

Session: 3

Date: August 29, 1999

Campaign Date: First Three weeks of Flock Time, CY 591

Characters:

Balamour: grey elf, ranger, level 2, CG, Matt Diguglielmo

Arges: human, fighter, level 2, LG, Greg Fiedler

Thorin: dwarf, cleric, level 2, NG, Steve Smoker

Turloe Dwerk: human, fighter, level 2, CG, Steve Sipe

Baldubulous the Incomprehensible, gnome, thief/chemist, level 1/1, N, NPC

Nicolo of Ogburg, human, cleric, level 4, LG, NPC

Log:

While resting and recuperating in the Silver Falcon Inn in Redspan, Thorin, Arges, Balamour and Turloe were approached by Nicolo of Ogburg. Nicolo wanted to find out how their expedition to the goblin caves had gone. Arges, feeling suspicious, told him that they had failed. It was then that Baldubulous the gnome spoke up, telling Nicolo that the party had in fact destroyed the entire goblin tribe. In a rage Arges lunged at Baldubulous, angry that the gnome had broken his word and come to Redspan, and that he had added insult to injury by blabbing about their exploits before Arges was ready to reveal them. For Arges had a plan to use the heads of the goblin leaders to infuriate Moth, the luz ambassador, as part of a plan to kill him. Nicolo managed to save the gnome's life and hurry him from the inn.

After purchasing various pieces of armor, equipment, mounts and victuals, the party proceeded to Ambassador Moth's house to carry out their plan. They were, however, unable to find their mage comrade Melfred, who was gone on a mysterious errand. Their attempt to gain an audience with the Ambassador failed when the hobgoblin guards would not open the door in the middle of the night, despite a bribe attempt. Arges attempted to kick in the door, but failed miserably, gaining a bruised foot for his trouble. Although Arges wanted to yank the door of the hinges, using two pack mules, Balamour convinced him to seek out Baldubulous for help in getting the door open quietly.

Several hours later, they returned and Baldubulous discretely opened the door to the ambassador's house and the gnome ran off into the night. The party crashed in and killed the two hobgoblin door-guards, but not before they had warned Ernie, the ambassador's half-orc henchman. Ernie climbed the stairs to the ambassador's chambers and they prepared for the party's attack. When the party arrived they faced Ernie, Ambassador Moth and 6 animated skeletons. Arges was frozen by the Moth's hold spell and was cut down immediately by a skeleton. Balamour charged and cut down Moth immediately, killing him instantly. Thorin turned the skeletons, forcing them to hide in the corner. Ernie, however was not so easy a foe. First he cut down Balamour, then as Thorin healed Balamour, Ernie cut down Turloe and then Thorin, who had just saved Arges from bleeding to death. Turloe, despite his wound, used his iron will to

continue the attack. Balamour, just healed, also attacked and Ernie finally went down. Turloe then collapsed.

When Moth's spell expired, Arges joined Balamour in deciding on a new plan. Arges decided to destroy the turned skeletons, but himself was grievously wounded again. Balamour finished off the skeletons, to find himself alone with three unconscious and severely wounded comrades. Balamour crept down the stairs to discover the remaining 10 hobgoblins of Moth's guard had arrived from the basement. He attacked and killed seven of them, with the remaining three fleeing into the street. When Balamour gave chase, he was accosted by the town guard, who demanded his surrender, which he immediately gave.

All four of the party members were thrown into the dungeon of the town and all the possessions they carried with them were confiscated. After letting them rot for several days, Lord Protector Ludwig of Redspan called them into his chambers and yelled at them furiously. He was in mortal terror that luz would be greatly offended at the death of his ambassador and would now have found a final excuse to blot Redspan from the map. Balamour complained bitterly and threatened the Protector, but it was of no avail. Ludwig informed them that they would be turned over to luz in the morning to be impaled at his leisure.

Fortunately for the party, Nicolo of Ogburg decided to intervene. He enlisted Baldubulous and entered the town dungeon by a secret passage. Nicolo threw a hold spell on the guards and Baldubulous opened the cell door. The party escaped with their benefactors to the refugee camp outside of the city. They were unable to recover their possessions, however, except for the horses, mules and cart which had been left at the inn. Arges was most bitter that his plan had ended in disaster and that he lost his father's great sword and signet ring. Balamour and Thorin were also upset at the loss of their superior weaponry found in the goblin lair, but they didn't mope about it. Arges was sullen and angry for days.

Nicolo explained that he had freed them from Ludwig in order to provoke a showdown between Redspan and the Empire of luz. The danger of his position would force Ludwig to finally give up his neutrality and join one side or the other. It was Nicolo's hope that Ludwig would declare for Nicolo's master, Tillit, the Theocrat of the Pale, whose army lay to the East.

It was important for Nicolo that the party not be recaptured, so he told them that a band of 20 refugees had been armed by him with leather armor and spears. These men were looking for leadership in recapturing the village of Umbrax from a band of Ogres who were holding the remaining villagers as slaves. Umbrax would serve as a useful way station between the Theocrat's army and Redspan. So, after getting their mounts, a few weapons and some studded leather armor from Nicolo, the party marched off that night for Umbrax. Baldubulous decided to join them as well.

At Umbrax, the party killed the five Ogres who ruled the village. The goblin henchmen of the Ogres took flight but were hunted down by the twenty militia men who had come with the party. The party set free the villagers, who offered the lordship of the place to Arges, who accepted. They set up residence in Mike's Haunted Inn, which had not been destroyed by the Ogres because of

ghostly noises that came from it. The villagers had been living in a slave-pen stockade, but were assigned plots of land and began to rebuild their old homes. At this point they sent a peasant rider on Morko's old horse with 250gp riding back to Redspan to buy some mail for Arges. The rider never returned. Turloe set up the blacksmith's forge and managed to cut down two of the suits of Ogre armor for the party's use, destroying the other three suits in the attempt.

After some rest, Arges, Thorin, Balamour, Turloe and Baldubulous set out to search the ruins of the castle which lay a quarter mile from the village. They had angry words with a group of "wanderers", who were led by a guy called Turgas, in the burned gatehouse. In the ruins of the keep they killed a group of orcs and some giant bats. Beneath the keep they discovered a crypt system. In the crypt they killed a host of skeletons, some ghouls, carrion crawlers and a gelatinous cube. In the course of the fighting Balamour and Arges were temporarily paralyzed by the crawlers which were killed by Turloe, Baldubulous and Thorn. Baldubulous opened a sarcophagus that released a poisoned cloud that caused he and Arges to lie retching on the floor for an hour. Arges also tried to kick open a trapped door, marked by a red skull, that exploded causing him some serious burns. Finally they returned to the surface, with half of the crypt unexplored, through a recently dug tunnel. During their expedition they found a bronze head band, necklace, and arm bands, all of which radiated magic, when Baldubulous tried to detect for it.

Balamour then rode for Redspan. He purchased some equipment for the party, using Nicolo as intermediary. Nicolo informed him that the Lord Protector now had 30 days (until Wealsun the 21st) to hand the party over to luz, or face destruction. The Lord Protector was already paying double the tribute to luz and a new ambassador had taken up residence. Returning to the village, Balamour at once started to train their small force of soldiers and the other party members began preparations for a strike against luz and the defense of the village.

Balamour, Arges and Thorin all gained third level. Turloe did not advance.