

## **The Seed of Darkness**

By Shard Farsight

It has been many years since I have had to produce a report based on activities in the field so I trust you will forgive me for being more brief than I would perhaps prefer and summarise some of our findings rather than provide a blow by blow account of our travels to Tharanduil and later Murandir.

### **Attendees:**

A mixed group of Alliance numbering approximately 20 (although some came and went through the course of the mission) varying from raw trainees to decorated veterans and heroes. I will try and list everyone below so you may speak to them for further information but apologise profusely for poor spelling and/or missing anyone out.

### **The main body of the group:**

Quicksilver                      - White School Sorcerer

Sir Kal                              - Order of Saint Michael

Gutrot                               - Iron Guard Champion

Orme - Iron Guard Veteran

Sasha - White Path Priestess

Abdul Fasir - Recent recruit from the Dye-fa-Dyne (presumed dodgy or dead)

Brekka - Trainee Warrior

Silka - Acolyte of the Evil Sphere

Leitha Faye - Trainee Warrior

Janith - White School Wizard

Baron Silas - Reaper High Priest

Tersius - Heirophant Druid

??? - Wolfhold Scout

??? - Trainee Warrior (Brekkas Companion)

Tikat - Trainee Skaven Warrior

Obelisk - Wolfhold Warrior

Constantine - Warrior

Shard - Grey Warden

**Others who made more than a passing appearance:**

Jack Morgan - Former Wolfhold Scout, Apprehended for murder (see below)

Nathanial Fetchraiser - Assassinated Wolfhold Necromancer (and later Fetch)

Garrett - Former Valley Scout (current status unknown).

Spingle - Goblin of the Alliance

Ansell - Wizard of the Red School

Ralmonar - Wolfhold Hunter

Haralequin Voidstalker 8<sup>th</sup> Sorcerer of House Drannath 13<sup>th</sup> in line to the Throne of Annach Morranninil -

## **Main Happenings:**

### **Tersius and the cleansing of the Grove**

At great personal cost Tersius took it upon himself to absorb and defeat a taint which was filling the grove upon Murandir. A Cyst presented itself to us claiming that we had neglected the lands for too long and that he (it) was our punishment. The thing (and it's minions) initially captured Tersius and drove off the group he was with as we were unprepared for it's fury. The larger group was quickly reformed and a difficult battle resulted in the defeat of the Cyst however the corruption had passed into Tersius where, supported by Erfs Seed (which was inside him too) he eventually defeated it and cleansed the grove. He gave his life to accomplish this.

### **Agoth attempts to take Murandir**

In a worrying turn it seems clear that Agoth is intent on our destruction wherever we go. At the culmination of our time on Murandir Agoth's followers attempted to take control and then reinforce a portal we had used for travel to the plane of Du'At. First a Soulsummoner appeared with a single Agothian Human (although a fairly powerful one with lots of evil power within his weapon) upon this humans death the summoner touched him and a larger group of Agothians appeared. The Summoner then took it's place at the ritual site and seemed to be channelling power before being destroyed by PowerHammers. A few points of note from this:

First - Avoid touching any rituals that Agothians have set up and/or fiddled with. It seems that our attempts to "clean up" the ritual components actually completed it by absorbing power and

life from those touching them.

Second - Do not attempt to commune with this type of ritual unless you are able to do so without touching it!

Third - if you see a SoulSummoner blow it away with PowerHammers before it causes too much grief!

### **Melieth BlackBone rescued**

Thanks to the diligent work of Tersius and Nathaniel Fetchraiser (amongst many others I am sure) the group was able to locate and rescue Heroine and Sorceress Melieth Blackbone from the clutches of the thing possessing her and return her to the alliance. Her return is not only good in and of itself but may prove a valuable blow in the war with Agoth as she has been resident in the Catacombs for some time.

### **Patriach Patronus**

Also occasionally referred to as Senator Patronus. It appears that this individual isn't entirely happy with the Empire Senates decision to hand control of Murandir over to the King. He has left men on Murandir with the open intention of "keeping an eye on your people and ensure that you govern properly". While the cynical may point out that the Empires own Garrisons (principally drawn from the Axion people) gave gone rogue and turned to brigandry I would not be so sure that watching is all this individual has in mind.

### **"Wolfhold Business"**

Late one night a furious Fetchraiser stormed into the halfway house ranting about his own death. It turns out he was now a Fetch as a result of being murdered by Abdul Fasir one of the trainees who had been travelling with us. After a search of the area it seems that Abdul had

disappeared from his bed and instead one Jack Morgan (previously of Wolfhold last believed to be a member of Barad Tirgul) as apprehended and under obvious unforced questioning admitted to the murder. As things may not have been as clear as would have been liked Jack was remanded to the custody of Gutrot to return to the Valley for trial. The next morning Jack Morgan had once again vanished.

### **Chaos Abound**

During our final day upon Murandir a Knight-Paladin of "The Dark and Powerful Host" (which I believe is translation of one of the Drow Houses, Valdurim perhaps?) drove minions of Chaos against us followed by a full on attack lead by himself and some truly disgusting Hepaths. They were all defeated but it is telling that the Chaos taint is still strong on Murandir and travellers there should be careful of both it's minions and it's influence.

### **The Feather of Ma'Hut**

Another telling blow against Agoth came in the form of the recovery of the Feather of Ma'Hut which contains part of the avatar Anubis' power (if I understand the conversations correctly). All members of the group worked to gather the components required to pass to Du'At and then stood firm against a power Vere and it's minions while the feather was recovered and the way back opened. I believe that this means only a single of the major repositories remain to be recovered that of the Chariot of the Valkeryie.

I am aware that quite a lot else happened but the group split up several times and I am uncomfortable reporting on things I did not witness. However if you have any questions feel free to contact me through the Sect or in the tavern.

Until another Time.

Shard,