

# Liminal Court

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## 2025-06-22

- Known Locus of Astral Gate of Sir Archibald in Lyoness
- Come out in a ravine west of Novadom
- Guild -> Novadom -> Abyss -> House Kerberoth on Tanuel (14 days)
- Isenkirk up in the Abyss (need to ascend up via flying)
- Four thimbles of Hydragrium
- Cut a pane of
- Skin of doppelganger
- Kraken ink (cupful)
- Hair of a madusa or feather of phoenix
- Rank Astrologer 3 -> 4 (1845 EP)
- Create 11 waybread, give two away
- Travel to the Hights of Chaos (6 days)
- Earth door down to the valley
- Wildfire to Jiroth
- Goddess is Krishina, focusing on Youth & Beauty and Trade
- If you purify in the by near the singing bees get extra +1 MA and +5 MR
- Astral to Hurrian

- Boat across the Midnight Sea to Al Mar'Heba (4 days)
- 3 days to Aeaea
- Gain 6 Sanity
- Get Starchart to Isenkirch, which lasts a season
- Takes 7 days of travel to Ascend

## 2025-06-29

- Can be High Mana zone in Hurrian
- Close to the Elemental Plane of Earth
- Head to the Abyss
- Fly up
- Camp "overnight"
- Watch an Mindflayer ship pass within a mile
- Camp "overnight"
- Watch Shadow ship pass
- Mind Flayer ship below
- Land on space station X34
- Go to Isenkirch
- Place is medevil
- It is a walled city
- There is a vast cathedral
- See a large number of canons (priests)
- Directed to Mr Upright
- Mandikyte, works for the Lord of Bells
- Lord of Bells hangs around in the abyss

## 2025-07-06

- Travel to Anchorage then drive towards Whitehorse

## 2025-07-13

- +1 Sanity
- Meet Jimmy in Whitehorse
- Drive to Juneau
- Ferry to Bellingham
- Use charge of Crystal Wand of Mental Restoration
- -1 Clarity

## 2025-07-20

- In NYC
- Watch two transuranians at 474 Broadway
- Director Abbott

## 2025-07-27

- Head to Abbott's apartment
- Bronze statue with a bird's head and cicader wings
- Scroll: Spell Rack
- Figurine of the Shepardess: Itemize
- Ashtray: Sacrifice
- Mummy: Withering

Search Abbot

- Gilded cigarette case, magical, preservation

- 7 black cigarette, formally living, Patmois Latakia, Intrigue, not resistable
- FN1910 serial number 19074
- Identity papers
- Long living sentient, maybe 300 years old, warlock, can't use spellrack
- Bind and control Abott
- Following Ra - The Resurrected Sun
- Switched places with the Abbot
- The Abbot works for the Manrikyte, an antipriest
- Get true name
- True form is a line
- Kris used to get their elemental aspect
- Drained and destroyed

## 2025-08-03

- Spend a PC point at Graceland
- Make \$130 + \$650 + \$1400 = \$2180
- Spend a Clarity to cure Kel
- Spot a transuranian who has a phantasm on himself

## 2025-08-10

- Use Waters of Strength

## 2025-08-24

- Head to Leavenworth Prison, Kansas
- Use Waters of Strength +14
- Enter medical wing, find particular minds, and three being tortured
- Find transuranian casting phantasm that doesn't do damage
- Vrill users are connected
- Jasper Thurber, Elizabeth Nunn

## 2025-08-31

- Use Restorative
- Spend 1 Sanity
- Sacrifice cold stone to avoid Frozen doom
- Bracer made from a carapace of a large beetle (worn on a left arm and avoid on spec grev), can hold shields and pull out or put in a shield 3 times per day, as a free action
- Ring (spell rack) from transurian
- Get healing lozenge !3d10 + 8 but can stun
- Wand (spell rack), one per day can convert a fire attack to a cold attack
- Ring holds incantations on Phantasm with inflict fear and other inflicts pain (like Rune Torment)
- Bracer - Black
- Ring - Kel
- Wand - Belladonna
- Ultima Thule

- 15 days of passed
- Rank Sense Danger 0 .. 5
- Wait another week
- Learn literacy in english (2 week + 500 EP)

## 2025-09-07

- 3 days on bus to get to Las Vegas
- Spent 3 perception (Dallas, Albequerque & Las Vegas)
- Star Aldebaran - Hastur and who's lover is Cassilda - The fury eye of Taurus
- 562 Salome

## 2025-09-14

- Estan Gabor, Hungarian agent
- Gamble for a week
- Buy moving van
- Spend PC near Chicago, on a swamp built on manure, at La Porte
- Hotel outside NY (stay overnight)
- Drive into midtown (23rd Street)
- Looking for Lens Engineer
- Spend week recruiting but fail
- Ranking Merchant & Thief
- Spend another week and manage to recruit a theoretian
- Informationless fire comes out of White Hole
- Found the Incredidion of Pope Salvistor II
- Can create a singularity by dividing by zero
- Need large huge around of energy
- Nothing now around the Chrysler Building
- Plan is to crash Salome into the earth for the energy

## 2025-09-21

- Ritual team in McCord is working on the Right of Jericho
- Moving material eastward to Vermont, using diesel trucks
- Carrying tubular thingy with a bell at one end
- Might be for digging
- A member of the ritual team goes with the trunk
- Size of a underground culvert, 6 meters across, made of metal
- Looks like copper but copper is too soft
- Could be funnel for energy
- ID card is made from paper and laminated in gum arabic, primary function of the magic is identification
- Transurians gave them the target (Salome)
- Salome not obeying the rules of celestial mechanics, has a slight constant acceleration
- Trunk cab extended to allow for 6 soldiers
- Head to Springfield MA
- Drive west, after 3 days find truck heading east
- Spend PC at Adsley Travel Plaza, NY (40.984635576796364, -73.85275182847204)
- I-90 to Amsterdam NY then cross country then 30 to Burlington, then I-89 to Jericho

- Low wall around the town
- Truck heads to school
- See ritualist, wearing robes
- Seven sites, five filled, bell end at the top, towered made of three parts
- No scientist, a few flunkies, two ritualists, around 50 workers
- Stay in Essex
- Watch for several days
- Ritual team walk slowly and counter clockwise, team of 13
- Head of team throw something into the depression
- Timing based on astrological hours, based off the time sunset and 12 "hours" to sunrise
- Do ritual once per astrological hour
- Unload trunk at sunrise and it heads off
- See face of the ritualist as he leaves from humvee, has mark under left eye
- Leylines are a circle, to create a collider
- Spend PC in Essex
- On the night of the fourth day the ritual has stopped

## 2025-09-28

- Attack the school
  1. Quick cast Earthdoor
  2. Quick cast Enhance
  3. Prepare
  4. Cast Smoking Magma
  5. Prepare Smoking Magma
  6. Cast Smoking Magma which fails
  7. Prepare Wiccan Special
  8. Prepare Wall of Stone
- One triad still up + Hexenmeister

## 2025-10-12

1. Prepare Hind
2. Cast
3. Move 35 feet
4. Eventually break ward
5. Four vril telepathic jewels
6. Crystal from team leader, vril enhanced rose quartz
7. Brief case
8. Destroy trumpet (horns)
9. Additional notes
10. Ring and two potions destroyed
11. Find a cigarette case and a lighter

Search room of the leader

1. Three test tubes, old with vulkanized rubber stopper
2. Figurine of brass and crystal in the size of a wasp (2cm long)
3. Spear that tries to drill through armour
4. Ink blot in a book (vril powered)
5. Vril powered stone adze (archiological hand axe)
6. Notes allow advance of astrology at half cost & time

On the bodies

0. Got 5 bodies

1. 5 telepathic vril crystal
2. Get Prince of Axes, 9 of Axes (from a weapons deck)

Sun comes up where we left.

Three Ziggurat with 3m base and 6m high.

Travel via graveyards

+38 Sanity

The test tubes contains oil that allows Flamesight to divine as per Namer Divination (1 hour for normal, 3 hours for ancient). Requires salamonic and an owl eye and 200sp per dose.

There are seven coffin nails in the case, each one can give a save versus a hench staff going wrong.

Some notes in a folder covering the plan to draw part of Salome to impact on Jericho to drive a white hole. The payoff was to collect the souls of the killed victims.

## 2025-10-19

- Travel to Wheeling, West Virginia
- Heal up using herbalism
- Resurrect lieutenant
- He worries about Jewish Comandos
- Looking out for American Partisans and capitalists (occult around the Tree of Life)
- Obergruppenfuehrer Henrich Müller recently moved to the US
- Resurrect ritualist named Wurtem
- Ritual leader is Horst
- Not all the horns were placed (two to go)
- Due to finish in 16 days
- Total of seven horns
- His plan was to draw the power of all the deaths into the Bronze Heart
- Inflicting suffering and death of innocents particular effective
- Inflicting suffering on compromised not particularly effective
- Hierdrich has an occultist who can create a sunrise and teleport to a sunrise
- Has priests from the cult of Annunaki (mages)
- A mage can be a group spellcaster or be a magus (individual caster)
- The priests are magus but can also group cast
- Each Ziggurat contain a archmage (each 18 initiations, 12 as priests)
- The horns were the target of ritual
- Resurrect another ritualist
- Can tell a person's last sin (religious error)
- Head out after the were-wolves in Eden
- Find the Abundant Life Ministries, a group of Dominion Theology
- Find some huskies, speak to them and are think is something larger than a wolf
- Huskies exposed to vril
- There are blood wolves in the area
- If killed they returned to the last person they killed

- Can only be killed if the killing blow is with a silvered weapon
- Vrill can control evolution
- One of the pups will pass down its intelligence
- Release the huskies and take them with us, two packs, with 5 offspring and 3 offspring
- Travel a week to Whitehorse
- Speak to Jimmy
- Spend a PC at Whitehorse
- Leyline travel to Anchorage
- Have a week before Dr Wormwood arrives
- Can cash crystals for incantations

## **2025-10-26**

- Convert two vrill crystals to incantations (Trollskin - Cannibalise, Wall of Stone - Stoneskin)
- MA: 23 -> 24
- Matrix: 1777
- Meet Dr Wormwood

## **2025-11-23**

- Two sets of Mindlayers Robes
- Potion
- Unidentified potion
- Wand
- Syringe with crank
- Short stove pipe hat
- 280 gold shilling
- 800 silver pennies
- Chain worth 36 gold guineas
- Use restorative
- Mindlayers have a contract of the Transuranians
- Concerned by a group of mortals lead by a lich (and the lich)
- Group of spiders, not affected by telepathy, and have advanced technology
- Don't have lines of supply, have a presence on a Jovian moon, and a moon base
- Nazi base on the moon, different from Mindlayer