

Session: 2

Date: August 15, 1999

Campaign Date: Last 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 (in absentia)
Turloe Dwerk: human, fighter, level 1, Steve Sipe
Baldubulous the Incomprehensible, gnome, thief/chemist, level 1/1, N, NPC
Morko Muzz (aka Pointy-Head), human, thief (assassin kit), level 4, NE, NPC

Log:

Turloe Dwerk was accompanying a mercenary company hired by Duke Ehyeh to clear the road from the Tenh forces in Phost Keep to the free town of Redspan. When the company was ambushed by a large force of goblins and orcs, Turloe alone cut himself free, killing four goblins, and escaped into the wilderness. After walking for a day or two he chanced upon the burned out farmhouse where Morko and the adventurers were camped.

Meanwhile, when Longbowan casually mentioned that he had killed the goblin prisoners during the attack on the bugbear chief, Arges grew quite angry. Arges confronted Longbowan and a fight broke out. Longbowan wounded Arges, but Arges struck a mortal blow and killed Longbowan. Arges proceeded to hurl Longbowan's body out of the farmhouse window. The remaining adventurers rifled his gear and chucked out what they didn't want. The surprised Turloe picked up Longbowan's bedroll entered the house and convinced the party to allow him to join them in place of Longbowan.

Once again Balamour sneaked into the goblin cave, but this time there were four guards, who were ready for him. He killed them all, while yelling for help, but took several wounds. The party then proceeded down the stairs, only to be blocked by a group of 4 spear-goblins and 2 goblin archers. Because the goblins could move into close order 2 wide across the corridor with archer support and the party could only advance one at a time, the goblins managed to drive off the adventurers, grievously wounding Arges and dealing additional wounds to Thorin and others. The party fled the caverns and returned to the farmhouse. Low on food, they sent Balamour and Turloe out to hunt. They failed twice to bring down some wild pigs, but did manage to kill 3 squirrels.

The goblins, however, now under the leadership of Bokkil the human-eater, a goblin shaman, decided to hunt the party down. Bokkil sent a force of 22 goblins to attack them in their camp. The goblins poured simultaneously into both entrances of the house, but Arges had a plan in place, the party whipped up the two riding horses and two mules and sent them galloping into the midst of the goblins. This killed two or three goblins and threw their advance into chaos. The horses were wounded and both mules ran off, never to be found again. Thorin

had rigged a log-deadfall trap over one of the entrances, but the trigger mechanism failed and it did not have effect. The party then vigorously attacked, killing all the goblins without fail. Melfred, who had accounted for six of the goblins with his Color Spray spell, was seriously wounded in the fight, but all the other adventurers received only minor wounds. Morko, who is a notoriously heavy sleeper, managed to wake up in time to kill one goblin with his dagger. At one point in the fight, for some reason, Arges panicked and stood motionless, but he soon recovers, accounting for several of the goblins and leading the pursuit of the fugitives.

After several days of recuperation, the party once again attacked the goblin lair. Now that the goblins were largely depleted of fighting strength, the party found little opposition. Exploring one tunnel, Arges pushed a trigger lever and brought a boulder down on him and Turloe, causing some minor bruises and great irritation, since they had been previously warned not to push this lever by a goblin prisoner. They freed some kobold slaves and a dozen human prisoners, including two barbarians who promised to remember the party well for their favor. They also freed a gnome adventurer Baldubulous the Incomprehensible, who agreed to join them.

The party then tracked down Bokkil the Shaman in his shrine and attacked him and his guards. However the shaman threw a Hold Person spell on the party when they were still in the hallway. The spell froze Arges, Balamour and Turloe in place and blocked the rest of the party's advance. Thorin managed to squeeze forward and healed Arges after he had been cut down; Thorin then stood at the vanguard defending his frozen companions until the spell wore off. Meanwhile, Melfred produced the Black Skull of Gilbro, a magic item looted from the Bugbear's lair, and used it to pelt the shaman with magic energy bolts until the goblin leader died. Melfred himself was nearly put out of action using the Skull, since it causes him some damage for each energy bolt produced. Once the spell wore off the fighters dispatched the remaining guards with ease. The party then camped out in the shrine for the rest of the day, allowing Thorin to regain his healing spells and heal some of the wounds the party had suffered. The few remaining goblins in the caves then fled in terror.

Having healed, the party then discovered the goblin treasury. Since it was locked in large trunks the last goblins were unable to carry it off. The party handed the keys to Baldubulous who opened the chests but was wounded badly by a dart-trap. The party recovered a moderate amount of money and various fine-crafted weaponry, but not the Warlord Blade, the object of the quest. In a secret compartment they found some more armor and weapons, and Baldubulous' gear.

In the back of the goblin lair the party then discovered a series of natural caves. In the first were three giant lizards, which the party killed. They proceeded forward and found a small alcove with a secret latch in the wall. Arges traveled forward and pulled the latch. A ravenous Giant Weasel leaped out and nearly killed Arges before Balamour, Thorin and Turloe killed it. In the cave beyond was another giant lizard, which was also killed. Searching this chamber, they found some treasure, had some problems with large hordes of

common rats and found a clutch of giant lizard eggs. Melfred claimed one of the eggs for himself and the party moved forward. There was a tapestry on one wall badly disguised as a rock face. Arges yanked it and it triggered a drop of several stones on the party, causing several injuries. They then killed two Bombadier beetles, the first was killed by Balamour's arrows, a bolt from Melfred's skull and a back stab by Baldubulous, but Arges, Thorin and Turloe suffered burns from the second beetle's acidic flatulence before it was killed. Finally they retrieved the Warlord Blade from a box deep in a pool in the last cave.

After resting several days in the farmhouse, they started back toward Redspan. Arges told Baldubulous to leave the party with his gear and some treasure, and not to go to Redspan. It was then that Morko executed his plan to betray them. The party was attacked by 7 of his bandit confederates with short bows. Several party members were hit in the initial volley and Thorin was knocked off of the wagon. The party then rushed to the attack, allowing Morko to slip behind Balamour and stab him in the back causing grievous damage almost to the point of killing him instantly. While Arges, Melfred and Turloe dealt with the bandits, quite unexpectedly a Hill Giant appeared and lumbered toward the combatants. Thorin meanwhile got up, and having seen Morko's treachery immediately charged him. Thorin kept Morko busy long enough for Arges to return and finish him. Thorin applied some bandages at the last possible moment and saved Balamour's life. Meanwhile, after the last bandit fell, Turloe tried to block the advance of the Hill Giant, and did some damage to the monster before being knocked out by its fist. Melfred shot a bolt or two from the skull, but it was Arges who managed to finish the beast with his two-handed sword.

The party was quite surprised to have found that Morko was not an enchanter at all but rather a thief. After reclaiming the Warlord Blade from Morko's body, the party quietly reentered Redspan and checked in to the Silver Falcon Inn for badly needed rest. Thorin, Arges, Balamour, Turloe and Melfred all reached second level.