

Entering the village:

- The blood red moon of Erion shed an unholy red light the night before. Even as a little girl those red nights scared you and continue to scar you still. Luna was hidden behind Erion for the first time last night and the dark moon would be in position within the year. The moons were aligning per the prophesy, an event that had not been seen in a thousand years. You do not bring any of your fears to the group, yet. They have other pressing matters to worry about.
- You snap out of your thoughts with a sudden realization, that there a **A LOT** of wagons heading to and from the west lined up waiting for their chance to use the ferries at the river.
- Large town on both sides of the side of a river which is about 100 foot wide
- About 30 house with smoke rising from their chimneys on each side of the river
- More smoke rising from behind the small hills that dot the village probably from other houses
- As you enter the town the noise of wagon, horses, wagon drivers, and becomes louder
- Dust is kicked up from the road and the smell of baked goods, hot metal, horse manure, and sweat enter your nostrils
- You see large groups of 20 to 30 men, some on horseback with a mix of armor and shields congregating in small groups on the road, waiting in line for the ferries. Each group has a different set of arm bands that identifies each group.
- Large stone road runs to the river where there is a number of ferries tied to ropes that cross the river
- The large stone road continues on the other side of the river
- People on this side of the river are pointing at the group and openly walk out into the roadway to meet the group
- Some women throw down grass and wheat into the roadway in front of the group and make the sign of the nine over their chest
- Men take off their caps and helmets as the group passes
- People start coming from the doorways of a number of the businesses and it starts to get louder
- You start to hear whispers of "Is that her" "Is that them" "are they really soul born"
- Soon you start to hear shouts of "Long Live Ravenna of Luna" "Blessings to the Council" "Rise Heroes, Rise"
- A number of women bring forth babies to be blessed by "Her Highness Ravenna "
- As you approach the water you see about 10 soldiers with the crest of Cyria on their arm bands watching the river traffic and coordinating the efforts of the 5 ferries
- The soldiers bow low to the group and allow the group to cut in front of a wagon to use the next available ferry. Continuous blessings come from most of the people and the soldiers as well as the group slowly floats across the river on the rope pulled ferry

Introduction to the Knights:

- As you approach the other side you see a group of 9 men in plate armor and white surcoats walking down the middle of the street towards the far bank with a group of 9 soldiers behind them
- People move out of the way from these men and the men are walking with purpose.
- When the group gets closer a perception check can be made to determine the group are the knights of the nine
- The knights stand by the bank of the river and await the group to disembark. The crowd as well as the soldiers are standing a good 10 feet back from the knights
- One knight, directly in front of you greets you
- "Hail Ravenna of Luna and daughter of the Sanctum I welcome you and your companions back to Cyria. (The knight addresses each party member by name and country or origin) (Another knight speaks up and addresses all of the knights present and their house blade homes). A third knight speaks up and says "We have temporary lodging available for you in our camp outside of town If you will please follow us this way, we have much to talk about as we eat.
- Each knights squire offers to carry any of the groups belongings

- Shouts erupt from the crowd as the group makes their way up the hill and through the west part of the city
- After exiting the city the group sees the field ahead filled with neat rows of about 100 tents. On the far side of the tents there are 9 large white tents against the woodline
- The group exits the road and make their way through the rows of tent where men stand up from cook fires to salute the knights and give the party looks of curiosity, respect, and smiles. Some cheers go up from the men as you pass by their fires.
- You soon are at the large white tents where there is a flurry of activity around in the area. People are running errands, tending fires, preparing meals, tending to armor, and other menial tasks.
- The knights lead you to a table under a large piece of grey canvas where ale, wine, and food starts to be put on the table.
- The nine knights take seats along one side of the table and their squires along the other as servants help the party sit and start pouring wine and ale. The smell of the food is amazing
- This is vaguely familiar to each of the party members and it brings back an old memory from older times. Emotion comes over each of you as you remember sitting together at a field camp gathering like this in the last age. The feeling of comradery is the same but for some reason this feels right and it feels familiar and it feels comfortable.
- A fourth knight speaks up “We are sorry the accommodations could not be more to your station but this is the best we could do given the fullness of the inns.”
- “We were told just yesterday that you would be arriving today so we have had little time to prepare”.
- Small talk continues for an hour as roasted rabbit, pheasant, and venison is served with fire grilled vegetables.
- Eventually the female knight Corva dismisses the squires and serving staff and they retreat from the table far enough where the table conversation cannot be overheard.
- Corva then continues (you notice all of the knights are intently watching her speak with a perception roll) and has the following information for the party:
 - I have been given permission to inform all of you of the
 - The forces in Maradon are coming under increased attacks and causing the front line to fold numerous times in the last week
 - The lords of Maradon are increasingly agitated at the lack of support from the other kingdoms and have ordered all citizen to flee south incase the battle takes a turn
 - Valencia continues to take in refugees from ChanDora and marshal their own defenses
 - Tarsis has not taken any visible preparations for war and attempts to convince them of the danger has fallen on deaf ears as they believe Maradon and Aria will defeat the deamon
 - Cyria has ordered the assembling of the army and ¼ of the army now surrounds Cyria waiting for the rest to arrive in the following month
 - The increased traffic on the Kings Road is due to supplying the army
 - The intentions of Magus Tara are still unknown
 - Contact has been lost for two months with Father Ryel in the North where he had infiltrated the enemy’s network in the Gorge (Furthur details will be provided by the council in a more secure setting)
 - Disciple Tora investigated his disappearance and went north and she has not been seen since as well which is why Ravenna is now taking her spot on the Council (further details will be provided by the council in a more secure setting)
 - The council is severely worried, especially Disciple Krelic, about the security surrounding the anointing of Ravenna. A private ceremony was considered by the council but it was decided the people needed to celebrate since many men were going off to war soon. It would be good for the moral of the populace and it would show the might of Cyria as dignitaries enter the city with the army present
 - The military presence in the city as well as the palace has been greatly increased in preparation for the anointing
 - Father Tobias has informed the Council that reconnaissance has shown no indication of any imminent attack during the festivities

Regarding the anointing paladin #5 informs Ravenna about the protocol of the anointing

- Tomorrow morning you must bath and then pray in the light of the rising sun to cleans your soul per Lunas requirements
- Just before you are within sight of the city you are required to don a white shear robe and simple sandals as this signifies your purity of spirit
- Weapons and visible jewelry are not to be worn as this signifies that you are free of material possessions
- The knights will line up on either side of you when escorted into the city to show our support and the support of the Church
- Your companions will then fall in behind you
- You are not to wave, celebrate or show any emotion in any way as this signifies your determination in fulfilling the duties of your station
- Enroute to the palace you must stop at the steps of each temple and pray to the temples god
- When you arrive at the palace you will be greeted by the King at the bottom of the stairs where will give you his blessing and lead you up the stairs to the waiting council members where you will enter the palace.
- Do not turn around and say or do anything to the crowd before you enter as this would be seen as a sign of disrespect or prideful since you are not yet an anointed a Disciple. There will be time for that after the anointing ceremony.
- Every party member has their own tent
- In the morning Ravenna is awoken by Lady Corva for morning prayers with the Knights of the Nine
- The party makes their way towards Cyris which is a two hour ride by horse
- Traffic on the road is very busy and road wardens are seen riding in groups of 5 every 15 minutes to keep the Kings peace
- Another thing of interest is the amount of lumber heading towards the city in the backs of carts

Entering Cyris

- As they get closer the party sees a large plume of smoke on the horizon and as they get closer they see that it is the cook fires of the Cyrian army
- Surrounding the city are countless tents all set up in straight lines which indicate the precision of the military. In the middle of the sea of tents is the capital city of Cyris with its tall grey granite walls illuminated by the noon sun. Outside of the walls, between the city and the army are the Outer Wards where most of the City's business takes place and the city's populace of 100,00 live. The Outer Wards are an elaborate maze of streets and buildings that extend out ½ mile from the inner protective walls of the capital city. Strategically placed and erected, if an enemy were to ever lay siege to the city they would need to fight house to house and then move the armies over the 4 bridges used to choke an enemy's advance before coming to the defended city gates. In over 1000 years the city of Cyris has never fallen to enemy forces. Inside the protective grey granite city walls, large towers of various temples, Guilds, Nobel houses, and the White Palace rise towards the noon sun, flying large white banners prominently displaying the holy symbol of the Nine. Mixed in with the White flags of the Nine you also see the banners of House Deveron (royal line), House Belleview, House Warren, House Pengrass, and House Concord waving in the noon breeze.



- When Ravenna travels through the Outer Wards the citizens will cheer her on and yell her name but most will also be curious since she is the youngest person ever elected to the Council
- There will be a group of protestors yelling insults at her and the council for not helping the poor or trying to eradicate disease from one of the lower wards. City guards will quickly intervene
- As she crosses the East bridge people will be in boats under the bridge yelling her name as she passes over them and passes between the Tower Gates of Pyros she will enter the inner city and the crowds will be left behind
- People are hanging out of windows and sitting on roof tops
- You see people from all over the realm based on their garb. There are northmen wearing furs and leather with their hair pulled back and long beards, You see Arians, Madonians, Baldorians, Tarsians, and Velencians, There are even a few Zypherians in the crowd

Passage into the Inner City

- The city guards stop at the gates and the inner cities Bloodborne now provide security for the group. The Bloodborne are dressed in Crimson surcoats with the symbol of the nine and the Cryrian symbol of the circle and the red cross on a white background also on their breast. These soldiers are well equipped and well trained
- The Inner City is starkly different from the outer wards. Everything is clean and well maintained there are a number of trees and landscaping of the upper houses and temples and Guilds as everything seems less crowded and bustling. There are still a number of shops, smithies, and stables to mention a few but the buildings seem a little bigger and the streets are a little less crowded with people. The people lined up here also yell blessings in her name but they give her a different look. One of suspicion, jealousy, or simple curiosity. The smells of the city are still present but less pungent and there seems to be more order.
- Through the crowd you see the street open up ahead at what appears to be a small park
- Surrounding the edges of the park are the temples to the 9 and at the far end of the park is the White Palace rising up to the sky
- Ravenna will need to stop by each temple where she will receive a blessing from the high priest of each temple.
- Lastly she will be blessed by the King of Cyria before being led up the steps to the white palace where the Elysium council await at the top landing dressed in white robes. Nobody looks back as she disappears into the white palace

Inside the White Palace

- Once in the palace there will be the Elysium council members to meet Ravenna for the first time along with Tess, Johnathan, and Noral the head of the spy network, high ranking nobels of House Deveron (royal line), House Belleview, House Warren, House Pengrass, and House Concord, the knights of the nine, and a handful of bloodborne along with the King and the royal family. In addition there are nobels from Valencia, Aria, Balador, and Tarsis. The queen of Aria is present as well and the queen of Valencia, and ambassadors from Perth and Magus Tara
- The King addresses Ravenna and the distinguished soulborne who are the topic of conversation. There are a lot of people talking in the hall and it becomes loud very quickly with everyone jockeying to meet the party. The Elysium council is especially protective of Revenna. After about 15 minutes the King calls everyone to order and informs the group to seek their prepared rooms to freshen up and then Disciple Shamus speaks up to announce the anointing will proceed in three hours in the main throne room at the Pool of Reflection.
- The king does remind all guests that they must be escorted in the palace by members of the Bloodborne Guard in these times of uncertainty
- All guests will be escorted to their prepared room or where ever they intend to go by the bloodborne guard. The party is split with Ravennas room near the rooms of the Council members
- When the group get to their own rooms there are cloths laid out for them that fit and the decoration in their rooms are remembrances of their origins. A dig at the characters to reinforce that Cyria knows who they are through their intelligence network.
 - Gideons room will be decorated in greens and with a forest theme with paintings of wolves and tapestries showing the goddess Elorah,
 - Sithis's room is decorated in the Arian theme with tapestries showing Arnos in battle. The dawnbringer house seal and the sigil for the blademasters is prevalent throughout the room, even the books in the book shelf contain authors from house dawnbringer along with paintings of the dawnbringer family.
 - Revannas room is decorated in both the Arian and Cryian fashion with tapestries showing luna in all her glory and the book shelf is stacked with the books she loved when she was a student. Lots of dark colors with paintings of the city at night
 - Citras room has a northmen theme with artifacts from the north such as a drinking horns, lots of fur rugs, and rough hewn furniture that is sturdy and similar to what she had at storm reach, on the wall is a large tapestry of Sapheria.

The Anointing

- Ravenna- Once in her room she is provided with two servants for bathing, running errands, food, etc. Four Bloodborne are stationed the door of the room. The council does come to her room after about an hour to talk with her and share small talk stating the more serious matters of the council will take place the following morning during a full council meeting closed to the public where they will bring her up to speed on all news and events. All the council are happy to meet her. Some are apprehensive but all voted unanimously for her to be on the council. They leave with her the letters of recommendation which Disciple Shamus has overseen. They are all especially eager to meet the soul born and look at her almost like a test subject and ask her questions such as
 - How do you know you are Soulborn
 - How you spoken to the gods
 - Which god
 - What did they say
 - Did they give any indication of the future of the realms and of Cyria's future
 - Are they happy with the church
- Gideon

- Unnecessary
- Sithis
 - Sithis will be visited by his mother and the ambassadors from Aria who are visibly distraught
 - They present Sithis with the scroll from the king of Cyria regarding using Arias lands to transport their army across the lands.
 - The scroll also requests that Aria fully support Cyria's effort to lead the war against the Deamon and it gives time frames to which the Cyrian army will be ready and what various Arian generals will be needed for various tasks. It does not order the Arians to follow the Cyrians but in political speech it lays out Cyria's plans and if the Arians do not follow these plans than the Arian army will be on its own in the months to come with no help from Cyria as the Cyrian army will be predisposed. This letter is politely telling Aria to fall in line.
 - This letter has not been presented to the King of Aria yet
- Citra
 - Citra is approached by the Northman delegation from Than Rothgar because they are curious and have stories of citra whispered in the feast halls of the north. The man who questions her is Rothgar's middle son, Anvil. They inform her that her name has been whispered on the wind
 - The delegation also asks if Citra is affiliated with Kimber Snow, another femal battle maiden in the north
 - The delegation has the same questions for Citra about being Soulborn
 - They also question her on her clan and how can she be from a clan that was considered destroyed.
 - They ask for proof of who she claims to be and informs her that Than Rothgar is curious about her and has heard some rumor about her travels. It is insinuated that Rothgar wants to see what she looks like and that she could be granted the honor of being his fourth wife if she acts appropriately.
 - How do you know you are Soulborn
 - How you spoken to the gods
 - Which god
 - What did they say
 - Did they give any indication of the future of the realms and of Cyria's future
 - Are they happy with the church
 - The most important thing is for her to prove her lineage and how she can claim to be a Hammer even though they accept her as a Soulborn.
- Eventually the Knights of the Nine show up to escort Ravenna to the Pool of Reflection
- All other characters are escorted by Bloodborne Guards
- As the characters enter the Grand Hall there are hundreds of people in the large chamber. The chamber has many large white marble columns reaching the ceiling hundreds of feet above. The whole area is magically lit and almost glowing with white light and in the middle is a 10 foot diameter pool with crystal clear water./ People are standing on each side of the pool to watch the anointing and standing in the middle of the pool is the Sancti. He is an older man who stands tall with an air of holiness although he appears in his 70's hes not broken and bent by age. There is a halo of stars around his head which illuminates the top of his head and shoulders. He looks at you without blinking and extends his hand to motion down towards the water. As you step into the water you feel energy fill your body starting at your foot and moving up your leg and into your chest. You continue into the water up to your waist and slowly walk towards the Sancti. Everything around you vanishes from your thoughts and you look at the face of this holy man and you finding yourself utterly trusting him even though you have never met him. The last time you felt this way was when you were in the presence of Luna. "Daughter" he says in a kind fatherly voice and it makes you feel weak and on the verge of crying. You have never felt such emotion from a man calling you daughter and you briefly imagine what it would feel like to have a father who loves you. As you approach and stand in front of him

he places a hand on your shoulder and dips his other hand into the holy water. His voice starts to rise with extreme power as he speaks

“Ravenna, Daughter of Loraine of Aria, High Priestess of our mother Luna, Soulborn of the ancient prophecies Montrose, and Champion of Cyria, I anoint you as a disciple of the Elysium” The Sancti raises his hand from the water and pours a small amount of water on the top of your head. As you feel the warm water soak into your hair and run down your face, he continues. “May all these gathered here bare witness to this event. Disciple Ravenna of the Elysium represents all Cyrians and followers of The Faith. Her voice is my voice and her actions are ordained by the Gods. May she help to lead Cyria in the days to come and may her wisdom see us through to a brighter age.” The Sancti leads Ravenna out of the pool to stand on the top of the small set of stairs. He places a red vestment around her neck that hangs down her back almost to the floor and on her finger he places a simple silver ring inset with a white stone. He looks her in the eye with a steady gaze, holding her hand tightly “Ladies and gentlemen, lords and ladies, and your highness, I present to you a servant of the realms, Disciple Revenna of the Elysium.” An applause erupts in the hall which echoes from the high walls and reverberates your soul. In a low voice heard only by you, you hear the Sancti say “May the gods be with you and your companions, for you are the only hope for this age.” Saying that he releases your hand and lets it fall to your waist. The cheering crowd seems far away as loose the connection with the Sancti and the felling of euphoria leaves your soul and the feeling of the closeness of a father you never had leaves your consciousness.

- After the anointing the politics begins but not before Lady Corva steps to Ravenna’s side and keeps the nobles and other dignitaries at bay with a glance.
- The group and Ravenna is swarmed by people in the hall
- The Sancti stands to the side and starts to shake hands with those in attendance with two Knights of the Nine on either side of him
- An character standing off to the side of the room sees a couple of nobels and the Northman Anvil. There are numerous Bloodborne standing guard at the exits and scattered throught the group of people.
- In the distance the bells of the churches start to ring throughout the city as the sun starts to set Cyris’s grey marble walls.
- Shortly after the anointing tables are quickly set up and food is brought, wine is poured, and drinks are distributed to the guests.
- Music starts to be played by minstrels, numerous jesters, and magicians start to perform for the guests.
 - Here are a list of some of the guests
 - Lord Belleview (major house)
 - Lord Warren (major house)
 - Lord Pengrass (major house)
 - Lord Concord (major house)(Old Kings)
 - Lord Casius (minor house)
 - Lord Lowbridge (Minor house)
 - Queen of Aria, Sylvia Dawnbringer
 - Anvil of the Northmen, Son of Rothgar
 - Knights of the Nine
 - Member of the Elysium Council
 - Tess,
 - Johnathan
 - Noral the head of the spy network,
 - the King and the royal family.
 - Nobles from Valencia,
 - Lord Redmond form Maradon

- Nobles from Aria,
- Nobels from Lamoura representing Princess Namira
- Lord Stahl from Balador representing King Thomas Rohn
- Lord Mandarin Martel from Tarsis
- Queen of Valencia, Callista Lockheart
- Ambassadors from Perth
- Ambassadors from Magus Tara
- Lady Silverthorn of Tarsis
- Nobles representing King Roderick Windhelm ruler of the Stormwind Isles
- Many servants and other minor nobles, lords, and ladies

Later:

- After the group is sleeping the following happens at 2am in the morning.
 - There is a small “anchor” placed in each character’s room which activates at 2am causing a lesser void demon to appear
 - The items were placed by a member of the housekeeping staff, the same person who infiltrated the housekeeping staff of the palace of Tyr.
 - Elian is a high priestess of Dagon, God of Murder, and is a 5th level priestess who is trying to gain her gods approval. She is also a changeling. She has a necklace with a green stone of power point storage that has a high level of masking on it. She is the master of disguise and impersonation with most spells being used for illusionary purposes
 - After the void Deamon attack the Soulborn and her mission is successful she will return to the gorge for further assignments
 - She will be out of site of the guests after the anchors are placed and can be found in the laundry or kitchens
 - Command/TN20/30'/instant
 - Commune
 - Harm/1d6X5/Touch/Complex action
 - Recall
 - Restrain/TN-20 to break free/50' range for 1 minute/complex action
 - Inflict poison/level 5/touch/complex action
 - Warding/1d6X5/inside the doorway to her room



- Void Walker-Lesser
 - INI: +5
 - SIZE: M
 - MOVE: 6
 - AR: Nat 2
 - HP: 40
 - PP: 25
 - STR: 7 (+2), AGI: 7 (+2), END: 8 (+3), PRE: 8 (+3)
 - KNO: 7 (+2), INT: 7 (+2), WIL: 8 (+3), CHA: 8 (+3)
 - ATTACK: claw (, 1d10 +2)
 - DEFENSE: parry (+5), dodge (+5)
 - RESISTANCE: +6, special see below
 - FORTITUDE: +6
 - SPECIAL: see below
 - SKILLS: Athletics (+7), Perception (+7), Stealth (+7)
 - LANGUAGES: All
 - COMBAT SKILLS: claw (+5), dodge (+5)
 - ABILITIES: immortal, magic void (30' radius, absorb/negate up to 20 PP worth of magic), life void (30' radius, living things within suffer 2 damage per round, no resistance), planar jump (can travel instantly to home plane), locate person/item (flawless tracking), undead traits (immune to mind influencing affects or spells, no need to eat, breathe or sleep, dark vision, immune to poison, disease, sickness, immune to critical hits) Silence (30' radius for 1 minute)
 - LIMITATIONS: takes 2 damage per round exposed to direct sunlight
 - SPELLS/POWERS: Silence
 - EQUIPMENT: none

- DESCRIPTION: The Voidwalker is one of the most feared predators in the realms. Though its origins are a mystery, it is clear that they are summoned through the use of ancient dark magic and are tasked with hunting down and killing its prey. Once on the scent the Voidwalker will not relent until its task is completed. It only hunts at night and returns to its home plane during the day. A common phrase that is spoken when the sun rises is that another day has been stolen from the walker

-After the battle the White keep is on lockdown and an emergency meeting of the Elysium council is convened

-Ravenna is informed of how and why Father Ryel has disappeared and how the council knows that Disciple Tora was killed due to their inability to reach her with the rings.

-The council had discovered a three spy prior to the festivities and they are being held in a secure prison in the Outer Wards

-They discovered the three spies individually when people were awakened in the night by their screams of terror due to the nightmares of Dagon. In their dreams they repeatedly swore fealty to Dagon in order for their torment to stop. At first they were thought to be possessed but further investigation lead the church to believe it was not possession but due to a pact formed with a dark god through astral readings. Their astral signatures were clouded with a dark power giving them the euphoric feeling.

-When security looked into the matter closer they discovered the people made a pact with the Deamon lord but they did not remember any details of the pact or any of the following below:

- All spies are Cyrian and are considered The Bound. They were all approached at a temple after praying to their gods for help and all are members of the staff for the White keep. One woman is a cook, one is a palace guard, and the other is a house keeper. They were all approached by someone (the changeling in multiple appearances) about 5 ft 5, and a woman (with a slight build wearing a necklace with a green stone which is not revealed until pressed by the soul born). All were asked to help her get a job within the palace to help support her family. The woman said she could heal any ailment or sickness with natural herbs and prayer. The opportunity was too good to pass up so they made the pact with the woman and were told to repeat a certain strange language to seal the agreement. After speaking the words binding them to the task, they felt different, strange, irritable, and suffered from severe nightmares and at the same time they felt extreme euphoria during the waking hours.