

26 November 2003/2 October GT

## Salmgo

Party:

- Willabee (Marc), C/G Halfling Sorcerer
- Viridian (Ellie), N Elf Druid
- Roger (me), N/G Human Ranger

City Guard make us peace bond our weapons.

Were rats and dire rats attack the fair.

Shuma's (Dwarf F) Weapon Shop – east of market

Merrick Floren, head of Guard, disappeared 2 days ago.

Other people disappearing and leaving behind lots of blood

Trelia, CG Half-elf, Fighter/Rogue, C/G: an NPC now in party

Inn: Stony Gaze

Bring Wererat assailant to Lt. Chela of City Guard

Stay night in Stony Gaze Inn

World: 28 days in every month

XP: 793 for tonight's adventure

Treasure: 2 rapiers, 2 bucklers, *Cloak of Resistance +1* (loaned to Trelia), *Bracers of Armor +1*, 2 potions

7 December 2003/3 October GT

## Salmgo

**3 October**

Turvin, an old man, lives in bell tower. Lots of rats live in bell tower.

Puddles of blood found in South Spur.

People hear ghostly laughter in Westhill.

Grimlocks become theater critics and attack street play!

Female grimlock has: *Battle axe +1*, 4 vials, *Ring of Protection +1*, spell book (sold for 200 GP), Chest containing: 400 GP, black pearl (sold for 600 GP, 300 GP spent on *Identify* spells), *Force Shield Ring* (sold for 4,250 GP), 4 magic scrolls

4 scrolls have two spells each:

1. 2 spells
  - a. Spell:
  - b. Spell
2. 2 spells
  - a. Spell
  - b. Spell
3. 2 spells
  - a. Spell
  - b. Spell
4. 2 spells
  - a. Spell
  - b. Spell: *Mount*

Willabee killed

Raise Dead? @ Temple of Pellor. Head priest = Forgrim

1350 XP for tonight

5 January 2004/4 October GT

*Game was at Ellie's house at Lick. Viewed Saturn through the 36" telescope.*

Visit *West Hill*: stay at *Oak Barrel* tavern

Helga: a waitress at *Oak Barrel*

Mary: was spooked by voices a few weeks ago. They were a few blocks from the tavern.

2 Wysts attack us on a city street

Aleian: (a champion of Hieronymus) wasn't here to fight wysts. Her shrine is nearby.

We visit shrine of Hieronymus.

Toria: a female 1<sup>st</sup> level paladin, Says Alein was kidnapped by Sorcerers. Probably taken to *Reality Wrinkle* bookstore (according to Toria).

Loot: wand of color spray (48 charges), wand of burning hands (49 charges), 6 potions: cat grace, cure moderate wounds, invisibility, blur, charisma, levitate; scroll: color spray (2), shield (2); scroll: change self, enlarge, sleep (2); 2 masterwork crossbows

Plot: the usual kidnap the virtuous to open some evil gate. Sorcerer minion say, "Blessed hears Speaker, blah, blah." Willabee charms one of the minions, who will take us to where the paladin is.

XP: 1150

11 January 2004/4 October GT

We went to "Reality Rinkle" bookstore with a prisoner. Killed jibbering mouther and 2 sorcerers in bookstore. The Blessed summoned some Mephits. The Blessed escapes with Alein the Paladin.

Loot: *brooch of shielding*, *wand of light* (50 charges), *ring of jumping*, masterwork light crossbow x2, *bracers of armor +1* x2

Found the paladin's armor and masterwork sword. Gave them back to church.

Spend 600gp on Identify. 900gp is left in party funds.

TTD: Get help from the Church of Hieronymus (request in to John but he says they're not much help except to divide XP).

XP: 1600 for all

19 January 2004/ 5 October GT

Tracked Blessed's scent to Bell Tower. WYST materializes! Blessed and bell keeper in tower. They and their minions attack!

9 February 2004/5 October GT

TC joins the game!

TC = Makrisi (Mak) Shatrevar, Human, Male, Fighter/Bard

Guard Bem is okay and likes us.

Killed the Blessed, 2 Cabalist, Squim (a were-rat), 2 were-rats, lots of dire rats.

Loot:

- Blessed: MW light crossbow, magic Morningstar, potion, magic ring, *slippers of spider climb*, magic wand
- 2 cabalists: magic dust, potion, potion, 5 magic bolts, magic wand, master work light crossbow
- Squim: magic rapier, potion, potion, scroll, master work thief's tools
- Tower: 300 gp, 6000 sp, 7 gp amber gem, 800 gp topaz gem (-2 gp for appraisal)

Found Alein crouched in corner blathering.

Killed 2 gargoyles in bell tower.

XP: 2400 (14,894 + 2,400 = 17,294)

23 February 2004/10 October GT

Big feast at the Stony Gaze Tavern

Ariana, the Baron Euphemes' sister, gives each of us a brooch worth 600 gp.

"Hey heroes..." Trap in alley by ogre magi, cleric and 5 henchmen.

Loot:

- *Boots of elvenkind*, *rope of climbing*, *magic dust of tracelessness*, *pipes of the sewers*, 9 potions: *darkvision*, *glibness*, *invisibility*, *vision*, *hiding*, *neutralize poison*, *alter self*, *haste*, *reduce* (5<sup>th</sup> level).
- 3 of each: masterwork rapiers, masterwork studded leather, masterwork thief's tools
- 2 of each: masterwork leather armor, masterwork rapier, 6 vials of giant wasp poison, 50' silk rope, masterwork thief's tools
- Cleric: *philactory of faithfulness*, *wand of detect magic*, masterwork heavy flail, full plate

XP: 2160 (17,294 + 2,160 = 19,454) Next level at 21,000 XP

12 March 2004/11 October GT

Party has bizarre dreams of other dimensions. Hears the words, "The bells roll, the gates swing wide."

Share: 1044 GP, *boots of elvenkind*, *rope of climbing*

Baron E. outlaws Temple of Pelor and orders arrest of Priest Forgrim. Presses citizens into militia. There is a demon on the palace roof and a shadowy character behind the baron.

Hellhounds, barghasts and evil clerics trash the Temple of Pelor.

Roger's horse is in *Oaken Barrel* stable. It has orders to defend itself.

Discretely visit shrine of Hieronymus. Paladins of Hieronymus have disappeared.

Visit Wilhelm at magic shop.

Devils:

- 1) Bone devil: white with scorpion tail, magic resistance 18+, need magic weapons to harm
- 2) Barghast: will kill you and eat your soul—permanent death
- 3) Hellhounds:

Spread our word among the Halflings.

Visit Shuma's weapon shop

Stony Gaze Inn: get Lt. Chela's notes. Hellcats and giant humanoids are in streets.

Move residence to Stony Gaze Inn.

Get another note from Chela, "Get the monsters."

XP: 360 (+19,454 = 19,814)

16 March 2004/12 October GT

Party is on patrol in East Gate. Attacked by 2 assassins—killed both.

Loot: 10 vials, 2 empty potion vials, 2 masterwork rapiers, 2 hand crossbows, 2x 50' silk rope, 2x masterwork thieves tools

Patrol South Spur. Patrol market and encounter 2 barghasts.

We encountered hellcat in market district. It beat us and carried off a dead Trellia.

Hellcat rematch: we take it out in 3 rounds!

Mack cleaves the fiendish mega raptor with 35 HP damage!

XP: 2880 (+19,814 = 22,694)

12 April 2004/13 October GT

Assault To Retake Temple of Pelor

Killed some barghasts, hellhounds, evil cleric, imp, more barghasts

Loot: *potion*, masterwork heavy flail, 1,000 GP gem

Killed evil male cleric and female fighter

Loot: magic *dire flail*, masterwork full plate with spikes, masterwork composite longbow (Strength bonus +2), spiked gauntlet, full plate, masterwork heavy flail, 2 *potions*, magic *pearl*

Fought a thiefling cleric

Loot: 4 *potions*, magic *heavy flail*, half plate armor

**Plus: found a shiny object in a hellhound room!**

Close doors of temple on the way out. Rest for a few days and gain our new level skills.

XP: 3187 (+22,694 = 25,881) next level at 28,000 XP.

26 April 2004/18 October GT

Party treasury: 4,538.11 GP

Attacked in our warehouse hideout by barghasts and hellhounds.

19 October GT

#### THE RAID ON THE BARON'S MANOR

In Baron's lounge we find the Baron, a mage and an aberration: a Mind Flayer! Killed the mage...

Stunned for 8 rounds—killed the Mind Flayer (named Gherleth)

LOOT:

- Mage: *bracers of armor* +1, masterwork light crossbow, short spear, *ring of jumping*
- Gherleth: *potion of clairvoyance & clairaudience*, 80 GP cloak, 4000 GP ruby ring, 700 GP silver amulet with bloodstones, 2100 GP

City's problems all fixed...for now. Baron gives us 1000 GP. There is another celebration for us tonight.

XP: 1,968 (+25,881 = 27,849)

Party Treasury: 6364.21 GP

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Elrebrin, M elf, fighter—Scott McDonald—joins the party

Take *Leadership* as my (forgotten) 6<sup>th</sup> level feat. Leadership modifier = +0

Roger picks up Susannah, a 5<sup>th</sup> level Ranger, F human, as his cohort.

Dentheira, F Halfling, a cleric of Yondalla, says, "Creatures leaving swamp and harassing Lizardmen of Stone Axe Clan. Hobbits drove Gnolls into swamp years ago." She gives us a map.

25 October GT

Traveling to Lizard camp...attacked by giant barghast and revanchist friends! Mak is killed!

LOOT: *composite short bow* +1 (+2 STR), 50 GP gem, 1000 GP emerald, 8700 GP

1 share = 1552.5 GP; 1/2 share = 776.3 for Susannah

Party Treasury: 6364.21+1552.5 – 2950 (Mak's *raise dead*) = 4,966.71

Return to Salmgo to heal, level up and raise Mak.

XP = 1050 (+27,849 = 28,899; 36,000 for next level); 600 XP for Susannah

29 October GT

Go back out towards swamp...

Attacked by 2 Chuul...no one dies but Roger doesn't enjoy being conscious for the whole time inside a chuul mouth!

XP = 640 (+28,899 = 29,539)

Loot: 4x 50 GP zircon gems

29 October GT

Bought *wand of cure moderate wounds* (-4,500 GP)

With zircon gems the new party treasury is 503.07 GP

Bought *wand of cure moderate wounds*.

Party treasury = 503.07 gp

16 July 2004

We made it to the Stone Axe Clan village.

Chief Pirikha wields some magic spear.

We should seek out Wild Elves in the swamp.

A guide will take us to the old village called Waralot.

The paid us 5000 gp in spices up front! The party buys 5 potions of *cure moderate wounds*.

Party treasury = 2653.07 gp

We killed 2 ettins

Loot: 3,000 sp, 500 gp, 1 50 gp gem □ 677 gp + gem for party. We paid 123 gp to lizardman guide.

Reached old village, Waralot and found ettin, tiger and large tiger-like tracks.

Destroyed 6 zombies and their 2 morph bosses. No loot. The zombies were made from wild elves. They came from the direction of the wild elf village.

Killed 2 dire tigers. No loot. Roger's red and black dogs were KIA.

XP = 2,440 (+29539 = 31,979)

6 November GT/25 October 2004

Players: Scott, Ellie, Kris and T.C.

Fought 3 manticores. 1 parleys and says the elven town is destroyed by something big and it leads us to its lair. Its lair is a ruined temple.

Loot: 1000 gp, 6 gems, 4 smoke sticks, superior lock, and 3 scrolls: *detect undead* (CL1), *barkskin* (CL3), *curse water* (we destroy it).

Next day: come to devastated wild elf village inhabited by troglodyte zombies, elves and gnoll guards.

They are led by a cleric, in armor, who starts the fight while invisible. She is a 7<sup>th</sup> level cleric of Erethol.

Loot for the session:

Manticores: (please knock off the price of appraising the gems) 1000sp, blue sapphire 1200gp, deep green spinel 100gp, pink diamond 5000gp, 2\*bloodstone 50gp each, moss agate 10gp, 4 smoke sticks, 3 scrolls - *detect undead* (CL1), *barkskin*(CL3), *curse water* (CL1) (you threw curse water in the fire)

Gnolls:

Perc - MW double axe, MW long bow, silk rope 50', pack, climbing kit, 1400gp

Magic -> potion, *studded leather* +1

Fabre - MW great axe, MW long bow, silk rope 50', pack, climbing kit, 1400gp

Magic -> potion, *studded leather* +1

Geere - MW great axe, MW long bow, silk rope 50', pack, climbing kit, 1400gp

Magic -> potion, *studded leather* +1

Mathra - MW long bow mighty str+3, silk rope 50', pack, climbing kit, 50gp,  
Magic -> double axe, *studded leather* +1, potion, and cloak

Bratha - light crossbow, MW morning star, 1200gp  
Magic -> pearl, wand, cloak, potion, and potion

In the wagon (the Elven youth think this stuff belongs to them): 400gp, silver comb,  
Magic -> heavy steel shield, *horn of fog*, and *eyes of the eagle*

XP = 2465

7 November GT/12 November 2004

Players: Ellie, Scott, Kris

Freed 14 elven 1<sup>st</sup> level rangers:

Male: Tararil (their prince), Urang, Morfirand, Rendil, Amorfind, Belandel, Relas.

Female: Norfidia, Elilmaclya, Celadriewen, Cywen, Amebriwien, Vebridem, Glowien.

Tararil is their leader. He is the oldest and the son of their queen.

They suffered under the gnoll attack. There was a gnoll feint from the south, supported by undead. The "iron giant" (some kind of mechanical construct) that attacked from the north. Only half of the living elves are here. The other half of the elves is at the gnoll "labor" camp.

There are 7 more gnolls at the labor camp including Berklend (a cleric). Skeletons are guarding the prisoners who are kept in a pit. The gnolls have a hawk as an animal companion for reconnaissance (at least one of them is a ranger).

The iron giant is a construct controlled by Xentarich. Xentarich has his own warband of humans, gnomes and bugbears.

The gnoll camp sends out a hunting party every few days.

We equip the elves as best we can:

Tararil: MW longbow, 40 arrows, *studded leather* +1

Urang: MW longbow, 40 arrows, *studded leather* +1

Morfirand: MW longbow, 40 arrows, *studded leather* +1

Bendil: Elebrin's composite longbow, 40 arrows

Belandel: Susannah's MW longbow, 20 arrows

Amorfind: light crossbow, bolts

Norfidia: MW great axe

Elilmaclya: MW great axe

Celadriewen: MW great axe

Cywen: Roger's spear

Amebriwien: Roger's dagger, *heavy steel shield* +1

Pelas: Viri's MW scimitar

Vebridem: Susannah's MW longsword

Glowien: Viri's quarterstaff

We encounter 2 morghs—a scouting party—and kill them.

## The Gnoll Labor Camp

7 gnolls: 2 fighter types, some with axes and bows, 1 wolf, 1 hawk

1 human with crossbow

3 skeletons

NOTE: Full moon is first of the month.

Gnoll hunting party: 1 melee with spell ability (ranger?), 2 archers. They head out. We kill them.

XP: 2332 (+34,444 = 36,776)

Loot:

MW great axe, MW longbow STR+3; 50' silk rope, pack, climbing kit, *potion*, 200 g.p., *magic studded leather* (+1?)—x2 (one set from each archer).

Ranger (melee gnoll): MW double axe, MW longbow, *studded leather* (+1), 50' silk rope, pack, climbing kit, *potion*, 1400 gp.