

# Chapter 1

**And so it begins:**



The party re-assembles after a few years to come to the aid of Grallach the Ranger, an old party member who with his earnings has opened the inn The Dancing Dog. He has a debt to a loan shark named Emmerence Thailone.

Emmerence Thailone sends the party on a mission to retrieve a Mystic Artifact from the lands of Avalon. In exchange he will reward the party 10.000 gold pieces and drop Grallach's debt. He wants all the other items that we find in Avalon as well. Most likely he wants it desperately because he also sends three other parties after it.

He advises us to travel to the city of Dearnardas to meet with one of his contacts by the name of Fergus Ton.

## **The Journey begins**

The party sets off on its epic journey not yet knowing the wonders and dangers they will face. After a week travelling they stumble upon a prison convoy of the Lionars. Deciding to travel together they are attacked by orcs. Max the party rogue decides to free a rogue by the name of Danel. Maxx hides it from the rest of the party.

Two days later Danel reappears to free the rest of the prisoners, Maxx aides him again, while the rest of the party sleeps.

Weeks later the party find itself attacked by rogues dressed up as Elves. They are dealt with and the party realizes that these rogues are responsible for upsetting the woodcutters. They are lead by an evil party; following their tracks the party finds a fake elven camp. The tracks lost, the party returns to the woodcutters camp to tell them of the situation and convince them the Elves are impostors. The following day there is another attack of the 'elves' and the party rushes out to defend the woodcutters. From one of the 'elf' bodies they find proof they are part of a mercenary guild, the King's Arms.

Having the proof the party goes and finds the real Elves. They inform the Elves and are thanked for their help. And so the party travels on to Dearnardas.

## **Dearnardas**



The party arrives in Deanardas, proud capital of Grand Grennalda. The party looks in wonder at the ornate carvings and personal flags and heraldry. They resist the many merchants with beautiful and exotic wares from around Tilea.

But they have a mission, find Fergus Ton. The party quickly discovers he poses as the toilet cleaner of one of the fanciest inns in Deanardas. He informs the party that the mystic item is known as the Crown of Imbarael; sadly he knows nothing about its abilities. The Crown can be found in the treasure vault in the Temple of Imbarael in Avalon.

Sadly the party discovers Avalon is the lost city of the Darantar Empire. An ancient wizard empire that was destroyed by her sister nation the Saranthar empire. It now lies in the Marsenlands, a barren and inhospitable

land full of orcish hordes. Fergus Ton tells the party they should go to Olgath to find a scout.

The party leaves sparkling Deanardas and travels to Olgath. On its path they meet an elven wizard named Euredur Culnamo. He saves the party from a group of Demons. Euredur tells the party to seek Rico the Rogue, if told that it's a special mission from the stars, he will help find a good scout.

Confused by these words the party continues to Olgath, where they find Rico in an inn. Rico tells the party to seek Grotslight Follon. They find Grotslight in an inn, but sadly he is already hired by another party. The group tries to discuss with the other party but this escalates in a bar fight. Grotslight tells that there are other guides in Slagtherome. The only city in the Marsenlands, problem is it is an Orcish city.

The party heads to Slagtherome.

## *Chapter 2*

### **The road to Slagtherome**

The path to Slagtherome is long and dangerous; the party fights many orcs as they travel onwards. During one of the fights the party finds itself split up and is unable to find the others.

Continuing onwards the party suddenly feels the ground tremble and a brown dragon emerges from the ground. A difficult fight ensues. But the party proved superior and the Brown Dragon fell to the ground. Searching the area they find a hidden outpost, lost for centuries. In it they find a teleportation room. Ivril uses it to return to Deanardas to sell some items and restock in supplies. Teleporting is very dangerous in the Marsenlands but this construct does it without error. After some much needed rest the party continues on to Slagtherome.

### **Berrit arrives**



The road continues to show her surprises. To the parties shock they find a bed of purple and blue flowers in the marshes. Shuffling around it is an Ooze. The party takes out their weapons again and soon the Ooze is vanquished. To their even greater surprise they find a man named Berrit. The Marsenlands clearly took its toll as he believes he and his brother are both in his head. Berrit tells he is a member of one of the other parties that was sent by Emmerence Thailone. They were attacked and killed by an evil party. Somehow he was able to survive, how remains a mystery. Berrit happily joins forces to go and fight the evil party.

The party is reunited as the others had continued on the road. There they find a merchant from the One Hundred and Eight Swords. The party decides to travel together with him and his Ogre guards. This cooperation quickly ends when Aneirin discovers the merchant is a slave trader. Taking arms for this just cause the merchant and his Ogres are defeated and the slaves freed. The slaves, a group of elves, tell they are the fourth party sent by Emmerence Thailone. They are thankful for their rescues and the party decides to protect them on the way to Slagtherome.

Unknown to the party they are spied upon by the evil party and while travelling are suddenly beset by a red dragon and some orcs. The Orcs are quickly dispatched but the dragon escapes.

## Slagtherome



Slagtherome can hardly be called an city; most of the buildings are tents with an occasional building from wood or stone. The local lord, The Eye, has ensured that crime and fights are frowned upon. The city is considered neutral to all tribes and warbands, tribal conflicts are not permitted.

And so the party arrives at Slagtherome, Ivril quickly finds herself troubled as elves are usually attacked on sight. She has no choice but to travel heavily cloaked. The party is then surprised to stumble upon the Drow from the evil party they are hunting. He offers a deal which is quickly refused. As a gesture of his "good will" he kills Maggot, the party's guide.

The party discovers the Drow's inn. They decide to start a riot against the Drow, which almost works but when the riot arrives the Drow already fled. The Rock, the party's other guide, confesses he does not know the location of Avalon but helps to find someone who knows. This offer quickly ends by an arrow, shot by two orcs on a rooftop. The party hunts the two orcs down, kills one and catches the other. He tells he is from a company led by a orc named Zaric and is hired by the evil party. When he starts telling about the evil party he also finds an arrow in his brains, shot by two orcs and a half-elf warlock. The party kills the orcs but the warlock escapes.

In one of the few inns in Slagtherome Berrit spots one of his other party members. Cyan, a cleric of Cyan, the God of Portals. He also escaped and agrees to team up as the party is on the same mission anyway.

The saved slaves, Eol Sorrowleaf, Arvin Moonshadow, the elves and Fosco the halfling decide to return to civilization. The elves head to Falfarren and the halfling goes to Deanardas; they vow to help the party if they ever need it. Fobius, one of the party members decides to help the hill giant that owns the inn the party stayed in. Duncan, another party members leaves to pursue a strange clue, he is never seen again.

The Eye supplies the party with a map to Avalon and so the party is ready to continue.

# Chapter 3

## Orcs, Evil Party, what else is new

The party takes no time in leaving Slagtherome, but only a few miles outside the city they find their next problem the big Red Dragon Tribe has decided to seek revenge against the party for pissing them off earlier on their travels. As they surround the city the party has no choice but to fight, which fails miserably. Able to flee with the fly spells of Desiderius they head to Avalon and lose the orcs.

Hoping they can finally travel for awhile without ambush or attacks, the party quickly realizes this is impossible in the Marsenlands. At a site named Two Hills they are ambushed by the evil party and have no choice but to retreat. After having set up camp the party is challenged by a orc on behalf of the evil party. They accept to fight next day and fully buffed and readied the party walks out on the accepted area and sees the party in the distance. A charge from Aneirin and Maxx quickly shows a problem, they are illusions. Angry and frustrated the party continues on to Avalon. And when all the buff spells had long ended the party is attacked again. This time they are able fight off the evil party, killing the orcs and the wand wielder wizard in the process. One of the orcs had survived and takes the party to Avalon.

## The edge of Avalon



As promised the orc takes the party to the edge of Avalon. Once a beautiful and lush empire now it is a desert barren of life. As the party wanders through the sand Berrit suddenly turns into his twin brother Damien. Damien tells the shocked party that Berrit is now in his head. So Berrit wasn't crazy after all. Something very strange must have happened at the time they died and we found them in the flower field.

After some time the party find a statue and as they start examining it they find an entrance to a dungeon. Hoping to find more clues to where the Temple of Imbarael is situated they enter. As they enter and follow the hallway the ground gives way and they fall in a pit filled with water. Thanking whichever god they believe in they are able to get out. As they move on they are astounded to see a torture chamber. In the middle there stands a menacing looking spell, Aneirin is unable to resist its evil pull and finds himself sitting in it. As sharp pains travel through him, Maxx is able to stop the trap. The party decides to stop this evil artifact and throw it in the pit. Pressing onwards through a room of evil, which the party is able to resist, they find an inactive portal.

Continuing in the dungeon they find a Library with a Quasit, a small demon. The demon helps the party as he is bound to do so by the room. He tells of Hector, leader of the Saranthar Empire who attacked the good portal builders of the Daranthar Empire. Desiderius finds Hectors wizards book and Cyan finds a book of portals and how to activate inactive portals. As they leave Aneirin sets the library on fire, to prevent further evil use, which angers Desiderius greatly. But the library has one last surprise, as they exit the room a demon appears. It is vanquished with some difficulty and the party returns to the portal room.

With the use of a lot of transportation spells the portal reactivates, shedding an eerie light into the room. The party has no choice but to step through, assured by Cyan's knowledge of portals.

# Chapter 4

## Avalon



The party steps through the portal and find themselves on top of a crumbling tower overlooking Avalon. They quickly run or fly down as they realize the tower is about to collapse. As the portal collapsed beside them they find themselves in a ruined city full of undead and demons. Realizing they have no choice but to press on they move to the center of the city. Stepping over rubble and seeing the devastation they pass a underground lake. Suddenly undead attack from the water, yet these are no simple zombies. As the melee fighters move into combat they find themselves unable to breathe as if they were underwater. The zombies are vanquished with great difficulty but they are overcome. Barely able to catch their breath they are beset by a Demon Spider. Thankfully they were able to destroy it as well.

As they enter the temple district they look in despair as the way to the temple of Imbarael had collapsed. But they find two temples on the side, one to Cyan and one to Cylynet. They enter the temple to Cyan first and find it is still hallowed, the party had finally found a safe shelter. In it Cyan was even happier to find Portal building supplies. The bags of holding were quickly filled. After a good rest the party entered the temple to

Cylynet, the divine protection long gone, they heard the sounds of demons and undead in the distance. As they passed through the temple they found a treasure chamber with two cages with books in it protected by a Mark of Insanity and one of Death. They realized these cultural items should be rescued and vowed to return once they found the temple of Imbarael. A passageway leads us to the other side of the collapsed tunnel and upon exiting it they see the temple of Imbarael.

### **The Temple of Imbarael**



As the party enters the temple Maxx hears the sound of digging in the distance. Scouting ahead he sees the evil party already digging for the crown. The party casts some defensive spells and charges in. Facing them are a drow, a vampire the elf warlock and a red half dragon. The fight is long and hard but as the warlock and half dragon are put down; the party is surprised to see the vampire strike down the drow. He turns to the party and tells them to get inside the vault and bring the items to Emmerence Thailone as per the deal. Ivril and Aneirin are very troubled by the fact that Emmerence is working with such foul beings. Yet the fight had taking its toll and they decide to rest before entering the vault.

Upon entering the vault they see that the crown is gone. Believing that this must be a trick they start searching the room for hidden rooms or compartments. Soon they find a hidden room protected by a strange halo. Only Desiderius can enter it and he tells of treasure and strange drawings on the wall. One depicts a monster in a cage, the other a knight fighting monsters, the last the world being destroyed by a monster. As Desiderius begins to gather the treasure the building starts to shake. Desiderius quickly grabs some things and the party starts running to the exit. As the temple collapses behind them the party barely escape with their lives. Desiderius shows what he had managed to take. A magical bastard sword, a rod of silence, a ring of counterspelling and many scrolls.

With the collapse of the temple the party sees that the only way out is back through the temple of Cylynet. They enter the room with the cages again. With magical spells and protections they are able to disable the Marks and take the magical books.

Realizing that they do not know where to go the party decides to camp the night again in the temple of Cyan. As they set up camp a group of humans, dwarves and elves appears. Stating they are the Silverstars they put us under arrest for entering the city of Avalon and disturbing the undead.

## *Chapter 5*

### **The Silverstars**



The Silverstars take the parties weapons and blind fold them. They are teleported to their secret fortress somewhere in the Marsenlands. Although they are not imprisoned they are put under house arrest in one of the guest chambers of the fortress. The party is allowed to walk through some areas of the fortress until the council decides their fate. Desiderius finds the wizards training grounds and becomes challenged by the head wizard of the fortress. She disables Desiderius in only a few rounds, a humbling experience for him. During this time the party meets many Silverstar members including Fick Falcon, he tells them that the Crown of Imbarael has already been recovered many centuries ago. It is currently located in the temple of Imbarael in Astaran. The party also meets Eurendur again; apparently he is a high ranking Silverstar.

The next day the party is summoned to the council, to decide their fate. The party tells them everything. The council demands the return of the sacred books found inside the temple of Cylynet. After returning them the council decides that the party's ideas are noble and good. The council session barely over, Euredur turns to the party and asks them to join the Silverstars.

With all of the battles and troubles the party has grown in experience and Desiderius is now able to cast Teleport. With it they return to Wyvenhorn to confront Emmerence Thailone with everything the party knows. The party barges through the guards and demands an explanation from Emmerence. He tells the party that he has never seen them and can't remember him. After more questioning the party discovers that the lady that was standing next to him when the party first met him was fired and now hunted. She goes by the name of Minoeska and travels with a mysterious man with blonde, curly hair. The party believes she is the one that sent them on a wild goose chase into the Marsenlands.

They then decide to go to Fergus Ton in Deanardas. Upon confronting him he demands the party hands over the items. Without any form of explanation the party refuses him and goes away. With the three items in hand the party tries to discover what they do as the crown couldn't be the real thing Fergus and Minoeska were after. Maybe the three items fuse together in some way.

### **The Lady Luck**



The party has no time to think about it for long as they return to the Silver Star fortress. Upon arrival Euredur approaches them and tells them he needs their aid in protecting Astaran from the Saranthar Empire. Together with Euredur they board the air ship Lady Luck captained by Emile Alvis. Euredur opts for this mode of transportation instead of teleporting into Astaran because he doesn't want enemy wizards discovering him. For the party this is an awesome experience, some of whom have never even been on a 'normal' ship, were now sailing through the air. On board of the ship Maxx catches the eye of Niriekie, a crew member. Within no time at all they were found walking hand in hand and sharing bunks.

As the ship sails through the clouds Cyan contacts his mother via Sending spell. She tells him that she is imprisoned. All wizards in Uton are arrested by order of the rulers of the Saranthar Empire. Realizing that the party needs to come to her aid they teleport to Cyan's mother's house. There they find an old lady who gives them shelter.

The following day the party heads out to investigate the city, heavily cloaked with clothes. As they enter the city's main square they are stunned. In the middle of the square a group of human prisoners are gruesomely executed by Jebberix, a minotaur cleric and commander of all Saranthar forces. He tears their limbs apart and splashes their blood over all that see. The party and especially Aneirin are thoroughly troubled. Yet the investigation was useful as they came into contact with Loesio Ragana, leader of the local resistance. With his help the party enters the prison quickly and is able to free Cyan's mother. She tells them that all the wizards had been rounded up and arrested. The more powerful wizards were taken to the Temple of Cyan. The party gathers her arms and goes to the temple, breaking in they discover no wizards but encounter some demons and finally Jebberix himself. He is finally defeated but a large Saranthar force of demons and guards forces them to retreat.

Barely having been able to catch their breath a sending from Euredur tells them the Lady Luck is under attack.

# Chapter 6

## Dragons

The party is able to return to the Lady Luck on time to save her. The demons that attack her teach the party new tactics in aerial combat.

Cyan buys Euredur's old wizard tower in Deanardas as home for his mother. Euredur also tells the party that he is heading to Astaran to protect it against alls summoning. In the mean time Berrit's eyes are beginning to trouble the party. One of his eyes has turned purple. He searches for a cure but is unable to find any.



As the air ship docks in Ittramar they take a merchant on board. He is transporting two dragons, one Silver and one Green to the city of Tantice. Upon investigating he tells them of the Dragon Keeper of Turiant who wipes the minds of the dragons and then trains them as mindless mounts. The party is appalled by this and decides to free them. A battle ensues onboard of the ship against the dragon merchants. Yet good overcomes again and the merchants are defeated. Freeing the Silver, named Azura, and after much discussion the party kills the Green. As the Lady Luck docks Turiant, the party is questioned by an official on behalf of the Dragon Keeper. The party tells him to be gone and heads into the city. Aneirin still remembering what the people of Turiant do with dragons buys two wyrmlings in a dragon shop. For 10.000 gold pieces he is the owner of a bronze and copper wyrmling by the names of Ladunappindon and

Ottswarlyndanox. With the growing darkness the party returns to the ship only to be attacked by soldiers of the Dragon Keeper. They are repelled and the Lady Luck continues her travels.

Cyan is contacted by his mother who tells him a woman by the name of Minoeska had come to the tower, searching for the Euredur, Fosco and the party. The party immediately teleports to Deanardas to investigate. They head to Fosco's house and find Minoeska and the mysterious blond man threatening to kill him if we don't give up the items we found in the temple of Imbarael. The party is able to save Fosco but the two escape. They take Fosco back to the Lady Luck.

The next to be contacted is Aneirin by Azura, the Silver Dragon they saved, she asks Aneirin's aid in securing her deceased fathers lair. Since it is still many days travel to Astaran he agrees. Meanwhile the others are shocked to see Fosco acting strangely and conclude that he is mind controlled, probably by Minoeska. They capture him and teleport him to Olgath.



The next day the party teleports to Azura. Who takes them to her father's lair. Maxx shows off his trap disabling skills and is able to disable all of them. The party then find themselves under attack from a few of the statues that were standing in the main hall of the lair. Even though their weapons did little damage, over time they were able to turn them all to dust. Azura flies up into the treasure chamber and returns with an ornate horn. She hands it to Aneirin and tells him that should the party ever find themselves in dire straits he should blow it and she will come to their aid. Saying farewell the party teleports back to the lady luck only to find it again under attack. This time it is under attack by a group of 4 dragon riders. Thankfully the party had become experienced with aerial combat and so the riders had no choice but to flee.

Days more passed until the captain told the party they had arrived at the borders of Astaran were they were greeted by a patrol of the winged inhabitants of Astaran. They accompany the ship to the capital Colone.

# Chapter 7

## Astaran



The Lady Luck has reached her destination, Colone. With Eurendur at their side the party is led to the palace, which quickly proves a problem. As the Astarans are winged humans it is impossible to enter without wings or a fly spell. Thankfully Ivril and Desiderius solve this problem for the others. They are welcomed by Lancet, ruler of Astaran, he thanks Eurendur for coming to his aid and ensures the party is settled in one of the palace chambers.

The Party quickly head to the Temple of Imbarael to see the Crown. As they enter they finally see the Crown of Imbarael on a pedestal in the middle of the temple. They can do nothing but stare at it for awhile, the item whose search had caused them so much hardship. The party asks for an meeting with the High Priest, which is granted thanks to a generous offer to the temple. He tells them of the power of the crown, an item that improves the defensive and offensive skills of its wearer. To the parties surprise he also tells that there might be a second crown. The priest than takes a look at the items the party found inside the vault in Avalon, he tells them they show nothing of interest.

With all this knowledge confusing the party they convince Lancet and the priests to test the crown. The fears that it is a fake are quickly destroyed when Lancet places it on his head. He is infused with the power. This idea disproven he places it back on the pedestal and the priest re-initiates the protective spells.

The party now is beginning to believe that it is not the Crown but the scrolls Minoeska is after. Upon examination they find that several are missing from the ones they took from the vault. The ones they have are of no special interest.

## The first Portal



With the arrival of the party in Colone, it is time for Eurendur to tell their true mission. The Saranthur Empire is building three portals in Astaran with which they want to attack Astaran. They are known for attack in force with many summoned demons. Eurendur and Astaran's high wizards will start the casting of an epic spell that will protect Astaran from all unwanted magical transportation, but for it to succeed all the portals need to be destroyed. This is where the party comes in, Eurendur tells that so far as their military intelligence is aware the Saranthur forces are unaware of the fact that the first portal has been located. They are to meet Feroric, a double agent, which has infiltrated the Saranthur outpost with the first portal. Eurendur hands Maxx a powerful stone that will instantly destroy any portal just with a touch.

Sensing the need for urgency the party teleports to a nearby forest where they are to meet Feroric. As they arrive at the location they are glad to see Feroric who takes them inside dressed as supply gathering slaves. Inside they are discovered and a fight with many demons ensues, pushing onwards with Ivril and Aneirin using all their evil destruction skills they reach the portal chamber. Maxx is finally able to put the stone against the portal but not in time to see Ivril fall. Capturing one of the knocked out wizards. The party returns to Colone, having completed the first mission. Ivril is resurrected but still very weak. Aneirin offers to stay by her side to nurse her back to health. In the mean time the rest of the party goes out to town to unwind.



As they enter one of the many inns, Maxx spots the vampire that had fled from them in Avalon. He tells the party they have one last chance to give the items or he will come after them and kill them, as he had already killed Fosco. Maxx convinces him that he wants to help and tells the vampire the complete list of items the party had retrieved. The vampire tells he is only interested in the Scroll of Protection versus Law. Maxx tells him he will get it so the vampire can leave them alone.

Finally knowing what the evil party is after they return to the palace.

## *Chapter 8*

### **The Second portal**



As the party returns to palace they are overjoyed to see that Ivril has quickly returned her strength. Eurenur tells them he has found new information about the Saranthar Forces, they are led by Drexifar Rufus, a powerful wizard. With these words Berrit suddenly tells the party that he knows a secret language that will stop the demons from harming the party. Eurenur and the party want to know how he got this knowledge, yet Berrit will not tell.

Meanwhile the captured wizard had broken and told the locations of the second portal and last portal. It is located on one of the many floating plateaus in the region. Berrit convinces the party to go through the portal and enter the base on the other side. He tells he is on a divine quest to recover two items, a sword and a stone. In his quest for these he has discovered the song.

As they fly up to the plateau Berrit sings his strange song and the demons seem to ignore the party. They enter the portal without any problem and step into the fortress on the other side. As they arrive in the fortress they are shocked to see the fortress is the base of Drexifar Rufus himself. Things start to go really bad. The fortress is heavily defended with elite guards, demons, magic and traps. Berrit dies in the attempt and disappears. The party is barely able to return to Colone only with great skill and more importantly lots of luck. As they return to the palace in Astaran they are surprised by a strange mystical being carrying an alive Berrit. He tells the party that this was a onetime gift.

Realizing the importance of Berrit's quest they try again. It is even more difficult than the first time with more guards and demons. Yet Berrit knows the way to the vault. Inside they close the doors behind them to seal them off from the hostile forces. Maxx is able to disable the traps and open the almost impossible to open doors. They enter a great treasure room and start loading the treasures. Berrit look in glee as he recovers the stone and sword. A strange force field holds the party back but Desiderius is able to overcome it. As the party teleports back all the items disappear, Berrit had forgotten to sing a magical sentence to remove their attunement. Realizing this portal is going to be heavily defended the party decides to head to the third.

The third portal still hadn't gotten words of the attacks and was very lightly defended, relying on the fact that their location was unknown. The quick attack from the party succeeded in overwhelming the defenses and once again Maxx crumbled the portal.

## The Final Battle



Scouts had reported that the plateau had been heavily fortified with Wall of Stone and Shape Stone spells. Realizing this, Lancet assembles the Astaran army. They will lead a full attack on the portal so the party can sneak from the back. Aneirin is asked to lead one of the battalions as his skill is better put to use on the front lines. Lancet sends Archaran to the party's aid, a lantern archon. Together the party will attack the plateau from the back while the Astaran army attacks the front to create a diversion.

The plan begins successful; the party is able to infiltrate the compound with ease. As they enter the portal room the door closes behind them. In the middle of the room, behind a force field, stands Drexifar himself and four guards. He asks why we had attacked his fortress and wanted the stone. He places the stone on the floor in front of him and says he will take great pleasure in killing the party personally. He begins casting powerful spells through the shield, the party is unable to get through it and are about to bite the dust when Berrit remembers the sacred song and starts reciting it. Drexifar looks shocked and teleports away, yet the teleportation was not cast by him. With him gone the shield disappears and the party attacks the guards. Stunned by the sudden disappearance of their leader they are taken out quickly and as always Maxx crumbles the last portal. Berrit retrieves the stone.... which does nothing. Bloodied the party steps out of the portal room and sees the Astaran army entering the fort itself. Aneirin at its lead he embraces the party and tells them the day is won. With his quest completed Aachen bids the party farewell.

The party enters Colone as heroes and are regarded as the saviors of Astaran. As they enjoy the many celebrations a guard approaches Aneirin and tells them there is a messenger for him. Together with the party they follow the messenger to a tower. There they see the vampire who tells them that they should bring the Scroll quickly or die. And to show his anger he looked at Aneirin. "I have killed your parents and captured your one true love Elisare Pellon.

As the vampire teleports away they leave behind a collapsed Aneirin and a shocked party.

# Chapter 9

## Minoeska



The party starts investigating vampires. They find that a vampire just turned can be bought back to the living if done so quickly. They also discover that to truly kill a vampire one needs a mirror, garlic, holy symbol, sunlight and a good old fashion stake through the heart.

Aneirin, with the aid of Euredur, teleports back to Gindar, his hometown, to mourn his parents and investigate what happened to Elisare. The party in the mean time scryes on Minoeska and see her talking to a female half elf, cloaked and carrying a long sword, in a wooden room. They discuss an undead rising. The party teleports into the room a bit later and investigate a building that seems to be a warehouse. Before able to discover more they have to flee because a large group of vampires appear.

Next they scry on the vampire they faced in Avalon and see him walking in a tomb. The party immediately teleports next to him. Instead of finding a surprised vampire they see a strange mummy standing next to him. The mummy has some kind of small creature inside of him. They are very powerful and start laying waste to the party. Barely able to save their own skins they are able to teleport out. Yet they are severely weakened as the mummy's rot spreads through their bodies. A large portion of the party wealth is needed to secure the Remove Curse and Remove Disease spells to cure them all.

Recovering from the disease they read the wizard's book. It is his journal and describes the dealings with Emmerence Thailone and the hunt for the party. It also describes Minoeska and the others meeting in the nation of Thallia to cast some great spell. It seems to be some kind of very powerful undead summoning spell. To cast it they need four ancient scrolls; a Scroll of Protection versus Law, versus Chaos, versus Good and versus Evil. They already possess three and only need the Law that was in the party's possession until they lost it. The vampires believe that can emulate the scroll somehow and have started the casting. Lastly the book describes five contacts, Fergus Ton in Deanardas; Eareth Dagostar in Terren, a half black dragon wizard; Hawel Iphaniel in Istr, an assassin; Crew Nashakar in Deukalion, a necromancer and lastly Duke Imerand Xasten in Lionsalindal.

### **Thallia**



The party tells everything they now to Eurendur and he immediately teleports them to Lionsalindal in Thallia. There they are to meet Eldar Umarin, a high member of the Silverstars.

As they enter Lionsalindal, their hearts are strangely darkened as if an evil aura is present. This is a strange feeling as Thallia is a nation known for her paladins and righteous orders. Lionsalindal houses many temples to all the known good deities, most of all to Samuel Goldenblade, Deity of the Paladins.

Eurendur secures a meeting with High Prince Ibgarhaz Tlaxartin, ruler of Thallia and a Silverstar. The party tells him of the information they have retrieved. Ibgarhaz is troubled as he tells that there is a great undead problem in Thallia and there is an evil aura darkening the lands that weakens his people. He also recognizes the warehouse the party had seen yet upon investigation it proves empty, all traces of anything interesting removed. The party questions him about Duke Xasten, the fifth person on their list. Ibgarhaz tells them he is a trusted person and the High Priest to Samuel Goldenblade of Thallia, they will need a lot more evidence to confront him.

Meanwhile Aneirin returns from his investigations. His face is pale as he tells a gruesome tale. His parents had not only been brutally murdered in their house, as a final insult they had been turned into zombies. His own paladin order, whose fortress resides near his parents' house had no choice but to destroy them. He swears a great vow of vengeance against Minoeska.

With the return of Aneirin the party is again at full strength and they decide to confront Fergus Ton with their knowledge. They teleport directly into the inn where he worked only to find that someone else had taken over. The party heads to his house where Fergus Ton summons the dreaded mummy to fight the party. Again the mummy proves to be powerful and the party flees.

Maxx fearing for his girlfriend Nirieki asks Cyan's mom if she can stay in the tower. Cyan's mom welcomes her with open arms.

# Chapter 10

## Contacts and informers



As the party continues tracking down the list of informants from the wizard's book they head to Eareth Dagostar, the half dragon. He resides in his own wizard tower in Terren, where he tries to amass a vast source of information. Upon confrontation he confirms that he once aided Minoeska in the search for the scrolls but when he realized it was in the pursuit of a great undead rising he stopped any contact. He tells the scrolls were from ancient Falfaren, an old elven kingdom.

Their purpose was to imprison a great and powerful undead, apparently the vampires are planning to release it from its age old bounds. Yet the dragon gives even more information, he sells the party a map to the Dungeon at the End of the World, were one of the scrolls used to be guarded. He also sells Aneirin a map to the Crossroads of Good and Evil, a dungeon were a Holy Avenger can be found.

With all this information the party heads to number three on the list, Harwel Iphaniel in Istr. He of course wants nothing to do with the party and even attack them while the party is travelling on a moving plateau into a part of the city. The party is able to defeat him, but Maxx is arrested by the guards for 'murdering' Harwel. Aneirin joins him to defend him in court, while the rest returns to Eurendur to tell him everything they discovered.. As the two are summoned in front of the court instead of an sentence they are rewarded for vanquishing the foul assassin. The judge asks the name of the party and within a split second Aneirin names the party The Silver Knights. They are thanked again and released.

Aneirin and Maxx return to the party who are discussing with Eldar Umarin all the options. He has discovered that number four on the list, Crew Nashankar has been imprisoned by High Prince Ibgarhaz. The Silverstars have a contact inside the prison by the name of warden Iboer. With his aid the party is able to enter the prison and his cell, which is protected by many locks and anti-magic spells. As Maxx and Cyan do some 'investigation' they discover that he was one of the necromancers involved in the great ritual in Lionsalindal. He also tells the party that Duke Imran will replace him. Lastly he tells the party that High Prince Ibgarhaz already knows all this, which confuses the party.

The party confronts High Prince Ibgarhaz with everything they have learned. Ibgarhaz is surprised to see that the party had discovered so much. He already knew everything but wasn't sure if he could trust the party. With this knowledge he asks us to go to Duke Imerand Xasten and confront him.

## The Catastrophe

The party heads to the castle of Duke Xasten. As the party waits in the waiting room they are surprised to see a big painting of the half elf woman they saw talking to Minoeska. Suddenly the land is shaken by an earthquake, big enough to knock the glasses over but small enough to do damage. Regaining their composure they see Duke Xasten enter. He tells the woman in the painting is his sister and he is about to search for her since he hasn't heard from her in a long time. Shocked by everything the party tells him he summons his House Guard and wizards and by use of teleportation they travel head to Castle Wringgold, Xasten's sister's castle.



The first thing they see is the state of abandonment, than they see all the bodies of the former servants and guards. The moment they step on the main staircase the world trembles again. Turning around they see the whole of Thallia collapse. Everywhere they look they see great fissures tear the lands and finally everything has collapsed a few hundred feet into the ground. Hundreds of thousands of deaths in a matter of seconds.

The Party Duke Xasten and his men step inside the castles main hall, which seems protected from the Catastrophe. As they enter hundreds of shadows and zombies rise from the ground and attack the soldiers. Xasten tells the party to move on; his men will hold the shadows. He sends Paladin Gaius Balthar and two of his best men to aid the party. As the party moves on they get attacked by a group of vampires led by the blonde vampire. He is defeated and Maxx pushes a wooden stake through his heart, ending his unlife forever.

### **The End**



Yet their victory is short-lived. In the distance of the dark hallway they can see the dreaded mummy step forward. The party readies itself for the final confrontation; there is no escaping this time. A difficult fight and slowly the party find themselves gaining the upper hand. Than Duke Xasten appears, he tells the party to move on, he will hold off the mummy.

The party runs on towards the ritual room. As they near it suddenly Minoeska and Duke Xasten's sister step forward. She looks at the party and tells them the ritual had failed. But their leaders wishes to talk with the party. On the guard and hesitantly the party steps into the ritual room. There they see a Bodak with a strange glowing rock in his hands. "You have ruined the ritual but you will defy me no more". He points it at the party and their world goes black.....