**9/21/2019 - …and so it begins…**

One by one, and unbeknownst to each other, the group not yet known as The League has been called by Gundren Rockseeker to come to Neverwinter and perform a job for him. He and his two brothers are dwarves who are quite excited about something, and the job he has is to help escort supplies to a neighboring town. He only trusts the League for this job, because each in the League knows Gundren and have trusted ties to him within their pasts.

Each of the League set out to Neverwinter on their own paths, which have now crossed along the way in the town of Loudwater at the edge of the High Forest, and by pure coincidence they all wound up at the Green Tankard Inn to rest up for the night. The Inn is the main hang out spot on the south side of Loudwater. It's a lively place with a friendly reputation. The air is filled with the smells of food and wine as well as the sounds of music and conversation.

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**2019-10-05**

Gundren doesn't know Garav is dead, but Deak is answering his summons to go to Neverwinter.

Heading into Loudwater, mid day. Woodworking is a local industry.

Arya - Puck, Halfling Bard (Glamour). Business minded.

Kevin - Hugo, Halfling Monk, a bit anxious.

Anthony - Mairrin, Tiefling Rogue, returning urchin with a mysterious past

Josh - Deak, Human Warlock, a lonely traveler, but clearly a trustworthy fellow.

Deak drops off his mule (-2s), buys a shish kebab (-1c), and enters the Green Tankard tavern. He orders Redwine ale (-2s), Halfling bartender tries to sell me the mug for 2s, no thanks.

Marsh Leval, the bartender. Other halflings work here.

An urchin tries to pick my pocket, I grab him. The guards are useless and I let him go.

Meet two halflings, they're obviously chaotic, probably neutral, maybe evil.

They have good mead!

A tiefling joins us, we're all heading to Neverwinter.

Puck joins the woman performing (Tamlin).

Puck insults Tony and it gets quiet. Tony seems to have this tavern in his pocket.

6' tall regal woman with 2 hired muscle comes in. The useless guards acknowledge her. She likes the music. Takes her private booth and the owner fawns over her. The tall woman is Lady Moonfire, leader of the town, flamboyant. Maybe she's half elvish. An elderly dwarf joins her.

Hugo tries to cut a deal with her. Side quest. Retrieve Crown and Bracers.

The Dwarf is named Webster. Humbert’s Tower, north of here, full of death and jokes that go horribly wrong. Cross the river, day or 2 into the High Forest. Webster says never stop looking over your shoulder.

Puck and Hugo try to hire myself and Mairrin. 5 G. Sold!

Giant explosion outside. Goblins blew open the wall. How? Why?

Init 9

EB:1

Ooh, they have two spell casters.

EB:5

EB:7

We kill all the fighter goblins, but the casters bug out.

Who designed the city wall? There are no less than 5 corners where anyone could get next to the wall and not be seen.

Take the wounded to the temple of Sylvanus. Brother Gryphon heals Mairrin.

Deak bets his first name is really Merv.

Puck and Hugo go back to the bar and start talking. Curavar the Wizard, reading books in the bar. Didn't even notice the explosion.

Researching a ritual to prevent the return of an Ogre King. He says things like: "Beware the goblins I know they're coming for it." "In the Burrow!"

Mairrin goes to the slum corner of town to find that satchel he said he'd help out with. Has an encounter with Zork, the thief master.

Deak goes to the riverfront, and then to the Fisher Pub. Join a poker game. It doesn't go well.

1 gold for passage to Daggerford. Its a 2 or 3 day walk, so that seems kind of high.

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**2019-10-12**

The League decided to take Lady Moonfire up on her offer to find her crown and bracers somewhere in Humbert’s Tower. Humbert the Magic User is a jokester and is missing. Lady Moonfire smiles at that. Webster is a dwarf that works for Lady Moonfire and used to live in Humbert’s Tower. He left fearing for his life claiming “the House was out to kill him”.

Mairrin and Puck went on side mission to find the bag of coin Mairrin promised to return for a gentleman that had it stolen from him the previous day. Puck caused diversions as Mairrin stealthy got in and got the bag back. He returned the bag to the owner who turns out to be Tony from Tony’s Brews. Also, Mairrin couldn’t resist and stole coin from the Green Tankard Inn.

Hugo took a few drinks of Tony’s Home Brew and got really drunk before leaving for Humbert’s Tower. Thokk arrived and witnessed some shady dealings with a bunch of barrels that arrived on the same barge he rode in on. Noticed the same next day and saw Zark paying for the barrels. Deak stayed focused on getting to the Tower, and sleeping late still mourning the death of Garav.

Party visited local stores to stock up on supplies for the journey and spend Lady Moonfire’s Visa Gift Card to the group. Retcon to be role played at next session.

=======================================================================

**2019-10-26**

Shopping at Garwan's Curiosities

4 of 2d4+2 healing, 20 Gold retconned to free, 2019-11-08

2 of 2d4+2 healing, free

Puck gets potion of fire breath - bonus action 30' dc13, 4d6 fire, freebie!

Deak gets a Snake Cane, freebie. (Passed up pipes of haunting)

Box for Garav, Deak tell Garwan he's passed. He asks me his mother's name, Sheryl.

Long silvery rod of metal, vines, claws holding bluish spheres. (think it's a Rod of the Pact Keeper)

Thokk gets a potion of water breathing.

Mairinn gets a ring of resistance to necrotic damage.

Visit the smithy

Deak buys a buckler Metal/Wood, +1 AC, 10 G

Visit the general store

Calla Maran, owner, and Raumandar, stock boy.

Lady of Shadows (as the bad part of town is called) runs the mafia

Zark! and Tony?

Humbert info – Moonfire is involved in the shanigans

Calla doesn't know if she's in the Mafia

The Sims - automatons that Humbert made

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Humbert's tower is a 4 sided manor house with detached stable.

Some windows are boarded up, some are black, some have curtains of different colors.

1:00 pm

Mairrin sneaks up and climbs to the roof.

Deak completely fails to climb the rope. 2x, 3rd times a charm.

Pull the rope up.

Mage Armor!

Both windows are curtained.

In the courtyard are fruit trees in rows.

3 walls are shimmering with a silvery foggy glow.

Magic protection around the tower. Can't get a mage hand inside. Nor thieves tools.

We head back down, and around to the back. The door isn’t locked. There’s a magical laundry tub in the back room.

Sewing room

Kitchen. No guests allowed. Telescoping arms fetching spices from the garden.

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Exploring the teleporter network, but I didn't take notes here. :(

Some of us get teleported while trying to make off with a lock box we found in an office. We ended up in a room with chairs with shackles, and a large Mouth on the wall, which starts talking about good dental hygene.

==========================================================11/09

Hugo also got a potion of fire breathing at the curiosity shoppe.

Also, all the healing potions were free.

Hugo gets whacked by an arm in the kitchen for 1 hit, tries to get Bacon.

He asks the Sim to order it, and he/it does. Hugo takes 3 from the Bacon, but the eggs and sausage are delivered without incident. The olive oil bottle deals him 3 hits and breaks.

Large room with Giant Mouth on the wall.

Deak outs Lady Moonfire to the mouth when it starts asking us who we are.

It calls out “Koran Koran Hurry up.“

Door on the left opens up, enter a Stately dressed butler, Koran, "Why are you here?"

Deak explains honestly what's up – fetching stuff for Lady Moonfire.

Koran is the curator, works for Humbert, who’s missing.

"You're going to need some aids."

He unlocks a cabinet and pulls out medallions like his but lesser quality.

Guest Medallions, some protections.

If we help return Humbert, he'll reward us, and Humbert might as well.

A Bard's song will release Humbert, but how and where is unknown.

Humbert's medallion was on the 2nd floor next to a diorama.

There are other guests, they may help you.

We take the door on the other wall from the one that Koran used.

We now know where we are. Front hall, double staircase up, more stairs up from there.

View of the orchard, but somehow strange. Mosaic of glowing gem and gears on the floor.

Mairrin touches the wall/shimmering energy field, and pops thru. The orchard is bigger on that side. He touches the field again and comes back.

Hugh and Puck have been having drinks and getting the Sim sales pitch.

Huge room with a pillar, 4 2' diameter circles, northern one is white, 3 others are red.

Statues of heroes and fighters of the Krushian empire.

Puck poses next to a statue, the statue shouts out “Whoopee”, the plaque says Warrior Krushian

now says Whoopee Krushian (female writing on the Whoopee).

A warrior appears and points to a sign that says don't break the glass.

A sim appears, points a gun at Hugo and sprays him down with glue.

Hugo and Puck find a small pool room, with a masseuse.

Then loop around the teleporter and back.

They don't notice Deak, Mairrin, and Thokk near the teleporter pad.

Hugo takes 7 hits from the warrior who pointed at a sign that says No Running.

Puck puts it down.

We talk, and decide to head for the second floor.

The doors and windows disappear and spikes pop out. Medallions don't stop it.

Thokk tries to hack thru the wall. But wait, it's all illusion.

We head up to the second floor. Banquet room with gelatinous cube roomba. Red teleporter spot. 2 doors lead to a dinning room.

heroforge.com site for good quality miniatures.

5 doors on the long hall:

1 couches and pillow, bean bags, 2 chests: 1 wood, 1 leather

2 gold sitting room (guest suite)

3 red sofa and desk (guest suite)

4 green sitting room in green (guest suite)

5 blue sofa 4 chairs, desk, table (guest suite)

As we enter the dining room a sim appears, asks for our dinner order.

Open the door. There’s a sliding noise, and Deak get glued. DEX reduced by 2 for 10 minutes.

The door is open, and I see a serving pantry. There’s a white teleporter spot. Hugo steps on it.

10x20 room, 3 circles, he's on the middle one. Cupboards. He returns.

We check out the Gold room, next room has a bed with 2 more doors.

Left door dressing room, 2 closets, mirror, couch.

Right door - bathroom, shaving kit, hair tonic bottle.

Red room is a bedroom with bath and changing room

Green room same thing. Dressing room and bathroom, half height.

Blue room, 4 poster bed, 2 chests, dressing room / bathroom.

We start with the chests in the blue room, both empty.

Then the first room: unlocked chest: dice, cards, board games, etc.

The second chest is locked. When Mairrin puts in the lock pick, it screams, turns into his duplicate and tries to hit him, misses.

Init: 19

Puck hits it and it looks like him. It seems off balance and weaker than it looks.

Eldritch Blast misses.

We kill it. It looks like Puck, who killed it. We slice it, it's like a box of squid.

There's a plain gold ring inside it. Humbert Tower, room 77.

Deak puts on the ring. It doesn't come off. Whaaaat?

Let's go to the tower. Up to the 3rd floor. Corridor, mechanical whirring noise from both sides.

We see flying drones, 7 per side. Winged cylinders with points.

An arm comes out of the ceiling, grabs Thokk's axe. A mouth appears and says Nyah nyah nyah nyah!

Deak wants to leave, but the halflings want to stay and fight.

Deak takes 3 and get paralyzed.

Puck Inspires me to resist another paralysis attack.

Deak kills 1

Puck Inspires me again. Good for 10 minutes, not used.

We kill them all. Yay! We smell our dinner being served downstairs.

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11/16

It's 5 pm, this is October.

Hugo breaks a window with his frying pan, this one lead to a rock garden with a 100' drop off and

the sound of waves breaking. A glass conservatory, and something shadowy is moving around. It's

a 10' drop (ground level here matches there).

It's brighter there than here. We go to the conservatory, it's fogged up inside.

Mairrin checks for traps, Thokk opens the door. Humidity and plant smells. Benches and paths inside.

Puck tries to entice the shadowy creature with food and using a mirror.

Mixed plants inside the conservatory, broken out by region.

Milesh, on the coast, is what's outside.

20' inside the conservatory Deak and Mairrin (medallions) get popped back into the hallway, by the spiral stairs.

Puck tries to sleep the Displacer Cat, which seems to be attacking.

It misses Puck. Mairrin climbs down and takes cover (hides).

Hugo misses with frying pan, tries to kick, misses.

Deak critical fails on his Eldritch Blast, gets a cramp in his hand for 3 turns.

Mairrin sneaks up and hits it.

It hits him back

Hugo misses with a hand axe but punches it for 6.

Thokk hits for 6.

Deak EBs for 5.

Puck hits for 9.

Mairrin hits for 12 and kills it. It was trying to grab his medallion.

15' from the door there's a spot that pops you back to the hallway.

2 way teleporter, but only works with a medallion.

Mairrin finds a medallion with Displacer beast blood on it.

A sim we saw in the tavern is slopping bluish gunk onto the floor in the corridor

He sees us, snickers, and runs into the ballroom. It's the glue stuff.

Puck gets tossed over, tries to lure the gelatinous cube to the glue, gets wounded for 4,

gets Hugo's Molotov and tries to burn it.

Hugo throws one on the glue, nasty smoke. Reduces it to 15'

Lay some blankets over the glue.

Dinner is served.

We get egged, ask a sim for steaming towels.

Then we eat, and rest.

As we get ready to leave a mechanical arm drips a pellet of laughing gas which gets

Thokk, Hugo, and Mairrin.

-1 to my STR - feel weak, still can't the ring off.

We are trapped and spikes start coming towards us. Illusion, but the spikes are real.

Puck brandishes the medallion and commands it to stop and it does.

Lush tropical garden out these windows on the west corridor.

Flowers here match the flowers that were in the flower arrangement downstairs.

Look up the spiral stairs

Red spot, white spot. All the steps go flat and Mairrin slides back down.

Attach a rope and get up, map it, then back down.

Humbert's office

Cabinets, teleport circle, desk, lanterns, 7 cabinet doors, big huge dog.

It looks ready, but not attaching us. collar with red gem. Rope from collar to floor, but

long enough to reach the door. Thokk tames it.

Ring in a drawer, with a round head that matches the symbol on the wall and in the main hall.

Puck opens the cabinet next to the desk: cloaks, cubbies, smell of more dogs, growling.

The dog looks at Puck.

Another dog in the second cabinet. 2 dogs in the third cabinet.

7 more dogs come out of the cabinets.

And off to battle!

Run Away!

Use the python staff to cover our retreat.

26 hits on the snake, but I change it back to a staff (“Shadoobie!”) before they kill it. They can’t hurt the staff, it’s a magic item.

But they're using the teleport network to get behind us.

Hide at the top of the circular staircase. Let them up the stairs when we are ready.

A dog teleports in behind us, and misses Deak.

EB for 8.

Hex (1 slot left), and EB it for total of 13.

Pause here. 3 more dogs in reserve.

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11/23

Resuming the battle. This is room 80.

Thokk hits

Hugo misses, then hits.

Dog teleports to red teleporter, misses Deak

Mairrin critical misses

Deak critical misses

Dog teleports to red teleporter, misses Hugo

Dog critical misses Hugo

Puck xbows for 9, kills

Dog misses Thokk

Turn 5 -------------------------------------

Thokk misses Dog

Hugo critical misses Dog

Dog hits Deak for (-7 =12 left)

Deak moves hex to Dog, EBs it for 15 (including hex) and kills it.

Dog hits Thokk, does 2

Puck critical hits for 13 and kills it.

Turn 6 -------------------------------------

Thokk misses

Hugo hits for 12 + 8

Mairrin misses

Deak hexes and critical hits, dead dog.

Dog misses Mairring

Dog teleports in and misses Hugo.

Puck criticals, does 8

Turn 7 -------------------------------------

Thokk hits for 11

Hugo misses

Mairrin hits for 15

Deak hexes, EB for 12 and kills

Dog does 7 on Mairrin

Puck does 11 and kills.

"Bad Dog"

Deak takes a potion, full hits.

Return to the office, recover my staff.

2 cabinet doors are open, 5 are closed. They all connect in the back.

Mairrin investigates, finds a secret panel. No traps, opens it, slides to the side,

box inside. No traps, opens it. Medallion and key with gears on it. Doesn't match the others, no power gem.

Medallion matches Koran's.

Hugo has a medallion C (second best)

Mairrin has medallion H (best)

3 guest medallions are A (lowest access)

Papers show a crab sim, ominous look, like a tank with a stinger.

There’s an order for a digging sim for Gundren Rockseeker.

"Raven L" each letter is lighter than the previous. Looks like it was wiped away.

Puck puts the ring to the sigil on the wall, and he disappears to a

light gray room, seems larger than it is

1 door

3' circular crystal on the floor. It's the gem in the mural, floor design, and ring.

He tries the door, he's in the closet behind us.

He touches the ring to it and poof, he's in front of Koran who's playing the bagpipes.

Koran starts to grill him, and poof! He's back with us. Seems to teleport to what he's thinking of.

Pops back to Koran and then back to us.

Should I think of Humbert.

Hallway with a mechanical Diorama, fairgrounds with rides, line of figures and executioner with a hammer.

There's a scared looking wizard in there.

Medallion on the floor.

Puck starts playing and tries to pull Humbert back. Good musical match, but doesn't work.

Door at far end of the hall, and corner. Other side ends in a door. No windows.

Clockworks on all the walls. He teleports back to us.

We all teleport from the crystal room to the diorama.

Koran thinks Lady M set it up as a scavenger hunt.

Treasure box on the shelf underneath the diorama. Puck investigates. Mairrin opens it -

explosion of whiteness. We all take 6 damage and are covered in flour.

There are 5 items we need to find.

Puck confronts Koran, we need to find the wind up key first.

The carpet pulls out of underneath us, for 1 pt of damage.

Straight round key with some grooves in the shaft, big wings for turning.

Don't wind it, the death line moves faster.

"Lady Moonfire's Crown and Bracers"

poof

60x50' room, windows, top floor on the right. Long counters on southern and eastern walls,

herbs powders, braziers, stuff etc

Small, blue, dog like creature with big brown eyes in a pentagram.

"Tiny" wants out, bad. Eager but not smart. Lady M put him there.

Teleport circle with picture of dragon over it.

Scrolls, tables and chairs, more scrolls. Drawings of tunnels, castle, giant scroll with "R"

Paperweight holding down an opened scroll that's rolled closed on the paperweight.

Paperweight may be an empty perfume bottle. Some scrolls have string connecting them.

The piece screws onto a lever at the bottom of the diorama.

Puck teleports to the tower

Opaque grey with swirling colors and flashes

wavering humming sound

comfy chair by the southern window

white circle carved in the floor in SE corner

glass silver display case in NE corner

crown and bracers, each with a glowing red gem.

In the foyer, Puck touches the ring to the design and gets popped into the orchard.

Go up to the second floor, head for Humbert's office, when...

Everyone avoids the glue except Deak. -3 DEX. Then he gets feathered.

We make it to the crystal, Puck takes us to the tower.

After a few minutes, Mairrin just stops and stares at the wall. Pretty lights.

Failed our WIL saves.

Mairrin's key fits, turns, and clicks.

Mairrin finds a trap! pressure plate. He disarms it!

We have the crown and bracers. Puck is holding them, but fails his will save.

Drawings everywhere. Sims, schematics, spell scrolls, house, power cell descriptions.

5 scrolls, with red green blue yellow and orange tie strings.

We escape!

Save Humbert?

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12/07

4 of us on the roof, Puck on the ground.

Deak falls, of course, as do Hugo and Thokk. Mairrin doesn't have trouble.

12 AM

Investigate - find a concealed door inthe diarama

M doesn't find any traps, Puck opens it.

Place to put a spherical object with connection points.

Huge gem floating in the room with sparkling lights

convery belt

sim assembler arms

racks of glowing spheres and parts on the table

mechanical spiders doing assembly

Picking up a sphere starts the spiders coming towards us, tiny jets of flames from their mouths.

Sims bring parts for the bins, then they too start advancing on us.

Take the sphere and teleport back to the diorama.

Diorama description. 7 guys in the line.

One horse missing from the merry go round.

Jousters all look confused. Different art styles between the backgrounds and the men/animals.

We are all experiencing electric shocks when we try to touch each other. Put the sphere down.

Thokk puts the sphere into the mechanism. It all speeds up and #7 gets his head popped.

Mairrin pulls it out.

Puck teleports to the stables. Sees a matching horse. Hears snoring. Sleeping dragon.

Double a Horse's sized+, red. He teleports us back.

Bubbles are coming out of our mouths. But no more shocks.

Ice cube avalanche from the ceiling, take two hits

Try to reach Humbert's mind. "Song" finger points towards the band, where I notice

a lutenist is missing his lute.

Lady Moonfire's suite. 'Tiny' the demon.

A sim appears (the laughing one, Alex), throws something at us, it envelops us in darkness.

We hear teh conveyor belt. Those with darkvision see a short figure moving around,

maybe some red eyes off in the distance. 20 x 30' room.

2 Dragon's faces, but it's an illusion? or they can't reach us?

Puck confront's Koran. Puck confronts Alex. Puck gets pulled back to the Mouth room.

Puck pulls us out of the Holding room. Then to the Diorama. 5 guys left.

Init: 19

Alex dump us on the third floor, flyers start to come. Run downstairs.

giant magnetic field.

Ambush Alex, pulling a lute off the wall. He teleports. We follow.

He's running thru the orchard.

EB for 12.

Init: 19

EB for 4, move 30, cast Hex

Alex hits Mairrin for 6,

LBs Deak for +9=11/19

Thokk

Alex creates wall of earth and tidal wave of earth.

we persue,

he creates a hurricane, and bolt zaps Puck in the same turn.

Hugo wails on him.

Deak takes 1 from a whizzer, =12/19

Hugo gets hit - below 0

Thokk gets missed

Puck hits him for 10.

Deak takes 4 from a whizzer, =16/19

Potion + 5 =11/19

Alex MMs Shadoobie for 9/60

Alex's Death blast = 17/60

Deak kills a whizzer.

Puck hits!

Thokk misses.

Mairrin hits

Deak kills it!

Puck gives Hugo 2 heal potions

Puck drinks his own potion

Mairrin and Puck recover the Lute.

Thokk recovers a power orb.

Ding! Puck Mairrin Deak and Hugo are level 3. Thokk is pretty close.

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2019-12-14

We take a short rest (2 hour). Recover 1d8: 11/19 -> 2/29 -> 0/29

Late morning.

Hugo seems out of it, aka an NPC for a while. Puck and Hugo are mysteriously out of Mead.

Unblinking. Puck relates a dream with a Satyr (fey, gluttinous) and an ominous magical glade.

Hugo will follow Puck.

Mairrin spots something trying to hide.

We teleport to the Diorama. The lutenist has a matching lute now.

We successfully teleport to 'music sheet' which takes us to Koran.

Tells us to go to the northeast corner music room, use the word 'Imagine'.

Teleport to the Music Room. The windows are normal.

Lavishly illustrated book of songs.

When we touch the book, a wire appears and wraps around Mairrin. 1 hit.

Can't pull it off, cut it, or teleport out of it.

The fifth song matches the sheet that Puck has. 1 hit to Mairrin.

Mairrin gets it off by manipulating the switch.

Teleport to the Diorama. The hammer takes 1 more, 3 left.

Add the orb, wind the key, play the music, pendulum is swinging, say "Imagine"

Just as Humbert is about to get whacked, he disappears.

Humbert is laughing. That was a good one.

Humbert teleports in Koran. Koran quits. Humbert can't help Hugo.

TREASURE

1000 gold and a guest medallion. Tell Lady Moonfire we screwed up and Humbert is on the carousel now.

Then we should tell her the truth.

Thokk is level 3.

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We camp. Get woken up by Shadoobie. Look, maybe hear dogs?

Wake up the others, Mairrin goes to investigate. Goblins!

Sneak up as close as we can, then charge.

Deak is hit for 6/29.

Shadoobie 7/60

Deak moves, Hexes, misses with the Witch Bolt (0 slots left)

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2019-12-21

Fighting the goblins

Thokk is raging, and his ancestor sprit appears!

Shadoobie takes 6 = 13/60

Deak: EB + hex = 10, takes 6 = 12/29 concentration - maintained!

Shadoobie hits for 22! (on a 20)

Deak: EB + hex = 12, takes 1 = 13/29, breaks concentration.

Shadoobie misses, takes 1 = 14/60

Deak: first use of pact weapon, Rapier, hits for 9 pts!

Shadoobie misses, is missed.

Deak: EB = 4

Shadoobie bites for 13.

TREASURE

9 G, 2 gems @5 G each

20 G, white gem, glowing. - Thokk

10 S, 10 G, 1 gem

Scroll: message in common, to Kerwig. "I learned thru div that the totem is in Garwin's Curiosities.

We need this to revive the Ogre King. Don't be afraid to use the barrel of Alchemist's Fire."

Signed, High Shaman Sancossug

20 G, Red orb hardball sized- firebolt - Deak

30 G, 30 S

Axe (good condition)

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money totals

89 G

38 S

Mairrin knows Sancossug wants to revive the Ogre King, and wants to take over Loudwater)

No barrel here.

Thokk sees their tracks going in the direction the guy was running.

Puck makes breakfast. Hugo relaxes a bit, but is still on guard.

It's 6 PM

Reach the ferry. There's a cart with barrels waiting here. It gets on the ferry, 2 drivers.

2 S per person (paid from treasure). Mairrin follows the cart, we head to the temple.

The guard a the gate lets them in with a nod, but charges us 2 each + 2 for the cart (paid from treasure).

Brother Gryphon, black hair, blue eyes, well muscled, rustic dress.

Looks like he knows what's up, we go into the temple, room to the right of the altar.

Hugo is looking at Gryphon intently. Puck goes with him. 2 desks, cabinets, smaller altar,

statue of sylvanus, blurred. Kneel on a pillow. Gryph touches the statue of S and Hugo's head

blur moves from statue thru G into H. Hugo seems more relaxed. G does his blind musician impersonation.

Tinge of red and things go bad. When did this occur? Puck recounts his dream.

Hugo's soul has been taken from him. Get it back or he stays this way. There's a blockage.

Hugo's soul is with what has been taken from him. Mead?

Puck says how do we get there?

G says we have a way to the fey world - statue.

Puck asks can he stay here. Sure. Acolytes lead him away.

Mairrin sees the barrels go to bldg 17, carried gingerly not rolled.

Kids in the barrels, drugged or hypnotized. The boys are taken downstairs. The girl is sold to the

guy who was already there. The 2 drivers take the barrels out and back on the cart.

Gryphon won't help Deak with the ring. Recommends Humbert. Says he's never removed a curse in his life.

WTF?

Lady Moonfire's house. Butler. Beautiful interior. Sitting room, fireplace, high backed chairs,

the same 2 guards. Butler goes upstairs. She's wearing a high level medallion. We back out of the deal

and leave her the crown.

Head to the stables, see the stooges. Puck tries to sell the cart, gets 100 G!

Head to Garwin's Curiosities. Unicorn sign. Garwin is a wise looking dwarf.

Short female redheaded elf, young.

Dagger made from a horn, no longer there, the elf is buying it.

Puck throws Detect Magic, the wrapped thing is the most magical here.

Mairrin starts a conversation. Her name is El Devar, on an academic pilgrimage to

Neverwinter to study at the university there.

Half elf, 17, 5'6" Green academic robes, journeyman's duster, traveling boots.

She's smart, learned, willful, confident, but inexperienced. Joins the group.

Ask Garwin for totems, he just sold the last. El says in dwarvish, "Don't give him any hints."

Curuvar is not in the bar. He went to the other side of town, by the docks, Fisher's Pub.

We go there. Curuvar is there, talking to 3 dwarves and 2 tall humans. Full armor and big weapons.

They think we're here to steal their business, and are a bit upset. Puck breaks into song to calm

the situation and charms the 3 dwarves but the ranger isn't taken in.

Curuvar is a putz. Not just a scatterbrained academic.

One human is named Thuurd.

Discussions about working for Curuvar vs ourselves, and other options.

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2020-01-04

Back to the General Store - Calla Maran, owner, and Raumandar, stock boy.

200 G each from Humbert

17 G from Goblins

15 S

6 C

5 scrolls by tie color:

|  |  |  |
| --- | --- | --- |
| Red | Fireball, 4D6 damage | Mairrin |
| Green | Entangle | El |
| Blue | Lightning bolt, 4D6 damage | Thokk |
| Yellow | Stone to earth, 10' cube | Deak |
| Orange | Mind Spike | Puck |

Puck, Thokk, Deak, and El get a room and divvy up the money and research the scrolls.

Mairrin goes stalking Curuvar to steal the totem, against the advice of Puck.

El uses Message to allow him to reply to us.

He dodges the guards, watches Curuvar at his desk. He (almost) leads the guard back to us.

We evacuate the room. Night passes quietly.

Breakfast! Puck's treat!

General Store - Puck picks up his robe of robeness. A brief history lesson from Calla,

Loudwater has a bad rep these days, and the shakedowns. Puck mentions the barrels.

She thinks the guards are in league with whoever. The code word is Jenga (between

Calla and Starra) Don't include the Apothecary, Brotha Max (1/2 elf) owns it.

Calla hands out the goodies:

3 stones - blue-white sphere (insight +2 WIS, orbits your head) and (fortitude + 2 CON, pink rhomboid) and blue sphere (+2 str) - Ioun stones

Potion of Speed

Potion of Heroism +10 hits for 1 hr, and a bless spell (1D4 to attack or skill roll). Bubbles and steams.

They clean out the heal potions.

Starrs's knives

Starra is a human female who loves blades. Thokk wants a new Axe. She shows him a +2 battle axe.

Deak sells her his spear and xbow and bolts for 15G.

Puck arrives and hands out Ioun stones to Deak (CON) and Thokk (STR).

They each buy 3 vials of healing potions (3 doses each) for 15G from Puck.

Smithy

Megana, brawny female smith. Male helper shows us the leather rack.

+2 studded leather for 200

Garwin's Curiosities

He removes the cursed ring from Deak’s finger! Stores it in a book as a picture! (Nice trick)

Zark, his sneaky assistant. I've seen him around town.

Can I get him the horn totem from the nearby caves? Wait, what?

He hasn't been around for the last 2 days, so who sold the totem?

He sends a boy to fetch Curuvar.

Curuvar is there and talking to Garwin.

Curuvar was also been replaced, last night.

"Sancossug", they both say. The High Shaman of the Goblins.

El casts Locate object as a ritual, but at 1000' range it's not in town anymore.

Maybe to the south? El returns the gold necklace to Curuvar.

Curuvar isn't quite so scatterbrained when he's not obsessed.

Code word "Flamingo" to identify Curuvar.

Get some info from Curuvar re Goblin caves. Head for the crypt in the bottom.

We set out at 9 AM. Fun crossing the river. Head into the high moors.

Lots of non-human footprints. Incoming! Thokk is hit by an arrow.

Init 12

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2020-01-11

Battling Goblin archers.

Thokk is arrow proof! (ish)

Thokk kills a goblin!

Mairrin kills 2 goblins!

El kills the last goblin!

As the last one falls, we hear rustling coming from the bushes, and screaming.

Surprise hit on Deak and Puck from new Goblins.

Deak takes 5. He retreats and activates Shadoobie.

Deak: Init 18

Shadoobie: Init 10

Shadoobie gets hit for 3 and misses with a 14.

Just then...

Hugo, Brother Graphon (not Gryphon), the three dwarves and 2 humans (aka bozos) from the Fisher Pub come up the path!!!

Hugo speaks!!! (https://youtu.be/hi4A4qH07ys)

Deak Hexes a goblin and hits it with an EB for 13.

Puck gives Thokk, Deak, El, and Hugo 5 temp hits, and full movement.

Shadoobie constricts a goblin.

Deak casts Darkness, but never gets to whack a goblin.

Shadoobie constricts and kills the goblin.

The bozos approach, laughing. Shadoobie keeps a watch on the cave mouth.

TREASURE

Good weapons, but not great. (4 bows, 4 shortswords)

20 G, 20 S

Brother Graphon heals us.

Hugo woke up and was screaming of dire consequences.

The bozos give us their card: "S T - Slayers Take" They leave, and brother Graphon too.

We take a Short Rest, regain spell slots. Shadoobie back into staff form.

We see the cave is actually an archway. There's statues and stuff in there. A clearing,

with an altar (stone slab), bones and animal parts. Statues are goblins in battle poses

and noble stances. El says, "Urrthur the goblin god." No cave openings?

The altar is an illusion. There's stone, and a trip panel, which Mairrin activates. Mairrin and El drop 20', taking 9 hits, and it's a dark open area, that's bigger than the hole they fell thru.

The rest of us still see the illusionary altar, but we hear...

Goblin screams, barking sounds, other sounds of attack. Close by.

Tune in next week… Same extraordinary time, same extraordinary characters!

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2020-01-25

Deak Init: 5

Mairrin stabs and kills a dog.

El frostbites and kills a dog.

One hits Mairrin for 11.

Thokk rages, jumps in, takes 6.

Vexxing Cloud springs up from the ground. (-2 att, partial cover)

Hugo jumps in, takes 5, "Honey Wiiiine!" Frying pan, smack!

Shadoobie! Init: 7

Dogs attack, miss.

Mairrin drinks a potion, then is hit for 10.

El does a shocking grasp!

Puck fires a xbow, and starts down the rope.

Thokk misses a dog.

Goblin spellcaster kills Mairinn!

Hugo frying pans a goblin

Shadoobie hits a dog and does 7, kills it.

Deak EB's a goblin and we all enjoy the smell of burnt goblin.

Dog misses Thokk

Goblin misses El

Mairrin makes a death save (1-0)

El frostbites and misses.

Goblin misses Hugo.

Puck hits a goblin with xbow and slides down the rope.

Thokk kills the dog.

Goblin spellcaster hits Thokk for 5 and blinds him.

Hugo pokes a goblin in the eyes and kills him.

Shadoobie misses.

Deak hits with EB for 5.

Mairrin makes a death save (2-0)

El does another shocking grasp but misses.

Puck steps out of the mist and shoots the Goblin spellcaster for 18.

Thokk is still blind.

Goblin spellcaster misses Puck.

Hugo misses the Goblin spellcaster, but hits on the second shot for 5.

Shadoobie does 14 on the goblin.

Deak EBs the goblin for 16. Natural 20 - gets a "Fortuitous Circumstance" card.

Goblin hits El and she reacts with a shield spell and he misses!

Mairrin fails a death save. (2-1)

El tries a shocking grasp but misses.

Puck again shoots the Goblin spellcaster for 7.

Casts healing word on Mairrin

Shadoobie does 14 on the goblin and kills it!

Deak does EB for 5, kills him!

Then he successfully climbs down the rope.

People take health potions.

TREASURE

2 goblins had giant scimitar cleavers and bits of rat and 10G each

Goblin spellcaster had 20G, 2 gems (50G each), and a coupon from Gilmore's for 20% off an Identification of 1 item.

El investigates the pillars - goblin gods/heroes - figher, spellcaster, god.

Mairrin investigates:

God pillar - nothing, nothing, one brick moves - air flow from behind it.

Door - not pretty - barred on our side. Puck might have heard some growling.

Ahead, down a slope to a pit of refuse.

Deak spots an etching on the wall, or maybe a secret door.

Thokk advances but slips and slides down to the door. El makes it without slipping.

Mairrin opens the door.

Thokk leads in. Air flows into the door. 20' in, left, 40' see light. It leads outside.

We go back in, back up to the top.

Transportation Disk? Writing on it, but we can't read it. El sketches it.

Thokk steps onto it, but there's nothing there. He's in some kind of void, and then there

are waves of great heat. Eventually he pops back.

We return to the big doors. Hallway, doors. Traps, listen (growling),

Thokk opens it, stairs down. Light at the bottom. Grating on the left, door on the right.

Grating smells of death. Sound of shambling movement.

Mairrin checks for traps and it opens.

Zombies. Why does it always have to be zombies?

Deak: Init 15

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2020-02-01

Fresh vs Rotter zombies.

(Less recording of combat details)

Deak activates Shadoobie and Hexes a zombie (#7), but doesn't advance.

Shadoobie init:15, nothing this turn.

Deak EB+Hex=11, Shadoobie just moves up.

Deak EB+Hex=12, Shadoobie bites for 10.

Goblins start appearing

Deak EB+Hex=11, Shadoobie bites for 9.

Deak EB+Hex=12, Shadoobie misses.

Shadoobie takes 4/60

Shadoobie takes 8/60

Deak EB+Hex=12, Shadoobie bites for 6.

And Hugo's frying pan of doom makes the final hit!

We retreat a bit and take a short rest (2hrs)

Then we search. Rusted stuff. Zombie goo.

Humanoid statue, 10' tall with giant ax on shoulder. Very dirty.

Tribute(?) at the base. Ugly, huge, ogre like. Ogre king?

Runes - similar to the others, but El thinks they refer to Planar - an Ogre God?

The tribute contains a small box and a pouch.

The pouch has two rubies, not worth much, 10 G each.

The statue was recently dug up, and moved in here.

Box has a huge dead rat on top of 100 G. Mage hand, remove the rat, search under the surface.

Nada.

Mage hand thru the trash in the zombie room. Nada.

Continue down the hall, more double doors.

Mairrin picks the lock and we hear scuffling inside.

Darkness, Shadoobie, open the doors, advance.

Stepping disk, ledge, sloped curving passage down, fountain with stones around it, door.

No creatures. Maybe they went out to a movie?

Green cloud, take 3 hits /32. Moist but stingy.

Deak takes an arrow for 6= (9/32, 1).

Init: 20

Shadoobie: 13

Deak moves but the vexing cloud follows. 2 goblins are bracketing the door.

Shadoobie, Mairrin, and Thokk take damage - Shadoobie (10/60)

Shadoobie does 10.

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2020-02-15

EB for 10.

Alchemists oil - Shadoobie takes 6=(16/60)

Deak is missed by a projectile but there's an area affect that has no effect.

Shadoobie misses a constrict.

Deak notices (finally!) where the attacks are coming from, and takes 10=(19/32, 1) from fire.

Mairrin goes down!

Deak takes 10 =(29/32, 1) from fire, runs and pulls Mairrin out of the fire and gives him a healing potion.

Mairrin is alive!

El pops into the fountain. And she sees an arrow come out of the other doors.

Deak takes 3=(32/32, 1) from a MM cast by someone behind the doors.

Shadoobie crushes a goblin, takes 10=(26/60).

Mairrin gives a potion to Deak for 4=(28/32, 1).

Deak takes a potion for 8=(20/32, 1). Waits for Shadoobie to move and says "Shadoobie!"

Shadoobie moves and gets staffed.

Deak EB a goblin, and he dies. Drink a potion and get 8=(12/32, 1). Then he gets missed by an arrow and takes a MM for 5=(17/32, 1).

Thokk slams the door.

Thokk breaks the door.

Take 3 from green cloud=(20/32, 1)

Deak EBs for 9 and drinks a potion for 7=(13/32, 1).

Deak misses.

And again.

Aaand they're dead.

Search!

TREASURE

Goblin junk. 10 G

50 S

50' rope (2x)

15 torches

stale food

barrel of over fermented ale.

chainmail armor, magic +1 - Thokk

Puck throws Detect Magic.

2 small silver statues, 50 S each.

Hexer's staff - goblin magic?

Ring of MM? - El

Fountain is magical - also goblinish.

Long rest, with watches. Deak attunes to the Rod o’da Pact Keeper. He gets a sense of being watched. (0/32, 2)

Climbing down ropes to the lower levels.

Deak falls and takes 10 hits= (10/32, 2). Drink 2 potions. (32,2)

Fall next rope climbing too., take 1 hit (1/32,2)

Goblin speaking ahead and Gutteral voices too.

We spot the handholds. D’oh!

Ancient goblin, sounds ritualish,

Ritual is complete. Ogre Demon has been summoned and is corporeal, but still

pulling in energy.

Words we overhear (in Infernal):

Sancossug (goblin shaman) - I raised you, from hell.

Ogre Demon - you screwed up, you need a child!

More about a war and threats against Sancossug if he screws up the ritual.

“Nergl would not be pleased!” (Nergl is god of the underworld, for those of us who didn’t do the reading assignment.)

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2020-02-22

Kevin, live and in person!

Add Mike, a Life domain cleric, tied to the sarcophagus. Human, 20 years old, 200lbs.

Ogre Demon thing.

Init 12

We concoct an Elaborate plan, mwa ha ha!

Darkness, recover spell slot, march in slowly. Mairrin talks in Infernal, Puck uses Thaurmaturgy

More goblins move in, the Ogre King is upset. We get their troops to move back but then they move up.

El send in an unseen servant to deceive, but nobody buys it.

One goblin charges but misses, then another.

Sancossug casts a green cloud. Blocks our view.

Prepare to charge but hold action.

Move in, Hex + Witch Bolt. 12 on Sancossug. Darkness ends. (1/32,0)

Mairrin kills a goblin on one shot.

El does a misty step and starts freeing the guy on the sarcophagus.

Mairrin gets hit hard, and uses hellish rebuke.

Sancossug hits Deak with 13=(14/32,0)

El and Lex (the new cleric) work on freeing Lex, and Lex shouts "Face me you slug Sancossug!"

Shadoobie misses!

Goblin archer misses El. El frees Lex's hand, and makes a shadow blade and moves in on the archer.

Demon says "This is not how it's supposed to be Sancossug!" and starts some red energy.

Puck casts dissonant whispers on a Goblin Warrior and bardicly inspires El.

Sancossug hits Deak for 12=(26/32,0)

Thokk is missed.

Deak drinks a healing potion +6=(20/32,0)

Hugo wails on a goblin and retreats.

Lex casts a spell on Sancossug! Misses.

Mairrin drinks potions.

The Demon disappears. Poof of flame and 4 zombies appear.

Shadoobie constricts for 12 and the goblin dies.

El throws her shadow blade at the archer.

Puck casts Mantle of Inspiration - grants 5 temp hits to Deak, Hugo, El, and himself. =(15/32,0)

Thokk is missed.

Sancossug casts a white cloud. Thokk saves, El fails, Puck fails.

Zombie swings at Lex, misses.

Archer misses Deak.

Deak frees Lex's leg.

Hugo attacks a Goblin.

Lex runs to his holy symbol.

Goblin hits Hugo for 5.

Mairrin attacks a zombie and disengages.

Zombie misses.

Zombie hits Deak for 7 = 22/32.

Shadoobie constricts a Goblin.

El whacks a goblin with her shadow blade.

Puck makes dissonant whispers.

Sancossug throws a thing, Deak takes 10+ =(0/32,0) and Down he goes!

Shadoobie takes 11=11/60.

Deak makes a death save! [1/0]

Hugo hits a goblin.

Lex recovers his holy symbol and whacks Sancossug.

Mairrin moves.

Thokk hits!

Shadoobie constricts.

El shadow blades a goblin.

Deak fails his death save, and takes damage so that’s 2 fails. [1/2]

Lex does a healing word on Deak, for 14 pts! (18/32, 0) Praise be to Odin!

Mairrin tries to pull Deak out of the blue gas, but fails.

Thokk kills his goblin.

Shadoobie constricts on 12, and kills a goblin. takes a bit of damage 13=(24/60).

El shadow blades a zombie and drinks a healing potion.

Puck casts healing words El. She's almost full hits.

Sancossug helps his archer, who shoots at Mairrin but misses.

Deak takes 12=30, stands up, moves 3 out of the blue cloud, casts EB on Sancossug,

then drinks a potion for 5=(25/32,0)

Hugo kills his goblin.

Lex Turns Undead and uses his Spiritual Weapon.

Mairrin hits.

El hits with Shadow blade and kills a zombie.

Puck … <this line obscured by blood and zombie guts>

Sancossug MMs Mairrin and Lex.

Deak EBs Sancossug but he doesn't die! And Deak drinks a potion for 7= (18/32).

Hugo kills a Zombie.

Lex grabs his shield, cures himself, and swings the spiritual weapon.

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2020-03-07

Deak (18/32,0) EBs Sancossug, misses. Drink a potion 7 (11/32,0).

Hugo misses w/Frying Pan, hits unarmed.

Lex Hold Persons Sancossug, and hits him with the Spiritual Hammer! Still alive, but hurting!

El shocking grasps a goblin, moves, drinks a potion.

Deak (11/32,0) EB Sancossug, who dies!

Hugo misses w/Frying Pan, hits unarmed, kills the goblin!

Goblin archer runs thru curtain.

Deak persues and throws Shadoobie Init 7.

Hugo holds action to watch for goblins.

Thokk charges thru the curtain, is distracted by shiny objects, hit by arrow for 10, drinks potion for 10.

Lex charges, without clothes.

Shadoobie misses.

Puck xbows the zombie but misses.

--- turn 13 ---

El throws Frostbite on the zombie, hits for 2.

Mairrin misses.

Deak misses.

Hugo peeks thru a curtain, 9 barrels in a room.

Thokk parkours thru the room and kills the goblin with his axe!

Lex hits with a mace and kills the zombie!

Yay!

TREASURE

Mairrin investigates the barrels of gold, 10 raw gems, clothes, weapons.

Lex is looking at the totems - skull, horn.

Deak checks behind a curtain - Orge King statue.

El says the runes say "War" "Death" "Life"

There's a storage space in the pedestal.

Alexander the Wise.

Dead body of a child, and body parts, and meats. Same barrels as we saw on the docks in town.

TREASURE

Sancossug's body has 50 G, 2 gems (1 is a cloudy crystal, glowing soft white, evocation).

Staff (nm).

Another statue of the Ogre king, on a throne, with a human skull in each hand.

"Ruling", "Fear", "Strength"

There's a storage space in the pedestal.

Lex is going to cast Prayer of Healing (10 minutes) - we are all full hits (except El)

Puck is casting detect magic, checks around.

TREASURE

Mairrin and El find in the base of a statue, a Horn totem, cleaner.

Neither horn totem is magical.

We notice matching holes in the sarcophagus. Mairrin tries to put his in but it's not a good fit.

The cloudy crystal, glowing soft white, evocation, is the same glow as the gem Thokk has, but

Thokk's is smaller and dimmer.

Sancossug's gem fits in his staff, and looks like it could be strapped in.

Put the other horn totem into the sarcophagus, and we hear a click.

Try to open the sarcophagus. Mairrin takes 1 hit to his finger.

We look inside! Very large body, 10' tall, the Ogre king, skeletal, regal robes (ogreish).

Karzon, dwarf pirate, may be linked to the barrels?

Remove the body, search for secret doors, Mairrin finds one! A button.

He finds no traps, and pushes the button. The base folds down, Mairrin falls.

TREASURE

weapons and boots, leather armor!

Ogre sized Great Sword (m)

Ogre sized Boots (m)

Ogre sized Leather armor (nm)

Ogre sized Crown (nm) precious metal, no gems (500 G)

Lex takes an ulnar bone for apothecary uses.

Then he starts the consecration ritual. Add the bodies.

Close up the pit/sarcophagus, Lex takes 2 hits.

Take the horns.

Climb out? Lex didn't come in this way, and he remembers seeing Karzon the dwarf pirate here.

Mairrin finds a secret door in the barrel room. Check for traps, none.

Fresh air in the 10' passage. Might be a big spiral up. We get out.

We reach Loudwater.

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2020-03-14

Make plans to enter town.

Unfinished business:

Curuvar and the skull totem

Kid slaves

Tony/Zark/protection racket.

Find a very secluded campsite, 1 mile from town and well back from the road.

7:30 pm. Set up camp, Lex detects good and evil - none.

Check for stuff. Patch of freshly dug dirt 2x2. Something was buried here within a few days (4+/-)

Mairrin finds something. We dig out a box. "BB" burned into the top. "Backwater Boys"??

Mairrin muffs the trap check, opens the box, poof, big cloud of green. Disperses in the wind.

Acidic? Burnt plants near the area.

[[ technical difficulties ]]

TREASURE

gold! silver! gems! paper!

500g, 100s, 5@10g, note: "BB3"

Barrel has:

1500 G, 10 s, 150 C,

Crown: copper, silver, some gems, but not well made. Value?

285 G, 8 s each

Watches: Deak, Lex (Puck), Mairrin, Thokk, El, Puck, Hugo.

Shadoobie!

Deak falls asleep. Nasty dream, laughing demon (from the goblins) with a tentacle mane.

Everyone had a weird dream.

Hugo remembers the name Eldanoth, the walking wolf. Puck too! Wolf's face was eaten away. Castle made of copper.

Thokk needs to go to the armory of Khonan on an island. Lake shaped like a dragon.

El had a nice dream. Many children. She felt free of her limitations and the children were cheering her.

Mairrin saw the same demon as Deak, and then heard from his god.

Ding! Level 4. Day 7.

Puck notices 3 shots come in and each misses us. 7 goblin skullcleavers are in a semi circle around us.

Init: 2

Shadoobie: 13

--1--

Deak: Shatter! 13 hits on 2 goblins, 6 on a third. (41, 1)

Shadoobie takes 7=(53)

--2--

Shadoobie constricts a goblin and does 13, takes 11=(42) (from a different goblin).

Deak: takes 10=(31,1) summons his pact blade.

Thokk kills 1 and attacks another in one round!

--3--

Shadoobie: does 11 on his goblin.

Deak: misses with his sword, but El portends a hit in, and the goblin dies.

--4--

Shadoobie looses his grip, the goblin breaks free and starts to run.

Deak: EBs a goblin, and kills it.

Mairrin: doesn't kill the held goblin.

We use Shadoobie to hold him while Lex and El interrogate him.

He mentions the name of the goblin who ate one of the kids.

Karzon sold them the kids.

Puck casts charm person and Shadoobie releases him.

No payment for the children for the ritual.

Mairrin speaks Infernal, and the goblin says it's the Demon's speech.

He's the last goblin around here.

Lex Guides Puck to Persuade the Goblin to tell us anything else we need to know.

'Moonfire' gets a reaction.

"She can be Sancossug. She knows all that needs to be done.

All the names of the demons. Only Eldanoth knows more."

El kills him with her Shadowblade. Lex is horrified. El reaches 4th level.

Deak recovers Shadoobie.

8 AM, 1 mile from town.

Ritual: Identify

Ritual: Detect Magic

Ogre sword - cursed holy avenger (+3). If you're evil and 8’ tall, no problem wielding it.

Ogre Boots - boots of ogrekind (like elvenkind); extra damage if you stomp.

Skull Totem - Increases the amount of healing only if you cast a spell - 1/2 your level.

Thokk's white gem - light spell (1/2 size of a regular light spell)

Sancossug's white gem - light spell (1/2 size of a regular light spell)

El's ring - MM: cast a spell in it, charges it up by that spell's level, up to 10 MMs.

Displacer beast skin - nada

Displacer beast paw - nada

Something about Puck's cloak - left, front. Find a bean inside the cloak, Divination magic.

Doesn't work if you just wear the cloak. Glint of blue, size of a water chestnut.

It’s a Scrying device for spying on us. It's hooked as well, so more cutting of the cloak.

Puck puts it in an inner pocket.

We have an undistributed Potion of Speed. - or does Mairrin have that?

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2020-03-21 Virtual!

Poof! we are at full hits, etc. (41, 2)

What to do?

Send Mairrin in with El's cat familiar (Circe)?

Mairrin remembers a cave outside the city, comes up inside the thieves bldg.

Walk in like conquering heroes.

El casts mending on Puck's cloak.

Send Mairrin in with El's cat familiar (Circe), thru the cave.

Next time, bring Lex with his Find Traps spell!

Mairrin avoids traps, moves silently up spiral stairs, hears voices.

Room at the top: 6 beds, some have pouches/knapsacks nearby. Big cage in the corner – 10’ x 15’.

He starts creeping in...

Rest of party is at the cave mouth.

Mairrin investigates the cage.

Torn clothes, name: Zelbross, related to a bandit camp to the east, occasionally unoccupied.

A man walks in, nice adventurer robes, digs in the pouches, and leaves.

A fountain, Human fighters milling around, adventurer is talking to Lady Moonfire and Karzon.

Mairrin can't hear Lady Moonfire, but he can hear Karzon, including, "The guards should be looking out for them," and, "They should get the blame."

An Elf archer looks into the room, and Mairrin retreats. There are other people in the second room too.

We tell Mairrin to get out. He succeeds. What to do?

Put disguises on Thokk and Lex, send them in the east gate, with a letter to Calla,

and then on to the temple.

We approach the town. We see 2 guards. The use the woman in the red dress gimmick,

and they get in! Make it to the store. See Raumandar the stock boy, and Calla.

Go around town and meet her supply wagons on the way in.

9 goons coming our way out the east gate.

Lex and Thokk meet Calla's convoy. 6 guys. Lex offers a Bless spell.

Rest of the Party - the 9 guys head for us! The tracking beacon.

Stealth - 8 Almost get spotted. Minor illusion gets us by.

Meet up with Calla’s supply wagons, get their cooperation, get in boxes, and try to enter the city.

4 guards and 2 thugs start inspecting the boxes. El/Circe use shocking grasp - hits.

Thug kills the cat, which poofs out. They start arguing.

El is casting spells to avoid detection, which almost get us detected.

We get in.

9 goons follow the other two - how did they know?

Lex heads to the temple of Sylvanus, the Tree Father.

Lex generously donates 20 s. Talks with Brother Gryphon, whose first name may still be Merv.

Lex finds a paper under his mattress, in the temple. "Help" in blood, small childlike fingerprints.

--

Reach the store. "Stay still till we get you inside." Raumander is a turncoat. He runs out and heads North.

El confronts Calla. Deak thinks she's telling the truth. She leads us into her house, opens a secret door in the floor, we go in.

Puck gives her bardic inspiration. Mairrin takes off after Raumander.

Inspect the hidey hole - 2 rooms each with 2 cots, Deak finds a child's doll under a linen chest.

Looks like people left in a hurry.

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2020-03-28 https://hangouts.google.com/call/9YS0dwDqOHc5e\_KSO7mYAEEE

Bye, Kevin. Bye Hugo.

Someone could hole up here for a while.

Earthen walls quickly excavated. Kids drawings on the walls:

boat, smiley face; bows and arrows vs dragon; flowers; geometric shapes. all different artists.

Find a secret door? We are only just barely underground, the hidey hole roof is Calla's floor.

Lex notices a pendant(?) on a goon next to building 16 (right), with a symbol he recognizes:

Order of 8, religious order. (Goon vs Guard)

Lex goes to the Stables.

We (who?) find a 3' circular opening, finger holes on the lower right. El tries, but her fingers are too small. Thokk tries, pushes stuff at the end of the finger holes, and the door opens. Long tunnel.

Meanwhile, back in the hole, Hugo is having an episode. Not even following Puck this time.

Blank stare.

Lex, at the Stables, his arms wide.

Mairrin, at Calla's house. Makes a racket. Use mage hand and Circe to get things right.

Move down the tunnel.

Lex sees goons outside the general store.

Top of tunnel is rough hewn. But Hugo won't go.

Lex gets clear of the goons and goes into the general store. Sees the empty crates.

Avoids capture and sees Calla taken away under restraint.

Puck is distraught. Force Hugo into the hole. Tunnel goes west now. El gets the door closed.

Mairrin gets the end door opened. It's in the town wall! We climb out. Nothing happening back in Calla's.

Deak wonders how to get Starra out?

Lex and Puck try to rouse Hugo. Brief flash around Hugo's head, but fails. He utters "Warmth, Depth, Demons everywhere, All that wine" and back to coma.

Let's go into the lion's den! The outside entrance is guarded.

Puck - Minor illusion of woman (bait) north of the hole, moving west.

Mairrin - Thaumaturgy of sounds

One buys it, moves off.

Puck casts a web spell

Shadoobie.

The rest attack. Stealthily, or not stealthily.

Lex casts Bless (+1d4 to attack and save rolls) on Deak, Thokk, and El.

Init: 10

Puck drinks his Heroism potion.

Deak EB misses.

Shadoobie constricts!

Deak EB hits 13.

Shadoobie constricts, 15, dead.

One prisoner.

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2020-04-04 ? https://hangouts.google.com/call/9YS0dwDqOHc5e\_KSO7mYAEEE ?

<Ye olde scribe is out sick>

The party goes into the tunnel, but there are new traps. Goes into the basement and finds Calla bound and gagged, not looking so good.

Elongated 8 is a bad guy tell. "Order of 8"

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2020-04-09 Thursdays! https://hangouts.google.com/call/A2e1SVF\_R79O-gcW2p3LAEEE

(less combat notes)

--4-- top of round

Deak is blessed - +1d4 per attack and save

--5--

Deak: Shatter (41, 1)

--6--

EB on a shadowy figure for 16. Shadoobie to staff.

--7--

Karzon wields a glowing hammer.

Shadowy figure uses a shadow dagger.

“Narrows” has a glowing cloak which give him advantage.

Deak: Shatter (41, 0)

Shadowy figure teleports? and does some black energy.

Deak takes 5 (36, 0)

Shadowy figure teleports again, and does concussive knockdown (DEX vs 15)

Deak is knocked prone.

El notices Planar magic.

--7--

Lex with the curing power of the LIGHT realm! (Life realm?)

The party encounters Tamgum (played by Jung), a 6'1", half orc, unarmored Monk, who uses hand axes and darts, and wears plain clothes.

Thokk kills with mighty great sword mastery! And Thokk attacks Narrows.

Shadowy figure hops between three circles to center of the design on the floor, does something,

and poof, she's gone.

Lex blocks the door, and throws Hold person on Karzon, but Karzon saves.

Karzon hops on the design, hops between three circles, and mutters something,

hops between three circles, and disappears.

--8--

Deak: Eldritch Blast on the archer, for 8. Return fire - Deak takes 8 (28, 0)

Shadowy figure poofs in, throws a dagger at Deak, misses, poofs out.

-- Arya has to step out for a bit. His characters’ info:

Puck, Rapier and xbow, +5 to hit, 1d8+3

El, spellsave 14, frostbite CON vs 14, 1d6 cold, disad on next turn

--

--9--

Lex hears, "You need help? Let us in!" from the other side of the door.

He turns his attention to the glyphs on the floor, which have a faint glow.

He manages a small scratch.

Deak uses his pact blade on the pattern, no damage. Moves towards Thokk, who is still fighting the elven archer.

Shadow Lady poofs in, throws 3 MMs, poofs out.

Thokk kills the archer.

There's still banging on the door. Tamgum says don't open it.

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2020-04-16

A bit of planning.

Mairrin works on the cage lock.

Calla is down 10, but not dying.

Deak recovers 1 spell slot via the Rod.

Lex talks to Tamgum.

We talk to Calla.

Someone comes up the back stairway, then ducks back down.

TREASURE

1000 G from the goons

6 gems varying sizes

weapons, not rusted but not great.

Narrows wears exceptional boots (Of Dryness), short sword +1, gloves & leather armor nice but not magic, and cloak. Narrows Cloak of shadows: is shadowy magic - helps in an attack.

Elven Archer's longbow is good and elvish. Def magical, only for woodsmen. +1 at least.

Zark is Garwan's son, says Calla.

Calla gets a couple of daggers, wants to get back to her store.

She doesn't think the guards are involved.

The fountain's shadows seem to stick with the fountain, not the water.

The consensus is that it's healing related.

Let's give it to Thokk! Hey Mikey, he likes it! Maybe cure poison?

Tamgum drags our prisoner to the cage and locks it and jams it.

Deak drinks a cure potion, others do too, and Lex cures Tamgum.

Shadoobie, behind us.

Lex puts some of the torches on the teleport tiles.

Thokk unbars the door. Mairrin falls thru the illusion into a pit of yuck, which starts to burn him.

Throw him in the fountain. He drinks a couple of potions. There's a ledge on each side above the yuck.

Insight: Tamgum isn't lying when he says he didn't remember this.

We make the second floor, and we hear noises from the front door.

We see guards outside, so we put Calla up front.

Captain Arrowleaf. He respects Miss Calla. "Do you know about the children?", "Children?"

She calls for Lady M to meet here at her store, and brings the captain. We follow.

Double guards are at the gate. More troops at bldg 10, some heading towards the docks (13).

Arrowleaf sends guards to gate 1. We reach her store. It's locked, we go around back.

She (and we) enter the store from the back. Looks OK, but the cashbox is empty.

Captain looks surprised(?) and says nice things.

In walks Lady Moonfire and her bouncers.

Tamgum and Mairrin decide to go shopping now. Calla is amazed, as is Deak.

Tamgum tells the captain about the prisoner and he sends men.

Calla and El head off with the Captain to start an investigation.

Lady Moonfire implies she has Hugo prisoner.

She has the Bracers now. She says we might want to check on our friend Humbert.

We head to Starra's, talk to her. "Jenga" She didn't know about Kidnapping or Demons.

Tamgum shops. She helps us with the loot.

TREASURE

35 g for the short swords

30 g for the leather

She give us a satchel which contains 4 vials of cure potion: 2d4+2 each.

The Order of 8 is 8 demons. They're also in Neverwinter.

Starra says no one else local can help.

Is there a way to get secret messages in and out?

Ravens! To/From Lorrkh, Secomber, Goldenfields, Waterdeep, and Neverwinter.

Does she have any escape plans? No, but she will think about it.

Avoid the apothecary, the owner is unpleasant, and possibly involved.

Marsh is OK, at the Green Tankard

Garwan may not know what his son is up to.

Avoid the docks.

Thokk and Puck head to the Green Tankard, get some Tony's dark beer and Tony's food.

They start talking to Curuvar, who wants to know about the totems!!!

"Did you get the totems???"

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2020-04-16

Hugo is comatose in the woods under a tree...

Lex and Tamgum go to the general store and Calla's house.

Lex handles a transaction for Dwalla. Her son knows Zark.

Lex questions Tamgum.

El is with Calla and the Captain Arrowleaf of the guard.

Calla is retelling the goons. Capt mentions Order of 8. He hasn't heard about the kidnappings,

but doesn't much care about the racketeering (SOP).

El tells of the barrels in the goblin cave. Capt Arrowleaf is shocked!

Capt summons aid for magical matters.

Calla wants to press charges against Rumandar.

Deak is headed to Garwan's after a brief stop at the post office with Mairrin accompanying.

Garwan is stacking candles. Lots of healing potions - 2 sizes. Normal (2d4+2) and Super (1d8 ?).

Deak isn't sure if this is the same Garwan.

2@10G, 3 doses of 2d4+2 each = 6.

Thokk and Puck have just sat down at a table with Curuvar at the Green Tankard.

Puck reveals that there are two Curuvars. Guard comes up and asks Curuvar to assist Capt. Arrowleaf.

El and Calla reach the store, confront Lex and Tamgum. She suspected Rumandar.

Calla closes the store, gives El, Lex, and Tamgum a bottle of 3x 2d4+2 heal.

Calla doesn't seem to remember helping kids out of the town - El and Lex step aside and discuss.

She claims the stuff was there before she arrived. Doesn't seem

Deak and Mairrin go to the smithy. Megana is there, 2 assistants. Mairrin wants magic studded leather. Sold out. He places an order for some.

5 silver for postage for Deak’s letter to Gundrin Rockseeker.

Then toward the Tankard. See Curuvar going north with a guard.

Rumandar is trying to pick the lock to Calla's place.

Surround him, El hits him with frostbite and tells him to surrender, Mairrin grabs him, Lex runs over.

Puck and Thokk are drinking. Puck is mourning Hugo. Tamlin the bard is warming up.

Near the jobs board is a fighter with a feather in his helmet is putting up a poster. Thokk sends Puck to look at it. Puck is more than slightly under the weather.

The fighter leaves. The poster is a picture of the fighter with the feather "Have you seen this man?"

Thokk asks Tamlin to invite Puck to play. He does. Bardic duel.

In the alley, we haul Rumandar into the store. Calla grills him.

He told Zark and Karzon. Search him - change and lock picks. He's been working for them since he got here - needed the money.

Kids come from the east camp, some sold here, some further downriver.

He's seen the Lady of Shadows. Lex and El fool him into thinking we will know his location.

We take him to the guard house.

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2020-04-16

That night, Deak goes to the guard house. The guards on duty let him in to question Rumandar in his cell as long as a guard is present (who keeps a close eye on you both). Rumandar knows of the cart and witnessed it being driven off to northeast Loudwater. He confesses to wanting to get in tight with the underground mob in town, but had only just begun, therefore wasn't part of anything bigger than keeping an eye out (as the general store stock boy) for any strange dealings or strangers. He confesses to sewing in the scrying crystal to Puck's cloak and that Calla had no knowledge of it. As for who did the scrying.... He doesn't really know, but he was given the order to do it by Narrows (who is now dead after our battle). Rumandar confesses to knowing of illegal trade, but not the child abductions.

Rumandar reported to Narrows, he admits. And Narrows took the cart while ordering Rumandar back to the store.

--

Deak wonders what ever happened to Koran, Humbert's Maj. Domo.

In the morning, Puck goes to the stables and buys back Hugo's cart for 30G (500 lbs capacity).

El, Tamgum, Deak, and Mairrin are eating first breakfast at the Tankard. Capt. Arrowleaf shows up. More guards are coming (48 hrs, from Daggerford). Ravens and owls. They know where the children have been taken - the camp. Getting militant about abductions. A guard brings in Lex - Kids have been rescued, Hugo is at Sylvanus, let's go to the camp.

Capt. Arrowleaf, 3 guards, 1 scout, us. Couple of carts, and we all get horses!

Deak is please to assume the mantle of ... Special Agent Deak!

We leave the tankard without encountering Curuvar. We meet Puck, Thokk, and the wagon and horses. We leave town! Following the river north, then east. Rockier (difficult) terrain, dirt trail heading south. Leave the carts and horses here and go on foot. Prep?

Use Circe The Cat as our advance scout. People have tried to cover their tracks. Circe smells horses, oxen, human, orc, and dwarf.

Capt. Arrowleaf sends a couple of guards thru the rocks to the highest spot. Camp is active, battlements, broken battlements. Frontal attack is difficult. Go around? Looking into the camp from outside and above, we see: a series of closed rooms and barrels around. A fountain.

The camp moves to defensive posture as the Capt. approaches

Stealth: 4 :)

Init: 7 :) :)

Deak is hit by an arrow.

Karzon and Zark are here.

Puck bardicly inspires Deak (1d6) who does a Misty Step to the roof, casts EB, and misses.

End of round 1

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2020-05-14

Battle continues with round 2!

Karzon runs inside the bldg and locks the door behind him, locking out Zark.

Deak WitchBolts Zark for 20!

Tamgum hits Zark with a dart!

Thokk splits Zark with his axe! Zark is down! And on his bonus attack, Thokk kills the next guy too!

Puck inspires El, Thokk, Mairrin, and Lex for 5 temp hits

Deak’s EB misses #5

El will use Circe to try a range touch, she climbs down.

Deak EBs the roof for 11, trying to get into the room where Karzon seems to be killing kids.

round 5

Thokk kills another!

El casts shocking grasp thru Circe, hits for 1 pt. :/

Deak EBs the roof for 11. Not half way there yet.

Thokk and Lex crash into the door, the bar cracks a bit.

round 6

Deak EBs the roof for 12.

top of turn 7

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2020-05-21

(31/41, 0)

top of turn 7

Mairrin gets into the back room - stepping disks!

3 people, one fires Eldritch Blast at Mairrin and disks out.

Thokk slams the door, bigger cracking sound.

Deak EBs the roof for 10 = 44.

Lex breaks the bar! Inside we see...

Karzon, holding a kid, lots of barrels, and a shadowy circular portal on and above the ground.

Karzon tosses kids in and the disappear. He falls backwards into the portal.

Thokk rushes in and asks Lex what to do.

Deak climbs down from the roof and summons his pact blade.

They're popping back and forth between two of the buildings, and throwing Eldritch Blasts.

Deak recovers a spell slot with the Rod of the Pact Keeper

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2020-05-21

Day 9, evening, by the way.

Top of turn 13, suddenly, all the squares are 5', not 10'

Thokk whacks a bandit and moves around him to save a guard.

El sends Circe into a teleport disc.

Puck disks into the pillbox, tries to shove the Marsh Mage into the webs but gets under Tamgum.

Deak joins a combat and hits with his sword for 13! Oooh, actual combat!

The guard Thokk was trying to save gets hit and is at 0.

Tamgum pushes the Marsh Mage into the web.

Thokk whacks a bandit again, kills him, and attacks the next guy, and kills him too!

El does a double disk jump.

The bandit Deak is fighting disks out, Deak follows and hits him with an EB for 12.

Mairrin runs up and kills him.

The Marsh Mystic says "Eldanoth will have you for this!"

We keep the last bandit alive. Puck comes out singing.

Question the Marsh Mage:

Eldanoth? Demon lord, Corrupter of children. Recruits anyone. Appears as a Tiefling (red) with weird fingers, and lives on 2 planes - this one and shadows.

She thinks, “Were enough children sent to the Lady of Shadows?”

4 kids rescued, healed by Lex. 2 kids were from farms outside the town, 1/2 days travel.

Lady Moonfire gave all the kids candy (before they were kidnapped). They've been kidnapped a week.

TREASURE

Marsh Mage

Good bone armor (reptilian)

Spear (bone)

9 gems

50 gold

Cloak with weakish shadowy magic

Bandit leader

Armor - chainmail

nice clothes

nice thieves tools

Glaive

Crossbow, 20 bolts.

200 G

key to the big strongbox

Zark

100 G

50 S

2 gems @ 100 G each

leather armor

War hammer

Crossbow, 20 bolts

1 gem, quartz white ("zark gem")

other bandits

250 G

200 S

4 gems

--

Mairrin tries to open the strongbox’s combination lock.

Thokk tries to intimidate the bandit, then Mairrin, then Tamgum. After that, they stabilize the bandit.

El casts Identify on the portal. Conjured, planar, plane of shadows, dissipating - 10 to 15 minutes left.

Plane of Shadows is like the Feywild, but shadows instead of fey. They can control their own physicality. Very difficult to defend yourself against them.

Portals are movable

2A, 2B, 3C, 2D. Humbert, Inc About like a cinder block in weight (40 lbs).

Guidance and Inspiration on Mairrin before he tries the lock again. And he gets it!!! Then he uses the key. Then he turns the handle. Then he opens the door!

Barrel of gold (1' tall) 2000 G (- 50G that Mairrin pilfers)

Box 20 gems @ 20 G each

Mairrin:

Headband of Intellect (INT = 19)

Potion of Speed

scroll of level 2 spell of Your class

El:

Gloves, inscribed a hand holding an arrow. Missile snaring

Small harp - Ollamh Harp

scroll of level 2 spell of Your class

Thokk:

Potion of Storm Giant Strength (STR 29 for 1 hour)

Ring of Feather Fall

scroll of level 2 spell of Your class

Tamgum:

Universal Solvent

scroll with a first level spell

scroll of level 2 spell of Your class

Deak:

scroll of 8th level spell

Elixir of Health - 3 doses

scroll of level 2 spell of Your class

Puck:

Eyes of Charming

Tome of clear thought (INT +2)

scroll of level 2 spell of Your class

Lex:

Potion of Supreme Healing (10d4+20) 3 doses

Manual of Gainful exercise (STR +2)

scroll of level 2 spell of Your class

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2002-08-06

Day 13

This morning it seems as if Deak IS unattuned from the Cursed Rod of the Pact Keeper. Lex tries to get the skull totem to glow towards Deak. It does. It does not glow at the Rod, nor at Ellie, nor at Tenebris. So, it's a No Longer Cursed Rod of the Pact Keeper, and Deak is now Deak the Accurséd.

Lex casts Remove Curse on Deak the Accurséd, who is holding the No Longer Cursed Rod of the Pact Keeper. No apparent affect. And the skull totem still glows when he points it at Deak the Accurséd, but not at the No Longer Cursed Rod of the Pact Keeper.

Lex casts Guidance on Deak the Accurséd, who tries to recall his dream. Perception 18!

Image of large (but not Ogreish) humanoid skeletal form on a throne, with robes, dark glowing eyes, and a small crown. It's speaking, I can't hear. It's talking to me (or something inside me?). It has it's hand up and is gesturing as it talks, but not in a spell casting kind of way, more

as a conversation with a peer.

Arcana 10 - The skeletal form is both powerful AND magical. Oooh!

Lex tries to get a response from Deak the Accurséd (by saying Direction and slapping his face), which causes Deak the Accurséd to turn to the west.

Let's head to Secomber. But first, pick up our spyglass bags. Leather outside, cloth inside, nicely made. Not waterproof, but resistant.

Tamgum gets a big breakfast, as does Thokk, and all the rest of us. Ellie reads her book. Lex visits Jimmy.

We recover our carts and horses from Jim Bob the stable owner. Free new shoes. Off we go at 9 AM, ETA Secomber 4 PM. Ladies from the Drunken Maid wave good bye to Thokk. Head west on the road. More people are heading east.

There are a group of 6 guards coming east at a determined pace. Tenebris talks to Captain Mapp, a lieutenant, and 4 guardsmen. Capt. Mapp mentions the "Federation". He also says beware, the Gargoyle attacks are increasing. Talk to the town head Kelvin Thrist when you get there. Capt. Map is originally from Waterdeep and more going on there too. Statues are coming alive! He has a glowing (+4 or better) magical axe! Thokk lusts for it. From waay east of here, near Dragonmeer. Khonnan's Armory. That matches Thokk's dream. The armory is south east from here. Each axe is tied to an elemental strength. This one can grow, the Capt. killed a giant for it. The axe was giant sized. He encourages Thokk to go find Khonnan's Armory.

Traveling at dusk is best near the Dragonmeer.

Talk about the floating lights and the square footprints. Shorty's Groove has a lot of those square footprints. Caves with ghastly sounds too. One guard said, "Be wary of the Giants up Unicorn Run." Rumors of Stone and Hill giant up there, according to Tenebris.

We approach Secomber. Pass some ruins and some rice paddies. There are guards on the bridge across the Unicorn Run. They say they can't guarantee our safety in Secomber. They explain that the ghastly sounds from the cave is more like, "If rock could scream..." The area, Shorty's Groove, used to be an abandoned (6 years ago) mine. Then it was a tourist trap

because people wanted to see the inside of a mine.

The town hall is the biggest bldg in Rumble market.

Toll is 1 gold to get into the city (collected between the bridges). Thokk pays.

We see the Docks area, 1/3 in use, 2/3 empty. Lord's Fort on a hill above town.

We head for the stables. Another dwarf run stables, this time by a female half Dwarf. Jill's Stable. 1G/day. Tamgum hands over 2G.

We head to Rumble market. Learn the lore of Goblin Splat lane, but not the actual cause.

Lots of Halflings in this town, maybe 2/3 + of a population of thousands. Signs of some (gargoyle?) combat in the streets.

Rumble Market has an inn on the left, brothel at the top, tower in top right (town hall?), another inn with tables outside on the right. Shops, stores, carts, booths, etc. Very efficient of them to put the brothel next to the town hall, saves wear and tear on the boots.

We go to the tower. The guard wants to know our business. Captain Mapp told us to look for Lord Thrist. He's gone for the night, he's in his manor, Lord's Fort.

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