

Session: 3-A

Date: September 6, 1999

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

These events are largely simultaneous with session 3.

Characters:

Melfred the Fantastic: human, mage, level 2, neutral, Chuck Fleurie

Miginty, Sam, Pig-Killer, and four others: human, level 0, neutral, NPC

Log:

Having returned to Redspann, Melfred decided to check into the Duke's Arms Inn rather than hang out with his comrades in the decidedly middle-class Silver Chalice. He met Nicolo of Ogurg there. Nicolo was on his way to see Baldubulous at the Silver Chalice, but told Melfred that an old family retainer from Melfred's house was waiting to see him. Melfred met with this man, "Frank the Cleaner" as he was called. Frank relayed a message from Melfred's father that urged Melfred to attempt to arrange for Melfred to get hold of some land in Tenh, to further the family interest there. Melfred's maternal grandmother was from a noble Tenh household, and if documentation could be "discovered" that gave claim to her family lands, these would pass to Melfred's house. Frank delivered his message and departed for Radigast City in Urnst.

Melfred then began to organize an expedition to claim some land. First he perused some sample land deeds at Blanco the Scribe's shop, and purchased some parchments and inks suitable for forging. Then he retired for the night. He was quite put out to find that his adventuring comrades Arges, Balamour, Thorin and Turloe had been imprisoned that night for murdering the luz ambassador to Redspann. At a loss for companions, he began circulating the word that he was interested in finding henchmen or assistants, and that applicants should meet him at the Duke's Arms in a week. He then went to the refugee camp and recruited 7 displaced peasants to act as his men-at-arms in the mean time. He outfitted the strongest two with battle-axes and large shields to be his bodyguards. Two more were given bardiches for heavy work, and the last 3 were given clubs and javelins for missile support. All seven were provided with leather armor and a supply of cheap, nasty travel food. Melfred himself of course would ride his horse and eat first rate travel rations.

Melfred set off into the lawless lands of Tenh with his seven men, searching for some likely land to claim. They were chased away from the nearby village of Kernburg by a crowd of angry peasants. Not far from the village Melfred, while walking his horse for a stretch, was surprised by a wild boar and wounded. One of the soldiers, now dubbed "Pig-Killer" cut the beast apart. And there was pork a-plenty.

Then they found a ruined manor house. Melfred ordered Sam, one of the javelin-men, to climb the watchtower. He reached the top and screamed. When Miginty was unwilling to charge to the top, Melfred himself ran up the stairs, used a spell to stun the three stirges there and barely managed to save Sam's life.

Melfred decided to stop at the terribly mysterious Grey Tower just a few miles north, but the mysterious masters of the tower would not permit the party to approach. They made camp in a stream valley and Melfred plotted their next course. After spotting the village of Umbrax, near the ruined castle, Melfred decided they should avoid it because of the presence of several Ogres (whose fate would be sealed in just a few days). Travelling eastward toward the goblin caves he had once attacked, Melfred finally found a suitable site for a land claim.

Returning toward Redspann, the party blundered across a sleeping troll under a ruined bridge. Melfred ordered the attack. The men rushed in, supported by bolts from Melfred's Skull of Gilbro. The furious blows rained down on the troll until it was killed and burned, but not before it had severely wounded one trooper and bit the head off of another. The victorious band returned at once to Redspann.

Once more in Redspann, Melfred paid his soldiers and gave them a share of the troll's treasure. He also purchased enough cheap food for the remainder of the month for them, and gave them some time off to heal wounds and enjoy their victory. Meanwhile the candidates for the henchman job had arrived, including Tito the Brave, Gorg the Barbarian, Old Frederick the healer, Ildigar of the Shadows, and a wood elf. Melfred, who was hoping for a priest, dismissed them all.

Having discovered that his allies had escaped prison, Melfred was happy. He however, decided to search the ruins of an abandoned shrine to the east. He and his six men headed out one morning, only to encounter a band of soldiers loyal to Duke Ehyeh. Melfred spent the day with their leader, Sir Bronk, but was dubious when he claimed he was going to compel the Grey Tower to swear allegiance to the Duke. Moving forward, Melfred's band attacked a small party of 14 hobgoblins, killing most of them, with one or two of the men seriously wounded. The band then made camp at the edge of the ruins.