

Sundered Realm (Microverse Adventure - MV4)

Date: 1 October 1988

Party Members: Aldus, De Vere, Kesha, Que,
Cain

Task: Prince Rann of the Sundered Realm has "lost" his eagle riders. They flew off from Athelau some months ago and have not been seen since. Our task is to locate them.

1/10/88

Kesha elected party leader. Aldus narrowly defeated. Que and De Vere duel for party military scientist - De Vere wins. Party astral project to the Sundered realm. After discussing dog travel option vs eagles, Que and DV learn to fly eagles. This takes five days. Party ask for protection from magical fire potions (brilliant thinking by Aldus to ask for potions - no healing potions available) Local mages produce potions for the party. Aldus and Cain learn terrain, maps of region etc.

5/10/88

Party flies off early. DV flies solo, Cain with Que and Aldus with Kesha. Destination, after MUCH discussion, is Harmi (it's a crazy party!) Rest of day is uneventful.

6/10/88

Small man on fast flying object speeds past party. Nothing much happens for a couple of days.

9/10/88

At noon Harmi is sighted. Party lands 10 miles from town. Make camp and set watches. An odd fog appears in the night and party members start disappearing in it. We think it might be a rune portal. Which in fact it is and we all end up (via portal) in Harmi itself. Appears deserted except for one monk. The top floor of the building we appear in has evergreen apple trees on the roof. There is a large 30' bronze door where, according to the monk, the missing eagle riders went in search of "the Book". From the very mentally disturbed monk we get the picture that wherever the door leads to is overrun by Zrgrzz and salamanders. Also "It" (whatever that is) came out of the door and took "the Book", The riders followed and have not been seen since. The book it seems is a book of circles?. The garden on the roof has some sort of magical protection (we discover this when DV tries to cut down some of the trees - personally I think she is a bit warped!) and the door supposedly is a door to the Continent of Darkness and is ruled by someone called Cimejas, who we have never heard of but do not like the sound of. The party, quite confused rests for the balance of the night.

10/10/88

Dawn. DV finds a door in the garden and a passage. This appears to transport through the mountain - possibly another rune portal. DV flies by eagle (who were left outside the city to hunt) to check where the portal exits. The rest of the party investigate the bronze door. The valley where DV goes is quite a long way off - 15 minutes by eagle. And the garden door/passage takes one there - we guess it is some sort of escape route. The archway to the bronze door is warded against beings "not from this plane" which seems to include us (funny that!) so we get the eagles and toss their reins through the archway and via the balcony we get through. (I'm not sure how this all worked as I was not keen to go anywhere near the door but the others wanted to). DV in a fit of normalcy accuses Cain of cowardice which does not help the cohesive of the party. The door is very much like gold but seems too solid for gold. It seems to be a planar portal like the monk said. We go through and end up on Level 5 - the Outer Level of Hell. I, level-headed as usual, resisted going but was dragged through by the other plebs in the party - like I said some of them are crazy.

We find a message from one of Rann's eagle chiefs explaining what happened to the missing legions of eagle riders. Apparently only a few cohorts of eagle riders went through the portal (600 of them) and only 6 eagles. We fly in the direction they went. Scouting reveals savannah including damn pygmies with poison blowdarts (scratch one of our eagles) and also jungle. Party spends night in original spot. There is no food available except for apples we brought from "Albion" which we know as the Microverse (Kesha said to write this whatever it all means exactly).

1 1/10/88

We find a pygmy village and a captive Zrgrzz (extremely mean looking lizard people who are very agile but slow moving) and we set the grass alight to scare off the pygmies. DV and Que go under smoke cover to the Zrgrzz and release it. It immediately heads for the jungle and we follow. We find a temple in the jungle and end up fighting the Zrgrzz. Who is a mean dude. Appears to be a black mage with heaps of invested items. It kills DV and Que is blown apart by a whirlwind vortex. I, extremely bravely I might add, kill the beast. And we get a few goodies from it. The temple has 7 pillars and we find a room with a large cup. I drink from it and, unknown to the rest of the party, am possessed by a demon. The demon wants to be free of this plane and wants (via Aldus) to go back to the portal. But Kesha decides to banish the party back to Seagate which works. When we get there, the demon decides DV looks a much better bet than Aldus for "having a good time" and possesses DV and flies off. We take the opportunity to get curses removed and get Que resurrected.

12/10 - 15/10/88

We re-prepare for a return to the Sundered Realm and also DV is resurrected. It seems that she had to be killed while rampaging through Seagate under demon control.

16/10/88

We astral project to the portal door. Kesha seems to have a way to do this - something to do with being a stick mage as DV calls him. And we decide to fly to Colinth.

17/10/88

We arrange passage to Goldensee. Our idea is that the other legions of eagle riders must have gone to ground while awaiting to hear from the few who went through the portal (and also from some instructions Rann gave them) and that Goldensee is the only place that could be, being pretty isolated. We also think that something must have happened to them there otherwise they would have returned long ago.

18/10/88

Depart Colinth by boat. Pay 350 sp to get to Goldensee quickly.

19/10 - 24/10/88

Six days sailing to Goldensee. No real problems although DV causes trouble with the sailors on the ship. We arrive early in the day.

25/10/88

After a bit of searching and investigation we find the eagle riders north of the city being forced to mine spice. Apparently when they arrived in Goldensee, the city folk drugged the riders, killed the eagle and forced the riders to work the mines. We free the riders and set up a portal back to town. While we were finding all this out, DV started shall we say "spending the night" with odd gentlemen - in particular a Frenchman. Who she says got her drunk and took advantage of her. She killed him so I guess we cannot disprove this theory but it seems fishy to me, Once the riders got back to town (armed) they are not happy people after the treatment they got from the townspeople. It is fair to say that the town gets utterly trashed by the riders including the populace. Oh well, all in a days work.

26/10/88

We plan to go back by boat but DV, as usual, manages to stuff up and we end up with a water elemental on our hands. Fortunately and with lots of talking, and as we had freed it (we forget to mention that we had killed its companion) it creates a bridge for us all the way back to Colinth. So all the riders and ourselves make use of this good fortune. From there, we teleport to Athelau and report the good news to Rann i.e. that we have found all the riders (well those that were able to be found) and that we have fulfilled the contract. So we are all happy, we get paid and we return to Seagate to spend our pay.

The End

Aldus

15/11/88