

Feb 2026. Hurssia – The Originals. OOC notes in red

Present: Larenthug, King of the Goblins SL14 (Mal)

Duke Randall Jerricson of Firith SL 13 (Marc)

Bishop Cryssania SL 13 (Indran)

Lady Brangwen Bladesworn, Knight Commander of Kursaval SL 11 (Clarie)

Sir Corwin Demonslayer, Knight Commander of Allaveer SL 11 (Geoff)

Guildmaster Silanus Shadonai, Head of the Grey School SL 11 (Tim)

Initiate Skarra SL 9 with an animal companion, Manadh (cooshe - elven dog) (Neil)

Galar Faren SL 6 (Chris)

Radigund SL 6 (Buff)

4th Longday, 1167

The party have arrived in a thornbush above a village called Boneborough in Hervaxiath.

In a village pub called The Broken Spine and Tap we have met the gaunt local priest, Friar Hrollus, and an older battle-scarred knight Sir Senrick. They both openly wear symbols of Mallus. We have introduced ourselves without full names and titles. Sir Senrick will take us to the town of Hulvar.

Hulvar is dominated by Aragorn's former castle - a 100' tall black stone keep. The houses are squat and made of stone. People are wearing furs and look sullen and fed up. Half the population are wearing the symbol of Mallus (a black dagger).

The temple of Mallus looks like a vast cathedral roof as it is mainly underground. We arrive and Sir Senrick accompanies us to the temple. He explains that although Aragorn has abdicated he isn't dead, so in his absence the Bishop Gulsan is in charge.

We go down the big stone steps to the temple and enter a massive underground room at the end is a massive stone altar, with a smaller altar set in front. We are greeted by a priest. Introduce ourselves as envoys from Hurssia on a diplomatic mission. Detect magic : Sir Senrick has magic armour and a magic sword. Nothing else.

The priest comes back with another old priest, in fairly common clothes He is glowing with necromantic magic. This is Bishop Gulsan, who bows to King Larenthug and greets us by title. He takes us through a large refectory into a smaller room. Servants are setting up a meal for us – good plain food.

Gulsan explains that Consul Diadidus is technically ruling Hervaxiath , whilst he provides spiritual guidance. Aragorn is 'taking a period od reflection' – not at his choice, but the current set up is working. Gulsan knows that when Aragorn dies Lodus will be released, although he doesn't know if this includes the Green lady. He

was there when the item link was set up. He knows how to both release Lodus, or to imprison him and remove the link to Aragorn.

Before Gulsan tells us of the location or how to do this he needs assurance.

A shadowy figure holding a jar full of soulworms appears. Gulsan will give us the information we need if we accept the soulworms. This will give us approx. 12 weeks before our souls are devoured. He will remove them on completion of the task. He says the soul worms will also protect us from possession by the powerful undead who do not answer to Mallus who guard the item.

Completing the task requires power he does not have and is unable to get, however he knows we have access to it.

He is prepared to let Sir Corwen not have a soul worm. Or Bishop Chryssania if we prefer as a party (she and Duke Randell are very reluctant).

We decide to take a day to discuss this and go and stay at the Royal Inn in town.

5th Longday 1167

Allaveer tells Skarra and Corwen that Corwen is at particular risk of the soul worm and must not have it.

Tarrak tells Chryssania that High Priest Adelred of Issiad can remove soul worms.

Skarra takes Chryssania, Randell, Brangwen and Silanus to the temple of Issiad (transport via plants). Adelred is in the Shire, so we follow him there, to the Long Burrow in Deridan Burrows.

After Adelred finishes his course of dinner with the Sherriff, we gain an audience. He assures us he can generally remove soul worms, although treatment isn't entirely 100% effective. The average person would suffer damage to functioning after about 4 weeks, particularly magic users, and have 10-12 weeks before souls are consumed. The longer it is in, the more damage it does to your soul. Once out, recovery takes a matter of weeks. There are a number of people who could remove them – on our return to Nyr Danr, we just need to go to the temple of Issiad.

Priests of Issiad, Krates, Lugnae, potentially Mistrae could remove soul worms.

We must not die whilst the soul worm is in the body.

The wizards and Chryssania pick up plane shift scrolls

6th Longday 1167

The group travel back to Hervaxiath and relay information to the party.

In the evening we meet with Bishop Gulsan and accept the soulworms. Corwen is escorted out of the room. The lid is lifted on the jar and shadowy worms make their way to each party member. One goes in and straight out of Randell's ears (because

he has already lost his soul to the Green Lady). Kael's soul worm is destroyed and kicked out (Why won't accept it).

Gulsan's information:

Lodus is imprisoned with a giant platinum sword in a stone. The Sword is the key and the stone is the lock.

A Freedom Spell will release the sword from the stone, and Lodus from imprisonment

Disintegrate/Disjuncture cast on the sword will destroy the link. Lodus will remain imprisoned and the link with Aragorn will be destroyed. (Someone could still cast freedom later).

The sword in the stone is in the Lower Celler, of the North Tower, of the Royal Fortress in the Royal Forest, North of Turse. The cellar is full of undead dragons.

We believe him when he says this.

Prior knowledge: This is in King Ketterin's lands but he has left the Forest alone. We previously entered the Forest using an anti-magic field, 6 months ago. We talked to Thelamar, the Unseen King, who possessed Whiteflight to communicate with us. We met Centurian Deronius.

We leave for Kursavale. We pick up Bran's Griffon, Obsidian.

Travel to The Royal Forest and rest in a secure cottage overnight.

8th Longday

The royal forest is expanding outside its borders as nearby lands have been deserted. Through the new woodland we reach the 20' high green hedge. Chryssania casts anti-magic and we pass through to a non-natural beech forest. There is an unnatural fog amongst the trees reducing visibility.

500 yards in we are greeted by Death Knight Centurion Deronius. ½ plate armour, copper shield, no helm. Black hair, half rotting flesh on face, undead horse. He will summon Thelamar for us.

Radigund is possessed by Thelamar. He will grant us permission to enter his castle if we get the Green Lady first. Although Randell wishes to do this, the party refuse.

We are attacked by 75 wraiths and wights. We butcher them and take considerable damage.

We retreat to Nyr Danr (Randell to Turse). The Temple of Lugnae will restore and heal all of us.

Meeting with Quintith (Laranthug, Skarra, Bran, Chryssania) who we update on our findings.

Quintith can't take an army in over King Ketterin's lands.

However: he will drop us straight to the Royal Fortress. Abbot the Lord Merendark Lord Provost of Issiad, a dwarven cleric, will accompany us. He can cast restoration and turn undead. We are given 10 cure serious wounds potions, and 4 lesser restoration potions. These are held by Randell, Silanus, Chryssania, and Radigund.

10th Longday 1167

We are dropped into the castle courtyard. We land with a crunch – underfoot moss is growing over long dead corpses. It is eerily silent and foggy.

We head north to a black tower and enter a 180foot diameter keep. Nothing magic, nothing undead. It is a hollow building, 5 stories high, and inner chambers have been melted away.

Silanus summons an earth elemental who moves the stone, clearing the stairwell down to the cellar.

In the Cellar – 4 rooms around the edge. To the left an armoury. In front a food store. Behind a brandy/wine store. To the right a room with two doors leading off – one contains an altar and a sarcophagus, the other a small 50' deep well. A secret door from the well room leads up inside the wall of the tower, emerging 40' above floor level into nothing. Radigund explores and pushes the door off.

The sarcophagus is marked 'Vrolic the bold'. It contains a skeletal dragon (we kill) and 6 inches deep of gold coins – we take.

'Find the path' spell points straight down. Randell uses triangulate and works out the lower cellar is 530' below the centre of the tower.

Dimension door down .

Land with a crunch on the floor of a hemispherical chamber 60' in diameter, 30' high. All chambers in this series have the same dimensions, and we move from one to the other, killing things and solving puzzles.

Chamber 1 – 12 wraiths (we kill). 12 corpses with adamantite shields and mithral armour (we take). Magic storage disc,. Putting magic in takes us to

2) Water Chamber. Full of water. Pulling ring on floor takes us to room 1). Pulling ring on ceiling to room 3.

3)Hexagonal blocks of wood with arcane symbols on and a matching hole in the centre of the floor. No 813 (Greenlady's birth date?) takes us to room 4

4) Golem room. 2 stone golems (we kill) each with a key – one blue, one green. Using the green key takes us to room 5

5) Acid bath room. Metal rings around at height of liquid (about 20'). With detect magic one is green, and one blue. Blue ring takes us to room 4. Green ring takes us to room 6 (possibly random)

6) Sarcophagus room. Contains 1 human size sarcophagus, marked with the start of Aragorn on one side and a black dagger of Mallus on the other. 2 hundred large gold coins marked with either star or dagger inside (we don't take). 2 green levers. Lever at head takes us to room 7. Lever at foot takes us to ?

7) Orb room. Blue 6" orb of destruction. Walls are lead imbued.. Here Randell caught the orb and avoided death using his glove of storage and Larenthug's fickle finger of fate. Hitting the orb with magic missile takes us to room 8

8) Dog room. Contains altar to Mallus and a pile of dead dogs. Here Silanus summoned 5 celestial dogs and Bran sacrificed them to Mallus, causing her to lose her soul worm (and therefore her soul?) . This took us to room 9

9) Rest room. Chairs, food, drink. Large stone block marked with 'Exit' in Turse and Kursvalien. Merendark casts soul worms out of Skarra and Chryssania. We heal, and rest. Chryssania cast divination "I seek answers. Which route from the teleportation stonce would take us closer to the location where Lodus is imprisoned in the sword in the stone'. Answer 'Touch the exit closest to the centre'.

11th Longday.

Room 9, rest room. Touching 'Kursavale' takes us to room 10

10) Water statue room. Filled with water, and 16 statues. We kill them. There are three keys and three key holes. Using all three at once takes us to room 6 (possibly random)

In room 6 we decide to pull the bottom lever.

Note to self – before moving on, make sure we are healed, and have Keen Edge, Bull strength, Enlarge, Haste, cast on the fighters.

We already have Endurance, breath underwater, cast.