

## Adventure Log

### 8 Ulban, 720 CT

- Saelannas arrives in Pedon after a long journey from her homeland, Korintheas, near the Crystalline Mountains. She explores the marketplace as the circus she traveled from Foggyton with begins to set up for the evening's events.
- Jyhazen arrives in Pedon from his homeland, Vinequa're, in the north and travels to the only inn in town, the Rolling Water Inn.
- Jyhazen and Gylord meet at the only inn in the village, the Rolling Water Inn. Gylord introduces his friend Raglin to Jyhazen.
- Saelannas locates the inn and purchases a room and goes back to the marketplace.
- A man wanders into the inn and approaches the party. He introduces himself as Korman. The party notices that he is always looking over his shoulder and constantly surveying the room. They invite him for a round of ale and drink. He sits and explains that he is on his way to a town called Foggyton to the south. He does not explain why when asked and warily looks around....
- Group goes to circus. Circus has many odd and extraordinary creatures to include a live skeleton which Jy doesn't think is appropriate and feels the town clergy should be alerted.
- After visiting the circus and on the way back to the inn, Korman is killed by a crossbow bolt taken in the throat. No one saw who shot it, but the group saw movement close to a house nearby. Group pursues and finds nothing except a brooch with a "R" engraved into it. Korman's pocket had the following note in it:

*To His Excellency, Sollard Idwin, Councilor of Foggyton,*

*This letter is awkward from someone of my station and I wish for you to overlook this as you read on. Your excellency, I have managed to find out that your life is in the gravest danger. You must leave Foggyton at once! There is a member of the Vorlag Thieves Guild in Trailmeet that has targeted you for assassination. You must heed this warning! In exchange for this warning, I want to ask for your help in hiding my whereabouts in your town from any in this guild who are looking for me. They are a rotten lot in Trailmeet and a vicious bunch that I want no further contact with. I will do the utmost to become a positive member of your community. Please, your kindness, give me this second chance at life.*

*Korman Dersteeg*

- Group goes back to Rolling Water Inn. Party devises a plan to catch the killer who they think is Raglin. Saelannas waits in Korman's room to ambush Raglin when he comes in. Jy gives a spectacular performance to the crowd in the common room below while surveying the crowd for signs of Raglin.

- Raglin never returns to the inn or to Gylord's home. Party decides that it would be safer to stay at Gylords home for the night and leave immediately in the morning for Foggyton.

#### Personalities Met:

[Raglin Farthing](#) - Human friend of Gylord's.

Korman Dersteeg - Uneasy man met in Rolling Water Inn and is killed.

Strom - Rolling Water Innkeep.

Shastan - Circus Ringmaster.

Vlon Talltree - Halfling Circus Assistant.

Pogg Snodgrass - Halfling Circus Assistant.

Krev Waterpool - Halfling Circus Assistant.

Krystania - Blonde girl that Jy takes a hit on and get shot down.

#### 9 Ulban, 720 CT

- Party leaves for Foggyton from Gylords house. They encounter a man fighting hobgoblins in the woods off of the road. Party aids in defeating the hobgoblins. The man's name is [Calaris Winterwind](#).
- Calaris joins group. Says he is heading toward Foggyton for business.
- Party camps when evening arrives.

#### 10 Ulban, 720 CT

- Party continues to travel south along road.
- Mid-day, Calaris spots something large flying off to the east over the [Crag of Magus Mountains](#). Party takes cover and waits.
- Party camps when evening arrives.

#### 11 Ulban, 720 CT

- Party discovers in morning that Gylord is missing and finds the following letter on his gear:

*To those who follow me,*

*This is a warning and a bargain. Leave and go back to Pedon and speak nothing of this and I will let your friend go. In addition to this, I will leave a sum of money and gems at a location that your friend will know about. If you don't wish to bargain, your friend will meet an untimely death. I am not one to bargain often, but in this situation, and it is an unusual one at that, I will offer peace at the price of your friend. I will check back at your site within the day and you better be gone. This is your final warning. For your friend's sake, I hope you make the right choice.*

*Shall we never meet again,  
"R"*

- Party splits up and looks for him. Find footprints that look as if Gylord was dragged away to the south. Group finds Gylord's weapon to the south of

camp in a ditch off of the road. Continue to follow trail until Calaris spots someone in the nearby woodline. It is Raglin. Party searches Raglin and takes his weapons. Raglin says that he has an idea of where Gylord may have been taken and leads party into the woods after a few more miles on the road. Party leaves horses and continues on foot to through woods. At a [clearing](#), orcs ambush party. Party defeats orcs. Holding two captive.

- Party continues up the hillside until they find two large granite boulders jutting out of hillside. Raglin says that an entrance is nearby to Reynor's hideout.
- Party finds wooden door hidden by fallen leaves. The door appears swollen and moldy and not used in years.
- Party breaks open door and enters cavern. [Cavern splits](#) with a lantern hanging on far wall between left and right caverns. Party takes left passage and is attacked by a large guard dog. Calaris kills dog. Party proceeds through caverns to a [large room with a waterfall](#) and a cage holding Gylord in it. Party frees Gylord and alerts more dogs. Party tries to flee tunnels and gets trapped by dogs. Vicious fighting occurs. Dogs are defeated. As Jy is turning to leave, he catches in the darkness with his infravision, the shape of a humanoid standing at the corner of the tunnel spying on the party....
- Party leaves tunnels and proceeds, after Gylord's guidance, further up the hillside. Party finds an [abandoned house](#) in ruins. Party calls out to Reynor, no answer.
- Party enters house and finds that it has been gutted with no walls on the inside where rooms once were.
- Party searches house and finds a fake beard and a brass key upstairs.
- Party is attacked by a giant spider. Party is able to escape unharmed.
- While looking upstairs alone, Jy is attacked by a flying creature with a long pointed snout. Jy defeats creature with his cloak and returns downstairs.
- Party finds two horses in a rebuilt barn behind house.
- Party sees a well that leads to chamber Gylord was held captive in. Party rappels through well into dark cavern below.
- Party crawls through tunnel and finds a [living area](#) for what appears to be two people.
- Party formulates a plan and attacks a "dummy" made for combat.
- Party finds a portrait hanging over [desktop](#) of an old man. There is an engraved plaque at the bottom of the portrait attached to the gold frame that reads "[Forthenal Seawind](#)". Inspecting the desk further, the group finds a sewer [map](#) of Foggyton and the following letter:

***Sharuzdanbu, Leader of the Scaled Ones,***

***This is a binding contract on the head of a given person by the name of Sollard Idwin, Councilor of Foggyton. It is in my and your best interests that this individual be brought***



*to you on the terms that he will have a slow and painful death (Something I want to see for myself). The orcs are massing strike forces which have been arranged by their illustrious leader Grimjaw. Part of this contract binds you to provide a clear passage through the sewer system to Sollard's estate and provide guidance to that estate. With these words binding, I sign below in confidence.*

**Reynor Slimblade**

- In addition to the letter a [map](#) of the Foggyton sewer system is found. It gives guidance for travel through the tunnels and tells of some nasty creatures that one may encounter while there.
- In the desk drawers the party finds a bottle of black liquid, parchment, a brass key, a fake beard, sewing needles, a spyglass, writing ink, quills, and a magnifying glass.
- Party moves cautiously to another room that is connected to this one through a tunnel. Party finds another bed that is unmade and appears to have been recently occupied. There is depression in the bed the shape of a body and there is a note on an over turned crate next to the bed that reads:

*Dearest Illian,*

*I must not delay in this, so I will be direct. A group is pursuing me from the nearby town of Pedon. They have obtained a note from Korman telling of my plans to assassinate Sollard. It was brought to my attention from members of the guild in Trailmeet that Korman had tried to buy his life, freedom, and protection from the guild with news of my plans for Sollard's demise. He had hoped to get Sollard's support, but instead felt my sting. I am lucky to have caught up with him for I may have been imprisoned again by that tyrant of Foggyton! I'm not sure if Pedon's militia has been alerted or not. I was also able to kill Korman before he could tell anyone the location of our hideout.*

*I have a bit of ransom tucked away in the well room if our friends should get too close. The dogs are about and have been fed. Please see that they are alert and wandering - Damn beasts like to sleep too much! Be alert and ready to leave quickly if anything unusual should happen. Be cautious as to I'm not sure of the strength of this group. Hopefully, the orcs will kill or injure them enough to convince them to give up their pursuit. Stay in place regardless of the situation. If you are pursued, flee to the farmhouse and I shall meet you there.*

*Must go now. Again, stay in place until I return. Within the week my dear, my father will be avenged!*

*Love,  
"R"*

- Party finds another room that appears to be a storage room. Behind a crate the party finds three boxes containing gems, coins, and a [map](#) of a wealthy target in Trailmeet.
- Party finds a room with a [rope ladder](#) that leads to floor in abandoned farmhouse.
- Party returns to surface and finds Gylord unconscious and the horses from the barn missing.
- Party immediately resumes journey toward Foggyton.
- Party meets a clay merchant traveling by wagon from [Foggyton](#) to [Pedon](#) and then onto [Mostan](#). His name is Falstaf and he offers to sell a clay pot to the party. He warily keeps an eye on the group. He bids them safe passage.
- Party camps at nightfall.

#### **Personalities Met:**

Falstaf - Clay Merchant (Large man about 6' 7", 260 lbs.)

Gredlon - Falstaf's guard. Deaf w/patch on left eye.

#### **12 Ulban, 720 CT**

- Around midmorning road begins to turn west. Swampland begins on the north side of the road. Party splits. Calaris, wanting to meet with his council, separates from group and heads south into the thick woods of the [Vast Forest](#). Gylord and Saelannas go with him. Jy and Raglin continue to travel west toward Foggyton.

- Jy and Raglin camp at nightfall.

#### **Calaris Separates From Party**

- Calaris, Saeleannas, and Gylord split from Jy and Raglin and enter the Vast Forest heading due south. After a few hours ride, group encounters a large talking tree that bid them passage to journey further into the forest. Group learns that an excessive amount of large vicious wolves have come down from the mountains
- Group stops to watch two "horsemen" chasing two large wolves through forest to the north.
- Within an hour, group approaches what appears to be a campsite with a man crouched as if meditating.
- Remainder of group waits while Calaris approaches clearing. He stops to meditate and then talks with the man that was meditating named Kraveno.
- Kraveno informs Calaris that there is an unusual massing of orcs in the West Wood west of Foggyton.
- Calaris introduces Saelannas and Gylord to Kraveno. She agrees to stay in the clearing and wait for her contact to lead her to the Wood Elves Kingdom deeper into the Vast Forest.
- Calaris, Saelannas, and Gylord rest for evening in grove.

### 13 Ulban, 720 CT

#### Back to Jy and Company

- Jy and Raglin continue riding toward Foggyton. No encounters.
- At sunset, Jy and Raglin reach Foggyton. Before entering town, Jy has a plan to hide Raglin's identity in case Reynor is in town. Raglin puts on the fake beard that Jy found in the old farmhouse and poses as Jy's assistant and both proceed to Councilor Idwin's manor. They are turned away and told to come back again tomorrow by a guard at the gate.
- Jy and Raglin go to the [Sleeping Wyvern Inn](#) to get lodging for the evening. Jy meets a musician playing the lyre name Jaarl. Amazingly enough, this man has the same name as Jy's father, but it is not him. Jy is asked if he would like to accompany him in entertaining the inn's guests. Jy agrees.
- While entertaining, Jy scans the crowd. He notices an old man sitting in the far corner with a book. He also notices that there is a group of rather loud patrons on the far side of the common room and takes note of their behavior.
- Jy, after a warm welcome from the crowd of patrons, moves to the bar for a glass of wine and is greeted by a man named [Glog](#). He is disheveled and covered in what appears to be tar. He says he works as a ship hand on the Sea Splitter. Glog invites Jy to accompany him to his table to meet his friends. The same table that all the noise was coming from earlier. Glog introduces his friends as Vrag and Gallen. The group has fun playing cards and telling stories.
- Glog tells Jy about the Giant Isles to the north across the Rolling Water. Also tells about the badlands to the north that have entire nations of orcs and evil men. He reveals that there is an Isle of the Dead that is located just inside the mouth of the Sea of Horindal, across from the pillars of Golandor.
- In addition to world news, Jy finds out about a man that was chased by a "many-headed" beast north of town in the Grassfields between Foggyton and Gwellam.
- While Jy is talking with patrons, Raglin goes to find if there are any sewer entrances in the town and how easy they are to get into.
- Jy leaves the Sleeping Wyvern Inn and does a survey of the Councilor's house. He find nothing more than a guard on patrol inside of the walls. While lying on the wall, he sees with his elven sight a figure that looks to be a wolf, deer, or horse approach from the west and turn away.
- Jy meets Raglin and both go back to the inn.
- Jy meets and talks with Desonora (The captain of the Sea Splitter's daughter) and asks to meet her the following evening for dinner.
- Jy moves over to talk with the old man in the corner. His name is [Voragern](#) and is drawing sketches of the inn patrons for practice, he says.
- He shares his sketchbook with Jy and Jy sees that there is a sketch of the painting that he saw in the caverns under the old farmhouse.



- Voragern tells Jy about the political battle between Sollard and Forthenal. Right after Voragern finished his portrait, Forthenal was gone. Never to be seen again.
- After speaking with Voragern, Jy and Raglin bunk down for the night.
- Calaris leaves druid outpost and returns to trail south of the Brackbog swamp.
- Gylord Trollcrusher separates from Calaris and returns to Pedon.
- Calaris continues on to Foggyton and arrives late in evening. Goes to the Sleeping Wyvern Inn and contacts Jyhazen and Raglin.

## 14 Ulban, 720 CT

### Calaris Returns to Foggyton - Midnight

- Calaris wakes Jy and Raglin.
- Party goes to common room to discuss plans to enter the sewers beneath Foggyton.
- Dwarf at nearby table overhears party's plans and barges in on conversation boasting that he has a [map](#) of Foggyton that was drawn by the resident artist [Voragern](#). He introduces himself as [Samuel](#) and pulls a seat up to the table.
- A human in white robes comes from the dark cold outside and asks Galin for a single room. He goes upstairs.
- Human comes back downstairs and sits at a table and opens a book.
- Human asks Galin if he knows of any mages in the area. Galin replies that the only "mage" that he knows of is Dalnor. A renegade wizard that supposedly now inhabits an old guard tower north of [Gwellam](#) and south of [Konning](#) on the western shore of the [Sea of Horindal](#).
- Calaris approaches and asks Galin if he knows where Ivim the potter, can be found.
- Calaris invites human to table. Human introduces himself as Grant. Party asks if he would like to accompany them into the sewers.
- He agrees and party moves toward the [Church of Olamir](#) to enter sewers.
- Party arrives at church and knock on door. Door is answered by a female cleric, she asks group to wait and she brings back another cleric who is higher in the order.
- Party convinces clerics that they are exterminating the rats in the sewers under the towns. Clerics lead party to waste chute and party begins descent into tunnels below...
- Party follows tunnels and encounters something in tunnels making splashing sounds. Calaris and Samuel go to investigate. Splashing stops as the source ducks underwater.
- Calaris and Samuel retreat back to rest of waiting party.

- Party proceeds deeper into sewers. Encounter two “scaled men with lizard heads”. Samuel and Calaris rush foes. Both lose footing and fall, however they are able to defeat monsters. Samuel takes head and ties it to belt. Both Samuel and Calaris are covered in sewer juice.
- Party locates entrance to Sollard’s waste chute. Raglin throws grappling hook with rope up to top of tunnel and climbs to top of tunnel and then to top of waste chute. Find iron bars blocking way. Begins digging around bars to loosen them. Grant fires a spell to loosen bars. Samuel bends two bars but not enough to squeeze through opening.

#### **Party Separated**

- Calaris and Samuel decide to go to the front door of Sollard’s Manor. Encounter two men in tunnels arguing over a map by torchlight.
- Calaris and Samuel pummel two men into submission. They lie and say that they are on the two men’s side and were sent to the tunnels to clear them out. They give guidance to men to tell Reynor that the tunnels are clear.
- Calaris and Sollard exit tunnels via Church of Olamir and proceed back to Wyvern Inn to change and wash.
- Calaris and Samuel return to Sollard’s with “lizard head in a basket”. Met by guard named Gulham at front gate. He lets them in. Met by Darnag who asks further questions. Escorted to main room in manor....

#### **Back to Other Group**

- After climbing through bent bars. Jyhazen, Grant, and Raglin enter Sollard’s Manor through waste chute. Jy knocks out a sleeping guard with a crushing blow to face. Group drags unconscious guard into an empty room with bed and ties him to bed.
- Party continues into main room of Manor. Guards begin opening door and are entering room from outside. Group hides in another room.
- Jy takes unconscious guard’s helmet and goes to lay in guard’s post with blanket.
- Grant uses disguise ability to dress and act like a guard after taking clothes off of unconscious guard on bed. Raglin slips past guards in main room by moving silently.
- Party opens window and exits building. Circles to front door and enters with Grant posing as guard escorting Jy and Raglin....

#### **Party Reunited - Morning**

- Jy, Grant, and Raglin are shocked to see Calaris and Samuel sitting at a table dried and clean.
- Sollard enters room, wheeled in by Darnag.
- Party explains plot and shows Sollard letters. More than enough evidence, however Sollard merely brushes it off as another hoax or prank. Obviously, this is not the first time that his life has been in danger as



Councilor....especially being the leader of a town that is booming and has potential for riches.

- Party leaves Sollard's manor escorted by Darnag and Gulham to the front gate.
- Party returns to Sleeping Wyvern Inn for rest.
- Party finds out more [rumors](#) while in inn. Find out about Sollard being a former leader in the Golanorian army and playing a key role in the Siege of Castle Volg in the northlands.
- Grant goes to town market to get supplies.
- Gladiator announcement is posted in the Sleeping Wyvern.

***-Hear Ye, Hear Ye-  
Regional Trainers & Warriors Needed***

***The Baron Eldron Thunderheart from Donnington has requested Trainers and Warriors for the gladiatorial events held in Belanost, Belanast, and the City of Golan-dor. Your team will represent Foggyton and the region in the events that will begin on 13 Talaras, 720 CT.***

***Wizards need not apply as the arcane arts are disallowed in the events. All warriors are welcome, especially those warriors with fighting experience in actual combat against monsters or in military combat. Pay is 2 Golden Royals per full day of training given. Warriors are paid in event winnings.***

***For more information, see Magistrate Falnaar at the Guard's Tower.***

- Jy meets Desonora at Voragern's studio. Sees a portrait of his father there.
- Jy asks who some of the older inhabitants of the town are and Voragern suggests that Jy speak with an old farmer named Magothy.
- Jy and Desonora return to Sleeping Wyvern. Voragern goes to contact farmer Magothy.
- Jy entertains the crown at the inn with a story of romance and heroism.
- A large man enters the inn with a large wood axe strapped to his back. The party later finds out that his name is [Boronaf](#) and he is a logger in town.
- Jy is introduced to farmer Magothy. Finds more information on Sollard's changed personality and confirms how he used to be.
- Calaris and Raglin go to shoreline near entrance of sewers and wait.
- Calaris spots, with his elven site, two figures moving down the beach toward the sewers. The figure stop and then run into the nearby woodline. Calaris and Raglin pursue but can't find figures.
- Jy joins in a dice game with Glog, Vrag, Gallen, and Boronaf called The House

of Fortune. After several rounds, Jy departs game and joins Desonora for the remainder of the evening.

- Remainder of group finally come in from shoreline and goes to sleep for the evening. Raglin has to find somewhere else to sleep for the night (wink).

#### **Personalities Met:**

Galín - Barkeep of the Sleeping Wyvern Inn.

Jaarl - Good natured musician in the Sleeping Wyvern.

[Glog](#) - Loud, roudy, and outspoken shipmate from the Sea Splitter.

Vrag - Rather large and slowwitted shipmate from the Sea Splitter.

Gallen - Bullying and sarcastic shipmate from the Sea Splitter.

Desonora - Inn maiden and Sea Splitter captian's daughter.

[Voragern](#) - Master artist that has retired from the Golandorian court. He paints everything within the town limits of Foggyton. He painted the portrait of [Forthenal Seawind](#) that the party found in Reynor's hideout.

[Sollard Idwin](#) - Councilor of Foggyton. Old gnarled man in wheelchair. Difficult to convince of an assassination attempt.

[Gulham](#) - Town guard on duty at Sollard's when PCs brought warning to Sollard's attention.

Darnag - Town guard leader on duty at Sollard's when PCs brought warning to Sollard's attention.

Farmer Magothy - Old Foggyton farmer. Been in town for more than ten years.

[Boronaf](#) - Large logger carrying wood axe in the Sleeping Wyvern. Gambles briefly with Jy.

#### **15 Ulban, 720 CT**

- Party wakes in midmorning goes downstairs for breakfast and finds a [regional map](#) left by Voragern for the party.
- Party stays in inn during morning.
- Loremaster announcement is made at noon and posted in inn.

#### ***Loremasters!***

#### ***Your Finest Opportunity is Upon You!***

*The Greatest Loremaster, Dalmanaus Corentheas, Master of Archival Affairs, Regent of the Queen's Historical Research, and Chronicler of the great Kingdom of Golandor has sent word that he is seeking loremasters that wish to chronicle the lives of their rare and unique adventurers.*

*If you are indeed a loremaster, travel often you must, and serve well with a quill, then go to Sleeping Wyvern Inn on the night of 15 Ulban, 720 CT. Arrangements will be made there on compensations for your efforts. This is not an opportunity to be missed!*

*For more information, see Magistrate Falnaar at the Guard's Tower.*

- Afternoon is uneventful as Jy goes to guard tower to inquire about loremaster opportunity.
- Evening approaches and party stays in inn. Jy speaks with Magistrate Falnaar at Sleeping Wyvern and agrees to a contract that will pay him 100 Golden Royals for every three months of adventuring log written in his hand.
- Party greets Baronaf as he invites himself to their table. He tells of an adventure that he went on "in his younger days" in the Blacktooth Mountains. He says that he was attacked by a huge monster that threw fire out of its backside at him. He was able to finally wedge his axe between the beast's eyestalks and pull apart its mandibles with his bare hands to kill the thing.
- Gulham enters inn and goes to bar to talk to Galin, the innkeep. Jy approaches bar and asks if he remembers the party's visit to Sollard's and talking about assassination attempt, Reynor, or anything that they discussed the morning prior. Gulham acted as if he couldn't remember or chose not to. He brushes off the assassination attempt as a "frequent occurrence" and that it has happened in the past and assures Jy that something will be done.
- Gulham leaves inn. Boronaf is approached by party to lead them into the West Woods to look for orc encampment. He refuses at first, but is convinced and agrees to go.
- Calaris goes to Ivim's pottery house and finds a note for him and the rest of the group to go to his house on the northern edge of town.
- Party arrives at Ivim's house. Ivim is wary that others may be listening and shows caution in what he is telling party. He mentions that the name of Forthenal's son was Gillak and that he had never heard of a son named Reynor. He explains that Gillak was arrested for killing two militia men and was imprisoned by Sollard for over a year before he escaped and was never found. Ivim warns that evil lurks on the new moon.
- Party returns to Sleeping Wyvern. Party creates a plan to delay the orc attack on Foggyton by creating a forged note from Reynor to Grimjaw, the orc leader, asking for more time to clear the Foggyton sewers. Jy talks with Voragern about forging the letter and confirms Forthenal's son's name as Reynor.
- Party packs for tomorrow's travel into West Wood and then retires for evening.

## 16 Ulban, 720 CT

- Party wakes and waits for Boronaf in Sleeping Wyvern.
- Archery contest is posted:

*-Come One, Come All-*

*Queen's Day quickly approaches us and it is time once again to gather the best archers in the land to compete in Her Majesty's Honor at The Annual Foggyton Archery Contest. Come celebrate Her Majesty's 31 years of gracious reign and show us your skills in archery.*



*Bring your comrades, friends, and family to cheer you on at this highly competitive annual event held on the open fields next to Ogrim's Farm near the Sleeping Wyvern Inn.*

*Prizes in category are:*

*First Place- 30 Golden Royals, Fine Leather Quiver with Arrows.*

*Second Place - 20 Golden Royals.*

*Third Place - 10 Golden Royals.*

*May the Luck of Anwa shine upon all participants  
2 gp per entrant*

- Party cannot wait any longer for Boronaf and begin journey into the West Wood.
- About midday, party discovers a circle of rounded boulders with a hole dig in the center of the circle. In the hole were a variety of dead bird carcasses. Calaris believes it may be a place of sacrifice or ritual.
- Party travels rest of day and camps. Watch order: Raglin, Jy, Samuel, and Calaris.

#### **17 Ulban, 720 CT**

- On Samuel's watch, he smells something foul, but familiar, outside of camp in the darkness.... he wakes remainder of party and moves through the darkness to investigate. Hears a twig break nearby, then encounters a group of orcs moving up the hillside toward the camp. Raglin remains behind in total darkness as rest of group moves to meet orcs. Party slays orcs (6). Nothing of value on them.
- Party remains awake as Calaris checks area for tracks. Finds nothing.
- Jy feels that it would be wise for someone to be in town during the archery tournament in case Reynor attempts assassination. He departs from group and travels alone, back to Foggyton....
- Remainder of group presses on to the west. Encounter another group of orcs (6) and slay all in a near fatal battle for all. Calaris heals Raglin and Samuel and they too, decide to return....
- Jy arrives in Foggyton and goes to marketplace. Festive music is being played accompanied by dancing. Many stands are selling goods. Jy meets Desonora there and dances with her. She tells him that Galin, the innkeep, was bullied by two town militia men and that the town watch has been increased. Buys a crystal globe for her. He goes to buy arrows at the Equipment Post.
- Rest of party arrives in Foggyton. Party rests and washes at Sleeping Wyvern.
- Party goes to archery tournament. One competitor, a female, is thrown out for attempting to use magic. Jy competes and wins, beating Angoran, the six year champion by 4 points.
- Awards are given and Jy announces that drinks are on him back at the Sleeping Wyvern.

- Party meets [Engan](#), a cleric of [Olamir](#). He weirds out Jy, who doesn't want to speak to him, but does out of kindness. Rest of party pretty much ignores him.
- Party meets an elven wizard named Seth.
- Several inn patrons cheer for Jy and many approach to give praise to his outstanding performance at the tournament.
- Sollard asks to speak to party within the hour at his manor.
- Party draws up a plan for Raglin to sneak in and gather information and to be in place in case something should happen. Samuel, Jy, and Seth wait until Raglin is in place.
- Raglin and Calaris go to Ivim's cottage to tie horses there and ask for Ivim's support. They wait for dark.
- Calaris waits outside Idwin manor walls while Raglin goes inside.
- Raglin uses grappling hook to scale ten foot stone wall and uses mirror to look over. After getting over wall, he waits in shadows at tree, then moves to outside wall of manor. He looks through a window using mirror and sees Councilor Idwin, Darnag, and Gulham sitting around fireplace. Another guard is sitting at a nearby wooden table. Guard suddenly appears while doing rounds and Raglin has to move around corner of building in shadows. Guards passes. Raglin moves to another window on same side of building and finds it unlocked. He opens it slightly and the wood squeals. Raglin stops and uses wine from skin to stop the window from making noise. He enters manor into a dark bedroom (same room Grant took clothes from guard earlier). He crack door to hallway open slightly and can hear Sollard and others talking in a grunting type of language that he had never heard before. Guard begins to return to room that Raglin is in. Raglin barely gets out of room before guard comes in. He moves back to the window in the same room as Sollard and the others. He slips through window and hides near a low cushion-covered bench.
- Jy, Samuel, and Seth arrive and are invited by the Councilor in. They sit at a table close enough to Raglin that he can reach out and touch Jy's ear.
- Sollard asks party if they are willing to enter the West Wood and get a report of how many and their location.
- Party stalls and says they will give an answer in the morning.
- Party returns to Sleeping Wyvern and meets Angoran, Boronaf, and Engan. All are willing to go on search in the West Wood for orcs.
- Seth finds a familiar.
- Party rests.

**Personalities Met:**

[Engan](#) - Cleric of Olamir that wants to go to West Wood with party.

[Angoran](#) - Six-time archery champion that was beat at archery contest by Jy. Will guide party into West Wood.

### 18 Ulban, 720 CT

- Party is greeted early by Angoran, Boronaf, and Engan in the common room of the Sleeping Wyvern. Bononaf buys a round of Wyvern Ale for everyone to celebrate the beginning of the journey into the West Wood.
- Jy, Sam, Raglin, and Calaris leave Sleeping Wyvern and visit Councilor Idwin to confirm their decision to enter the West Wood and scout for orc war parties.
- The party meets Sollard in his manor and agrees to go to the West Wood. As a form of greeting, Sam pulls on the Councilor's beard (A chance to see if it is real or not, it is, of course).
- Party departs on foot out of Foggyton heading west into the West Wood. Party finds a pile of orc skulls that are weathered and stripped bare. Angoran says that this is a marker means to turn north. No other encounters.
- Party camps and rests. Boronaf tells stories and of a past love that he left behind in Donnington.

### 19 Ulban, 720 CT

- Party continues to travel north. No encounters. Party become relaxed and feels the West Wood is not living up to its name.
- Party camps and rests.

### 20 Ulban, 720 CT

- Party continues to travel north. Jy spots a glint of something shiny on the next hilltop. Angoran and Sam go to investigate. Party finds that it is a rusted helm hanging on a spear driven into the ground. Party removes helm. Angoran believes that it is similar to the helms worn by Foggyton's militia. Party continues north.
- Party camps and rests.

### 21 Ulban, 720 CT

- Party travels north. Near the end of daylight, Angoran scouts ahead and returns saying that they are approaching the home of his friend that can lead the group to the area the orc area patrols are concentrated in.
- Party is introduced to [Zembou](#). Zembou leads group back to his shelter, which is nothing more than a hole in the earth. After introductions, he extends a welcome for the group to stay with him over the evening and that they will leave at daybreak for the area where the orcs have been patrolling.

### 22 Ulban, 720 CT

- Party travels southwest. Near mid-day, Angoran and Zembou separate from group and scout ahead. They return with news that a group of orcs are located in a small depression four hills away.
- Group investigates and creates a plan to attack the orcs from both sides. Sam and Boronaf separate from group and circle around orcs to create a diversion



in hopes to catch the orcs by surprise while remainder of group lies in wait to ambush fleeing orcs.

- Sam and Boronaf charge into orcs, some flee, others are stunned. Fleeing orcs are shot by Jy from a nearby treetop. Orcs are defeated.
- Party continues on for remainder of day without encounters.
- Near end of daylight, party finds a large cliff running north/south impeding their way to the west. Sam and Raglin volunteer to climb cliff. As they near the base, they see the entrance to a natural cave. Hidden from view by the foliage, the cave could not be seen from a distance and only by moving fully into the brush is it found. As the group draws near the entrance, the slightly putrid smell of rotten food or a dead animal enters their nostrils. As they peer into the darkness beyond, they notice on the ground, the booted footprints in the dried mud of many bipedal creatures that have frequently and recently entered and exited the cave.
- With Sam leading the way - Sam, Boronaf, Raglin, Aragorn, and Engan move into cave's entrance.
- The cavern entrance narrows till only one person can fit through one at a time. The dark granite cave walls look and feel rough and the party can't help but brush against them moving deeper into the cavern. As the amount of air from outside becomes less, the musty smell of mildew and fungus grows stronger. The cave is absolutely silent.
- Suddenly, two crossbow bolts fly past Sam, one striking Boronaf in the left arm. Then in Sam's darkvision, two orcs appear wielding longswords and close for attack. Sam kills both with his axe and chases a third down through the natural caves.
- After defeating their ambushers, the remainder of the group sees that they are in an irregular room. A musty dark brown fur from some large animal lay bunched across the floor from the natural tunnel that you entered. Two small wooden casks or barrels are turned on their sides with a crate between them acting as makeshift table and chairs. Two metal mugs of ale and a half-eaten block of yellow cheese sit upon the crate along with crudely carved bone dice. The cheese has a rusted knife wedged in it while another rusted knife sticks into the top of the crate. Beyond the room, the cavern splits with both leading into the darkness beyond. Set on the far wall is a metal helm with an iron spike attached by a thin rope.
- Jy and Calaris hear a loud whistle from outside and two orcs move toward the cave's entrance to trap and ambush Sam and the remainder of the group inside of the cave. Jy calls out to group in cavern that it is a trap and manages to dive upon one and beat its head against a rock, knocking it unconscious. Calaris moves in to attack the other and is bull-rushed over, falling to the ground. Jy kills the beast with his rapier before it can get inside to raise alarm and attack the others in the cave.
- Sam, pursuing the orc through the narrow tunnel, can see firelight bouncing off of the cavern wall ahead sending eerie shadows dancing. Some corners of the tunnel are in darkness where the firelight cannot reach. Skittering around the rocky edge of the wall, Sam encounters a large group of orcs crowded around a medium sized bonfire from which the gray smoke floats

lazily overhead toward a hole in the ceiling. They are seated on crates and a crude bench holding wooden spits with meat on the ends. He hears them talking in a guttural, throaty tongue that echoes off of the stone walls, however it is difficult to decipher from this distance. Next to the fire the fresh remains of a deer lay gutted with parts of its fur missing. Further scanning of the cavern, he can see several wooden barrels, casks, and crates scattered among natural rock columns and many low-hanging stalactites jutting from the jagged ceiling. The smoothed, but dirty stone floor is littered with numerous half-eaten carcasses of different types of small animals including birds, rabbits, and squirrels. Several straw mats line the floor and act as makeshift bedding for the beasts, however, for an orc this means comfort.

- Setting his stance for battle, Sam lets out a loud battlecry that is answered equally by the orcs as they charge. A great battle ensues. Sam cuts through the first wave of foes and is finally aided by Bornaf and the remainder of the group who can hear the battle echoing throughout the caverns.
- A larger orc, apparently the leader, joins into the fray from another cave entrance, battling Sam accompanied by Jy while another orc dressed in tattered robes wearing face paint appears and moves in to attack Raglin, Calaris, and Bornaf. Bornaf closes in to attack from the flank while Raglin directly squares-off with the oddly dressed orc. With a wave of the orc's hand, Raglin runs towards the back of the cavern seeking shelter from the "demon" that has suddenly appeared before him. Cowering behind a column his whimpers echo from the stone walls....
- After this the painted orc retreats into a cave where Bornaf pursues accompanied by Angoran. A few moments later, Bornaf emerges from the cave dragging the body of the dead orc.
- The battle is over....
- Party searches dead orcs find a few polished bones on the orc wearing robes.
- Party searches contents of casks, barrels, and crates. Finds out that all of these items have the emblem of Foggyton on them.
- Inside casks, party finds ale, cider, and oil. Sam rigs a "fuse" to an oil cask for later use....
- Party moves to southeast cave from main cavern. The tunnel ends in small cave with rough dark natural walls of granite like the rest of the complex. On the walls, however, are scrawled in an unknown tongue are many characters, glyphs, signs, and figures. They cover the walls to height a head taller than a man and end abruptly beyond that height. Amid several piles of bones and scraps of paper, they see a rough straw mat on the floor next to an empty crate turned on its side. On the crate are a few pieces of parchment, a quill with dried ink on it, a few bones that are polished a bright white with painted designs on them. Next to the bones are an empty tin cup and a half-eaten wedge of cheese. The room smells of sweat and smoke.
- Sam takes small polished bones and a parchment with writing on it. Jy tries to decipher it. Party moves back to large main cave.
- Party moves to north tunnel. The narrow tunnel leads to an open room with a ceiling that is beyond the range of their light. Rubble litters the floor in

the center of the room along with the half decayed remains of what looks to be a human man. The carcass is decomposed and looks to be frozen in an uncomfortable position wedged between two large rocks. The musty smell of mildew and rot smells to a point of revulsion. One rock partially covers the body's head, while the other is resting on its right shoulder. Sam sees the glint of something shiny catch the light source.

- Raglin joins Sam with body. Begin moving rocks. Boronaf comes to look and get too loud causing a cave in. Sam grabs a scroll case from body before cave in closes off tunnel.
- Party returns to large main cavern and turns down northwest cave. As they proceed, the faint smell of something foul overtakes them.
- Group finds a dead orc with several puncture wounds behind barrels. Barrels contain oil, vinegar, and ale.
- Group moves to another nearby tunnel and is ambushed by a crazed orc apparently in hiding. Boronaf finally kills the orc after much struggle.
- Group proceeds to a small circular cave with a plain straw mat and unlit bonfire as the only furnishings. Small bones, pieces of wood, paper, straw, and dirt litter the floor. Piled against the far wall of the cave in a loose jumble are what appear to be wool blankets. Also, leaning against the rough wall near the blankets is a large spear with a rusted tip and warped wooden shaft. The air reeks with the thick smell of a foul animal.
- Sam inspects the blankets and finds several Golorian coins. Raglin secretly finds a key.
- Group moves to southwest cave and is hit with the faint smell of something foul as the corridor thins to about 5' wide and the rock walls close around. After about twenty paces, the thin tunnel finally ends in an open cavern that is roughly circular in shape with a high ceiling yielding many jagged stalactites. In the center of the open cavern, the corpse of a humanoid is lying among small piles of bones and other half-eaten carcasses of small game animals. On the floor of the cavern appears to be the black thick hair of some animal. From the far corner of the room, beyond the light, they hear a deep throaty growl.
- Two worgs attack party. Party kills worgs. Discovers that carcass is that of an elf.
- Group moves back to main cavern and follow a small tunnel off to the south of the main cavern, they travel about 15' before coming to a set of rusted iron bars set across the entrance to a medium-sized round cavern with rocky walls. Beyond the bars is a thin old man in rags sitting against the far wall of the cavern. He appears to be sleeping with his head bowed low. His knotted gray hair hangs down over his face and his outgrown beard lay in a tangled mess across his chest. If outstretched, his beard looks as if it would touch his toes. The old man stirs and slowly raises his head. He squints at your light source and raises a dirty frail hand to block the light from his eyes. In a thin voice, his parched lips say in agony, "No, not again, please, I beg of you! I cannot.... go on." After this, the frail old man collapses to the floor in a heap.

- Raglin uses key to open cell. Boronaf grabs old man and carries him out to main cavern. Group decides to leave caverns. Party splits with Jy, Calaris, and Angoran taking the old man outside. Sam, Raglin, Boronaf, and Engan remain in cavern and check a missed cave branching off to the north.
- After following a twisting, turning passageway, the party comes to part where it widens into a medium-sized cavern with piles of rubble lying strewn about the floor. The room smells of smoke and soot. The walls and part of the floor of the room appears to have been blackened by smoke from a great fire. In the blackened soot, rough handwriting is scrawled through the ash. It covers many parts of the wall and seems to repeat in places. Ashes lay in small piles throughout and amid the rubble on the far end of the room you see what appears to be a long thin greenish-gray arm protruding ungainly in the air. The handwriting on the walls reads:

*Lead us Grrunosh. Hlog was here. Grimjaw is mighty. Trolls die here. Death to all. Molbag was here. Eat my sword troll. Grrunosh shall live. Grrunosh follow Grimjaw to Fogtown. Old one lives to make steeds for orcs. Forgotten tower build again.*

- Party regroups outside caves. Sam goes back into cave complex and sets up oil barrels to ignite them. Sam flees cavern. Cavern explodes.
- Party camps. Old man remains asleep.

### 23 - 26 Ulban, 720 CT

- Party, led by Angoran, travels toward Foggyton. Along the way, old man awakens and fights with party to kill him. He falls unconscious again. Party has no encounters. However some party members have stranger dreams. Group arrives in Foggyton late afternoon on 26 Ulban.
- Party decides that it would be best to keep old man out of site. Jy has a hunch that it is Forthenal Seawind.
- Raglin attempts to break into Ivim's cottage to hide the old man.
- Jy goes to Voragern for help. Voragern is painting a portrait of an old woman who he introduces as Widow Hazel. She tells Jy that he is very polite like her late husband Winford, who died while battling a goblin raiding party. She says that Winford fought by the side of Foggyton's old councilor, Kendrick Hagenthorp.
- Voragern returns with Jy near Ivim's house and identifies the old man as Forthenal Seawind, Reynor's missing father.
- Angoran and Engan leave group to go on their own business.
- Group moves around outside of town and comes in from the south to the Sleeping Wyvern.
- Jy goes to bar to order Wyvern Ale for everyone. Galin asks Jy if he has seen Desonora and that she hasn't been to the inn for two days. He explains that this is very uncharacteristic for her.

- Jy goes to Desonora's cottage and breaks in. He discovers nothing out of place or disturbed.
- Jy returns to inn to wait for Glog. Sam and Calaris go upstairs with Forthenal. Raglin leaves inn to "explore town", he says.
- Glog arrives at inn and says that he hasn't noticed Desonora missing. He drinks at table with Jy.
- Raglin returns to Sleeping Wyvern rather alarmed and out of breath. He goes up to bar for an ale and Galin hands him a note from an old man that was in asking about him. The note reads:

***Raglin Farthing,***

*It has been brought to my attention that you intend to leave the guild. What say you in this hasty decision my friend? Your decision to leave is a poor one. Leave the guild of Vorlag and you will surely meet the same fate as Korman. Death will surely and swiftly come upon you when you least expect it. This is a promise....*

***Reynor***

- Raglin, alarmed, shows the note to Jy. Jy writes a note in orcish that reads:

***Reynor,***

*We have your father. He lives as long as Raglin is safe.*

- Jy gives note to Galin for the old man.
- Jy and Raglin move to upstairs. Jy rigs room with alarms on door and window and wait....

## **27 Ulban, 720 CT**

- Midnight....
- Jy and Raglin alternate watches. Raglin investigates footsteps in hallway. Nothing significant occurs.
- Group moves to common room to eat breakfast. Jy speaks with Forthenal Seawind who seems to have awaked from his slumber and seems less mad than before. Master Seawind tells Jy of an old tower that used to stand where Foggyton is now. He explains that there was a large pile of rubble from the tower when he arrived. The Church of Olamir and the councilor's manor are built from these stones mixed with others from a nearby quarry.
- Jy returns to common room to eat and is later joined by Forthenal.
- Breakfast is interrupted by a loud scream outside. Group investigates and finds a woman being attacked by a large crocodile. Party manages to injure crocodile enough to chase it away.
- Calaris heals woman and Jy assists woman to Church of Olamir where she is further healed by Engan. She says her name is Whilamina. Jy returns to Sleeping Wyvern.