

## Day of the Guild Meeting 31/12/1995

During the Meeting we where told about Nana, a dog from Britannia, who was after someone to rescue some children. The reward being a sum of 10 Pounds which we where assured by the Guild is about Quarter of the Good House. So after the meeting I headed off to the appointed meeting area, and found a number of others waiting there as well.

There was:

Kazak, a dwarven earth mage. } These three had done some  
 Clarrisa, an elven air mage. } Guild work before.  
 Zarak, a brusque human namer. }  
 Laren, a new human Celestial mage:  
 Rolf, a new namer - human.

Phoenix, a new human fire mage - Although she seemed reluctant to give that information to the party. I had the advantage there as I had trained with her. Myself, Shizane - also a new fire mage.

After a while, Nana appeared with a Guild Translator, as only Kazak had the ability to talk to Nana directly. So we settled down into the discussion and about a hour later we gleaned a certain amount of information about the mission we where to undertake.

Our job was to find a number of children who had disappeared over the course of three years; twelve in total.

John, Wendy and Michael Darling - the most recent disappearance.

Peter, John, Jake and a number of other who Nana couldn't remember the names of.

It turned out that we had to fly to a city in Britannia, by the name of London, and we would be doing this by a balloon?

Anyway it was decided that Kazak would be the party leader, and Zarak the Military Specialist. I was chosen as scribe.

We left that afternoon, on the 1 o'clock flight, with much help from the Air College to get the balloon filled with air and aloft. Because of weight restrictions, the party was carrying only what they considered necessary.

## Date of Arrival in Britannia 1/1/1995

About a gruelling twelve-hour flight in the wind and cold; we spot the city and the balloon starts to descend. We come down in London in an area we where told was Kensington square, in which we landed in the Gardens, although there was a lot growing there, a row of trees and two foot of snow. We could hear bells from all around.

As upon landing our party leader, leapt from the balloon to embrace the ground. A quick Detect Aura confirmed that we where in Britannia.

## Scribe Notes - Seneca Guild Quest 1/1/95

GNY - Rosemary & Mansfield

After packing up the Balloon, Nana quickly lead us out of the Gardens and to a house, where she lit a fire in a big metal box that she called a range. Whatever the idiosyncrasies of the people of London, it quickly warmed us and the house up. Nana dashed off again, and returned a short time later with someone in tow. We were then introduced to Nanny Poppins, who turned out to be what we termed a White Witch. She explained the situation to us again. This was much easier and we were able to get some things cleared up, being able to converse without the use of a translator.

We discovered that all the children had reported to their minders, that a young boy dressed in leaves had come to them, and told them to go with him.

Afterward we investigated the room in which the Darling children had slept and managed to find only a handful of leaves, some which came from a Maple down the road and some which were twelve years dead and the last magic to impact was "Armour." The most startling thing about this leaves there was no plane of origin. It was as if the plane didn't exist. The college of magic was Pixie. We decided to spend that night in the Nursery to see if anything else unusual happened/appeared. We also checked on the phase of the moon. Tonight was a  $\frac{1}{4}$  moon, but the Darling children disappeared during a full moon.

During the night something causes Clarissa to wake us. It appears that the bed was trying to fly away. Since we were all awake now, we checked the bed out completely, to discover that the Cold Iron frame was magical, with an enchantment that causes the bed to fly when there is someone sleeping on the bed dreaming and moonlight is on the bed.

## Morning 2/1/1995

After talking with Nana about what happened. It was decided we would go to sleep on the bed tonight and find out where it goes. This was going to be a little bit of a problem though as the occupants of houses (the parents, who didn't know us or that we were there) would be returning today, and the maid would be coming in shortly to clean the place.

What was decided was that Nana would sneak us back into the house, when the Maid went down to the station to collect Mr and Mrs Darling at about 4:45pm. The rest of the day it was decided, mainly by Kazak, that we would like to visit the London Zoo, (as Kazak had heard something about animals that were kept there). To this end Nana gave us a handful of coins; Ha'pennies, Thripence, Pennies, Shillings, and Six Pence. And directions to the Zoo.

After quite a walk, we stopped at a place called "Inn of the Three Tankards" and had lunch. Very good quality and size. Recommended highly for those Guild members in the area.

After lunch we headed back and meet Nana and hid in her bedroom until the Darlings went to bed.

That night, Laren and I, got the duty of sleeping, while the others watched. We also left a note with Phoenix who decided not to come with us, explaining things with a description for a rescue party.

## Day 1 :- Morning 3/1/1995 8:00 am

Woke suddenly by being dumped in long grass to see the bed flying away again. The plane of origin is missing from the sun.

We are in a clearing in light forest. Quickly collecting a scattered belongings and the blankets that came off the bed, headed out of the clearing in case someone was expecting us.

After exploring for a while, we came upon a lagoon, and had a lunch consisting of apples, blackberries, and seafood. In our lightening our loads for the trip to Britannia it seems that our rations have been left behind.

Exploring further down the bed we come upon a 3 1/2 week old fire circle. We set-up camp here for the night and set watches.

While looking around the campsite we discover a tree that has a fruit with a fuzzy hard shell, but contains a sweet milky like liquid inside with a soft flesh.

Clarrissa decides to try a little spearfishing, but with very little luck.

## Day 2 :- 4/1/1995

We wake with the dawn, approximately 5:30 am.

After missing breakfast due to a lack of food and breaking camp, Clarrissa attracts the attention of the seagulls that are hanging around, and while she is talking to them Kazak DA's to find out where they are from. They come from "No Plane" or from Britannia.

The conversation with the seagulls tells us very little, but may help.

Little People	Gone
Blue People	Bad
Red People	Bad
Light People	Really Bad - Pull tails
Wood People	On Wood Things Good occasionally feed us
Water People?	



Since Clarrissa is able to use flight magic's she offers to do a scout of the island.

One her return, gives a quick description (drawn left) and tells us about a house on the other side of the clearing she was missed the other morning.

On the walk back, we managed to catch a deer, with Kazak's help, which was able to be used for that day's rations.

Afterwards we headed on to the house, to discover that it was a tiny cottage. It was about 5' tall to the roof and the door was a mere 3' wide. It is log cabin with a thatched roof.

After breaking for lunch, we continue our investigations into the house, determining that it has been constructed 3½ weeks ago using a "Building" Cantrip. Kazak, being the only one who will fit, enters the abode, to find it deserted and the fire dead 4 days. A couple of the toys in the chest are from Britannia; so it seems likely that at least one of the children have been here. We head on to the plains which take about three hours, and set camp on the bank of the Woods.

### Day 3 :- 5/1/1995

Climbing up a tree, I discover that there is a dark line on the horizon, and the party decides to check this out. So we hike out towards it, directly across the plains. Travel on the plains is fairly easy going, though as midday comes on the temperature rises making everything harder, and see any distance impossible because of the haze.

Later-morning we spot a tree in the distance and turn towards it to rest in the shade, and then it happened. Laren alerts us to some movement in the grass behind us, and as we all turn, three lions come out of the grass at us. While defending ourselves against these, another one appears out of the grass. Four lions against a mainly experienced party. The cats were faster, but we managed to hold them off, losing only Rolf Ear. Surprising what a well-placed lightning bolt will do. Thanks Clarrissa!

We stayed under that tree in the shade for 3½ hours until the day cooled. Kazak skinned and cleaned the skin of the lion as a trophy.

We move on, (after deciding that travelling during the middle of the day was no a good idea), taking as we went. After scaring of anything that might have been supper, we decide that being quite might been a good thing.

Two hours from dusk, we come across a rocky outcrop and a watering hole. While most of us go and set up camp, Kazak and Laren go unseen to the waterhole to see what they can catch. They caught a medium sized black and white striped animal, and we spent the night smoking the meat.

### Day 4 :- 6/1/95 (Day of the Full Moon)

Headed off again, now with plenty of rations to keep us going; 160 lbs in fact, used a travois dragged behind two of us to carry most of the supplies now.

We travelled on, only stopping during the heat of the day, late into the night, due to the full moon that night.

### Day 5 :- 7/1/95 (The Day the Water ran out)

Problem - We run out of water during breakfast with no way to replace it.

After pushing ourselves to dangerous levels of exhaustion and a couple of restoratives we make the forest and collapse into sleep. (Mid-day)

After waking up to the cooler night air, Clarrissa helps out again, this time flying off with the water skins to fetch water. This helped and made us all feel a lot better.

## Day 6 :- 8/1/95

After Ciarrissa refilled our water skins, and arguing about where we should head from here, Kazak made the decision that we should head into the forest, towards some smoke that Ciarrissa had spotted while getting water.

Quarter of an hour later, low and behold a stream. (Bugger)

After filling up the skins and drinking our fill we continued on.

We found a trail through the forest and followed it till we came to a clearing.

We stopped here for lunch, and investigated the two paths leaving the clearing - one to a stream, the other on through.

After lunch, we continued on down the path, and on dusk found another clearing. Setting up camp we settled in for the night.

## Early Morning Day 7

Set on by a number of people in loose clothing. After a while and the confusion of the fight, we discover the Roif is missing along with three of our packs. And Ciarrissa saying something about a Wolf.

While later, after dealing with the wounds, and gathering in discarded equipment, a large wolf steps around the end of the hands that was guarding our flank. It seemed friendly and took some meat, but then ran off.

## Day 7 :- 9/1/95

Attackers 4 (2 Alive)

Axes 1 Steel  
2 bronze  
1 stone

2 sets of clothing from dead.

4 bracelets of forest walking (affect stealth.)

Kazak decided it was time to talk to one of the survivors, and find out why we were attacked.

The prisoner turned out to be Running Bear - one of the best braves of the village. And the reason we were attacked was that killing us would be big honour as we killed a lion.

When asked about the children, told us of Tigeria's prize (young girls, fair-haired).

We also discovered that the best way to get her back was a one-on-one combat for her.

So taking Running Bear with us we trekked out after the Village and found them just after midday.

It was decided that Zarac to do the challenge. We won the challenge and the girl who turned out to be Wendy Darling and towards the mountain and back to the cottage (Wendy Place, built for her by the boys.)

**Day 8 :- 10/1/95**

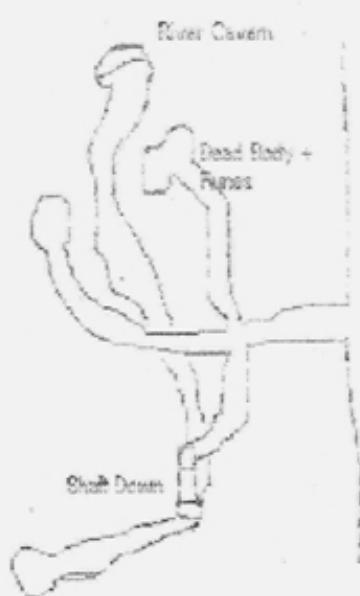
After an argument, in which Zarac drew his weapons on Kazak, it was decided by us to follow the river to Wendy's cottage. This took two days.

**Day 10 :- 12/1/95**

This morning is very overcast, but we still want to go out and see if we can find the boys hide out that Wendy has spoken of. We found it, not far from the cottage. Ciarrissa went inside. Not much to be found except evidence of a number of boys and a small being about 4 inches tall.

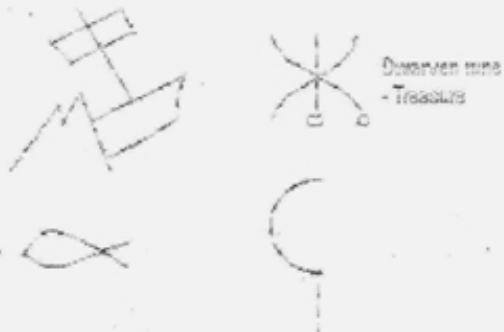
**Day 11 :- 13/1/95**

We talk to Wendy and explain to her that we need to find the boys and want to see if they got trapped in the mountain looking for the Yeti. And that we will be gone about a week.

**Mid-Afternoon on the Mountain**

We have discovered a unnatural cavern - man made - and have entered to explore it.

In the first tunnel we followed we found a skeleton the had been bound and left to die and next to it we found some scrawled

**symbols**

While exploring the lower levels Zarac suddenly runs off down the passage for no apparent reason and with no warning. Ciarrissa runs after him, while the rest of us prepare for the worst and then follow.

As the day draw to an end, we still have one tunnel to explore, but decide to leave that for tomorrow, as I am exhausted and wouldn't be able to provide the light required so we head outside to find a spot to camp.

### Day 12 :- 14/1/95

After breaking camp, we finish exploring the mine and then head off up the mountain.

When we hit the snow line it was not at all what we expected - It was cold and wet and very hard work to move through.

Clarrissa, being somewhat closer to her element, flew off to scout the mountain, and when she returned told us of a boat with a crew of 14 (some possibly children) and a gentleman in black, that was heading towards the Island.

Suddenly the quiet was broken by a blood curdling scream, from Zirac, and as we looked to see what the problem was, we could hear a rumbling come from up the mountain.

Kazak, think quickly cast a Hand of Earth in a wall uphill from us in an arc to provide some shelter. Zirac, Rolf and I jumped into the hands and the other grasped the base.

Then it hit us. A wall of snow and rock.

Once the avalanche was past, Kazak dig himself out and removed the hands, and we went to work digging out the rest. We found them all but Clarrissa. Laren was unconscious and not breathing, but otherwise fine.

Rolf decided that we needed to do something about Clarrissa, so stripped and changed into a wolf. We had been suspecting that Rolf was a shapechanger for a while but this confirmed the matter. Anyway Rolf found Clarrissa and we dig her out.

She was in a bad way. Once Kazak stabilised her, we decided it would be kinder to leave her unconscious and use the Moth Handkerchief we had been given by Nanny Poppins to turn her into a moth, so that we could carry her down the mountain.

After a number of mishaps, mainly to Kazak and Zirac, we got back across the scree face and a way down the mountain.

We found a campsite although it wasn't the best and set up camp for the night, while our names went to work reversing the skin change.

### Day 13 :- 15/1/95

Found a better campsite and spent the day finding healing herbs etc...

### Day 14 :- 16/1/95

Get back to Wendy's Cottage, carrying Clarrissa on a stretcher at midday.

Spent the afternoon down at the Lagoon, saw Mermaids but again Zirac yells and scares them off.

Went swimming and generally relaxed before heading back to the cottage for supper.

Day 15 :- 17/1/95

After breakfast, it was decided that we go and find the ship, so Kazak was given a flight spell and flew off to find it. It was discovered in a natural harbour on the other side of the island.

Day 16 :- 18/1/95

Clarrissa has a go at casting flight spells on the party, but in her condition only manages two successes, one on Kazak and one on Zirac. It is decided that I will stay behind to look after Clarrissa while Laren and Rolf are carried by the other two.

After a battle on board the boat, I have been told that they managed to cause the pirates to flee; they searched the boat, and found six young boys, the one that we had been looking for. After looting the ship for anything that might have been usable they headed back to the camp.

Zirac arrived back first, just after lunch, mumbling something about Peter Pan coming here; very worried and incoherent. During the course of the day Kazak returns after dropping the leader of the Pirates in the Lagoon and accidentally drowning him. Rolf and Laren arrive later, with six small boys in tow.

Day 17 :- 19/1/95

We head off to the Lagoon, as we have finally figured out the strange cravings in the cave to search the rock for treasure. We are too late - it has already gone.

31/1/95

Our rescue arrives with balloons in which to travel back to Britannia in.

We spend the next few days discussing matters with a very disbelieving security force.

3/2/95

We leave in the afternoon for home, arriving back at Seagate in time for breakfast...