

Dragon's Eye

Cover Sheet

An adventure by Mike Harre

01/10/93 - 20/10/93

Player Characters

Liessa	Mind	Human	Female	Leader
Darian	Shadow	Human	Male	
Dalran	E&E	Human	Male	Military Scientist
Romo	Binder	Human	Male	
Flamis	Fire	Human	Female	
Aqualina	Water	Human	Female	Scribe
Tussock	Air	Hobbit	Female	

Plane

Serinoc

Places visited

Restholm
Trail's End
Stahelmshire (Dwarven Lands)
Whitelands (Ellyon lands)
Covenhold
Mages Island - 300 miles off the coast from Restholm

Employer

Himajere - a mage

Major NPCs encountered

Verdant - a Tempester (winged elf)
Prince Herbet Hamulet
Brother Averil of the Temple of the One Horned God
Captain Bower Stoneshaver - a dwarf
Princess Serissa - an Ellyon princess
Rainbird - Serissa's consort
Swiftflight, Leafjumper - two other Ellyon
Silverbeak - a dolphin
Captain Claf - Captain of 'Our Lady of the Blessed Fishes'
A very odd duck

Mission

To recover an artifact which can stop a sea-dragon from rampaging the coast near Restholm

DRAGON'S EYE

Adventure Summary

An elderly man with a long white beard, long robe, slippers, and a pointy hat introduced this adventure. He wanted a party to find an artifact that had the power to control a water dragon (a sea serpent) that was currently rampaging up and down the coast destroying shipping. Last time the object was seen it had been eaten by the dragon. We were given a brief description of the object but for more information we needed to find one of the party that had found it, a tempester (winged elf) called Verdant. He had been involved with the Cult of the One Horned God in Restholm but he had left and headed for the mountains. Rumour also had it he was quite mad.

02/10/93

After making preparations we were told to meet Himajere on the docks at midnight. He had arranged for a ship to take us to Restholm. When we got there the ship wasn't there but suddenly appeared at midnight. The entire ship was magical we discovered that it sailed between planes.

03/10/93

Just after we arrived on the plane of Serinoc, for some strange reason, Tussock took the tiller from the black cloaked helmsman, who immediately disappeared. Then we found Tussock was stuck to the tiller. As dawn arrived, the ship began to fade. We managed to detach the tiller from the rest of the ship and abandon ship in one of the lifeboats before the ship vanished.

Reached Restholm. The local blacksmith couldn't remove the tiller from Tussock. Followed Himajere to the prince's palace where we were staying.

Visited the temple of the One Horned God. Got a description of Verdant and discovered that he had gone north in search of 'Those that hide away' or 'The Hidden Ones', located somewhere past the White Lands.

04/10/93

Decided to leave Tussock in Restholm 'for her own good'. Made our preparations then started going north by FireFlights. Reached a spot by a stream and camped.

05/10/93

Landed somewhere near Trail's End. Discovered that we weren't very far from the orcish war.

Next hop brought us to the mountains. Encountered some dwarves. We had to be blindfolded for the trip to the underground dwarf city.

06/10/93

Reached the city of Stonehelmshire. The dwarves had seen a flying form going north a while ago. Also we discovered the White Lands were north east of here.

The White Lands are inhabited by the Ellyon, a small faerie like race (Do not refer to them as pixies). Exited the city, reached the surface and continued firefighting.

Detected something invisible and sentient was watching us but it got away before we found out what it was. Next hop took us over a dense forest and we landed in a glassy clearing. The resulting fires were put out but the Ellyon we met were rather annoyed. After explanations we were taken to a treehouse where we partied then rested for the night.

07/10/93

This time we shadowinged to the Ellyon city where we met with Princess Serissa and her consort Rainbird. Rainbird knew of Verdant and he was in a monastery in the nearby mountains. The group was called 'Those That Stand Aside'.

Had lunch at the palace then ended up entertaining various Ellyon that afternoon. Dinner was also at the palace.

08/10/93

Went to the monastery. Since they didn't like women, the males of the party went in to see Verdant. They got a description of the item and also discovered that the serpent lair is on an island, Mages Island, 300 miles off the coast of Restholm.

Left the monastery and stayed the night at Princess Serissa's palace.

09/10/93

Flew off with shadowwings, accompanied by Rainbird, and reached farmland near the dwarven mountains. While at camp, a small bedraggled duck arrived and attached itself to me.

10/10/93

Next hop, by fireflight, took us to Covenhold. Rainbird left us on the trip.

That night the inn was attacked by a twelve foot high gargoyle with wings. We managed to defeat it but the innkeeper was killed.

11/10/93

Circumstances forced us to leave the duck behind as we fireflighted away. Landed near Restholm and reached there before nightfall.

12/10/93

Somehow the duck caught up to me. Talked to a dolphin who knew where the lair was. Himajere theorised that the duck used to be a wizard's familiar who was looking for a new wizard. A ship and crew were organised to take us to the island.

13/10/93

Arrived near the island. Went ashore and entered a small cave. Attacked by hellcats. Bypassed warded steps and entered a pool at the bottom. Swam into cavern and found artifact in sea serpent droppings. Tried to leave back the way we came but were attacked by a tattooed, dark cloaked, four armed individual and the duck. Defeated the person but the duck got away. Finally swam out the undersea passage. A dolphin told us that the serpent was coming so I went to warn the ship while the others went for higher ground. Couldn't find the others when I returned so I helped take the ship to safety.

14/10/93

The others explored the ruins on the island, which used to be a mages lair. Finally they were driven off by some ghosts but not before retrieving some books, two hellkittens, and a magical sword. Then they stacked shadowwings on top of fireflights and managed to reach the mainland and made their way to Himajere's tower.

When the ship finally arrived in, I reported to the Prince then made my way to Himajere's tower.

20/10/93

Had to wait until conditions were right for Himajere to create a portal to the Guild. He missed and we, including Tussock, ended up in the other side of Seagate. So we walked back to the Guild, were debriefed by Security, and received our rewards.

DRAGON'S EYE Aqualina

31/09/93

The adventure was introduced by an elderly chap with a long white beard, a long cloak, slippers and a pointy hat, who said they needed a team to deal with a dragon. Flamis was keen on that but I wasn't too sure until we were told that the 'dragon' was some sort of sea serpent.

My fellow adventurers turned out to be:

Darian. An average looking human male wearing dark clothing. He told us he was a Shadow Mage.

Dalran. He turned out to be a 6'6" (he's REALLY tall) male human, casually dressed. Even though he was wearing a rapier he told us that he doesn't like to fight and didn't want to fight. He's an Enchanter.

Romo. He's tall and thin and described himself as an 'ugly bugger'. (I've seen worse) and told us he was a reformed thief and a Binder.

Liessa. She's a tall thin human female with fair skin, long red hair, and piercing azure eyes. She was wearing a light blue long dress, white blouse with a sword at the side and described herself as being an adventurer, a bard, and dabbling in magic as a sorceress (translation: Mind Mage).

Tussock. A hobbit female, 4' something tall and an airmage. She was wearing high class clothing. Her parrot was sitting on her shoulder and, for some reason, Guild Security was taking an interest in it.

Flamis. A human female 5'7", currently wearing her 'Supergirl' costume - with the leggings. Liessa immediately demanded that Flamis wear something else. Hmm. She's got short blond hair and is a Fire Mage.

As for me, I'm 5'1" with a dark complexion and long dark hair. At that time I was wearing my low cut white skirt, short black boots, and dark blue furlined cloak. I told the others I was a Water Mage.

Our employer, introduced himself as Himajere and explained our mission. Basically we were to find an artifact that had the power to control a 'water dragon' (a sea serpent actually) that was rampaging up and down the coast destroying shipping. Unfortunately the last thing anyone had heard about this object was that it had been eaten by the dragon - along with the person holding it. Magic doesn't seem to work on the dragon either. The last people to see the artifact were a group of their local adventurers from the Guild of Adventurers, Mercenaries and Explorers (Their motto: You want a job done? We're GAME). It had been their employer who had been eaten.

The artifact in question looked like a green globe with some kind of mirror involved. One of the original party that had seen it was still alive, a winged elf (Tempester) by the name of Verdant. When last seen, he had been involved with the Cult of the One Horned God in Restholm

(Himajere's home town) but rumour had it that he had a falling out and headed north to the mountains. Rumour also had it that he was quite mad.

Our pay was to be 30,000sp plus salvage. The Merchant's Guild were also putting up six barrels of fine wine. I was rapidly coming to the conclusion that the object had most likely passed through the serpent and was now lying on the ocean floor. So I asked about intelligent life in the sea. There are some merfolk, but there is no contact between them and the drylanders. Himajere wasn't aware of the existence of dolphins but he did mention seals.

Himajere also mentioned that there was a war going on with the orcs on their plane - called Serinac. No real reason, only that they're a chaotic hungry race. Flamis then offered to do a special ritual in an attempt to find out more about this object. Something to do with contacting her other selves. He then left, but not before telling us that he would contact us in a couple of days. Flamis took a peek at him with her mirror of auras and saw white.

Next thing we did was to sort out who was doing what. I became the scribe, Dalran became military scientist with Tussock as second in command and Liessa became the party leader. Flamis mentioned her Doom that prevented her from standing watches because she had difficulty sleeping, and then had to explain all about it. No one else wanted to volunteer any information at that stage.

After the meeting broke up, Flamis and I headed off to the library. We had been told that a previous Guild party had been there and I wanted to retrieve the scribe notes.

Dalran wanted us each to show him something that would uniquely identify us in case we needed to be located. Meanwhile Flamis tried her ritual of talking to her 'other' selves. Her first attempt was to find out the history of the artifact but she got no answer.

The second question was 'Where is it?' which resulted in the answer

Shaded by no leaf or tree
Stilled within the heart of fear
Look thee deep beneath the sea
The beast's lair mayhap lies near.

Third was 'What are its properties?'

A dragon's eye doth softly glow
In shades of Red, or Green, or Gold
Burning with an inner light
Flames that sear, we'er hot or cold
Stories tell of mighty folk
Tha' sailed the skies of old
And bringing empire to bended knee
On beast that they controlled.

She then did a FlameSight ritual and saw a vision of rolling hills, flat plains, with the sea in the distance. There was a herd of creatures that looked something like horses but not quite as their skulls looked too narrow. Also they were not moving like horses.

02/10/93

Two days later we found a note on the notice board for all of us. The message was to meet

Himajere at Dock 6 at midnight. Flamis added a note for people to get their Protections from Magical Fire from her at the Fire College at 10pm. Everyone ended up getting one except Tussock. She was in a tavern. After spending 100sp on a supply of chocolate, I ended up with the rest of our party at the tavern for a short while before heading down to the dock. I wanted to claim the best cabin for myself. But when I got there, there was no ship. Really odd. So I settled down on a pile of crates to wait. The others turned up at about a quarter to midnight with several kegs - apparently Tussock ordered takeaways - but there was still no sign of the ship.

03/10/93

Midnight arrived and suddenly the ship, a two masted sloop, was there. I was sure it hadn't been there a few minutes ago. So most of us checked it out for magic. Romo detected an enchantment, Flamis said that the colour of the magic was a shade of dark, and my Ocular of Observation was showing the entire ship glowing purple - magically trapped/warded or cursed. Hey wait a minute here ... I was determined I wasn't going on board until I was quite sure it was safe. I don't know how Himajere did it, but we were soon on board and moving away. The only other person on board was someone wearing black robes with a hood at the tiller.

There were enough cabins on board for one each. Flamis went in one and slept. Tussock had opened a bar in her cabin, and was proceeding to get very, very inebriated. I just stayed on deck watching Seagate recede behind us. Before long we were enveloped in a thick mist. Then the ship stopped rocking and I could no longer sense the water beneath us. So I went below and had a few drinks with the rest of the group.

About two and a half hours later (Himajere had said that we would be in Restholm by morning) the ship began rocking again. So I went up on deck, still holding my half glass of vodka, and found Himajere leaning against the rail looking a bit unwell. I offered him the vodka which he drank. Then he started leaning against the mast. While I was talking to him I noticed Tussock and Dalran come up on deck and approach the black-clad helmsman. From what I could overhear, Dalran was wanting a plane-hopping ship as well. The chap said there was a small book in his cabin, right below them which had the information he wanted. If someone would just take the tiller, he'd go and get it. It appeared for a while that Dalran was probing with a Wizard's Eye but wasn't having any luck. So the guy repeated the offer. Tussock took the tiller before anyone could do anything about it. Considering the nature of this ship that was an extremely STUPID thing to do. The black clad man let go of the tiller. As he did, his robes dropped to the deck - empty. Tussock found that she was stuck to the tiller. Uh oh! Looks like Tussock is now the new Flying Dutchman - or Dutchwoman.

Romo wanted to try to create a golem to take over the running of the ship so I went down to help infuse it with Navigation skill. The first ritual failed so he started another. Halfway through we noticed that the walls around us was beginning to fade. I rushed up on deck and noted that the entire ship was fading as the first light of dawn tinged the horizon. So was Tussock. Dalran was frantically trying to break the tiller with little success. Himajere was in the process of launching a life boat while the rest of us collected our gear.

As I came back on deck, Flamis was desperately casting self-immolation on Tussock in an attempt to burn the tiller off, but with no success. Finally Dalran was able to break the mounting. That stopped Tussock fading but the boat was nearly gone. Liessa gave the order to abandon ship.

Flamis cast Fireflight on herself, Dalran and Tussock. Darian finally managed to get his Shadow-

wings off and the four of them took off. Meanwhile the others were clambering into the boat. I divested myself of my cape, skirt, and boots, revealing the silvery blue bikini, threw my gear to Himajere in the boat, then jumped into the water. As I did, the boat vanished. Himajere was rather upset as two rather important chests were still on board. So was my vodka. Either they went where the boat did, or they had sunk. One of Tussock's wine kegs was still bobbing in the water so Romo hauled it on board. I put a WaterBreathing on myself then dove down in an attempt to find the chests but it was too dark. Once I surfaced I was fully intending to swim to shore as it didn't seem too far - about twenty miles but Liessa insisted that I get in the boat. So I did. Dalran, Tussock and Darian circled overhead while Flamis headed straight to land. I offered to try looking for Himajere's gear when it was more light.

At Liessa's suggestion I cast Wave Riding so we could ride the wave into shore. After three quarters of an hour Dalran's and Tussock's fireflights ran out and they plummeted into the water. I leapt overboard to rescue them. No one is going to drown while I'm around. Darian peeled off and went after Flamis.

Finally we reached the harbour. As we did I dried myself then put some dry clothes on. The guards on the harbour wall were rather surprised to see us there but they quickly opened the gates, let us in, then just as quickly closed them again, all the time warning us about a terrible sea-monster that was rampaging up and down the coast.

We followed Himajere through the town. Someone suggested that we stop at a blacksmith to see whether or not he would have any better luck in separating Tussock from the tiller. So we did so. The dwarven blacksmith got Tussock to put the tiller on the anvil. He then hit it with his axe. The axe bounced, but didn't leave a mark on the wood. So he tried again, hitting it much harder. Again the axe bounced, flew across the room, and thudded against the wall. There was still no mark on the wood. Clearly we weren't going to remove the tiller that way.

Dalran went to find Flamis and Darian. Himajere told us we had to see the prince. He went off to arrange for transport.

Finally Dalran arrived with Flamis and Darian in tow. Flamis explained that she had calculated that the fireflight would have run out before reaching land at the pace we were travelling, and had therefore headed straight for the nearest shore. Shortly after that, two carriages pulled up. Us girls got in one and the guys got in another. Soon we arrived at a large manor.

We were met by a small, bald, officious person and led to an area where we could freshen up. So we did. I changed into the blue dress I had got at Novadam.

After being led through a maze of passages, ending up back at the lobby, we were shown through a pair of elaborate doors. On the other side was a 35ish rich looking chap behind a desk who introduced himself as Prince Herbert Hamulet. He told us that the serpent was a big green thing that was eating ships. People had tried speaking to it but that had only resulted in the speaker being eaten. The serpent had been ravaging the coast for nine months now.

After our audience we went and rested.

.2.

We had been allocated two rooms in the prince's manor, one for the guys and one for the girls.

While the rest of us caught up with our sleep, Flamis tried her special ritual in an attempt to find out more about Tussock's tiller but she had little success.

Once everyone was awake again, Liessa called a tactical meeting to discover how good we were at combat. After discussions she came to the conclusion that our best tactics were to either negotiate or run.

Our next stop was the Temple of the One Horned God in order to get an accurate description of Verdant that Dalran could lock onto with a Locate. As we left the manor we saw several people bearing a waterlogged body. From what was left of the clothing he had been a noble. The prince was fetched. Meanwhile we found out that the person had been a Fleet Captain and his body had been washed on shore. When Prince Hamulet saw it he said 'Alas poor Yarick. He knew his whales'. We decided to leave. As Liessa put it, it was not our problem.

We walked for a while, avoiding a goblinoid character who was trying to sell us a carriage ride. He left abruptly after Flamis said something in Pahuni, but not after giving her a filthy look. Finally we reached town and found Temple Way. The entire street was lined with temples, each to a different deity. There seemed to be more deities here than there are nature spirits in Pasifika. Finally we reached the Temple of the One Horned God. Several of the carvings outside reminded me a lot of the ancient carvings of Tangaroa - and just as explicit.

There was a priest outside welcoming people. When we told him why we had come, he led us into an antechamber and told to wait while he informed the Bursar who may be able to help us. There was a table heaped with religious literature so we amused ourselves by going through it.

Finally the priest came back and told us that the Bursar would see us. Liessa also requested an artist. We were led to another waiting room. After a short wait, a small chap wearing spectacles came out. He asked us whether we wanted refreshments. Most of us wanted wine but Flamis and I perked up at the mention of liquid chocolate. Shortly a tall, female acolyte wearing a short white robe entered carrying the refreshments.

We managed to find out that the palm of Verdant's hand was scarred and burned by what he wasn't sure. The entire area of skin had turned grey. He had also suffered a trauma that had made him quite mad and under the delusion he was an angel. The last report was that he was heading north in search of the 'Hidden Ones' or 'Those that hide away'. There wasn't much more that the Bursar could tell us except that the person who knew Verdant best was Brother Avaril. Currently he was in the library. So the young acolyte was summoned to take us there.

We were led downstairs to a stoned walled room. A set of ornate doors lay beyond but we were told that only initiates could enter. According to my Ocular of Observation, the doorway was warded. After a short wait, a small stooped figure emerged and introduced himself as Brother Avaril.

He told us that Verdant had some sort of vision that had prompted him to go north, past the White Lands, in search of 'The Hidden Ones' or something like that. He described Verdant as being blond with blue eyes and having a blue feather in his left wing. He offered to get an illustrator to do a picture but told us it wouldn't be ready until the next morning. When he told us that the illustrator was a hobbit, called Burrfoot, and did pictures of people's fantasies we came to the conclusion that this hobbit could retrieve the pictures from people's minds.

Verdant had left fourteen months ago, but had left Avaril a pendant consisting of a blue stone with stylised wings. We soon discovered it was magical, most likely of the Air College as that is what tempesters do, and the nature was communication. Dalran tried to get Avaril to use it to try to send a message to Verdant, thinking it might be one of a matched pair, but with no success. I reckoned he would have better luck communicating with Tussock's parrot as I believed it was used for communicating with avians.

Our next call was the room that Verdant had used in the hope of finding some clue. The Bursar had already told us it had been reallocated to a female priestess but since when did that stop a party of adventurers. Flamis managed to find a feather but Darian identified it as belonging to a seagull. The room itself was very neat and tidy but we managed to retrieve a small brush and a coin which were placed back on the dresser. They had rolled under the bed.

The other thing Dalran found was a loose floorboard. Underneath was a scrap of paper with a script on it that he was having difficulty focussing on until he used his Witchsight. He began transcribing it in the hope that Himajere could read the unknown characters. Meanwhile Darian had confirmed that the paper scrap was magical with a nature of obscurement.

Just as Dalran was replacing the floorboard the priestess arrived and wanted to know just what we were doing. Liessa managed to explain and she seemed satisfied. There wasn't much else she could add as she had only seen Verdant around during her days as an acolyte. Also he didn't seem to participate as much as most others do.

We did briefly see the registrar in the hope of getting an appointment with the High Priest but found that the High Priest's schedule was rather busy. Also, by now, it was getting late in the afternoon. Dalran and Darian wanted to hang around for the temple's evening service while I wanted to get my currency changed. In the end Liessa, Flamis and I headed off to do that. Unfortunately the only place open now was the Hall of Fortune and Chance. We decided to skip that option and go and find a bath house instead.

Our quest led us to the Stone Orchid. Fortunately the pearls I was carrying proved to be negotiable. The bath and massage cost 85sp each so I traded over two pearls (each worth 110sp) in order to get 135sp change in their currency (pfennings). I also lent Liessa another pearl and told her to keep the change as she might need it. Meanwhile Flamis was using a small gem.

We were conducted to a private bathroom. I was hoping for something large enough to swim in but it turned out to be a hot tub, fifteen feet across, enough for twelve people to sit on the ledge. After soaking in the tub for a while, we were given an all over massage which was so very relaxing. Flamis reckoned I was purring and wriggling in ecstasy - which wouldn't surprise me as it felt so good. Even Liessa looked relaxed.

We took a carriage back to the mansion and discovered that Tussock and Romo had already arrived. There was no sign of Darian or Dalran. Tussock was complaining her back itched. When we investigated we found grass growing on her back. Eventually we discovered that Tussock had tried to palm off the tiller at a temple of the God of Fields by telling them it was a magical planting device. Somehow she had managed to offend the deity and this was the result. Liessa was NOT pleased and started muttering something about half shares and stupidity clauses. She then apologised for wasting my pearl but I told her not to worry about it for now and keep the change.

There wasn't much else we could do so we went to bed. Flamis decided to have another go at doing her ritual on the tiller. This time she was more successful.

What was the origin of the curse:

An origin lost in the mists of time
Of ancient fate and ancient crime
A story told of love not wed
A soul to walk the halls of dead

What is the relationship between the curse on the ship and the curse on the tiller:

A binding of two
Held within a god's hand
Set free to roam without the halls
And find once more the sight of land

How do we remove the curse from Tussock:

Seek high, seek low
Seek all around
Listen close to every sound
The answer to the fool's geas
Lies within the voice of trees
Freely given, freely taken
Seek the answer in magics haven.

Flamis was rather amused at the last answer. Even her alter-egos reckon Tussock is an idiot.

.3.

04/10/93

Once I woke up in the morning I wandered down to the bathroom, ran a bath, cast a WaterBreathing on myself, then proceeded to purify for two hours. After that, I joined the others for breakfast. Himajere was due to arrive at 10pm for a meeting with us and the price so when the time arrived, we were at the meeting room. All except Dalran and Darian though. Apparently they had spent the night at the temple.

During the night, Tussock's crop of grass had grown considerably. So, she was led away to have the palace gardener tend to it. We decided to start the meeting without her.

The first order of business was what to do about Tussock. If she continued to behave the way she was, it was a distinct possibility that she could jeopardize our mission. Also she was still stuck to that tiller which meant that it was impossible for her to do her job. As such she was now considered a liability. It was therefore decided by us that Tussock should remain in Restholm for her own good. Despite her objections she was conducted to a nice, quiet, cell for her own safety but more for that of those around her.

Himajere had been considering arranging for us to go North on the Staldraken, a prospect which Flamis had been looking forward to, but the current war with the orcs had reached a major junction eight days ago, and the rail service was no longer running. His other option was to create a slow portal but the option involved a high degree of risk which Liessa considered to be unacceptable. Flamis wasn't too keen on the idea either, however she came up with what Liessa considered the ideal alternative - fireflighting with Dalran enhancing the duration. She checked with Himajere and he confirmed that the fireflight spell was unknown here and would therefore

be safe to use.

Liessa then requested an advance on our pay to cover expenses, naming a figure of 300gs plus 300sp. Himajere managed to produce 300sp from a pouch which only seemed to hold 100sp, three times. The prince was then convinced to front up with the 300gs, much to the annoyance of the Chancellor who was sent to fetch it. Liessa then asked for two writs. The first was to pay Burrfoot for the painting of Verdant and the second was to allow us safe passage through the kingdom. The prince honoured both requests and made out the payment writ. Finally we asked for, and received, a letter of introduction to the Thane of the Dwarven Kingdoms as we were to enter their territory. Just before we left, Himajere invited us to drop in on him, at his tower, that afternoon if we required to see him before departing.

Our next stop was the Temple to pick up the painting. Halfway there we met Dalran and Darian. They were carrying a large quantity of religious tracts and going on about how great the religion of the One Horned God was and that we should turn to it. Great! We've now got two religious zealots to contend with. This we don't need. They were even talking about setting up a branch on Alusia.

Once we reached the temple we made our way down to the library and found Avaril. He soon produced a hobbit, wearing a green/white cloak, splattered with paint, who had to be Burrfoot. The picture was ready and was paid for.

Finally we headed north, by foot, our intention to take up Himajere's offer of hospitality. The intention was to fly at sunrise or sunset in order to minimise detection. According to Flamis we would cover 200 miles in 90 minutes so we should reach the mountains in three hops. Flamis had already mapped out a course to minimise the risks.

Just outside the city we encountered a cart going in our direction. The farmer recognised Flamis and Dalran as being the two he had transported into the city two days ago. He offered us a ride as far north as he was going which we decided to accept. We were to ride in the back, which was currently occupied by a large pig. There was enough room for one up the top with the driver so I smiled at him and asked if I could ride with him. He agreed.

The rest of the party clambered into the back of the cart while I nimbly climbed up with the farmer. As we progressed I kept him talking on local stories. Most entertaining. Once the farmer had reached the side road he was taking we clambered down. I thanked him for an interesting conversation then we continued on.

Dalran took two attempts but finally managed to put a Locate on Himajere. We followed that until we reached a wooded area. A few of us thought they saw something moving. Liessa reckoned the minds up were semi-sentient and they were waiting. That immediately reminded me of the creatures that the last party had encountered that had harassed them. So we decided to avoid the area. Dalran also decided to go invisible.

Another forty five minutes later we reached a woody area. The area appeared to be very well kept and there was a sign saying 'Please stay on the path'. We continued on, and soon found a tall white tower. Liessa banged on the door. Shortly Himajere answered.

We were led into a room with a long table and chairs and asked if we wanted breakfast. He offered bacon and eggs. Flamis asked if he had chili. Himajere reckoned he preferred his bacon

and eggs cooked. On my prompting Dalran attempted to locate the chest that Himajere had been forced to leave behind. If it was in the ocean it should have been in range but Dalran said it wasn't. This implied it was still on board the ship. Since the ship was without a tiller - and a helmsman - it was unlikely to be going anywhere so it should reappear in the same spot at midnight. All Himajere had to do was to go out there, wait until it reappeared, then go on board and reclaim his property.

We waited around for a few hours until it was time to go. Himajere had arranged for a fire to be built outside so Flamis cast fireflights all around. We then took off, following Flamis, on the hope she knew where she was going. After a while I forgot about the fact I was on fire and was starting to consider just what it would be like to feel the corona on bare skin.

Flamis had already decided where to land, near the rail, due west of Mount Ruin. We did so, then waited for the coronas to come off. Once they did we stepped off the rail tracks and onto the grass, looking for a place to camp. Dalran tried to locate Verdant but he wasn't within 90 miles.

Soon we found a nice spot near a stream. When I went to fetch water, I noticed that part of the stream was a 15 ft wide pool with small waterfalls flowing in and out. I also noticed that a duck appeared to be watching me rather suspiciously. Odd. Meanwhile Flamis had been 'put to sleep' by Dalran. Liessa and I put her to bed.

I was assigned the first watch, with Darian who kindly gave me a Witchsight. Nothing was seen so, after waking up Dalran, I retired for the night.

05/10/93

I was woken up, sometime after midnight, by Liessa. The rest of the party, except Flamis, was also woken. Dalran had seen something - about 12 foot tall with wings. Could it had been one of those stone gargoyles that the last party had encountered? Dalran was already out there attempting to talk to it. He came back rather exhausted, having used much of his fatigue in talking to it. Whatever he said though, must have worked as it had left. I offered to take the rest of Dalran's watch. Fortunately nothing else happened.

Come dawn, I decided to try out the pool, after informing Liessa I was going to have a bath. I went down to the pool, still being watched by this paranoid duck, cast a WaterBreathing, and immersed myself for two hours purification. I then decided to shift into merform and go for a swim. Soon I could smell breakfast so I shifted back into human form and wandered up. That duck was still watching me.

During breakfast - a Flamis special - Romo said that he had discovered an odd rock that the creature had left behind. It looked like it had been moulded by a giant hand. Initially we considered keeping it but decided to bury it nearby as it was possible that it could be used to Locate us - especially if that Aram-sae person was responsible.

After breakfast we took off again. We finally landed somewhere near Trail's End in a field. The cows occupying the field took off at a dead run. Flamis was kept busy for a while extinguishing the blazes that the coronas caused before they finally went out. Dalran tried another locate for Verdant and discovered he wasn't within 135 miles.

Soon we found a place to camp in a clump of trees near a small stream - too small for my

purposes. Flamis went to sleep while Liessa and I kept watch. The boys went out hunting (with shadow-wings) and, after twenty minutes, came back with a dismembered calf. Meanwhile I keep getting this odd feeling that something is watching me ...

.4.

... but every time I looked, I saw nothing. Maybe I'm just getting jumpy. A short while later, Darian reported seeing smoke so the boys flew off to have a look. After a while they came back with a report of burning buildings and orcish troops riding reptilian steeds. We don't seem to be too far away from the war after all.

Flamis had woken up by now so it was decided to have something to eat and the calf was duly cooked. Since it was a large calf, it took a while, even sliced into steaks.

Liessa decided that the proximity of the war demanded an early departure. So, after we had our fill of calf, and stored the rest, Flamis started casting the necessary fireflights. The second attempt gave her migraines, but Liessa used a hypnotism to negate the effects. Meanwhile Darian put a shadowform on myself, Dalran, and himself.

We were soon airborne. After about 80 minutes, we were heading into the mountains. A short while later we landed by a road. All around us was rock and, once the coronas disappeared, it was rather cold.

Dalran then detected a slight vibration in the road so we got off it and went for cover. Nothing appeared on the road but the rumbling seemed quite close so we concluded it was underground.

Liessa did an ESP and detected a watchful mind to the east. Dalran looked in that direction and spotted someone crouched behind a rock so he sent a Wizards Eye in that direction. The figure was a dwarf with a black beard, wearing black armour and carrying a double-edged battle axe strapped to his back. Currently he was keeping a crossbow trained on us. Flamis hailed him in dwarvish then went up to show him our pass. The dwarf tried to convince us that he had reinforcements but we weren't fooled. Liessa wasn't impressed. Neither was I when Dalran used the Wizard's eye to see a 'V' rune on the axe, told Flamis (in Common) and Flamis repeated it (in dwarven). The answer she got was having the crossbow pointed at her. Being menaced by a crossbow wielded by a nervous dwarf is NOT a good idea. It was also not a good idea to show that we're mages. Still he had seen us arrive.

Finally we were able to convince him of our good intentions and Liessa requested that we be taken to his superior officer. So we were conducted up the road for about five miles until we came to the entrance of a tunnel. Another dwarf emerged, bearing the insignia of a Lieutenant. He wanted to see the writ so Liessa showed him. She also took an oath on her sword that it was genuine.

For some reason, we had to be blindfolded before we could be taken to the dwarven city. Some of the party objected but I volunteered to be first. So I knelt down and allowed a hood to be placed over my head and tied at the back. When they had finished, I couldn't see a thing. They then gave us a guide rope to hang on to.

The path continued for a while and went over a bridge. After a while we were told to sit down and don't move as we were guided to some seats. After a short while, whatever it was we were

on started to move.

It must have been at least an hour or so when it stopped and we were conducted to another guide rope. The dwarven lieutenant said that we were stopping for a meal and once we were inside we could remove the blindfolds. This we did. We found ourselves in a room containing benches and chairs. A dwarf was standing guard by the entrance. A short while later, a female dwarf (I was sure this dwarf was female even though she had a beard too) came in bearing a tray containing a pitcher and six mugs. She then left but came back a short while later bearing food. The lieutenant also joined us.

The food was delicious and the dwarven ale even more so. After dinner we were re-blindfolded and taken back to the conveyance. Fortunately there was enough room to curl up and go to sleep so, after loosening the top of my tunic for comfort, I did so.

06/10/93

When I woke up, I discovered someone had thrown a blanket over me. Also we were still moving. After a short while the conveyance stopped and we were led off. We were then told we could remove our blindfolds. Once we did, we discovered we were in a dark corridor. We were then conducted to a small room and told to wait.

A short while later, breakfast arrived - dwarven porridge. Filling but rather bland. I requested a bowl of water so I could freshen up.

After breakfast the lieutenant came back with a diplomat who welcomed us to Stonehelmshire, and the dwarven senior officer, Captain Rovar Stoneshaver. Flamis wanted to know if they were interested in her double crossbow design but they weren't, however Stoneshaver was very interested when Dalran told them about the piece of the war we had seemed. The lieutenant hurried off to arrange for reinforcements to be sent to that area - if it was not too late.

They hadn't seen Verdant, but had noted a flying form going north a few months ago. They also saw someone circling about a few days ago. So we asked what was north of here. Mountains, farmland, and the Oaken Forest where the Elves live. NorthWest was the Red Desert and NorthEast was the White Lands. Liessa remembered a reference to the White Lands and asked me to check back in my diary. I did so. According to Avrail, Verdant's vision had lead him beyond there. So we decided to head off in that direction. We were then handed some passes to get us through dwarven territory safely. Some other documents needed to be drafted so we had a three hour wait before we could depart.

I wanted a swim. The others agreed that a trip to the local bathhouse while we waited would be a good idea. So a guide was summoned and we were led out into a large open area. The place was packed with a large market place and there were LOTS of dwarves and humans around. Our guide had to cut a path through the crowd. We could also see other guides doing the same thing. Each carried a long pole as an indicator of who, and where, they were. Flamis wanted to go shopping but Liessa pointed out that there wasn't time for that. Maybe on the way back. Also Dalran was asking whether or not the dwarves believed in the freedom of religious expression. Both Liessa and Flamis had hysterics.

Finally we reached the bathhouse. There was a large communal bath with lots of dwarves soaking - and skylarking about - but Liessa settled on two private rooms, one for the guys and one for the girls. The pool turned out to be only 8 foot wide and 1.5 ft deep - not what I had in

mind at all. All I could do was soak. After stripping off all our clothing, we stepped into the warm water and relaxed. I decided to cast a Water Breathing on myself so I could totally immerse myself.

After a while, our guide returned and after dressing we were led back to the room. Captain Stoneshaver believed our best bet was to head to the White Lands as that was the direction the flying figure had been going. It was 400 miles to the border and, in answer to Flamis's question, a height of 1200 feet should keep us out of range of any missile fire.

We were told that the White Lands were inhabited by a race called the Ellyon, who are a small faerie like race. On no account were we to address them as 'pixies'. The best people to contact there would be Rainbird or Princess Serissa. I remembered the name as being the Ellyon that the other party had met. We were given documents and a map.

We were led through set of double doors, with dwarves guarding them, up another corridor, through another set of doors, with guards. The second set opened out to the surface. After the dull light below the day appeared VERY bright. According to Flamis, it was about half past eight in the morning.

We wandered down the path before finding a secluded spot to take off from. The mountains soon gave way to forest. After about 90 miles we were over farmland. Most of it appeared to be orchids. Flamis directed us to land on the road. Someone missed the target but Flamis soon had the resulting fire out.

Liessa used ESP to scan the area and picked up a rather terrified mind. A short while later we spotted a rapidly receding peasant. Nearby was a copse of trees so it was decided to hole up in there for a while and set up camp. There was no water nearby although there was a river about half a mile away near the orchids. I decided against it as I'd be too far from the rest of the party. After putting Flamis to sleep, Liessa set up watches in case the peasant came back with friends.

.5.

We had some more of that calf for lunch but it was beginning to smell a bit. So Romo cast Preservation on the pieces that were left. After dinner I wanted to do my watch up a tree but Liessa wouldn't let me since I was one of the designated 'front line fighters' along with Darian and Dalran. There was no sign of the peasant but I could still feel something watching me - and it wasn't one of the boys. Liessa wanted to know what I was so nervous about so I told her, while feeling sort of stupid. She decided to check it out and detected two other minds in the copse. One turned out to be sentient, which abruptly disappeared as soon as it realised we were on to its presence. The way it disappeared also seemed to indicate it had mindcloaked itself. This led to the theory that I was being watched by a magician's demonic familiar. Aram-sae? Why me? I started feeling really paranoid.

The second mind turned out to be a treecat which scampered up a tree when Darian tried to approach it. As far as we could tell it was harmless and non-magical. Romo managed to get himself stuck to the ground, but managed to counterspell it.

According to the map, there was a large stretch of dense forest to cross, followed by a lesser dense area. Flamis reckoned we just had the range to get over the dense area but suggested that we walk on till dusk before taking off. This we agreed to do. On the way we stopped at a small

stream and I topped up all the water bottles.

Once the sun touched the horizon, Darian renewed the shadowforms on us 'front line fighters' then Flamis did all the fireflights. Shortly we were zooming over the Lanowar Forest, reaching the far side just before the duration was due to run out. Flamis picked our landing area, a grassy clearing dotted with myriads of brightly coloured flowers. Of course when we landed, a couple of fires were started. As Flamis put them out, we huddled together in one of the burnt patches to minimise the danger.

Just then a high pitched voice rang out "Just WHAT the netherworld do you think you're DOING!" It turned out to be a six inch figure with butterfly wings. It was also VERY annoyed. We were told to drop our weapons, raise our hands and follow him. Flamis pointed out that it would be unwise to do the latter until the coronas went off. The Ellyon also pointed out that we were being covered by more of them. The coronas dropped off at that point and we were joined by three glowing figures and one shrouded in darkness. Each of them were carrying bows and rapiers.

Liessa explained what our mission was and soon they were convinced of our peaceful intent. We were shown to some accommodation, up in a tree, where we could spend the night. I was looking nervously around as we progressed and spotted two elves following us 15 feet behind.

Once up in the treehouse we were offered food, a selection of fruit and vegetables. Romo nearly caused a diplomatic incident by producing a piece of the calf. He was firmly told to take ALL of it outside immediately. They seemed mortally offended that we ate meat.

During dinner we were told that Princess Serissa and Rainbird were at the capital which is nearly 100 miles later. Shadow-wings seemed to be the answer. A request was made for refreshments so Swiftflight (the Ellyon who we had first met) flew off to fetch Leafjumper. Leafjumper cast a spell and an amphora appeared containing roughly a gallon and a half of wine. From what the Ellyon were saying Leafjumper had magicked it out of a cellar that was reputed for fine wine. Liessa forbade us to touch it as she didn't want us to get in trouble for receiving stolen property in case the owners turned up. However she was mollified when Flamis examined the seal and discovered that it had come from the Barren Mountains - about 200 miles away. Meanwhile Dalran had established that Verdant was not within 90 miles.

So an impromptu party started up and we were soon swapping stories and songs with the Ellyon. Some of the elves also joined in and the party lasted well into the morning. Darian wanted an early night so a corner had a Silence spell cast on it so he could sleep in peace.

07/10/93

There was quite a bit of discussion whether or not we should fly or walk to the capital as it wasn't known that there would be a safe landing field. I just wanted to get away in case whatever-it-was had tracked us to this point. Walking would take us ten days. Finally one of the Ellyon remembered that there was a large festival field just outside the city. The next festival was in three days and there was a good chance that the area was still clear. To help guide us, two Ellyon, one of which was Leafjumper, volunteered to come with us. They reckoned that they can keep up.

So we all got shadowwings and took off. This was rather interesting. It was slower so we could see more of the scenery and a lot quieter. For some reason Flamis seemed rather horrified when

I mentioned that this was my first time. She reckoned I should have been doing something called 'circuits and bumps' at the Guild.

As we approached the city we started to pick up an escort of Ellyon. Soon the field was in sight. Some tents had already been erected but most of it was clear. Flamis must have told the others that I hadn't done this before as Liessa firmly told me that I was to be the last down. Darian was first with the others close behind. Romo and Dalran's landings were rather heavy. This was when I realised that this spell does not automatically land you like fireflight does. Uh oh. Instead the idea was to fly towards the ground and run to a stop.

Finally I was waved in and attempted to do what the others had done. Unfortunately I miscalculated the height (I think that the sight of the ground rushing towards me was a bit off-putting) and crashed into the ground, ending up skidding and rolling along the ground at high speed. I think I just missed ploughing into a tent. All I could do was lie there and feel a lot of pain. I was actually lucky I didn't break anything.

Liessa rushed over and did some Mind Mage Healing. As I was helped up, still feeling rather sore, embarrassed, and vowing never to do that again, we noticed a procession coming in this direction. It turned out to be Princess Serissa's entourage. The princess was a very beautiful Ellyon female. Her wings were blue with silver patterns and she was currently wearing metal armour.

We were introduced. I must have looked a rather sorry sight, all covered in dirt, grass stains, and being rather scratched and bruised. When told we were from Alusia she asked about the welfare of the previous party. She also introduced her two human retainers, Lorisa and Merak. She then invited us to the palace for lunch and to freshen up. Meanwhile Dalran had finally picked up Verdant, somewhere between 45 to 90 miles away in an ENE direction.

Once at the palace we were shown to guest quarters in the human sized area. Baths were available and I was grateful to be able to soak in one to ease my aching body. I then cast a WaterBreathing on myself and went to sleep - fully submerged in the warm water.

I was woken up by Liessa and told that our presence was required for lunch. Once there we were greeted by the Princess. She had changed into a long dress and had her long blond hair free. With her was another male Ellyon called Rainbird. He was dressed in a style that reminded me of the musketeers I had encountered in France.

Rainbird told us that he had fought in the orc wars and had travelled extensively. He knew of Verdant and told us he was in a monastery in the nearby mountains. The group was called 'Those Who Stand Aside' and were a close knit insular group, mostly human with no women. Pilgrims were required to walk in. That made me feel uneasy and I hoped that this place was not warded with Hellfire as the last one had been. Rainbird also added that as far as he knew, Verdant no longer considered himself as an angel.

.6.

On the way in I had noticed what seemed to be a small pond near the festival field so I asked Serissa what condition it was in. She wasn't sure and thought it would be rather small but I was quite welcome to check it out. So, after lunch, I went to do just that.

Their 'pond' turned out to be about the size of a large pool - about 70 feet long and, when I had

stripped down to my two piece and stepped in, about 15 feet deep in the middle. The water was a bit murky but I could see there were little silvery fish in it. So I shifted into merform and amused myself chasing them, exploring the bottom, and getting some much needed exercise. Fairly soon I noticed I had a rather attentive audience of Ellyon so I gave them an impromptu water show.

After a while, I got bored with this and decided to go looking for the others to see if they wanted to join in. Besides I wanted to know just how well they could handle themselves in the water. So I reverted back to human form and, without bothering to get dressed apart from putting on my boots and a cape, went looking for the others.

The first one I found was Flamis, having a philosophical discussion with another Ellyon. She was rather hesitant on the idea of a swim but I soon talked her into it. After we went to get her swimming costume, a red/yellow one piece, and she got changed into it then put her clothes over the top, we went looking for the others.

Darian and Romo were found next in the festival field. Darian was being bothered by a pesky thrush that kept tweeting at him and landing on his shoulder. Finally it perched in the branch of a nearby tree. Flamis looked at it with her mirror and discovered it was glowing yellow - the colour of enchantment magic.

Moments later we noticed that the thrush seemed to be growing and mutating and it wasn't long before the branch it had been sitting on gave way and the half thrush/half man creature fell to the ground. We watched, fascinated, as it turned into Dalran. A bunch of Ellyon were having hysterics. It didn't take much to realise that they were the ones responsible.

We finally managed to find out just what had happened. Dalran had been trying to convert the Ellyon to the worship of the One Horned God. They had taken a look at the literature and reckoned that most of it was impossible. They also reckoned it was much more fun in mid-flight. So Dalran had asked whether or not they could outfit him with a set of wings so he could find out. The Ellyon inscribed a pentagram and got Dalran to lie in it then started a complex enchantment which they assured him would do the trick. The ritual turned him into a bird - which wasn't quite what he wanted but the Ellyon thought it was a HUGE joke.

Dalran and Darian had a few other things they wanted to attend to but Romo was finally convinced to join Flamis and myself. When Flamis and I disrobed, revealing the swimwear we had brought in Britannia, I was quite sure that he didn't know where to look. His eyes were nearly popping out of his head. After Waterbreathings all round and a Resist Cold on Flamis (otherwise she wasn't going in) all three of us (Romo had stripped down to his underclothes) were in the water. Romo was able to dogpaddle so it was easy enough to give him the basis of underwater movement and also basic sign language. Flamis and I also had a lot of fun tickling Romo from underneath.

A short time later, Dalran and Darian turned up and they too were given basic instruction and assessed. It was Darian who wanted to know how far off the water he would need to be for a previously cast shadowwings to engage. So after he cast wings on himself, Flamis and I swam underneath him and lifted him out of the water. It wasn't until he was only thigh deep that the wings engaged. By now Liessa had wandered down to see what we were doing.

Liessa refused to enter the water but did want to know whether it was possible to propel someone

out of the water high enough to launch shadowwings in case it was necessary to make a quick getaway since I was the only one who had a reasonable chance of outswimming anything. I pointed out that it is possible to be carried in the air by a dolphin leaping out of the water (a favourite trick of mine) so Liessa wanted to know if I could get enough speed in merform to launch someone. It seemed possible so I transformed into merform, swam under Darian and propelled him out of the water. After a few attempts I managed to launch him high enough for the wings to cut in. Liessa then ordered the rest of us to practise that. The watching Ellyon were highly amused and one of them even suggested that we perform that stunt at their festival. He even offered to pay us. However Liessa wasn't interested. Pity. It could have been fun. To finish off, Flamis and I gave a demonstration of underwater unarmed combat. Neat fun. I had her just where I want her - although I did let her win a couple of times.

It was getting late and Princess Serissa was expecting us for dinner. Even the Ellyon that had been 'discussing' magic with Dalran was invited. So, after getting changed, and freshening up, we arrived at the banquet hall. Dinner was delicious. Dalran ended up taken an elvish lady for a walk. The only sour note was Rainbird and Serissa having an argument and her storming off.

08/10/93

Liessa insisted that we all get up and purify early in the morning. So I tried - I really did, but failed. While Darian flew off to scout the area around the monastery for a landing site, the rest of us had breakfast. Flamis had done her divination ritual the previous night and had come up with the following:

What are the beliefs of 'Those Who Stand Aside'

Those that stand aside prefer many beliefs

Though many are content to watch and write of what they see

How should 'Those That Stand Aside' be approached

When approaching strangers no matter where

Remember one thing, handle with care.

Soon Darian returned and reported a long, flat, ravine at the base of the steps to the monastery. Shadowwings were cast all around and we took off. I was rather apprehensive about the landing but I was instructed to abort any approach I didn't feel comfortable with. At that rate I could be up there until the spell runs out.

We flew over light forest then into the mountain foothills until we reached the ravine. After waiting for the others to land I made my first approach. Fortunately I was able to pull out before I crashed but the second landing was textbook perfect. Some of the others even applauded.

We could see that the steps ascended in a series of tiers. At each side of the base was a flat stone. As we approached a disembodied voice told us to put all our weapons and any items that could be used as weapons on one of the stones. Someone suggested we put Flamis there too.

We ascended the stairs. As we did so I checked every step ahead of us for any wards, traps or curses as I didn't want to be caught a second time. The rest of the party didn't seem to care. At the top was a short, flat, area with a facade beyond built into the cliff. Darian banged on the knocker (as part of the prearranged plan he was to act as the party leader). The door creaked open and a short, bald man dressed in robes emerged. After explaining why we were here we were led through the foyer and into a small, bare, waiting room. The foyer had two interesting

pictures on opposite sides of the room. On one side was an idyllic landscape while the other was the same landscape, but it was twisted and dark. Once in the bare room Darian handed the picture of Verdant over to the monk as proof of our story. He and Dalran were led away to see Verdant. The rest of us had to wait. After a while we were visited by a big guy with a beard who wanted information about the land and the war.

After quite a while Dalran and Darian returned. They had discovered that the artifact is a green globe the size of an orc's head. It was set in a silver pedestal which Verdant's party found it impossible to remove. According to Verdant, it "bit" the person who tried it. The pedestal is narrow, like a goblet and has four branches that surround the globe. Verdant had shown them an image of where the globe was found. It was in a stone room and the rest of Verdant's party could be seen: a female winged elf, a green entity, a hobbit and a human. The mirror could be seen in the background and is used to show a view of what the eye controls. He said that it would only work for a mage and it doesn't work for women (that was probably Verdant's prejudice showing). When they asked for a view of the serpent they saw a very large shape swim underwater past an image of the globe.

The party had delivered the mirror and globe to their party employer, but just after that the serpent attacked and swallowed the employer and both items. Verdant said its lair could be on an island 300 miles off the coast of Restholm which was possibly called Mages' Isle near which they had first encountered it. It's a 20 mile by 14 mile island. He also warned them not to touch the pussycats there and to look out for something familiar, but not to set it on fire as it has a tendency to explode. Darian described Verdant as a 7' tall individual, slim, with blue eyes, pure white hair. His right hand was black as if it had been burnt. He was wearing pale blue leathers. His wings were large and swan like with white feathers except for one blue one.

We left the monastery, descended the steps and collected our gear. Darian recast the shadowwings as the originals didn't have enough duration left to get back.

We stayed the night at Princess Serissa's palace. Rainbird planned to accompany us part of the way to our trip back to Restholm. He was going to visit the dwarven kingdoms and maybe get involved in the war.

09/10/93

We took off with Shadowwings at 8am with Rainbird and headed due south. Thanks to Dalran casting an Enhance Enchantment the wings had just enough range to reach the mountains in one hop. I managed to get a triple duration as well. Just as we reached the dwarven kingdom it started pouring with rain.

Finally we touched down in farmlands (again I made a reasonable landing) and we quickly put up our tents. I then went around and waterproofed them. Dalran also constructed a bivouac and snuggled under that.

Watches were set. Somewhere between half ten and eleven that night there was a scratching at the tent that Flamis and I were in. I went out to investigate and discovered a small bedraggled duck. It looked so forlorn so I picked it up, took it inside, dried it out, fed it and made it comfortable. After a while Dalran woke me to do my watch. When I got back, the duck was gone.

10/10/93

Next morning, someone had made some sort of stew for breakfast. I was rather suspicious that it was duck but was relieved when I saw the unharmed duck with Dalran. It then wandered over to me and curled up on my lap. Later on it tried to crawl into my pack but I gently removed it. Maybe I will keep it, it's really cute and would make a really nice pet. Some of the other party members reckoned it was too cute to harm. Just in case we ran every detection test we could on the duck, but there was no sign of any magic, curses, enchantments, nothing. It even had the aura of non-sentient duck.

Our first hop was to be by fireflight but when I asked, Flamis refused to protect the duck from magical fire claiming it would be too difficult (it was still raining). I was nearly all set to make a scene as I was determined the duck was going with me however Rainbird offered to cast a spell on the duck to make it fly faster. So that's what happened. Rainbird decided to rest his own wings and ride the duck. After fifty miles south he peeled off and left us.

The fireflight took us to the border of the human and dwarven kingdoms. It was still raining so we decided to carry on with shadowwings. I also cast a Resist Cold on myself and Flamis before we took off. This time the duck rode in my pack.

We landed outside a town called Covenhold, at about 1pm, and were welcomed into an inn where we had a hot meal. Warm beds were being organised. The landlord even cleaned up the duck.

.7.

We spent the afternoon in the inn's bar/common room which was reasonably full of townsfolk. Liessa started entertaining the crowd with her harp. Meanwhile Dalran was wandering around attempting to 'convert' some of the ladies to the ways of the 'One Horned God'. A bunch of guys took exception to this and gave him a stern warning. He was fortunate he didn't get his face rearranged. Meanwhile I had got involved in a game of dominos with an elderly farmer. After winning the first few games he suggested we put money on the side. So I did. He then proceeded to clean me out of 14 silver pfennings.

That night we settled down to sleep. The ever paranoid Liessa set up watches - and it was just as well she did because we were attacked in the night by one of those stone gargoyles. The first I heard about it was when Romo banged on our door. Flamis was already sleeping in her flying suit armour while all I had to do was to throw the sash of defence on. Once we got out the door we smelt smoke so Flamis raced downstairs to deal to it. She got the fire out, but as she looked around to see what had caused the fire she was knocked halfway across the room by a gigantic stone gargoyle. Darian put the shadowforms on myself, Dalran and Romo. Then Dalran Quickened us as Flamis recovered.

We charged downstairs. As soon as I saw and recognised it, I remembered what had happened to the other party and yelled out 'GET THE AMULET'. A large oak table was in the way so, while Darian went around it, I vaulted over it. Flamis had been in a crumpled heap by the stairs, but was sitting up and preparing to cast. Once I landed on the other side of the table, I then noticed the still form of the innkeeper. He had been severely lacerated. I then swung the staff and managed to score a hit on the amulet but nothing seemed to happen. The creature then struck at me with a LARGE stone javelin it was carrying. I tried dodging but it must have anticipated my move and dealt me a near-death dealing blow. I lost consciousness.

When I came around, Liessa had just finished healing me. Apparently I had come very close to dying. I felt sick at the thought. The creature was dead though. Flamis had been hitting it with Dragonflames and the others had been striking at it. Darian managed to strike the pendant and shattered it causing the creature to turn back into the stone it had come from. It was now a pile of broken rock. Only the stone javelin was intact but was gripped tightly in a stone fist. The duck jumped down from the rafters and began pecking at the rocks.

The amulet was broken and no longer magical, but I decided to pick it up. Maybe Himajere would know who had created it. The stone javelin still had a magical aura so it was decided to take it with us. Flamis started to bang it out of the golem's grip, but Liessa wouldn't let her. Instead Romo used a frictionless spell to gently ease the spear out. At this stage the rest of the townsfolk, led by a rather large blacksmith, appeared. They didn't seem too pleased that another of these creatures had turned up. The body of the innkeeper was picked up and carried away.

11/10/93

The next morning, I took the duck for a walk to the duckpond and purified there for an hour while the duck happily splashed about. When I got back a group of peasants had arrived at the inn and wanted to hire us. Liessa turned down the offer as we were already on an assignment but promised to carry a message to Prince Hamulet.

We prepared to leave. It would take at least two people to lift the spear so I prepared a Waters of Strength, just in case. However it was decided to allow Dalran to levitate the spear and tow it behind us.

Once we were out of town, Flamis started casting FireFlights on us all. However she was just about to cast on Dalran when she backfired and turned herself mute. It was then decided to levitate him and tow him as well. It was then I realised with horror that the duck still wasn't fire protected. I had no choice but to leave it behind. As we flew away, I could see it in the distance, gamely trying to keep up.

Finally we landed, about 40 miles from Restholm, and had to beat the resulting fires out. The staff was still levitated but we took turns carrying it as we walked along. It had stopped raining but the sky was still overcast. I scanned the skies anxiously but there was no sign of the duck.

About twenty miles later, we encountered a small hamlet and stopped for a rest. We were talking about the war and asked whether or not any strange things had been happening here. Romo wanted to know if there had been any attacks by strange demonic creatures. One of the villagers replied that 'No dark and evil creature has been in my bedroom'. From this Romo concluded that the peasant was not married.

Finally we reached Restholm just before they closed the gates for the night and made our way to Prince Hamulet's palace to report what had happened. He told us that, at last report, the sea serpent was somewhere to the north. Liessa then mentioned Covenhold's request and told Hamulet how we had defeated the creature. It was just as well we had managed to shatter the amulet as we were informed that when it starts glowing (as it was) the creature starts regenerating. Nasty. He promised to send a squad there, even though his troops were stretched thin.

12/10/93

I was woken up at 2am by a scratching on the window. When I went to investigate, it turned out

to be the duck. Joyfully, I let it in and gave it a hug then settled it down on the end of the bed.

The next morning a message was sent to Himajere and soon a reply was received saying that he'd be there that afternoon. Flamis was not pleased and decided to sulk in her room for a while. Eventually she was convinced to go to the library and do some research on the island.

Meanwhile I received permission from Liessa to go down to the harbour and talk to some sea creatures to see if they could help. Romo was assigned to make sure I didn't run into trouble. Once we got down to the wharf, I went down the steps to the water. I then cast a Water Breathing on myself, followed by a Summon Aquatic while hoping for any sort of cetacean creature. After a short while we could see a triangular fin cutting the water. Romo was rather alarmed and begged me to vacate the water. I decided to do so, just in case.

At about this time Himajere appeared - literally in the palace fountain. Flamis was fetched from the library and Himajere did his Curse Removal - which worked.

Soon it was apparent the creature I had summoned was a dolphin so I reentered the water and did a Speak With Animals. I found out that the dolphin's name was Silverbeak and he told me that the sea serpent had been sighted heading this way. It was estimated that it would arrive in a couple of days. If we were going to this island then Silverbeak advised that we should leave tomorrow. He also mentioned he knew where the serpent's lair was but, after I described the object, replied that none of the pod had seen it. I then requested that he pass the word to all the pods to keep an eye open for it as we were looking for it in the hope that it could be used to control the serpent. I would contact him again from the ship. This caused Silverbeak to ask just why I had summoned him into this patch of nasty water. This caused me to take another look at the surroundings. Sure enough this harbour was as polluted as Seagate Harbour - if not worse. I apologised and dismissed Silverbeak, after thanking him for his assistance and summoning some fish for him and the rest of his pod.

I had also asked about the ship we had came in but, according to Silverbeak, the last time it had been sighted was some time ago. It had not appeared since.

Romo and I went back to the palace. When we got there, Liessa was discussing the situation with Himajere and Hamulet and attempting to arrange for a ship. Another interesting fact was, according to Flamis's researches, the island disappeared and reappeared at odd intervals. She decided to try her divination ritual to get more information that night.

I asked Himajere whether or not he had been able to retrieve the items he had lost when the ship disappeared but, apparently, he had not had the opportunity. Must remember to ask him about the amulet - and the duck.

.8.

Himajere told us that the amulets were created in the other continent - the source of all the chaos-spawn. This one was now deactivated but he didn't think it was worth carrying around, even though it no longer had any magical properties. Dropping it in the ocean seemed to be the safest thing to do.

The duck seemed to be a different story. Himajere theorised it used to be a mage's familiar but the bond had been broken i.e. the mage died, and the duck went searching for a new companion and decided to attach itself to me. He offered to examine it, which would take half an hour. I

decided to wait around for the results. When he returned, he reported that it appeared to be a perfectly normal duck but it was somehow bonded to me. Probably explains how it was able to track me down to Restholm. He also suggested that I try casting magic in it's presence. So I did, opting for a Waterbreathing spell. Drawing in the mana was no different and I felt the fatigue drain, but then I felt the fatigue return. That implied I was drawing on the duck's fatigue. Fascinating. When I told Flamis what had happened she agreed that the duck was a living fatigue store so she magically fire protected it. She also expressed a longing for something called a firecat.

While Prince Hamulet organised a ship and crew, Flamis and I did a bit of shopping before returning to the Stone Orchid for a pleasure stop. By the time we returned, Hamulet had produced a rather worried ship's captain who was introduced as Olaf. Olaf told us that his ship was a sloop and required six crew. Only a couple of us had enough experience to be crew so a group of soldiers were dispatched to go and get some. The ship was called 'Our Lady of the Blessed Fishes' and was docked at Pier Six.

Soon a group of soldiers turned up with eight scurrilous types that were to be our crew. Six of the soldiers were coming as well to help keep order. For some strange reason, Dalran also hired a cabin girl.

Once we got down to the docks we discovered that the ship was thirty foot long and twelve feet long and was rather limited in cabin space. By the time we got under way the sun was starting to set. The gates were open, we sailed out, then they were quickly shut behind us.

Liessa insisted that I cast a WaveRiding spell to push the ship along. I protested claiming that I didn't think it was powerful enough to push a sloop and besides, the chances of me successfully casting that spell, while not in water, were not good. It was finally decided to tie a rope around me, lower me to the water, then haul me back on board when the spell took effect. So I tied one end of a long rope around my waist before diving overboard. A short while later the wave came up and, much to my surprise, began to push the boat. I quickly clambered back on board.

After an hour or so it was getting dark. Half an hour later, the wave dropped so I prepared to do another one. Dalran did an Enhance Enchantment as I went over the side and soon we had a wave that seemed set to keep going for sometime. Once on board, I went below for some sleep.

13/10/93

Once in the water again, I cast a Waterbreathing on myself, a Summon Aquatic in the hope of getting Silverbeak again and, after Dalran did his Enhance, a Wave Riding. After a while a lone dolphin showed up. It wasn't Silverbeak but I was told that his pod was near the island. Great! A good opportunity for a party. The dolphins hadn't seen the Orb as yet but I was reassured to find out that the island was in it's proper place. Finally I summoned some fish as a thank you.

After a while, we needed another wave so I asked Dalran for another Enhance. He muttered something like 'what am I - an Enhance Mage?' but did the job Two casts later we were off again. After that he began fiddling with a Crystal of Vision and got an aerial view of the island. The major point of interest was a ruined building so he zoomed in on that. That view revealed a ruined room and some stairs heading downwards towards the central mountain. The rubble in the room looked like it had been charred and he could see an orange cat and six kittens. The cats were orange, furry with big ears.

At this rate we should reach the vicinity of the island by mid to late afternoon. Two more casts later and we finally sighted the island. Flamis was sitting near the bow and she called out 'Land Ho!'. Darian responded with a raspberry.

Dalran did a Locate on the globe and gave Captain Olaf the direction to go. We ended up sailing around the edge. Most of the shoreline was a sheer cliff and Flamis spotted some strange horse-like creatures on top which seemed to be pacing us. She excitedly pointed out that they were the creatures she had seen in her vision.

Finally we were sailing in the direction of a small beach. Near the high water line we could see a small cave, to which the arrow was pointing. I was all for doing an underwater reconnaissance and had already cast a double duration waterbreathing on myself but Liessa vetoed it.

Instead we lowered a boat and got rowed over by a couple of the soldiers. The horse-creatures were peering over the side - watching. Our first move was Dalran doing a Wizard's Eye into the cave. He managed to trace the cavern back. It split into two halves and the left hand fork appeared to be the most promising. Meanwhile Darian cast Witchsights on those who needed it. He was going first so I handed him the Ocular. On the way in we noticed feline paw prints in the sand.

As we entered the cave, Dalran spotted something orange on a ledge. He tried speaking to it (it was one of those cats) but it just hissed and spat at him. More of them appeared from the shadows and they were equally as hostile. Liessa shot at one with her crossbow and killed it while another chased Dalran down the corridor. Another spat at Romo and he fell over. A third had a go at me and I decided to move to a safer place.

At that instance Flamis burst into flame - the perfect defence against spit and advanced on the nearest cat. The flame probably killed it before her quarterstaff made contact. At the same time, Darian dispatched the other and went off after Dalran. I followed. About then there was an explosion. Turned out Dalran had used a grenade on it.

Whatever was in the cat's spit had burned a hole in Romo's armour and was working on his skin. Liessa started using water to wash out the wounds. Also Romo was paralysed. We discovered the cause to be a form of poison so Flamis used one Waters of Healing to neutralise it and another to cure the damage.

Soon we were all back together again and, after a short walk, reached the fork. We could hear the sounds of more cats down the right hand branch. From the sounds we reckoned they were kittens. Dalran wanted to nuke them but Liessa decided to leave them. We could always do them on the way back. So we proceeded down the left hand tunnel.

The tunnel narrowed and soon we were forced to go single file. After a short while we reached a flight of steps going down. They were warded and the magic was black according to Flamis's mirror. I looked around for the duck but couldn't see it. Darian determined that the triggering condition was when feet were placed on the steps and the spell enclosed was agony. So Dalran started hopping down on his rear. Meanwhile Flamis went for the hands and knees approach. I decided to shift into merform and flop down. I was a bit worried when my flukes touched the stairs but nothing happened. All three of us made it past the first landing, where the ward ended. Dalran then decided to levitate himself and travel hand over hand along the ceiling ferrying equipment while we waited. Since the rest of the stairs appeared safe, I shifted out of merform.

Dalran had the ocular by now so he went ahead looking for any more problems. We passed two more landings without incident (we must be below sea level by now) until Dalran spotted a dodgy looking step. It was most likely a mechanical trap so Romo attempted to disarm it. He then stepped forward. Nothing happened so the rest of us followed. A little later on he thought he had detected another trap but it turned out to be a false alarm.

Soon the stairs stopped and we found ourselves in a large cavern, 70' long and 30' wide. The other end of it was underwater. Dalran reported that the arrow was pointing towards the water and down so we went to the waters edge. Liessa tried an ESP but the only thing she detected was the duck, still on the stairs. So I cast waterbreathing on everyone else and we prepared to descend. Darian triggered a light emitting pendant while I triggered an invested firelight. Now we were ready to enter the water.

.9.

There was a shallow shelf that extended for three feet, then the hole rapidly dropped off. Dalran had the Locate on so he went first. Flamis was rather reluctant to enter the water but I finally managed to persuade her. Once she was in, I followed then rapidly caught up with Dalran.

The bottom of the cavern was four foot thick with mud and silt. Visibility wasn't very good and the water tasted of something horrible. Probably essence of sea-serpent. Thus it was difficult to keep an eye on everyone. I decided to swim over the group. Meanwhile Darian spotted a patch of weed and decided to poke at it with his estoc. The weeds struck back, grabbing him around the legs. Romo also managed to blunder into the weed and got caught. When Darian tried striking at it with his sword, he managed to lose that in the mass as well.

Meanwhile, still blissfully unaware of what was going on, I decided to shift into merform so which would give me more manoeuvrability in case I needed it. So I let myself drift while changing. By the time it was complete, a rather miserable looking Flamis had swum by. I decided to stick close to her and try cheering her up.

A short while later, we had caught up to the others. Liessa had tried triggering a self-immolation but that had failed. I tried hauling Romo out but couldn't get enough leverage so cast a Floatation on him in case that improved matters. At the same time Dalran fired a Bolt of Energy at the weed mass that had Darian trapped. That it didn't like. As well as letting go of Darian, it flung his sword away. Dalran frantically went after it and managed to retrieve it before it sank into the ooze. Flamis managed to extract Romo by doing something clever with her quarterstaff, but in the process, Romo lost the grip on his main-gauche and the weed grabbed it. I tried to grab it back but missed. Fortunately it wasn't a magical weapon and Darian had a spare. We continued on. I put a Floatation spell on Darian and Liessa as well as the armour they were wearing was weighing them down.

Later on, we noticed the skeletons of other creatures in the weed. Carnivorous weeds? It was highly likely.

Soon the weed bed stopped. After a short while, we noticed that the bottom was large brown lumps scattered on it. For some reason Flamis kept referring to them as 'phew-mits'. I presumed it was a dwarvish word but it certainly was appropriate. They certainly smelt bad causing the water to taste even worse around here. Oh for the open sea... A short while later, Dalran indicated that his arrow was pointing straight at one of the lumps. Uh oh! I had a feeling since this adventure started that we'd end up digging in serpent droppings. Oh well... So I pressed the

button to release the spear blade and probed about. After a short while I hit something solid. So I attempted to shatter the dungpile by releasing a Bolt of Water inside it and motioned everyone to stay back. The first two attempts failed to work but the third produced what Flamis later described as 'smelly stuff going eveyrywhere'. Most of the blast rebounded off the hidden object so I was liberally coated in the sticky, gooey, smelly mess. Yuck! Frantically I rubbed most of it off and used a clean cantrip on the rest, but my hair would need a lot of washing after this. It had the desired effect though. Once the muck cleared, we could see something silvery inside. Flamis and I set to work and soon extracted the orb on it's silver pedestal. Romo started casting Transparency spells on the pile which revealed the mirror. So Flamis and I set to work on that. I was messy enough now, a bit more won't make much difference.

Dalran was using a Wizard's Eye to check out some of the other piles. He must have found something because he and Liessa began digging. Romo was still casting transparencies then started digging as well. He found a ring. Liessa discovered a length of silvery chain which was enchanted. It turned out to be part of a pendant. Dalran discovered a sword. After a while, we had unearthed weapons, some shields, and some pieces of jewellery. I decided to patrol the perimeter and keep watch.

After a couple of hours, we had determined we had found all there was to find so we headed back to the cavern. As the others emerged from the water, (I stayed back to change from merform) Liessa detected two minds. One was the duck and the other was a dark cloaked entity. We could see it had four arms and was holding the duck in two of them. His face was covered in tattoos. Liessa asked him who he was and he replied that his name was unimportant. He then thanked us for retrieving the orb and asked us to hand it over. Liessa refused.

At that moment a bolt of fire launched from the duck and hit Liessa. Dalran Quickened everyone (except me. I was too tired to go into battle. Instead I aborted the shift back and hid in the water). Flamis triggered a Walking Unseen and disappeared. The guy lunged forward and grabbed Liessa, just as Dalran launched a Greek Fire Grenado at him. Both the guy and Liessa were enveloped in a burning liquid. The duck disappeared - literally.

Flamis hit the four armed creature with DragonFlames and was treated to a most amazing sight. Fire poured out of his mouth and eyes and soon he was literally consumed in flames from the inside. Nasty! Remind me never to annoy my best friend. All that was left was a smoking pair of boots. Flamis later commented that she'd never seen it do THAT before. She then cast an extinguish, followed by a Heal Burns on Liessa. Just in time too.

The duck had gone. There was the sound of angry quacking from the stairs so Dalran tried a Locate but failed to detect it. If that duck was still alive it was going to be roast duck or duck a l'orange if I ever caught up with it again. Dalran then went up the stairs then came back reporting a smell of fire and brimstone. Could be a spell effect. Noxious vapours?

It seemed possible that there could be reinforcements up there as well as a new set of wards so we decided to swim out the undersea passage. The orb and pedestal was heavy so Dalran levitated it. Nothing untoward happened and we were soon out of the water on the beach (well the others were - I stayed in the water but shifted out of merform).

Flamis took off, using Fireflight, to signal the ship we were ready to depart. Soon she returned and we settled down for a later dinner (night was falling). After a short while, a fin was spotted rapidly cutting through the water. It turned out to be a dolphin who reported that the serpent was

returning to the island. So Darian cast Wings on us all and we flew to the top of the cliff with the accumulated treasure. The serpent shouldn't get us here. I then volunteered to warn the ship. Once Liessa acquiesced, I took off. Upon arrival I instructed the Captain to follow the dolphins as I had already asked them to lead the ship to a point of safety.

After doing so, I attempted to rejoin the others but it was getting very dark by now and I couldn't find them. So I decided to splashland by the ship, get on board and assist in getting them the heck out of there. After casting a Mage Wind, I went below and slept.

14/10/93

We continued on course. After a while it was evident that the dolphins were guiding us back to Restholm. I was all for swimming back to rejoin the party but, after a discussion with Silverbeak, decided that wouldn't be a good idea as the serpent was still hanging around the island. So I sent a passing seabird off with a written message. Hopefully, by the time we reach Restholm, Himajere might have some way of retrieving the others, sending me back, or at least some way I could communicate with them. I just hope they're going to be okay.

.10.

Silverbeak told me that they were leading the ship back to Restholm, "the cove with the rocks that close". I suppose it was the safest place but I wasn't expecting us to be retreating this far. This also meant that the others would be trapped on the island. So I resolved, as soon as we got back, to see if Himajere could retrieve them. If necessary I'd swim back.

Just after lunch something fell on the ship and started a fire. Fortunately it was quickly put out. About an hour later, I was sitting crossed-legged on the prow of the ship controlling the Mage Wind when I saw Flamis fly past, on Shadowwings. She shouted out that they were going to Himajere's place. I decided to acknowledge by flashing a mirror. Satisfied she zoomed away. According to the Captain's calculations we should be docking late that afternoon.

He was completely accurate. Once there, I thanked the dolphins, and the Captain then headed off to the palace. On the way there, I was intercepted by a platoon of soldiers who formed an honour guard and escorted me to Prince Hamulet. Upon arrival, I reported what had happened. He seemed most pleased when I told him we had found the artifacts and they were probably at Himajere's place by now. I then requested a fast horse so I could rejoin the others, saddle optional (I prefer riding bareback). After a while I arrived at the forest. The horse was getting tired by now so I hopped off it and walked it in.

Soon I reached Himajere's tower. The first person I saw was Liessa. She was outside just looking up at the stars. She wanted to be left alone so I knocked on the door. Himajere answered it. Once I saw him I told him about the duck and how I wanted to roast it. Liessa insisted that we continue the 'discussion' inside. So we did. Himajere stated that there was a rumour that a mage had once turned himself into a duck and was now permanently a duck. Yet it had a duck's aura and everything. I don't understand this at all. Himajere also had no idea who or what the four armed person was. Finally he showed me to a room where I could spend the night. The others were in separate rooms down the corridor. As my head hit the pillow, I suddenly realised that the interior of the tower was much larger than the exterior.

15/10/93

When I finally awoke, I found a tray with breakfast on it. I decided I didn't want to eat alone so I dressed, picked up the tray, then went down the corridor and knocked on Flamis's door. She was also in the middle of breakfast. Her pack was also making some rather odd sounds which sounded suspiciously like small kittens. When she opened the pack that was what was revealed - two tiny orange hell-kittens. Naturally I wanted to know how come she had them.

It turned out that they had been exploring the ruins. The ruined building had been populated by hell-cats but Flamis and Dalran had dealt to them. Then Flamis had discovered the kittens hidden in a corner. They then proceeded to explore down the stairs and eventually discovered some sort of complex below, complete with alchemical laboratory. Evidently this used to be the lair of a mage.

One of the rooms had a pentagram and a dead body. There was also the remains of a book. Flamis detected faint magic on both the pentagram and the book. Both glowed a dark blood red. There were also footsteps and the odd drop of blood. One set was human, the other troll and they had been there for about fourteen months. Probably Verdant's party. The library contained a number of ancient books, mainly in some unknown language. They seemed intact but crumbled into dust when Dalran touched one. Romo managed to preserve six of them by turning them to stone then backfired and went blind. Meanwhile Dalran used a Wizard's Eye to explore the rest of the complex. He found a room containing a bed with a skeleton lying on it. Next to it was a room with a stone chair in it with a round hole in the seat that glowed with fire magic. No prizes for guessing the purpose of that one! Another room was empty, but markings in the dust indicated that the orb and mirror had been here. The room next to the library had a book lying on the floor. It had the same aura as the first one and Darian reported that the nature of the magic was diabolic. Ugh! Demons!

While Liessa and Romo guarded the artifacts, Flamis, on Dalran's instruction, tried to pyogenesis the book in a futile attempt to destroy it. The only result of that was Liessa rushing down the corridor and strongly berating the both of them. She believed that destroying the book would release a demon, pointing out that the other party hadn't touched it either. Flamis suggested building a trap to destroy it after the party were well gone, but Liessa didn't like that idea either. To make matters worse she was detecting other minds. Minds that seemed to be shifting in and out of phase.

Soon they found the armoury. There were lots of weapons, shields and sets of armour. Only one sword was magical and it was hanging behind another one. Dalran reached for the top sword to move it aside and was zapped by a lightning bolt. The temperature of the room started to drop. Liessa and Flamis were the first to hear an eerie moaning but soon everyone could hear it. A glowing white shape was seen at the other end of the corridor. Ghosts obviously. Liessa ordered a retreat. 'Flee mortals or leave thy bones where thee stand' moaned the ghost. 'We're fleeing!' shouted back Liessa as they raced up the stairs. Flamis laid a Wall of Fire across the corridor behind them. Meanwhile Dalran cast a Quickness on them all. The spell worked, but as he drew the mana something caused him to take damage. So he skulled a Healing potion.

Once they were out, Liessa reckoned that they should inform some of the more powerful necromancers in the Guild and get them to clean this place out, such as Neroc or Lord Grendel (the necromancer, not the mind mage!). Dalran sent a Wizard's Eye down there and spotted eight shadowy shapes. He then tried telekinising the magical sword out. There was battle royal of wills between his willpower and something trying to hold it back, but once he got it through the Wall of Fire it was completely under his control. Soon it was in his grasp.

Neither Shadowwings or Fireflight had the range to reach the mainland, but Flamis had the idea that if the two spells were stacked then the range could be extended as the fireflight speed would carry them far enough to allow the remaining duration of shadowwings to reach the coast. So that's what they did. Once they reached the mainland, they set up camp. Flamis went off to tell me where they were going. When she got back, they rested for a while, then headed off to Himajere's tower to drop off the magical items and get Romo's sight restored. They were told that the previous party had also had encountered a duck and a magical book.

After breakfast we headed off into town. The artifacts were placed on a wagon and I rode the horse back. Hamulet was very pleased and arranged a feast in our honour. It was very delicious. Dalran donated 1000sp towards party treasure to allow the religious books found in the library to be donated to the temple.

When Dalran and Darian returned, they reported that they had been told that Aram-sae was holding a captive and they were really keen on going and beating him up - even though the last party had found him a rather tough customer. Flamis was reasonably keen, depending on the reward (a typical mercenary) but Liessa was determined to get off this plane as soon as possible. The earliest Himajere could arrange for a portal would be the 20th. After the feast, I went down to the beach to see if Silverbeak and the rest of the pod were still about but they had left. Oh well, so much for a party. That night, at midnight, we tried a Locate spell in the hope of detecting the ship we had come on in an attempt to locate Himajere's chests on board. Unfortunately there was no sign of it.

16/10/93

We had a few days to ourselves. Dalran and Darian were at the Temple of the One Horned God. Meanwhile Flamis and I decided to have a look around Restholm, do some souvenir shopping and go back to the Stone Orchid. I wanted Liessa to come too but she refused. So Flamis and I went by ourselves.

20/10/93

Himajere put up a magical door, through which we could step through to Alusia. Tussock had been released and was with us. The idea was for us to emerge in the Guild courtyard but instead we found ourselves in an alley in the other side of Seagate.

We made it back to the Guild without incident and reported for debriefing as well as treasure analysis and division. I decided to just take the money as none of the treasure looked interesting. Oh well. That happens sometimes.