

# AGAINST THE NECROMANCERS

*(The Magnificent Six and 1/2 an Orc)*

*Mission Statement: To go to the High Mana Area and wipe out the necromancers who are establishing a base in that area. Prevent the necromancers from completing a ritual which will result in evil tidings for the surrounding area.*

Party:

*Lysander* (Elf, Namer Fighter)

*Eric* (Orc, Namer Fighter)

*Braegon* (Human, Earth Mage)

*Serendipity* (Elf, Dark Mage, Fighter) [scribe]

*Axis* (Human, E&E)

*Martin* (Human, Fighter, Mind Mage) [party leader]

*Kilroy* (Giant?, Rune Mage, Fighter)

## **KEY:**

Any words in **bold** refer to either a person or place associated with the High Mana Area. These will only be in bold the first time they appear. Refer to the Index at the back of these notes for detailed information about these people or places.

## **APPENDICES:**

Contain details of astrology readings, sendings, maps and other information gathering tools. All readings, notes etc. are reproduced exactly as we saw them, including any peculiarities of grammar, spelling and layout in case these are significant.

## **Events and Happenings**

### **1 Breeze**

Lysander visits the Duke of Carzala who tells us we should go to **Candlestone Farm** and meet the **Elven Rangers**, who will have some information about some of the Necromancers. We portal there. Candlestone Farm is across a wooden bridge made in four parts. It is a fortified manor house. There is a sand trap in front of the fort to catch invisible visitors (it works). **Martin Candlestone** takes us to a **stone circle** to ensure our privacy – this means that **Granma Candlestone** can now tell our state of health.

We meet the Elven Rangers. They tell us that we should ambush **The Black Hand**, one of the Necromancer factions. The Black Hand will be attempting to kill the **Naga** on the night of 3 Breeze. They also suggest discrediting various Necromancer factions with each other, as although they seem to be working to a common goal, they all have their own agendas.

**Jedburgh** gave us some additional information and the two lost guild members, **Clementine** and **Mordrin** were able to communicate to some extent through Swithin's ghost. Jedburgh advises that the Necromancers have some sort of supply route from Sanctuary.

Kilroy did a sending to **Melissa** (the harpy).

### **2 Breeze**

We portal from Candlestone's farm to **Katherine's house**. Cure Katherine of remnants of amnesia and a broken shoulder. She gives us 5 **Wreaths of Protection vs Necromancers** and a note from **Clementine** (the hobbit). We also dig up **Faldo** and **Gross**, two gargoyles, and their pet basilisk, **Ernie**, who offer to assist us in saving the Naga. We talk, power up, and set out for the Naga's pool. Once we are in position, we notice a band (presumably The Black Hand) heading along the cliff edge. Most of them are also Mind Mage invisible.

Our cunning plan succeeds admirably! Martin TK Rages them from one side into Kilroy's Rune Wall. We mop up afterwards. The Mind Mage Invisible spell causes a few problems. Axis, Lysander & Kilroy go to get the hobbit necro and meet the Air Elemental who is not impressed with them flying! Meanwhile, Eric is slept and Giant 2 (which only he can see!!!) escapes.

Martin and Axis meet the Air Elemental again and Martin dies. We hire the Storm Giant (Matthew/ Silver Cloud). The Air Elemental gives us a set of wooden bowls and agrees to negotiate with us back at his tower.

We think it is important that we see the Naga first, so go the caves. There are mosaics, rough hewn stone walls and tunnels, and some more finely worked walls. There is a mosaic picture on the wall of what we think is the Shaper, his wife and their 4 children (2 girls, 2 boys).

Naga appears. She has a human female torso with a snake like body. Naked except for jewellery including a tiara. She is a green naga, has black hair.

Facts from the Naga are in Appendix 3 under Other Information.

We visit the Air Elemental. He lives in a tall tree with great views!!! He advises us that when the leader of a group is killed, all the flying privileges of that group are revoked. Axis is considered to be our leader and we have dispensation to fly here. He will give us all a bottle of air? He has taken away the rights of the Necro bands to fly (apart from those who are natural flyers already).

Silver Cloud the storm giant comments to Martin *“Do that macho stuff short boy!”*.

We meet the King’s Rapiers at the Dwarven City and make our plan of attack. We have a HUGE fight. This is all very bad for us! In the first pulse of combat, a skeletal keep appears which has undead appearing out of the walls, and provides shelter for others and mages. A second half of their force is hidden beneath a mist 500’ away. We TK Rage twice, attack individually, whirlwind vortex and then pour holy water into the fountain in the middle of the keep, which destroys it.

The mist is inimical to beings pacted to powers of light (ie Lysander). It can be dispelled by a plaited web of Nasra’s wife’s hair wielded by a brownie. The mist causes people to get lost in here – extra planar disorientation etc. Leads to 6 sub planes. We decide discretion is the better part of valour!

We loot, and capture Orson Wells (unfortunately killing him in the process). We attempt to resurrect him at the tower and fail. Return to the Guild and get curses removed from Axis, Eric and Martin. Martin wins, with 4 curses. Axis and Eric share a curse of offending everyone they meet. We hadn’t noticed that Eric was under the effects of anything at all!!

Return to the Black Tower at dusk after sleeping. Some King’s Rapiers meet us – they tell us that the Harpies have invited us to brunch the next day. Hobbits and Orson Wells are resurrected. Wells is put under control and truth speaking. He is keeping hostages back at his base, along with the Necros. He has been feeding them poison. The whole area is trapped and riddled with undead phase spiders.

We go back to his base and collect prisoners – 2 humans (Susan (daughter of the Elemental Summoner) and ?), 1 hobbit (Fiona) and 1 elf (Fiona). Apparently there is a legend about Fiona being able to find something magical here??? Kilroy stupidly lets Wells drink a potion which removes the control which is on him. Eric saves the day and stops him escaping.

Back to Candlestone Farm to drop off some of the prisoners, then back to the Guild to sleep, heal etc. Wells in custody.

#### **4 Breeze**

Go to the **Elemental Summoner’s** house. The front field has a small stone pyramid, a 4 poster tower with landings and ladders, a “lumped” pond and a burning patch. Also has a white picket fence and a brown fence surrounding unusual plants. Leave Susan at the Summoner’s, but she says that Matthew isn’t her father?? Bit weird we think!

Using Father Rowan’s shield, we turn Clementine and Mordrin back into lumps of misshapen flesh. We will resurrect them later. Leave them at Katherine’s for the moment, then head off to brunch with the Harpies.

Harpies tell us their cunning plan. At midnight tonight, they will be closing down all the planar gates in the High Mana Area for 4 moons. This will imprison at least some of the necros in their interplanar base. After 4 moons, the harpies and their minions and apprentices will be ready.

They give us some additional information based on predictions etc. (see Appendix 3 Other Information). They also give us a staff, which is one they had from the Shaper some years ago.

Return to tell the Naga about the problems with the planar gates. She gives us additional information (included in Appendix 3: Other Information).

We visit the Green Waters and Kilroy frightens off the goblins with his cry of KIILLLLRRROOOYYY while thumping his chest. Unbelievable. All too weak from laughing to pursue goblins. We dunk Clementine and Mordrin.

Return to the Elementalist's. Pick up Susan to take her back to the Guild. Learn that Matthew the E&E was forced to kill his brother Richard, who also became a vampire.

See some racoons cutting off their hands and throwing them off the cliffs of changing. Weird place!

**ORC MAXIM:**

*There's a lot that can be solved by a good hard blow to the head.*

Resurrect Mordrin and Clementine using Father Rowan's potions to revert them to their true shape.

**5 Breeze**

Carve staves. Hide the originals in the Guild Vaults. Heal Katherine. Potter around to some extent. Think about dealing with the attack on the hobbit village in a couple of days.

**7 Breeze**

Go to visit the Naga again. She foresees bad things if we participate in the defence of the Hobbit village. She believes it will be the Elven brothers, and that they will have set up traps using trapdoor and phase spiders swarming on us. Lots of undead and spiders, some goblins. At best, she thinks the fight will go mediocrelly for us, but she has a feeling of great misfortune hanging over us.

We notice goblins building palisade around Katherine's swamp. Greenwater goblins are doing something strange around the Green Waters. There are 7 men on horseback who are throwing their hands off cliffs.

We visit the hobbit village and ship them off plane to Lysander's place. Disguise the cauldron and leave an illusion of it in the village. Take real cauldron off to Lysander's as well.

Spot a large group of flyers heading Sanctuary way. We do not pursue them. Harpies agree to mop up any bands of necros they find. Plan to return in 4 months when the portals are unsealed.

## **APPENDIX 1 – ASTROLOGY READINGS**

### **1. What will give us our best chance of success? (Eric)**

WHEN SEVEN ARE GREEN IN SKIN FROM THE CAVES OF OLD  
*The party? Troll skins?*

THE FOUR KEYS OF OLD WILL TURN OUT BLUE  
*Elemental keys?*

AND UNDER THE PROTECTION OF WIND, THE ADVENTURERS WILL COME BRINGING  
*Air Elemental?*

LIFE TO THE TWO DEAD  
*Shaper and his wife? Mordrin & Clementine?*

AND KILLING THE NINE UNHOLY.  
*Necromancers hopefully!*

### **2. Clarification on the Caves of Old – whereabouts, any info etc. (Serendipity)**

YOU WILL FIND THE CAVES OF OLD,

IN THE LAND OF SLEEPERS,  
*Land of the Dead? Dreamlands?*

IN A TIME THAT HAS PASSED.  
*Go into the past?*

WHEN THE WINGS TOLD ALL IN THE FIELDS OF MOLD.  
*Mushroom fields?*

IF CUTTING A CLASP INTO SMALL ROCKS IS NEEDED, THEN THE ROCKS WILL TURN

ON ITSELF.

## APPENDIX 2 – SENDINGS

### **Kilroy to Melissa the Harpy, 1 Breeze**

1. Do you still dislike the Necromancers? *Yes*
2. If an alliance between us [describe us] and yourselves vs the Necromancers was offered, would you accept? *Maybe*
3. Would you be likely to pass on any information concerning us to the Necromancers? *No*
4. If you and your fellow harpies were helping us against the Necromancers, would you be likely to betray us in any way? *No*
5. Do you have information concerning the current location of the Necromancer group lead by Melissa and her understudy hobbit? *Yes*
6. Do you think it would be beneficial for us to swap information about the Necromancers with you? *Yes*
7. Have you been doing anything to impede the Necromancers controlling the return of the Shaper? *Yes*
8. Do you know the location of the earth crystal? *No*
9. Do you know the location of the water crystal? *Yes*
10. Do you know the location of the air crystal? *Yes*
11. Do you know the location of the fire crystal? *No*
12. Do you know where Faldo or Gross are? *Yes*
13. Do you know what the Caves of Old are? *Yes*
14. Have you and the rest of the harpies been true to the conditions of our truce? *Yes*
15. Have you increased the number of harpies by more than 10 since we last met? *Yes*
16. Would you like us to ask you to ally with us against the Necromancers? *Yes*
17. Do you like Kilroy? *No*
18. Do you respect Kilroy? *No*
19. Have you got any pink fish net stockings? *No*
20. Do you think the Necromancers are more dangerous to you than us? *Yes*
21. Are you afraid of the Necromancers? *Yes*
22. Do you want to stop the Necromancers? *Yes*
23. Would you help us to stop the Necromancers? *Yes*
24. Do you plan to continue your attacks against the Guild and Carzala once the truce ends? *Yes*
25. Are you trustworthy? *Yes*
26. Is Angela pacted? *Yes*
27. Does her demon like the Necromancers? *No*
28. Do you have any phobias? *Yes*
29. Have you been spying on my house? *No*
30. Do you know that I am an adventurer at the moment? *No*

### **Appendix 3 – Other information**

#### **1. Note 1 from Clementine the Hobbit**

To Braegan and others at the Guild

From Clementine (the Hobbit)

Here's a map of the Necromancers' complex. It only how it seems 'cos it's actually really really extraplanarish. And here's my map of the area.

And also you can have our amulets of not getting got by the Necro's. No that won't work. Swithan might dissolve. Take them off if you're dead and trying to be alive.

To come here (where the shaper is) you can eat the black berries from the swamp North of the Stones, and they are poisonous so have a healer preserve dead on you, then neutralise poison will bring you back. If the berrie aren't in season someone might have some maybe Katherine.

You can use the main stone circle to talk to the shaper by using a very high speak with dead, or a name summoning using an item made from his hair (there are five "hard to see" ropes and a sash that stops a death) and if you do the name summoning on a full moon you will come here instead then go back when the duration ends. The necros might try to kill the naga but that's a bad bad thing so don't let them.

We can arrange for me to appear as a ghostly thing at the stones on a equinox or solstice but the stones are very busy then and I don't have a good reason why except that I'm lonely.

Clementine

## **2. Note 2 from Clementine the Hobbit**

To Braegon and others at the Guild  
From Clementine (the Hobbit)

If you want to get a message to me and Mordrin you can give it to Swithan if you send someone to get lost in the woods North of the road.

If you want to know stuff you can ask us and then maybe we can find out the answer.

If you send someone now, Swithan can give you a something but I didn't want it to get into the wrong hands. Don't forget to get the wreaths from the witch.

The last people we saw before we disappeared were the King's Rapiers. They guarded us when we slept by the Cliffs of Changing. They are honourable and gallant and handsome.

(By the way that's what killed us, not the Rapiers the cliffs, and we were probably changed to rocks, but all our stuff came with us to where we are now. Things were going really good till then, but now we've been here for ages and we want you to get us out and speak to dead at the cliffs won't get an answer).

Go and see the Naga. North of the Amba Mine in the cliffs in the temple, not the other one. It knows lots about the necros.

Don't damage the book.

Clementine

## **3. Burnt Note**

Made a spectral book looks like a normal book.

Buried near Candlestone Farm in the dwarven holdings.

Tells how they (Shaper & wife) came to the area made the place to trap the souls.

It's tempting to destroy the book to find out its secret.

Unless you take care you will and then it will be useless.

#### 4. Information from the Naga

- She is attacked every couple of weeks by undead.
- Orson Wells has kidnapped the Elemental Summoner's daughter and others. We mustn't kill him or his hostages will die.
- Axis will be turned to stone.
- Eric will suffer from a dilemma which will decide the fate of Braegon (will he return from the Lands of the Dead?).
- Kilroy should remember that it is the 3<sup>rd</sup> horse (?) not the 2<sup>nd</sup> one.
- There were several other Nagas in the time when the Harpies and the Gargoyles worked together. These Nagas can be found by travelling along the cliffs to ruined city. There is a hill on the top of the river. They have a magic sword which slays feathered things.
- We will be attacked by a warped chimaera – a flesh golem? Life draining.
- In 3 day's time, the necros will be excavating the bodies of Clementine and Mordrin.
- The necros will be fighting the King's Rapiers tomorrow morning just north of the standing stones.
- Kilroy should carve a staff at the standing stones. There are 13 staves and we will be able to use Kilroy's copy to see what the next staff in the sequence will look like and locate it.
- Kilroy will be very tempted to keep one of the staves. It would be unwise to do this and would bring harm on someone close to him.
- Algae from the Green Waters when cut into strips and wrapped around sticks will help against ghouls' poison. There is an Assassin coming after us who will use this poison.
- The 3<sup>rd</sup> set of necros we meet will have an Air Mage who will have Knockout Gas?
- Could meet the King's Rapiers at the Dwarven City before they meet the Necros.
- The cliffs of changing – the darkest one shouldn't go in disguise.
- The Shaper's book is under the dwarven ruins. The Naga has said that the book isn't necessary for the success of our mission.
- Attack on hobbit village with the magic cauldron will still go ahead tomorrow.
- 2 groups of necros are out recovering staves and will be returning on a High Holiday.
- Someone dark, but close, will conspire against us
- Harpies Staff cannot be located. It will let you through some portals. It will combine with 3 of the other staves. Will double the ranks of anyone who is a pacted Wicca, Necro or Rune Mage. Takes your stats down every 15 minutes if you are not one of these colleges. Will also lose someone close to you each day. When combined, these effects go away.
- Shaper made some staves which were corrupted by his sister-in-law (Rosemary Katherine) replacing one of the staves. She wanted to bring misfortune on them so that her sister didn't discover that she had stolen an immortality potion. As a result, his wife turned into a vampire and

#### 5. Information from the Harpies

- Someone we know has sold information to the Necromancers which will lead to tears.
- Necros are watching Kilroy's house to kidnap his wife (this is the 3 Elven brothers)
- Kilroy carved his name on a stalagmite and the harpies added an additional message to the effect that Kilroy would be responsible for the death/ demise of the Elven brothers.
- There are slavers in Gugnir's Hope (we believe these to be Orson Wells/ Elven brothers)



## INDEX

### **Angela**

Harpy.

Pacted to Andromaleus.

### **Axis**

One of the band of the 3 Necro brothers. There is a dagger made out of his fibula which will kill both this Axis and our Axis.

Wheelwright.

### **Black Tower, The**

Previously insubstantial.

6<sup>th</sup> floor can now be used to resurrect because of the abilities of the 7<sup>th</sup> floor.

-25 to any resurrection done during the day, 0 modifiers at night.

Protected by widow spiders – slow, dim, animal-like cunning, VERY large.

### **Candlestone Farm**

A base just outside the High Mana Area.

Persons of note are **Martin Candlestone**, **Granma Candlestone** and **Jedburgh**.

Curiosities of note – the Stone Circle.

### **Candlestone, Granma**

Has a magical ability linked to the Stone Circle. Once someone has been inside the Stone Circle, if she concentrates, she can always tell the state of their health.

### **Candlestone, Martin**

Owner of **Candlestone Farm**.

Ally of the Guild.

### **Clementine**

Hobbit.

Mind Mage.

Shapechanger Bear.

Guild member.

Missing presumed dead in High Mana Area.

### **Clementine**

Water nymph or nixie.

Water Mage.

Does Waters of Strength & Waters of Healing.

No relation to Clementine the hobbit.

### **Copper Trees**

Make armour resistant to Specific Grievous wounds.

Daisy chain of copper tree leaves can make an open portal stay permanently open.

### **Elemental, Air**

Prefers other beings not to fly through his air space.

Can be bargained with.

Axis has his name.

The first time you meet him, if you fill a bowl with air, you can bargain with him.

### **Elemental, Earth**

Wanders through the High Mana Area.

Rank 20ish?

Encountered by previous Guild parties.

Mischevious

### **Elemental, Keys**

Elements (crystals?) physical objects used to be held at the summoner's (Matthew).

Braegon destroyed the water key, which was 3' across and linked to the elemental plane of water. Absorbed water.

Also metal keys – colours aligned to the elements. The Necros have 2 of these?

Earth key is buried in the standing stones.  
The Air key is at the Unseen Rock.

### **Elven Rangers**

#1 Rk 9 Ranger, Earth Mage  
#2 Mind Mage  
#3 Rk 10 Ranger, Namer, highest magical spell Necromantic counter.  
Seem to have fake auras.  
Here looking into the activities of the 3 Elven Necromancers.  
Sent by the Court at Alfheim.

### **Ernie**

Basilisk.  
Pet of Faldo and Gross.

### **Faldo**

Gargoyle.  
E & E Mage.

### **Fiona**

Elemental Summoner  
Wife to Matthew, E&E mage  
Vampire  
Sister to Nasra the Shaper

### **Garden, The**

Necromancers travel there for herbs to resurrect.

### **Green Waters**

Has algae vs poison.  
Has hydra/ kraken guard.  
When you soak bodies in the water, they will regenerate for a while after they are resurrected.

### **Gross**

Gargoyle.  
Earth Mage.

### **Harpies**

Know of caves where Ogres live and you can learn regeneration.  
Sally Air Mage  
Lucy Air Mage – copper wings, studded ankle bits, silver talons and cestus  
Angela Wicca. Highest ranked spell *Damnum Minatum*  
Arabella  
Fiona Air Mage  
Katherine Mind; highest ranked spell *Mind Speech*  
Sal Celestial  
Louise Air Mage  
Bridget Fire Mage? Highest ranked spell *Dragon Flames*  
Ariel E & E; highest ranked spell *Slowness*  
Melissa Highest ranked spell *Increased Gravity*

### **Jedburgh**

Guild member currently resident at Candlestone Farm.  
Namer.

### **Katherine**

Witch.  
Elderly human woman of about 54.  
Primary magical ability – *Skinchange* and/or *Troll's Dust*.  
Has many magical abilities (e.g. Wreaths, leeches, herbalist).

### **King's Rapiers**

Hobbits.

26+ Agility  
Ambidextrous

### **Land of the Dead, The**

Area down near dead area.

'Death trap' – stores souls.

Puzzle involved in opening the doors – the discovery of what to do gives you the ability to do it.

### **Matthew**

Husband to Elemental Summoner.

E&E Mage

### **Matthew**

Giant

See entry under Silver Cloud

### **Melissa**

Harpy.

No relation to Melissa the Necromancer.

### **Mordrin**

Dwarf.

Guild member.

Currently missing, presumed dead in High Mana Area.

### **Naga**

Fire Mage.

Lives half way down the **Cliffs of Time**.

### **Necromancers – General Information**

- 7 factions.
- Approximately 25 undead (according to the owl).
- Approximately 30 goblins and orcs.
- <75 minions in total.
- Once Necromancer has life trapped inside a gem.
- Approximately 57 mages, 45 others.
- They need a certain number of magical staves to perform a ritual to bring back/bind The Shaper to their will. Thorn broke one staff.
- One band has some influence with the Guild.
- 1 of the human necros is a Djinn
- 1 of the human necros has natural Shadow Wings
- 1 of the hobbit necros can turn into a bat (this one is still alive)
- 1 of the human seeming necros is an incubus
- 1 of the human Necros has silver teeth and the remains of a Celestial Mage? And uses a breath weapon.
- Others are under the effects of various flying spells.

### **Necromancers – The Black Hand**

- Group of 12, comprising:
  - The Boss (Necromancer)
  - E&E
  - Druidic Earth Mage
  - Mind Mage (2)
  - Black Mage
- Come from way down south (Faldo/ Gross)
- **Fought and decimated by Guild Party on 1 Breeze**

### **Necromancers – Elven Brothers**

- 3 brothers – only 2 can be seen at any one time.
- Have committed many atrocities.
- Anti-Elven crown. Have worked for Drow.
- Competent to excellent mages (all Necros).

- 1 has the option of changing to a fire mage after purifying for 3 hours.
- Have wiped out all friends and relatives.
- Death aligned/ aspected – travelled to various Temples of Death.
- 4 years in the Lunar Empire.
- Not good fighters.
- Call each other by colours/ nicknames (eg Mr Happy).
- Went to the Temple of War in the Lunar Empire and killed a Titan. Allows them to cheat death once per month.
- Hot on the trail of an adventurer who grabbed some toy soldiers from a bunker???
- 1 has normal luck, 1 is twice as lucky and 1 is three times as lucky.
- One has a staff of Withering Limbs (stolen from Harpies). Doesn't affect orcs or goblins.
- One has an amulet which captures nightmares and can release them to attack people.
- They do wards.
- Have some invested items.
- Defence spells are potioned.
- One has a hood which burns sulfurous.
- One curdles milk.
- Possibly minor demons?
- 3 Nightmares and 3 Succubi guard them.
- Use alchemical poisons made by the succubi.
- Accompanied by:
  - 2 hobbits or dwarves
  - 1 giant shapechanger
  - 3 humanoids (elves/ ogres/ humans/ orcs)

#### **Necromancers – Melissa's Band**

- Lead by a human, female Necromancer, answering to Melissa.
- Melissa can cast Stream of Corruption which goes for >150'. Causes ghouls, wights, zombies and skeletons to appear from it.
- Hobbit understudy (female??).
- 25 cohorts.
- Gone to get the last of the staves – due back 13 Breeze.
- 7 in band.

#### **Necromancers – Red Skulls**

- Leader is a human Necromancer.
- Has a belt which he can cast an Agony into. Can put up to 4 spells into the belt. If you try to attack him, you may face up to 4 agonies.
- Large fortress – bone pyramid, which has 3 gold keys. Needs 100' of flat ground to use.
- Band of 40-50.
- 1 particularly vengeful.
- Work out of Calder?

#### **Necromancers – Goblin Band**

- King of the Goblins can steal your life.
- King of the Goblins is a Master Thief.
- King of the Goblins looks like a human now, but was once a goblin?
- King of the Goblins can steal dreams and give them to other people, then use their bodies.

#### **Orson Wells**

Orc.

Knows something about the Necromancers or has something on them.

Evil and nasty.

Sold loot on to Necromancers.

His demon is Aim the Fire Duke.

Slaver.

Lysander and Serendipity have vowed to exterminate him if the appropriate authorities don't.

In custody of Carzala's guard.

#### **Resurrection in the High Mana Area**

Cannot be done except in the Black Tower (6<sup>th</sup> floor). Alternatively, you can open the doors to the Land of the Dead using the 4 Elemental keys.

**Rosemary Katherine Dylansblade**

A Shriver

Has drunk an immortality potion

Sister-in-law to Nasra the Shaper

Caused the linked staves made by Nasra to become corrupted by replacing one with a fake

**Shaper, The**

Created many of the special beasties/ things in this area?

Missing, presumed dead?

Possibly in the Land of the Dead with Clementine the Hobbit? (refer Appendix 3)

Name of Nasra.

Brother to Fiona, the Elemental Summoner.

His wife was the sister of Rosemary Katherine.

Had 4 children, at least some of whom his wife turned into vampires. The children are preserved somewhere.

**Silver Cloud**

Storm Giant

Aka Matthew

Mortal coil on his hand – intensifies the amount of damage he can take.

Has been shrived.

Currently in the hire of a Guild party.

**Stone Circle, Candlestone Farm**

Prevents scrying of any sort.

Gives Granma Candlestone abilities to sense health/ wellbeing of those who have been inside the Circle.

**Susan**

Daughter to Elemental Summoner (Fiona) and her first husband, Richard

Apprenticed to Alphonse as a pastry chef.

**Wreaths of Protection vs Necromancers**

Made by Katherine.

Weight 7-10lbs.

-4AG and -4PC to those wearing them.

2 of the 5 wreaths possessed by our party make the wearers invisible to the effects of Necromantic magics, including draining.

The remaining 3 wreaths will take 1480, 380 and 280 points of damage from all Necromantic magics including draining.