

Campaign History

Description of the adventures so far with a note on modules pilfered for useful encounters.

Starting Characters

Nick: Halfling Rogue, Tamas (item: rapier)

Jennifer: Human Monk, Mihály (Mee-Hi) (item: robe)

Tom Magill: Barbarian/Cleric, Taracus (item: greataxe)

Tim: Elf Wizard, Gilray

Tom McLean: Elf Ranger/Wizard, Oeric Sinaran (item: ring)

Tom Hunt: Cleric, Eli

Session 1 – Arrival

The characters arrive on a hilltop with a stone circle. They decide to head towards a village they see a few miles away. On the way some Orcs with bows attack but are driven off and Taracus kills a sleeping Orc with his mighty chopper. In the village of Fairhill they hear of Orc attacks and meet various people. They decide to take up the Wizard's offer of money to retrieve an Orb from a nearby ruined keep, a day's journey away. As they explore the keep, Taracus proves adept with his axe, chopping up most enemies. An amulet given by a Lizardfolk proves useful and interesting. The Ogre in charge and his wolves are no match for Taracus. The lost elf Taran is rescued.

Adventure: Intro. To AD&D Tomb of Damara

Session 2 – Completing the Quest

Taran leaves the Keep with Eli and Gilray whilst Oeric arrives with Kath the Cleric. The party explores the rest of keep. Tamas is almost swallowed by a giant Toad but the Kobolds, Dire Rats, and Goblins are no problem but the Orcs with Greataxes prove dangerous. Oeric criticals a Gelatinous Cube saving Taracus from from a nasty experience. Gilray returns but displays a lack of courage as a Carrion Crawler causes chaos by paralysing almost the whole party. Some giant bats are quickly dealt with. Tamas is the one that finally figures out how to use the magic key to open the hidden door. Taracus finds the Shadows too much to handle but Oeric uses some Oil of Magic Weapon to enable him to hit them, Gilray's Disrupt Undead and some positive energy bursts from Kath help destroy the Shadows. One character figured out that the torches were linked to the Shadows but was ignored. Tamas ignored the Shadows and suicidally attacked a Mummy only to find it wasn't undead but merely dead, then decided to check the loot whilst the rest of the party fought the Shadows. With the Shadows eliminated the party collected the Orb the Wizard hired them for. On the way back Oeric takes a look at the Orb which is made of smooth crystal with undecipherable writing faintly visible on it's surface and discovers it looks back at him.

Adventure: Intro. To AD&D Tomb of Damara. Party mostly 2nd level.

Session 3 – The Crucible

The party returns to the village of Fairhill. Feeling the Orb is a dangerous item and unsure of the Wizards's intentions the party tries to determine whether the Wizard is evil. Fortunately Netheril is amused at their presumption and arranges a zone of truth, mollified,

the party hands over the Orb and claims their reward. They also exchange a +1 dagger for some healing items and potions. Gilray gets a letter of introduction to the Academy of Magic in Endhome. The party decides to leave next day for Endhome, the nearest large town about 50 miles south in the hopes of discovering more about their situation. They are interrupted that night by an Orc attack on the temple of Freya. Charging after the Orcs, the party gets split up and Tamas makes an ill-judged attempt to roll past the Orcs, who almost kill him with their greataxes and then escape with the Crucible from the temple. The party are asked to follow the Orcs to their lair, return the Crucible, and stop their attacks. Meanwhile Oeric follows the Orc raiding party and then later meets up with the rest of the party and some town militia early next day. A more organised attack kills the raiding Orcs who had stolen the Crucible from the temple. The Orcs turn out to be tougher than expected but one is captured. The party then follow the trail to the Orc's lair, a ruined keep, which they scout in preparation for an attack.

Adventure: Crucible of Freya.

Session 4 – The Ruined Keep

The party eliminate the Orc in the guard tower but the Orcs decide to go look for their raiding party. Taracus decides to attack the Orcs in the open and nearly gets killed by their leader when Gilray arrives to turn the tide. The rest of the Orcs start an attack but this time the party uses the tower to tactically wear them down. One Orc leader escapes down a trapdoor. The party seal it with a heavy altar and rest. They then check out a second tower and wake up an Ogre which Taracus fails to intimidate. Fortunately it is defeated with their combined efforts. They then go down the trapdoor and explore some strange tunnels and rooms that have something to do with lizardlike or snakelike creatures. They find and rescue an Archon trapped in a magical cage, then open a tomb and destroy a dark incorporeal undead creature.

Adventure: Crucible of Freya, Gryphons Legacy. Party mostly 3rd level.

Session 5 – Under the Ruined Keep

Exploring down some stairs the party meet the prepared Orc leader who turns out to be an evil half-orc cleric with some pet zombies. His negative energy channelling proves very dangerous by damaging all the party whilst healing the zombies, which keep getting back up from the negative energy. A friendly Cleric helps turn the tide with some positive energy channelling (proving that the new channelling abilities at low levels can be both extremely useful and extremely dangerous). They decide against close examination of the dark pool of liquid other than determining it's necromantic.

The party are unable to convince an unfriendly door of their "good" intentions and are unable to open a rune covered door. Some grinding noises from the other side convince them to leave it alone.

After a rest they search the Orc's tower and find some treasure and a trapdoor. Several trapdoors later they find a sarcophagus filled room and an incorporeal hand attacks them draining strength. They open the main one and fight a nasty shadow whilst Tamas demonstrates how not to climb a rope repeatedly.

A final tower reveals a few giant spiders which are easily dispatched.

With the Keep cleared out, the party head back to Fairhill to rest, divide the loot, and literally regain strength. Gilray decides not to continue in the party and is replaced by the friendly Cleric.

Adventure: Crucible of Freya, Gryphons Legacy