

By Skalgrim Skyfather

This report summarises the key information gathered on the recent Valley mission to the Oracle of Knowledge. The party comprised Wulfric (party leader), Skalgrim, Momo, Spark, Layla, Giles, Sky, Draal, Nerak, Rhuem, Puke, Marko, Xernes, Gravesong, Maggot, and Bill.

We learned that the green node of Magic had been corrupted by Kalex Wraithspawn. We removed the corruption. It is clear that he is behind a number of plans to grow in power, and to extend his life. We weakened his link to the Forgotten lands, but a link still remains to the Mere.

We met with Chancellor Untap, Master of the Dymwan. He informed everyone to stay clear of the Dragar Marsh for one year from All Hallows as they were conducting activity there. He is opposed to Kalex Wraithspawn and will be sending us information on how we might defeat him, including weakening his numerous points of power. We have learned that one of these is a connection to the Red King in the Forgotten, who is being held entombed via a ritual. We travelled there and weakened that connection. We also built an alliance with Odo, who serves the Crown, and have a signet ring that proves our connection, should we wish to contact Odo again. Odo will be leading a rebellion against the Black Court who have usurped the Red King. The ring is now carried by Wulfric.

We encountered and defeated forces of chaos in the service of General Truthweaver, one of the Mindscreamers generals.

The Shadowsfall are split between those who follow Judge Dalcon, who wish to become independent of their ties to the Mystics, and those who follow Judge Seren who wish to serve the Mystics and return to the old ways. Those who follow Dalcon bore a three triangle mark on their faces, and attacked us on a number of occasions. They had undergone the rite of cleansing which gave them great power but shortens their lifespan. The rite of kinship prevents any Shadowsfall from attacking another. It is not clear which Judge will gain overall support.

The Circle Aflame have moved the Dark Door (aka Deaths Door) to the Central Isle. The Cult of the Future come from the Dark Door. They are distinguished by having long white hair and command over Time. The Dark Door is allowing the Circle Aflame to seize the power on the Central Isle. A creature known as the Gorgon controls the Dark Door. Those of us who use evil power were turned to animated statues at one point under the Gorgons control. Damage via blunt weapons on us broke that effect.

Judge Flamm spoke with us, along with two other Judges. The Mother and Father will only intervene if the Land and the Void prison is threatened. The Judges are defending the nodes of power but not otherwise interfering with the Central Isle. It would appear that an alliance of Nations is needed to bring law and order to the Lands.

We met Sir Volmer, hunter of the Wyrms. We met the Wyrms in the Faye realm and forced it to withdraw. It is a creature created of Earth magic, and one that can unmake Magic. The Hunters will hunt the Wyrms for eternity, until it is slain.

We broke an attempt by the Jewelled Pavilion (war Lord Gor-Urthal) and the Forgotten to bind a Hepath of Wishing. We were alerted to this by Kadera of the Jewelled Pavilion as she was not supportive of this action by the war lord.

We had to complete 11 tasks to be able to ask 4 questions of the Oracle. We succeeded in this.

The questions we asked, and the respective answers, were:

Q: How do we undo the actions of the Circle Aflame on the Central Isle? A: This cannot be undone. It could be balanced by the Masters of Judgement working together to enforce their will, though this is not a simple task.

Q: How can we find Lazurus Steel? A: Retrace the steps of the flight of the Portal and join Lazarus within his brothers court. A: The Manypages hidden archive reveals the path.

Q: What is the current location of the Sword of Truth originally borne by King Michel Rol-Dantigh. A: Hidden from the Ravens vengeful gaze, search in the darkest of places for the one who survived

Q: What is known about the 13th Legion of the Khalid? A: They are a force of pureblood Kalid, known as the Slayers of Heroes. They are located on the Prime launching plane, and carry the Standard of Final Measure. They have fought something so powerful that their nature forced them to ascend beyond control and now they are no longer a legion, but a force lost to the Prime Plane. The strength of their blows rises with the power of their foes, and no boon is borne by one alone every spell and invocation that benefits them is shared across the legion.

We also learned of some of the questions asked by other Nations – I list these here

Dai-fa-Dyne: How can the wealth of Zayn Al-Ara be found? Where is the lamp of 100 desires located?

Shadowsfall: How does Judge Dalcon seek and negate the rite of cleansing? I do not have the other 3 questions noted

Kalid: Where is the 13th legion? Is there a mechanism to extend the reach of the Phalanx?

Dymwan: How many Vamagasts can you summon to Orin Rakatha without destabilising the plane? What is the final incantation in the rite of planar primacy? How do you recharge the armour of Sandaster again and summon his spirit into it? How do you remove the flagstone from Fort (Humakt)?

Iron Islands: Who is the last blood line of the Crimson Prince? How do we extend the Drowned Veil?

Empire: How do we re-establish the teleportation network across Orin Rakatha? How can the Empire influence those that are sworn to a King? How can we re-establish contact and teleportation with the Empire?

Dehouri: How can we protect our undead from being banished? We wish to know the secret of cosmic blood magic.

The Halls of Dread: How do you open the Arc of Shadows?

Circle Aflame: How can we move Deaths Door outside the Nation? How do we summon the Witch King to Orin Rakatha? How do we take evil power from the Central Isle?

Forgotten: Where can we find the research notes of N'rhnn the Decayer? How can we use the Rite of Soul Binding to extend life?