

Journal of the Xterminators

Enlightening the Masses to Mystra's Grace

Written by Nathaniel Moonwayne, Paladin of Mystra

Note from the DM (Preface): What follows (after the solid line-break) is the documented journal from one of the players in my D&D Campaign. I have only added this preface (with title) and a postscript at the bottom of the document.

There may be discrepancies in the content (dates, people, places, creatures, misspellings). I have not edited the content* to make corrections/campaign standardization. **I have removed some player last names, as requested/as a privacy protecting measure.*

Regardless of whether there are typos, grammar errors, or campaign inconsistent content, the journal entries written by players in our campaign are valuable and appreciated by all.

Exterminator's Journal

Characters:

- 1) Phullergh Dotfive
 - Sean O'Brien
- 2) Wistari-Rainn
 - Kim Vaessen
- 3) Garreck Palegold
 - Pete Bonacci
- 4) Pfineas Starmantle & Labraen (owl familiar)
 - Andrew R. / Brian S.
- 5) Vern of Shadowdale
 - Robert W.
- 6) Avylyn
 - Leah S.
- 7) Nathaniel Moonwayne
 - David H.

20th Novius

Previously:

Day

Shraevyn's Tomb

Sword of the Dales in casket
Pfineas was carrying it
Randal Mourn in
Spiderhaunt Woods
Thrush
Thrush Mommy in peril
Plushie with Wooden Clogs
Teleported out
Highflyer stayed behind
Attacked by undead at night vanquished
Tethyamar Trail, 8 miles to
40 miles to Spiderhaunt Woods

Night

Attacked in early morning, Wistari singing shout, Valkyrie battle cry
Band of goblins, lots of barbed bolas
Charged, killed goblin...
Missed second charge, goblin in fear ran and was cut down
Three more ran in fear...
12 defeated

21st Novius

Day

Uneventful

Night

Holly Haldane, ranger of desert mouth mountains, in the Dagger Hills
Three Mountain Orcs (two are evil)
Has an Elk carcass
Attacked by a group of goblins, a dozen left, probably the same group that attacked us, the Broken Bone tribe, two broke bones forming an X.
Brightblade trader's camp where the Tesh River meets the mountains in the Tesh valley.
Beware the Zhentarim. They have patrols along the Tesh River and Tethyamar Trail

22nd Novius

Day

The Sword of the Dales is given to Avylyn.
Noon, we just arrived at the Tethyamar Trail
80 miles to the Spiderhaunt Woods, take two and a half days to woods
1900, camp

Night

12 short stature creatures armed with bows coming across River, between road and river
Probably Broken Bone goblins
Engaged with bows, pike arrows, 5 runners
Captured two of them, disgusted, should exterminate the puppy hating bastards

23rd Novius

Day

Vern prepared Zone of Truth to question the goblins.

Night

24th Novius

Day

Caravan traveled with three survivors (Zoshia adult human male, Teal adult human female, and Patrick adolescent human male) and a group of six freedom fighters from Shadowdale, one of their sisters living there.

Night

25th Novius

Day

Uneventful

Night

Temeron Flightseeker, Last of the company of Aerie, died and turned into a Sword Corpse, then party ganged up, destroyed it.

7:30 PM

Vampire head in backpack, undead, evil, fangs glowed as magical, Garreck pummeled it into mush, Nathaniel used oil to put it on fire, then sprinkled the ashes with a vial of holy water.

Wooden Holy Symbol of Mystra

Acts as a badge of life, i.e., when affixed to clothing, it provides a benefit, first time character would go into negative hit points, you go to zero, one use. It can be used to act as a successful Save vs. Death Magic. It counts as making your save, and then the symbol breaks.

Moderate Necromantic Magic

500gp

Dream – Wind whips misty white clouds, flying with black feathers, then dive into the forest with dark and oppressive trees with spider webs among the branches...

Numerous points of crimson lights stare from behind the leaves, while the road ahead leads to a clearing with a large stone tower when a cry is heard, "Help me, least your own soul belong lost among the pathways."

26th Novius

Day

Movement anywhere other than the Arachnid Pathway can not be done with horses, while off the path, it is one-quarter movement.

Encountered a group of Zhentarim on the trail, Nathaniel got a solid arrow shot on the lead Zhentarim, a female spell-caster, with Avylyn in front and moved into melee.

Lead Zhentarim spell-caster castes lightning bolt, hurt the party, dropping one of our horses, and killing one of their own fighters and shouted to beware the brimstone of thunder keep and promptly was killed by Phullergh with a sling bullet who then dropped the staff, that exploded, killing three more Zhentarim.

Unfortunately, another spell-caster came up, cast mirror image while supporting the fighters.

Pfineas was casting magic missiles like a madman, knocking out images along with Nathaniel shooting his bow. Vern cast silence on the mage.

Vern moved up and threw a spear, catching the real spell-caster and killing her, leaving two fighters left.

Phullergh moved up and healed the injured horse from the lightning bolt.

Avylyn took a hit from one of the remaining fighters, while the last one was still knocked prone from the thunder attack.

Then Avylyn took out the fighter in front of her, while the prone fighter finally got up and ran down the trail.

Phullergh pulled in front of the last fighter, who tried to run past Garreck, who promptly dropped him.

10 AM, two spell casters, six fighters, various items, black leather cloak with a name embroidered "Tierimar" symbols are the 13 symbols of power from the Arcanum of Decidarius that is a high level of quality worth 10gp, also has a petrified wood wand with an amethyst tip with zero charges that may be used to craft a wand worth 500g, magic Bracers of Armor +3 worth 9,000g, and an ivory and gold ring which Garreck immediately put it on...to no effect, but it is a Ring of Good Fortune +1 to saving throws and to +1 Dodge bonus to AC (3,000g). Two ingots of Caraphone, lightweight metal ingots that resist force damage, approximately worth 500g each weighing 1 lb each, scroll with an unfamiliar wizard spell domain of evil 6th level spell "Tierimar's Create Darken Beast" it takes a small or medium creature and turns it into a Darken Beast, but Garreck swears that it is a Wish spell, and an obsidian dagger with a steel edge that is +1 (350g), along with an asbestos ring, which is a Ring of Fire Protection +1 to Saves (1,000g) all fire damage magical and mundane.

Seal skin knee-high leather boots, leather backpack, 5 days iron rations, red and black fur coat, along with four torches with a red resin on the ends as a preservative

Noon, flying dangers...Darken Beasts, also known as The Death Horror... black reptilian hide, fangs, claws, and glowing red eyes that are 3 to 4 feet long with a 6 foot wingspan... always under the telepathic control of a magic user.

Pfineas managed to hit one with an acid arrow spell, and one of the dogs got a bite on one that had landed on one of the horses, knocking it to the ground.

Pfineas expertly hit the one on the ground with his longsword. Wistari then followed suit, hitting the prone Darken Beast with her staff, with another dog jumping on it and attacking it, while Phullergh attacked the other one, fumbling his attack hitting his mount, Sammy, and dropping his halfling sling staff.

The third one was surrounded by Vern, and three dogs who were constantly harassing the creature. The light warhorse even got into the action attacking the beast.

The last one flew off once its comrades were downed and turned into dust once dead.

Night 1830ish PM

Three-way intersection... took the largest pass, became blocked by webs, hairy spiders possibly from the Gnome Crushers Clan of goblins.

Lots of venomous tiny hairy spiders attacked the party from the edges of the trail as well as above. Luckily, the party was able to fight off the nasty little things.

Camp at 1930

Garreck set up his rope fence with pots and pans tied as a makeshift alarm to alert us.

We weren't attacked, but we had the same dream as before with the exception that a darken beast swoops down and catches and eats your bird form in the dream.

27th Novius

Day

Discovered what the spell on the scroll actually is. It's a new version of creating a Darken Beast.

Encountered a bone bat that is most likely the servant of whomever is in charge in the tower.

Then we met a gnome fighting a spider. It looked like he was trying to capture the spider in his grasp.

Madarn Spider Hunter is the gnome, supposedly from the village of Stormpenhauder.

Went to the village, encountered children, and met the village elder Telimas, the dream weaver.

Throughout the afternoon, the party investigates the village of approximately 125 gnomes. It is a thriving self-contained village of brick, mud, and stone. No wood in the construction of the buildings as they only take fallen wood, and they are afraid of fire. Most buildings are seven feet tall.

The party is given a warehouse to sleep in reserved for caravans. Years ago, they used to live in the trees until Telimas suggested that they open up a trading post.

They are in the spider trade, make spider silk clothing, and have a lot of spider type products, such as a wine with spider venom that gets you drunk and numb at the same time.

General store proprietor, Realya, they have fine clothing of spider silk, as well as leather and chitin armor.

Spider mounts are 50gp for a large and 200gp for a huge. With a riding saddle for a large spider, it is 20gp and bit, and the bridle is 30sp with sturreps being 4gp, and a riding blanket is 6sp with full chitin barding being 1600gp and standard leather barding is 300gp. Spiders move 30" and climb at 20".

Garreck decided to purchase a large spider as a mount, appropriately named 'Stinky'. While the idea of a mount easily able to traverse all of these webs is appealing, spiders are far too alien, a creature for me to trust as a mount.

The reason for the founding of the trading post is that Telimas had a vision of a dark skinned elf (Drow) leading an army of spiders across the land destroying everything. The thought was that perhaps they could prevent this since Spiderhaunt Woods has a plethora of spiders.

Night

At 0030, a bunch of undead, skeletons, and bone bats, with a couple of ghouls, attacked the town. Pfineas cast a web trapping five of the skeletons.

Two of the villagers managed to escape away from the attacking undead.

Vern turned undead, managing to destroy all but two attacking the village elder's home.

Nathaniel did a masterful hit on the ghoul between him and Garreck. Unfortunately, it managed to turn only to take a glancing blow, not taking much damage from the hit.

Pfineas moved next to that ghoul and fired a silver sheaf arrow at the remaining bone bat, while that ghoul decided to flee, turning its back on Nathaniel, who made it pay with a solid hit crushing it into the ground.

The remaining ghoul and bone bat both ran due to Vern turning the undead in the area. The two skeletons at the elder's door...

Avylyn rushed over to the elder's home, taking out one of the two skeletons there. Then Garreck rode over on Stinky to the last skeleton, taking it out. Phullergh managed to catch up to the running ghoul on his war dog mount and finally destroy it.

Pfineas dropped the web spell, releasing the last skeleton, so Nathaniel charged it, crushing it into dust with his warhammer. The rest of the night was uneventful except for another occurrence of the same dream. This time, as a bird, it is caught in the webs as crimson lights approach, turning into ghouls to rip us apart.

28th Novius

Day

Telimas states the tower is called the Black Shadow and is able to cast its shadow outward and that it is fatal. He also states there is a wizard, Gothel, and not to say her name three times in a row as bad things can happen to those who do so.

He states the undead rarely attacks in numbers and that the night before was unusual. The Lakeside Trail is rough for horses and that we may want to leave our mounts behind.

The party decided to do so, with the exception of Stinky, who, as a spider, is fine. Garreck was given a wooden reed flute to call Stinky, but that other spiders may also show up.

It's about 10 miles to the shore of Lake Meletharn. Stinky stayed on the trail most of the time, but not always, but we were able to hear him moving.

At noon, we encountered a trio of tainted badgers... which is apparently a thing in these woods. They all were mutated from the taint here, with detachable Jaws that could reach out at range and multiple eyes, some with multiple jaws, and one with spiked hair akin to a porcupine or hedgehog.

The one Nathaniel spotted closed and was critically wounded as it closed.

The back line was attacked by one, and Avylyn promptly critically hit it as it attacked her, killing it instantly.

Night

That night, we cleared a 20×20 space of forest to set camp. It took us two hours to do that. Just after midnight, Phullergh wakes up Vern to check on Wistari, who had contracted ghoul fever and was being attended to by Vern.

Luckily, Wistari managed to pull through and overcome the ghoul fever.

On Avylyn and Pfineas' watch, they hear a crashing sound interesting the woods, which appears to be a leopard we had been warned about as they occasionally hunt the larger spiders.

Avylyn quickly dispatched it with help from Phullergh, and we returned to sleeping again with the same horrible dreams.

29th Novius

Day 59

Made it to the lake on this day. The trail winds around the eastern and southern edge of the lake.

We turned a corner in the trail coming face-to'face with a pair of half-ogres. Garreck immediately ran in, attacking the first one, knocking it prone and unconscious with a brutal overhand chop with his warhammer. While the other one turned and ran back down the trail. In an effort to prevent that one from alerting our enemies, Nathaniel took aim and let loose several arrows with his bow, scoring an excellent hit, but not quite dispatching the beast. Avylyn then managed to score a hit to drop the running half-ogre.

These were human sized, and if memory serves half-ogres are usually much larger... it makes me wonder what the other half is.

The remaining day was uneventful, so we decided to make camp past the lake.

Night

More nightmares, but at least we weren't attacked.

30th Novius

Day 60

The morning was uneventful, and later that afternoon at 5:00 pm., we laid eyes on the tower.

Night

Each member of the party dreamt that as a raven, land on the ground, fall on back, when a skeletal crow comes over to peck our eyes out. Some failed, resulting in fatigue and lethargy the remaining day.

Moonfest Day

Day

As soon as we started the day, we were attacked by a group of undead comprised of a dozen skeletons, half a dozen ghouls, and three shadows. Obviously, the vile evil of the tower has drawn them to the living. There's no chance it could be from my family curse... certainly not.

Avylyn, in the rear of the party, immediately destroyed one skeleton. Phullergh attacked with his canine companions, destroying another two skeletons.

Nathaniel was attacked by a shadow, draining some of his strength. He retaliated with a massive hit from his magical greatsword, just failing to destroy it.

Vern turned undead outright, destroying multiple skeletons and turning two of the ghouls.

Wistari attacked one but unfortunately didn't affect it with her staff.

Garreck, Nathaniel, and Vern managed to wipe out or turn the remaining ghouls and shadows at the front of the party while Avylyn took on two ghouls and a shadow in the rear of the party.

Pfineas hit with a few magic missiles, damaging but not destroying any of the remaining enemies.

Luckily, we were able to rally as a team and destroy the remaining undead.

Only to almost immediately be attacked by three dread warriors, undead and then some, from the rear. Avylyn stepped up and met them as the rear guard, while Vern cast Ice Slick behind them, followed by turning undead after the party closed in.

The dread warriors were all turned fleeing into the dense foliage of the woods while one slipped on the ice slick allowing those in the rear to attack it as it struggled to regain its balance ultimately destroying the undead menace.

Upon which we found a mundane suit of banded mail and a battle axe.

Night

Once again, we had a disturbing dream... the black shadow of the tower obscures all while the ground is undulating, and a man with red robes and a white flowing beard smoking a pipe blowing rings...

A man in chainmail comes out stating this is the last... and identifying the man as Elminster. Elminster fires a blast toward the tower, shattering it as we are pulled towards the tower into the blasted opening.

A new voice speaks, "I am Randal Morn, and I have the strength to defeat this magic" as we are pulled into the tower in raven form, there is a golden sphere inside as the dream fades and we awaken.

1st Detenday

Day 62 of the journey...

We awoke the next morning finding our camp overrun with vermin, but luckily, they seemed to move out of our way whenever we moved around the camp.

We scavenged for food, finding a bee hive of honey before heading to the tower about eight miles out. We reached a clearing at the edge of the forest two hours out from the tower, about two miles out. The ground looks uneven, almost scab like, and the shadow of the tower appears to move on its own accord while still tied to the tower.

Garreck went into dialog with Malagar, his intelligent warhammer, and apparently, we should go to the tower via an underground tunnel. Some searching later, we spied a rocky outcrop in the distance with an opening in the forest leading that direction, so on we went.

As we entered the forest, we discovered a number of cocooned humanoid bodies. Most likely victims of the local spider population.

Upon checking, we found some minor treasures on the cocooned bodies. One such item is an interesting sword made of Delaren, a type of clay heated to a high temperature until it looks akin to metal called a swain sword. A 6 lb shortsword with a jagged edge ideal for disarming opponents along with a dagger, both of which radiate as magical. The sword provides a +1 save vs. mind, affecting spell

effects when wielding it with a scabbard, while the dagger has double the normal range for throwing it (20' instead of 10').

It was at this time that a swarm of fine hairy spiders attacked the party. These spiders were about the size of an adult man's hand and filled a roughly 20' by 20' area.

Wistari cast an entangle spell from a wand effectively separating Phullergh and his companion dogs from the rest of the party and trapping Garreck's dogs along with his spider mount, Stinky. Avylyn waded in to pull out the trapped dogs but was unable to pick either up with her strength and shouted for Wistari to dismiss the spell.

After Nathaniel deployed a blast disk that exploded in fire (almost catching the whole forest on fire) along with a lit flask of oil, plus numerous spells, and Avylyn's firebrand sword, the swarm was drastically lessened but not eradicated.

A number of the party who could not hurt the swarm retreated down the trail toward the rocky outcrop.

Nathaniel grabbed a thick branch and wrapped one end in spider webbing to create a makeshift torch to attempt to fight the remaining swarm, swinging it feverishly in the thick of the swarm.

Garreck followed suit, lighting a torch to fight the swarm as Avylyn approached from behind lighting her sword on fire. Phullergh joined in also with a lit torch as all those with torches eradicated it.

We reached the rock outcropping and found a lava tube just around 5 feet wide, varying between 2 and 10 feet wide. It was filled with webs, so we lit a torch and tossed it in catching the webs on fire and hopefully clearing the way. Stinky had been following us up to this point, but it's gotten too narrow even for him.

For the narrow area, we each had a difficult time squeezing through. Once past that, Garreck managed to get the party lost as we headed towards the tower. How does a duergar underground get lost? I mean, seriously? Garreck said that something evil was interfering with his ability to navigate.

We backtracked and took the correct direction. We come to a spot where the lava tube is filled with water. Nathaniel swam into the tube, and investigating it leads to a 30-foot swim leading to an underground lake. Phullergh came second while holding a rope Nathaniel took with him. Garreck came next and swam out unto the lake until he could see the shore and let us know. I'm not sure why the rest of the party was taking so long, but Garreck stated they wanted to know "the plan" before heading out. My idea was to get everyone to this side and proceed. It's not like we are going to leave the animals, other than Stinky, behind. Everyone came through, and Wistari came last out of the tunnel.

Garreck swam to a dark sandy shore while the animals had the rope tied to their collars. The rest of us followed behind, making sure the animals were safe and managing.

Once to the shore, we decided to make camp on the shore, and we made tea out of the nettles that were supposed to ease our mind, and we had no disturbing dreams that night. Garreck determined that the reason why is that we were being shielded by the rock from the evil emanations of the tower.

That night, a swarm of bats flew in to drink from the lake but did not disturb the party.

2nd Detenday

Day

The ceiling height in the cavern is plus or minus 60 feet, depending on location. There are areas of water on the ground, with the ceiling being flat and somehow a river flowing from East to West. There's certain areas of sunlight with heavy undulating grass and vegetation in the sunlit areas. There's a large pit in the middle with a receding funnel shape angled down towards the pit.

We encountered a large white subterranean lizard, sort of a cross between a monitor lizard and a chameleon in the large underground cavern. It has a ten foot long sticky tongue that it uses to grapple an opponent and will take off with it.

It immediately went to grapple Garreck with its tongue, hitting him and dragging him up to it on the ceiling. Garreck decided to enlarge himself, causing the lizard to release its hold on him, painfully dropping him to the ground.

Nathaniel climbed down to get a better angle, Wistari began singing and readied her bow, while Avylyn climbed up to get closer to the lizard on the ceiling. Vern had cast Spiritual Weapon that stayed with the monster attacking it.

Phullergh fired a sling bullet at the monster missing it, as Avylyn fired her bow, hitting the beast as it retreated. Garreck threw a ladder missing it.

Wistari fired another arrow hitting the monster as it submerged into the river on the cavern ceiling, losing sight of the party.

A stalactite fell from the ceiling falling on the war dog Highflyer, impaling it. Vern pulled it out as it opened a pair of eyes and tried to crawl away as Avylyn fired her arrow at it, killing it. Garreck identified it as a Piercer monster, so chances are that there are more on the ceiling.

The rest of the party made their way down, starting with the war dogs slowly lowering them with ropes down the rock ledge.

We went to recover the arrows fired at the lizard when we were attacked by a megliocentipede, a medium-sized five foot long centipede known for its acidic poison.

As point Nathaniel fired his composite longbow at it dealing a good amount of damage to the monster while Pfineas fired an acid bolt wounding it further. Garreck threw a throwing knife at it, killing it as two more came out of the stalagmites.

Avylyn fired her bow at the one that closed to Nathaniel, missing it. Nathaniel took a step back, letting his arrow fly, scoring a solid hit on the monster. It closed the gap to attack as Phullergh used his sling to hit it with a sling bullet.

Luckily, we were able to kill all of the monsters. We headed over to one of the areas with sunlight, and Phullergh identified a grass-like worm called stun grass that entangles small animals to slowly devour them slowly.

We avoided the stun grass and climbed up toward where we saw some stairs passing by the pit in the middle that was roughly estimated to be around 200 feet deep.

We continued on finding four caryatid columns at the top of a set of stairs with a set of double doors past that. Each caryatid is a large humanoid with a bull head wielding glaives.

Pfineas translated a phrase written in Abyssal, "Enter beloved ones and be born again unto the bosom of Baphomet."

We summoned multiple animals, with no effect, Nathaniel pulled out his warhammer and shield and carefully walked up, staying as far to the left as possible until one of the caryatid columns activated and attacked Nathaniel.

Avylyn immediately ignited her flaming longsword and closed to within melee range to attack... the air... vigorously.

The animated caryatid attacked Avylyn and scored a grievous wound on her while Pfineas cast magic missile at the active caryatid column, causing minor damage to it.

Wistari began singing as she pulled out her bow, and Vern cast Iceslick on the area under the caryatid column.

Garreck closed and managed to score a critical hit on it. While Nathaniel went total defense to help block any incoming attacks. Unfortunately, Garreck got too close to another of the caryatid columns activating it as well. It moved to attack Garreck to sunder his weapon.

The weapon was hit and took damage meanwhile Nathaniel, and Garreck were attacked, both taking heavy damage.

At this point, the party decided to back off and regroup. Pfineas cast web entangling the two active caryatid columns as well as the two still dormant. The two active caryatid columns then moved back to their starting location and turned back into stone columns.

The party decided to rest for the rest of the day after the encounter.

Unfortunately, we were attacked in the middle of the day by megliocentipedes.

Pfineas yelled for the group to wake up as we were under attack while Vern was already awake due to be on watch, and as he moved, he got hit by a suicidal Piercer falling from the ceiling.

Pfineas fired an arrow and missed, followed by Nathaniel doing the same. Avylyn finally managed to hit the thing with her bow, knocking it down where Phullergh finished it off.

We proceeded to climb up the 30' cliff to work our way behind the caryatid columns to get the closest to the door, most likely activating one of the caryatid columns. The idea is that Nathaniel would hold it off with total defense while everyone else able would cast spells or use ranged weapons on it to take it down.

The plan is to have Nathaniel pour acid on the caryatid column prior to moving in to activate the caryatid column closest to the door and tank it while the rest of the party attacks and hopefully kills the activated caryatid column.

The caryatid column activated as Nathaniel poured the mineral acid on it. So we know it activates when damaged and when any intelligent non-beast becomes adjacent to the caryatid column.

Phullergh casts a spell, giving everyone an immediate action so Pfineas fired an arrow but missed, and Avylyn followed suit, also missing, followed by Wistari, who also missed. Garreck then threw a throwing knife and also missed it... a large animated ten foot tall humanoid statue...

Pfineas then casts an acid arrow spell and hit the statue, doing some acid damage to the caryatid column. Then, the caryatid column moved in front of the double doors and turned back into a stone pillar. Avylyn fired an arrow at it, hitting the stone pillar to no effect.

The mineral acid continued to burn, activating the statue again as Nathaniel picked up his shield and warhammer moving within sight range of the caryatid column banging his warhammer on his shield in the hope of drawing its attention.

Pfineas then casts another acid arrow spell, hitting the caryatid column.

The caryatid column then moved towards Nathaniel, attacking him and missing. Phullergh casts the same spell again to give everyone an immediate action. Luckily, a couple of the ranged attacks hit doing damage, while the remaining missed.

The caryatid column attacked Nathaniel, dealing a significant amount of damage, but Nathaniel held strong. Phullergh's dog companion attacked, tripping the caryatid column, knocking it prone.

Pfineas moved and cast magic missile at it, luckily bypassing the caryatid columns cover. Several party members fired arrows at the prone caryatid columns all missing.

Pfineas cast magic missile at it, luckily hitting the caryatid column despite it being prone. Garreck threw a magical sword at the caryatid column hitting and finally killing it.

Nathaniel climbed down fifteen feet to start clearing the left side of the door from the rock pieces of the caryatid column while the rest of the party is climbing up on the outside to work their way around to the door.

Upon opening up the door and entering, we found a temple to Baphomet with an evil sacrificial altar, magical writing above an archway that is also magical. Pfineas was able to translate the Abyssal writing as, "Entrance".

After examining it with the identification monocle, Pfineas declares that it is apparently the entrance to The Endless Maze, the layer of the Abyss where Baphomet lives. With that knowledge, Nathaniel smashes the altar and then sprinkled it with holy water, cleansing it in the name of Mystra. In doing so, he destroys the evil altar of Baphomet.

We made our way back up the ledge, making sure to avoid the remaining caryatid columns. Unfortunately, Garreck fell cursing as he went, followed by Nathaniel, who narrowly missed falling on

top of him. Nathaniel did his Lay on Hands to heal his scraps and scuffs while Garreck used a healing charge from his belt. Phineas made his way down, foregoing the use of the rope followed by the rest of the party in short order.

We found an old abandoned camp site along with an old, partially eaten leather shoe with old dried blood on it. Then we went to where Garreck saw a crevice and encountered an old man in a loincloth named Chennath with a dagger who had clearly been here awhile. He had two companions, Brandy and Merlok, who perished down here. Apparently, there are Morkoth that live in the water that caught and ate his companion, Brandy. He states that she saw a set of stairs in the water, so that may be a potential way out. His other companion, Merlok, fell into the pit, and he heard something eating and crunching on him after the fall.

In searching for a potential exit point, Garreck climbed up one ten foot cliff to the south and immediately got attacked by one of the large lizards we have seen in the cavern.

Nathaniel climbed up after him, but unfortunately, the lizard blended in with the wall and was difficult to see. The lizard attacked Garreck, wrapping him up with its tongue in its mouth. Phineas attempted to climb up but fell. The rest of the party saw the lizard run off, with Nathaniel in close pursuit.

Garreck enlarged and was dropped by the lizard into the undulating grass, which promptly started screeching. He went to stand up and was hit, getting knocked unconscious. Vern managed to heal him, and he swung his hammer from prone, scoring a glancing hit on the lizard. Nathaniel moved forward, scoring a hit with his bow while Phullergh flung another sling bullet at the lizard, scoring a hit.

Labraen managed to score a hit on the lizards eye, actually killing it as it fell off the wall landing on Garreck, knocking him unconscious again.

Avylyn did Lay on Hands healing Garreck, who stood up, stabbed the lizard in the neck, and kicked it off of him.

The party moved out of the undulating grass, Garreck dragging the lizard behind him after briefly being stunned by the grass screaming.

Night

The party made its way to near Chenny's cave to camp. Unfortunately, the lit fire disrupted a swarm of bats that attacked. Nathaniel pulled out an improvised torch and readied himself. Avylyn lit her sword on fire and also readied an attack as the swarm engulfed the party.

Avylyn unfortunately lost control of her sword, hitting Nathaniel doing a fair amount of damage to him as she dropped her weapon. The rest of the party continued to fight the swarm with torches, a couple of people grabbing improvised torches from our fire to fight back.

Phullergh hit the swarm with an alchemist fire flask, dealing significant damage! Nathaniel finally finished it off with his improvised torch.

We moved to a corner of the cavern and set up camp to cook the lizard and were promptly attacked by a swarm of bats. After finishing that swarm off and extinguishing the fire we were able to get some sleep.

We were awakened by the sound of scraping and identified the sound coming from the stun grass slowly moving towards us. We packed up and moved away to resume sleeping for the night.

3 Detenday

Day

The following morning, we decided that Nathaniel would use the Sword of the Dales to breathe underwater and scout out the water area identified as the lair of the Morkoth. Phineas cast invisibility on Nathaniel as he moved into the water.

Metal spiral staircase 50' down with a 10'x10' landing with a swinging bridge made of metal and stone over a deep drop with an archway exit 40' away. Regular freshwater fish, probably bass, that appear harmless and a morkoth in the corner swimming up towards the illusion of the party created by Phineas.

Following the staircase down and across from the bridge, there's another set of stairs that lead up to where it looks like Chenny had his crawlspace. After Nathaniel came back to the party, he stated there was a worked and legit wall at the back of his crawlspace, so we decided to check if there was a secret door there.

Nathaniel and Garreck climbed the staircase, but the weight of both combined made the staircase collapse with Garreck failing to tumble and landing on a broken metal part of the stairs taking more damage.

Nathaniel climbed back up with a rope ladder. He attached the rope ladder and used a crowbar to open the door, losing his footing and falling back to the floor 30" below. After climbing back up, he managed to get the door open, revealing a trench open to the sky with sloped walls of 45 degrees up and 60" long with coffins lining the trench on the sides. Vern came up, and Nathaniel stepped into the trench to make room for Vern to come up when suddenly the coffins began to open. One came out, and it is a medium-sized humanoid zombie Minotaur wielding a battle-axe. Nathaniel shouted to the party that undead were attacking and to prepare and to Vern, Nathaniel mentioned to prepare and that he could use healing.

Nathaniel was attacked but blocked it by slamming the coffin lid of the one on the left down, and Vern turned undead, destroying three of the undead. Nathaniel moved forward, attacking the one on his left, missing it as Vern casts ice slick, Chenny climbed up after Garreck, who moved forward to attack the nearest zombie. Labraen flew out into the open and immediately fled back into the cave, complaining of impending dread, most likely a result of the tower's shadow.

Vern once again casts turn undead, affecting five of the remaining six, as the one previously held by Nathaniel opened the coffin lid and stood up being attacked by Vern and Nathaniel. Vern fumbled his crowbar as Nathaniel scored a solid hit on the creature, followed by Garreck also hitting it. Nathaniel moved forward and scored a wicked hit on the next in line zombie with his warhammer knocking it down prone on top of the zombie that had fallen down.

Chenny moved in on the side and attacked the two probe zombies, destroying the top one screaming, "Take that zombie!" Garreck moved past the prone zombie as it lashed out, hitting Garreck.

The prone zombie in front of Nathaniel stood up and was immediately crushed by Nathaniel's warhammer. Two zombies rushed towards the tower door, attempting to open it to get away from Vern's turn undead.

Chenny moved towards the tower door, cutting down one of the zombies at the door. Vern finished off the one zombie Nathaniel was originally holding in its coffin.

Nathaniel moved forward, attacking the zombie at the tower door, scoring a hit but not destroying it. Chenny finished off the zombie at the tower door as the rest of the party climbed the rope ladder, and Wistari attacked one, and Avylyn attacked the other, each hitting.

Chenny moved towards the last zombie, throwing his dagger at it, killing it, screaming, "Death to the zombie!"

Phineas cast a knock spell on the door, opening it revealing a 5' slope to a landing with a sign pointing to the right written in common "Blocked" and a sign on the left stating, "The Hallway". Heading down the stairs to the left, we get to a landing and a long 85' hallway with four ghouls who immediately attack the party. Garreck was bitten at the bottom of the stairs. Garreck hit back using Arlin's Reach, a longsword enchanted against undead.

Nathaniel moved beside Garreck and attacked the ghoul that bit him, killing it with his greatsword. Phullergh hit one with a throwing knife doing minimal damage.

Avylyn moved down the stairs, drawing her bow, and Vern casts turn undead. Nathaniel moved into the space the ghoul he previously killed had been and attacked the one next to it with a vicious downward chop.

Phineas cast magic missile, finishing off the one Nathaniel wounded. Avylyn hit the other with her bow, Chenny moved into the hallway, Garreck spotted a partially open secret door, and Phullergh rode his mount to attack the last ghoul accidentally catching Garreck in the attack, while Phullergh finished it off.

Garreck found a secret door as we heard the original door we entered into the tower slam shut. On that side of the door, it read in common, "No way back."

Garreck tried to open the door, triggering a magical trap which formed a fist of force missing him the first two times he failed, and connecting on the third failed attempt hitting him square in the jaw for significant damage. Garreck finally managed to unlock the door and dodged the magical fist of force, and held the door for the animals to enter using a piton to pin it open.

Nathaniel managed to use his crowbar to open the secret door, revealing a 45' long hallway with rubble at the end of it and a skeleton in the middle of the hallway pierced by multiple spikes coming from the floor. The walls are covered in mystic glyphs, with some faded and some still bright.

Vern asked Nathaniel to detect evil on the skeleton, which didn't radiate any, but the glyphs covering the walls of the hallway do, one flashed paralyzing Nathaniel. Garreck identified it as the glyph of paralysis named Asdel. Vern moved Nathaniel back as he was paralyzed, and Garreck walked into the hallway, another glyph flashed, which Garreck identified as Kaphate as a demon ward to prevent demons from passing as the secret door closed.

Garreck identified another glyph named Izzat, which deals damage against lawfully aligned creatures. He managed to push the secret door open as Vern used a piton to keep it open.

Garreck made his way to the rubble disarming traps as he went. He enlarged to see over the rubble triggering a glyph named Mazet, which drains intelligence, but apparently, there was none to drain.

Garreck resumed his normal size and climbed up the rubble to squeeze through to the other side, triggering a spear trap dealing damage to Garreck. Garreck then triggered another glyph, Tegulkah, a glyph that deals damage to evil aligned creatures. At the end of the hallway, Garreck checked for a secret door, looking at Shap, the glyph of madness, which causes permanent madness. Garreck, luckily, did not succumb to the power of the glyph, and no secret doors were found. Garreck closed his eyes, turned around, and focused on the floor to walk back to the partner, climbing over the rubble and looking at another glyph. This time, it was Inubae, the bleeder causing any open wounds to begin bleeding.

Garreck decided to leave the room triggering another glyph, this time it being the glyph Morfec, the glyph of acid affecting everyone within 10'. Garreck made it back, letting his know there was nothing of value on the skeleton, so Vern pulled his piton up, and we let the door close.

Further down the front entrance hallway there is a giant sized silver metal etching of the outline of bones forming a skeleton and it's mirror image on the opposite side with the right side having been dug out from the wall itself.

Unfortunately, it animated into an ettin skeleton with a flame in its chest cavity, which was shown on the silver etching in the wall. It immediately moved towards Garreck. Avylyn moved into the hallway, firing her bow, scoring a hit on the undead creature.

The undead creature then reached into its chest to pull out a flaming sphere, which it hurled down the hallway at the party hitting everyone except for Garreck, Nathaniel, and Vern.

Phineas took a heavy hit, getting dropped and smoldering from the fireball. The rest made their saves taking some damage, but not seriously, so.

Nathaniel moved in, swinging his warhammer and scoring a hit, as the rest of the party moved in, and Vern tended to the unconscious members of the party. Chenny scored a solid hit on the creature yelling out yet another cheesy battle cry.

Nathaniel hit the creature as Avylyn fired another arrow hitting the creature as well, both dealing decent damage to the creature. Chenny hit it, yelling, "... you're done for!"

Then Nathaniel scored a solid hit, finally crushing the undead creature, returning it to whence it came. The silver returned to the wall, leaving darkened and blasted ettin bones.

We cleared the rubble, had Labraen scout, and decided to make camp for the night in the entrance hallway around 2:00 PM.

Night

The night was uneventful aside from having bad dreams where we as a raven are consumed by vermin and bugs.

4 Detenday

Day

Garreck, Nathaniel, Wistari, Vern, and Chenny crossed the rope bridges we set up the day before. Garreck pushed some more rubble out after everyone had crossed over the rubble pile. The decision was made to bring the dogs with us, and entirely too much time was made in implementing bringing the dogs across the 15' gap in the wall. Unfortunately, the pulley system and safety line both failed, and Highflyer fell 10' into the gap, but not the remaining 20' to the ground.

Phullergh casts spiderclimb and went to pick up Highflyer. Phullergh noticed the shadow of the tower moving towards them but made it inside before it enveloped them.

Once that was accomplished and everyone was across including the dogs, we proceeded up the stairs to the rest of the tower.

The tower has a central tower, with two smaller towers jutting off of each side. We decided to investigate the central tower first in the thought it is the most structurally sound and most likely place for a master of the tower and any potential prisoners.

30 feet up the stairs, we encountered an open landing. Going up the middle tower, there are stained glass windows depicting a three foot tall scaled creature with bat like wings and mirror like scales. Garreck identified it as a mirror mephit. A neutral creature from the outer planes with a cone breath weapon of glass shards, fast healing, and spell reflection with damage resistance to most weapons, with bludgeoning being the most effective.

A mephit came out of one of the windows and addressed Nathaniel, "You are not of the order and must leave immediately."

Nathaniel asked, "What order?" and drew his greatsword, to which the mephit attacked him, glancing a minor scratch on Nathaniel as Nathaniel swung back but missed.

Avylyn moved up and drew her longsword, igniting it as she approached. Another mephit came out of a stained glass window and stated, "Those who are not of the order are not permitted, die intruders!"

Garreck knocked the first one out, and Vern finished it off, resulting in the glass window it came from shattering.

Avylyn shattered the third windows, releasing it from the windows as it promptly attacked her, missing. Spencer then attacked that mephit, knocking it down and unconscious, then immediately killing it the next turn.

The last mephit cast mirror image, creating an additional five images and the party attacks getting it down to three with Nathaniel striking the actual mephit dealing significant damage.

The rest of the party managed to dispell the rest of the images, Nathaniel getting another solid hit just to have it cast another mirror image.

The mephit attempted to cast mirror image a third time but failed to lose the spell as the party continued attacking it.

Vern attacked it, dispelled the last image hitting it with his crowbar, and Nathaniel knocked it unconscious with Chenny coming up to coup de grâce the unconscious mephit.

Unfortunately, this room is the top of the central tower. The party went downstairs, and we decided to go up the left side tower.

Garreck went invisible and went up the left side tower, finding a skeleton manacled to the wall. The party went to the right side tower in the hopes this one would prove more fruitful. Garreck let the party know that the side tower is unstable and could collapse under the party's weight. Pfineas sent Labraen to the top to confirm that it's empty, which Labraen confirmed.

This is when Garreck let the party know he found a trapdoor that led down deeper underground in the glyph hallway. On the way down, Pfineas found a secret door. Upon opening it, he found a weapons cache, and upon casting detect magic, none glowed.

The party went back to the glyph hallway, blindfolded themselves, and proceeded to use rope to enter the trapdoor to proceed down. After 294 feet, Nathaniel let go and fell the remaining feet for a round into a large room. The rest of the party followed.

The slide was recently oiled and in use with the large room, having once served as a dungeon for the tower.

The area was barred off, but someone had bent one section of bars outward to allow passage through.

The party moved out of the bars, avoiding the rubble from collapsed sections of the ceiling following the left wall to see if there were any secret doors. Then Chennath called out, alerting the party to a group of shadows approaching the party from the rear.

Vern moved out past a collapsed section and was attacked by a shadow, draining his strength as he gave a shout, casting greater turn undead, destroying several of the shadows while the rest started moving into collapsed sections for cover when they attack.

Pfineas cast magic missile hitting one directly in front of Garreck. Nathaniel moved up to confront that same one as several more surrounded Nathaniel, luckily missing him with their touch attacks. Several scored additional hits on Vern, weakening him further as Avylyn was attacked but missed, and she returned the favor hitting. Chenny attacked that one also scoring a solid hit on it, as another attacked Labraen, who was flying away, hitting the owl and draining strength. Nathaniel scored a solid hit on the shadow in front of him, finally destroying the undead creature. Phullergh hit the one in front of Avylyn, also destroying that shadow.

Garreck moved out, securely hitting one of the shadows surrounding Nathaniel as one around Vern attacked him again, luckily missing him, while another successfully hit again, draining strength. The

one Garreck hit attacked him back, severely weakening him in the process by draining his strength. Another one attacked Spencer, landing a critical hit severely wounding the war dog companion.

Vern cast turn undead, successfully turning four of the remaining shadows. Labraen withdrew from combat. Chenny attacked the one that had moved in to engage Pfineas, hitting it but not quite destroying it yet. Wistari moved forward to attack the one Chenny just hit, hitting it with her magical staff destroying it completely. Phullergh missed another with his sling staff.

Garreck connected with the one he had attacked previously, hitting and destroying it.

Wistari attacked one that Vern had turned, scoring a hit on it. Phullergh attacked with his sling staff again but missed.

Avylyn was severely hit massively, draining her strength, causing her to cry out, "Help my strength is leaving me!"

Labraen flew away as fast as he could to stay away from the shadow chasing him. That shadow continued its pursuit of Labraen.

The four that were turned by Vern fled the combat, leaving two left, the one chasing Labraen and the one directly in front of Avylyn. Chenny moved in behind that one, attacking it and destroying it, declaring, "I have destroyed the last one!" apparently unaware of the one chasing Labraen.

Nathaniel moved out into the open, spotting the one shadow chasing Labraen. Labraen flew by heading towards Pfineas and landing on his shoulder, while the one that was chasing Labraen flew off into the darkness.

Garreck moved up, spotting one shadow hiding the far back corner of the room as it had been turned. Chenny chased down the shadow, hiding in the corner and destroyed it with his full attack.

Vern shouted out that the ones that fled would be coming back and moved to the middle of the room, followed by the rest of the party.

Chenny declared that we should take the fight to them and moved in the same direction that the last three shadows fled in. The rest of the party followed.

We then decided to make camp in the middle of the room away from debris in case the shadows came back so they wouldn't have cover.

The party rested eight hours and got up at 11:10 AM, still on the 4th. Garreck attempted to open a door, and a magic fist formed and hit him, sending him flying backward and considerably injuring him. Vern helped him up, and Pfineas cast knock on the door, temporarily canceling the fist and unlocking the door swinging it open, revealing a five foot corridor.

We proceeded through the door, and at the end of the hallway was a square room with a circular pool in the middle and the remaining four shadows. Nathaniel charged in immediately, scoring a solid hit on the closest shadow to the left as Chenny moved into the room to the shadow on the right.

One of the shadows moved into the corridor to attack Garreck and missed as he retaliated and destroyed the undead creature. Avylyn called up from the rear guard that she heard voices speaking common from the room behind us and to prepare. She heard, "They came this way. I can see their light source."

Phullergh loaded a sling bullet, firing it at one of the shadows attacking Nathaniel, hitting it squarely in the chest, and then moving back to the open door behind the party.

Vern moved into the room, casting turn undead, apparently affecting all of the shadows. Nathaniel, enraged from the loss of strength, attacked the shadow in front of him, scoring a solid hit despite awkwardly wielding his greatsword due to his loss of strength, destroying the creature

Phullergh ordered Spencer to close the door we came through from the larger room in the hope of hindering the voices from behind us.

Pfinea cast magic missile at the remaining shadow on Nathaniel, damaging it but not destroying it.

The shadow next to Avylyn and Nathaniel attempted to flee, provoking attacks of opportunity with Nathaniel missing and Avylyn finally destroying the shadow as it fled.

Nathaniel ate the last piece of Ackeron Healing Fruit to fully restore all of his drained strength and the curse of the tower as the party prepared to receive the armed group behind them at 11:30 in the morning.

Garreck went down the hallway and searched for traps, believing he had found a pressure plate triggered scythe trap, but then quickly realized he was mistaken. He got to the door, and the walls of the hallway illuminated with a bright light initially dazzling Garreck with its intensity.

At that time, we heard pounding on the wall by the punching door, so it seems the group, on the other side, knows about the door and decided to bypass it.

The party gathered up at the end of the hallway in the room with the pool ready for whatever came into the 60' hallway. While Phineas moved back to the door to trigger the bright light as he kept his eyes closed.

The enemies fired an arrow down the hallway, then started entering it. Avylyn dropped the first one with a hit from her bow, that same one being hit by Vern with his sling. Two more came charging down the hallway, Avylyn striking another one from her bow, and the one making it to the room was struck down by Nathaniel who stepped up to meet his charge landing a heavy strike with his greatsword.

Garreck complained that Nathaniel ruined the ambush for stepping up as he healed himself from his healing belt.

An enemy grazed Nathaniel with an arrow, and another enemy charged up to Nathaniel, missing him as Nathaniel returned the hit, striking the enemy down with his greatsword.

Nathaniel moved back, allowing Garreck an opening to attack the next enemy to move up.

The enemies were throwing darkness bombs and it was at this point that the darkness finally engulfed the party.

Chenny asked for a ranged weapon, and Vern offered a short spear to Chenny, who accepted it. Chenny threw it down the hallway, striking an enemy, exclaiming he could see them through the darkness.

Another enemy moved up next to Garreck, triggering his readied actions to attack. He hit the enemy, dropping him.

Phullergh had one of his dogs use scent to pinpoint the enemy to attack and trip the closest one.

Nathaniel moved back towards where Phineas was located, hoping to get into the light. Phineas cast dancing lights in the hopes of lighting the darkness.

Just then, the magical darkness lifted, and the regular light sources illuminated the room again.

The last remaining enemy we could see immediately surrendered and asked the party not to kill him as Vern ordered him to strip, leaving him in just a loincloth.

Nathaniel concentrated on him to detect evil and detected him as evil as he was wearing a Zhentarim uniform.

The party found two large oval shaped black objects on the Zhentarim that surrendered. They cast divine magical darkness in a 60' radius when thrown, and the command word "Nystrum" is uttered.

Nathaniel casts detect evil on them but didn't detect any residual evil, and neither did Avylyn, but Nathaniel emphatically stayed that they are definitely evil as he sees the creation of such items to be a perversion of Mystra's gift in how the Zhentarim use such items.

The Zhentarim answered that they are an advance scouting group of seven sent to scout the tower out. When asked, he answers that he does not know who Randal Mourn is or where he is located and that more will be coming as the overall unit is called a "Cohort." He states their orders are to get to the crypt and secure it. He states that Capzim is the leader, but he seems hesitant to identify any of the bodies as "Capzim" and when Chenny keeps asking to kill him the Zhentarim breaks down stating he is Capzim, the leader of the group.

Wistari casts a hypnotize spell on the guy and asked him to take the party past the light trapped door.

We led Capzim to the door, and when he triggered the light trap he pulled away from Garreck and attempted to disarm Garreck.

Garreck managed to avoid getting disarmed and swung hitting Capzim as Wistari started singing and Phullergh fired a sling bullet into Capzim, knocking him down as Garreck kicked him hard plied him.

Phullergh took the body, dragging it into the pool in the middle of the room, where it immediately animated into a zombie. Avylyn attacked it and missed, Phullergh had one of his canine companions attack it for a decent hit with Garreck crushing it into pieces. Vern used his crowbar to pick the largest pieces of the Capzim zombie out of the pool.

Garreck opened the door, checking for traps as the party went down another 60' hallway with Vern close behind Garreck. Garreck found a pitfall trap in front of the door and marked it. Unfortunately, he triggered it from the door, dropping him 40 feet into a pitfall trap.

The party managed to open the trap, piton it open and pull Garreck up and then pull the piton out so Garreck could open the door and tumble into the room as the trap triggered once again. In the room was a large globe of magical energy with the shadow of a humanoid inside.

The party tied a rope around everyone up to 125 feet if rope with Chennath carrying the 35' overlap. As soon as Avylyn entered the room the Sword of the Dales blazed with fire and mist formed out of it into an attractive human female that addressed the party. The figure announced itself as Hedistrin, the spirit tied to the Sword of the Dales. She mentioned that the figure in the globe is Randal Mourn and that a phrase must be uttered to magically release him, "Across the lands and rivers below."

The party positioned to ambush the Zhentarim wizards coming in from behind. The room also had six sarcophagi with skeletons dimly glowing green with brightly glowing green pendants.

Chennath attacked the globe, causing Hedistrin to let out a scream of pain as it seemed to adversely affect Randal Mourn.

Vern placed his hands on two of the skeletons' skulls and repeated the phrase, "Across the lands and rivers below." And felt as if his soul was being sucked into the green glowing pendant. Avylyn attacked the pendant on a third skeleton, knocking it off and causing the green glow to cease.

Chennath attacked the green magical globe encased around Randal Mourn, successfully shattering it as an unconscious Randal fell to the floor. Vern immediately went over and cast a cure light wounds on Randal Mourn.

Phullergh had his canine companion tear the pendant off of one of the skeletons.

The Zhentarim cast knock on the door, then something else causing it to swing open. Phineas immediately cast magic missile on the first Zhent, striking him with several missiles. Wistari also cast cure light wounds on Randal Mourn.

One of the enemy Zhentarim wizards cast grease just on the other side of the door, affecting Phullergh's canine companion, Spencer, and Nathaniel, who both managed to stay standing.

Vern tended to Randal Mourn telling Avylyn she should get the Sword of the Dales to him. Nathaniel moved back from the door and the grease as Spencer pushed against the door, closing it but falling to his side in the process. Flames hit the door from the other side, spilling out from under the door burning Spencer. Randal Mourn stated we needed to get out of there as the head Zhentarim wizard, Gothel, is quite powerful.

Wistari cast another cure light wounds on Randal Mourn. Vern followed suit, healing him with one of his last spells.

Hedistrin then changed appearance into a hunchback wizened old man with skeletal forearms from the elbows down. He yelled, "Fools you ruined everything!" and then reached out a skeletal hand to the

Sword of the Dales and Randal Mourn and with a "BAMPH" sound of the sword, Gothel, and Randal Mourn being teleported away.

Garreck moved to the opposite door from where the party entered and searched for traps not finding any.

Nathaniel did Lay on Hands to heal himself as Phullergh riding Sammy moved next to Wistari and Spencer stood up, immediately falling down again from the grease spell around the entrance door.

Chennath stepped in and pulled Spencer out of the grease inferno as he just caught fire.

Wistari started singing Inspire Courage and pulled out her bow. The Zhentarim finally managed to burn through the door and Chennath stabbed the first one through the opening.

One of the wizards hit Nathaniel with a Ray of Exhaustion, Nathaniel managed to shrug most of its effects off as Garreck and Chenny readied themselves at the door.

Nathaniel fired his bow hitting the next in line, while Chenny stabbed the closest Zhentarim, who is a soldier. The Zhentarim collapsed and fell off the magical floating disc into the partially open pit. Another moved up and Garreck hit with his warhammer scoring a vicious hit on him, but not vanquishing the foe.

Nathaniel hit the next with another arrow, Spencer tripped the Zhentarim warrior and then Phineas hit him with two magic missiles knocking him unconscious. Nathaniel fired another arrow, missing this shot with Avylyn taking a shot and hitting the wizard.

One of the wizards stepped up pulling out a wand and cast lightning bolt out of it hitting Labraen, Nathaniel, Phullergh, and Wistari. Unfortunately Wistari was hit the hardest causing many of her items to be damaged or destroyed.

Fortunately the lightning bolt traveled through Labraen into the Zhentarim soldier he had just attacked instantly killing the Zhentarim.

Phullergh hit the first wizard in the line who was standing on a disc, knocking him unconscious as he fell into the pitfall trap never to be seen alive again.

The lead wizard appears to be the one in charge of the group casts Protection from Arrows, and Wistari noticed it alerting the group. Avylyn shot the wizard behind the lead one hitting him with an arrow.

The one behind the lead wizard threw a dart at Nathaniel, which burst in acid and poison dealing damage to Nathaniel, who luckily was too affected by the poison as he felt drowsy but did not succumb to the poison. The next wizard also threw an acid dart, but luckily this one missed. Phullergh casts a heal on Nathaniel from his belt, significantly helping the beleaguered paladin.

The lead wizard again pulled out his wand of lightning and casts lightning bolt out of it hitting Garreck, Spencer, and Avylyn with the lightning bolt luckily each only taking minor damage from it.

Chenny closed in on the lead wizard scoring a critical hit with his dagger. Avylyn fired her bow hitting the lead wizard, but barely hurting him. Wistari casts iron thunder horn knocking the lead wizard off of

his floating disc into the pitfall trap. Unfortunately he had a feather fall spell memorized allowing him to mostly avoid damage from the pitfall trap. He did dispel the disc Chennath was standing on, but Chenny managed to grab hold of the edge of the pitfall trap.

The remaining wizards attacked Chenny with daggers or acid darts depending on distance and all missing their target. The last wizard casts a magic missile at Nathaniel hitting him for a small amount.

Garreck enlarged so as to reach the closest wizard with reach. Wistari casts another iron thunder horn but unfortunately all of the wizards made their saves. Nathaniel hit the next wizard in line with an arrow as Chenny climbed up out of the pitfall trap.

The head Zhentarim wizard in the pitfall casts another lightning bolt attempting to hit Chennath who managed to evade it. Nathaniel scored a solid hit on the next wizard in line, who was standing on a disc and failed to maintain his balance after being hit falling into the pitfall trap.

Sir Chennath stepped into the pitfall trap tumbling into it next to the head Zhentarim wizard scoring two solid hits killing the Zhentarim spellcaster. The last in line wizard moved in throwing an acid dart at Nathaniel scoring a critical hit, as Garreck swung hitting the wizard and knocking him into the pitfall trap. Phullergh knocked out the last wizard with a sling bullet.

Garreck moved into the hallway to finish off the two unconscious wizards.

Pfineas moved to the back of the room to the other side door and translated the runes as the word, "EXIT".

Almost immediately another twelve Zhentarim came from the room with the pool into the hallway with nine immediately getting in to move on the party.

Avylyn fired an arrow down the hallway striking the first Zhentarim warrior solidly in the chest.

Pfineas cast Melf's Acid Arrow at the lead Zhentarim warrior hitting him. Several Zhentarim moved up with more piling in behind them in the hallway. Nathaniel hit the lead Zhentarim warrior with an arrow, Phullergh hitting the same one with a sling bullet as he continued to advance.

Pfineas decided to grab the door handle of the "EXIT" and with a "BAMPH" Pfineas disappeared leaving Labraen behind. Labraen quickly followed suite.

Nathaniel was critically hit by an acid dart burning a hole in his breastplate, and burning through the rope of his torch. Luckily Wistari moved to heal him as did Avylyn much to his appreciation.

The Zhentarim passed two ten foot long boards up to place over the pit trap and started coming across. Phullergh ordered his canine companions back with Sammy grabbing the door handle and teleporting out. Followed by Avylyn grabbing the door handle, then Spencer and Phullergh.

Garreck tossed out a handful of marbles in front of the broken door.

The lead Zhentarim warrior who made it into the room tripped on the marbles Garreck had placed in front of the door falling prone.

Nathaniel moved near the broken door, placed an Instant Wall and uttered the command word "iwalli" to erect a fifteen foot long, fifteen foot tall stone wall three inches thick.

Wistari moved to the door and grabbed the handle teleporting out followed by Vern, and the Garreck.

The prone Zhentarim warrior attacked Nathaniel with his held acid dart missing him as Nathaniel backed off moving towards the exit door, but breaking his acid dart.

Nathaniel attacked him, missing horribly as the prone Zhentarim warrior stood up and threw a fresh dart at Nathaniel missing as Nathaniel took the door handle teleporting out.

The entire party was teleported from The Tower of the Shadow of Death to the entrance of Shraevyn's Tomb where around fifteen Dalelands fighters lead by Commander Scott Harrican. He informed the party that the command word "merrydale" was the command word would activate the Sword of the Dales and that it is doubly effective against magically created creatures, reflecting all polymorph and lightning spell effects back on the caster.

Sir Chennath bid his farewell as Nathaniel clasped his hand and Phullergh gave him a hug.

Commander Scott Harrican states that it's unfortunate that the party didn't destroy the skulls of the skeletons as that is a major source of power for Goethel.

He states that there are at least two other portals to Shraevyn's Tomb, one in Daggerdale Falls, and one in Shadowdale.

Night of 4th Detenday

Nothing of note in the camp occurred at night.

5th Detenday

Day

Commander Scott Harrican wants to send a rider to Shadowdale to inform them of the events the party relayed to him that Randal Mourn was in a dream globe and was released but teleported away by Goethel along with the Sword of the Dales. Pfineas casts invisibility on the rider who left camp.

Night

Uneventful

6th Detenday

Day

Uneventful

Night

Uneventful

7th Detenday

Day

Uneventful

Night

Uneventful

8th Detenday

Day

A rider entered the camp to let Commander Scott Harrican know a patrol left Shadowdale for Dagger Falls and that they would be sending another rider with additional information on the whereabouts of Randal Mourn.

Night

Uneventful

9th Detenday

Day

The aforementioned rider appears in the camp and informs the group that the rider from our camp successfully relayed the party's story and that a group was dispatched to the gnomes of Spiderhaunt on the 8th of Detenday to recover the party's belongings left behind. Gothel apparently has a lair in the vicinity of Dagger Falls where both Randal Mourn and the Sword of the Dales may be held.

Commander Scott Harrican then casts Shadow Shield on the entire party that will reduce or possibly negate the wounds from evil magic directed at the party as it creates a shadow clone that instead absorbs the damage that the character would have taken.

The party decided to leave for a five day journey to the Tethyamar Trail to meet the riders hopefully bringing the party's horses and supplies with them.

Night

Uneventful

10th Detenday

Day

Uneventful

Night

The party was attacked by three dread warriors of Rasheman. Pfineas immediately cast magic missile on the lead warrior hitting it while Nathaniel moved to intercept drawing his warhammer and shield. Vern pulled out his magical crowbar and readied himself for combat casting turn undead, but only affecting the lead dread warrior who fled back into the darkness.

Labraen hooted into the darkness taking flight. Avylyn moved up to flank the one warrior that moved up to Vern. She hit it dealing damage with her flaming sword. Phullergh moved in next to the dread warrior ordering his other war dog to flank the opponent and attacked, but missed. This dread warrior was surrounded by five of the party and was quickly destroyed.

Nathaniel hit the dread warrior in front of him squarely with his warhammer. That dread warrior swung his battleaxe hitting Nathaniel squarely, but failing to stagger him. Avylyn flanked the dread warrior attacking Nathaniel, scoring an excellent hit on the enemy and destroying it.

The turned dread warrior came back to the party, who were waiting for it and Garreck attacked it scoring a hit. Nathaniel moved in attacking and also hitting it. Wistari attacked and missed with Avylyn coming up from behind to attack the dread warrior hitting it hard with her flaming sword destroying it.

11th Detenday

Day

Uneventful

Night

Uneventful

12th Detenday

Day

Uneventful

Night

Uneventful

13th Detenday

Day

Uneventful

Night

Uneventful

14th Detenday

Day

Uneventful

Night

Uneventful

15th Detenday

Day

Early in the morning the party was attacked by five zombies and another humanoid undead with a fog aura, and green glowing eyes.

Vern and Pfineas were on watch and Pfineas immediately called out, "Undead, to arms!" Pfineas casts Melf's Acid Arrow dealing acid damage.

The special glowing humanoid moved up to Vern and attacked him. Vern identified the creature as a tyrant fog zombie. Vern cast greater turn undead destroying all of the regular zombies, but not the tyrant fog zombie. Avylyn attacked the tyrant fog zombie hitting it while Vern cast greater turn undead affecting it this time. Garreck enlarged and closed in on the tyrant fog zombie. Pfineas casts magic missile hitting it and his previous acid arrow dealing a last bit of acid damage. Avylyn closed as it fled from Vern finally destroying the vile creature.

Later in the day we encountered a dire boar running down the trail next to the party being chased by three chariots with three people in each with the lead chariot yelling in Chondathan, "For the prince!" with another person yelling, "I think we'll catch it."

Then they rode on by...

Night

Uneventful

16th Detenday

Day

This is day 77 of the journey. This morning a group arrived with Madarn, the gnomish ranger spider wrangler leading the group. The spider Stinky was targeted by the tower, but it had no effect, but Stinky got into a fight with a group of undead and perished. A group of Zhentarim made their way into the tower getting into a fight with the four war dogs the party had with them, Bristleclaw, Bristlecone,

Christmas, and Highflyer. Out of the group only Highflyer made it out alive as he ran away and the others fought back. Out of the six freedom fighter patrol only three made it out alive.

The Zhentarim teleported in to the entrance of the tower, and teleported out from the entrance. Madarn described the leader of the Zhentarim, who is a wizard and matches the description of the wizard leader of the Zhentarim patrol the party fought and had dropped into the pit trap just before the room where we found Randal Mourn.

The party thanked Madarn who headed back to the gnome village of Stormpenhauder, and the three remaining freedom fighters who headed to Shraevyn's Tomb. The party then headed north and encountered Captain Mestin "Troll" Dermark with dual longswords at her side of the freedom riders. She states that Captain Ariton Delmis sent her to escort the party to the freedom riders camp in the Dagger Hills because he has a proposition for the party as he knows Randal Mourn is being held in Dagger Falls, but not precisely where. In addition she is worried about another freedom rider, Koral Benshay (human male, crew cut, red hair, and a cleft chin, approximately 5'10" tall), was captured by the Zhentarim she will pay us 250 gp dead or alive with an additional 250 gp once completed. Also, she asked that we not let anyone in the freedom riders know that she has a romantic relationship with Koral Benshy. She entrusts a sack of 250 gp to Nathaniel since she recognizes him as a paladin.

We proceeded onward until we heard a loud shriek from the sky and a fireball rained down striking and obliterating a boulder near the party spraying jagged rocks shards over the party except for Garreck and Nathaniel and their mounts. The impact left a ten foot crater with a black bottle with gold trim at the center of the crater. There is magic detected from the crater, but not the bottle specifically. The bottle was giving off significant heat, but quickly cooling.

Pfineas states he is not familiar with any spell that could cause this, and Garreck told the party it looks like an Efreeti Bottle. Vern gave the party a rundown on what an efreeti is as a large fire based genie that is a very tough spellcaster.

Garreck went and picked up the bottle, immediately releasing an angry Efreeti who boomed, "Free at last, does master give me to others, or do you seek to protect the master from my wrath? For time unimagined I have served mortal fools who sought to control me. Now I shall have my revenge!"

Nathaniel stepped back from the pit drawing his sword after detecting the creature as a significant evil. "We do not know whom you have served nor your master and we do not seek to protect him from your wrath."

The Efreeti spoke out, "Beg for your lives!" Avylyn readied her bow and dropped down off her mount. The rest of the party prepared for combat in their own way.

Nathaniel then replied, "I do not seek to protect any from your wrath that deserve it, but I will not beg for my life from one such as you."

The Efreeti then says, "Cowardly mortals!" and then flies straight up and away.

Further down the trail the party encountered a roadblock of rocks and then a group of nine undead zombie blocking the road. Nathaniel rode up to the closest one hitting it hard with his horse, Jeopardy finishing it off as another zombie rose from next to the felled one as Nathaniel also destroyed it with an attack of opportunity.

Phullergh moved up to attack one zombie in the middle of the party knocking it prone and destroying it. Another two zombies moved up to Nathaniel. Yet another zombie rises from the ground next to Avylyn to attack her.

One of the undead was a tyrant fog zombie, similar to the one the party had previously encountered. Captain Mestin shouted out, "Isn't one of you a freakin' priest?!"

Vern went next and cast greater turn undead destroying all of the normal zombies as well as the tyrant fog zombie.

The party took an hour to clear the road and a bit further down the party set up camp.

Night

Uneventful

17th Detenday

Day

This is day 78 of the journey. On the journey we encountered an abandoned mine and saw some movement but decided to move on past the mine.

The party arrived at the freedom riders encampment and Captain Mestin "Troll" Dermarc states that when she first joined there were only a few, but now there are 800 to 1,000. She leads the party to a large tent (obviously the command tent) and asked the party to wait.

The party meets with Captain Ariton Delmis who proceeds to tell the party Randal Mourn will be executed in four days and they need the information on the city's defenses. Their scouts have found an army of roughly 300 orcs and goblins as well as Zhentarim wizards. The party are to report the city's defenses (number of guards and locations) to a leather worker shop in the city, Dulwar. Dulwar is a human who was a renowned thief with a face tattoo of tears with one for each year of incarceration. Apparently he has long flowing blonde hair and is very handsome.

Captain Ariton Delmis then pulls out The Sword of Dales in a scabbard and hands it to the party who we then give the sword to Avylyn to hold. The freedom fighters found it at the exit if the Black Shadow tower when investigating it. He then states Randal Mourn is being held in the garrison jail, which is under the actual garrison.

On the way the party gets ambushed at a blocked part of the road by what appears to be humans firing arrows at the party. Nathaniel instantly noticed one attacker, pulling his bow and firing a sheaf arrow at the enemy striking him as the figures either falls or ducks back behind cover.

Pfineas has Labraen circling above one of the enemies to mark him. Avylyn pulls her bow out and fires a shot at a different enemy striking him, but not ending him with Avylyn exclaiming, "Dangit!"

Pfineas cast magic missile killing one that Avylyn spotted. Garreck rode up to another one hitting the Zhentarim so hard the jawbone flew out into the rocks.

Phullergh rode Sammy over along with Spencer and attacked another Zhentarim hitting him with a minor wound.

One Zhentarim fired a vial bolt from a crossbow at Avylyn, missing her. Another fired at Phullergh, missing him. The one on Phullergh bludgeoned Phullergh with his hand crossbow scoring a minor hit.

Vern rode up to another Zhentarim as it swung a vial bolt crossbow at Vern, missing him. Vern clobbered the Zhentarim with his crowbar. A couple more Zhentarim fired vial bolts at party members missing terribly.

The one on Vern dropped his light crossbow drawing and swinging a shortsword missing Vern. The one Labraen had marked fired at Labraen missing the owl. Nathaniel was hit with one of the vial bolts and briefly felt drowsy before shaking it off.

Avylyn fired her bow at the closest Zhentarim missing him. Pfineas cast another magic missile at Avylyn's target dealing light damage.

Vern swung his crowbar at his target missing him and then backed up away from his target. Garreck rode up to the next one striking him a brutal blow knocking him unconscious.

Wistari fired an arrow at one of the Zhentarim, missing horribly. Phullergh finished off the one he and his dog companions were attacking and moved to the next. Another Zhentarim hit Wistari with a vial bolt and she succumbed to the poison falling asleep in her saddle.

Two of the Zhentarim made a run for it, one of them calling out, "This way!" while waving his arms to his companions. Phullergh set Spencer on the closest Zhentarim running, and chased down the one that was further away successfully attacking both for light damage.

Nathaniel scored another solid hit on his previous target this time dropping the Zhentarim. Pfineas cast another magic missile this time at Spencer's target dropping him. Pfineas was hit by a vial bolt and failed to stay awake quickly succumbing to the poison.

Nathaniel fired on another Zhentarim scoring a solid hit knocking him out. Garreck rode down the one Phullergh was chasing and finished him off. Spencer went to one of the unconscious Zhentarim and finished him off while Phullergh finished off another unconscious Zhentarim. Another round of terrible misses by the remaining conscious Zhentarim, man these guys are just awful...

Nathaniel took a shot at one of the two remaining Zhentarim hitting him in the chest killing him. Phullergh had Spencer finish off another unconscious Zhentarim while Phullergh fired a sling bullet at another unconscious Zhentarim missing him.

Vern rode close to the fleeing Zhentarim and decided to fling his crowbar at him hitting him in the back and knocking him out before he would have gone over the ravine. Five Zhentarim were left unconscious, but Garreck and Phullergh finished them off while the paladins were distracted treating injuries.

The twelve Zhentarim had 900 gold pieces (18lb) on them, as well as the following equipment 12 shortswords, 11 one handed vial bolt crossbows (exotic weapon), 20 deep sleep poison vial bolts (evil

act to use and damages muscles), one of them has a wanted dead or alive 250 gold poster for Gaffen Scerpsis, who looks like one of the Zhentarim we killed. The party chopped off his head and bagged it.

On the road Garreck warns Nathaniel about a stump right before his horse trips over it throwing Garreck from the saddle. In addition Wistari noticed a cloud moving against the direction of the other clouds following the party. Wistari told Pfineas who had Labraen attempt to investigate the cloud, but the cloud rose in altitude faster than Labraen could keep up so he just came back.

Night

The party made camp where Wistari and Pfineas informed the group of the cloud following them. In the middle of the night one of Phullergh's dogs heard something alerting Phullergh and Nathaniel to something. Nathaniel then did detect evil at the cardinal points and detected evil in the south west direction from camp detecting multiple evil creatures. He then shouted out, "To Arms!"

Nathaniel moved to the edge of the clearing and then spotted a goblin. The goblin said, "What you want human?" Nathaniel replied, "What do you want?"

The goblin was holding a wand so some magic user possibly a shaman. An arrow or something similar whizzed by Nathaniel's head, and the goblin shouted out in goblin, "Stop you idiots I ordered no one to attack." Then Labraen attacked the goblin who retaliated by casting magic missile hitting Labraen. Pfineas then casts a cantrip to have a booming voice shout out in goblin, "Flee you fools for you have disturbed my rest." The goblin speaks out shouting, "No one leave, it's just their wizard trying to trick you."

Nathaniel stated "Well now you've attacked a companion of mine so you're done." He moved to attack the goblin and missed. Pfineas then casts dancing lights in the form of a spectre and had his previous cantrip shout in goblin, "Flee if you don't want a terrible death!" The remaining goblins flee into the night.

The goblins are from the Bone Crusher clan and the small sized cloth tunic the goblin was wearing radiates magic. The tunic has a skull with fangs and glowing yellow eyes on the front and the Bone Crusher symbol on the back. It is a tunic of intimidation anyone wearing it gets +5 to intimidation worth approximately \$1,500 gold.

18th Detenday

Day

Wistari went about disguising the party other than Pfineas, who cast disguise self. This was to disguise the party from the Zhentarim in order to get into Dagger Falls. The party's story is that we are a group of bounty hunters turning in the 250 gold bounty on Gaffen Scerpsis.

The party gets closer to Dagger Falls, and after creating a rise east of the river Tesh the party can see the city in the distance to the east and north of the river across a bridge. The city is called with outlying farm lands with some buildings outside the walls, but no visible entrance yet.

Upon getting closer to the city the party encountered the Teshford Arms inn, which has frosted glass on the windows to prevent idle onlookers.

Upon approaching the bald knob to get a better view of the city there is a cultivated growth of brambles just like what druids use to protect their druid groves. Nathaniel handed his mapping equipment and Garreck's spyglass to Phullergh so he could proceed and map out the guards and their locations. There are more guards along the eastern entrance than the northern entrance and they are stopping people before entering the city. Phullergh marked the garrison along the far western wall and it's district as well as a tower district both with their own walls inside the city. The city is roughly 300 yards by 200 yards with some outlying buildings.

Some guards wander around the city, but are mostly concentrated at the entrances and the garrison itself with a number of guards conducting marching drills. There is a road that follows east / west alongside the Tesh River.

Phullergh comes back and hands back the mapping kit to Nathaniel and the spyglass to Garreck. The party makes the decision to enter through the northern entrance of the city.

The party passes the Teshford Arms Inn again and the traveler that was previously outside is no longer there so the party decides to tie their horses up at the inn and proceed to the eastern gate on foot.

At the eastern gate just outside the walls is Dulwar's Leather Shop. Half the party went in: Nathaniel, Vern, and Wistari with the remainder staying outside. An old bald man is behind the counter working some leather. Two customers were in the shop, looking like travelers with black cloaks one fur with a "Z" stitched in the collar line, and the leather one unadorned, both human dressed all in black.

Nathaniel asked the bald man behind the counter if we could talk to Dulwar. He mentioned he would check and walked into the back. Nathaniel then discreetly did detect evil on the bald man, detecting evil and then did so on the remaining customer as the other had walked out, not detecting evil on him as he was the one with the stitched "Z" on his collar.

Garreck went around to the back of the shop outside finding a door that he knocked on and a bolt was slide and the door opened revealing an older handsome man with three tear tattoos on his face. Garreck mentioned he is friends with the Troll and perhaps he is looking for information. Dulwar mentioned to come back at eight o'clock as there too many customers right now.

The group inside walked out while the man smoking outside walked back in. Garreck told the party he met with Dulwar and that he would see us at eight o'clock that night.

At the eastern gate the guards are stopping and searching about half those trying to enter.

Garreck draws out a ball from his bag of tricks and gives it to Pfineas to have Labraen drop it if the party gets accosted.

Garreck walks up and hands over the head as the lead guard takes him to compare to the wanted posters and confirms the head is a wanted man. He tells Garreck to stay there as he walks into the guard house to get the gold reward.

The other guard looks closer at Garreck and says, "Hey, your wanted!" as he pulls off part of Garreck's disguise.

Garreck immediately went invisible and moved away, Labraen dropped the fury ball turning it into a weasel. Wistari casts memorize and charmed the weasel as well as multiple guards telling them this isn't the people you're looking for.

Nathaniel drew his greatsword and pointed it at the weasel shouting, "He's turned into a weasel, what are you doing?"

One of the guards moved and attacked the weasel severely injuring it. Another guard shouts, "These aren't the people we're looking for..."

Pfineas moves back, Avylyn moves back, Vern states that it's not worth it and Nathaniel replies, "Agreed" and sheathes his greatsword and steps back.

There are upwards of thirty guards at the Eastern gate between two 10' by 10" guard houses with a portcullis in front and a large double wooden doors in the back with archers with arrow slits and multiple guards on the roof covering the area. One of the levers for the portcullis is by the south side guard house. There may be more.

When attacked the doors are closed, the portcullis is closed and the guards using long spears with longswords as a secondary weapon go on high alert and come out.

Nathaniel documented the guards response to potential attack for the freedom fighters. The party retreated to an outward lying building to lay low until our appointed meeting time with Dulwar.

We managed to all squeeze into the building after an hour or so the door opens and a guy shocked says, "What the hell?!"

Nathaniel quickly replied, "Group orgy, get out!" The man quickly closed the door and left and the rest of the party moved out heading to the Teshford Arms Inn.

Nathaniel and Vern go into the inn with the rest holding before going in. There are five Zhentarim soldiers in the inn and two commoners.

Two of the Zhentarim get up to leave and suspiciously look at Garreck. Pfineas has Labraen follow them once Garreck opens the door for Labraen.

The party leaves and spreads out as Garreck and Nathaniel head to the back of Dulwar's and Garreck knocks on the door with no answer. The door is locked and Garreck continues to knock as Pfineas goes to the front door and knocks. To which it opens and Dulwar opens the door.

Pfineas gets Garreck and Nathaniel from the back and the two go into Dulwar's Leather Shop and Pfineas leaves. Nathaniel hands the information to Dulwar who copies it and hands it back to Nathaniel.

On the way back to the Teshford Arms Inn the party is ambushed. Someone coughs, and Nathaniel immediately detects evil in that direction detecting evil as a soldier throws off a camouflage cover and pulls out a sword.

Garreck notices another figure throw off a similar camouflage cover and step out. Garreck immediately charges that figure hitting him so severely it kills him.

Wistari started singing to inspire courage while Avylyn shot one with her bow dropping him. Pfineas hit another with magic missile dropping him.

Phullergh attacked another one dropping him as well as one of his companion war dogs killed another. Avylyn fired her bow again hitting and killing another one.

A group of Zhentarim soldiers came riding at the party on war horses. Pfineas casts hypnotic pattern on the approaching Zhentarim on the horses fascinating all three horses and riders. One moved in and attacked Avylyn missing, while Garreck knocked down another one knocking him unconscious.

Wistari moved while continuing to sing and casts iron horn thunder to hit the back line of Zhentarim soldiers knocking down two of the group.

One of the Zhentarim charged Nathaniel hitting him slightly wounding him, as Nathaniel drew his greatsword and power attacked the Zhentarim soldier clearing him nearly in half.

The bow using Zhentarim in the back fires a vial bolt crossbow at Nathaniel missing him entirely.

A different Zhentarim fires a vial bolt crossbow at Avylyn and misses. Two additional Zhentarim fired vial bolt crossbows at Pfineas, both missing with another targeting Labraen and also missing.

A half orc wearing full plate using a heavy lance and riding a spectral steed appeared and charged Nathaniel scoring a charge hit dealing significant damage to Nathaniel, but not knocking him down.

Night

Note from the DM (Postscript): The preceding (above the solid line-break) is the documented journal from one of the players in my D&D Campaign (David H. playing Nathaniel Moonwayne (the Paladin)). I have only added a preface (with title) and this postscript at the bottom of the document.

PS: I made no changes to the journal entries (above), and hope that readers will overlook any irrelevant typos, variant spellings, and or other factual (per the Campaign) inaccuracies.

Thank you to David H. for producing another excellent journal entry – The DM/CM of the “Rob’s World! D&D Campaign” - Robert Vaessen

Ref: <<https://www.robsworld.org/3ecampaign.html>>