

Session: 1

Date: August 1, 1999

Campaign Date: first two weeks of Planting, CY 591

Characters:

Melfred the Fantastic, human, mage, noble kit, level 1, N, Charles Fleurie

Balamour: grey elf, ranger, level 1, CG, Matt Diguglielmo

Arges: human, fighter, level 1, LG, Greg Fiedler

Thorin: dwarf, cleric, level 1, NG, Steve Smoker

Longbowan: half-elf, mage-thief, level 1/1, CG, Robert Williams

Log:

The travelers Melfred, Balamour, Arges, Thorin, and Longbowan were on the riverboat "Reed Squirrel" heading up the Artonsamy River toward the town of Redspan in war-ravaged Tenh. They were one-by-one approached by Morko of Rel Mord, an enchanter, and asked about hiring on to his expedition to recover the Warlord Blade of the Shield Lands.

One day short of Redspan, after the boat was beached for the day, the captain of the boat, Squirrely Joe, asked Balamour the ranger whether he too had sighted the orcish canoes beached on the far bank. When Balamour confirmed the identification, Squirrely Joe asked the travelers if they would attack the orcs and drive them off before night fell and the orcs could bushwhack them. Balamour, Thorin, Arges and Melfred agreed and rowed the long boat across the river and caught the orcs unaware. Of the 17 orcs, one escaped, 4 were captured and the rest killed in the fighting. Although he accounted for many of the slain orcs, Balamour was grievously wounded and required much healing attention to be brought round. Longbowan, who at first, had declined to join the fight, decided to join in late and made a ridiculously feeble attempt to swim the river, failing to arrive before the fight was finished. Arges insisted on keeping the captured orcs, who had been stunned by Melfred's spell craft, as prisoners, forcing them to help row and haul cargo.

Upon reaching the docks at Redspan, Morko met with the travelers once again and paid them each 50gp to join his expedition, which was to leave the next day from the Duke's Arms Inn. Morko then ran off on urgent business, warning them of a dreaded assassin called "The Club". They saw a priest of Pholtus, Nicolo of Ogburg, vainly trying to stir up refugees in the nearby camp to action in his cause.

The party then split up, Longbowan wandered off and proceeded to harass various local lowlifes all night. He manage to find out that Hirko's gang, at Freeman's Inn and Mike's gang along Wall Street were the two in-town criminal outfits. Melfred stayed at the boat and pried 30gp out of Squirrely Joe "for services rendered in driving off the orcs." He then purchased a riding horse, to befit his noble status on the up-coming journey and checked into the Duke's Arms Inn, best in town, for the night. He spent part on the evening in the company of Nicolo of Ogburg and Sir Estheld, a traveling knight of Pholtus.

Thorinn, Arges and Balamour intended to escort the four orc prisoners to the town garrison, but along the way were intercepted by Ambassador Moth Gurnok, an emissary of the dread luz, who demanded that the orcs be released and luz be compensated for their unjust imprisonment. Eventually, after meeting with the guard captain, Arges paid off the orcs and Gurnok. Arges then proceeded to distribute money among the poor folk of the refugee camp outside of town. Nicolo of Ogburg approached Arges, praised him for his charity, and explained the situation whereby the town was paying tribute to luz under threat of extinction. Nicolo claimed that a good provocation of luz would force Lord Ludwig to declare for the Theocrat and shake off the yoke of servitude to evil. Arges, Thorin and Balamour made some more purchases and arranged for some repairs before settling down at the Silver Falcon for the evening.

The next morning, Arges went to the luz embassy in town, bribed the gatekeepers, Sligo and Hirtob (two hobgoblins) and the half-orc Ernie to allow him an audience with Ambassador Gurnok. Arges claimed that he wanted to make amends for the bad blood between them and eventually promised to bring back the heads of 8 Stoneholder barbarians within 30 days.

The party gathered again at the Duke's Arms Inn and was met by Morko. Arges demanded horses for all of them and that Morko renounce his share of the treasure in exchange for the Warlord Blade alone. After Morko threw a temper-tantrum, Arges relented and was satisfied with two pack mules instead.

On the second day out from Redspan, the Arges purchased a cart from a small group of refugee Tenha farmers. Later that day a giant frog tried to eat one of their mules, but was killed by the party. The party was then attacked by a group of 10 orc marauders during the early hours of the morning. The fighting went against the party at first, but they killed all ten orcs, Arges being seriously wounded in the fighting. Morko fled at first but later claimed he was responsible for killing two of the orcs.

After a day or two of rest, the party was led to the cave-lair of a goblin band. After he performed a secret ceremony, despite Longbowan's attempt to spy, Morko claimed that the Warlord Blade was held by these goblins and their bugbear chief. Balamour entered the outer cavern alone, avoided the pack of giant bats sleeping on the roof and silently killed the two goblin sentries. He then lit a smoky fire, which drove off the bats. The rest of the party followed him in and they descended a rough-hewn staircase into the goblin lair.

The party surprised the goblins guarding the armory and killed most of them, interrogating one taken prisoner. They seized a barrel of Greek fire and several suits of armor, including a set of rusty plate mail that Arges put on. The party then attacked a small goblin guard force in a storage room, killing 2 and capturing one, freeing 8 kobold slaves. Arges was discomforted to find that the rusty plate mail he had taken from the armory fell to pieces during the fight. Moving forward the discovered the main goblin barracks and rolled in and ignited the barrel of Greek fire, burning or choking many goblins. This however, alerted the chief and his guards who prepared a defense.

The party then charged the chief, Gormuck Rockchewer, a powerful bugbear warrior, and his guard force in the throne room. The fighting was fierce and

bitter, with Arges being seriously wounded, healed by magic and seriously wounded a second time; and Thorin also taking a grievous wound. Balamour also took several hits but remained conscious and able to fight. Gormuck was killed along with 16 of his guards. Longbowan killed the two goblin prisoners as well. Melfred cut off chief Gormuck's head and kept it for a trophy.

Longbowan managed to deactivate the trap and open the lock on the chief's lock box, to the amazement and delight of his comrades. While looting the chief's quarters Balamour drank a good mouthful of Bugbear cologne, but also the entire contents of an extra-healing potion, restoring all of his wounds. The party also took some keys, a gem; some gold and an orcish skull enameled a deep black. With the cleric Thorin and Arges both unconscious, and Melfred out of spells, the party retreated to a burned out farmhouse nearby and after three days recovered from their wounds.