

Report for the attention of Lady Mortifera and Duke Hanrow

Time : The latter half of Wind Moon

Aim: To investigate whether the KVA had suffered any permanent deaths on missions within the last 20 years.

Group Members : Ezekial Bramble - Humacti and group leader
Tir - Elven druid
Aruna - Elven fire mage
Tuchi Moonchild - Elven Michelinier
Narp - Elven Fighter
Slurry - Troll Ranger
Telemachus - Dark Seer
Dudge - Hunter
Fluffy - a cat
Maggot - half-orc Dark Priest (ex-cook)

After the recent celebrations for the lack of permanent KVA deaths, the Halmadonians appear to have

inspired doubts, in that they knew of a number of Valley members that had died during this period.

It was therefore decided to send a group to investigate this matter, and to attract less attention,

this group was to be of low status. I had the honour to be selected as group leader.

I should

emphasise that the paramount priority of the group was the successful completion of the mission,

and the general safety of the KVA. As such, a number of actions were carried out that may not meet

the approval of various guilds. As group leader, I take the responsibility for this, but offer no

apology, deeming the general good of the KVA to be of the utmost importance.

We started from the Cerements Embrace waystation, not far from the Aldonar Tombs. Our brief was to travel to Valhalla, via a ritual already set up for us by the Necromancers Guild.

We completed the ritual, but instead of Valhalla, we had arrived in Carthage, an abode of vampyres.

Our guide, Edward LeVair joined us. He was on the way to becoming a Vampyre, having been bitten twice out of the required 3 times. He strongly advised that we drink some of his blood, so that we would appear to be vampyre thralls to the denizens of this plane.

After a number of encounters, including a local squire, it was ascertained that we needed to go to the Villa of The Ancient One - Nosferatu. He would be able to inform us how we could get to Valhalla. On reaching the villa, we were told that the Ancient One was sleeping, and would wake later.

While waiting, 4 Dark Pass Dymwan arrived. They intended to use a cosmic invocation to control the vampyre. One of their party informed us that they had a scroll for the invocation(not as powerful as they would like us to think) and that if it came to a fight, then he would be neutral. Peaceful dissuasion failed, so we killed the 3, as we needed nothing to endanger the success of our quest.

After we had foiled an Agothian attack, Edward suggested that the Ancient One would be more inclined to talk to a vampyre than a thrall, so he performed a ritual to make me appear to be one of these creatures. Fluffy bit me on the neck to simulate the vampyre's bite.

Shortly after this, a group of Halmadonians arrived. Despite my attempts to talk to them, I was hit by a barrage of magic and power, and everything went dark. I was revived by

members of our
group, who had managed to persuade the Halmadonians to leave. However they
had promised to
return later.

Some time later, the Ancient One awoke, and proceeded to feed on "my herd of thralls".

Thanks
are due to the party for the patient way that they endured this trial, and their trust
that we
would resolve matters satisfactorily later.

Having discussed the importance of my getting to Valhalla, the Ancient One said that we would
need to speak with the Bloodless One. To summon him we would require to obtain
red "blood candles"
from his followers, who roamed the forest. We would need to light these in the
cemetery next to
the villa. As they burned, blood would seep into the ground and complete the
summoning.

Tia and Dudge applied themselves to deciphering some scrolls we had acquired. One of these,
originally from the Agothians, spoke of an agreement with the Ancient One to help
them control
this plane. In return, he wished for half a dozen suitable vessels to sire. A number
of
willing priests were found (4), but more were needed. Two others were selected,
Balor and Edward
LeVoir. They succeeded with Balor, but Edward, a Dymwan high priest was not so
easily trapped.
It looked as though our presence in Carthage with Edward was a plot to secure him
for the third
bite.

After a cold and dismal night, we awoke to a grey, grim morning and proceeded to collect red
candles from followers of the Bloodless One.

And then, the Halmadonians reappeared. They did not appear impressed when I went forward to talk

to them. I explained our mission, and why we appeared as we did. Much to my surprise, they believed me, although one did say, if we had wanted to make up a story, he was sure that we would have come up with something much more plausible. Even more surprising, they agreed not to interfere with the summoning, although they insisted that if we were to summon another vampyre, we should kill the Ancient One, to preserve the balance. They would return later, with assistance.

More bloody skirmishes, and then we met a Humacti group. One was an ex-Valley member named Aldaran.

They provided us with names of names of valley dead, listed below.

Luke Montoya - Lost (We had a healer called "Lost" join us on recent missions, could this be a coincidence?)

Sulieman the Hospitaller
"Death shall hold no sway here"

Orlando Furioso - Elven Warrior

Itam & Thorn - barbarians

Gutrot - Wolfhold Iron Guard

Ansell - Red Wizard

Owajar - "The Greatest Dancer"

Further candles were procured and lit. Earlier in the day, the 4th Dark Pass Dymwan had contacted the party, and stated that he wished to use an invocation to control the Ancient One, and that he wished our help. As he said, it would help to counteract the influence of Agoth. He was promised a final decision later. However, in view of the fact that a number of party members had been bitten and that Edward only needed one more bite to transform into a Greater Vampyre, we deemed it better that the Ancient One be slain.

The Halmadonians returned and provided assistance with invocations. Some protection and some empowering of weapons.

Our Dark Pass Dymwan friend returned. In view of the Dymwan alliance, I politely informed him that we had decided against his controlling the Ancient One, and apologised for the inconvenience. He said that this was not a problem, then treacherously attacked us. We prevailed eventually, but were weakened further.

Wraiths appeared in the graveyard! We hurried to investigate. A dark, brooding presence materialised. "Who is your leader?". "I am" I said. "Death" he said, and it all went

dark,

both for me, and for poor Dudge, who had loyally backed me up. The summoning price included a further three deaths. Once the preliminaries had been dispensed with, Charon (the dread ferryman) passed over a scroll to detail his pact with Anubis, and promised to transport us to Valhalla, when required.

Charon - details of pact - (Charon v Anubis)

To ensure that our passage is complete

Your dead must be held in reverence
Record the realms and worlds they have visited
And the nature of what great devices
Took them on their journeys
Then my pact with Anubis is completed
And the dead of the Kern Valley Alliance will be taken beyond

There was a desperate fight in which the Ancient One was vanquished, but we arrived at last in Valhalla! There we were met by a guide. "My name is Luke Montoya, and I am lost"

We followed Luke, and were attacked by monstrous wolves, coming at last, to the Valkyries.

The Valkyries refused us entrance to Valhalla, and sent the party to Dalehoven. They did provide a scroll which detailed their pact with Anubis.

To ensure that our passage is complete
Your dead must be held in reverence
Record the foes they defeated
And the manner of their demise
Once this information is held
Then my pact with Anubis is completed
And the dead of the Kern Valley Alliance will be taken beyond

Met Jarl Konrad Magnusson, and his comrade Ulrik. Nice but dim.

Spend night at Jarl's hall

As regards Valhalla, Jarl Konrad says we need to find souls of the foes he slew. He warned us of the Soulstealer, and various raiding parties. Fought the soulstealer, the wolves, and defeated several raiding parties.

Some members of the group are given crystals that will transform to white pawns, when party member meets the person for whom this is intended. Balance to redress earlier actions by Lord Arrakis

Jarl informs us that we need to consume souls and fight him and his friends.

Leg broken, hacking at Jarl, who is laughing like a soul possessed. All goes dark again.

Walking, walking on to Valhalla.

Fighting, fighting. I AM NOT A HEALER!!!!

Speaking to Luke Montoya. Anubis passed empowered scrolls to Luke to start a Book of the Dead.

Luke gives us the pages, and answers questions. Luke was resting in the Hall of Heroes, dragged out by followers of Agoth, stripped of possessions and left in Valhalla. Spotted a number of other valley members treated the same.

Luke Montoya - Hospitaller

Luke was a hospitaller with the KFW, led by Kal. Comrade of Ansell. Slain on a mission to assist the Mistweavers.

He travelled to the Plane of the Sleepless Dead, Jade Pass, Akari Island and Maeglor Swamp. Used Readers Hut and the World Window.

"Resting on the path after a long day of fighting. Ansell set himself on fire. Everyone laughed. Shadowsfall attacked. Stored invocations, flurry of blows, dark, many shadows, then lost.

Luke would like to be remembered for

Compassion

Laughter

Love of Life

Charon returns party to OR (near Cerements Embrace waystation) having take a toll. He marked

Aruna, and said that when she permanently dies, she will be called upon to serve him.

Met Dymwan at the waystation, and talked to Malok (a Dymwan necrologist) and received an invitation to visit Aldonar Tombs.

Spent night at waystation

Attacked by undead next morning. Aruna seems to have some power over them.

Attacked by Kalid, because they insist we have undead with us.

Attacked by followers of Agoth, who demand the empowered scrolls given to us by Anubis via Luke Montoya

Debrief in the field

Conclusions:

Need to build up Book of the Dead

Beware the followers of Agoth(seem to be behind much of these troubles)