

Session: 4

Date: September 12, 1999

Campaign Date: Flocktime 21st to Wealsun 21st, CY 591

Characters:

Balamour: grey elf, ranger, level 3, CG, Matt Diguglielmo

Arges: human, fighter, level 3, LN, Greg Fiedler

Thorin: dwarf, cleric, level 3, NG, Steve Smoker (in absentia)

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

Baldubulous the Incomprehensible, gnome, thief/alchemist, level 2/1, N, NPC

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

Finneous: grey elf, thief, level 1, CG, Matt Diguglielmo

Gobbo Skull-monkey: goblin, fighter-scout kit, level 1, N, Steve Sipe

Log:

Balamour, Arges, Turloe, Baldubulous and Thorin were awakened in Mike's Inn in Umbrax by an excited peasant who told them that the village had been surrounded by Lord Protector Ludwig of Redspan's men. Since Arges had ordered no guards or scouts posted, this close encirclement had been quite easy. Balamour sent word for the militiamen to stand down and not offer resistance. The attackers were 16 halberd-armed men-at-arms, 32 spear-armed militiamen and 2 swordsmen leaders (level 2). The troopers soon had the Inn surrounded and all escape blocked. Arges and Balamour then had Thorin remove his armor and go out to try to deceive the Redspan forces. He however was recognized immediately as one of the escaped prisoners and was thrown into irons. Turloe, Balamour and Arges then made a spirited attack against the entire force, seeing that they were about to set the inn on fire. Arges was cut down seriously wounded, but Balamour managed to kill one of the leaders outright and seriously wound the other. Turloe, meanwhile, gave good account of himself hacking down a fair number of the men-at-arms, and Baldubulous managed to slip away, attempting to re-muster the village militia. Once the leaders were defeated and a quarter of the soldiers killed or wounded, the remainder sued for terms. They agreed to leave the village leaving behind the arms and armor of those of force who had been killed or wounded. One of the swordsmen was revived and led the force back to Redspan. Arges had attempted to convince some of the soldiers to desert Ludwig for him, but nothing came of it.

Even more determined to foil Ludwig's plan to remain neutral, and even more eager to give the wicked god luz a black eye, Arges, Balamour, Turloe, Thorin and Baldubulous set off for Redspan, intending to kill the new ambassador, who had been sent in Moth's place. While on the road the party heard some strange singing from a ruined tower. Approaching they heard a female voice asking them to come up and join her. When they refused she added that she was imprisoned by evil sorcery and needed their help. Still dubious, the party had Baldubulous climb the side of the tower and peer into the window. The gnome fled back down in a great hurry once he realized that a

medusa stood inside. Balamour and Arges determined to slay the creature and had themselves blindfolded, climbing the tower while the others waited below. The two warriors slew the medusa, although Balamour was nearly poisoned by her hideous snaky hair. Arges cut off the creature's head and put it into a bag.

Arriving in town two days later, they found out from Nicolo of Ogburg, their friend the priest of Pholtus, that 40 members of luz's Black Dragon Legion had been dispatched to Redspan. 20 of these were guarding the new ambassador, the witch Gurina, and the other 20 were staying at the Silver Falcon, planning to set out for Umbrax in a few days to destroy the party there. Nicolo arranged for the party to be smuggled into the city in the refugee supply wagon. That night the party attacked the ambassador's residence again. This time Arges wore the head of the medusa affixed to the top of his helmet. The head caused great havoc, turning many of the guardsmen to stone, but twice Arges was knocked to the ground and the head rolled free. During these two episodes, both Balamour and Turloe were turned to stone by accidentally looking upon the head. Arges himself received some severe wounds, but in the end the ambassador-witch and twenty second-level elite guardsmen of luz were all dead.

Nicolo managed to hide the petrified bodies of Balamour and Turloe in the basement of a wheel-maker's shop. The party also hid there for several days while Ludwig's men combed the streets searching for them. Arges attempted to destroy some more of the Black Dragon soldiers in the Silver Falcon, but only managed to petrify one, escaping back to the hideout. Nicolo introduced the party two other adventurers who had helped him in the past. One was Balamour's cousin Finneous, who had come to town in search of the now-petrified ranger. The other was a goblin scout, Gobbo Skull-Monkey. These two helped the party slip out of town and joined them for a few weeks. The party was forced to leave their petrified companions in Nicolo's care.

The party then headed for the nearby Grey Tower, the home of a terribly mysterious band of wizards. They were in hopes that these wizards might free their friends from the petrification. The wizards allowed Arges to approach the tower and told him if he could deliver the Regalia of Lugash, Lord of Umbrax, to them they would restore Balamour and Turloe. When they returned to Umbrax village, they discovered that they already possessed the necklace, headband and bracers of Lugash, needing only the ring and scepter.

They returned once again to the ruins of Umbrax castle and entered the dungeons beneath. They were almost all slain by a pack of ghouls when Thorin failed to turn them. It was only Finneous's immunity to their paralyzation, which saved them all. They also destroyed a huge horde of 50 skeletons and zombies and overturned an idol of luz they guarded. They also left the medusa head here to rot, as most of its power had faded. Gobbo opened up an evil black door marked with a red skull that exploded and nearly killed him. Finneous discovered a magic sword hanging on a wall, and claimed it for himself. Finally they recovered the scepter, which was covered with plaster to appear as stone, mounted in the hand of a statue of Lugash. They also discovered that a group of humans had recently gotten hold of the ring and left the dungeon.

Gobbo tracked the tomb-robbers to their lair nearby and they discovered that wolf creatures had wiped out the group some days before. Tracking down the wolf creatures, the party discovered their lair in a group of abandoned woodcutters' cottages in the forest near Umbrax village. Finneous sneaked into the camp and attempted to kill the lead wolf in his sleep, but failed. The wolves were aroused and attacked, while the party charged to the rescue. When they discovered that these were in fact werewolves and only Finneous' sword would bite them, they grew afraid. Baldubulous climbed a tree to escape. Thorin was killed by the wolves and Finneous and Gobbo severely wounded. Arges held on, using Finneous's sword but was losing the fight. Luckily (battlefield event table again) help arrived in the nick of time in the form of Nicolo of Ogburg. Nicolo had been expelled from Redspan and had traveled to Umbrax with a group of refugee colonists and the two petrified bodies. He had been looking for the party and chanced upon the battle. Nicolo used a Sunscorch spell and finished a wounded werewolf, when it went down, joining the previously slain lead wolf, the werewolves fled, fearing the magic power of the priest. But alas, Thorin could not be saved. The missing ring was discovered in the loot of the werewolves.

The party delivered the regalia to the wizards and they restored Balamour and Turloe to life and motion. Finneous delivered some family messages to Balamour and departed, taking with him the magic blade. Gobbo also departed, saying he would be nearby taking up rat hunting, if they needed him. The session ends with Ludwig's dead line up and an Iuz army rumored to be approaching Redspan.

Balamour and Arges achieved fourth level. Turloe reached third level. Baldubulous reached third level as a thief and second as an alchemist.