

Quest for Virtue

These are the Scribe notes for the first adventure of Ned Tanner.

My companions

Sir Aaron Roumand	Leader and Eighth son of the Baron Roumard of Brasta, A large battle scarred nobleman with big weapons.
Miss Hana	A beautiful mongol lady who is getting married to Christopher
Miss Tussock	A hobbit party thief, philosopher and part time scribe
Miss Zanaris	An elven lady, with hayfever, be warned no flowers all you boy elves, she is 135 years old, old enough to be my great great great grandmother, I've heard about long-lived but that is ridiculous
Miss Morgan	A very large female orc who wears plate armour and is a healer and goblin farmer.
Master Guido	A goblin military scientist
Dog	Master Guido's dog

Day One

Where we meet the party employer and find out some of the mission.

I went to my very first guild meeting where I got given a wonderful starter pack as did Miss Zanaris, this is worth more than what I have earned in the last five years, I think I've joined the right guild. The party then met for the first time in one of the guild meeting rooms where we met our party employer Artimus Cyst who want's us to deliver a note to several people, get it signed by them and then deliver it to a final person and will pay us two thousand silver pennies each. He gave the party three thousand in advance, which is being held by Sir Aaron. Me and lots of other members borrowed money from Master Guido to buy lots of silvered weapons from the guild weaponsmith.

Day Two Early Morning

Where we travel to the City of Tokal on the plane of Kancarie

We jumped into a little brass ship and sailed across to another plane via a shimmery portal which in namer chant was "Virtue magic....Dimensional Rift... To plane of Kancarie". After passing through the portal the mana tasted all funny, evidently we have higher resistance to magic being from off plane and this is why we were hired. We then sailed to a big city called Tokal where lots of people wear ribbons as badges rather than the normal Cazarlan Heraldry with flags and stuff. We also find out our employer is pacted to Sothouth Keth the uncoverer of secrets and other gods include the Great Hydra who seems to be an astrologer god. Miss Tussock informed me that she will pay me three thousand silver pennies and magical wand of firebolts if I get her pacted, wow!. I asked about Sothouth Keth but she is evidently not suitable, maybe the Great Hydra will have her.

We took a carriage to meet the master of the party employer and on the way the namers started chanting about some of the people "... Facsimile... Duplicate....Reproduction... No magic... Thief... Oh Dear Im blind". Miss Hana made the comment that the city was a huge yang generator and lacked in ying, Although I only understand a little of Lunar I tend to agree, its all rock and no plants and everything is grey. Miss Tussock was so depressed she jumped out of a window, deafened herself casting and had to be rescued by master Guido. Miss Tussock will get % share, no share, thrown out of party if she does stupid things again.

Day Two Mid Morning

Where we meet Lady Patience, wait for further instructions and Miss Morgan leaves.

We met Artimus's mistress, lady Patience, she floats in the air and wears lots of red ribbons as clothes "...Long lived... Virtue of Patience... Highest spell telepathy... Ribbon Virtue of patience... Protection... No traps and stuff... no spell in ribbon", I'm in love. We are to deliver a message to and get it signed by some counsel members, a lord Verty, Sintir, Lapus Lux then finally deliver it to a Lord Banashe, a humanoid who has skeletal wings. It was described to us as a notice of termination or something like that.

Finishing with our audience we were escorted to a nice inn with wood on the floors where we were to

stay while here, evidently our accommodation had been booked by a magical wooden box called the Admiralty. At this stage we Miss Morgan left us as in her words "Bloody Hell I'm not having a runty goblin leading us into battle, my father farms goblins, their not fit for anything but mace fodder.

Our Party Philosophers, Miss Tussock and Sir Aaron made note that the more we use magic the more in tune we become on this plane. Signs of being in tune are the ability to see magical effects such as the lighting in the inn – to many of the party the inn is pitch black and seeing extra people and carriages upon the road, some of which appear ghostly. No doubt also being affected more by hostile magic is another effect. I don't think I'll cast anymore!

We then spent the rest of the morning travelling with the son of the innkeeper as a guide about the city to get to a sorry excuse for a park upon the roof of a distant building doing a little shopping on the way for incendiaries, candles and some flowers for lady Patience.

On the way Miss Tussock had a particularly nasty spell casting accident and fell unconscious and near death, I gave her my waters of healing from the starter pack and one of her healing potions and she bounced back up and decided to go back to the inn to rest, My first patient.

Day 2 Early Afternoon

Where we Travel to Lord Lupus Lux and then to Lord Verity

Bruce "Last spell empathy" and Matthew, Lady Patience's aides delivered the message to deliver and instructions on where to go to get it signed we set forth to the gloomy and cathedral like house of Lord Lupus Lux, he has the virtue of caution. His guards looked competent "Rank 5 Weapons", wore fragments of mirror and included precogniscent investigators who turn up before trouble is about to start. He signed the document after some persuasion from Sir Aaron.

On the way we picked up the lad, Gary from the inn whom Master Guido bewitched. He told us he had been to see some escaped slaves with another lord Lars and that there was no guild of thieves in this city, not surprising considering the investigations of Lord Lupus Lux. Our carriage driver Miss Finch "Human highest skill dagger" was rather taken aback by the questions of our party leader 'so are you seeing anyone', 'don't knock the randy namer' etc and seems to have a talent where he goes blind if he does it too much.

Lupus Lux also told us some information about the other virtues, Dinashe is Discipline, Fetta is adaptability, Verity is Truth and Sinta may be unpredictability. We then continued from his cathedral to the residence of Lord Verity, our driver Miss Finch and Gary seem quite hostile to us now and consider the non-humans to be humans which have been mutated by magic in some way.

Day 2 Late Afternoon

Where we meet a gug and make it a good "dead" gug.

We travelled to Lord Verity's castle, and on the way the city closed in becoming about a tenth its original size, ahhh!!!!. Lord Verity is an undead of some type (vampire?) in plate armour with a big sword with things stuck through him. He refused to sign the document until we could prove Lord Banashe's guilt, ie siding with rebels, not our job were just the messengers. We decided to return to Lady patience for further instructions.

As we left Verity informed us horrible things appeared around sunset as "we are at our weakest at that time", he then changed his story and said the magic that guards the city is weak at this time and that their had been a gods war on this plane and It was a bit messed up. He offered for us to stay with him but we decided to travel to a temple as lady patience's was too far away to reach by sunset rather than stay past sunset with an undead.

We arrived a block away from the temple at sunset and viewed lots of light coming out of a nearby building, Finch ever the good driver pulled up beside this and waited as a gug (20 ft tall, 4 arms, mostly harmless) came out and started eating people then decided to try us on. After a short skirmish with the weak pathetic thing we skinned it, and took its skull for skull tavern free drinks. Lord Verity then turned up to see how we were, and offered to have us stay at his house for the night, he seems fixated with this, please come to my parlour ha ha ha aaaahhh!!!!. The party said OK and I tried

Day 5 Morning

Where we meet the rebels

Got Sir Aaron and Lady Finch a nice wedding present and get wedding and engagement rings for Sir Aaron so other borrowed rings can be returned. Miss Zanaris seems worried that she might get married off, to what I say, this place is the last spot on all the multiverse any self-respecting elf would be. Passed the sideways smile where we were staying before finding the other drinking pub down the ways. Spoke to innkeeper and travelled into run down area to meet rebels, the fools think were a day late – what us late – no way.

Day 5 A bit Later in the Morning

Sir Aaron, Lady Finch and Miss Hana turned up as we were about to meet the rebels. They were all facsimiles of Lars and said they were in rebellion as they were regularly killed. They claimed not to be organised however DA "Rank 9 Military scientist" leads me to believe they are actually highly organised and just appearing to be in a state of disarray. Various checks of lady Patiences ribbons she gave us shows them to be living and part of her, she may be able to cast range touch spells on us through them ESP etc, I must healer empathy one. Lars said he was deposed as he started dabbling in necromancy which the other Virtues disapproved of (strange as Lord Verity is an undead). He said there were some rebels in Banashe's area and they hadn't been repressed as much as he would have expected but couldn't be certain as he hadn't been there himself. LIES LIES LIES and more LIES.....

Day 5 Later in the Day

Where the party starts getting really weird on me...

Party members are starting to keep secrets from the scribe and behave oddly, they believe Finch may be an agent of Lady Patiences as she seemed to have very high ranks in sense danger (mind mage). That night we returned to the inn where Miss Zanaris had a horrible dream (a big god thing grabbed the horizon and shook it, then a wave of white-fire blew across the land zorching everything). I also remember someone saying something about there being more people in the city than expected, they must therefore be in the spare sector, the old one of lord Lars.

Day 7 Thaw

Where we Read the Night Sky and Get meaningless dribble

Question – How do we get the proof to convince lord Verity

Answer if it could be called that.

Watch your walls

Weeping stones

Heed the wild cry,

Loose in folds of

Walking bone

Beyond the double

Doors sighing sand

And silent bones

Day 8 Morning

We travelled into lord banashes territory where we saw many people fleeing from the outer to the inner circle of the city, the party discussed at length the properties, both magical and mundane of the hemicircles which made up this part of the city's layout

1. Cannot go through a hemicycle
2. Convex and concave at once
3. Centrifical force of a hemicycle is proportional to the distance.

Hobbit Revenge squad - Master Guido informed us that 51bs of butter is required to grill a hobbit, or so he has been told.

The architecture of the buildings changed as we approached with the buildings being made in the

shape of hands and mouths and other body parts, this was Lord Fetta's lands (he is obviously practising his powers). We fought a battle with some of his soldiers, we won easily. Then all hell broke loose, as one of those slain was pacted and his god decided to turn up. We fled to a temple of the great hydra however were pursued and detained by Lupus Lux's warders who took us back to the battle field. There the god possessed a priest and insisted Miss Tussock get pacted, she wanted to pact to the god of bankers and so get his attention she decided she would owe me 3 million silver pennies to be payed back within 100 years. Lord Banashe turned up looking really annoyed and to placate him we told him of our mission to get him dismissed. We decided that the best way to save the city is to get lord fetta made into the sixth virtue to fill up the empty sector and to sacrifice the outer city giving the inner city the population density to survive. The meeting of the Virtues is set for the next quarter of the moon.

Day 9 to day 13

Where we wait for meeting on some quarter of the moon – 4th I believe

Lady Finch leaves with some warders and never returns much to Sir Aarons discomfort, Miss Tussock and Miss Hana start doing ironworking. We move about a lot between various secretive places for some reason at strange times of the day and night for no apparent reason.

Day 14 Meeting

Where we convince the 5 virtues to make Fetta the Sixth.

It seems Lady Patience hired us to stir up the other virtues and really had no wish for us to succeed in the mission. The 5 virtues decided to follow our plan of sacrificing the outer city and bringing the people into the inner city, making Fetta the sixth virtue (Will, patience, truth, caution, tolerance and discipline) to save the rest of the city. Evidently there originally had been 14 sectors or so but some huge cataclysm had damaged the city very badly in the past and created the harbour. Finch was evidently an undercover warder and has brought up charges of rape on Sir Aaron, she was evidently magically charmed in some way.

Day 15 to Day 20

Where we hide out from pursuers of Sir Aaron Roumand who is now a fugitive

Miss Hana and Miss Tussock Started to learn how to forge weapons or stuff. Sir Aaron moped about with Guido trying to cheer him up. Miss Zanaris and I decided to spend some of our earnings in the fine inns although we avoided the fermented monster puree which Miss Hana Seemed quite fond of.

Day 20

Where we head home with Lord Fetta and get adapted.

We were paid 2000 Destinian pennies each from within the Admiralty chest and received our Gug boots which had been crafted from the Gug skin. Poor Sir Aaron wishes to never fall in love again, he is so heart broken and Master Guido becomes Mr Floppy.