

The root of all evil. GM Mandos.

After getting back from one terror filled and insane adventure I decide to go on another one. This is because it is very expensive to live in Seagate. It is cheaper to be shot at, ambushed, trapped, captured, sold into slavery and battle your way across the wilderness. It's not fun but at least it's free.

This one was going to be awful. I could tell. It's the way we are being hired by a leprechaun and being paid in wishes. The leprechaun's name is Finnegan. His 'wish coin' was stolen and he needs it back. The King of the Fairies directed him to us, the adventurer's guild. This speaks much of both the Adventurer's Guild and The King.

Signing up for this bloodbath of epic proportions is: In order of ability to kill you.

Kin: A dark elf with claws. Not a 'dark' dark elf, she just looks like she was left in the sun a while. Pretty odd looking but an excellent mage and even better tracker. And not really odd looking when you see some of the other weirdoes in this looney bin.

Vychan Adam Jones: The Giant. The one you've heard about. That Vychan. Has more magical what sits of continent sinking magnitude than a goblin has warts. Unfortunately it's all in the hands of a giantish intellect.

We made him party leader for a good reason which escapes me at the moment. He's also the Military Scientist after we taught him how to say it.

Morgan: Not the Morgan. The Orc. It's hard to say nice things about orcs so I won't even bother. They're mean though and Morgan's meaner than most. I could describe her but then you'd have to clean vomit off this scroll. Brave though.

Reck: A human female who shows all the depth and capabilities of this race. Is an adventuring buddy of Morgan's (the orc). Likes fighting, drinking and has an unusual hatred of binders. Not that there is anything wrong with despising the tinker mages and hunting them to extinction but Reck really hates them.

Arianna: And another human female: A black mage! Yes I know they all say they've reformed and that they're 'witches' now and into cycles of nature and other rubbish. I say they're biding time until we are all unaware and then, BAM! Out with the Daemon masters and curses.

Shiraz: Another female human. And quite a capable earth mage of the killing small furry animals variety. Comes from Bordelaex, a land renowned for it's wines, horses and teeming hordes of unwashed humans.

Algarloth: And I'm the scribe, again. I'm a berserk, which would be really useful if I had the physique to wield something larger than a bread knife. As a pure mage, suddenly frothing at the mouth and charging foes with a letter opener leaves something to be desired.

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Day 1: Beating to continue until morale improves.

After the obligatory introductions in which we terrify each other with our prowess at mayhem we meet the employer.

Finnegan is a leprechaun. He is also young. Real young. 20 days old young. As such he is a little clueless but assures us he tell us of anything when he 'remembers' it. For the uneducated among you please note that Finnegan appears as a fully adult creature. We are not being employed by a squalling baby.

Finnegan's wish coin was stolen. A Lep's wish coin allows him to grant wishes. He is not supposed to lose it. You know it from other coins because it has his ITN on it. This is a Bad Thing. It was stolen by

Spriggans, a type of fey and earth spirit. Vychan informs us that he has a ring that enrages spriggans and that he'll leave it behind.

The coin was stolen near Darbre forest. This forest is the home of several faerie courts and one village of humans who get an idyllic life in return for supplying the faeries with quality goods. But more on the village and all it's nauseating sweetness later.

We ready ourselves for the mission and travel via portal to Bergelven and fly from there to near the village. We land near a ruined tower and where Finnegan's coin was stolen. We find a Spriggan hole and Vychan summons an Earth Elemental to track it. It heads towards the village.

Some of the party members mention that the inhabitants are not used to non-humans, mages and presumably people who are not related to them along at least two lines of descent. Fair enough, I've never gotten used to humans. But no, we cannot afford to shatter the worldview of 80 peasants. So we are going to leave them mired in ignorance and superstition so that they never have an opportunity to seek their own destiny.

We go see Bunt to do this. Bunt is the Bisbithbetees (speaker) of the Maderas Alvedas Court. They like guild members and in exchange for alcohol (and some shiny beads) will arrange to give us disguises. These disguises make us look like humans (ugh). When asked about duration, the fairy responsible says "duration?". Arrrggghh!

We go see the humans. Their village is nice, pleasant, and beautiful and it's sickening to see how being made comfortable shackles these creatures. A cage is a cage. Giving it a nice couch and a good view does not make it less of a cage. While I don't like humans at all, there are limits.

We are given excellent food and drink from the slaves, I mean villagers. Over the next 3 days we flit about searching the area for spriggan holes.

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No one escapes the village number 22.

Day 6: We have tracked the progress of our quarry to the old lodge and after our capable earth mage (I'm not allowed to say who gets some information from the local trees. Along with Kin's superlative tracking skills we learn that they had a sylph (air spirit fey) with them. This is so they could fly and leave no easily discernable trail. They also went through another court.

Vychan mentions he could call the Wild Hunt. Since it's a bit like sending the royal guard to catch a snatch pastry (and more dangerous) we decide not to.

Heading back across the village we notice that all the humans have disappeared. And they took their cow. We intrepidly investigate. Shiraz suggests summoning back the cow and then asking it what's going on. Good idea but the others still want to keep the villagers purposefully ignorant of the wider cosmos. We head off in pursuit and with the command:

"Send in the humans."

We find them in the next village. They've gone for the market. We head back and stay in their inn.

We contact Bunt to open negotiations with the Bisbithbetees of the Resposa Delivre Court. He says it will take two or three days.

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Ahh, the great outdoors (cough, wheeze).

Day 8. We meet with Quigley the BBT and his armed escort. Vychan negotiates well for the services of a Sylph tracker in return for a 'favour'. Kin follows the tracker (North) and we follow Kin. We reach the boundary of the Reposa Delivre and from there Kin uses her awesome tracking magics to follow over the lands of the mushroom eaters.

Vychan again suggested the Wild Hunt and everyone responded that we should only do that in an emergency so Morgan replied:

"This is an emergency, I'm bored."

We briefly go back to Bunt to get some more wings, we instead talk to Bunt's second, John. Bunt is 'unavoidably detained'.

So, Kin tracks our quarry to near the shore of the Nixie lake. Crashing (or landing) we find another spriggan hole and the eviscerated corpse of a sylph. Yuk. Kin works out there were about eight spriggans who jumped the sylph. An earth mage says it looks like Diamond Tipped Javelins at very close range.

This is about the time that we're jumped by four big elementals and four absolutely huge ones.

I get beaten repeatedly until Shiraz tries to drag me out of the area adding human cooties to my list of maladies.

Vychan reveals that he can bash elementals to death and banish them.

Kin just slices them apart.

Reck points at one of the elementals and curses.

Arianna also points at the elementals and inflicts curses on them.

Morgan attempts an aerial 'Death from above' flying assault on one to 'cleave it in twain' (a popular orc manoeuvre). It would of worked too if elementals weren't solid earth and cannot be cleaved and that as big solid things they interfere with wings. Gaia punishes Morgan severely for this. We send Morgan back to recover.

With the elementals piles of rubble Arianna starts using her dark arts to interrogate the sylph, death being a mere paltry barrier to masters of the Dark Arts.

We learn that the sylph was forced to help the spriggans because they have a family member of her hostage. And some other details.

We follow the spriggan tunnel to a lone pine tree on a hill.

This is a dryad tree housing a particularly ill-tempered dryad. This is because she's stuck in a pine tree above the tree line and is being bothered by adventurers. Negotiations end with threats and diamond javelins. We then negotiate with the local BBT (pixie) for spriggan hunting rights and an apology to the dryad. This involves an inordinate amount of booze.

These things should come with documentation.

We fly to Bergelfen and get some kip, booze and loam. Loam costs a lot of money; perhaps we were buying high quality dirt or something. We fly back and start excavating for spriggan. Vychan summons an elemental and hands it over to us to control since a tunnel for us will be quicker than a tunnel including him.

Over two days we learn some of the basics of earth elementaling.

- 1) Never let the bastards out of your sight.
- 2) Never issue 'keep digging until...' commands unless you really want to take the slow boat to Terra nova.
- 3) Always insist on a 20-degree slope.
- 4) Never let the bastards out of your sight.

We finally rescue the sylph and scare off the spriggans.

We go to the fairies and get some more wings to chase them. Unfortunately we forget to see how long these wings will last.

Aaaaaarrrrrrrgggggghhhhhh! Splat.

All the experienced adventurers survive falling somehow and Shiraz and I are kept alive by trollskins until Sier fixes us. Sier then zaps us to the village where some of us pass out.

Caution, contents fragile.

Day 11: We investigate the village and Finnegan tells us his coin is under the central stone. Asking Bunt reveals that the fey don't like to talk about it officially. Investigating we find out that there is a whole complex. We find out the entrance is near 'The Head', an inverted obelisk that looks like a head to the mildly concussed. We go there. Along the way the elemental stops because it is scared of 'The Guardian'. Ignoring the wisdom of one wiser than the party we head in anyway. The head asks us some forbidding questions and based on the answers of the rest of the party we are let in. It then takes us an entire day to walk back down a rather long boring tunnel of bound earth. All 20 or so miles of it.

Day 13 We get to the end. There is a small chamber with spriggans, elementals and a mage inside doing some sort of ritual to open a dread portal. The sneaking up goes fine until Vychan DA's the mage and gasps loudly in surprise saying 'Air Mage!'

This understandably alerts the contents of said chamber and they attack us. The elementals turn out to be air elementals which Reck and Vychan make short work of disintegrating with no more effort than anyone else would burping. Vychan then stomps everything into mush except for three spriggans who surrender.

The ritual has as its centrepiece Finnegan's coin within a fire. Arianna, the Black mage removes it and fools us all by crying out in pain. The mage had a magical stone with him that allows you to summon multiple elementals or go to sleep with one still around. Finnegan thanks us, grants our wishes and leaves.

After questioning by extremely brutal methods the surviving spriggen tells us that they were contacted by Arthur (the mage) to get a magic item to help him open the door. They went to the binder's tower, which a previous guild party had destroyed and happened to 'find' Finnegan's coin. They then legged it and coerced the sylph to help hide their tracks. They killed the sylph because the fey are vicious little sods.

On the door are glyphs in dragon about the life of the person buried here. Turns out he was some human hero type and is having a few thousand year's kip before the next big adventure. We let Kin read about this for two days before leaving. Kin didn't get the whole story so she wants to go back. We get the guardian to close the opening to the tunnel and head for Seagate.

Day 17 We get home and are subjected to all the usual indignities that this involves.

Loot: About 2,500 sp that Sier just left lying around. Seems he's been following Vychan about. One incredibly magical stone.