

As the sun dropped I arrived at the Sentinels in Norsca the transport circle about 100 miles from Odinsheim

Everything was normal for the most part although there seemed to be some disturbances in the circle which appeared to be getting stronger

After the group of Wolves had arrived (including Lord Wolf) the order was given to move to a small encampment not too far from the circle. The Lord General Claus was not present as he had other business to attend to

Various wolves kept a perimeter guard (even though I was told we had nothing to worry about as we were in Norsca and near Odinsheim) Wood was also brought back to make a fire

A general welcome was made stating that we were there to get rid of some Hyperborean that had got a little too near for comfort

Whilst waiting and chatting with the wolves present three people approached stating they were the Kabul a group which seems to have some history with the Wolves as they were making an offer. They warned us that a device had been activated which would vent a lot of magic into the nearby ritual circle pretty much wiping out everything in the vicinity including Odinsheim. Their offer was to be removed from a banned trading list in exchange for research into how to stop the circle exploding. The Kabul wore the following symbols on their tabards



(it was dark though)

After the Kabul left Lord Wolf stated that although he wanted to sort out the circle he did not have control over the banned list and that an alternative solution should be found

The same night there was an attack from some apparently undead beings paralysing and casting spells at the assembled people. Whilst fighting with one another, one came from my flank and paralysed me too, although it did not seem intent on killing me. I finally became un-paralysed after the battle and made sure everyone else was ok and what had happened.

After the attack, we moved back toward the circle as a fire had been lighted nearby and the night was cold.

There were a few transports into the circle from various visiting groups, most of whom had business with wolves or wolf individuals.

The next day, the circle seemed to be getting worse. A team of people went off to find out where the power was being channelled from. The circle was venting magic occasionally, mostly knocking people to the ground, but in some instances throwing out mage bolts into nearby people, me being one of them. After that, I stayed well away from the circle.

The team that had been out returned and informed us they had found the location of the source, although they did not know geographically where exactly. The plan was then to transport everyone to this location to find out whom or what was the cause. In teams of three, we transported to the place. Many of us got bounced back, and the journeys we did make seem long and were like swimming in glue.

Eventually we arrived at our location and found out that the first successful party had encountered some hostile creatures who were defeated in battle.

Whilst getting comfortable, a party of people arrived and wanted to know why we were on their island and how we had got there in the first place. They accused us of trespass and heresy as only the dead travelled through the circle. They also warned that magic was unnatural and would be punished (they did not understand how magic worked). Lo Pan seemed to flaunt this local law and got himself into trouble a lot. One of the normal-looking natives seemed to transform into a demon when magic was used near him. Then his party told us that it was completely normal.

The day passed slowly. We were visited by another clan of natives (one clan wore green, the other red). Both seemed to loathe magic. The green ones appeared to be more hostile and we were told of an old feud between them, but that it was in their past.

Some strange things attacked and were beaten. I fought many of them myself but got knackered and let the rest of the wolves handle the others. They were slow but dangerous and took a hell of a lot of pummeling.

Several of the party were taken away by a powerful being to attend some warlock training. As they were teleported, I cannot report what happened although one of their number did not return (Perian Stillwalker, one of House Sardonnath). This death caused a lot of friction between House S and the Odinsheim Guard as Kalanthas (a member of House S) blamed one of the warlocks, then blamed Lord Wolf and attacked him. Lord Wolf's guard sorted him out quite quickly. It was almost civil war.

Some of the red natives asked us if we would help their young in training. The help was given. I volunteered (although I was suspicious of running around in a strange island on my own). The first test was a hunting and seeking challenge. Their young ran away and we were to find them and tag them with our weapons. Four of them against four of us, partnered so we could not find another's quarry. It was then our turn to hide and for the reds to find us. As the challenge was not in discovery but in capture and tag, I conserved my energy and used it to climb a tree. This seemed to annoy my hunter, but as I was a good sport, I climbed down and let him tag me.

During the rest of the day, effort was made to find out why the circle on the island was funneling power to the circle at Odinsheim.

After dark, everyone went off to a temple. I was OOC for this so can't report, but Van Baston was present for all of it so should be included in his.

It became apparent that three items or keys were needed in order to de-activate the impending doom. One was found at the temple in the form of a necklace. The other two were also necklaces, but I am unsure how these were retrieved. Upon wearing these necklaces, a magic user would be drained of magic, but a non-magic

user would draw off magic from the circle. This bought Odinsheim a further hours of time but in the process rendered the transport circle of the island useless. As we started to ponder boating a solution was found the circle was restored the Odinsheim circle was safe and nasty stuff was coming to get us.

In a manner not unlike the Scouts Guild's recent exploits in Egyptus we evacuated the island whilst under attack back to Odinsheim.

The next day word came to us that the hyperborean were really annoyed and were coming to get the wolves to claim back all the land they had taken.

There was a massive fight. I joined the skirmish group and picked off annoyances such as archers and venom blade wielding enemy. Van Baston and me spent a lot of the battle chasing down the dagger man and stab him up good. The battle was drawn out more by the fact that the enemy had healers amongst them who stayed safe and a head gribbly who was chucking mage bolts around and not affected by normal weapons.

Anyway the wolves were victorious although we later found out the Hyperborean had breached a wall in Odinsheim city and many people had been taken. I made my way back to Rockholme safe and sound.

Overall the Wolves seemed weakened by a lack of attendance from the Odinsheim Guard and possibly lacked direction with the absence of their Lord General. Several people were taken by the Hypos including quite a few important ones. As far as I know there were deaths but I would suspect everyone that was taken are also dead as the Hypos are not known for their hospitality.

Thomas