

# Party Timeline

The Party meets for the first time. They are assigned to Kendall Keep by the Duchess.

## Hammar 1

The White Gryphons leave Irieabor.

## Hammar 3

They encounter a swift but furious storm.

## Hammar 6

Gryphons encounter 4 goblins. 3 are slain, but 1 questioned and let go (to be tracked to lair), it is slain by wolves. In the evening they arrive at Kendall Keep, Eralt reports, while others carouse at the inn.

## Hammar 7

Party as a whole reports to Governor Deveraux. Then organize roster and devise loot splitting rules. Feyonn, Eralt and Gile set out on a scouting mission, encounter 4 gnolls, kill them, take injuries and loot.

## Hammar 8

Loot is sold off and money divided. The party meets Astaiera and Berea for the first time. They are informed of the party's organization, and the Rules of Division are discussed, amended and clarified. Eralt begins work on a new wooden sword.

## Hammar 9

Astaiera, Feyonn, and Gile go out to investigate The Shy Tower. On the road near the keep they encounter 5 zombies. They run into the woods, A,F, G are able to kill 4, the other get away. Further down the road they encounter Tarlech (a fisherman) After wrongfully accusing him of nefarious deeds and pissing him off, they allow him to head back to the keep, following behind to see he makes it safely. They head back out, cross the river at a frozen ford (twice, needlessly). Then find a slight trail into the woods, follow it and encounter giant wolf spiders. Dispatch 4 then look for a lair nearby. Find lair, 2 more giant wolf spiders attack them. In the evening, Strip bodies in lair, drag bodies to river, collect wood for pyre. Crash for the night.

## Hammar 10

Last rites are done over the bodies, they are burned then the remains given to the river. A,F,G head up the hill to find the site of The Shy Tower. They examine the tower, which appears to have no entrance and is made of an opaque purple glass that resembles a giant cut amethyst.

The 2 falcons, Talon and Gullin, check out the tower from above and find no entrance there either. Faint footprints are found leaving the tower. Something attracts the attention of the two falcons and they fly off. Astaiera and Gile go to investigate, and Feyonn stays at the base of the tower. They return, with the falcons, and all continue to examine the area. In the evening they decide to stay and camp at the tower site. The tower disappears at midnight.

## Hammar 11

The Gryphons head back to the Keep and divides the loot that was acquired from the Wolf Spiders on the 7th. They (B,F,E,G) try to find out more about the Zombies encountered on the 9th. They go to Kendall Keep's graveyard (to the North), and find 28 emptied graves.

Assuming the grave robbers will return tonight (Why, I don't know), they set up a noisy, track covered, obvious, ambush. In the process, nearly freezing to death. Eventually Talon convinces them to return to the Keep (by getting hypothermia)

## Hammar 12

The Gryphons return to the graveyard with Father Abercrombie and Cob (a local hunter) in tow. A catalogue of the defiled graves is made and the following information is gained:

All 28 were large muscular men in life, 14 were adventurers (9 from Lord Macsen's time) 14 were craftsmen or heavy laborers (stoneworkers, carpenters...)

The Gryphons return to the keep planning to speak with Mother Smith (the oldest member of the populace of the Keep) After a brief pit stop in the keep, the party sets out on the trail they found near the graveyard. After travelling several hours into

the woods, they encounter a party of 10 Goblins. They kill 9, Feyonn chases the 10th and is ambushed alone by 6 more. They nearly kill him and are looting, when the rest of the party arrives in time to keep him from bleeding out.

When the party returns to the scene of the first battle, they see Gnolls poking around the Goblin bodies. Each group notices the other, and part without further incident. They return to the keep.

## Hammar 12/13

In the night, Rook gets Berea drunk and takes advantage. Neath (the tanner's sister) decides to make Pwyll her boytoy, and the two make whoopee up in Neath's room.

## Hammar 13

In the morning, the most recent loot is sold off. Then, later in the day, the party (A,B,F,R) seeks out Mother Smith to ask about some of the keep's history. She has much to tell, but tells party to ask: Asham, Hobbin, Greeves and Peta for more info about the old days. Feyonn decides to learn more of the farmlands about the keep. A,B,F,R hear about nervous sheep and investigate. They set up ambush then track and kill a small Hyenadon. That evening back at the inn, Rook loudly tells the tale, with Berea filling in details. A basic timeline of the town history is put together.

## Hammar 14

In the morning, A,F,G,S seek the previously destroyed evil temple. They seek to the East / Northeast and find an area with an obviously caved in entrance. While searching around, they also find humanoid tracks leading into a huge thorn covered area not too far off. Small bits of cloth are found among the thorns, and on closer inspection so are small bits of putrifying flesh. Attempts to enter the area are thwarted.

They then follow the tracks in the other direction. (South) and eventually lose the trail near the North Road. They cast about and find fresh turned earth in the side of an embankment on the North side of the road. They begin to dig (in hopes of finding a hidden door). Instead they encounter a dozen zombies, that start digging their way out, and attack. The encounter is complicated by the casting of an entangle spell that encompasses the party as well as the zombies. Feyonn nearly buys the farm again, but everyone still lives, we defeat the zombies, then we limp off home. It is full dark by the time we arrive back at the keep.

## Hammar 15

The Gryphons stay in the Keep, praying, resting, and staying out of a serious blizzard. Feyonn has a serious talk with Astaiera about spellcasting tactics. Rook finds out that he is a father, and tells Neanne (the mother) that it's her own fault. Refuses to marry her, but when confronted by the Governor, agrees to pay a bride price. The Gov. decides that since she is partially culpable (she invited *him* to bed) the bride price would be only 150 pieces of gold. He cannot pay so the Gov. pays in his stead and tells him he must pay off the bride price. Confines him to the Keep, and says he must work as a guard to pay him back. The party argues amongst itself as to whether Rook should get tossed from the Gryphons (since he cannot work for two masters) and decide to let someone talk to the Gov. about it. Feyonn and Eralt say they will talk with him in the morning, as he is unavailable the rest of the day.

## Hammar 16

In the morning, Feyonn and Eralt speak to the Gov. (separately) and Rook is allowed to continue with the Gryphons, as Feyonn has given his surety that Rook will pay, or he will if Rook does not. Eralt then heads to the stables to heal Maelstrom, allowing Saridan to join us as we leave the Keep on another errand. Feyonn has decided to go out to the scene of the zombie massacre and give last rites to the zombies, so they will be unable to be animated again. B,E,F,S & M head out. They arrive at the

scene to find that only 3 of the zombie bodies are still there. Feyonn begins the ceremonies, and when he is near completion, a dozen goblins arrive and are dispatched by the rest of the party, leaving 1 alive to answer questions. He is tortured by Feyonn till Saridan puts a stop to it, then he blabs to Saridan (good cop, evil cop routine). Since darkness has fallen, they camp, build a fire and sleep w/o incident.

## Hammar 17

In the morning, we follow the goblin trail until we reach a small box canyon, and find the trail leads into a cave. Saridan stays outside to keep rear guard, the others enter. Entering the cave they avoid a portcullis trap, but it still makes noise that alerts the goblins. 6 attack and are readily dispatched. Eralt notices movement down the hall and charges. 8 more goblins arrive, 3 throw oil past Eralt, and he then whirls his blade to stop another from throwing a torch. The others eventually catch up to him and they kill all but the torch bearer (thrower) who runs deeper into the caves. They wait, then exit and torch the entrance behind them as they leave.

They meet Saridan in a wooded patch nearby. Investigate a horrible stink, and find a cave surrounded by bones. Notice a kobold horde pouring out of a cave across the way. Many of them are archers. We withdrew (retreated, ran, whatever) and were persued by a small contingent of kobolds. (18) We ambushed them, and massacred all but 2 (who ran away). We debated a short while whether to stay and fight more, or to head back to the Keep. The Gryphons decide in favor of staying for now. We make camp at noon, bury the loot, and settle in to recuperate. 4 goblins approach camp and are dispatched by E, B, S & M, leaving F to continue sleeping. B scouts the canyon, is attacked by a hobgoblin & slays it. Then sees a troll?

in the canyon below, but is not spotted. We are up & ready, she returns and reports. We debate the wisdom of taking the offensive with a troll at our backs. (fronts?, sides? whatever) We collect the loot and return to the Keep. Eralt reports to the Gov. and repairs to his (the Gov's) library to research trolls. The rest of the Gryphons head off to the inn for the evening.

## Hammar 18

In the morning, the Gryphons split up to each handle personal business, then meet in Gile's room to figure out what to do next. E,F,A,S & M go east along the road to escort a caravan that is due to arrive. Several hours out, the party spots them.

It is Mendel (as we can tell after A's effusive reaction that nearly causes a bloody scene. Mendel is accompanied by two beautiful women, Chantel and Sascia. He is guarded by two guards wearing chain mail. One is Devdas (female) and the other is Ohtar (male). We make it back to the inn without mishap. We are invited to dine with Mendel as a thanks for our added protection. E, F, A, S & B attend the dinner at the Guild house. Pwyll manages to get himself hired to entertain at dinner. After dinner, they all go back to the One Eyed Cat, except for E, who heads back to the Manor House in the upper bailey.

P sees two fighters paying off 3 rough looking guys and leaving the bar through the rear door. He signals the others in a manner that might have been too subtle, and staggers out (acting drunk) after the shady crowd. Soon after A sticks her head out the door and nearly blows P's cover. To cover for this "P pees on A". This seems to defuse things, but the group he followed has scattered.

It is found out that the two fighters were Devdas and Ohtar, Mendel's guards. The other three apparently went out the gate, leaving town. R goes up on the curtain wall to find out some info, as P informs him that Joop can be bribed with alcohol. He heads back to the One Eyed Cat, finds that everyone has already crashed, hits on cute blonde, (Asenath) that only seems interested in Feyonn.

# Party Timeline

## Hammar 19

In the morning we meet in Gile's room (all but P). We divide up as follows:

E, B, F & S go to question Sabine. They find out that the ruffians of last night were trappers from in the area, and they come to the keep occasionally. They told her they were looking to stay at the Green Man (inn). She is now concerned they might be a threat to the Keep. We inform her to be wary of them, but take no action.

G, A & R go to trade with Mendel in the warehouse. Sell off lots of stuff, make lots of money. Astaiera casts a spell (obviously) at one of the guards, and gets cold cocked for her pains.

P goes shopping at Quince's. Pays for delivery at noon tomorrow. All but P head out to track the 3 ruffians. We are able to track them (with Fang's help) back to the box canyon we were at the other day. Apparently these fellows are camped out in caves above the kobolds. We raid the caves and kill 9 of what we assume are bandits.

We investigate the caves further and find 2 locked doors. B examines door, finds a trap the hard way. Is healed several times as the poison runs its course. She survives but is rattled. R examines the door, sees the trap that B triggered, attempts to open the door and finds that it is double trapped. Even worse, the poison is nastier on the second trap as he nearly dies from it.

After being healed, the party decides to batter the door down. In the room beyond, they find a group of 4 halflings with bows. They defeat them, but, noticed only by Eralt, a fifth halfling backstabs A. E kills the last one. We loot the room, and split the party. R, A, S&M, head back to the Keep. They encounter 3 brigands in the dark and dispatch them. Then continue on their way.

B,E,F,G hole up in the hobbit room and rest. E finds that a gem in the room enhances his Psi and is given the gem by the party. Afterwards they examine another locked door. Behind which they encounter the brigand leader, or so he is assumed. He was a bit tougher to defeat than the common brigands below. We also find and rescue The Lady Lenore of Ravenskeep. We then loot the cave complex and gather in a storeroom.

## Hammar 20

R, A, S&M get back to the keep, and make deal with Mendel for use of his wagon. (35% of profits made from that carried, and first option to buy). Astaiera walks off with a caged wolf cub, and Saridan is left to make further excuses and a more lucrative deal to prevent Mendel from accusing her of theft.

Talon arrives with a message for Saridan, telling him to return to the caves with a wagon. He replies it is underway and will be there anon.

Astaiera lets the wolf cub go, it runs off, she chases, and is ambushed by a pair of gnolls. With the Goddess' own luck, she survives long enough to be rescued by Saridan. He and Rook had completed their business and ran into her on the road on the way back to the caves.

They arrive at the caves with the wagon, and then begin loading. Astaiera, Saridan and Rook encounter 3 bugbears, that are apparently trying to leave some form of tribute, or bribe, or gift?! They say nothing to the others. There is some more odd behaviour from Astaiera involving a bugbear head, but we are able to get back to the area of the Keep without further incident.

Astaiera goes to drop the bugbear head into the river, and Saridan and Feyonn stay out with her to see to it that she doesn't get herself killed.

In the Keep, Berea insults Eralt and he accuses her of theft. He attacks her, Sabine intervenes, everybody goes away after Berea admits to having stolen a ring. Eralt takes Lady Lenore to the Governor, discusses Sabine and Berea, and gets guardsmen to arrest Berea. Meanwhile Berea goes to her room.

Gile and Rook unload the wagon at the inn with Wilf's help. Then bring the wagon back to the warehouse. They meet A, S, & F coming in the gate, and exchange news. A & F head off to the inn, Saridan stables Maelstrom, then goes and talks to Lord Devereaux. e gets back to the inn just minutes before Eralt arrives with Captain Roryn and the town guardsmen. Berea is arrested, and walked through the common room on her way to the Keep's jail.

Everyone other than Berea then meet in Gile's room. They discuss the sad events of the day, and determine that the Gryphons are now in possession of three magic items. A dagger, a Drusus and a potion. The party then turns in for the night.

## Hammar 21

We gather in Gile's room to identify the magic items, and to discuss the future. Rook is absent (sleeping off a hangover or something), but otherwise all current members are present. We determine that the dagger is enchanted, but not to what extent. The same can be said of the Drusus (shortsword). The potion turned out to be a potion of scent neutralization. The party gives the dagger to Pwyll, and debate using the potion on Rook (when he arrived he stank of almond brandy). We also give the Drusus to Feyonn. We debate about what we should do, and are rousted from the room by some of the guardsmen, who are searching for an escaped Berea. Pwyll ducks out the window to avoid being seen, jumps down and ducks into the kitchen of the inn, then goes into the private room off the kitchen.

The Gryphons debate further what they should do next. Gile is pressed into service as the treasurer and takes inventory, and sells off the latest haul for a tidy profit for the Gryphons.

A, E, F, R, & S seek the Captain of the guard, so they might have a guard present when they go to question Mendel. (To determine if it is circumstances or actions that are making him look like a scumsucking bottom-feeder) Also to find out more about Berea's escape. Captain Roryn (The Captain of the Keep gurdy) fills us in on his theory of the escape. We spend some time pondering how she could have escaped, while the Captain sends a sergeant to keep Mendel from leaving the keep.

The sergeant returns and let us know that Mendel has already left the Keep. We then ponder what part, if any, Mendel might have had in Berea's escape attempt. We examine the gate tower and the evidence seems to bear out our suspicions.

By all appearances Berea has fled with Mendel, and they have several hours of a headstart on us. We determine that he has gone East but has too much of a lead time for us to lead a pursuit with any chance of success. Then we head back to Gile's room to debate the issues. The debate degenerates into talk of treason. Then we debate if the discussion is treasonous or not. Then we discuss what our plans shall be from this point on...

Saridan goes off to begin training, while Pwyll sleeps in the tavern back room. A, F, G & R go out on a quest to find the lost (escaped) wolf cub. They cross the river to look for tracks on the other side, and decide to retreat when gnoll arrows land at their feet (obvious warning shots). They then return to the Keep.

Eralt begins training in the upper bailey, and Rook goes to spar with him. Gile continues to scribe scrolls up in his room, while Pwyll plays tunes at the inn.

## Hammar 22

Astaiera trains with Mother Smith in herblore. Eralt trains in the upper bailey. Feyonn tries to self train in his ranger skills. Gile writes scrolls in his room. Pwyll continues his usual routine. Rook trains in the upper bailey and elsewhere. Saridan trains outside the keep and in the stables.

## Hammar 23

Astaiera trains with Mother Smith in herblore. Eralt trains in the upper bailey.

Feyonn tries to self train in his ranger skills. Gile continues to write scrolls in his room. Pwyll continues his usual routine.

Rook trains in the upper bailey and elsewhere. Saridan trains outside the keep and in the stables.

Feyonn borrows money from the party pool to buy a suit of plate mail armor from mouse's pawnshop. Eralt buys the rusted suit of chainmail at the same time.

In the evening 8 strangers enter the keep. This group is comprised of: 4 priests of Shaundakul (led by Br. Miroslav). 1 of which is a minstrel in the Northern tradition and trades music with Pwyll, another of them is also a Ranger (as we find out in coming days). The four of them seem to have taken Feyonn and Rook in hand, and are seeing to their religious practices. Feyonn seems to be cowed by Br. Miroslav, and rarely gets a word in whenever they talk. Miroslav is a 'Takes No Shit' kind of guy.

The other 4 travellers are: A Dwarven Crossbowman named Bolvar, an Islander lass named Colleen that also weilds a crossbow, a promiscuous Northern Lass name Alexica, and a quiet Cormyrean guy named Argent.

## Hammar 24

Astaiera trains with Mother Smith in herblore. Eralt trains in the upper bailey.

Feyonn trains with Br. Miroslav and Br. Ragnar in both priestly and ranger skills.

Gile continues to write scrolls in his room. Pwyll spends more time with Brother Danayel (the Northern minstrel) training in Northern music.

Rook trains in the upper bailey and elsewhere, and says prayers every morning with Feyonn and the 4 Brothers.

Saridan trains outside the keep and in the stables.

## Hammar 25

There is no change in the Party's activities.

## Hammar 26

There is no change in the Party's activities.

## Hammar 27

There is no change in the Party's activities.

## Hammar 28

There is no change in the Party's activities, but by the end of the day...

Eralt, Feyonn, Rook, and Saridan finish training.

Pwyll finishes part of his training.

## Hammar 29

Everybody takes a day off except Gile.

## Hammar 30

Market Day!!! The largest market day of the season hits the Keep. Being the day before the Midwinter Feast. Everybody goes shopping! Rook stops a pickpocket, Astaiera borrows money from the pool and buys a strength bow, Eralt buys a high quality riding mare with Gile's assistance and Saridan finds someone willing to sell him a suit of half scale barding for 500 gold. Gile looks for cheap paper and spellgems, and hires Karyn Lum to act as a crier to tell the townsfolk about his spellswap party. Rook commissions some leather clothes and a backpack.

## The Midwinter Festival

Northerners and Islanders consider this a day to honor the memories of their dead ancestors and friends. Southerners consider it a day of joyful celebration, drinking and revelry, singing and dancing. Cormyreans treat it as a day of quiet contemplation, a day to honor their god Aris.

Gile talks to Dara Smith about having some jewelry made, has dinner (cooked by Neanne and family) with his spellswap buddies, Msr. Nashe, Dubricus, and Alexica join them. Everyone enjoys the festivities of the day. Astaiera and Pwyll spend time at the bonfire outside the Keep with Mother Smith and meet the Bee Man for the first time. (Apparently he is the ranking Druid in the area)

# Party Timeline

## Altur 1

In the morning we all meet up in Gile's room for breakfast. Eralt accompanies Feyonn into the nearby woods to visit some of the hunter's and trapper's huts in the area. Feyonn is trying to familiarize himself with some of the locals, and possibly convert some to his religious beliefs. Eralt was willing to go with him, so he would not have to travel alone.

Gile begins to train with Master Nashe. Astaiera and Pwyll go to spend some time with Mother Smith and the Bee Man (at his house/grove in the woods).

Feyonn finds a prospective convert and begins teaching him the ways of Shaundakul. Astaiera begins showing Delia Lum the ways of the Goddess.

## Altur 2

The only change to the Gryphon's activities is that Feyonn, now that he knows where the hunter's huts are, goes out alone. Eralt spends some time with his new horse and Fang (his dog) in the upper bailey while others train.

## Altur 3

There is no change in the Gryphon's activities.

## Altur 4

There is no change in the Gryphon's activities.

## Altur 5

Gile finishes training with Master Nashe, and devotes time to converting Dubricus. (Master Nashe is already a believer.) Astaiera and Pwyll finish training with the Bee Man. Everyone else continues with what they are doing. Feyonn has an argument with Gelm (the hunter he was trying to convert) and ends his attempt to convert him.

## Altur 6

Feyonn seeks out Jobe, another likely candidate for the faith. He also consents to train Astaiera, so she joins him and Jobe. His concerns that she might try to undermine his attempt to convert Jobe turn out to be unfounded. Gile finishes writing the last scroll to complete the bargains made at the first spellswap and continues to spend time with Dubricus.

Pwyll goes back to his usual routine at the One Eyed Cat.

## Altur 7

Saridan and Rook complete their training. Rook seeks out Dubricus, to ask if he needs any help in his scribing duties. Saridan works on polishing and fitting the half-scale barding that he bought for Maelstrom.

The Gryphons gather for the evening meal to discuss future plans. They decide to further investigate the briar patch, and discuss burning it. Astaiera objects on religious grounds, and is told that she has two days to come up with an alternate plan. She suggests asking the Bee Man for help, and is given the responsibility to do so.

## Altur 8

Astaiera visits the Bee Man, while the rest of the Gryphons continue with their other activities.

## Altur 9

Gile's discussions with Dubricus bear fruit, and he converts to the worship of Azuth. Astaiera's young friend Delia Lum converts to the way of the Goddess. Astaiera informs the party that the Bee Man has to say about the briar patch. He believes it is of a magical nature, and as such their efforts will avail them naught. The Gryphons settle on the alternate plan to do recon on the box canyon, and hunt wolf spiders on the way out and on the way back. Feyonn informs the others that he is too busy to leave yet, and the others decide to wait for him.

## Altur 10

Feyonn convinces Jobe of Shaundakul's glory, and converts him to his worship. The Gryphons decide to leave the following day on their mission.

They are also called in for a meeting with Governor Deveraux. He reads to them (and Captain Roryn and a group of others) the newly drafted Charter of Authority. Eralt is informed that there are dire happenings in his home county, and is dismissed from the Duchess' service so he may handle it.

They are also introduced to a pair of new recruits. Their names are Nasir and Hadat. The Gryphons then elect Saridan to be their Captain. He appoints Feyonn as his First Lieutenant, Rook as his Second Lieutenant (actual rank of Sergeant internally). Gile will continue on as Quartermaster and Supply officer.

Saridan doubles as the Assistant Quartermaster. Pwyll is made the head of Intelligence, with Feyonn doubling as Assistant Intelligence officer. Astaiera is assigned the post of Chirurgeon (Chief Medical Officer), and Nasir has been given the post of Commisary (Head Cook). Feyonn will also be taking on the duties of Liason with Captain Roryn and the Governor. Lieutenant Danwyth has been assigned as the Liason on the Golden Lions side.

We spend the rest of the day organizing ourselves, and getting to know the new members. Feyonn has his first scheduled meeting with the Governor, and gets the Gryphon's pay for the month of Altur. Gile disburses the funds. We also equip the new recruits from our meager stores, and show some of them around town to finish supplying themselves. As well, the Gryphons purchase a medium sized, adequate grade tent. This will be carried by the horse that we barained with Eralt for. (Mare/Average/Old/Riding horse named 'Horse' by the unimaginative Gryphons.) We also secure lodging for the new recruits. Saridan asks for and receives quarters in the manor house, as well as office space.

## Altur 11

In the morning we head out to hunt wolf spiders. A, F, G, H, R, S&M and Horse head out. As we travel down the road, we are ambushed by a group of zombies. We dispatch them, burn the bodies, and say final rights over them. We then track where they came from, and find a clearing with five non-animated corpses. We then burn them and say prayers for them as well. As the sun starts to set, we decide to set up camp. In the middle shift we are assaulted by wolf spiders. We nearly lose the new guy, Hadat, but we survive with no casualties.

## Altur 12

We strike camp then continue to track the zombies all the way back to the Caves. We find that their trail ends at a cave entrance somewhat uphill of the goblins and troll caves. The entrance is blocked by an arch of skulls around a heavy door with 5 skulls nailed to it. Saridan touches 2 of the skulls, and is burned, then blinded by some magics placed upon the skulls. We decide to press on. Rook picks a lock hidden in the jaw of the center skull, and we open the door. Entering into the cave, we find another smaller door, and beyond that 3 corridors (1 with stairs leading up). Saridan calls out in obvious delirium, and we are soon assailed by a dozen skeletons and zombies.

We find ourselves very hampered by a lack of room, and our inability to stuff a large crowd into a small space. Our troubles are compounded when a skeleton in a dress appears at the top of the stairs, and throws something into our midst that explodes.

After a long battle, in which we trip and stumble over each other repeatedly, we are finally able to defeat them all. We are however, in bad shape, and very low on healing.

It is at this time that we are informed by Astaiera that the goblins are at the bottom of the canyon, hitting their shields and chanting in the direction of the troll's cave. We drew the conclusion that they were summoning the troll. We debate briefly whether to hole up where we are, or to make a run for it. Prudence wins out and we start for the horses. As we move along the canyon wall, we are spotted by the goblins, who seem to redouble their efforts.

Feyonn decides to use an amulet that we took from the skeleton in the dress. This causes an explosion down below, that had the side effect of setting a patch of woods ablaze. This caused Astaiera to become enraged, grabbing the neclace. When she was rebuffed, she removed her badge and threw it

to the ground. Being prompted by a still blind Saridan, they put their differences aside till we arrive back at the Keep. When we do so, a meeting is called, and many things are discussed. The Charter is re-read, and group discipline and cohesion is stressed. Astaiera is slightly mollified by being made the keeper of the amulet that caused the fire.

After a few very tense moments, it seems the Gryphons differences are temporarily ironed out. An identify spell is cast upon the ring that we took from the skeleton in a dress. since the neclace was used, we know what it does, but also cannot identify it to get further info. The Gryphons retire for the evening.

## Altur 13

Astaiera leaves the White Gryphons to join the Governor's staff as a scout. S gets used to the feel of power and summons P and F to discuss current and new rumors.

We go back to the caves where we fought the undead, and run into trouble in the form of a blocked door and two skeletons that almost kill R and H in the entry hall. S kills them, and two others. We all go upstairs and find a lab w/ two helper skeletons. R breaks his weapon on the wall but S kills them. As the Gryphons look around, they are set upon by lots of undead led by the skeltar (the skeleton in a dress) and a zombie that was with her. F gets approval from S to let off a fireball (from the neclace of missiles) and cleans out most of the undead, and fries us all a bit in the process. S is left with fused armor after the blast. We emerge victorious and loot the place, but the skeltar wasn't completely out, and thus escaped. F wrecks the place as they leave, we are met by applause from somewhere in the canyon as we exit the cave.

Once we make it back at the Keep, we go to Father Abercrombie to have the zombie permanently put down. Feyonn has a lively debate with the good father about their religious differences.

R hooks up with Alexica, F begins trying to convert Asenath. H talks to Nikolai the bard, inquiring about his sister in the Southlands. Pwyll is still sick even though S cured disease on him. We begin to suspect that he might be poisoned. H meets with Rafe, then the carpenter, and then the tailor, to have things made. G sells stuff and we split up the loot. He also discovers that we are very rich in gems, and is informed by Father Abercrombie that he put on a holy symbol of the Dark Lady (The Mistress of Poison). He spends the balance of the day in church atoning for this deed. R suspects that Jess is poisoning P and thinks that G must have skipped town with the loot, because the stupid acolyte tells him that G has a great malady.

We begin to see plots everywhere and think that it might be tied to Pwyll's poisoning. The old timers suspect Nasir or Hadat might be traitors. Much of this is cleared up when Gile is released by Father Abercrombie at the end of the day. Hadat talks to the cooper to find out why he has been drinking himself to death, and unbeknownst to the others, does some mental stuff to make him more talkative when next they meet.

## Altur 14

We all look into the case of Asham the cooper. Feyonn investigates the day that Arpad (Asham's daughter) disappeared, and finds suspicious circumstances that point to Mendel. Rook disrespectfully walks out on Mother Smith.

We come to the conclusion that Mendel is nearby and in league with the remainder of the brigands from the caves we cleared. We stay in for the night. H assures us that Asham is ready to open up to him, and he does. Mendel forced him to make special barrels. when he realized they were for smuggling he stopped. Arpad disappeared, and Mendel said he kidnaped her, and he should do as he was told or she would be killed. He now fears for her since no word has come from Mendel since he left town.

# Party Timeline

## Altur 15

The Gryphons decide to go on a recon patrol. Saridan allows Feyonn to head up the mission, as it is a Holy Day, and he cannot do so himself. He makes F promise not to torture any humanoids for informations, which he does... H says not to worry because he can mind probe any that need to be questioned, be it monster or human.

We (F, H, N, & R) head out. H tells F of his views on things (giving F some concerns about his morals) F and R stop to pray at the shrine th Shaundakul, while N and H look on. They continue along the road, and turn up the side path. H hears "singing", and goes running off into the woods. F gives chase, trying to stop H. N hears it soon after, and runs off himself, leaving R scratching his head on the trail. He concludes that the music the others heard is what made them act so nuts, so he stuffs wax in his ears and follows. F succumbs to the music as he enters a clearing with a large tree in the center.

It turns out that the music is the singing of a harpy, a creature indigenous to the Northlands. While three of the four are enraptured, Rook attacks the foul creature. While attacking it, H tries and fails to Psi Blast him, and Nasir punches a few holes in him. F had somehow been made helpless by the creature's touch, preventing him from joining in the attacks on Rook.

Feyonn is left helpless and must be taken back to the Keep...Father Abercrombie doesn't want to help F and Mother Smith doesn't know what to do. Hadat offers compensation to Mother Smith for all the trouble. Nasir visits the Keep's temple and is surprised to see that his Goddess is worshipped there. A poor choice of words send rumors flying throughout the town that the problem with F involves his becoming an undead minion. Father Abercrombie kicks open F's door to find R & N talking, sprays them all with holy water and prepares to do battle... We explain that F is NOT a zombie. (the rumors said he was zombified) We calm the good Father down, and clear up the rumor.

R stays in F's room to be sure he is OK until he snaps out of it. Meanwhile Hadat goes downstairs and ends up talking to Alexica. He tells the tale of the day, she runs upstairs to be with Rook. (the hero) She explains that F will come out of it after a while and he does. Apparently, she knows about Harpies, and when Feyonn comes around, we find that he knew as well.

## Altur 16

We go out first thing in the morning, without even discussing things with the rest of the Gryphons. Hadat, it seems, is never short on complaints.

We get almost all the way to the caves this time, in spite of 20 mph winds and deepening snow. At the point where the road turns North we see 6 goblins with spears and heavy winter gear, and give chase.

They split up and chase down at least one each. (Not the brightest idea) F kills his after taking a serious beating. H takes his on and mind fries him (but not enough) and nearly gets taken out. N follows R since he 'lost sight' of his target (after about 5') and they take out two together. About this time we all realize we have been fighting halfling brigands.

N and R meet up with H and then N goes running down the trail to get F, since H is in bad shape. We strip the bodies and move off after the other three, tracking them to the area of the Caves. The weather gets swiftly worse, and we need to look for shelter. We decide (after some scouting around) to stay at the ex-undead area. We make our way down a slope, (Feyonn does so with a dramatically uncontrolled rolling maneuver that ends at a tree. Ouch!!) We get into the cave and do a quick recon. Luckily the place remains empty, so we choose a room, build a fire, hole up and crash for the night.

Meanwhile, back at the Keep, Narvi, a famous dwarven cartographer and engineer arrives. He has been sent here by the Duchess as a cartographer,

and has been put at the disposal of the Gryphons. Also, a ranger (Shawna) arrives at the Keep after midnight having been driven in by the storm.

## Altur 17

We wake to a real blizzard, and we can't do anything but rest, and strip the caves of everything that can be used as firewood. H tries to mind warp the halfling that got away. He makes him think about his life as a brigand, and scans him every few hours.

We also get a bit annoyed to find out that he is in front of a roaring fireplace, sipping cognac.

While Rook is giving Feyonn writing lessons in the burnt out room (scratching words in the soot on the walls), Feyonn notes footprints that look like high heel shoes on the floor. Nasir finds a secret door and we go forth. We find a whole new group of rooms and run into more skeletons. We kill them all, open more doors, find and kill more skeletons AND the skeltar. It is only by the slimmest of margins that we defeat her. We realize that she was stuck in this secret area due to the fire we caused.

We rest up and pray nothing tries to come after us, as we use up most of our firewood, and have to tear down more doors to burn.

## Altur 18

If we thought the 47 mph winds were bad, today showed us what a real storm was like. 82 mph winds outside the door could easily lift us up and throw us down miles away. This was a BLIZZARD. So we holed up in the undead area for another day while we slowly run out of food and wood for the fire. Hadat continues to pump the unsuspecting halfling for information, and gets a few tidbits.

Saridan puts Narvi to work designing a headquarters for the Gryphons. He also gathers prospective adventurers and puts them through their paces to judge their skill.

## Altur 19

The blizzard is dying down, but the winds are still too strong for us to leave the cave. We pass the day wondering if everyone back at the Keep thinks we are dead, eat the last of the food, and decide to conserve firewood for the nights. Hadat continues to pump the halfling for information.

## Altur 20

Food gone. Fire wood gone. Hadat continues to pump the halfling for information, but this time the little bastard notices. But Hadat hits paydirt, and gets some juicy info. Apparently the brigand's connection in the Keep has dried up. (the "fat man"), and he was last seen holing up at "the Temple" (a cave not too far from where we were.) Everything points to the fat man being Mendel.

We hope the storm breaks by morning, because things are starting to look really grim.

Back at the Keep, Saridan judges the following people fit for service: Alexica, Asenath, Argent, Dubricus, Jess, Br. Raphael, and Shawna (the ranger). Brother Hadrian arrives asking after Hadat.

## Altur 21

Hurray! The weather breaks and we get the hell out of there and back to the Keep. Luckily there are no mishaps on the way. The watch is surprised that we lived through that storm. Saridan calls a meeting where he re-assigns some of the Ranks and Positions in the group. Hadat is made Sergeant, and assigned the duty of making a list of internal disciplinary actions, Nasir is made a Corporal. We also meet Narvi and are shown the plans he was able to come up with so far.

## Altur 22

We all head out in the morning after arranging for supplies, setting up a schedule for Brother Raphael to contact Hadat, and gather some firewood. We bring along Pwyll, Shawna and Alexica. Then, as if we went back in time, we encounter a dozen zombies trying to dig their way into the embankment where we had a similar encounter over a month ago. But the outcome is far different this time with no entangle. We do a ceremony over the ashes.

We arrive in the area of the Caves just before sundown. Rather than unloading our equipment we opt to assault the bandit caves right away. We wipe out 12 bandits on the lower level, and torch a room, filling the complex with smoke. Hadat takes a moment to scan the halfling's mind again, and senses that he was expecting this fight. One of the brigands made it to the upper level, so we are expected.

We ready ourselves to assault the up stairs of the thieves den when the smoke clears. H gets cold feet about renewing the assault. The healers use up their spells, then F, P, G & H take a nap while the smoke clears. R & S keep watch on the inside and a Halfling scout is taken out by a hard charging Saridan.

We move up to the upper hallway and decide to hack the first door down which S does. H tries some mental nasty stuff on his Halfling thrall but fails and the fight starts. P moves off by himself and waits at the other door which of course opens and more bad guys pop out and he alerts the others. We take two Halflings prisoner and one human. We loot the bodies and burn them all in the upper room and G does a burial Ceremony. S talks to the prisoners and tries to get info. They give us some info and Nob (the Halfling) was trying to cut a deal. The rat "Wil" was let go and Nob was hanged on the spot.

## Altur 23

A new day dawns we get ready to go back to the keep. "Wil" runs right to the goblin caves after we let him go and plans to rally the gobs and the troll against us. F tells S "I told you so" as he heads out after him. H tries a mind fucking on the halfer "Wil" Sh shoots him, but he calls the gobs out. We kill them, then more come out and we kill all but 3.

They take 3 of their dead to the troll to eat. (Which is better than the temple of Baal) unfortunately now there are 10 goblin bodies out on the canyon floor. We head back to the keep loaded down with lots o' loot. Turn in the prisoners and inform Capt. Roryn of their crimes. Then go to meet the Governor and inform him of their dirty deeds.

We pass the day into the night people do chores and rest, G and H have a chat about southern politics.

## Altur 24

R & F go to the shrine to pray, S rides Maelstrom, H does exercise, G goes over the loot. S calls a meeting at noon where we discuss what to do next. F finishes his training; S starts the presses for making the barracks.

The trial for the human and the Halfling goes on, the human gets 3 lashes for 20 days the halfer gets drawn and quartered at dawn tomorrow. Until S reminds the Gov. about the holy day tomorrow so they do it at sun down today. F asks to be allowed to administer healing to the human thief and does so. R buys back one set of tools from Mouse for reasons he tells no one about.

## Altur 25

F trains with Jobe, H hands out tabards he had made up, S prays, G does a spell swap with Alexica.

## Altur 26

R, S, H, Argent & Shawna decide to go out on recon patrol to check out the other caves in the canyon, enter the ex-undead place and check out up stairs first, Ar and R go to check out the magic wall section.

Then some carrion crawlers show up R and H get paralyzed and after some mental high-jinx the party gets back to the keep and see father Abercrombie.

N was going to have a small patrol but it got cancelled due to the misshap with the crawlers.

Father Ab removes paralysis on R and H but S has to grease his palm for Rook, the group decides to train as needed then head back out to patrol.

## Altur 27-29

We Train

## Altur 30

G sells stuff and has a spell swap. F gives his weekly report to the Governor, and does some regular shopping. H gives out the surcoats to the recruits. We all get paid ( yay! )

# Party Timeline

## Chesak 1

Some of us train , S sends N into the field for his "commanad" trial. His mission is to scout out the quarry to see what there is to see. They head out and it is slow going

## Chesak 2

Slow going for N's team, people finish training.

## Chesak 3

Slow going for N's team, F tries to convert some of the workers. S sends R and Dubricus out to follow and support N and his team.

## Chesak 4

N's team make the quarry and scout out. They don't find anything out of the ordinary. The past few days have been a heat wave with lots of snow melting. R & Dub get to the quarry and R has some doubt as to following N's orders but it must wait till the morning as H has no more PSP's and S decides N is still in charge. On the 3rd watch in the night there is some low rumbling in the ground.

## Chesak 5

F works on Jess for conversion as well as some of the workers at the keep. We head down into the quarry itself with N as the fearless leader leading from the rear. R feels more rumbling and everyone wonders what it could be....Alexica screams out in horror "land shark" as it guts Argent and rips Dub in half covering R in blood. By some act of god we manage to turn the tide as Raf mentally zaps it and it gets killed. Ale freaks out, G does last rites on Dubricus . We head back down after cleaning up, cut open the land shark and check out the water.

R asks G to cast light on a rock and toss it in, G splashes the surface and we see movement, lots of skeletons coming out of the water. Alexica falls into the water and gets pulled under. G saves her as R and Sha get swarmed ....Bad, worse, not as bad, so so bad, OK. We all live and get some loot along with some stuff S might like to destroy.

## Chesak 6

We lick our wounds and wait for S and the tanner.

## Chesak 7

S and the tanner get there and S starts to go batty at the site of the swords and armor marked with Bhaal's symbol, but is dissuaded from destroying the stuff.

## Chesak 8

R and S get messy cutting up the land shark. On the way back we notice the foundation of what once was a small guard post. Also, there is a small fresh grave (halfling?) in the graveyard. we make it back to the keep at sunset .

## Chesak 9

G sells off the loot and we split up the treasure. H asks S about his childhood blah blah blah... N has a dinner party. New ranks are established. H wants to set a "protection / alert" system for any caravans coming in or out of Kendall Keep to other citys (good idea, not practical). And in a few words has S ready to kill everyone in the party by having a full assault on the temple. He came to his right mind and decided not to.

## Chesak 10

Market day, Train.

## Chesak 11

S heads workers to quarry , train.

## Chesak 12

Train , S escorts workers to quarry. S realizes he does not know the "L" word (logistics)

## Chesak 13

Train, F gets supplies together for the troops at the quarry.

## Chesak 14

F brings the tent and supplies to the quarry . H sets watches, and tries to organize the mess.

## Chesak 15

All training done. F invites Relg to join the W.G. he accepts.

## Chesak 16

Relg is out-fitted , S has everyone go to the quarry and we make plans to take out the goblins.

## Chesak 17

We head to the box canyon. Into the woods we go and encounter another harpy. All but R and S must deal with it. S and R finish it off with no fatalities. We go to the undead area and rest for the night.

## Chesak 18

We pop in on the Goblins. S sends Maelstrom back to the keep by following Onyx. F goes on a mad rampage and decides to "do the whole fucking village" of goblin women and children. We run into hobgoblins being led by a goblin and kill them all but realize that one must have gotten away because the troll was roused and charged us... F tosses the necklace at it and sets fire to it, S fends it off until we get in the goblin cave and toss oil at it, the troll runs away after getting burned a bit and we follow back to its cave. It blocks off the entrance and S goes in first then N , R & G. F chants... Shock and awe we kill it!!!

## Chesak 19

F and G go diving and fish for gold in the troll water (yuck) we head back to town S gives the team the rest of the day off. He also hands the troll's head to Narvi and asks him to incorporate it into the design of the HQ. He balks, so S agrees to hang it inside.

## Chesak 20

It is market day and a caravan is in town . We shop and spend some money.

## Chesak 21

Hadat remembers that Ra did not report in yesterday and contacts him in the morning. Ra tells him info that seems fishy... We go out to see what is going on out there. We run into some dead Wolf Spiders that Feyonn thinks were killed by Gnolls. Ra and Ar were dicing while Sh was patrolling. So Rook decides to have them pack everything (twice!) All make it back to the keep ok!

## Chesak 22

We make plans to head out, but first Rook talks to Capt. Roryn to put Ra and Ar on latrine duty, H was sent to administer the duty but used a poor choice of words and Ar freaked out. After Ar got beat down a bruha-ha occurs over this all and H is in the dog house. We hit the road and run into a rust monster (Feyonn and Saridan run away) We kill it and As skins it and buries the skin.

On to the box canyon....skeletons are all about doing things then we see a skeletal bird flying in and some nasty undead dismount and go into the Temple cave. H contacts it and nearly loses his mind. We go into the Goblin cave and head upstairs. We take our time clearing rubble, while some zombies surround us...we get set to attack...we have zombies from both sides and R gets a Carrion Crawler also...after some trouble we close off one front and decide to fight our way out the way we came in. With a combination of skill, luck and some amazing twists of fate we make it out alive and back to the keep. All except for Asenath.

H tries to contact her and does.... She appears to be uncaptured and hidden at the caves, but something seems fishy. We clean up, find out that we got a magic dagger out of the fight, among other things.

Ra does the mind speak to As to see what she has to say. She says she is making her way back after avoiding the bad guys.

We have a meeting and remind every one of and clarify the chain of command.

A search party F/Sh/Ra is sent out in the morning for As. S and R look over the new recruits.

## Chesak 23

We do more mental questioning with As and determine that she is with the bad guys ...Rook, vindicated, does the "I told you so" dance.

S calls another meeting and we inform the troops of her treason. We also give them a lesson on the history of the keep .

All the officers have a meeting and revise and

clarify both protocol and the Duty Roster.

Relg is promoted to Corporal. We explore the pay structure of the enlisted men and decide... (see WG Roster for pay rates)

R meets with Kreuger and interviews him. He also informs the other "trainees" of when to meet with F and S.

The Gov speaks with S and informs him he doesn't need A anymore so she is back with us. S speaks with Reece (the cobbler) then goes to Father Aber and gets whiped into religious shape. F stays up all night praying for some spells.

## Chesak 24

We interview the new recruits and accept all of them. Nasir and Hadat Train

## Chesak 25

Some trainees get a head start and train voluntarily.

## Chesak 26

All officers take a day off

## Chesak 27

The Headquarters is finished! We get the tour and move in. S gets the secret door tour and doesn't tell anyone about them.... >sigh<

## Chesak 28

We swear in the new trainees in the morning and make plans for patrols... H pays a visit to the traitor's brain, she has a helmet that blocks him out, but he get's in one last dig. Then he contacts the Evil cleric and informs him the traitor can feed him info and he will not bother him again if he kills her.

## Chesak 29

Hadat finds out she isn't alive anymore but is now an undead! Thanks Hadat ! S orders a patrol, R oversees the training of the new troops, gets them organized into units and sees who can do what...

S / F / H / N / Ar / Al go to patrol the road. H gives Ra a mental image of the Evil cleric (just in case). The patrol is ambushed at the bridge (near the Caves of Chaos) by lots of zombies. Maelstrom is brought down by a missed charge and lots of spears so S rushes across the field to save him, and does. Ar and Al are taken down by massive zombie attacks, but survive. We heal up the wounded and burn the zombies. While waiting for Mael to wake, the "dark rider" flew by and took a look see at us.

We get harried by 6 copper skeletons on our way back to the keep. We kill them and take their skulls.

14 more meet us within sight of the keep in 2 waves F alerts R with a spell... N runs to the keep to get help and waits for the gate to open. R and the mob march down the road on the quick, but too late. We had destroyed the skeletons. The "dark rider" swoops down again and A & Sh shoot at him...

Once back at the keep S and F go to the Governor and report and all three get into a shouting match... F gets pissed off at S for cutting him off. There is much ado about town as the people worry, and the first words of treason are bantered about the Governor in the Ene Eyed Cat. F sends his report to Roryn and takes a nap expecting the keep to be brought down to the ground. S begins writing a letter to the Duchess to ask for more money...

## Chesak 30

Much drama ensues as we discuss the military structure again. Saridan give out orders. Demands he be healed by Marris. Makes order that there be no proseletyzing in the Gryphons. Feyonn tells him to stuff it, and others to ignore it.

Hadat leads mission out to Shy Tower Hill, ambushes Hobgoblins on the way. Completes mission, leaves bodies piled in the woods, and 5 (leaders) heads on spears as a warning. Heads back to keep with no further mishap.

As a side not, Hadat found a note on the Hobgoblin Shaman's corpse. It outlined a deal with what we suppose is the evil temple. The order is to attack the keep and harrass the troops for the next 10 days.

# Party Timeline

## Tarsakh 1

Feyonn tells Governor Devereaux about the hobgoblin's contract to keep us busy for a ride...

Rook and Hadat talk about Hadat's patrol and decide R should also take his platoon out to leave supplies and check on the bodies Hadat left behind (intentionally to gather intel on their body harvesting practices).

Rook's platoon heads out to a hunter's cabin in the woods to the NE of the Keep to bury more supplies when Shawna's "eyes" see some one animating the bodies. They run like maniacs through the woods to ambush him.

The initial charge went well then R got slept and then the enemy spellcaster brought down a "Rain of Blood" which cut down Al, Wa, and Ph. We manage to win the fight due to the arrival of Nasir and some luck all around, and strip the body of a robe, belt and wand. Shawna also notices a brand on his neck after we strip him. So R cuts it off and takes it. All the bodies are burned and we head back, while on the way back R sees the dark rider flying over the burning bodies. R's diminished platoon makes it back to the keep and reports.

G's brother in law (Amir Kaladan) is in town and G is introducing him to the Gov. and Saridan.

F destroys the wand from the mage and gets cursed for a while. H brings the belt to father Abercrombie who takes it out side and destroys it.

H notices F's shrine has been messed up. R sees the branded skin glows from time to time (giving us all the willies) and H contacts it with his powers...even more creepy). He asks Bro Hadrian for help. H finds out from another Psi what it is and the news is not good. It is apparently some sort of 'psionic circuit' similar to those used by Illithids. Br. Hadrian is given the task of taking the 'circuit' to Whiteshade HQ

F, H, & R decide to send out a patrol.

## Tarsakh 2

After the dust settles S calls a meeting and revises the command structure. H plans an attack strategy. S has a meeting of the troops and informs them of the new command layout.

S, H, & F are in a meeting and H informs the 2 others what Capt. Roryn found in Pwyll's throat, and of the undead mind flayers. Then a runner tells us about the 6 staked out bodies. F goes out to look while H and A use Gullin to look at them. F sees their hands and feet have been cut off. Also, the 6 zombies seem to be the ones that destroyed the shrine of Shaundakul at the crossroad. Feyonn cuts up 2 of the zombies and a gnoll comes down to have a talk with him.

Sh has a bad time as her bird is shot but not killed by some skeletons that are shooting all animals in the area of the Caves, but she found out where the flying undead mount might be.

At yet another meeting G is found to be not in his right mind, as he tosses a magic missile at F (who had tossed a cup at him for some annoyance from Nasir). F takes him to his room and Commands him to sleep, then wanders out with R & Relg following. H prepares the troops for the attack on the dark rider and his mount. G goes to the gate and seems to be waiting for someone (a woman?)

Everyone forgets Saridan's meeting and it is postponed till the morning.

S speaks with the Amir to try to find insight into G actions and state of mind. S stops by Mael's stall and finds his horse's water has been poisoned.

S now in a "poisoned" mind frame walks around looking for evil people and poisoned water and finds horse and mule are also dead.

G is later awoken by pain as Talon has been attacked and we find out Gullin was attacked as well. Both Hawks are killed, but Shawna keeps all her animals in her room with her. Much chaos happens. After the mayhem is over H reveals his plans for the next day & reassures the troops.

## Tarsakh 3

In the morning we meet Roryn and find that the graveyard has been cleaned out... It seems that maybe the attacks on the animals were a distraction to get the guards away from the North wall.

We head out to where we believe the undead mount and rider are, leaving behind N, Rg, Os, Ma, Cl, Ra & Br. ...and as we walk into the clearing, oh look, there is the rider and his mount waiting for us ...FIGHT TIME!!!!

Je runs in fear (or so it seems) ...Kr seems more then he let on ...its not looking good for our heroes ....yet we kill his pet ...and him, with no deaths on our side. WooHoo!!!

We take the rider's body (which is regenerating) in parts and we move out. Once we get what we think is a safe distance away, we burn his body.

As we move on F notices Kr isn't with us any more so he asks H to scan for Kr. Hadat says no, and we have a debate as to whether to move on or not. H orders the men to move on, while F orders a halt. Some men move on with H, its gets ugly then S steps in and has us move on. H mentally reminds him what the plan was. (Kreuger is on a mission spying on the caves)

We get back to the keep and figure out what to do now that a rift is forming in the command structure. F informs Roryn that we have killed the rider and his mount.

We make plans for the next phase of the plan. N found a calling card from our "A" friend again so a new sweep is done for poison.

## Tarsakh 4

We heal up and get ready. Then wait for Kreuger to report. The news isn't good, he reports that they are about to do some sort of ceremony.

We head off and set up our mobil base at the back of Shy Tower hill. Feyonn wandered off and saw something at the tower as we were setting up.

The advance team moves on to the caves and sends in Rook and Nasir to do some recon. Then sends in Jess and Zeina to kill some of the zombie archers in our path.

They take out 2 and we move in. H gets an update from Kreuger the bad guys are beginning the ceremony so we assault the cave to ruin their party.

We go romping through the complex. Run into some asshole in black armor who cuts off Rook's arm and Relg's head (in that order).

Gathering our shit up, we prepare for a strategic withdrawal. Rook and Nasir (both incapacitated) are carried, as well as Relg's and the Dark knight's bodies. Hadat has Jess check the door at the top of the stairs. She hears two voices and recognizes one as Mendel's voice! Time for the fat man to sweat H wants him alive! We ready for battle!!!

A stroke of luck we win with no loss of life on either side... We take them all prisoner and get out of the caves, but we are seen leaving and the skeletal archers are ordered to fire at us. Feyonn and Saridan decide to be voluntary targets and step out to the clearing while the group run for safety.

We clear the canyon and Feyonn stays back to cover our tracks with Jess and Zeina. We all make it back to the field camp and on arrival we find two new faces sent by the Duchess... Kyro and Tsoladin.

Saridan and Hadat question the new guys and Gile already gives the Azuth speech... right in front of Saridan. H has some questions for Mendel while Tsoladin 'endears' himself to Rook.

Hadat, Tsoladin & Gile question Mendel's guards and Shawna reports that the bad guys are scouring the forest looking for us. So Hadat gives the order to hit the caves while they are out looking for us! He also sends word to the brotherhood about Sir Danwyth and the 'tattoo' of psi circuitry on his back.

Hadat and Rook get into a argument about the tunic of useful items and the war dogs on it... but R gives up the rowboat (from the tunic) to Hadat instead. We rest until dawn.

## Tarsakh 5

We cross the river and run into a bunch of wolf spiders. Killing them. Feyonn is slightly miffed that Gile keeps his healing to himself instead of helping out, but we heal up and move out.

Zeina and Vincent are talking when Feyonn asks what about. They say that Tsoladin should watch his back since he nailed Kreuger in the back with that stray shot.

We encounter 3 skeletons that don't make it. At the entrance to the cave there is a chained up owl bear and Saridan wants us to kill it in melee instead of shooting it down from range. It nearly kills Kyro before we kill it.

Saridan and Feyonn piss their armor as another dreaded rust monster comes towards us. Diana sacrifices her sword to deliver the killing blow, and looks at the cowardly Saridan with disgust.

Next is a room with 12 zombies, 3 leave through a far door while the rest delay us. Hadat hears screams of terror from the next room and the race to get in there is on, but it is hard going, as these are very tough zombies. We realized we had lost as we open the door to find a dozen massacred prisoners scattered around the room. We stack all the zombies in the room with the prisoners and the owlbear head and soak them in oil. Down the hall, Feyonn and Jess check out a door and trigger a magic trap. The door disappears but the area radiates magic. We find another room with books wall to wall and Arpad (The Cooper's daughter) chained to a desk. We grab some blank books, and torch the rest of the room, as well as the one with all the corpses in it. Then back to the field camp. Hadat tries to warn the keep but are unable to contact the people back at the keep.

We break camp, Raphael tries to contact the keep again but gets nada. When we make it back to the keep we find Clovis, Brandon, and Argent had been poisoned last night, and are now dead.

Rook, Kyro, Nasir, Jess, Zeina & Astaiera rip the place apart looking for any more traps or poison in the base.

Reese shares the fate of Sir Danwyth the fallen knight with Hadat.

Kreugar finds a dead Golden Lion (Colleen), who fell victim to a trap in his room. We search her and she is loaded with incriminating evidence (poison and the like) Feyonn gives Relg last rites and afterwards reports to Captain Roryn the death of Colleen who was doing wrong deeds... Saridan escorts Arpad to be reunited with her father.

In the evening we gather our forces and information to figure a course of action.

Feyonn writes down Bhaals name on paper to let Kyro and Tsoladin know what god we are up against, who then use it to start a chart and shows it to Saridan. Who then wigs out and takes them to Father Abercrombie. Ts learns of the dispute between Feyonn and Fr. Abercrombie, and Saridan begins to wonder about Tsoladin's religious beliefs.

R is asked questions by Kyro and is somewhat annoyed since he just wants to be left alone. A few minutes later Tsoladin goes to Rook and starts asking him what "WE" can do about his arm. Rook tosses a bottle at him and heads off to the tavern. Saridan orders a meeting in the morning where almost everyone shows up but Rook. The bard (Nickolai) sings the song 'The Practical Knight'.

## Tarsakh 6

We decide who needs to train, Feyonn is ordered to send out a patrol and given command till Saridan gets back. Feyonn takes Tsoladin, Umberto, Astaiera, Jess & Raphael and head out on patrol while the rest stay back at the keep.

We patrol the road up to the bridge where we expect to be ambushed, 6 skeletons are on the menu for today and we take their heads and hip bones, which Tsoladin (an undead expert) tells us is good to do.

Back to the keep we go to pass time.

# Party Timeline

## Tarsakh 7

Feyonn takes Tsoladin, Lonnegan, Umberto, Raphael & Astaiera out on patrol today.

We get to the bridge, and no ambush, but a couple of glyphs burn then zap Feyonn. The 2nd he was ready for. We head down to the small island (near the camp) to check it out, but back down early on.

We check the rivers edge on the way back and get some leeches in the swamp but that's about it!

Back to the keep and Tsoladin starts a folder of stuff from the WG and puts a poem in it, Feyonn has Shawna tell the troops to be at a morning meeting, and Tsoladin tells the officers to be there too. Lonnegan, Kreugar, Gile & Kyro finish training..

## Tarsakh 8

F has his meeting where all are told of recent events and that we are going to keep up the pressure on the caves!

We decide to take out the skeletal archer sentries, and the best way would be with blunted arrows. We can only scratch up a dozen so Feyonn calls off the mission for today and waits on the caravan tomorrow, also hoping for better weather.

Tsoladin reads one of the books of heroes and finds a passage of Morwen, Empress of the South who was imprisoned by the slimy southern wizards who are sucking her power! R decides to start up the writing class again in Dubricus' old house. Feyonn meets Chandry and tries to interest her in Shaundakul (she seems interested) Saridan hears the bard's song, realizes it is about him, but takes it with good humor, and even tosses the bard a gold piece.

## Tarsakh 9

Windy and raining still, we head out to take out the skeletal archers. We plan, and go with a Call Lighting and to take out one at a time. All was going well until Umberto got too far ahead, then Asenath steps out of a cave entrance with 2 robed guys right next to him. Hadat contemplates a plan to save Umberto while Gile waits to jump on Asenath and smash her to bits. The Call Lighting doesn't do anything to Asenath, but zaps one of the two guys (wearing armor under the robes). The team retreats successfully. The robed guys look like the guys Feyonn now says he saw go into the Shy Tower the other day, and he mentions it to Gile and Hadat. Hadat has a little fit...

We make it back to the keep after running like mad and after some few words of caution from Tsoladin, we burn the skulls and hips in the fire place in Saridan's office. Feyonn tells Hadat about his first encounter at the Shy tower with the elf woman month's ago. Everyone scatters, H stops in to see Mendel's interrogation and the night arrives.

## Tarsakh 10

H calls a meeting. Everyone all but S and Kr show up. He relays the information from Mendel's interrogation and has good news and bad news. F wants to go back in and hit them again like before, but H thinks its best to chill for a day. And they debate a course of action and theorize about who the robed dudes are.

H has words with the cooper and hears what S and the cooper discussed. He promptly goes to the bar and cries to the bartender of how S screwed him over for the credit of his plans to get the girl back. (Of course the Bard is in attendance) He gets a few drinks in him and starts wondering if S is a paladin... He seeks out F and discusses it with him and F shoots in a bid for Shaundakul.

H goes to see father Abercrombie and seeks advice on S. He is relieved to hear he is only a paladin in training, and gets a history lesson on the current rulership of the South.

We decide to use the abandoned building that housed the undead bird and its rider as our new "field base". So we ready what we need to outfit the field base and get some magic items ID'd by the bard that is in town right now. (Nikolai)

F,H & R are discussing their plans for the next day in Saridan's office, when all of a sudden, Os gets gunned down by a volley magic missiles for opening the front door of the HQ. Black robed men in armor jump inside and start cutting people down. Ra gets controlled and kills Ma, H gets to enjoy being attacked mentally and does a little better then Ra as he makes the guy go to regular combat and throw knives at him and just about kills him. At about this time, the attackers drop whatever illusion they had running, and we see that they look just like the guys we saw with As the other day.

R gets dropped as Ra, Os, and Di all bleed out... F gets dropped next... Kr tends to Ra's wounds as the rest bleed out, then he decides to let the cat out of the bag and opens the trap door to the vault and yells for G to get his fat ass out of the cellar with the healing potions. NOW!!!

Despite Kr best efforts Os still dies but F, R & Ra are saved... H is deeply angered by the lack of booty since the dead bodies dissipated after their death. The town guards finally show up and order is restored... We lick our wounds and plan bloody vengeance on the cocksucking evil temple for siccing what we now know are Githyanki upon us!!!!

We gather everyone except S and K and talk to Capt Roryn and he finds out about our secret exit to the granary and he is unpleasantly surprised. We show Roryn the entrance, and ask him if we can sneak over the wall (so our leaving the keep will go unnoticed), he approves. He leaves, we start planning our next attack.

We will also make it seem like more of us have been killed so as to fool our enemies. H informs sister Nerissa of the Githyanki problem and she informs H of Eralt's eviction from the Brotherhood.

We plan to head to the site of the undead bird's aerie. H tells the men they have a chance to leave service before this mission since it is not what they signed on for. Di, Ra, Sh, Um stay behind the rest leave, but must stay behind till 2 weeks after the mission when they will be released. H gets himself some steel... A Katana, finally!

## Tarsakh 11

We plan and have the real funerals and the fake ones. (To mislead the enemy about our surviving numbers) H asks those mustering out, why they are leaving.

## Tarsakh 12

We sneak out of the keep and travel to the Caves. A starts off with a call lighting and we move in for the kill. A couple of entrance guards go down and we build our momentum and steel ourselves with grim determination. We make our way down to the lower levels we entered before. Oh my, carrion Crawlers in the barracks. F and H go down. H cures F and himself and we are back on track.

F pisses on the shrine to Talona and kills an acolyte who nearly makes it past us. We move on to face the force that may or may not try to kill us. H has Ra send a telepathic message to R and tell him to be wary of a possible attack on the keep.

R packs up the money in case he has to bug out. We move on, pass magic trapped doors, and see a section of floor Glyphed up the ass. We hear chanting so H bites the bullet, runs the gauntlet and gets in the room to find it full of skeletons and zombies. Not to mention the evil Priests waiting for us.

We slug it out with the horde and make head way and take out half of them but we split up and get surrounded. Eventually a dispel magic takes down our protection from undead. H gives a brave speech but foolish one. We take out the big bads, but H and N get killed and all that are left is lots of undead...

They move back to where they were when we entered. We guess that this was the default if the leaders were killed. F starts to chant Shaundakul's name and desecrates the altar and the mosaic on the wall with his ritual and everyone finishes off the now motionless undead.

Di sacrifices her life to bring H back to life.

We save 6 potential hostages and head to our safe house tent.

We go back to our tent to figure our next move. F has S scan the released prisoners for evil intent.

One of them appears to have said intent. F then has G do a detect evil and the same person is evil his name Trori.

We make it through the woods and are in sight of the Keep when Trori makes his move. He goes invisible somehow, floats up in the air, zaps Sh then zaps A but S spears him with a hurled lance and we continue into the Keep.

S brings Di to Reece to bury her in the Cormyrian way. Sh and A are healed up, H is left at the Temple since he is still out cold. F writes his report and then goes up to the tall tower to pray and Chandry comes along. She might be his next convert.

S has all the beds moved down into the common room and we stay down there tonight all together.

## Tarsakh 13

We heal up, rest and fix our stuff. F gives in his report early. G pops off a bunch of mending spells and fixes stuff. F gives the newly freed people a gold piece each. (they are overwhelmed with his generosity)

The Gov stops by to show support and S offers a toast. F immediately assumes it's poisoned and casts a purify drink. Fast thinking on his part as after the Gov left, A detects poison in the wine.

S calls a meeting and we make plans... We have a visitor by the name Eomund (the Gov sent him) and he wishes to join the WG. Ze looks after the comatose H.

## Tarsakh 14

Once again we head out (F, A, G, T, Je, Lo, Sh, Um) Ra and S train, R, Vi, Ze, K stay back at the keep. We get to the tent and find kobolds ransacking our stuff. F rushes in to get some fresh kobold kills. We move on to the box canyon and see the rest of them going in to their cave.

We go into the R&D cave, even though it is killing F to let the little bastards get away with our stuff. So we go to the library. F goes into the room and gets popped by some Glyphs, then the same happens to G. We then pour oil on the books and F notices the books are empty covers. We get ready to leave when a bunch of zombies sneak up on us. We finish them off and burn the bodies in the room along with the bookshelves. We leave, sorely in need of healing.

Getting back to the Keep is quick and easy. After a marathon of healing, we find out that Hadat has rejoined the living. He seems shaken up more by our current exploits than his previous death and resurrection. So, a man on a mission, he goes to speak with Reece and then Capt. Roryn. He wants us to get back on track, and makes taking out the enemy treasury a high priority. With it, they might rebuild, so we need to deprive them of it asap.

## Tarsakh 15

In the morning, the team consists of S, H, G, A, E, T, Kr, Sh, Um, and Ra. Leaving behind F, R, K, Vi, Ze, Lo, & Je, they head out. We return to the Caves with no difficulty. (Checking our stash on Shy Tower Hill on the way.)

Once at the entrance to the Temple, Sh spots a buried Skeleton. H has us watch where it goes to report. It goes to the R&D area and 6 skeletons emerge with 2 Worgs, 2 Rust Monsters and 6 Stirges.

We kick their asses, but H is dismayed to find that A still hasn't learned how to properly range an Entangle spell.

Entering the temple area, we turn left and find a room with an illusion of a beautiful queen (or Goddess, we aren't sure which). A, T, Um, & Ra all get charmed by her. S goes nuts and charges. Then gets jumped from behind by 2 very fast Caryatid Columns. Enough people disbelieve in the illusion to kill the columns, subdue our compatriots and get out of the room.

# Party Timeline

After everyone got their senses back, the room was searched by Kr, with S doing escort duty. Nothing could be found.

Next up was the long passage which was believed to be the tunnel to the OLD temple that had been razed those many decades ago. Following it for a long way, it comes to a caved in area. Near the ceiling was a small tunnel, dug into the cave in.

E impetuously climbs in to the astonishment of all present. He eventually comes out into a cleared area, then reports back that he has seen some undead with pickaxes, digging through some large boulders.

S, A, Kr, Sh, and E crawl through, and ambush the undead. They are apparently ghouls. With Saridan's remarkable ability to repel them, it is an easy task to wipe them out.

Kreuger has a bit of an argument with the "flying, talking rat" on Eomund's shoulder. E then actually grows a spine and starts putting the squeeze on Daereg. (The shadow drake familiar with an attitude, aka the flying talking rat!) S calms things down and we continue back to the others.

After everyone is re-armoured, the path to glory leads us back into the main Temple area. (Which H informs us is actually only a chapel.) Gile casts his trap detector spell and we comb the place. Find a wall section in the main chapel are is glyphed, and find some in the lower level. I on a door to the lower stairs & on a passage with at least 3 glyphs in a row.

Deciding on the chapel area as the most likely, we ascend. Kr finds a secret door in the trapped wall section. H takes one for the team and is blinded by the glyph, but opens the door. All we find is a fancy living room, but that has another secret door to the TREASURY!

CRAP!!!, no joy yet, a Wight tries to ruin all our fun. But it is easy enough to keep it contained since it cannot get around Saridan's awesome defense. At least until Astaiera crits him in the back with a fumbled arrow. But wait, Kreuger levitates it off the ground to slow it down. Shawna drills it, Gile zaps it, and it seems we have it under control again. NO! Astaiera now crits Kreuger in the back, putting him down, causing the Wight to drop. It luckily chooses Saridan to attack (missing) ignoring the bleeding out Kreuger on the floor. Saridan gets it with the killing blow. Amazingly nobody lost a level. Entering the room, we scope out the massive amount of goodies, and relish the divvying up that will occur next session. We send a message to Rook and crew to bring crates, wagons etc... it is too much to carry and we need to keep our distance if we are to ID lots of magic anyway.

Kreuger wakes up and Saridan talks him down from killing Astaiera on the spot. He tells her, "at least wait till we get back to the keep and we figure out what went on with all the shooting in the back."

Rook gets the message to get a cart so we can haul the booty back to the keep. So he goes to the Lums and rents their cart and team. Then tells Je, Lo, Vi, & Ze to gear up and come with him!

When they arrive, R leaves his crew to watch the wagon up above the cave entrance, and sneaks into the temple area. He skulks around, finds out where the party is, but skulks some more and hears someone talking in one of the rooms on the other side of the complex. He then goes to the party and tells them.

Then we notice Tsolidan has gone missing and Rook and Kreuger go looking for him at Hadat's request. We find him in the shrine with the illusion and the columns... Kreuger lures him out as they ambush him... Tsolidan gets beat down and dragged back to the group on his face. Apparently he is still charmed. We figure out the logistics of getting all the loot out and do so! We load the wagon and hit the road back to the keep.

Hadat goes to good father Abercrombie and gets his blindness fixed. He then tells him about the people who were charmed by the illusion. He also further insinuates that S is unfit for command!

We unload the wagon and stow our loot and figure out what our next course of action. Feyonn is still away from the keep, Hadat contacts Sister Naressa and updates her on his progress. Hadat and Rook grow suspicious of Saridan's new gung ho attitude.

Much debate happens and A is coached on how to apologize to Kreugar. Which she does when she sees him coming down the stairs. Kr graciously accepts her apology <she is a dead woman!> We also think Kreugar overheard our conversation and Astaiera calling him a "craven psycho"...

Feyonn arrives and tries to convert Eomund to Shaundukal's worship as Hadat goes to the inn to have a few drinks and see what is going on.

The plan is to go out mid-morning and find Asenath and make sure she doesn't have anything left to say or do to us!

S gives the orders to Ziena and Raphael to follow Kreugar's lead on the mole hunt!

## Tarsakh 16

We head out in the morning...

On the road we see smoke that looks to be from a camp fire, we investigate and find 12 travelers on pilgrimage to Irieabor (they worship "Quonzar"?) We suspect their intentions... Hadat contacts Ziena, and gets the low down on these pilgrims. We find out they are on the up and up, but the one thing about them is they are pacifists... R still thinks we should kill them all, they obviously can't be trusted!

We explore further into the R&D section when we get to the caves, and find an area we had not examined before. We find a room filled with bones!!!! LOOK AT THE BONES MAN!!!!

In a room beyond the bones, is a table with a chest, some odd objects... and a note. It was from Asenath and she left a parting gift for each of us! Oh boy!!!!

Feyonn and Shawna search the rest of the cave entrances in the box canyon for tracks. We find a new entrance or two, and as we get to one and see some tracks, F wanted to get a closer look. He gets attacked from above/behind and falls to the ground paralyzed, looks like bugbears and the fight ensues...

Shawna calls out, the party runs across the canyon, we kill most of them. One starts to write something in the dirt and Astaiera and Shawna shoot it down!

We enter the cave, kill a bunch of them and Feyonn gets hit by some trap that hurts his vocal cords... H heals him and the group makes their way back to the keep.

Kreuger reports on his progress on the mole hunt.

- Rafe thinks his vision is going (he saw Mouse disappear from the Inn back door)
- Rafe's wife is 8 months pregnant (Not sure if it fits, but noteworthy)
- Wort has been acting out of character lately (He is usually a ladies man, but not lately)
- The Baroness is preparing to go back home (in the next ride or so)
- Hobbin thinks his wife is going senile early (she forgets stuff lately, more than once)
- Quince and Jocelyn prepare for their wedding (at the feast of the sun)
- Bee man predicts great weather for a ride (just good to know)
- Jadale had a big fight with Governor Deveraux (no details as yet)
- Lady Renee has serious credentials (she was hired by the Duchess)
- A Guardsman heard a woman scream in the woods (3 am last night, guards saw nothing)
- Mouse got his place after the previous owner died (during a robbery, the robber was never found)
- Jess is moving in with her grandparents (Greeves and Peta) once she leaves the Gryphons

We also find out from our mages that 5 items have been Identified so far.

In the evening, Sr. Narisse stops by, with Sr. Teresa, who was sent to help Hadat. R introduces her to the people in the common room and F has a

small meeting to let people know that he is training for the next few days and wants to know who else needs to train. R, A, E, and H need to train. Rook hits Gile up for some cash for training. Teresa meets and greets people

## Tarsakh 17

Rook & Feyonn and Asta go to train. E does ID's then trains. More items are identified, on an amusing note the last item ID'd was a Librum of Identify...

S gets a troop together then heads out on a short patrol of the woods where the scream last night was heard. Nothing is found but large hoof prints in the area. (hmmm) The patrol heads back and S gives the rest of the people on patrol the day off. Teresa sells some equipment and learns a valuable lesson.

## Tarsakh 18

Gile sells stuff, figures the cash flow and gives out money. Asta meets some Treants up in the Grove. Feyonn finds someone to help train him and starts to convert the man to Shaundukal. Saridan checks out Hobbin's wife, then talks to Capt. Roryn about some of the rumors and decides to go back out and check the tracks in detail and see where they go. They lead to the evil temple area. Umberto gets his left arm bitten off and Kyro is the next to fall as the leucrotta bites his head off in one shot. They kill it, Saridan saves Umberto from bleeding to death.

They investigate and determine that it must have been making the noise of the woman screaming.

On the way back to the keep Umberto wakes up and yells he isn't dead yet!!! And then that feeling of loss hits him... sigh...

They get back and people are shocked to see Umberto's arm off and Kyro dead. Asta tries to help Umberto by using some herbs but uses the wrong herb and nearly kills him. Rook loses it and accuses Asta of being the assassin and is ready to kill her as she tries to neutralize poison on Umberto. S shows up, cools things off and lets her do so. Mother Smith comes in and informs Asta she used the wrong herb.

## Tarsakh 19

People train still, and try to relax.

## Tarsakh 20

Same old, on market day except for people shopping and such. Eomund buys a hat with big brim and cute feather, and meets a lovely lady who is the Lum cousin from outa town...

## Tarsakh 21

Pass time, people train, people study, Eomund sends word through his bird network asking about a regen potion for Umberto and info about trying to find Gile's love interest Sabine

## Tarsakh 22

Asta done training but still needs convert!!! Rook half done with his training as is Feyonn.

## Tarsakh 23

Teresa tries to make Umberto stop feeling sorry for him self by trying to find another weapon for him to train with and find him a battle axe!

## Tarsakh 24

Rook holds fighting school on the roof. Teresa also practices her psi stuff which is some funky levitate power and bounces off the walls.

## Tarsakh 25

Eomund looks for his lady love, can't find her and everyone scratches their heads about it.

## Tarsakh 26

Rook done training, Feyonn finds out about the magic items from Gile, Rook tells Feyonn about the empty armory who suggests to Saridan that perhaps we should get some weapon racks and armor stands in the ARMORY!!!!

## Tarsakh 27

Rook informs everyone he is taking a patrol tomorrow that will include Je Lo Vi Ze Ts E & T. With Shawna to do over watch. They all feel some sense of dread and fill out their wills.

# Party Timeline

## Tarsakh 28

Rook's patrol hits the road. We see a big band of armored lizard men with halberds, marching along the river going north towards the box canyon and Rook decides not to kill everyone today!

He informs Capt. Roryn of the lizard men in the area and we do some research on the history of lizard men in the area. They were killed by attrition over an 8 year period, there always seemed to be more after each group was killed. They had shamans and were highly organized. They are 8-9 feet tall, cold is probably a good attack against them as they are lizards and were defeated in the late fall before hibernation. Feyonn hears this news and is quite upset as this whole lizard man thing just messes up his time table.

## Tarsakh 29

Hadat talks to the Brotherhood about Umberto's arm, and the Psi blocking headbands. Asenath may have 1, and he might have a line on her. They tell him to follow up. Br. Renaldo will be by in 3 days if he can do something for Umberto's arm.

Hadat gathers intel from Teresa, and Kreugar, then goes on walkabout with Teresa. At the One-eyed Cat Hadat asks about his old room, discusses the Quonzar monks, and reserves the back room for a dinner in 5 days time.

They then head off to talk to Capt. Roryn, Danner stops them on the way, to discuss something in private with Hadat. They continue... Roryn is busy with wedding security for the dawn ceremony tomorrow, but agrees with Hadat about eventually having a Summit about the long term management of the Caves of Chaos area, as well as weekly summits in the meantime. Hadat mentions that Narvi should be present. He also asks about a dispensation involving one of his powers, and Capt. Roryn agrees, as long as there is a paper trail involved. Signed by Roryn, the Gov. or Jadale (after her 18<sup>th</sup> birthday next ride).

Hadat then leaves Teresa and has a second talk with Kreugar, confirming a few things, and figuring a few things out. Kr started the rumour that we were cowering in the HQ as part of some plan.

Hadat gets some sass from Eomund.. Things spiral out of control, and we are now dealing with another person at the court martial. Hadat goes back to Roryn to ask about Dueling rules, and a whipping post. Then heads to the bar to hang with the monks.

## Tarsakh 30

The Court Martial rulings are: Rook and Asta Double duty and no drinking rations both sentences are in effect till further notice. Eomund, charges are dropped in favor of a duel. Eomund shows that he is clueless when it comes to such things, and nearly offends even worse. The duel is to 1<sup>st</sup> blood, Hadat stabs Eomund in the throat. Done.

Hadat and Eomund discuss Jurisdiction of the birds separately with the Gov, and Eomund is given operational control. Hadat talks about the Gov's leg, Eomund bitches about the Gryphons.

Hadat assigns Teresa and Eomund to a mission to discover what they can about the Monks of Quonzar. The new info they gain is: 10 thought the brother was a prophet, 10 disagreed, 21 total left home, 11 are left. The numbers for and against remain about even. They then realized they were being pumped for info, and left for their rooms.

Teresa and Eomund then asked Callista, word spread, they nearly start a riot. Then Teresa tells Eomund to come along to talk to Roryn. They find Danner in Roryn's office, and say that Hadat sent them, about what was discussed earlier. Danner is perplexed, but says that Hadat must know what he is doing. He sends them to meet Roryn in the upper stables. Roryn arrives, they tell him about the monks.

Roryn tells Teresa that he needs to talk to her privately. She orders Eomund back to the inn, where she will meet with him later. He goes, and discusses Quonzar with 2 monks for 3 hours.

When he realizes that she still hasn't arrived, he panics, runs to the HQ, wakes Saidan, and runs for the stables. When the 2 of them arrive, they see Teresa in good health, but Saridan gets an evil vibe from her, and tells Eomund to circle past her to block her retreat. As he approaches, she does something and the room fills with green gas. Eomund is caught, and gags and chokes, but Saridan was able to dodge the effect, but has to duck out of the stables to do so. Others arrive, and eventually Eomund comes stumbling out. When we go in, we find Teresa, with 1/2 her head melted, in one of the stalls. Soon thereafter a guardsman runs into the courtyard and says that Jess was found dead (with a look of horror on her face) in the common stables. Going to tell Danner is no use as he has had his throat cut in Roryn's office.

## Feast of the Sun

It is about 4 hours before dawn, when we begin the day. Feyonn finds some footprints that lead into the keep proper and sends a message to Hadat, updating him. Hadat and Gile go to the inn and stop a riot just before it breaks out...

Hadat contacts Feyonn to get more news and informs him Roryn is a suspect right as Capt Roryn enters, putting on armor. Roryn is questioned w/o incident and they check to see if the Gov. is OK. The code word for the night is "BEHEMOTH" We investigate the bodies...it turns out Teresa was stabbed in the eye with a glass dagger with acid in it, Danner had his throat slit from behind as he sat in Roryn's office and Jess was soul drained

Asta informs us that the Bee man can reincarnate... Eomund mentions the shield that does soul draining to Hadat and Rook. Tsoladin ID'd it. They check on it and Eomund clarifies what he said to Hadat, who actually apologizes to Eomund, Rook is amazed!

It is realized that the Quonzar followers have been dwindling in number since they began their journey. Saridan is informed about the shield and wants Gile, Tsoladin & Eomund rounded up for testing by him and Feyonn. Everyone checks out OK. Saridan destroys the item despite a small protest from Gile. Feyonn checks the 3 mages rooms, they are all clean but G has some luxury items in his room, F notices a big chalk picture Tsoladin is doing in his room of the evil goddess illusion from in the temple.

Asta informs Feyonn of what the Bee man did with Cob, who was killed and brought back as a Flind (now working with the gnolls). Feyonn informs Hadat, both of them freak out a bit.

45 minutes till the wedding and no assassin. Feyonn and Saridan go down to the wedding. R looks out from the tower of the HQ and tries to watch the keep and spot the assassin sneaking around.

Feyonn is directed to the Bee man by Asta and the gnoll plan is clarified, and though it turns his stomach to let them live, he will let them play their game until the gnolls prove them wrong...

Hadat is asked about Teresa being brought back and gets the brotherhood's OK. He then makes an impression on Jadale during the party.

Rook Hadat and Asta get Teresa's body to the Bee man, and she comes back as a creature no one knows

The Bee man says "That's a new one on me!" She has blue scales on some parts of her body, blue hair and red eyes. Weird. Some type of reptile? They go back and Rook suggests using her as bait for the assassin, so when we are questioned by Wort we tell him its Teresa. Many stare at her appearance. Eomund and Tsoladin are enthralled by her new look and want to do everything for her...

We then gather to divide the treasury up. We give out plenty to all.

Hadat goes up to the keep with Um and takes a gift to the Gov. (the Xyz potion), as well the silver shield he bought for Jadale. He meets with Roryn, then goes to see the Gov. and asks him if he is ready to preside over Saridan's ousting. He also confirms Mendel's situation.

It all happens within the hour.

The Gov. shows up Hadat starts out with a word for all and asks Saridan who beside himself can run the WG. Saridan answers Feyonn.

Hadat states the many charges; The Gov. is unsettled by the event of his near poisoning, Saridan's cowardice, and incompetence and his disregard for other religions. Saridan replies with his mistrust of Feyonn, deep distrust of Hadat, the incompetence of Asta, etc...

All sides are heard and the Gov agrees Saridan should step down. He informs us to elect a new Captain and Executive Officer, and to be nice to each other.

The Captain is in charge. Hadat is made Captain. The Executive Officer has power to (and is expected to) question the Captain if impropriety is noticed. Feyonn is made the XO

The enlisted are invited to be full WG's, or they can leave or stay on as henchmen or hirelings. Shawna takes the oath (with the Gov.) and is inducted. Um stays on as a hireling to the Gryphons. Raphael declines to stay and is going home.

After the voting Teresa has a burst of memory and recalls how she was interrogated and then murdered by Wort! With a mention that the assassin is in contact with Asenath.

The prevailing theory is that Asenath killed Jess, so we have to worry about her traitorous, soul draining, evil, undead ass!

We discuss what we can do and puzzle out why Jess was killed, (she might have seen something in the guild house like Asenath, or maybe she was picked off for being a Gryphon), and whether or not Wort is Wort or if he might the assassin in disguise.

The Gov leaves and informs Capt. Roryn about Wort. So we wait on Roryn before we take action, then Rook, Tsoladin, Eomund, Gile & Raphael, stay back at the HQ, leaving Rook in charge.

In the meanwhile Hadat, Feyonn, Saridan & Teresa meet up with Capt Roryn and go to pay Wort a visit.

Wort is interrogated by Feyonn, Hadat and Captain Roryn, and it turns out he has been duped also. It seems he has been cavorting with Hobbin's wife who might actually be the assassin.

Off we go to see Alwyn (Hobbin's wife) and Hadat starts to question Hobbin (with some subtlety) on the pretense of discussing his niece (Arpad).

After several minutes of this he asks Hobbin if he knows of anyone with gaps in their memory. Hobbin says no (Obviously lying, and glancing at his wife) when Teresa blurts out "but you know this!". The room gets quiet. Hadat goes outside and screams, comes back and the room is dead quiet. Hobbin asks us all to leave. Understandable, since he was just confronted about being a cuckold in front of a crowded room, and he already suspected he was, and hadn't confronted his wife about it yet.

While we discussed these events on the steps of our HQ, we see Alwyn running up to the inn back door and she goes in. Hadat does ESP and sees what's on her mind. Feyonn tells Rook to keep an eye on Hobbin...

Hadat then contacts Kreugar and has him meet up with Rook. He suggests to Rook that he bring a mask... just in case!?! Kreugar (as Marillion Lum) and Rook go and have a talk with Alwin in her room at the inn, and hypothesize that Hobbin ran into the imposter, and not his wife. That would explain the gaps in her "memory" R lets Wort know (skeeves Wort out that he probably slept with a man) and Hadat updates Captain Roryn. Wort wants to talk to Roryn, so he and Rook head over there.

Roryn tells Wort to grow a spine and sends him to tanner duty and take the interior tunnels... Rook follows Wort while everyone else heads back to the HQ. Hadat goes to Hobbin's house to try to set things right but finds that Saridan went to go talk to him already.

We wonder what's next as we crash for the night.

# Party Timeline

## Mirtul 1

At the second watch, Roryn comes to speak with Hadat. Hadat then speaks with the rest of the WG to inform us that the newlyweds have been life drained while on their first night out in the barn!

Now we need to stop a panic and get to the bottom of this. F, H, T, A, E & S head out to the barn to investigate. Roryn has given Hadat a free hand to solve this ASAP!

We find the couple in pools of blood in the barn. We determine that Jocelyn hit someone who came in to attack them. Hence the blood, (not hers), all over her. We follow the tracks back to the Keep stopping at the drawbridge. (We think the killer waited for the bridge to open at dawn, invisibly)

Feyonn cries as Astaiera tries to question a mouse about the goings on last night in the barn. Sigh Asta then questions a cat after some prompting, and then Shawna and her animals arrive. We follow the trail back to the inn, her lynx stops at a door then she sends it away. Asta decides to cast a spell in the hallway. Wasting no time, and fearing the consequences of said spell, F kicks in the door, asks Shaundukul for help and curses Druids!!!

The party gets started as we see 5 startled Brothers of Quonzar in the room! Spells are cast and Hadat warns them to face against the wall for a search!

Brother Mathias (transforming) throws the door at Feyonn, then bites him. Feyonn goes Wraithform and freaks out the party while the Bhut (Br. Mathias) is dispatched. Br. Taghrid (the prophet dood) tells us what the thing was. Saridan and Hadat are sickened by Feyonn turning into a Wraith He explains it is a gift from his god... We are appalled.

Asta takes Feyonn to the bee man to neutralize the poison. Feyonn tells him what happened to the newlyweds. At least we found out what was draining peoples souls! Sigh now all we have to do is stop the assassin!

Teresa asks Hadat for assistance in training... Feyonn goes to his shrine and prays to Shaudakul. Asta asks the bee man for advice on finding a falcon friend, and heads off on a side trip to Shy Tower Hill in search of one.

Thinking better of it, she enlists the backup of Shawna and Teresa. The bitch squad goes out and stalks along the forest edge on the way to The Hill.

They are stalked by a wily and dangerous foe... The dreaded wiener dog! It soon becomes obvious that it likes them, and follows along, making Teresa nuts. They then dispatch 5 wolf spiders while the wiener dog guards their backs. (Obviously a brave and ferocious wiener dog)

Reaching the hill without further incident, they split up, but keep in sight of each other. Shawna and Teresa take up guard positions watching the road, while Astaiera climbs the hill to cajole a bird into being her friend. During the hour and a half that she is up the hill, the others spot lizard men (4) enter the woods across the road, then 5 come out about 45 minutes later. I is assumed to be a shaman.

As they leave towards the southeast, we notice the wiener dog following them down the road. Teresa has a fit. She is certain it's in league with our enemies as thier eyes and ears, or with the lizard men, or maybe a dangerous enemy all on it's own.

The Lizards stop and deploy as if they heard something. The shaman type walks back, sees the dog, he and one other (laugh?) then walk away. Leaving the dog alive.

There is a tense moment as Shawna draws a bead on the tableau, holds it drawn the entire time (15 minutes), then Teresa realizes she isn't aiming at the dog, and nearly has another fit. Meanwhile on the hilltop, Asta is talking to the bird, and eating mice pieces.

The Lizards go, Asta makes a bird friend, Shawna gets the dog, we head home uneventfully, sticking to the road this time.

In the meanwhile, R questions Wort again, and

looks for evidence or clues. Eomund and Teresa get permission from Hadat to train. Feyonn tries to make sense of the day.

F, H, T, A & Sh meet to discuss what to do next. Hadat decides to have Shawna scout the Caves with her animals to see what is going on there. He then has another meeting with everyone, and Rook reports. Shawna goes out with a small group to recruit more animals for recon. Asta and Teresa go to the Guild House to investigate there. Then go to ask Father Abercrombie about Southern assassins.

Hadat and Feyonn go to see Capt. Roryn to set up a meeting for a few things. We meet Sgt Aranna who lets us see Cap Roryn. H asks for a free hand to pursue the assassin and gets it, within limits.

## Mirtul 2

The Scout patrol comes back and says Tsoledin ran off spouting something about "the beauty" till he was subdued and carried back. Feyonn checks him for charm (no). H will deal with it later.

We escort the Brothers of Quonzar out of town, and then head back. Hadat has a Q&A on the road about what to do on certain matters, and is surprised by some of our answers.

We un"itemize" the wardogs and find they are completely trained, in armor with spiked collar. Their names are Ash and Thorn.

We now deal with Tsoledin, H, S, F, T & A are present. H finds out Ts has some kind of compulsion on him. F goes off to pray for Remove curse, while Ts is instructed to take it easy. Asta goes to Mother Smith and asks about some herbal remedy but she doesn't have it. F & H go to Ts room. F casts the Remove Curse. No bells or whistles, then he smudges the drawing and sees if there is a reaction Ts is upset but not insane about it...

T and E go to the inn to find Umberto and Brother Renaldo. He does some tests on Teresa and figures out she is some type of extra planar creature, called a teifling, which is half fiend, Eomund leaves to go tell Hadat about it. R overhears and H goes to the Inn to pay off Brother Renaldo. S nearly goes ballistic when he hears about Teresa and storms off to see Father Abercrombie. Feyonn takes the news a lot better than Saridan.

Feyonn, Asta and Shawna go to help Asta get herself a new bird friend...

We notice Ts has gone off again and he has a 30 min head start, R and Um go to find E, while the rest head out to find Ts. We follow the trail into the woods with the dogs and suddenly HARPY.

Feyonn, Um, and Asta get zapped, Teresa gets zapped next round. We take out the harpy but the charmed party members still attack for a while

We move on after the now cold trail of Ts, and find his dead body. Eaten by harpies. We take his remains back and some of us lament.

Asta asks Hadat, Can we go out and kill some humanoids and he oks it but says do recon of the caves first, then kill what we want  
Asta speaks with Feyonn about teamwork and what she wants to do in the future

## Mirtul 3

Feyonn, Shawna and Astaiera head out. They stop by the Shy Tower for Asta to commune with her new bird, Shawna checks on the supplies and Feyonn keeps an eye out. Feyonn confides his knowledge of the tower to them. We continue on to the Caves and look about

We see a raiding party of orcs has set up tents in the box canyon along with a half dozen ogres. It seems they are building a wooden palisade to close off the entrance to the canyon.

We move off and take out a woodcutting group in short order. We behead them, smash then bury the skulls. Feyonn sends a message to the Bee Man that trees need healing. A tries to bind wounds on the trees when a scouting party of orcs and one ogre move in on us. The ogre breaks Feyonn's collar bone but thanks to the Heal ring he is fine in a round.

He and Shawna finish off the ogre then the ladies mop up the orcs! We do the same routine with the heads We go back to the Caves and kill more orcs with a hail of arrows.

We move closer to the edge and fire into the canyon, some to run into Asta's entangle, and we finish them off as more orcs and an ogre close on us. Asta leaves them a spike growth in the entangle and we retreat to the Keep to report.

Hadat preps meet with the Gov, Father Ab, the Bee man. Teresa & Eomund train.

The Duchess' entourage arrives. Aramis and Stewart are introduced to Hadat. Aramis is assigned to Narvi and Stewart chooses the WG. He meets Rook and Umberto

The Rangers make it back to the keep at just after noon, and report.

Priorities for tomorrow are: Clear Caves of Chaos, wipe out harpies and wolf spiders from the forest! Hadat is worried about Saridan.

We outfit ourselves and prepare for the next day

## Mirtul 4

All but H, E, and Kr go out. Feyonn has Kr inform Capt Roryn of the orcs & ogres in the box canyon.

F tries to acquire Stewart as a convert to Shaundukul and meets with a slight interested response.

Feyonn plans to take out an ogre/orc patrol, Saridan rushes out! F fumes and lets S take out the ogre! Teresa forgets her orders & needs them repeated. One orc sounds the alarm before he dies.

F observes a whole horde of badness moving up the hill, as S loses his mind and goes over the edge down the hill to meet the ogres & orcs head on!

F shouts orders to fall back and lets S know he is on his own charging down the hill. More orcs and halfords? move up the hill!

The ogres let out a great roar at Saridan's death! Maelstrom rides down into the canyon & retrieves Saridan's fallen body and gets killed but yet their spirits ride off into the sky, sending fear into the cowardly orcs! We gather everyone and get the hell out of there!

On the way back to the keep we find a horse on the side of the road and take it with us.

Feyonn stops by Father Abercrombie to inform him of Saridan's demise, reports to Hadat and Roryn and prepares tomorrow. Stewart buys daggers. F heals everyone when he wakes up and goes with Teresa, Rook & Sgt. Aranna to return the horse!

Hadat is somewhat displeased but not surprised with the lack of progress in his meeting! He and Rook go to see Hobbin and talk about plans for finding the assassin! Rook follows Alwyn when she leaves the house to try and see where she goes but loses her.

Hadat has a small meeting about the politics of the keep with Rook, Gile and Astaiera and discusses possible motives for suspects. Tomorrow's plan is to hit the canyon hard.

## Mirtul 5

We find the orcs packing up their toys and going home! We plan to ambush them on the road, things go well, we rout the orcs but 2 of them come out of the woods with a couple of women hostages. Feyonn 'holds' one as Astaiera shoots one dead!

The fight seems over but Feyonn is suspicious of the women hostages. Hadat takes the two women back to the keep with Umberto as the rest of us stay out and torch the corpses and decide what we are going to do next.

We dispose of bodies, recover Saridan's armor and weapons, then check the caves. We run into a gas spore in the troll cave. Cure disease, move on.

Feyonn and Rook go into the kobold caves in their wraith and shadow forms (respectively) and search what they can (not much).

We return to the keep after a hard day of dungeon crawling and Feyonn hands Saridan's stuff to father Abercrombie.

# Party Timeline

Hadat gets a room for the 2 girls we rescued, Feyonn reports. Hadat outlines his "fire drill" plan to line up and scan the town, asks for input. He and Teresa go to see brother Renaldo & Father Ab. Feyonn joins them to see Capt. Roryn and the Gov.. We find out the two girls are actually prostitutes. They inform Roryn & the Gov. about the plan.

Hadat goes into Teresa's mind for more detailed info of her death. (Beam of green light paralyzed her/Assassin talks about "mission" and a meeting/probably doing 'character' studies) We crash.

## Mirtul 6

We wake up and H, F, S, head to Reese's place. We discuss his son, eat breakfast and chat some. We speak to Jadale, then Alwyn about her cooking class: Naria, \*Revanna, \*Sabba, Cori, & \*Hildi Lum \*Chandry, \*Tella Smith & \*Jenn. (\*also in Rooks class.) We discuss why Saridan, Alwyn and Roryn were doubled.

We assume Jadale's next to be doubled, and head to the upper bailey to spot our assassin in the throng of the Duchess' entourage sparring with Jadale!

H has words with Viscount Kyle Von Dribbyn. Narya chats on the wall with Stewart and Rook. Hadat & others talk to Roryn. Drama outside as the Gov. is up and around, leg healed, and doing archery. Everyone comes out to see, as it is a big happening.

We pounce on the opportunity and scan the upper bailey. A guardsman, a groom and the Viscount are marked as evil. (all in the entourage) We inform Capt Roryn so he can "detain" them.

Hadat sees Br. Renaldo go into the manor followed by Sabba Lum, H yells out and runs we head there... The fight ensues, Feyonn dispel's magic, but Br Rey is charmed. SHIT! He starts kicking our asses. She throws a stinking cloud & escapes via a spell. Br. Rey gets un-charmed.

Hadat tries contact but it gets broken. G does a locate object (Headband). We run to the Lum house. Gile loses the trail, we search the building, hear chanting in Saba's room, an Illusion... the Gov., outside, shoots her on our HQ roof. Feyonn wraiths out the window as we run downstairs. In our HQ we confront her in the common room. She looks big and bad, but we gain ground. Feyonn looks around upstairs. She goes invisible and runs up the stairs past Feyonn. Rook, Teresa and Feyonn chase her to the roof attacking her at the door and then we kill her & goes over the side. Hadat has guards fire the moat not knowing she is dead. Rook climbs down and loots her body.

Father Abercrombie shows up and Hadat tells him about little Saba Lum and how the rest of them are probably charmed. Feyonn finds out most of the Lums are charmed so Father A herds them into the church to deal with them.

Feyonn sees a small commotion on the upper wall and goes to see what it is, it seems some guards have found little Saba at the bottom of the moat. He recovers her body and brings it to the temple where an acolyte yells out "praised be" just when F cuts him off and whispers she is dead you idiot! Then as the whole church turns and looks at the entrance F walks up to the altar and places her body on it then leaves glaring at the acolyte!

At the Inn Hadat and Teresa drink and meet a newcomer to the keep a small blond named Felicity, she seems interested in Hadat. Felicity asks of Teresa is a demon, some patrons overhear part of the conversation and a rumor about her being a demon is out there. Then they go see Lt Arana. Rook has Gile preserve the assassin's body and hands over the loot to be identified and back handedly accuses Gile of stealing from the WGs.

## Mirtul 7

Morning arrives and we are all still alive!!! Yay! Feyonn questions the corpse of the assassin. Two questions are asked and the answers put some suspicion on Rook and tell us about a bush! Hadat asks Rook if there is anything he would care to tell

him about and they go off to the office privately. R tells H about his sister and she might be in trouble. The WGs head out on patrol. Rook asks to stay behind (adding to the suspicion surrounding him).

Hadat goes to get a nice bottle of wine and brings it to the Viscount, whom was insulted earlier, and he is welcomed and they share a glass of wine and all "seems" dandy! (Yeah right)

It's a lovely day as we say our good-byes to Br. Raphael as he leaves with Br. Renaldo. We head out on the road stopping by the Bee Man's grove leaving info on the assassin meeting with Asenath.

While on the road we run across some of Narvi's equipment and Feyonn recognizes Aramis a merc who has done questionable if not outright EVIL deeds but is trying to mend his ways! He informs us he will join us soon and Stewart tells us he did come down with his group.

While in town Rook talks to the teacher Felicity and gets info on her and her travels. And asks the caravan leaders what they ran into on the way here gets some info. As the party gets back Stewart asks Rook for training. Feyonn and Hadat make their way to the crowded tavern and run into a fellow Cleric of Shaundakul (Father Dominic). F hears word of the Elven Harper and heads off to find her. Stewart gets some money from Gile to pay Rook.

Hadat hangs with Fr. Dominic and he tells a story of Tyr. He talks with Felicity for a while, then Rook. Finding some interesting facts out about him.

## Mirtul 8

We talk to the Bee Man to ask his help in closing up the caves, and he says he can call treants to help. But we need to clear out the caves first before he will collapse them.

The Duchess arrives to humble Kendal Keep. Hadat is ordered to meet with her immediately! He brings her up to date. Feyonn meets with the Gov and is told that someone is interested in joining the WG's. Master Nash introduces Lorelei to him, she gets scanned and Feyonn takes her back to the HQ.

Two strangers arrive at the HQ and have letters from the Duchess. Rook reads the letters and it says they are trustworthy / consider them for membership in the WG. One runs for the hills but Sana hangs tough and she is interested in joining. She gets checked out as well.

We show them around and they pick out rooms then we decide to get locks put on the doors. Rook goes to get Mouse (Yes, he is actually a locksmith) who gets sidetracked by the two new members. He seems to like Lorelei a lot.

We wait to hear from the Duchess. In the mean time, Hadat takes the newbie's out to dinner at the inn. Where he is informed (via page) that we have been put under jurisdiction of the lady Jadale. So we head back to the HQ and Hadat's friend Viscount Kyle is sitting on our porch. We get an official document from the Duchess after we get back inside. Hadat scurries off to meet with Jadale and see what his new orders are. Jadale wants to keep things as they are until she looks at the charter.

We get our leave till tomorrow

Feyonn heads to the guild house, Sana wanders around the keep, Rook takes Felicity to dinner, Hadat tries to enjoy a drink in the inn, when Reese is challenged by Sir Thomas Winterhaven. Rook steps in and upsets the "knight" Hadat takes responsibility for Rook. Reese and the Sir Thomas *arrange* to meet in an hour. Rook, Hadat, Stewart and Lorelei go outside to watch the carnage.

Sir Thomas seems unhinged as he attacks Reese three unanswered blows, then Reese kills him offhandedly and gives last rights to his corpse. Reese then challenges Sir Thomas' second to get on armor and fight him, the second asks for a reason and Reese says because "You Stink of Evil" The guy draws his sword, fumbles and kills himself on his poisoned blade.

Evidence is given to Roryn and we turn in.

## Mirtul 9

We head out early. Before we get to the woods Rook mentions earplugs and generously gives his to Lorelei, Stewart is made a pair.

We kill some wolf spiders, make it to the caves and head to the bugbear cave first.. Hadat tries the talking approach, the talks go south as it appears the bugbears were just buying time to surprise attack

The shaman comes down the stairs and causes a problem for most of us while Kreugar deals with a problem upstairs. We kill the shaman but decide to pull back and lick our wounds. We make it back to the keep unscathed.