attendance, carefully doing their work. We heard faint sounds of bells - possibly tied in with their services, or quite possibly alarm bells at being spied on, so we left shortly thereafter.

On the way back we snuck up to a hidden sheltered bay - surrounded by cliffs with nesting seagulls, and outlying rocks. In it was anchored a 100' Destinian ship, slightly larger than a caravel, but built along frigate style, for combat. No name displayed. Stone steps down the cliff looked horse climbable, and there was an unloading hoist set up on the dock. Keesha & Lady Kathleen go in close underwater for more details : 60 crew, currently at ease, captain wearing full Destinian black. Holds 2/3 full of stored grains, casks, hibernated cows etc. Stabling on board for dozen horses.

Astrology readings are now including references to BB, when performed by our group only.

Kiesha's reading "Who is the Infanta"

The infanta is the person interviewed by the black priest on the second hour of the sixteenth day.

Christopher's reading "Description of the person passed over on the meeting on the second hour of the sixteenth day"

The Black Bishop knows who the heir is, but must test the infanta.

Christopher's reading "What comprises the test that will be used on the 2nd hour of the day after the autumn equinox to confirm the Destinian Infanta?"

"I fly to catch the tidings of my King!"

*Great Lord of Battles! whose high will has shed
This signal glory round my Hero's head,
Thy wound now shakes my shudd'ring heart with fear,
Thy shouts of victory now strike my ear;
I see afflicted Angels staunch thy blood,
(Bears thy great spirit on his swelling flood,
Eager to end, regardless of thy life,
The wasting storm of sanguinary strife),
While compass'd round with growing fears I stand,
The trembling Guardian of this troubled land;
---I see thee lift thy leading sword on high,
The cruel sons of persecution fly;
I see the rout; but, in that flying band,
One sacred head---O! stretch thy saving hand!*

[Interpreted as: It seems that either the BB or some angels of his (or his "angels" = lads) will smite everyone horribly, and the sole survivor will pass the test. Probably using real smiting swords - the ones that kill gods and hurt unbelievers, but save the innocent and the faithful.

The Great Lord of Battles is presumably the AA Michael, though possibly the new King.]

Brightflare's question "Is Goat Strength the son of King Carlos?"

Almost certainly, but these things can change.

Whereas astrology readings done by Bodyguard and his associates "Who are Carlos' descendants?" return gibberish, still indicating cloaking in use.

Demonic contact confirms that whereas previously it would have broken the rules to have told us about BB, he is now susceptible to astrology readings (*to us*) because of something he has done. This change occurred within the last month? Possibly since we destroyed the regicide site, or met with DD at Freetaan.

Carlos' son would be beneficial to try to resurrect Carlos himself into the body. A possible role of the infanta.

1st Harvest Travel to Bright city via cloud, as the western pirate slayers. Visit priestess of the city temple, organise trade of goods. Meet queen Laudable Wooing, rooms at palace, offer our gift. (Tom stay in town.) She's organised feast for Goat Strengths birthday, the evening of the 16th, the second day of the games. Also that the first event will be the archery contest, on the morning of the 16th, when other competitors still feeling affects of the opening ceremony, day before. Is expected to last about half an hour. Bright City is keen to set up trade with Westerners, offering restorative potions, honey, fine cloths. It is low mana in Bright. She seems set in upsetting the Spartan entourage from the Silent Kingdom, something to do with them deposing her father.

2nd Escort around city, shopping, viewing games sites etc

3rd Tidy up Hecate Oracle cave. (high mana area)

4th Goat Strength and his mother sail into the city, party time starts.

Most of the Hellenic people are pacted to their various gods. Royalty tend toward Hera, Psoidenen, Zeus. Companions tend toward Hermes, Psoidenan.

Goat Strength's 18th birthday is the day after the equinox, his coming of age. The queen is keen on family reconciliation and welcomes back to the city (king Resolute is not so keen). His mother Muddyfacade prefers to stay in the background, she is a water mage, and priestess of Psoidenen, drives the 45' boat at great speeds. Have been staying at Thought for the last 4-5 years.

Goat strength is typical Hellenic hero, (tied in with Zeus) and typically 17 years old, full of his own virility. His nose is

somewhat different from the other locals, referring to his paternity. He is agile rather than strong (as was Carlos), skilled in usual hunting, ranger, mil sci, and preferred weapon is Bow. He is under affect of Rank 30 Greater Enchantment, but is normal human apart from that. Has had minor Healer healing done, uses waters of strength (presumably his mother's). Just returned from an Oracle of the Dolphins. "You'll fail to achieve the wreath, but be offered a crown." Mixed reception, good & bad mixed. Him now worried about Resolute or other Hellenic kingships? Rumours from the locals:

Early childhood of Goat-strength:

His mother, Muddyfacade, was exile in Sykion. King Fearless (husband of Skyface) brought her back to Bright City as an unofficial concubine, never realising that she was niece -- or at least that has always been the official line.

8 months later she gave birth to a son & for some reason immediately abandoned him on the mountain, although the newborn was saved by being suckled by a goat (hence his name). As soon as King Fearless found out, he rescued the kid & assumed that its mother was typically stricken with madness --a common enough event locally, apparently. King Fearless then acknowledged Goatstrength as one of his heirs.

*11 years ago, Fearless *again* forgave his brother Pestle -- despite the fact that Pestle had called irrevocably down a curse on Fearelss's line as a result of the failed dinner party (old family recipe & all that). But when Pestle returned, Fearless had him imprisoned [it's amazing how endemic stupidity is amongst the Ellenic royalty]. The exact details are unknown, but one night Fearless was slain (supposedly as he was giving thanks for Pestle being murdered) on the sea-shore, Pestle fled, and the newly crowned Resolute recognised his cousin Muddyfacade & then immediately banished her & her off-spring on his 7th birthday. Apparently a lot of family secrets were revealed during the course of a single night -- but no bystanders remain to tell the tale. The [state-sponsored?] rumours that Pestle is Goatstrength's father date from this time and are known in every Ellenic city..*

Bright was about to host the hereclean games ten years ago, but cancelled suddenly, presumably when his exile occurred. Laudable wooing keen to liase with Goatstrength reason for family reunion?

6th Goat strength agrees to have our oracular reading to clarify the wreath/crown. His mother sails him to the oracle with Caprice and Borghoff. Goats strength asks "What is the price of me taking the crown?"

*On your coming of age
be wary of the dark one
the price is high
the crown will end your line
look to your fellow pirate slayers*

And then:

I see blood. [blood gushing from the crystal, with red/black/white background]

Muddyfacade asks oracle "What do I have to do to keep my son safe?"

Keep him safely wed and abed.

7th We all return to Bright.

8th We return to Tower Hill, and then to the "Nemesis Returned" to investigate and make preparations for an ambush on the Black Bishop and his knights as they ride to the Hellenic Games. WE take care to be unsryable, so as not to give Renegadoes chance of divining our intent. (Decide against attacking the camp site, as it would be consecrated ground within minutes of them landing, and BB gets more power then, and the others get bonuses to magic resistance at least).

An astrology reading is done to determine what BB can do:

*The pit falls
Thinker, wailer, Soldier, sailor,
Rich man, pure man, beggar-man, beast.
Doctor, maker, undertaker,
Wiseman, madman, lawman, Priest.*

*Interdict & Purification,
Words of Power & Meditation.
Chastity, Obedience,
Faith; & Grace; & Eminence.*

Explanation:

Interdict: a peremptory, authoritative prohibition. Specifically, a Bishop has the power to bar a particular place or person from ecclesiastical functions and privileges: it is often used to chastise those who should know better & pressurise them into doing what is right. This also acts like a "curse" on the recipient, but only applies to religious, magic, & semi-magical actions. Obviously the Bishop must believe he is doing a righteous act. Some ways of removing the Interdict: Atonement; OR a belief that one is [reasonably] righteous & the performance of an act of contrition. "Curse removal" will only remove the magical & semi-magical penalty.

Words of Power: Those party-members who went up against St Ferdinand (ask Brightflare) will remember this: similar to attack spells of rank 6-10, except WP based & that counterspells don't seem to work, believed more effective when done on consecrated ground.

Meditation: hotline to M---?

Chastity, etc: someone please explain this to Caprice, relevance not certain here, however some military orders have vows of chastity. Michaelines always have vows of Obedience. A vow of Poverty could explain the "beggar-man" of 1st verse, since the BB probably owns nothing personally (it all belongs to the Order).

Grace is an honorific used when addressing a Bishop, but it also means "The divine influence which operates in men to regenerate and sanctify, to inspire virtuous impulses, and to impart strength to endure trial and resist temptation." More normally however, especially when dealing with Courts or People in Power, it means "favour, favourable or benignant regard or its manifestation" -- although usually in contradistinction to a right or obligation. More importantly, it also signifies "An exceptional favour granted by some one in authority, a privilege, a dispensation." Or perhaps it just means that he is pretty &/or agile?

Eminence is also an honorific of a high religious rank -- e.g., the BB as Grandmaster of a potent order of religious knights.

14th Locates on key Michaelines (which BB sometimes resists?) indicate they are flying south, and land . We set sail to put our plan of interception into place.

16th The ambush goes off well, in that the BB is killed with a magical Ehrelaine hating arrow. One knight attacks the group, others are killed by fire magics, most fly off, one taking a fan and a ring from BB body beforehand.

We take the bodies back to the Nemesis Returned, the head into Bright to watch the archery contest. However the archery contest is postponed, since a group of Michaeline knight have arrived claiming the truce has been broken, and they were attacked by a group of demons as they were riding to the games. We go to the castle, and the Queen, King and Goatstrength are in a family counsel, since GS has been made an offer by the knights anyway to become their leader, and the King of Destiny. After a chat with Muddyfacade, we enter the counsel, to put forward our case, of having contacts with the real current rulers of the *Republic* of Destiny and would be able to negotiate some good trade deals, which GS would be able oversee. The King listens, and then announces GS will take a tour of the Michaeline monastery to see what it's about, while Destiny can get some representatives into the area to start trade negotiations (meeting arranged for 10th Harvest). In the meantime they accept the gifts, of the fan and ring, presumably from BB. We retire into the background, give the news to di Posa, who returns to Destiny post-haste.

Further chatting amongst the locals gives us the identities of the Renegado Michaleine knights as:

Happy = Phoebus (of Spartan descent) ELLENIC demigod -- passably "Human"

Doc = Dr Bartollini (Destinian; townsfolk/military background)

Dopey = Sir Rafael de llavve -- exile, brought up as Destinian nobility

Grumpy = Sir Ferdinand de Westwood; AIRMAGE, Destinian war hero.

Sleepy = Archangelo di Scarpia. E&E MAGE, acknowledged bastard son of recently deceased "Il Barone"

Bashful = Little Hans; Pacifistic EARTH, Aquillan farmer/petty sergeant background

Sneaky = Sir Ferdinand Colubro Celestial, Destinian minor nobility, knighted for unspecified services during the Destinian/Alman

We stay to watch the rest of the games, and Prince Ed wins the wrestling matches. The rest of the games go off uneventfully, we accompany Ed back to Cowland and stay a couple of weeks until our Destinian transport returns for us.

Get back to Seagate a week or so later, around the 19th Vintage.

List of Kings and Queens in the Hellenic States.

CAPTIALS = god/goddess

italics = female

asterisk (*) = dead

underlined = living King or Queen

bold = previous party have met before

Aea — see Aeëtes

Aeaea — see *Kirke*

Aeëtes (mighty/eagle Ἄιήτης), s. of HELIOS, and full brother to *She-who-shines-for-All* (who m. Katreus, K of Krataia) & *Kirke* (*Circe*); m.1 *Asterodeia*, m.2 *Knowledgeable*; both nymphs. Although believed to be anciently from the territory of Tower-Hill, (perhaps because the Acrocorinthus, the mountain above Corinth [22, Tower-Hill] was sacred to his father), Aeëtes is called by some sources the first King of it Demigod King of Kolkhis, wherever that is, supposedly at the edge of the world [probably a non-ellenic island in the Isles of Adventure]. Legends of his semi-mythical palace & wonder-filled city (Aea) are legion —wide gates, hanging vineyards, and fountains that gush milk, oil, and temperature-controlled water— but maybe exaggerations or misunderstandings of *Médea*'s stories. Owns [golden?] fire-breathing bulls (supposedly the gift of HEPHAESTUS) > *Brazenface*; *Médea*, Apsyrus

All-eyes (Πανόπτης) s. of Fearless; Steward of Bright City & brother of its King – dealt with the last party.

APHRODITE (foam-born Ἀφροδίτη) goddess of love, beauty, fertility > *HARMONIA* (by ARES)

APOLLO (Destroyer Ἀπόλλων), god of music, archery, prophecy, medicine

ARES (Warrior Ἄρης) the War god; ancestor of the Theban nobility; An ancestor of the Atrides, and of Ed(?) > the dragon; King Wine-impetuous of Pisa; *HARMONIA* (by *APHRODITE*)

Argolid Empire. Previously the “Empire” was major power in the Ellenic states, and long-time rival of the Silent Kingdom (qv). Recently Thought has eclipsed both. The empire, and the list (and ranking) of the various cities has fluctuated over the ages, particularly as a result of warfare with the Ropemakers. The current capital (for two generations) is once again Bright City [#61 Ἄργος], ruled by the Atrides — Fearless*, & currently his son Resolute Atrides.

ARTEMIS (Ἄρτεμις), Virgin goddess of the Hunt & wilderness-lore, watcher over streets and harbours.

ATHENE Patroness of the City of Thought & its territory; but also worshipped elsewhere.

Atrides = “The son[s] of Fearless” i.e., the royal House of the Argolid Empire.

Bodyguard, elf, protector of Manycattle & *Surrounded-by-Cattle* of Tower-hill.

Bright [City 61] (Ἄργος), capital city of the “Argolid Empire.” Major deity is *HERA*, although her great temple is outside the city itself; includes Temples to *ATHENA* (on the lower acropolis), & APOLLO Lykeios (in the Marketplace).

*Brightsky** (Ἀίθρα), d. of King Pinegod of Troezen [67]; l/w King Goatish of Thought & POSEIDON on the same night > He-who-Deposits, penultimate King of Thought.

Cadmus* (From the East Κάδμος), Mastersinger, first King of Thebes (then called Cadmia); killed the dragon & sowed its teeth; m. *HARMONIA* goddess of Harmony. Introduced writing to the Ellenic states. > *Ino*, m. Reaper-on-high () King of Cowland & Lord of Orchomenus, which is now a town in Cowland; *Ino* became a minor sea-goddess). *Semele*, l/w ZEUS, mother of DIONYSUS. *Autonoë* m. The-Best, s. of APOLLO; mother of Shore-dweller. *Agave* — who accidentally tore her own son (King Grief of Thebes) to shreds, in the worship of DIONYSUS; Manygifts

Circe — see *Kirke*

*Cleft** (Δίρκη), d. of Night, aunt & jailer of *Facing*; m. Wolf; killed in revenge by Native-of-two-Lands & Seeker

Corinth — the Common version of Kingdom of the Clubmen (Κόρινθος), and of its capital — see Tower-Hill [22].

Cowland (Βουωτία), region bordering that of Thought, which has a reputation for good cattle, horses, & wheat; home to agrarian, placid, self-contained, somewhat backward citizens – always mocked as dull & slow by the playwrights of Thought; see also Thebes, its capital city.

DIONYSUS (the lame god Διόνυσος), god of wine, s. of ZEUS & *Semele* (d. of Cadmus & *HARMONIA*)

Dragon*, son of ARES, his Teeth sown by Cadmon > 5 noble houses of Cadmia (i.e. of Thebes)

Ed [our hero], adopted by 1. Cyrus Swellfoot; 2. Manycattle of Tower-Hill [Corinth]. Killed the Sphinx, m. *Shiningmoon* of Thebes & acclaimed Pr. Of Thebes

Elene (moon Ἑλένη), d. of *Lady*, m. Power-of-the-people; currently out of favour (because of her father).

*Facing** (Ἄντιόπη), d. of Nocturnal (King of Cowland & regent of Thebes), m.1 her uncle Wolf, l/w ZEUS [?] > Native-of-two-Lands & Seeker, joint Kings of Thebes

Fearless* (Ἄτρεψός), s. of King Muddyface of Pisa; m. Skyface. Exiled his brother Pestle; after a pretend reconciliation, served Pestle his own children (causing a solar cataclysm) > Resolute, Power-of-the-people, All-eyes.

Goatish* (Ἀιγεύς), antepenultimate King of Thought, m.1 *Attention*, d. of Weaponman; m.2 *Brazenface*, d. Manlydeeds; both with no issue. l/w *Brightsky*; m.3 *Médea* of Corinth. Comrade of Pinegod & Troezen > He-who-Deposits (bastard by *Brightsky*, since POSEIDON conceded the patrimony of her child to Goatish), later acclaimed heir; *Medus* (original heir by *Médea*).

Goatstrength (Ἀίγισθος), young s. of Pestle (by *Muddyfacade*), exiled.

Goldenhorse* (Χρυσίππος), s. of King Muddyface of Pisa; l/w & killed by Laius, King of Thebes

Haemon* (making bloody Ἀΐμων) #1: grandson of Cadmus; a murderer. #2: s. of Kreon (the br. of *Shiningmoon*), eaten by the Sphinx.

HARMONIA (Ἄρμονία) goddess of Harmony [Concord]; d. of ARES (war) & *APHRODITE* (love, lust, fertility) — see also Cadmus.

HECATE (one hundred Ἑκάτη) chthonic goddess of the night, witches & magic.

HELIOS ancestor, through *She-who-shines-for-All*, of King Resolute.

HEPHAESTUS (he who shines by day Ἥφαίστος) god of fire, volcanoes, & smithing.

HERA (*Lady*, Ἥρα) the protectoress, goddess of marriage & women,, w. of ZEUS; destroyed Reaper-on-high, *Ino* & *Semele* (see Cadmus); Patroness of Bright City & the Argolid Empire.

HERMES (cairn Ἑρμείας or Ἑρμῆς) cunning messenger of the gods; god of those who use the roads, hence of merchants, thieves & other adventurers. Enemy of the House of Muddyface

*Horsetaming** (Ἴπποδάμεια), d. of King Wine-impetuous; suspected liaisons with her own father (prob. false) & his charioteer Myrtle (most prob. true); m. Muddyface — see also Muddyface.

Kirke (falcon Κίρκη), d. of HELIOS, full sister of Aeëtes — not his daughter by *HECATE*, as believed by some. An “enchantress” who transformed a guild party & their crew into hills & animals on her island (Aeaea); incidentally transforming the shipload of silver that they were guarding into a reef.

Kolkhis — see Aeëtes

Kreon (ruler Κρέων) #1*: King of Tower-Hill, predecessor of Manycattle, believed killed by *Médea*. #2: s. of Menoecus; br of *Shiningmoon* >

Haemon

Lady (Lady Λήδω), d. of King Thestis of Aetolia, m. Pounder, King of the Silent Kingdom > *Elene* (by ZEUS)

Laius* (having cattle Λάιυς), s. of Labdacus, twice King of Thebes, not a nice guy. Married *Shiningmoon*; Exiled by the joint Kings Native-of-two-Lands & Seeker, he fled to Pisa where King Muddyface gave him refuge. But Laius abducted Muddyface's son, Goldenhorse, & was responsible for his death. l/w Goldenhorse, l/w Teiresias the seer. Regained throne of Thebes, causing HERA to send the sphinx to plague the town, & was killed shortly afterwards.

Laudable-woeing (Κλυταμνήστρα), d. of King Pounder of the Silent Kingdom. 1st marriage & child did not last long; 2nd marriage to King Resolute of Bright City (who is believed to have killed her 1st husband & child); rumoured l/w Goatstrength. Half-sister of *Elene*; > young children (by Resolute)

Lurching* (Τάνταλος) #1: s. of ZEUS (by a Titaness), food obsessed King of Sipylus. Killed & served his own son to the Gods; Stole the food of the gods & gave it to mortals. His Kingdom was destroyed because of these blasphemous crimes > (by a river-nymph) Muddyface, Broteus, *Snowy*. #2: s. of

Male-minded (Ἀρσινόη) Ed's sister (through adoption),

Manycattle (Πόλυβοις), hereditary lord of the town of Cucumber [23 Σί κωών] & later, for about a century, King of Corinth (now styling himself Prince). Believed descended from Hermes. M. *Surrounded-by-cattle*; adopted Ed. > only child, *Male-minded*

Médea (Cunning Μήδεια), d. of King Aeetes of Kolkhis [by *Knowledgeable*?]. Thus she is granddaughter of HELIOS, niece of *Circe* the enchantress. *Médea* is a powerful mage (arch-herbalist? necromancer?), high-priestess of *HECATE*, fled Tower-Hill in a flying chariot drawn by winged serpents; m. King Goatish of Thought. Tried to kill his bastard He-who-Deposits, & so fled the city with her son (the otherwise legitimate heir). Because of her power, many apocryphal events & items are attributed to her (especially anything involving poison, etc). Whereabouts unknown. > Medus

Menoceus* (strength of the house Μενοικεύς) one of the Sown men of Thebes (see Dragon) > Kreon; *Shiningmoon*

Muddyfacade (Πελοπέια), d. of Pestle; both exiled > Goatstrength

Muddyface* (Πέλωψ), killed & cooked by his father (King Lurching), partially eaten & resurrected by the gods. l/w POSEIDON who gave him a swift chariot & horses that could even race over the sea. Married *Horsetaming*, d. of King Wine-impetuous of Pisa, by bribing Myrtle (King Wine-impetuous' charioteer) to tamper with the lynchpins, killing the King, so Muddyface became King of Pisa. Soon after, Muddyface killed Myrtle also. > children include King Fearless, Pestle (living progeny), Pr. Impetuousmight of Oracular Cave; also Goldenhorse, King Pinegod & Troezen, Parasol the bandit – all extinct or irrelevant lines.

Myrtle* (Μυρτιάς), s. of HERMES, was charioteer to King Wine-impetuous of Pisa; l/w his daughter *Horsetaming*, & killed by Muddyface, for which Hermes helps the enemies of the Pelopids.

Native-of-two-lands* (Ἀμφίων), s. of *Facing*, co-built the lower city & wall of Thebes through his magic harp, a gift from HERMES; m. *Snowy* [sister of King Muddyface of Pisa]. > many children, all killed.

Nocturnal* (Νυκτεύς) of Thebes (qv) > *Facing*

Pestle (Θυέστης), s. of King Muddyface of Pisa; plotted against his brother King Fearless of Bright City & l/w Queen *Skyface*. Now exiled > only has 2 surviving children, *Muddyfacade* & Goatstrength (by *Muddyfacade*), having accidentally eaten the others.

Pinegod* (Πιτθεύς), s. of King Muddyface, united the cities of Anthaea & Hyperea & called it Troezen after his dead brother; philosopher-King, founded the sanctuary of Oracular APOLLO at Troezen & many other temples (*THEMIS*, *ARTEMIS*). > *Brightsky*

POSEIDON (Ποσειδών), god of Earthquakes & water; l/w Muddyface > Wolf; unofficially He-who-Deposits (last King of Thought); ancestor of Katreus, K of Krataia — & hence (through *Skyface*) of King Resolute, also an ancestor of his wife *Laudable-woeing* & her father King Pounder

Pounder (Τυνδάριος), exiled King of the Ropemakers, who married *Lady*. Has “almost” regained his throne, given the potential pressure of his son-in-law > *Laudable-woeing*

Power-of-the-people (Μενέλαος), s. of Fearless; younger brother of King Resolute of Bright City; m. *Elene*.

Resolute (Ἀγαμέμνων), s. of Fearless, current King of Bright City (Argos); m. *Laudable-woeing* > young children

Seeker* (Ζηθός), s. of *Facing*, co-built the lower city of Thebes, by hand, m. *Thebe* (after whom the city was renamed) > no issue

Shiningmoon (Ἰοκάστη) d. of Menoceus the Theban (a sown man), m.1 Laius (no issue) King of Thebes, m.2 Ed [our hero] > True-glory, & younger children

Horse-stable current ruler of the Silent Kingdom (qv); brother & deposer of Pounder (qv).

Silent Kingdom, The (Λακεδαίμωνια). Capital = (city) of the Ropemakers (Σπράτη). For a long-time this region has Militant, separatist, kingdom; politically it is an oligarchy of Nobles/military officers presided over by dual kings, with a large, native slave/serf population. Almost eternally the political enemy of the Argolid Empire (qv), with whom there has always been an uneasy truce, punctuated by vigorous war every decade or two. Since the Kingdom despises luxury or decadence, and abominates democracy, it is the ideological the Enemy of Thought, and currently a close #2 to the power of Thought. The Kingdom was founded by Lelex, s. of POSEIDON & the succession was: Lelex > Myles, Eurotas > *Sparta* m. Lacedaemon, s. of ZEUS > Amyclas (who founded Amyclae) > Argalus, Cynortes > Oebalus > Pounder (qv) dispossessed by his brother Horse-stable, the current king

Skyface (Ἀερόπη) Queen, widow of King Fearless of Bright City; l/w his rebellious brother Pestle > King Resolute, Pr. Power-of-the-people, Pr. All-eyes.

*Snowy** (Νιόβη), d. of Lurching, m. Native-of-two-Lands, co-King of Thebes > many children, all killed.

Sown Man = one of the remaining dragons' teeth, or his descendant --see Dragon.

Surrounded-by-cattle (Περίβοια), m. Manycattle of Corinth, adopted Ed.

Swellfoots, a Corinthian hobbit family of mostly legitimate merchants & part-time goat-herders, in particular Ezra (now resident in Seagate & environs) & Cyrus, the first adoptive father of Ed [Our Hero].

Teiresias* (he who delights in signs Τειρεσίας) the seer, l/w King Laius of Thebes; died shortly after Ed's accession to Thebes, prob. as a result of starting pro-Laius, Anti-Ed rumours.

*Thebe** (admirable Θήβη), m. Seeker, co-King of Thebes > no issue

Thebes (Θήβη or Θῆβαι) subsequently the capital city of Cowland. Its kings: Cadmus, Grief (grandson of Cadmus, by *Agave* & a Sown man), Manygifts (s. of Cadmus) who m. *Night* (the d. of King Nocturnal of Cowland), Labdacus (their infant s.) although first Nocturnal was regent, then Wolf (br. Of Nocturnal). Labdacus ruled briefly in his own right (until also torn to shreds when opposing the rites of DIONYSUS) leaving his own infant heir Laius. Wolf usurped power for 20 years, divorced his niece *Facing* for her l/w ZEUS, & m. *Cleft*. Native-of-two-Lands & Seeker (qv) killed Wolf & *Cleft* in revenge for their mother's ill-treatment & grabbed the throne. They fortified Thebes, but their line died out through *Snowy*'s impiety; so Laius (qv) was restored, reinforcing his position by marrying *Shiningmoon*. During the confusion caused by *HERA*'s Sphinx, Laius was killed; and Kreon was briefly regent until Ed killed the Sphinx and was acclaimed Prince (& married to Laius' widow).

Thought (Ἀθῆναι), a democratic republic — i.e., city officials are elected by the popular vote of the people, excluding naturally foreigners & possessions [i.e., women, children, & slaves]. Although Thought's army is far inferior to that of the Ropemakers, its navy is somewhat better; also Thought is richer, and better than the Silent Kingdom at dealing with other Hellenic states or foreign nations. Indeed Thought is in effect the Trade capital of the Hellenic States, and treated as such by the Serene Republic [i.e. Destiny]. The penultimate king was He-who-Deposits* (s. of King Goatish*, s. of King Pandion* who defeated King Labdacus of Thebes). Despite a good start, He-who-Deposits

became tyrannical & was expelled. One brief successor; and after a short period of anarchy, the democracy was established. Goatish's widow, Queen *Médea* (qv), still lives.

Tower Hill [22 a.k.a. Corinth], citadel of the Kingdom of the Clubmen (Κόρινθος), famous for its decorated style. POSEIDON is much worshipped here, but Helios is also honoured, & some of the Kings claimed descent from him. Orthodox history says it was founded by Verywise & the kingship passed from father to son: Verywise > Birdman > Nimble > Damophon > Propodas > Doridas & Hyanthidas. After a long troubled period, ending with the turbulent rule of King Kreon (believed poisoned by *Médea*, who claimed the territory from her grandfather HELIOS), King Manycattle, the current ruler, ascended the throne.

Troezen* (Τροιζήν), s. of King Muddyface, the city [67] was renamed after him posthumously by his brother Pinegod, its King.

Verywise* (Σίσυφος), s. of Aeolus (not the god of the same name, but the King of an island group). Verywise founded Ephyra, later called Tower-Hill (qv), peopling it with men sprung from mushrooms.

Virbius, an exile.

Wine-impetuous* (᾽Οενόμοτος), s. of ARES, King of Pisa, killed through Muddyface' foul-play; l/w? own daughter *Horsetaming* (possibly false)> *Horsetaming*

Wolf* (Λύκος), s. of POSEIDON, favourite of HERA, m.1 *Facing* (his brother's d.), m.2 *Cleft* (her aunt) — see also Thebes.

ZEUS (bright sky Ζεύς) ruler of the gods, god of thunder & lightning, & law; An ancestor, several ways of the Atreides (rulers of Argos); ancestor of Pounder of the Silent Kingdom > King Lurching; Native-of-two-Lands & Seeker (co-Kings of Thebes); *Elene*;

"Big-12"

Although there are small cults to demigods & "local" powers, the Major gods of Ellenic Pantheon are:

ZEUS PATER: Father of the Gods, Supreme ruler, Lord of the sky; the god of law, justice and morals (No, Really!).
 Symbols: lightning, sceptre, eagle & the aegis.

HERA: Queen of the Gods, Goddess of Marriage & Birth. Symbols: peacock, cow, crow and the pomegranate (symbol of marriage); diadem; the veil.

APHRODITE: Goddess of love, beauty and sexual rapture. Symbols: dolphin, dove, swan, pomegranate, lime tree.

APOLLO [The Destroyer]: Music & prophecy; also the god of light, & of plague & he is worshipped as the destroyer of rats & locusts, and as the carer of herds & flocks. Minor portfolios: colonization, medicine, archery (but not for war or hunting), poetry, dance, intellectual inquiry. Symbols: Lyre; Bow & arrows.

ARES: The god of war. Depicted as cruel & vain, not caring who wins or loses as long as blood is shed.

ATHENA: Virgin goddess of wisdom, war, the arts, industry, justice and skill. Inventor of useful things (e.g., ships, olives). Other symbols: owl, the aegis.

DEMETER: Goddess of the Earth who brings forth its fruits (especially grain). Symbols: fruits of the earth (esp. ears of corn), pig; also the snake [as an archetypal earth-creature].

DIANA: Goddess of nature, fertility, childbirth; also patron of slaves. Portrayed as a huntress.

HEPHAESTUS: God of smithing, fire, & volcanoes; patron of smiths & craftsmen. Depicted as kind, lame.

HERMES the herald of the Olympian gods, the god of roads, land travel, & shepherds. Thus also the god of merchants, weights and measures, oratory, literature, athletics and thieves. He is known for his cunning and shrewdness, and as a minor patron of poetry. Symbol: the kerykeion [Caduceus]. Dresses as a shepherd or traveller.

HESTIA: Virgin goddess of the hearth fire & domestic life (Zeus's elder sister).

POSEIDON [The Earthshaker]: Ruler of the seas; also god of horses & earthquakes, patron of sailors. Symbols: dolphins, tridents, horses.

However, others of importance are:

DIONYSIUS: Demigod of Wine & patron of the stage.

HECATE: Goddess of Crossroads; patron of witchcraft & magic-users [hence erroneously considered evil].

HADES: God of the underworld. Not worshipped as such, merely propitiated (unsuccessfully).

HELIOS: God of the sun. Symbols: whip, globe, cockerel, eagle.

ASCLEPIUS: Demigod of Healing.

Quotes from the party

"There's no way a Destinian would destroy gold, unless it was for greater profit." Don Deigo
Caprice: "Don't let the gods start to get annoyed with you". Borghoff: "And if they do start, then kill them all before they get really annoyed."

"I just wanted to visit the dragon because last time, I missed the opportunity of knocking over the salt cellar on one of the other tables during the feast." Caprice

"They sure say some nasty things about you barbarians, but you are cunning." Prince Ed

Don't assay the dragon when you're guests at dinner.

Use a waterproof namer to herd water out of a ship.

"How come I don't win the archery contest when I shot an arrow into the black bishop's head, while he was riding a fey mount, and killed him outright?" Borghoff

"Why did I get cursed? I didn't do anything in the fight!" Caprice

"Where is he to be slept, I mean which are his rooms?" Kathleen

What's Hot: thrusting hand and a half swords through the chest.

"Is Goat Strength the son of King Carlos?" Brightflare. "Almost certainly, but these things can change."

Dinner Recipe:

Take 1 firemage with flaming hair. Douse in stream repeatedly until gone out. Pick up stunned fish. Have dinky fire elemental heat cooking cauldron a little bit, make him stop when it glows red. Remove fire elemental, and watch carefully for any other fires flaring up. Meanwhile put cauldron onto rock to cool down, until rock gets hot. Remove cauldron, cook fish and rock cakes on heated rock. Add rocksalt to taste, and garnish with illusions. Tastes great.

Seagate Times Articles

Destinian Gold Mine Destroyed

Reports of the secret Destinian gold mine being totally destroyed have been confirmed by a guild party. The mine was on the island Alba Longe, just off the coast from Destiny, not far from the place where the late King Carlos died. Discussions with witnesses of the attack indicate a party of eight Renegado Destinians led by The Black Bishop were responsible for the attack. The Renegadoes made contact with a turncoat corporal, then wielded a rank 19 dark sphere through the mine, destroying 99% of the gold in the process. The miners and guards were surrounded in darkness then killed, including the corporal who had been promised safe passage out. The leader Donna Lucia Antonio was taken before the Black Bishop, who asked her to renounce her position and turn to his side, which she refused. Hence she was killed outright by a hand and a half sword thrust through her heart as if it were a rapier. A paralyzant poison was also used, unnecessarily as it turned out. Shortly afterward her body was made irresurrectable, presumably by some dark life sucking ritual akin to that of the regicide area. The Black Bishop's group took extreme care to destroy the mine site entirely with a dark sphere, killing any possible animal witnesses, then summoning a severe storm before leaving by a cloud.

While the economy of Destiny has been somewhat shaken by the events, refinancing has been quickly obtained and we are assured that all promissory notes will be honoured, in due course. The Serene Republic is now busy setting up new trading agreements with members of the Hellenic States, especially the Argoloid Empire.

King Carlos almost returned.

A guild party investigating the regicide site where Carlos del Calatrava died found a 100' radius blight on the area, created by a non collaged ritual. It appeared to have been created on first anniversary of his death. The leaves of the surrounding vegetation were slowly being killed, as if the life force was being sucked to the central spot, a bare rock devoid of any growth, as if a magical acid had been poured on it. This area has now been incinerated. There have also been unsettling reports of a second group of 'pilgrims' attempting some ritual on the second anniversary of Carlos' death. This ritual was interrupted by a horde of orcs, motivated indirectly by the Trickster fire god who also lives on Alba Longe. The orcs took great care to slay all of the six red robed humans. The book which held the details of the ritual was either destroyed or taken by the orcs.

Black Bishop Killed

The Black Bishop was King Carlos' second in command, having control over the Eastern territories in a similar way the

late Baron Scarpia had over the Southern territories. After Carlos and Scarpia's deaths, the Bishop became the leader of the Destinian Renegadoes operating around Toledo, Lunar Empire and near the Hellenic States; the head of the Eastern Michaeline Sect, which unusually for followers of Michael, included mages and utilised magical items. The sect are now reconvening to nominate a new leader.

The Black Bishop and six fellow Michaeline knights were ambushed as they rode toward Bright City on the first day of the Herculean Games. The bishop and three of the companions were killed. The other three knights flew on to Bright City to carry on with their plan of luring Goat Strength, reportedly the son of the late King Carlos, to become their leader.

Goat Strength is the son of Muddyfacade, (now a local priestess of Poseidon, a water god) who was a daughter of a royal family of the Argolid Empire, which had strong trading deals with Destiny 19 years ago, when she met Don Carlos. With the help of a visiting guild party, Goat Strength and his uncle, King Resolute of Bright City, have instead decided to set up trade deals with the Serene Republic of Destiny. Goat Strength will therefore be able to maintain his maternal family connections and observe the religious rites with his master, Zeus.

We can only speculate as to the next move of the Renegadoes to attempt to bring back King Carlos or to attempt to reinstate the Kingdom of Destiny. Archangelo del Scarpia, one of the Bishops surviving companion knights, may be a man to watch.

- a demon trying to be tricky? BB was there in person - arrived by cloaked ship? Or secret head of state only portal? or interplaner demonic travel? Seem to use Cloud to leave. Astrology question to ask whether the gold was destroyed (Diego implied this would mean a non-Destinian involvement, since destroying gold was abhorrent to their culture).

Do the Renegadoes hate the Ellenics so much, or are they that much of a threat to the potential new BB Destiny? Or are/were the Renegadoes aiming for a bigger target - Kinloo, Dragon Isles, Azuria? Astrology question to ascertain religious fervour of the interrupters.