

Summary March 20<sup>th</sup>, 2001 (and a little from the previous session)

Players: Julie, Renée, Mike, Trevor, Stephen

Characters: Rupert, Floriana, Wilhelm, Paolo, Father Joseph, Blaise

Summary:

- In port, the party saw a ship leaving with the same lines as the ship on the dracheneisen ring that had been owned by Ritter Josef Reisen of Gregorstädt before his death. Its figure-head had a man with a shell-shaped shield (just like the shield in Gregorstädt) and a trident. The party determined its name was "Morganstern". It had been visiting the port about twice a year for about eight years & its captain was named Albrecht Waldis, which was similar to a newly assigned student sent to Gregorstädt named Burk Waldis.
- Wilhelm was curious to learn more about Dark's Pandemonium Carnival. He had learned from his father that a young fortune teller had told Baudric that one of his children would hold a drachen's life in his/her hands. Since in Wilhelm's opinion this had come true, he wanted to understand more.
- Rupert had also visited The Carnival as a youth while it was wintering in Lyric's Glen. He was brought there by his father as a boy. While waiting in line, a woman performer asked him "What do you want to be when you grow up?" "An explorer, just like my dad. I'm going to find the grandest Synchron ruins ever!" She paused, looking at him carefully and replied, "Yes, you will."
- Floriana had also been to Dark's. About eight years earlier, she had visited it in Castille with her father. The Fortune Teller wanted to tell her future, but Flori's father demanded to hear it first in private. When he did, he became so angry that he dragged Flori away and had the other Don's and even some church members condemn the show, driving it out of the country as fast as it could travel.
- Father Joseph admitted that he had worked for The Carnival as a young man. It was run by a charismatic man named Jonathon Dark, who had faces, trees, and other things tattoo's on his neck and arms. He wore black gloves almost all the time. Occasionally, he could be coaxed to take off his right one. Each finger had a tattoo of a person (thumb → pinky: The Beggar, The Knight, The Sovereign, The Lady, & The Knave). Using the fingers, he would do a little "puppet" show with The Beggar pleading with the Court to come entertain the people. Joseph never saw him take off the left glove, saying the story was almost the same, just more "sinister". Dark's partner was a silent, heavy-set, bald man called Burgundy, who handled all the money. The one "fate witch" hired by Dark that Joseph believed might have actual powers was a woman calling herself Bella Dona. Her age fit that of the Fortune Teller the other party members met.
- Research indicated that the Carnival hadn't left Avalon since Queen Elaine returned eight years before. It had wintered in Lyric's Glen (named after a legendary bard). For some reason, no one could quite remember where the Glen was, including Joseph & Rupert who had both been there. They eventually tracked it down on an old map.
- An 'old timer' said that you could get anything you wanted at the circus, but you needed to bring an offering.

// end of session

Summary April 3<sup>rd</sup>, 2001

Players: Julie, Renée, Mike, Trevor

Characters: Rupert, Floriana, Wilhelm, Paolo, Father Joseph, Blaise

Summary:

One the Road

- Wilhelm & Floriana find themselves giddy in the Glamour Isles.
- Wilhelm pulled out his new copy of *Mary Katherine's Book of the Goodly Folke* and with Rupert's help, went over some rules for dealing with the Sidhe:
  - Don't be rude.
  - Don't get in their debt.
  - It can be dangerous to eat their food or drink their wine.
  - Seelie Sidhe follow rules, but those rules as seldom explained. Unseelie are more chaotic.
- Floriana arranges for a Castilian named Teresa del Rey to join the caravan in order to cook for the Sidhe they expect to find. Also hire is a 16-year old Avalon boy named Simon Brown to serve the dinner and clean-up afterwards.
- Paolo goes to the outskirts of Carleon and picks a perfect purple rose.
- Blaise brings a locked-box with a gift for the Sidhe.
- It takes 3 days to get to where Lyric's Glen is supposed to be, which each night spent in an inn. The last leg of the trip is on an abandoned road that Wilhelm determines has had travelers in the last day or two.
- While traveling, Wilhelm claims to have seen a tiny dragon with butterfly wings.
- On a tree branch over the road, Paolo spies a raccoon. He waves to it, and it seems to wave back. Wilhelm commented that Eisen raccoons weren't as smart as Avalon raccoons & waves at it too, only to have it respond with a rude gesture and run off.

Strange Bed-fellows

- As they followed the road, the party began to smell cooking. Looking over a rise, they saw an ornate carriage pulled by 2 beautiful horses. A servant woman was turning a rabbit on a spit, with a large Eisen leaning on his zweihander watching. Under a tree was an ancient man reading a book. Wilhelm, still feeling intoxicated, wondered if the Eisen was his friend Josef Ziegler and called out his name. This put the camp on alert. The old man yelled for someone named Maurice, who jumped from the carriage straightening his clothes and lifting his musket. Even the servant woman aimed a musket at the party. Wanting to avoid trouble, the party advanced slowly with hands raised. Once he saw Paolo in his R&C tabard, the old man noticeably relaxed. Very soon, everything had calmed down and introductions were made, including a young woman who had been resting in the back of the carriage.
  - Leopold van der Geller – a 70ish year-old successful Vendel arms merchant who is known for selling muskets to both the Montaigne and the Castilian.
  - Juliet van der Geller – Leopold's 19 year-old Avalon wife. Leopold confides with the party that he considers the woman of other nationalities too jaded.
  - Thom "The Reaper" Becker – an Eisen mercenary of some note. Wilhelm determined that he was originally from the Seiger koenigrich, but was now based out of Frieberg. Thom took a body-guard job (which he considered beneath him) to earn enough money to buy a dracheneisen zweihander from the Neigelum in Pösen. Thom & Wilhelm were familiar with each other's names, which led to Wilhelm telling stories about monsters which Thom didn't seem to believe.
  - Maurice and Gertrude Chezél – a Montaigne husband & wife servant team.
- Leopold sends Maurice off to get more game for lunch. Juliet asks sweetly if she could go pick some wildflowers. Her husband agrees, but sent Thom along to keep her safe. In conversation with the party, Leopold correctly guesses that they too are searching for Dark's Carnival. Floriana decides to contribute some of their food to the lunch, so as not to become "in debt" to a stranger. Maurice returns with two more rabbits and a raccoon. Juliet & Thom return, though in Paolo's opinion they didn't spend much time picking flowers. Everyone eats, though Paolo only eats food that Flori puts out. No one in the party eats the raccoon meat.

- On realizing the party is going to some kind of fae gathering, Simon Brown gives back all of his pay to Floriana and starts to walk back to the inn where they spent the pervious night. Paolo offered to take his place, while Blaise offered to hire Maurice to do it.
- At Wilhelm's suggestion, the two parties travel together. Leopold seems to be following direction in the book he has with him. Rupert asks to see it, but Leopold won't share. As the sun begins to set, Leopold locates a wall of briars that he says is blocking the entrance to Lyric's Glen. The zweihander makes short work of the plants and everyone enters a sheltered valley. At the far end is a waterfall, while in the middle is a huge oak tree and various carnival tents and booths.
- As the combined party approaches the Carnival, Leopold forgets about his book and picks up a locked box with gold inlay. Rupert retrieves the book, "lest it gets lost..." The Carnival is full of food and drink, people laughing and singing, etc. What strikes the party as odd is that everyone seems to be masked. Some are small half-masks, while others cover the person's full head.

#### The Gold Pavilion

- The group finds a May-Pole in the first clearing. The pole in the center is almost 40' high, with an upside-down gold bucket on top. Stretching in the four directions are great streamers leading in the distance to other pavilions. Two huge circles of dancers move in alternate directions with their ribbons forming a colorful weave around the pole. Wilhelm spies someone dressed head-to-toe as a dragon. He bows, and the dragon bows back. He also saw someone in a full raccoon mask.
- Rupert trips Wilhelm so he won't have to drink an ale handed to him.
- A little raven-haired girl plays on a jump rope singing a rhyme:  
*The Knave will make your wish come true,  
But have a bribe when the deal is due.*

#### The White Pavilion

- By following a gold & white streamer, the party ended up in a midway area under a black & white tent filled with booths and games.
  - The Dunk Tank – This booth was run by an Avalon man wearing a half-mask of a fish. He yelled for customers to throw a ball at a target to drop the "victim" in the tank into the water. The victim was a siren whose skin was looking dry and white. It seemed to be begging for the customers to dunk it, but each one made a big show of being a bad shot. Wilhelm and Paolo each took turns and Paolo honestly tries to dunk it & finally succeeds. The crowd jokingly boo'd. The siren was refreshed by the water, but its platform was soon raised again for the next customer to "try their luck". Wilhelm commented that the game might go over well in Insel.
  - The Knife Thrower – The performer in question was a Vodacce woman in a falcon half-mask wearing loose man's clothing. She did various tricks, such as putting out candles without the blade touching the wax, etc.
  - The Guessing Game – The first thing that caught the party's attention was that the dark haired woman running this booth was not wearing a mask. Her nationality was not obvious. She asked the party to guess her name, because "knowing someone's name was the first step in dealing with them." The party tries such names as "Elaine", "The Lady", & "Belladonna", but she shook her head and said they would have to find it. They promised to return. For a second time, Wilhelm had the need to bow.
  - The Gryphon Tamer – With loud fan-fair, a stout Eisen woman in a small black mask and short-cropped blonde hair lead a horse-sized gryphon onto a stage. In her left hand she held a whip, and in her right she held a dracheneisen trident. It had a water motif and was attached to a bracer on her wrist by a fine chain. After watching the show, Paolo, Rupert, & Wilhelm approached her. At first, all she would talk about was the act. Then they introduced themselves and after a pause, she introduced herself as Lena Reisen. Wilhelm recognized the name as the only known heir to Gregorstädt's last Ritter Josef Reisen. When he died five years earlier, she couldn't be found and was presumed dead. As has become his new habit, Wilhelm shows his respect by bowing. Paolo asked Lena about the sea, and she seemed to remember with a start that she was the Captain of a ship named 'Morgenstern'. She seemed to find these memories troubling and insisted that it was time to feed "Precious", the gryphon, but that they should come back for the next show at dusk. At this

point, the party realized that it had been dusk the entire time they had been in the carnival. Time didn't seem to be moving in this place and Lena had likely been here for more than five years.

- A man wearing a lion's mask approached and put a blue glass stein in the shape of a dolphin in Paolo's hand and made a toast to Paolo's health. After a hesitation, Paolo drank. He immediately felt the liquid bubbling inside his body. Paolo then refilled his stein and the lion's with wine that he had brought with him and toasted the lion's health. Both drank again, and the bubbling feeling inside Paolo subsided. After the lion moved on, Paolo stashed the dolphin stein into his bag. Then the party moved onto the last booth.
  - The Fortune Teller – Anyone who had ever read a mystery novel would recognize the woman in the next booth as a Fate Witch, from the thick Vodacce accent, to the black veil, to the spider motif on the black lace of the dress. As soon as she saw Wilhelm, she acted confused and asked if he was supposed to be here. He said yes and inquired as to why she would ask. Dominoe, as she called herself, said that Wilhelm might think that he had things left to do, but that all his troubles were over and he should let himself move on. Wilhelm still didn't understand, but Rupert did – Dominoe thought Wilhelm was a ghost. Dominoe told Wilhelm to “go towards the light” and that “a better place is waiting for you”. Wilhelm tried to convince her that he was alive & hadn't been dead for months (i.e., his encounter with Fleishwulf), but Dominoe finally gave up and started ignoring him. Paolo & Rupert questioned her. Much like Lena, Dominoe had to be coaxed to remember anything outside of the Carnival. They got her to say that the woman in the guessing booth was the key to what was happening here. Saying this bothered her enough that she asked one of the wandering vendors for a mug of ale. Paolo intercepts it and recommends she drink some of his wine instead. This seemed to help and she makes some comment about traveling here with “the Captain”.
  - The Gryphon Tamer – The party returned to the gryphon tamer show again. It was identical to the first time. Afterwards, they talked to Lena again, but she made the exact same small-talk about her act as the previous time. Then Wilhelm mentioned that he had carried the companion shield to her trident. Surprised, Lena said that she didn't think her great-great uncle Josef let anyone else carry it. Again, she seemed bothered by remembering this and told the party she had to tend to “Precious” and they should come back for the next show at dusk.
- At this point, the party assessed what they understood of their situation:
  - Time did not move the same in the Carnival as outside it.
  - The people in the masks were trapped here. Some may have been here for eight years, or maybe more!
  - Drinking the fae ale made one forget the outside world. Drinking real alcohol helped counter-act it.

// end of session

Summary April 17<sup>th</sup>, 2001

Players: Julie, Renée, Mike, Stephen

Characters: Rupert, Floriana, Wilhelm, Paolo, Father Joseph, Blaise

Summary:

The White Pavilion

- While deciding what to do next in the pavilion with the black & white tent (later identified as The Knight's Pavilion), the crowd suddenly forms a circle around a man dressed as a harlequin (later identified as The Knight). He carries a jester's stick with a doll-head identical to his own. He is suddenly, but apparently not unexpectedly, attacked by a woman in a kilt wearing a half-mask & wielding a small tree. She throws it at The Knight, who casually dodges it, and then enters hand-to-hand combat with him. Flori notices that she punches with a more practiced and graceful style that she is used to seeing. It involves fast hits and circling to the opponent's weak side (i.e., the Finnegan School). Although he blocks most of the blows, she gets a solid hit in & The Knight indicates the fact by half-pulling out a red handkerchief at the blow's location ("a medieval squib" – Julie). Eventually, The Knight positions the face on his stick so that it is looking up her kilt. The doll's eyes comically bug out and the audience laughs. This seems to drive the woman berserk and she tackles The Knight and starts to smash his head against the ground. He deftly escapes and manages to throw her over his shoulder into the siren's tank. The siren tries to attack her, but she just head-butts it and it leaves her alone.
- Joseph helps the woman out of the tank. She immediately grabs at tankard of ale from a wandering waiter and gulps it down. She identifies herself as Hannah O'Leary & she is furious about having been beaten by The Knight again. Hannah is determined to win against him. Joseph gets the feeling that this fight is a regular event.
- Rupert & Flori talks to The Knight.
- The Knight comments on the quality of Floriana's sword *Serpent's Tooth* & asks if it is just decorative. Sensing a challenge, the crowd forms a circle again. Flori asks what the duel is to (1<sup>st</sup> Blood, etc.) and The Knight replies that it is up to her to decide when "he has had enough". The two combatants take en garde positions and hold, each waiting for the other to make the first move. Finally, Flori attacks, which The Knight ripostes, whose counter-attack Flori ripostes, and then she counter-attacks, which he ripostes again and finally manages to land a blow, which turns out to be a kiss from the doll's head on Flori's cheek. Flori attacks again and successfully "tags" him on his shirt with her signature heart-shaped cut. The Knight smiles at this and half-pulls out a red handkerchief to indicate the touch. As the two begin to circle each other again for another exchange, Flori hears The Knight whistling a Castilian tune – the exact tune to which Flori was fighting in her head. Immediately she changes songs, and then changes again before The Knight can figure that one out too. The two exchange blows again and Flori ends up giving The Knight another touch on the butt. As he is about attack and give her another "kiss", Flori steps back, drops her sword from its en garde position, and thanks The Knight for a good dual. The Knight seems poised to attack again anyway, but then he also drops his guard and instead kisses the back of her hand, which leaves a red lip mark just like the doll did on her cheek. The Knight thanks her and says that they will have to do it again sometime. Then he walks away and disappears into the crowd. (*Floriana loses 1 Resolve*)

The Gold Pavilion

- The party decides to travel to the entrance and find the way out, so they follow the gold & white streamer back to the May-Pole. When they arrive, a boy with a full-face rabbit mask who is digging in the dirt yells to get Rupert's attention. It takes a while, but Rupert realized that this is his "imaginary" friend Jack. Rupert hadn't thought of Jack for years, and suddenly realizes that the last time he "played" with Jack was at his last visit to the Carnival. Jack asks Rupert where he has been and if he want to "be an Explorer". Rupert says he is, and Jack asks him to help with the "dig" (i.e., the hole in the dirt). Rupert says that he wants to make a big find "out there", but Jack responds that the big find is to be found right here. As the two converse, Wilhelm notices that Rupert is looking younger (the stubble on his chin is gone, his clothes seem too tall for him, etc.). The two continue conversing, with Jack pressing Rupert to join him, and Rupert trying to convince Jack it isn't the right thing to do. Finally, Jack walks away dejected & Wilhelm sees that Rupert looks as expected.

- Rupert attempted to get his bearings to find where they left the cart, or at least where the wall of briars was, but he found that the brightly colored dusk sky gave him no hint on which way was north. Also, he could find no sign of a path into or out of the May-Pole pavilion except a gold & white one to The Knight's Pavilion, a gold & blue one, a gold & green one, and one that only had a gold streamer. Rupert then stated that he was now sure the party wouldn't just walk out of Lyric's Glen.

#### The Blue Pavilion

- The party decided to follow the gold & blue streamer next. On the way, they could hear a girl singing while skipping rope.  
*Don't look for The Lady; she knows how to hide.*  
*Look for yourself and she's by your side.*
- They ended up in a clearing with a blue enclosed tent next to a pool with a stream flowing through it. At the pool's edge was a small dock with a sign that said "Wishing Pool". Flori went onto the dock and looked down into the water. Sure enough, next to his reflection, he could see a mermaid swimming in the pool. She waved and then continued swimming among the reeds. Each party member in turn looked at the mermaid. Flori actually tossed in a coin and made a wish to know how to get out of Lyric's Glen. The answer that came to her was she may depart "by the leave of the Court".

#### The Hall of Mirrors

- The party entered the blue tent. Within they found a mirror maze. As they look at their reflections, they see images from earlier in their lives.
  - Rupert sees himself as a boy at the Carnival with his father. While standing in line, a fortune teller in a veil starts talking with him. Unfortunately the image is only visual, so he cannot hear what is said. While the Sminges were speaking with her, a heavy-set bald man in a purple vest (identified as Mr. Burgundy) walked by and picked Rupert's pocket of some small object. Try as he might, Rupert could not remember that that object was, but he knew it was important to him. He also saw a neigh-invisible thread being created between him and the fate witch.
  - Floriana saw her visit to the Carnival played out as she remembered, though she still couldn't find out what was said by the fortune teller to her father. This time she could see a neigh-invisible thread being drawn from her by the fortune teller.
  - Paolo's viewing told a new story. He saw himself as a lad on The 7<sup>th</sup> Falcon beside his father. The docks were teeming with guards looking for someone. Once the ship was out at sea, a woman and her daughter were let out of a hiding place. The mother was thanking Captain Arturo when a crew member pointed overboard. Somehow the girl had ended up in the ocean. Before anyone else could react, Paolo was over the rails and swimming to her rescue, despite being in choppy water on the high sea. Arturo tacked and retrieved both youngsters, to the applause of the crew and the endless thanks of the mother, who seemed to draw a neigh-invisible thread between the two.
  - Father Joseph was careful not to let himself be reflected in a mirror.
  - Blaise stood before a mirror. Anyone watching over his shoulder could only see a fight at night on a rooftop. Blaise immediately went pale and walked away. He then sank to the ground and became ill.
  - In Wilhelm's mirror, he saw his father at the Carnival while it was in Pösen. Next to him was Lena Reisen at a younger age. They seemed to be enjoying the sights when they came across a fortune teller doing her act for the crowd. A young girl, nominally dressed as a fortune teller too, talked to each of them in turn, spinning threads.

#### Wishes

- As Wilhelm watched the image, a man with a sword started sneaking up on Baudric as if to do him harm. The man looked familiar. As Wilhelm focused harder on who it was, he realized that it was Salvatore Calagari, the ghost who had been hunting him. Salvatore reached out of the mirror and grabbed Wilhelm. Then, to everyone's amazement, he pulled Wilhelm through the mirror. Floriana barely caught his foot and then started trying to pull him back. Through the glass, the party could see that Wilhelm was underwater and starting to drown. The party tried to pull Wilhelm back, but couldn't get a good grip. All attempts to reach through met with failure. Finally, as a desperate act, Joseph smashed the mirror. Wilhelm's leg disappeared in a shower of glass.

- The party ran out of the tent and looked in the pond. Impossibly deep, they could see Wilhelm and Salvatore still struggling. Floriana dove in without pause and tried to swim to his aid, but found herself tangled in the reeds. Joseph took out a coin, made a wish for Wilhelm and Floriana to be brought safely to shore, and tossed it in. (*Joseph looses 1 Resolve*) Immediately the mermaid swam down and pulled Wilhelm free. Salvatore wailed that he wasn't done, to which the mermaid commented, "then you should have wished to kill him, not to simply drown him..." Within moments, Wilhelm and Flori were deposited on the shore.
- Once he got his breath back, Wilhelm threw in a coin to make a wish of his own – that Salvatore Calagari would be free of this place and go on to his deserved afterlife. With a shriek, Salvatore was sent away as if dragged by a great current. Unfortunately, it became clear when speaking with the mermaid that Salvatore had simply been sent from Lyric's Glen. She had no understanding of an "afterlife" and how she would send someone there.

Baron Sébastien Michelle Savary du Lac

- A woman in a full-body suite of a moth and a man in a flower half-mask came over to the party with drinks. Before they could hand them over, a maskless man in noble Montaigne garb got to the party first and filled their hands with wooden mugs. He explained it was safer to always have a cup in your hand. The man introduced himself as Baron Sébastien Michelle Savary du Lac. Father Joseph identified his fashion as being popular in the old Avalon capital of Luthon the year before Queen Elaine sovereignty started (i.e., about 8 years ago). Also, the "du Lac" honorific had been stripped from the noble Montaigne family living in Avalon when Elaine threw them out. Therefore, Sébastien had been here for a long time. In addition to his garments, he wore a rapier & main gauche in classic Valroux sword school style. Each was extremely elaborate. The rapier's guard was shaped like a snake, while the main gauche's guard was etched with a drawing of a sea battle, including tiny real canons pointing outwards.
- The party asked Sébastien what year he thought it was, and he stated that he entered in 1660, but that he knew that it was at least 1665, because that is the year an artist named Jackson Starr said it was when he entered (Starr was the author of the diary whose directions van der Geller used to find Lyric's Glen).
- Sébastien was asked if he had seen the little girl with the jump rope. He sighed and said more times than he could count. He knew all her rhymes by heart and recited them to the party.

*Only a fool would attack The Knight,  
He is faster than you and will win the fight.*

*Sovereign, Sovereign, don't be bored.  
Is your smile my just reward?*

*Don't look for The Lady; she knows how to hide.  
Look for yourself and she's by your side.*

*The Knave will make your wish come true,  
But have a bribe when the deal is due.*

- Sébastien says that he does know The Sovereign's name: Rowan. She sits under a tree in the Green Pavilion and giving out wishes when entertained. Members of his party entertained her, but Sébastien observed they then "joined" the Carnival, so he didn't make a wish of his own but he still found himself trapped.
  - Captain Lena Reisen of the *Morgenstern* (i.e., The Gryphon-Tamer) – Her wish was to master a gryphon.
  - Hannah O'Leary – Her wish was for a druid's curse to be lifted from her family.
  - Dominoe (i.e., The Fate-Witch) – Didn't share her wish.
  - Isadora diGeorgio (i.e., The Knife-Thrower) – Didn't share her wish.
- Floriana observes that Sébastien travels with four women, to which he replies that it is as it should be. He also observes Floriana's obvious noble bearing and says there is always room for another.
- Sébastien is asked several more questions:
  - The 5<sup>th</sup> Pavilion – "It is more-or-less abandoned."

- Mr. Dark – “Never have found him. He must not be here.”
- Mr. Burgundy – “I found his body on the outer edge of the Gold Pavilion. He seems to be dead.”
- The Way Out – “You need to get permission of each member of the Court, but they have no interest in you leaving. You are their fun.”
- Other Visitors – “This artist fellow Jackson Starr wished that everyone would have an opportunity to appreciate his art. He is now painting the sun-set sky you see above you.”
- Sébastien was then asked about when he visited the Carnival the first time. He seemed surprised that the party knew that he had visited it before, but said he came one time while it was wintering in the Glen when he was younger, though he wouldn't share what the fortune teller said. Then the party asked him about the name Bella Dona, and he suddenly became nervous and said that it was dangerous for to be in such a large group, since it would attract the Court's attention. Thus he took his leave, but said that he would be around.

Incognito

- The party decides that holding mugs is good protection from the fairy ale. They also decide to try wearing masks so they don't stand out. Blaise puts on a simply-made mask with flowers, but they suddenly start to grow and his eyes get the glazed, intoxicated look of so many others visitors. They quickly rip the mask off and Blaise more-or-less returns to normal. (*Blaise loses 1 Resolve*)

// end of session

Summary May 8<sup>th</sup>, 2001

Players: Julie, Renée, Mike, Stephen, Trevor

Characters: Rupert, Floriana, Wilhelm, Father Joseph, Paolo, Blaise

Summary:

The Green Pavilion

- The party decides to visit The Green Pavilion to meet The Sovereign. Following the green & blue streamer, they end up in a clearing filled with cheering costumed people, including Mr. & Mrs. van der Geller and Maurice Chezel. In the clearing's center was a great oak tree with a man in its branches painting the sky with a super-long paint brush. At its base sat a beautiful woman with a crown of oak leaves, a necklace with a huge amber, and a wooden scepter. She sat in a wooden throne looking bored. Her squire, an old woman with gray-and-black hair, asks who is next. The Sovereign pointed with her scepter at Maurice and asked him "if he wanted a wish to come true". Excited, he came forward, but said he didn't have anything to present. The Sovereign said that was not a problem & that he should climb onto one of the low branches. Maurice did and then asked what to do next. His answer was a musket shot that hit him dead in the center of the forehead. The audience cheered and patted the person dressed as a raccoon on the back for his good shot.
- Mr. van der Geller was pointed at next. He carefully said that he would like "his wish to come true". He opens the box he brought and presents The Sovereign with a jeweled egg from Ussurra. She takes it and asks him what is his wish. He responds that he wants to extend his life. She grants his wish and turns him into a tree. Juliet screams and runs away.
- The Sovereign then turns her attention to the party, who quickly decide that they want to visit The 5<sup>th</sup> Pavilion immediately.

The 5<sup>th</sup> Pavilion

- Unlike the other pavilions, The 5<sup>th</sup> Pavilion was effectively abandoned. All that stood there was "the big top", a single huge tent that was very thread-bare with a gold, green, blue, & white streamer at its apex.
- Across the clearing, the party saw the person in the full-body dragon suite walking toward the path under the white streamer. Wilhelm approached him and introduced himself. The "dragon" introduced himself as "Doom-Singer – the First to Fight, the First to Fall". He then went into a rehearsed, epic-style speech about Doom-Singer, who had realized the threat of Legion before the other Drachen. When they wouldn't listen, he approached the Sidhe to gain their aide against a common enemy. The Court was willing, but hesitated in actually committing itself. To prove his theory, Doom-Singer then placed himself in a vulnerable position. As he expected, Legion used the opportunity to cause an "accident" to make the trouble-maker go away. Thus Doom-Singer fell, but not without witnesses who testified to Legion's evil act. As a result, the Sidhe & the Drachen sided together against Legion and cast them out.
- After "Doom-Singer" receives his applause and takes his bow, he asks for Wilhelm's story. Wilhelm tells of public version of the party's deeds in Gregorskorn. "Doom-Singer" then says that he is off to The White Pavilion to see a dual between The Knight and a man wielding a two-handed sword (presumed to be Thom). The party decides to say in The 5<sup>th</sup> Pavilion, but says they will see "Doom-Singer" again.
- The party notices that Blaise still seems depressed by what he saw in the Hall of Mirrors. After some cajoling, he tells them that he saw the night when his adopted-father Alain LeGrand was killed in Vodacce. The building they were in was being raided by Vodacce mercenaries. Alain ran to the roof to give Blaise time to get out the back. While Alain was fighting, Blaise managed to kill one of the musketmen surrounding the building, which should have given Alain a way out. Instead, a woman (whom Blaise later verified as a Fate-Witch-for-Hire) pulled a strand which resulted in Alain getting killed. When Blaise ran, she ripped into his threads too, resulting in him being emotionally severed from his family. Various party members tried to cheer him up, but he stated that longs to revenge his "father".

Mr. Dark

- Upon entering The Big Top, they find it empty and dirty. After carefully looking around, though, they find an old gray-haired man sleeping under one of the benches with several empty steins, plus one or two half-full ones. They wake the man, who tells them to go away. Paolo fills one of his mugs with something other than faerie wine and gives it to him. The party notices that the man is wearing thread-

bare gloves. He drinks and then looks at Joseph, & tells him to get back to work. Clearly the party had found Mr. Dark at last.

- Floriana had her cook start preparing the Castilian meal to help dry Mr. Dark out. To keep him from falling asleep, Joseph talked about the “good old days”. When the meals was ready, everyone ate hardily. The food had the desired effect & cleared Dark’s head. He then started answering numerous questions.
  - The party asked Dark if he could get out of the Carnival, to which he answered “yes, but I won’t.” They eventually worked out that he wouldn’t leave without his daughter, but he couldn’t find a way to free her.
  - When pressed as to the ‘true’ story of Dark’s Pandemonium Carnival, he took the glove off his left hand (which Joseph had never seen before). Tattoo’d on his fingers were not the regal court-members he displayed on his right hand, but a pathetic looking man and four fae (whom Rupert identified):
    - Thumb – a younger version of Dark begging on his hands & knees.
    - Index finger – a slim figure with white hair and butterfly wings (a Sylph – air faerie).
    - Middle finger – a wooden person with green leaves for hair & a baby in its arms (a Dryad).
    - Ring finger – a blue’ish haired Mermaid.
    - Pinkie – short, chubby man with rosy cheeks, a bulbous nose, and golden hair (a Clurichaun – similar to a leprechaun, except more fond of alcohol).

The Beggar was pleading for the Court to return his daughter Anne, but they refused, saying they were bored. Then the Beggar offered to show them some new sights around Théus. This interested them, but they said they would keep the girl, who they renamed ‘Amber’ as collateral.

- Unlike the other three, Burgundy, the Clurichaun, was Gesa’d to stay within the mountains of Lyric’s Glen by The Queen of the Faerie. While the others traveled with Dark in the form of tattoos, Burgundy somehow constructed the Mr. Burgundy persona to act as the Carnival’s accountant on the road.
- It also turned out that Dark was a Druid, one of those tasked to watch the omens around them & deal with the Sidhe. His assignment unfortunately led to his interacting with the Court.
- Dark said that it was also possible to get free of the Carnival by doing away with the Court, but he didn’t think the party was up for it. Rupert was appalled by the idea, saying the Sidhe were integral to Avalon.
- Joseph asked if all the people they had met were trapped in the Carnival. Dark said that those in half-masks were mortals tricked into joining, while those in full-body costumes were actually mystic creatures. For example, the Raccoon could be considered the Archetype of Raccoons, the Beast-King / Emissary of Raccoons, or even the Legend of Raccoons. In Lyric’s Glen, the differences between these concepts was minimal.
- During the various answers, Dark made references to Queen Elaine & The Queen of the Faeries as if they were the same person. When asked about this, Dark said they “speak with one voice”.
- Wilhelm asked about Fleishwulf. Dark implied that he may have escaped from Fleishwulf himself long ago. According to Dark, Fleishwulf (aka The War-Monger) was actually a member of Legion who managed to not get thrown out when the rest of Legion was driven out by the Sidhe & Drachen & they erected The Barrier. The War-Monger believed that by sending enough souls through The Barrier quickly enough, it could cause a tear. Wilhelm asked if this was to let Fleishwulf out or let Legion in, to which Dark blew up a balloon & stuck a needle in it. The “pop” implied that there wasn’t a difference. According to Dark, The War-Monger gave up on its initial strategy & he didn’t know what it was up to now.
- Rupert asked if in his travels, Dark had ever heard of someone called “Lord Underhill” (i.e., the name on the note he found in Gloaming’s cave. Dark said a few mystic creatures used that name, but it probably referred to the most powerful, a fierce creature who lived in the Northern Drachenberg between Eisen & Ussurra. The creature was not actually a member of ‘The Goodly Folke’, but instead a Firbolg (*fir-vul-ag*), the race of twisted giants that were largely driven out by the Sidhe long ago.
- Wilhelm explained that he tracked down Mr. Dark to learn about Bella Dona, the fortune teller believed to have given fortunes to most of the party. Dark said that she was the most gifted Fate-Witch of her generation, achieving Mastery before her 15<sup>th</sup> year. Despite this, she was unknown to

the Vodacce nobility, who would have never allowed a woman with so strong a gift out of the country. She came and went as she wished over several decades, and even brought her daughter along towards the end. When the Carnival was chased out of Castille was the last time Dark saw her. Dark knew she was looking for specific types of people during her travels, but he didn't know for what purpose.

- Floriana pressed Dark to tell her what prophesy was told her father. Although Dark & Bella Dona tended to stay out of each other's plans, he did want to know why the Carnival was being chased out of Castille. She finally told him the prophesy that was to be given to the young Floriana – "You will wield the Holy Fire and the Righteous will fall!"
- Someone asked if Dark had other children. He said yes, but it was better to have no contact with them so that the Court wouldn't take another.
- The party takes their leave of Mr. Dark, who makes a prayer over them wishing them luck.

### The Gold Pavilion

- The party travels to The Gold Pavilion to track down Mr. Burgundy & what he stole from Rupert. Again they find a few dozen people dancing around the may-pole, weaving the colorful streamers. They search around the border and find a small lean-to. Under it lies Mr. Burgundy, a heavy-set, bald man, still formally dressed. Rupert examines him and verifies he is cold. But more study shows that his skin is carefully stitched leather & the body if full of small rocks. In the center is a open area where a small person could fit. Rupert realizes that the rocks are from the hills surrounding Lyric's Glen, which means that Burgundy could travel in the suite and still obey the gesa of "staying within the mountains of Lyric's Glen". Since he was currently within the Glen anyway, he didn't need the suite.
- Knowing that Clurichauns love to 'tipple', Rupert has Blaise open some of his good wine and starts calling Burgundy's name. Within moments, a little gold-haired man peeked out from behind a tree and then scampered over to smell the wine's bouquet. Rupert offered him just a splash, which he sampled like a wine connoisseur. Burgundy asked what Rupert wanted, but Rupert turned the tables on him and asked the question right back. Burgundy became nervous and said his "mother was calling". Rupert gave him another splash of wine and kept him from leaving. What followed was a 'cat&mouse' game where Rupert asked questions, Burgundy tried to leave, only to tempted back with wine.
  - Burgundy blamed the robbery of Rupert's possession on the Mr. Burgundy suite, which he kicked as "punishment".
  - When pressed with the object's location, a more-and-more drunk Burgundy indicated it "might" be buried somewhere in the pavilion.
  - Rupert could not nail him down on what he wanted, other than "a nice dram with his friends".
- As a "thank-you" to Burgundy, Paolo offered him two coins. Burgundy snatched them up and placed them his pocket, where they made a nice jingle sound.
- Rupert circles The Gold Pavilion until he finds Jack digging in the ground in the same place as before. He joins his "imaginary friend" and together they dig until they find the "treasure" – a rabbit's foot on a chain connected to a jack-knife. The knife had an inscription from Gordon Sminge, Rupert's father. Rupert & Jack danced excitedly upon its discovery. Then Jack said he would see Rupert again and disappeared into the crowd.

### Assessment

- At this point, the party assessed what they understood of their situation:
  - Each member of the Court had different interests & thus each requires something different to agree to shut-down the Carnival.
  - Each member could grant wishes, though earning one was based on different criteria. Receiving a wish helped bind an individual to the Carnival.

// end of session

Summary May 15<sup>th</sup>, 2001

Players: Julie, Renée, Mike, Stephen, Trevor

Characters: Rupert, Floriana, Wilhelm, Father Joseph, Paolo, Blaise

Summary:

The White Pavilion

- The party travels to The White Pavilion to find the audience in a circle around a fight. Rupert pushes his way to the front and almost gets hit by a wild swing of a zweihander. It turns out that both Thom & Hannah were fighting The Knight & they were still losing. After tripping Hannah, The Knight jumped on Thom's back and started playing his head like a drum. Thom's huge sword could reach his opponent. Finally, Hannah (covered with kisses) and Thom (covered with bites) concede. The party notices that Thom is wearing a half-face helmet now (Hannah had always worn a half-mask).
- At one side of the pavilion, the party saw Dominoe, du Lac, Isadora the knife-thrower, & Lena conversing. None of them were wearing masks (except for Dominoe's ubiquitous veil). The party approaches them & find they are planning to attack the oak tree in The Green Pavilion. Dominoe explains that since The Sovereign's name is "Rowan" that means that she is the tree. By destroying the tree, they destroy The Sovereign. When asked about the others, she explains that they will be intimidated into giving into their demands.
- Flori was approached by Hannah & Thom. They said that by attacking The Knight 3-on-1, they would win for sure. Flori responded by pantomiming the playing of a drum. Thom turned red. Despite Hannah's cajoling, Flori wouldn't take part. Then the two turned toward Paolo saying, "He looks like he could fight..."
- Dominoe leaves to get something and Flori & ??? follow. They see her go to a tree at the edge of the pavilion with an opening in it. The opening is filled with spider-webs. Dominoe extends her hand and a black spider runs down her arm. It undoes some of the webs & Dominoe reaches inside to retrieve an ominous looking dagger.
- Meanwhile, Lena was practicing with Wave, her dracheneisen trident. She kept embedding it into trees at the edge of The White Pavilion and pulling it out. Someone commented that it wouldn't do too much damage, but she responded that it would when she was riding a Gryphon. Wilhelm notices that she wears the insignia of the Pösen Cavalry School & the Flying Kosars. Wilhelm says that still isn't enough, and du Lac agrees, saying they'll have to get something flammable.

Amber

- The party goes to the "What's My Name" booth and speaks to the black haired woman there. In response to the question, Flori answer "Anne". The woman says that that was her name, but what is it now? Flori says, "Amber". Amber smiles and says yes. She explains that by guessing her name, the party has the potential to end the Carnival & she will answer whatever questions she can.
- The party asks how the Carnival can be ended. Amber says that it will end only by the will of the Court, or by force. Also, only The Knave can leave Lyric's Glen (and only then in his Mr. Burgundy suit). The Sovereign, The Knight, & The Lady are actuality elements of the Glen (the oak, the stream, and the mist at the bottom of the waterfall, respectively). That is why the human forms they project can't be hurt -- they are little more than illusion.
- When asked how to deal with The Knight, Amber says that nothing changes in The White Pavilion \*except\* who The Knight duels. He keeps modifying that because he doesn't want a perfect opponent, he wants a variety of opponents. He has fought most everyone in the Carnival, so an offer that allows him to fight new and interesting opponents could be agreeable.
- The party had never figured out what The Lady wanted. Amber explained that she was fascinated by people's stories. Not fiction, but what had really happened to them. That was why the Hall of Mirrors existed in The Blue Pavilion - to let "Lady Brooke" see what had happened to her visitors.
- The Sovereign wanted to sights and experiences. She was quite bored with her current options and would probably agree to anything that expanded her experiences.
- Finally, The Knave was the most difficult. Unlike the others, he had been banished into Lyric's Glen, so his options of escape were extremely limited. He had found a way to sneak out in his "Mr. Burgundy" suit. His only real loves were alcohol & money. When asked why he was banished, Amber said that he

had stolen a treasure from The Queen (again ambiguous about who Amber actually meant). It apparently is stored with his other treasures. Amber felt that the only way to get him to agree to shut-down the Carnival was to threaten what was valuable to him and use it as blackmail.

#### Considering Options

- With its new information, the party worked on a plan. The first one proposed was to take the Court members out of the Glen as tattoo's. Different party members were considering being the carriers of different fae - Flori would carry The Knight, etc.
- Father Joseph was against trying to take the fae out of Avalon. He felt that it was dangerous to the world at large & may anger The Queen of the Sidhe. Even if it didn't, there would be no telling what the fae might do to their "hosts".
- Paolo then came up with a different plan. If the waterfall on the edge of the Glen could be blocked, then the stream would move to other places, giving The Lady & The Knight a different view. Floriana then came up with a way that The Sovereign might get out of the glen too.
- Paolo agreed to speak with The Knight, while Flori & Rupert went to The Sovereign.
- Wilhelm decides to keep the other group from attacking. He asks Dominoe if she could see that her group was being suicidal, but she says that her ability to see the future in the glen is very limited. Wilhelm then realizes that she isn't the pivotal person. Instead, he focuses on Lena. When she becomes brusque and says that she must prepare to attack, Wilhelm says that her uncle, Ritter Josef Reisen is dead & that Gregorstädt needs her as the new Ritter. This freezes her in her tracks. Wilhelm also says that Josef wouldn't have approved of what she is planning, which Wilhelm hopes will buy the rest of the party enough time to avoid a massacre.

#### The Knight

- Paolo tracked down The Knight and started speaking with him. Paolo was nervous about revealing his plan to block the river, since he didn't know how The Knight would react. Instead, he asked if The Knight wanted to see new things. The Knight responded that he had never fought a Knight of the Rose and Cross before and was curious how they compared. The two spared while the spoke, each getting a touch on the other. Paolo finally got The Knight's undivided attention when, via innuendo, made it clear that he understood The Knight was a Sylph & one with the waterfall's mist. In the end, The Knight agreed that he would like to be elsewhere besides Lyric's Glen, but didn't see how Paolo could help. Paolo asked him to be patient, and then left.

#### The Sovereign

- Floriana & Rupert approached The Sovereign, who became agitated by Flori's presence. She said that she wouldn't deal with an emissary of The War-Monger. Rupert had to take up the sales-pitch. He explained that The Sovereign must feel bored being trapped in Lyric's Glen. To help, Rupert offered to plant her acorns in other places, which would have the effect of letting her be in other places. The Sovereign considered her offer and agreed. She handed Rupert five acorns and said "Plant these in places worthy of them, where they may flourish". Then she said Rupert could leave Lyric's Glen to do the planting. Rupert asked about her party members, but The Sovereign said the deal was only with him. Flori was frustrated that she could not carry out her own plan.

// end of session

Summary May 22<sup>nd</sup>, 2001

Players: Julie, Renée, Mike, Stephen, Trevor

Characters: Rupert, Floriana, Wilhelm, Father Joseph, Paolo, Blaise

Summary:

The Green Pavilion

- Armed with The Sovereign's acorns, Rupert tries to get his party & the 1<sup>st</sup> Crew (Lena, Dominoe, du Lac, Isadora, & Hannah) out of Lyric's Glen. He ties a rock to some string and throws it into the shrubs that border the various pavilions. Every time he throws, the rock ends up at an opening between the bushes that was hard to see from the path.
- Rupert sends Flori to get the others. Deciding that the 1<sup>st</sup> Crew was more of a threat inside the glen than outside, Rupert sends them ahead. Rupert slowly lead then through the forest, keeping a rope in hand and a party member in site. Finally, the tossed rock indicated that the people should push through a hedge wall. The others did, and then Rupert took his turn. He came out of the briar wall at the entrance to the glen, but he was there alone as the sun sets. Unknown to him, the 1<sup>st</sup> Crew had come out on the path between the Green & White Pavilions. Rupert considers returning, but doesn't know if he will be let out again. Finally, he decides to carry out the "diversion" plan & starts climbing the mountains around the glen.
- The 1<sup>st</sup> Crew prepares to attack. Lena give Wilhelm a direct order to join in the attack, but he refuses. They begin arguing about the duty of a soldier. Due to their long stay in the Carnival, all members of the 1<sup>st</sup> Crew seem to be easy to distract. Needing time to find an answer other than attacking, Blaise volunteers to keep the 1<sup>st</sup> Crew from attacking while the others work to solve the problem.

The Blue Pavilion

- The party goes to Lady Brooke's reflecting pool. She swims to the surface and begins talking with the party. The party finds that Brooke is overwhelmed by human emotions. Before being "awakened" by Lyric's stories, she had peace. She flowed, the seasons cycled, basically she understood her world. Now she knew that there was places and things she would never see, or even understand if she did.
- Wilhelm decides to tell Brooke about the drachen Gloaming, since she seems to have great respect for their kind. He tells her the full story, including Gloaming flying off with an egg. This is the first time the rest of the party heard about the egg, but they don't comment at the time. Brooke is in tears hearing about the noble drachen and her troubles. Wilhelm goes on about how she is the last drachen and they may all be gone very soon.
- Wilhelm asks if Brooke would like to speak with her before she is gone. Brooke agrees that she would like to meet "Wilhelm's Liege" (Wilhelm doesn't appreciate this term). Wilhelm says to escort her to Gloaming, he will need to leave the Glen with some friends. She finally agrees to let him and two others out. Looking for a container worthy of Brooke, Paolo produces the blue crystal stein shaped like a dolphin that he received earlier in the Carnival. Brooke "exhaled" into the mug, filling it with water, all the while becoming paler herself. She then handed it to Wilhelm, who found that the glass lid and body had fused together into a solid container. Brooke then said she had to rest, and sank beneath the waters.

Outside

- Rupert climbs to the waterfall. He can see the bright sparkles of the Carnival below in the Glen. The waterfall's source is a single spring bubbling up from a small hill. Rupert goes to work digging out the far side of the spring, so that it will divert away from the Glen.

The White Pavilion

- The party moves to The White Pavilion. Floriana approaches The Knight and, after making innuendos about air & clouds to make sure he understands that she knows he is a Sylph, talks about "seeing the world". As usual, The Knight wants to duel her, but she keeps focused on her mission. He seems curious, but no one has told him how he is supposed to get around.
- Floriana then proposes the idea of a hot-air balloon, which she once rode in. The Knight is dumbfounded that humans can fly. He argues with her about it, but she is insistent that it will work. The other party members chime in that humans can really ride on air. Amazed, The Knight asks how it could be done.

What follows is Flori & Paolo verbally designing the balloon, which The Knight rapidly constructs it from the contents of The White Pavilion. For the balloon, The Knight actually reshapes the white tent over his pavilion into a sphere.

- The end result is a huge balloon with a make-shift “basket” that can hold about 12 people. Paolo runs and gets Blaise & the 1<sup>st</sup> Crew. Although slapped by Hannah, challenged by du Lac, pinned to a tree with daggers by Isadora, cursed by Dominoe, & and called a coward by Lena, Blaise had managed to keep their minds off burning down Rowan. Everyone was brought to The White Pavilion & were divvied into two groups: those that would walk out with Wilhelm, as per his deal with Brooke, and those that would ride on the balloon.
  - Wilhelm – Lena (with Precious, the Gryphon) & Dominoe.
  - Balloon – Paolo, Blaise, Joseph, Flori, Teresa del Rey (the Castilian cook), du Lac, Hannah, Isadora, Juliet, Thom, someone dressed in a bunny half-mask, & someone dressed in a turtle half-mask.
- Flori could tell that the balloon was not quite aerodynamic, but that The Knight was keeping it aloft.

#### The Waterfall

- Rupert looks down into Lyric's Glen and sees the white balloon rising in the moon-light. He digs at the far side of the spring that supplies water to the waterfall & the stream.
- When he is half-way done, there is a thunderous yell & The Knight appears before Rupert and challenges him. Rupert refuses. The Knight becomes even more threatening. In the distance, Rupert can hear Jack singing The Knight's Rhyme. Rupert ignores him and finishes redirecting the spring. The Knight fades.
- Without The Knight's lift, the balloon makes a rapid descent into the clearing where the party had lunch “earlier in the day”. The balloon basket makes it down without serious injury, though everyone is pretty shaken (though just as much from the flight as the landing).

#### The Clearing

- Wilhelm leads Dominoe & Lena out through the briar wall & meets up with the balloonists. Everyone is getting their bearings, with Juliet comforting Thom.
- The heads of the 1<sup>st</sup> Crew begin to clear. Du Lac tests his Porté on his main gauche & finds it works again. Meanwhile, Isadora becomes very concerned with her mother, but Dominoe says there is nothing to do about it at the moment.
- Du Lac again invites Flori to join him. She comments on the engraving of The Battle of the Cauldron on du Lac's main gauche. She explains that her great-grandfather was at that battle. Du Lac is agitated by this news & seems to be toying with the idea of challenging her. Isadora pins du Lac's coat to the ground with a knife. Du Lac changes his mind about the duel and instead presents Flori with a gold & jeweled Vatacine Cross.
- Dominoe says that Bella Donna had activated another “crew”, since they (The 1<sup>st</sup> Crew) had disappeared. She comments that The 2<sup>nd</sup> Crew also has a Ship's Captain, an Archeologist, a Combatant, a Information Gatherer, and a Descendent of the Battle of the Cauldron. Isadora asks if they should kill the 2<sup>nd</sup> Crew. Dominoe points out that the 2<sup>nd</sup> Crew got out of the Carnival then they couldn't & that they should instead press their lead and get back to the Morganstern.
- Dominoe calls the 1<sup>st</sup> Crew over and tells Du Lac that they need to go to the Morganstern. Du Lac rips open a large Porté gate, closes his eyes, grasps Isadora's hand, & steps through. In turn, Hannah & Dominoe follow. Dominoe yells for Lena, who is being pressed by Wilhelm to return to Gregorstädt. After hesitating, she tells Precious to catch up with her to the west, covers her eyes, and takes Dominoe's hand. Wilhelm & Flori feel an illness in the pit of their stomachs by being so close to a gate of this size. Then it closes and they feel better. Precious is confused for a moment, but then seems to know the location of its liege and flies off.
- Rupert finishes climbing down the mountain. He is not happy with what he did, but is comforted by the party's story about the angst that Brooke (and likely the others) was feeling.

#### The Party is Over

- Despite all they had done, the Carnival was still not shut down. Thom gives a hand by hacking down the briar wall, but refuses to reenter.
- Rupert, Wilhelm, & Paolo enter The Gold Pavilion. All the full masked & half-masked attendees seem to have accumulated in it. The party quickly travel from pavilion to pavilion. The Blue Pavilion is a dry

creek bed with no tent. The White Pavilion is wind-swept and empty. The Green Pavilion still had the oak tree and its saplings, but all had lost their leaves and seemed to be ready for winter. The 5<sup>th</sup> Pavilion was still there & Dark said to let him sleep.

- Rupert asked Jack where Burgundy's treasure was. "At the end of the rainbow." "Where is the rainbow?" "Burgundy wouldn't trust his treasure to be out of his sight, now would he."
- The party returns to The Gold Pavilion. Rupert climbs the May-Pole & finds the treasure at the top in the gold bucket. Burgundy tries to threaten & bribe Rupert to get his treasure back, but Rupert will only agree to return it if all the mortals are freed. Burgundy reluctantly agrees, but says he is unable to free Amber.
- Paolo & Wilhelm return to The Green Pavilion & find the amber necklace The Sovereign wore in a knot-hole. They bring it to Dark, who crushes it into sap.
- They all then return to The Gold Pavilion. Rupert has convinced Burgundy to let him return the Bottle of Ambrosia to The Queen in hopes that his banishment will get lifted.
- Wilhelm says good-bye to Doom-Singer, who picks up a small box. He tears off part of his cloak & places it in the box. He then hands the box to Wilhelm and says that he is intrusting this into Wilhelm's care and to give it to the right person.
- Dark tells Burgundy to end it. Burgundy climbs the May-Pole & detaches the streamers to the other pavilions.

### Rise and Shine

- All the mortals wake as the sun rises. Lyric's Glen is a much smaller place in the morning light. The Avalons deal with the situation well, but the foreigners don't. Paolo, wearing his tabard, tries to keep people calm and promises that the Rose & Cross with help them. Many kiss his hem.
- Anne, looking the same as she did in the "What's My Name?" booth, is sitting with her father. The two get up and prepare to return to town.
- The large group, including Gertrude, walk back to the last inn.
- While walking, Wilhelm & others ask Jon (as he requests to be called) some questions.
- Jon says that The Sovereign, The Knight, and The Lady are slumbering and will awake again some day (possibly when the spring reestablishes its normal route).
- Wilhelm shows him the contents of the box Doom-Singer gave him. Inside is a handkerchief-sized piece of dragon skin covered with small scales. Jon says it is a drachen's spirit skin & that he should find an Usuran to give it to. He then explains the nature of Usuran shape-shifting.
- Wilhelm wants to learn to speak Drachen. Jon recommends a mysterious order of knight called the Drachen-Jaeger. When Wilhelm explains that they had started killing dragons, Jon signs and comments on the stupidity of mortals. He then recommends the Eisen Impetrator's library, which had a section of Drachen Lore. Wilhelm tells him that the last Emperor hung himself and there is no new one. Jon curses and directs him straight at the Curator of Drachen Lore, whose name is Kristiana van Helstrom.
- Jon said that he learned Belladonna's christened name, which was different than the one she was born with or any of her aliases – Teresa Lorenzo. The Lorenzo name brought chills to Paolo, since they were an evil and powerful family which had been struck down by their own hubris and grasps for power. To this day, it wasn't unheard of for a Lorenzo to be summarily burned at the stake when identified.

### The Inn

- At the Inn, the party is met by a much older looking Simon Brown, who mocks them for dealing with the Sidhe. It then turns out that this is Simon Brown Senior here to pick up his son and only a few weeks have gone by.
- Jon & Anna Black say they will stay at the Inn. They thank the party deeply.

// end of session & the adventure

Player Guides 1

Rupert Sminge

Rupert Sminge was brought to Dark's Pandemonium Carnival by his father when he was a boy. While waiting in line, a woman performer asked him "What do you want to be when you grow up?" "An explorer, just like my dad. I'm going to find the grandest Symbeth ruins ever!" She paused, looking at him carefully and replied, "Yes, you will."

The Carnival was located in Lyric's Glen, where it was said they spent the winter months. The glen has a history of performances. Various companies would practice their productions there, since was a pleasant location and was said to be lucky. Long ago, the legendary bard Lyric Sirensong used to practice his stories there and was said to be able to make even the trees cry at his tragedies. Those that practiced there after he died were said to gain inspiration from walking on the same ground as he.

Father Joseph Thornton

As a youth, Joseph Thornton traveled for a while with Dark's Pandemonium Carnival. It was run by Jonathon Dark, who was said to have Sidhe blood (if not a member himself). The impossible seemed to happen around him, though it now reminds you a lot of Glamour magics. He had a silent (literally!) partner named Burgundy, a heavy-set bald man who kept track of the money.

There was a regular turnover of personnel. As the Carnival would travel from country to country, Dark would let some acts go and hire new ones. Joseph spent the time learning how to work crowds & pick up various languages.

The Carnival always had "Fate Witches" working for it, but the only one that Joseph ever believed in was a woman calling herself 'Bella Dona'. She looked to be in her twenties without make-up, but acted much older when in character. She didn't fit the personality type of a circus performer, since she didn't seem to like new people or places. Instead, she seemed to be doing research, often visiting libraries, talking with random people who caught her eye, etc.

Joseph was pretty sure she created & broke up romances in the troop just for the fun of it. She seemed to catch on that Joseph knew and told him (with a smile) "your nosiness will get you into trouble someday". Joseph immediately fell in love with her and the two may have even had an affair. Then one day, she was gone – back to Vodacce according to Dark.

Player Guide 2

Rupert

The book you took was the diary of an Avalon named Jackson Starr. According to the dates, it was started about five years ago and end three years ago. The early pages are journal entries about his life and work. Jackson was a struggling painter. Unlike the style of the time, Jackson's work (the diary doubled as a sketch book) didn't have clear lines or details (in modern terms, he was an 'impressionist'). Being ahead of his time, the critics called his work child-like. As the months go by, he becomes more and more frustrated. He believed that the critics were afraid of his new style and the at the people would embrace it if only they enough of them could see it.

Then Jackson hears the story of Dark's Pandemonium Carnival. Quickly becoming obsessed with it, he starts working on finding the Carnival's location and finally succeeds. Along the road to Lyric's Glen, he draws many pictures of the area, which is what van der Geller was following. Finally, he finds his way in.

The last entry is in a different hand. It is written by one Robert O'Rourke, who apparently traveled with Jackson to care for the horses. He wrote that Star had not come out of the Glen for more than a month and that he wanted nothing to do with the Goodly Folke, so he was going home.

Player Guide 3 – Floriana

One of the great achievements of your family was the Victory at Cauldron Atoll. Your mother's grandfather, Estaban Esparanza captained the ship "The Miracle" against the most notorious pirate of his time, Captain Skull of the ship "Hell-Sworn". Originally an extremely brutal Montaigne pirate of unknown origin named Jacque du Paix (i.e., John Doe), he was captured by a Castilian battleship. To prevent the brutal killer from escaping (du Paix was known to have Porté), they blinded him and cut off his hands. Despite this, du Paix disappeared from his cell before reaching port.

Renaming himself Captain Skull, he continued to operate, though most believed him to now be a ghost. His ship would literally appear out of no where with the sound of 100 people screaming, then attack, and finally disappear in the same manner. Those few survivors saw the eyeless & handless Captain giving orders with an imp on his shoulder. His crew seemed to be made of drowned sailors, still following orders.

Your great-grandfather was First Mate on the ship that originally captured du Paix. He took over after the original captain was court-marshaled (it is unclear if he was charged with being too brutal or not brutal enough). He gave chase to The Hell-Sworn across the Seven Seas. One night, he heard the distinctive "scream" of the Hell-Sworn and went after it. He arrived at a battle site just in time to see the Hell-Sworn disappear into a giant tear in the world & a Montaigne battleship sink from view. His crew bravely rescued the few Montaigne seamen that were still clinging to wreckage.

Included among the survivors was a noble woman named Marie-Anne. She had been the wife of Baron Laurent du Lac, the captain of the ship which had just sank. The two had been hunting Capt. Skull themselves. She explained that Skull was using Porté to move the Hell-Sworn in and out of the world, but at a level of that could only be found in legends. Her late husband, a Porté Master in his own right, had been tasked with learning how, but his attempt to parley had met with his death & the sinking of his ship. Marie-Anne had seen enough to know that the Hell-Sworn must be destroyed.

Together Estaban & Marie-Anne pursued the Hell-Sworn on 'The Miracle'. They caught up with it in a group of uncharted islands, which were so low that they would never had noticed them except for a glimmer over them in the air as the sun rose. The water in the middle of these islands was oddly warm and churning like a cauldron. The steam from the area had been what had caught the sunlight.

As they approached, Anne-Anne gave Estaban her wedding bracelet and told him to keep it close. Then she tied her late husband's bracelet to a harpoon, which The Miracle's crew fired from a huge crossbow on the front of the ship into the Hell-Sworn. Marie-Anne then used Porté to follow it to the enemy ship.

To buy her time, Estaban & his crew fearlessly attacked the evil ship, but now that it was aware of its enemy, it kept blinking in and out of reality. But Captain Estaban was a clever man and saw Capt. Skull's pattern. The next time the Hell-Sworn blinked, he had the canons rolled to the back of the ship and open-fired as it appeared again behind him. The blast severed the Hell-Sworn's mast. While it flounder, Estaban took his rifle and shot Captain Skull. The man fell, taking the imp, which was chained to the metal rod strapped to his right stump, down with him. Then an explosion under the water-line tore out the side of the Hell-Sworn. In a flash, the ship disappeared in the bubbling water.

Estaban thought that Marie-Anne was lost, but then he felt a faint tugging on the hand that was wearing her bracelet. He pulled with all his might and dragged an almost unconscious Marie-Anne though, a bandana still tied across her eyes. They sailed back to their homelands, where each government claimed victory against the pirate. Your home is decorated with a painting of The Miracle blasting the Hell-Sworn apart, while the brave Captain Estaban shoots Capt. Skull with his rifle (which is also on display).

In private, your maternal grandfather (Estaban's son) told you one more story. Apparently Marie-Anne and Estaban had conceived a child on the trip back. Although the single-at-the-time Estaban offered to marry her, Marie-Anne said that it would be too hard on both of their families. Instead she would tell everyone that her husband Laurent had fathered the child before he died. She did leave Estaban her marriage bracelet, which is currently stored in a locked-box. Thus, your grandfather said to be nice to Montaignes, because you might be related to them.

Map of Lyric's Glen

