

## The Party:

**Sir Christopher Reynard**, male human PB 21, 5'10" blue gabrialite robes, E&E+, Doomed, employer, scribe

**Lady Kathleen Reynard**, female human, PB 21, 5'8" blue courtly dresses, silver estoc, E+E, his wife

**Princess Isilith** female elf 6'4", PB 24, long golden hair, immaculate clothing in latest fashions, silver torque, lots of leg.

**Keisha**, male elf, PB 20, 5'11" solid build, ceramic plate (reddish brown colour) hand & half (left behind) glowing cesti.

**Kiladrum** (Drum) 9'6" male hill giant PB19 improved plate, glowing cesti, pair battle-axes and giant glaives.

**Hagan**, 6' (with slouch) human male, PB17, 250lbs blockish build, muscular. No weapons.

**Caprice**, female human gypsy, 5'6" PB 23(max), staff to avoid touching, silver & blue snake, smells nice

## The Mission:

Sir Christopher has phrophecy to get his Doom removed (which gives weapon using strangers a desire to kill him), indicating we should meet a/the? bishop. His wife had previously arranged another meeting with the archbishop of Mordeaux, the head of the Michaeline church in the Western Kingdom. First step was to arrange specific time for the meeting.

Archbishop of Novar, = Bishop of Mordeaux. Arrange to meet archbishop (Isilith out rank the secretary at the palace (across market courtyard from the cathedral in Mordeaux) for lunch, 6th

Portal set up in copse of trees amongst fields near river, 1-2 mile (1/2 hr walk) out from Mordeaux, on Northern side. Isilith yacht (& horses) expected to arrive Mordeaux 4th.

Sunday 6<sup>th</sup>, portal up early, go to "yacht" caravel "like Isilith, bigger than expected, with a shallow draught, but very buoyant." Rest up, magic preparations, ride off, attacked by ambush on the ride, about 1 mile out from town. Six archers (crossbow & longbow), four (battleaxes, rapier), Jimmy (underworld wannabe, who hired others) E&E mage with quickness, wizard eye, nice leather armour, disappears with potion drunk, as others surrender, handed over to town guard.

Lunch with Bishop, seating for 40, top table includes us, Isilith, Keisha, Urielite & Michaeline priest, & 2 M. knights. Bishop chats private with Sir Christopher in private afterwards, will pardon his sins, as he's right about Carlos inappropriate demon dealings, however needs political favour to do so, hence search for Sir Robert, of Dumar, with 3 other Michaeline companions, missing 2 months, looking for 4 pages of a book by Saint Sebastian, in/around a ruined keep in the hills, Northern Borderlay, East of MMHS, heading towards Elfenberg. Introduction to Sir Frederick in the Michaeline Keep where we head to get further details of Sir Robert.

Moonsday 7<sup>th</sup>, pick up letters from Bishop's secretary, one<sup>th</sup> introduction to Sir Frederick, other general outline of us working on behalf of Archbishop on official Michaeline business etc. Portal to Elfenburg, arrives in a antechamber of the Regency Hotel (large chateaux, built by an elf with no expenses spared) Stay night at Princess Isilith's attic, (sleeps 30)

8<sup>th</sup>-11<sup>th</sup> Ride west along road, whose state gets progressively worse, downstream along barge width sized river.

12<sup>th</sup> cross river, with Keisha's bound water ritual to ferry horses over dryly. Rain sets in that afternoon, wind picks up, 4am lightning strike tree falls over Isilith & Guards, broken leg, healed by Caprice (like Aqualina??) horses scared, one pack horse lost into the forest.

13<sup>th</sup> stay camped, still raining

Moonsday 14<sup>th</sup> dry things out, travel on, bound earth making path

15<sup>th</sup> 2 leprechauns approach camp, Tom & Jerry, tell of mountain lions in cave to south, show us start of faery path thru Dryad glade to Titan castle. Travel path - sylvan elfin spring with nice weather, horses not as tired, campsite provided at right time, about 60 miles north from beginning of the day.

16<sup>th</sup> Travel till morning tea, Titan's footprints found. Path ends at castle.

ASTRIA'S CASTLE

Titan sized castle, with moat, typical fable look. 60' drawbridge thuds down, Female 20' tall Titan wearing white glowing robes, called Astria, earth mage (rank 20), creates things as desired, e.g. maps, food for us. Tells us of Sir Robert, he was killed by three demons, as he was a renown demon hunter. They were : Bathin, the Pale Duke, leading; Gremorey, Duke of Songs; and Neberius, The Valiant Marquis. Astria saw that the demons were attempting to take his soul to the dark side, and intervened, sending his soul to the plane Hades, which she has connections with.

#### DEMONS-Background

XVIII Bathin, a mighty duke, who appears like a strong man with a serpent's tail, riding on a pale horse. He knows the virtues of herbs and precious stones, and can transport men swiftly from one country to another. Bathin appears as a pale and cadaverous man riding a pale horse. His voice is soft and sad and can compel others to love him. College of the Mind. Alchemist, BeastMaster, Healer, Troubadour. He can transport men from place to place through the air and knows all of the virtues of herbs and stones. He is a patient teacher (1/2 EP cost).

XXIV Neberius, a valiant marquis, who appears in the form of a crowing cock and flutters about the circle. He speaks hoarsely, gives skill in arts & sciences, especially rhetoric, and restores lost dignities and honours (or procures the loss of prelacies and dignities). Neberius appears as a large black crane which flutters around and speaks in a rough and grating voice. College of the Mind. Alchemist, Assassin, Healer, Mechanician, Merchant, Military Scientist, Navigator, Spy, Thief and Troubadour. Neberius is a great teacher and an hour spent in his company learning a skill is equal to two weeks attempting to learn the skill with non-demonic aid and allows the student to progress at half the normal EP cost. Neberius may fight with his beak and claws. Neberius has the special power to restore lost dignities by manipulating events to the summoner's advantage.

LVI Gremorey, a powerful Duke, appears like a beautiful woman, wearing a ducal crown (and sometimes riding on a camel). He discovers past, present and future, as also the whereabouts of hidden treasures; he procures the love of women and especially of girls. Gremorey appears as a beautiful woman with flowing auburn hair riding on a camel. She wears a fillet of white gold and robes of black velvet trimmed in threads of white gold. Her voice is rich and melodic. College of Illusions. Assassin, Courtier, Healer, Merchant, Spy, Thief, Troubadour. She can procure the love of women and can discover the location of treasures that are hidden within 50 feet of her. She knows the events of the past, present and future to a small degree and will prophesy for gain. She always carries envenomed knives on her person and rings full of poison on her fingers.

**Sir Robert's Body** is in a chamber, NW in the mountains, map provided, guarded by his previous companions, now undead. His possessions presumably with his body. His killers probably have contact with the body's resting place, and may be on the look out for his soul too.

**Sir Robert's Soul** is in Hades, probably amongst the horde of souls waiting and trying to cross the river Styx. To be able to carry his soul back to Alusia, we require a vessel, or dead body, or unborn body as Isilith suggested. Astria told us of a vessel in Tartarus (deep in Hades) which currently holds a Godlet, wrongly accused and being held in torture. If we release Hyperion, he will probably reward us, and Astria definitely will. Soul should enter vessel of own accord, being keen to leave. Shown image of Sir Robert to recognise him.

#### HADES

##### General Warnings:

- Don't eat or drink anything from there, if so, stay there (die) - own food ok
- Don't bind earth - part of the binder's soul enters Hades, and he becomes slightly insubstantial, like those of the dead souls. When attempting to leave, experienced great pain, and when took another step, had a massive head injury. Effect was removed by Greater Curse Removal.
- Don't sleep next to the Elm of False Dreams
- Sex not recommended, no especial warnings why
- Spells in effect when entering, stay in effect till leaving, Mana normal in there
- Time pass differently there - 2-3 hours journey expected, days pass in Alusia. A week had passed by while we were absent - seemed about 18 hours to us.
- One doesn't tire from travelling
- Hindrances for going into Hades, not on the way out, e.g. so could fly.
- Takes 10 days to fly from depths of Tartarus out to edge.

16<sup>th</sup> That afternoon, Astria sets on the start of the path at the edge of Hades plane, where we rest up for a few hours sleep, to recuperate from our spell castings.

Go to Golden tree, set in 10' high bronze walled garden on a side path. Guarded by snake, 30', (non sleeper). Hagan is immune to snakes and so walked past (gates unlocked with Opening). Inside is two rows or 6 trees, set amongst grass, with a path down the middle and drinking fountain of water at far end (no aura). Each tree is different type, as follows, and provide protection from various "elements". (Possibly each related to each of the Titans/Godlets of this mythos.) Cut a foot long branch off each tree. However when each is worn in conjunction with other types, its power is reduced, by half if carrying 2, by quarter if carrying 3, and so on. golden bough, (predicted as a passport to being alive still, and not to be judged).

The Trees, anticlockwise from left (with protection from):			Bronze (fire)	Silver(light)	
Gold (Hades)	Ivory (Ice)	Ebony (dark)	Jade (water)	Oak (age)	Pine
(weakness)	Yew (foolishness)	Ash (forgetfulness)	Willow (sorrow)	Cedar (ignorance)	

Travel past the "Elm from which False Dreams are Sent" - each leaf seems to have a shadow made of mana on the underside of it, triggered supposedly by touch; removable by Curse Removal. It's effects are to give dreams which feel unerringly prophetic, but are false. We managed to telekinesis 2 between (different) pages of a book for storage/transport.

Hordes of insubstantial dead souls, mournfully loiter, waiting for Charon, or some money to pay him. We single out Sir Robert, who accompanies us on our journey to Tarterus and back. Charon the ferryman has sinister unkempt appearance, who apparently recognises the golden bough and takes us across the misty river through the marsh and to the Lake Styx (with no payment). He takes one person at a time, half an hour journey each way. He attempts to get each passenger to take the oars and row for him, which would apparently release him and damn the new rower to carry on rowing. Warned not to touch the water, magically full of woe. (Hypnotised the low willpowered one not to touch oars.) On way back, created own boat and rowed back okay. Careful not to touch water.

Ferry ends at the Ashfidell fields guarded by Cerberus, a giant dog with three heads, his back covered with the heads of all sorts of snakes, and he has the tail of a dragon. Other than that, he is just a dog. We take out three heads simultaneously, with mental attack & 2 sleeps (17 hour duration still in effect when we return from Tarterus).

Follow path through Vale of Mourning, to

Plains of Judgement, (supposedly illusions etc temporarily not in effect, though no effect for our party) where path branches, to left to Tartarus for those evil doers, and to right to Alyssum fields (where all the souls trying to get to so that they lose memory of previous life and be born again). A pavilion contains three thrones, each with a person sitting upon it, all of who ignore us.

Tarterus a demigod, guards his place, using death magic/necromancy (didn't hang around to meet him). Tarterus is also the name of the place : has 60' tall circular wall of bronze, about 1 mile across. A 100' wide river of molten lava flows past the front of the place, with an iron bridge (unnaturally cool, considering the lava) (which one could cast while standing on) with iron gates, flanked by 2 pillars. We can see Tisysphony, pale female human sized figure, with hair of snakes, wearing a white robe splattered with old & fresh blood. a god of bloody robe, (known for unsleeping), but she ignores us. (special mind counterspells). She is flanked in her tower by 2 giants bodyguards. Her reputation:

These spirits are detectors and avengers of crime and wickedness. They are also called goddesses of vengeance, ready to stab fear into the hearts of mortals. The Erinyes pursue and punish those who are guilty of bloodshed, defilement or impiety. They say: "We claim to be just and upright. No wrath from us will come stealthily to the one who holds out clean hands, and he will go through life unharmed; but whoever sins and hides his blood-stained hands, as avengers of bloodshed we appear against him to the end, presenting ourselves as upright witnesses for the dead."

Tisiphone sits, wrapped in a bloodstained robe, and guards the entrance to Tartarus, the place of punishment. Tisiphone is the one who drove mad both Ino and Athamas, and when Athamas was out of his mind he hunted his elder son Learchus as a deer and killed him.

The main defence against her is to be pure of heart and deed. Or to be immune to mind magics as that is what I would class her ability to drive people mad as.

The gates open as we approach when going in (Opening and mage lock on the way out) and we enter into a "murder hole", with three 12' tall giants, looking happy to see us. We don't converse. Each door is shut before the next opens. There are 3 sets of doors to get through, each with own set of giants.

Tarterus is a dark starry night, filled with scenes and sounds of explicit torture. There are buildings and "scenarios" like paintings with individuals trapped into their own personal torture (like pushing a boulder uphill; tied up unable to eat, surrounded by a banquet;). There is no obvious path through. D.A. leads us to believe it is difficult to leave a scene if any of us were to enter. We go slightly uphill, looking for Amphorae, and find a warehouse full of shelves stacked high with identical amphorae. Manage to hear Hyperion in one of them, and pin point him down after half an hour search. Rune Special Counter spell over the area of the doorway allowed safe egress.

We go in search of Mnemsonye, find her amnesiac in a scene of an orgy. She agrees to follow us, and when suggested to, she shrinks to human (c.f. 30' Titan) size. When shown mind magics cast, remembers how to do her own (all rank 20). Soon after this we hear thundering footsteps - 12 giants running to catch us. We try to outrun them, slowing them as we go, splitting them into groups of 2-3. We turn to face them, and take them out without killing any of them.

Limited Precognition seemed to implicate a short rune portal out of Tarterus to the portal near the gate of Hades wouldn't work, so we walk back out, having Mnemsonye disguised and the amphora hidden in a bag of holding. When it became difficult for Sir Robert to keep going, we release Hyperion and Sir Robert enters the amphora. We can't hear Sir Robert once inside, presumably could hear Hyperion because of his loud Titanic voice. (Or Sir Robert's soul is consumed) ☺

23<sup>rd</sup> Arrive back at Astria's castle. Make plans to get the body, astrology readings, carry out wishes, etc.

24<sup>th</sup> Rest and plan ( and rank new spells). Readings indicate the worst danger to Caprice would be a black crone (Neberius), dangers to encounter are devils; undead and demons; the passive defence of the area of the body is Impenetrability.

25<sup>th</sup> Assault on the cave with the crystal:

The cave/mountain was 15 mile away, from Astria's place - a 2 hour fly by Hyperion's shadow wings. We stopped for Keisha to make a portal to bug out to if/when required. Kathleen triggered the invested Earth Elemental, who proceeded to make a new tunnel into the cave, thus side-stepping defences of the tunnel that we assumed had been set up. The elemental stopped at some bound earth, where the mind mage reported 8 expectant minds, two in a smiting frame of mind, one with poisonous intent. Wizard eye that entered the bound area revealed 4 platemail wearing figures, (3 presumably Sir Robert's companions, near the entrance to the tunnel proper, 1 further back, Bathin the mind mage), 2 devils, turns out both to be E&E mages, 1 Crane - Neberius the mind mage, and one beautiful woman, Gremorey the illusionist. Both sides try to molecular Rearrange the wall between us, and they succeed, leading to melee combat. Suffice to say we defeated them, Neberius leaving of his own volition (threatening revenge on Caprice), the others being slain.

The cave also held a large crystal growing from the ground which entombed a body - Sir Robert. Some masterful harp playing by Sir Christopher opened the crystal for the body to be shoved out of the way by the controlled earth, and the papers he was holding to be telekinesised away. Once the music stopped, the crystal shut immediately.

We picked up the scroll - only affects you if you read it. Portalled out to main portal, portalled again to outside Titan's magic path, slept in shifts until the path appeared. Greeted the Titans, last few people got their wishes from Mnemosyne.

26<sup>th</sup> Portalled horses back to Elfenberg (and thus Seagate). Flew to MMH. Sir Robert was resurrected on the quiet.

28<sup>th</sup> portalled with Sir Robert to Mordeaux. Saw the bishop, who was happy and said he lifted the Doom. Portalled to Seagate.

29<sup>th</sup> home for debriefing, mission successfully completed.