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Posted by: Zaz Jun 19 2006, 12:06 PM

You are traveling about in the lands around Langerhan, the sun is setting and off in the north a storm is brewing, lightning can be seen in the distance from nearly pitch black clouds and the wind bites colder than it usually does during the summers. You all know there is a town near, you have seen the road signs, but it seems the road has not been traveled nor maintained very much. Several of the road stones have shifted and some seem to be totally missing. The surface would not be nice to traverse with a wagon, there is also a layer of dirt, ash and moss covering most of the stones. Off in the distance you think you hear a wolf howling and an owl flies across the road.

As you reach the town gate you find it closed, but you hear someone moving behind it, "Who be ye strangers comin' to town after sunset, and what be ye business in these parts?"

It sounds like a somewhat elderly guard. Up on the wall you can hear a few more guards talking, they are holding out lanterns on poles above you to get a better look. A bowman is ready up in one of the towers. Overall, The situation is a bit more tense than you would expect from a small town.

"Well you don't look like a troll," the guard grunts. "All right, give me a few minutes." You can hear a heavy wooden log slide away from the gate and it swings open letting you in. "Ya better read the rules on tha notice board or else ya may get inta trouble."

The notice board has a rough map of town, and an advice that although you can explore town most decent folk seek out the inn and tavern first, there are various hard to read squibbled notices and many of them has to do with missing people, it is too dark to read most of the notes and the wind bites and the rain starts falling. One item stands out, however, "Those who travel outside of the gates after sundown do so at their own risk."

{Introduce your character. Include *at least* a description of your character and some plausible reason that you are here. You may include more backstory and motivations as you like.}

Posted by: TheDarkWraith Jun 19 2006, 12:11 PM

An elven voice can be heard in the wind singing, and the lantern light reflects back down from something golden that circles above the town, finally it glides down and lands neatly in front of the old gate guard "I am Arkethron, may I enter your beautiful town and rest in your inn for at least this night? I have been travelling from the south east, this weather does not suit flying, and I was looking for a good place, and this seems to be a lovely place" the old guard blinks and looks at the strange winged elf standing before him.

The elf is male and he has golden wings and long golden hair, his eyes are a deep green and his skin has a warm colour to it, he wears a deep blue velvet robe that opens up to reveal his deep green velvet pants and shirt. He is wearing soft leather boots of the kind that those who need to remain mobile usually use.

"Ye may stay, just ye read the notice board, and stay out of trouble"

The elf bows "I will try to stay out of throuble, good night noble watchman, may the winds and rain spare you and your night be an uneventful night"

Arkethron walks over to the notice board and hums a few times and then moves toward the inn, his walk looks a bit awkward due to the wind pulling at his wings, he flaps his wings and hovers a few feet above ground as he flies toward the tavern and inn.

Posted by: Pug2n Jun 20 2006, 12:15 AM

A weary drawf trundles up the the towns gate and starts hammering with the shalf of a battle axe

" Open up for a weary traveller who wishes to rest here for the night"

Posted by: Zaz Jun 20 2006, 12:25 AM

The guards examine the cranky dwarf under the lanterns light. "This 'un sure ain't a troll!"

The log slides back again and the gate opens. "Ye better read the notice board afore ye get in trouble around here!"

Posted by: Pug2n Jun 20 2006, 12:43 AM

Throwing open his fur cloak to display his full 4'8" height and stocky build. The torch light glints of chainmail that he wears.

"Of course I aint a troll. I am Pug Tumany of the Dwarf Clan Borrin."

Pug proceeds to the notice board, grumbling along the way. After reading the notice, he heads towards the tavern.

Posted by: Zaz Jun 20 2006, 12:53 AM

Misha looks up from her desk at the temple. There is a storm blowing in from the north. She feels a deep foreboding and...

Shaking her head and pushing her hair back, she bends back over her work.

Posted by: TheDarkWraith Jun 20 2006, 01:03 AM

Arkethron arrives at the tavern and inn and reads the sign "the golden lance, pretty name" the building is made of big strong oak logs that have been roughly hewn, it has a massive door and two shuttered windows.

Arkethron opens the door and feels the warm air from inside, he smells some meat being cooked and vegetables, and also an intense scent of ale, he goes inside and on one side a few men are sitting playing cards and are covered by a cloud of smoke from their pipes, they have a big cup of ale each.

Arkethron nods to them and walks up to the bar "good evening, what can I do for ye?" the tavern keeper says in a jolly tone and Arkethron smiles at her "I would like to have a room, and some of that wonderful food I smell, mmm, and could I have some honey mead or perhaps a some wine, please?"

She laughs heartily and gets a key for one of the private rooms and then tells the waiter what to get "that will be two gold pieces sir" Arkethron smiles and hands over five gold pieces "I think having a tab here would be good, I like this place already" he takes the key and puts it in his pocket and she smiles "just take a seat and we will bring you dinner and both mead and wine"

Arkethron smiles "thank you miss" he then looks around and sees a nice table at one of the corners with a leather bench against the wall and sits down there and waits, singing a little softly to himself and watching the activity.

Posted by: Phatzeau Jun 21 2006, 03:00 AM

Zeaux crouches at the edge of the southern Forrest and eyes the human settlement intently for some time... it has been a few years since he sought the company of other's. Night begins to fall and he decides to wait until morning to venture in to this fortified settlement. Langerhan they called it... something about that name gives him pause... a shadow of an almost forgotten tale he can't quite bring into focus... in time he will remember.

As sleep comes his thoughts drift to his past... the time before the years of wandering that have led him to this place. He recalls the simpler times when he was an apprentice to Chreozh, the master of elven martial arts. The monastery in the northern mountains was a place of peace and fulfillment that Zeaux enjoyed for an hundred years before attaining the levels required to become a tattooed warrior of his clan and wear the facial marks that told all of his status. For at least 2 generations (quite a long time for elves) Zeaux's clan had lived in isolation... almost xenophobic were these people who had in ages past been the most feared raiders and conquerors in all the lands. They gave up they ways of war to perfect the mind/body essence... a lifelong preparation for the transition into the next plane.

That peaceful time now seemed a dim memory of shadow and mist... after the destruction of his home and people Zeaux has been a wanderer... searching to answer the question of who had laid his clan to waste in a single action while he was off on a personal quest far from home. Why were they wiped out? What power could decimate 600 elven warriors and leave no trace. Only the bodies of everyone Zeaux had ever known were left upon his return from the great desert. There had been an horrific battle it appeared but not a single fallen enemy or alien weapon was left behind... only the dead and the questions to ponder.

That was 40 years ago and still his search continued... would Langerhan hold an answer?... tomorrow he would see if there was anything for him there.

Misunderstood - Meant to lead up to Zeaux arriving at town



Pre-dawn and Zeaux is awakened by a commotion in the bushes nearby his camp. With arrow nixed and eyes darting to find a target the activity stops suddenly and a large cat like animal darts from the bushes with a wild pig in it's teeth and climbs a tree. Muscles now relaxing Zeaux uncocks his bow and replaces the arrow in his quiver. Nothing like a little excitement to start the day he grumbles as he begins to break camp.

Elves travel pretty light so there isn't much to gather up... his belt bag and quiver lay beside the bed of branches woven with leaves that he slept cozily in, a water skin (that sometimes held good berry wine instead) and his small rucksack or travelers bag held the sum of his worldly possessions. After dismantling the bed and casting it's debris around (you can never find an elf's camp after he has left it) Zeaux finds a good spot to view the days arrivals and departures while he eats his morning meal of dried fruit, nutz and black lotus root (elven trail mix).

His ears pick up many sounds from Laugerhan... these people rise early he thought to himself. The sun has only just crested the mountains and began to bathe this valley with light.

Posted by: Eve Jun 21 2006, 08:03 PM

It is late. Laurina is cold, wet, and tired. She comes to the gate after struggling along the uneven road, thankful to find shelter and respite from the long hours of travel. She takes a deep breath to fortify herself and knocks, hoping she does not sound timid. She tells the cranky gatekeeper that she has travelled far - she is a bard and spends much time going from town to town to ply her trade. She asks to be admitted that she may find rest. After reading the notice board, she heads for the inn, wanting only a bit of supper and a warm bed. She has noticed the singing in the wind. Perhaps this will be a good place.

Posted by: Zaz Jun 21 2006, 09:56 PM

A fire crackles merrily in the grate of the Golden Lance, offsetting the gloom of the storm. Lily looks up from wiping down the bar as the two new strangers blow in from the wet. A tired looking dwarf appears followed shortly by an wet and bedraggled elf.

"Close the door!" an old man yells, looking up from his game of Go. He shakes his head at the inconsideration of strangers.

"Oh my dear!" exclaims the innkeeper, bustling over to Laurina. "You look drenched. Come and have a seat by the fire. You need anything you just holler for Lily."

"And you," she nods cheerfully to the dwarf who has seated himself near the fire as well. "What can I get for you?"

A door behind the bar opens and a heavily laden tray seems to levitate through the doorway. The tray is seen to be held aloft by a wizened old gnome who makes his way over to the avariel. "Yer dinner an' a bottle o' mead," he announces, plopping the plates down in front of Arkethron.

Posted by: TheDarkWraith Jun 21 2006, 10:04 PM

Arkethron laughs in a merry musical tone and says "thank you, kindly, it smells wonderful" he quickly has his hand dart to his purse getting out a couple of silver pieces handing them to the gnome and smiles.

He looks at the new arrivals and nods and smiles their way, he is staying away from the fire, since he really does not want to risk his wings catching fire, he remembers how badly that hurt when he burned once as a kid, thankfully his magics back then were able to mend him within a week, but the experience still haunts him.

He breaks some bread that is wonderfully soft on the inside and crispy on the outside, and dips it in the rich soup, and tastes it and his face shows how much he enjoys the flavours, he sings a little short song of praise and then continues eating.

Posted by: Eve Jun 21 2006, 11:48 PM

After having a bite to eat and being warmed by the fire Laurina's thoughts turn to her harp. She must check it for damage from the storm, dry it off if need be, make sure it is polished. Tomorrow she needs to earn a few coins. She has emptied her purse to pay for

the meal and a bed for the night. She sits back and observes the others in the room. Is this a good place, or does she detect an unsettled aura in the town? Tomorrow she will be better able to judge. Tonight she must sleep (but not too deeply-never too deeply).

Posted by: TheDarkWraith Jun 22 2006, 12:15 AM

Arkethron sees Laurina pull her harp out and says in a soft musical voice "Hi there, do you think you could play something pretty to lighten the mood?" his voice seems to come closer to her than he himself is, and a few men at another table look over at her "yeah, some beautiful music would be nice" the innkeeper smiles and nods in agreement.

Posted by: Eve Jun 22 2006, 09:57 AM

Laurina agrees, "Of course, I would love to play." It is a good sign - tomorrow she will gather perhaps more than a few coins. She strums the harp and begins to sing softly. From the corner she hears humming and recognizes the voice she heard on the wind. Her hopes rise that this will, indeed, be a good place.

Posted by: TheDarkWraith Jun 22 2006, 11:49 AM

Arkethron watches Laurina as she sings and plays her harp and smiles, the other people forget the woes of their life and listens and watches her too, and several of them smile for the first time in days.

Arkethron does not know this particular song so he can't join in, but he tries to learn its words and the rythm of its music. When Laurina finishes playing he takes the remaining mead to her table sitting with his wings away from the fire, he hands her a gold piece "thank you for letting me hear your wonderful voice and hear your skill with the harp, it has been a while since last" he looks into her eyes smiling "if you want we can share the rest of this mead" he has his cup with him and she still has the one she got with the meal.

The light from the fire reflects off his golden wings and hair, and his eyes are a deep green. He moves his wings idly as he sits by the table and there is a crackle from the fire that makes him jerk a little, he sees that there is a fine mesh that keeps the sparks away and calms down.

Posted by: Zaz Jun 22 2006, 12:31 PM

Lily listens to the bard, tapping her toe and swaying her generous hips. Even the old men seem to enjoy the playing and singing. When Laurina is done, Lily sticks her head in the kitchen. A few moments later the gnome hurries out of the kitchen with a bowl of soup and a hard roll. He sets it down in front of the bard and grunts, "Mistress says ye could use some soup."

Posted by: Phatzeau Jun 22 2006, 03:24 PM

Zeaux rises, stretching and limbering up... he checks his vestment and slings the bow over a shoulder. It's a short stroll to the gate post, [Good day sentry... I seek a respite from my travels within your walls. May I enter here?](#) Enter you may, but heed the posting or out you'll be in haste. [I shall indeed...](#)
[I wonder if there is a mage in this place...](#)

Posted by: Phatzeau Jun 22 2006, 03:35 PM

Zeaux steps up to the inn keeper... [Have you a room?](#) yes, how long would you be needing it? [I couldn't say...](#) [Do you have honey mead?](#) of course, the finest in these parts... have a rest by the fire and I'll fetch it for you. Zeaux scans the inn and finds a suitable table near the window... elves don't much like fire. The inn keeper strides over with a big flagon of mead and a bowl containing small loaves of warm bread. Zeaux nods again at the inn keeper... My wife will have the room opened up to air... it's the one at the far end of the hall. Zeaux reaches into his belt bag and hands the man a piece of unrefined gold saying... [this for you then good sir.](#) The innkeeper nods almost a bow and dashes off to hasten his wife and estimate the value of his gleaming nugget. The morning fire and baking of breads and bubbling of pots gave off a very pleasant scent, Zeaux is transfixed for a moment by this. Settling back into the cushioned chair he takes a long drink of the mead... it is excellent, the inn keep was right to boast.

Posted by: Pug2n Jun 22 2006, 10:16 PM

Pug removes his pack and cloak and places them on the ground

near him. His trusted axe within easy reach.

"How much for a room and a meal and a tankard or two of dwarf ale" thinking of the small amount of coins he has, ' I hope I have enough, need to sell a gem soon'

Lily smiles warmly at the dwarf. "That'll be two gold pieces, sir."

Pug hands over the 2 gold pieces. " Where can I get a job around here" he smiles at the inn keeper

"A job?" she says. "What do you do my friend?"
She eyes the dwarf, thinking he must be some sort of soldier.

"A bit of this and a bit of that." as he taps the hilt of his battle axe "
Depends on the pay"

"I see, you might check at the stables, they always seem to need some help there." Lily leans into him. "Between you and me, someone needs to do something about these strange disappearances. Trolls, some say."

At the word of trolls pug sits up straighter "trolls? You say. Hmm, now that is dwarf work. Pray continue" pug leans closer Lilly

"Oh, I couldn't say," Lily says, wiping down the table and looking around the tavern. "All I know is I'm not staying outside the gates after sundown."

"ok who do I need to see about this work?" said with a glint in his eye, at the thought of the upcoming battles .

"Only the Lord of the Manor could afford such a task," Lily replies. "Townfolk are talking, if you know what I mean."

"ok. I will go the lord in the morning then. Leaning closer to Lilly and said in a hushed voice "could you tell me where i can sell a gem around here?"

"Ye'll want to talk to the shopkeeper, Mr. Bayer. He'll give you a fair price." Lily turns, "Now let me go and see about your dinner."

Pug leans back with a smile of his face thinking and irgonring all about him. 'Trolls, oh what fun. Going to need some quick burning oil for them'

Posted by: TheDarkWraith Jun 22 2006, 10:28 PM

Arkethron overhears a little bit of what is said between Pug and Lily as he shares the mead with Laurina, he had been having dealings with dwarves before, but he did not really understand their point of view, and they often seemed to not understand his, but they were really good and sturdy soldiers, and that is always good, and they also were good at finding nice things in mines, and against their common enemy the giants they were a valued ally.

Arkethron gets reminded about a song, it tells the story about how a tribe of dwarves and his people defeated a red dragon in their lands and how they have been trading ever since, the winged elves living on top of the mountains and the dwarves under and in them, he spreads his golden wings and begins singing that song in a clear deep voice, it also tells of how the winged elves and dwarves kept the nearby settlements in that region safe, mostly without them knowing about it. Arkethron gets a distant look in his eyes as he finishes his song, thinking back about home, and part of him wonders why he decided to go exploring, missing his home, but then he smiles at the things he has seen away from home and thinks they are worth it.

Posted by: Zaz Jun 22 2006, 10:32 PM

The kitchen door bangs open and the gnome hurries out, scowling. He takes the hearty soup and bread to the dwarf as well as a bottle of mead. "Here be ye dinner, dwarf."

He waits a few moments to see if the dwarf gives him any coins.

Posted by: Pug2n Jun 22 2006, 10:39 PM

Pug dosent realise that food and drink has been placed in front of him.

Posted by: Zaz Jun 22 2006, 10:40 PM

The gnome scowls and grumbles about tightfisted dwarves and heads back to the kitchen.

Posted by: TheDarkWraith Jun 22 2006, 10:42 PM

Arkethron excuses himself from Laurina and walks over to Pug's table and says "good evening my friend" he sits down on the other side of the table "I could not help overhearing about the gem, I am not sure what kind it is or what its value is, but I have a bit of gold and perhaps you would be interested in trading it with me?"

Posted by: Pug2n Jun 22 2006, 10:54 PM

Pug reacts with a start and starts to raise his axe before realising he is in a tavern and not battling trolls. Setting down the axe.

"Sorry friend, but you startled me. What did you say again."

Pug then notices the food and drink hand been placed in front of him and before Arkethron can reply.

"Dam I ordered Dwarf ale. Hay Lilly where me dwarf ale! I didn't order this water"

Posted by: Zaz Jun 22 2006, 10:56 PM

Lily hears the dwarf hollering and looks up. "Oh right-o!" she exclaims and draws a tankard of dwarven ale. "Here you go now," she laughs. "There's been a run on mead tonight what with all the elves....and whatnot."

Posted by: TheDarkWraith Jun 22 2006, 10:56 PM

"I can take that mead" he puts a gold piece down on the table "I overheard you talk about a gem, I was wondering if you might be interested in selling it to me"

Posted by: Pug2n Jun 22 2006, 11:16 PM

" Thanks Lilly" and pug then proceeds to down the ale and at the

same time shoves the mead and the gold coin towards Arkethron.

Once Pug has finished the tankard " Can I have another one, Lilly "

"So friend you want to buy me gemm do you?"

Pug's hand reaches for a gem from his pocket and slowly moves itto towards Arkethron. Making sure no one else can see it.

"so What will you give me for this beauty" said in a hush.

Posted by: Eve Jun 22 2006, 11:17 PM

When Arkethron leaves her table Laurina begins to gather her things. It is time to go to bed. She has much to think about this night - or maybe deep thoughts are best left to the morning. She is glad to be among such friendly folk. She has travelled alone for many days. Perhaps when it is time to leave this town she will be able to go in company with other travellers. It is good to have company. The talk of trolls and disappearances worries her. She wonders again whether this is a good place. "It must be. I have been treated well, I have money in my pocket again, and the folk seem friendly and well-mannered. I must take care not to be outside the gate after sundown. I was lucky tonight to arrive safely in this place." She continues to muse in this way as she prepares to climb into her bed. The beginnings of a new song insinuate themselves into her musing - she hears the melody and thinks about a subject. Perhaps - a tale involving an elf with golden wings - green eyes - and ... And then she sleeps.

Posted by: TheDarkWraith Jun 23 2006, 12:39 AM

Arkethron picks up the uncut sapphire and looks at it and smiles "let me see what I have" he puts the gem down and feels around in his purse pulling up five platinum pieces and ten gold pieces, he piles those coins onto the gold coin and next to the gem "its ten gold for one platinum last I checked" he smiles and hopes it will be enough, if the sapphire was cut it would be worth about eighty gold, uncut varies, but the price is fair.

Posted by: Zaz Jun 23 2006, 12:43 AM

Misha hunches over her desk trying to focus on her work. Her dark hair is tied back out of her way and she wears the robes of her order. The storm rages outside and she listens to it, wishing she was out in it. She sighs, wishing she was doing *something*, anything, rather than boring old transcriptions.

Misha can hear hoofs of a horse beating on the muddy waters on the road, a messenger from the lord arrives at the priest "the lord of the land wants your help, his children have gone missing, he wants you to send someone to gather what people you can and locate them, the guards are busy keeping the town safe from trolls and other things so he can't send those away"

She looks up, hopeful that the old man will send her, then flushes deeply. The children! This isn't a game, a way of getting out of this tedious job, there are lives at stake!

The priest frowns a bit, he then says "tell the lord I will try to arrange something, tonight, but that it may take a day before anything substantial can be done" the messenger bows and rides out, the priest knows the lord will have to give a sizable donation to the temple if they succeed and even if they don't. He is however not exactly well staffed, just a few acolytes and that monk, he goes to Misha and looks at her with a grim face.

"Misha, I have a task for you, the lord's children are missing, and we need to find them, so I am sending you to gather up what folks you may and try to find them or any clues about them, I want you to report to me on your progress daily if at all possible" he hands a pouch with some coins over to her "these should help in the hiring process, for those who can't be motivated by just the common good"

Misha takes the heavy pouch, excited despite herself. "Yes my lord, never fear. This is what I've trained for!" The old man shakes his head as she rushes off to her chamber to gather a few things. "Finally, a chance to do something important!" she says to herself. "And to prove myself. No more dusty old tomes. And of course, the children!"

She pulls up her hood and heads out into the storm, rushing through town to the tavern. Thoroughly drenched by the time she arrives, she bursts through the door of the inn.

"Lily!" she shouts, "Everyone! The lord's children have gone missing. We're to organize a party to search for them!"

"Gotta be them trolls!" shouts an old man. "About time the lord o' the manor did something!" shouts another. The tavern is in an uproar, people shouting from

all directions. "How come no one formed a party to find my son?" "Where are you gonna find warriors?" "Nobody can fight them trolls!"

Posted by: TheDarkWraith Jun 23 2006, 12:46 AM

Arkethron looks at the dwarf and turns around "trolls can be defeated, its not easy, but its doable, I might be able to help, if with nothing else than searching from the sky, but I also know a few other tricks" the light dims in the room and his wings spread out shimmering like gold in the sun and his eyes shimmer a bit with green colours and he then lets the room return to normal, just wanting to show them a little magic trick.

Posted by: Pug2n Jun 23 2006, 03:05 AM

Pug accepts the coins from Arkethron and quickly puts them in his pocket.

" I am in" shouts Pug, quickly standing with his axe in his fist.
" I gota grudge to settle with the trolls, who else is going to join us."

Posted by: TheDarkWraith Jun 23 2006, 09:37 AM

Arkethron holds rough sapphire and looks at it and then says "I am in too, those children need to be saved, and trolls should learn not to attack beautiful places like this town" the rough sapphire begins to glow like a blue torch and Arkethron smiles and puts it into one of his belt pouches.

"I think the woman who was here singing earlier might be helpful too, I think she will be able to keep our spirits high, but I can't speak on her behalf" he hopes she does not mind him mentioning her. "Are we going to leave right away? or will we be able to get some rest tonight, I know it is bad to delay the search, but I can't fly in this storm, and seeing anything through the rain is going to be tough" he looks at Misha wondering about her plans.

Posted by: Zaz Jun 23 2006, 09:46 AM

"Rest tonight," Misha says. "And I have gold for those who join the quest. You may need supplies which can be found at the shops here in town. I don't know what you might need or where this journey will lead so prepare yourselves my friends."

The noise in the tavern is likely to wake anyone upstairs and bring in the curious from out in the town.

Posted by: Eve Jun 23 2006, 06:16 PM

Laurina is awakened by the commotion downstairs and goes to investigate. She arrives in time to hear Arkethron mention her possible help. "Of course I will help anyway I can. Maybe some of my potions and spells will also be needed. I can do a bit of healing if anyone is hurt. The poor children! I don't know any spells for finding lost children! (sadly) I must speak to the woman who is asking for volunteers." She returns to her bed hoping for rest. Tomorrow she will be up early to offer her services.

Posted by: Pug2n Jun 23 2006, 08:34 PM

Pug sit down a bit disappointed that no one has joined the party. a stranger appears before him. answering to the call to arms.

"Hi ya and welcome to the party. I am Pug Tumany and you are?" said to Laurina.

"I hope you have plenty of fire oil on you as we will need to use it. If not we will need to buy some.

"Lilly! more drinks please"

Posted by: Eve Jun 23 2006, 08:46 PM

"I am Laurina. The noise and excitement woke me and I couldn't get back to sleep. I'm not much of a fighter, but I will be joining the group to add support. I can make potions and cast a few spells, do a bit of healing if necessary. And I can play the harp and sing soothing songs and tales of great battles to bring comfort and encouragement to the fighters. I don't have any fire oil. I've been

going through my store of herbs and potions. I will need to buy a few things tomorrow. If you tell me how to use it, perhaps I can get some fire oil. If that would help. I heard that there would be money for those who need to get supplies. I wish I had more magic - I'd like to cast a spell to help locate the children. I'm very frightened. I've seen battle before. I admire the brave warriors who fight to protect those who cannot fend for themselves."

Posted by: Eve Jun 23 2006, 09:34 PM

Laurina loses herself in thought for a few moments. She knows more magic than she is willing to admit. She does not yet know these people and it is good to keep some things to herself. She is thinking quickly about the spells she has mastered. In addition to the simple spells that many can do, she can cast spells to protect and to heal. She can help to make an enemy more friendly. And there are others. She will not reveal the extent of her magic until she knows it is safe to do so.

Posted by: TheDarkWraith Jun 23 2006, 09:43 PM

Arkethron takes out a beautiful silver dagger with runes all over it and looks at it then he says to Tumany "I am not going to be much use as a fighter, only weapon I have is this thing, and I only ever use it for rituals that require a little self sacrifice or other small sacrifices, actually killing anything that moves with weapons is not something I ever managed to learn. As for fire oil I would prefer we avoid using fire especially near me, I don't want to become a torch, but you are probably thinking of it for use against the trolls right? I can produce magical fire that does not touch me at all and green magical fire with acid added to the mix, that should work against trolls or at least dispose of their disabled bodies before they have time to regenerate"

He pauses a bit "oh and I am Arkethron, I am pleased to have met both of you, Laurina and Tumany, and Laurina maybe I can join you in one of your songs, if I know the story behind it, I am not as good as you though, your voice made me really happy and was beautiful"

Posted by: Eve Jun 23 2006, 10:54 PM

"Thank you, Arkethron. You are welcome to join in any time."

Posted by: TheDarkWraith Jun 24 2006, 08:34 AM

Arkethron smiles at Laurina and says "Thank you Laurina"

He looks at everyone in the room and listens to what people are saying, he wonders who else will eventually join and wonders how long it will take for everyone to get organized.

He spots another elf, who has tattoos on his face, he seems to be talking with someone who Arkethron can't see, Arkethron walks up to Misha and says "you should go ask him" he points at the elf "if he would like to join, he looks like a warrior to me, but then I am not an expert, I am going to go rest now"

After a little while he goes up to his room and makes the bed, he locks and bars his door and inspects the room trying to see if it has anything out of the ordinary in it, but there is nothing. He lies down on his side with his wings spread out and meditates for four hours.

He finally awakens and walks up to the window, the storm seems to have passed, some clouds still linger, but in the east the sky has a faint red glow indicating that the sun is working its way lazily up from its bed.

He checks out his clothing and other things, being very happy that he has equipment that allows him to travel light, he goes downstairs to see who may still be there.

Posted by: Zaz Jun 24 2006, 09:04 AM

Misha looks where Arkethron is pointing and sees an elf with tattoos who appears to be an archer, based on his pack. "You there," she says to Zeaux, "Are you interested in joining this quest? We will need all the warriors we can get."

In the meantime, Lily brings Pug another Dwarven Ale. "Anyone else need anything?"

Posted by: Eve Jun 24 2006, 09:16 AM

Laurina decides to try again to rest now that things are settling down a bit. She goes to her room, makes a quick inventory of her supplies, and lies down to sleep. She is anxious for the morning. Tonight she is frightened and nervous, but she knows when the

work starts tomorrow her skills will banish the fear as she loses herself in what needs to be done. Again she hears music in her mind as she drifts off to sleep.

The new day dawns bringing sunshine and warmth. It is a good sign. Laurina wakes early, and goes to the market before stopping to eat. There are just a few things that she needs to pick up. (She will not be buying any fire oil. She can, after all, make fire with her magic if the need arises.)

Posted by: Zaz Jun 24 2006, 10:03 AM

The new day has not yet dawned kids. Please give folks a chance to reply before moving on to the next day.

Posted by: TheDarkWraith Jun 24 2006, 10:06 AM

(OOO: Arkethron will be inactive until the game reaches just predawn, I assume the same is true for Laurina, at that point the GM (Zaz) should poke us telling us what we notice)

[oh and OOC means out of character, and is something we probably should try to keep to a minimum in this thread, and it might be good to have one thread for OOC talk in this forum perhaps, that way we can ask questions and clarify things for each other]

Posted by: Eve Jun 24 2006, 10:33 AM

OOO from Laurina: Sorry, Zaz. Laurina has gone to bed three times now, so I just kinda thought she should get up again. It was all a dream. She didn't really wake up. She is still sleeping fitfully. Is that better? See you all in the morning.

Posted by: Pug2n Jun 24 2006, 05:46 PM

"Yes, Arkethron, I use fire oil to burn the bodies of the trolls. It has been said that they can heal themselves and fire is the only way to make sure they are dead."

Pug proceeds to eat his now cold dinner.

" I am as you can see a fighter and have nothing in the way of magic, so all i can use is my skill in fighting"

As the party members leave the room Pug has a last drink before retiring to bed. He sleeps well and dreams of slaughtering trolls.

Posted by: Zaz Jun 25 2006, 10:25 AM

The elf with the tattoos doesn't answer Misha. 'I wonder if he is meditating or drunk?' Misha thinks. She turns back to the others as they prepare for the night.

"I will give you each 50 gold pieces to buy supplies. You should be able to find almost anything you need in town. We will meet again tomorrow evening if you are still willing to go." Misha looks at the somewhat odd group worriedly.

After a long night, the skies clears as the sun comes up. News has spread around the town of the missing children and the adventurers who will try to find them.

Posted by: TheDarkWraith Jun 25 2006, 10:33 AM

Arkethron gets himself a light meal and then heads outside, he flies up into the air singing a song to welcome the sun, after flying for a quarter of an hour he lands near the notice board to look at the town map again and then uses his wings to hover as he flies over to the magic shop, as he enters the door he takes a deep breath and smiles, he smiles and says "good morning, how are you doing on a such beautiful day as this?" he asks as he folds his wings up behind his back and walks in further.

Posted by: Zaz Jun 25 2006, 10:56 AM

The door of the shop opens and Glyselda peers up at you from where she is stooped over a cauldron. You see an elf who is so old that she appears to be old, her hair long and white, waving her hand at you impatiently. She takes a small bottle out of an apron pocket and opens it carefully, measuring just two drops into her potion.

You look around the shop, and see shelves filled with dusty tomes and bizarre

looking ingredients in bottles and baskets. The bubbling mixture smells not unpleasant and almost like something you seem to remember.

"So!" the old elf chortles, "You have joined Misha's quest! I see you traveling a long way Arkethron. Your people have no reason to love the trolls, do you? Or perhaps the dragon!"

She cackles a little and sprinkles a golden powder into her cauldron. "What can this old woman do for you child?"

Posted by: TheDarkWraith Jun 25 2006, 11:24 AM

Arkethron raises an eyebrow "a dragon here?" he then notices her question "oh, you would make me a very happy man if you had some item with permanent mage armour on it, like rings or perhaps bracers, I can't wear normal armour due to my wings you know. I am a bit scared that the trolls may have bows or that I would be forced to go into some narrow tunnel to get to them" he shudders "I don't like trolls that do bad things, I have not heard of any trolls that don't though. As for dragons" he looks sad and shakes his head "they have hurt my people a lot, nearly brought us to extinction a few times, but we fought back and drove them away, and the dwarves in my homeland have helped a lot too" he sniffs a few more times "what you are brewing seems familiar, but I can't quite place it, what is it?" he ask

Posted by: Zaz Jun 25 2006, 11:51 AM

"Heh heh," cackles Glyselda. "All trolls do bad things! These are worse than most and they work for someone else I think. Beware the black dragon, Arkethron.

"I have heard of a powerful ring of armour. I don't know where it is now. No... no I haven't heard word of it in some time. Perhaps it will find you! Heh heh.

"Perhaps that old witch who lives in the south knows. She has stolen much from me! She has a wand, a magical wand that might help you with that dragon. Oh! But it's not for you. That bard might find it of use, however."

Glyselda returns to her potions. She ladles a small amount into a tiny bottle. "This will give you true sight, Arkethron. There may come a time when you will find this useful."

Posted by: TheDarkWraith Jun 25 2006, 11:56 AM

"witch in the south, maybe I should talk to her or something, I hope Laurina finds her way here soon to talk to you, I don't meet many who know the arts, and this shop of yours smells of magic, I love it" he smiles

when she shows him and tells him about the potion his smile widens

"ooh, thank you, that will be useful, how much do you want for it?" he asks and looks into her eyes and she can see he is happy, he knows the usefulness of true sight

Posted by: Zaz Jun 25 2006, 12:00 PM

"Consider this one a gift, child. I do hope you talk to that witch. Oh yes, indeed..."

Glyselda shakes from her laughter.

Posted by: TheDarkWraith Jun 25 2006, 12:04 PM

"Thank you so very much, I will try to get over to the witch, I should probably be prepared for trouble right?" Arkethron takes the bottle dropping it into one of the pouches tied around his belt and the pouch shows no signs of getting bigger.

"I wonder if there is something else I should take along, hmm, no need of fire oil, I can hit the trolls with an acidious fireball that won't burn or melt those with me, that should stop them from getting up again right? I don't like uncontrolled fire you know, hmm do you have something that can protect me from fire?"

Posted by: Zaz Jun 25 2006, 12:11 PM

"Fire? Yes, yes...the enthusiastic dwarf. Fire indeed." Glyselda roots amongst her baskets and boxes. "Somewhere here... ah! A fire cloak. This will protect you unless you are really foolish with the fire. That will be 20 gold pieces."

[Elemental cloak, fire +2]

Posted by: TheDarkWraith Jun 25 2006, 12:23 PM

Arkethron smiles very widely and digs out the 20 gold pieces "thank you so very much Glyselda" he uses some magic to alter the shape of the fire cloak to allow his wings through its back and puts it on.

He sings a little happy tune "I will still try to avoid getting too close to fires though" he chuckles "but at least now I don't need to fear sparks"

Posted by: Eve Jun 25 2006, 01:49 PM

Laurina awakes to find it is the beautiful day she has dreamed about. So much to do, but first she must eat.

Lily is bustling this morning but takes a moment to chat with Laurina as she serves her breakfast. "Are you really going with them to look for the children? Did you get your 50 gold pieces from Misha? I noticed you went to bed before some of the others."

"Yes, I'm really going. If I can help in any way I must do it. Even a song can be useful. Misha caught me on the stairs as I was going up to bed and gave me the 50 pieces of gold. Now I just need to visit the shops and see what I can pick up that might be useful for this quest. Thank you."

Posted by: Eve Jun 25 2006, 01:59 PM

Laurina steps outside and pauses to think and enjoy the sun. She thought she heard singing, but all is quiet now. She needs to talk to the mage, and maybe a stop at the shop would be in order. She does need a few things. Hmmm. Upon reflection she decides the healer will be her first visit today. She opens the door and looks in, "Hello, can you help me?"

Posted by: Zaz Jun 25 2006, 02:59 PM

"Greetings Mistress!" a voice says from behind some stacks. "Just having a spot of tea this morning, didn't have time for my second breakfast yet, you know."

A smallish halfling pops out from the back. "Why you must be one of the adventurers. Going to save the children are you? I believe I have something that can help you."

He looks around and listens carefully. "Just let me finish this cake and I'll find it

for you. Maybe you want to tell me a little bit about yourself? Is there something in particular you want? Oh! My name is Endo, by the way. Would you like some tea?"

You are uncertain how he will find anything amidst the stacks of books and cartons and whatnots scattered about.

Posted by: Eve Jun 25 2006, 03:11 PM

"Thank you, but no, I wouldn't care for tea. I just finished breakfast. You are right - I am going with the group to look for the children. I think there may be a need for someone to patch up the warriors from time to time. I know a bit of healing. I was hoping you might have something that would be useful on this quest. I am so afraid for these children. They will likely need some aid when they are found, too. I am a bard by trade and I know songs and tales that will aid the warriors and, perhaps, comfort the children when they are found. But I am hoping to make a more practical contribution also."

Posted by: Zaz Jun 25 2006, 03:25 PM

"Oh aye, Mistress," Endo says. "Perhaps you would like to buy some healing spells? Never hurts to have healing spells."

He looks at her. "I see you are more skilled in magic than perhaps you are saying." He nods approvingly. "Just let me find this one thing..." Endo climbs a ladder and finally finds the box he is looking for tucked back on a shelf. He opens the box and it is quite empty.

"Oh dear, it is really quite important. The *Carbenia benedicta* grows only in a sacred grove in the Northern forest. I dare not go myself what with the trolls and the other.... creatures... about lately. But without it, I cannot make the preparation. Yes, dear me, I really must have it. It's a thistle, you know, you are quite versed in rare herbs I assume? Well... no matter. If I don't have any...."

He looks at her and considers. "Perhaps you and your friends would be willing to gather the thistle for me? I would make you a potion to turn yourselves invisible which just might come in handy."

Posted by: Eve Jun 25 2006, 03:39 PM

Laurina considers for a moment. To go into the forest ... But invisibility! Wow! Perhaps she can persuade Arkethon to go with her. And maybe the dwarf, Pug. Yes, she should be safe with them along. "*Carbenia benedicta* you say? I've never seen it, but I have heard tell of its beneficial properties. If I can persuade my friends to go with me, I will bring you some. But you must tell me where to look and how to recognize it. I would hate to get the wrong thistle." After conferring with Endo and getting full directions Laurina turns to leave the shop. At the door she stops and turns back: "What 'other creatures?'"

Posted by: Zaz Jun 25 2006, 03:51 PM

"Oh, I've heard many tales. A colony of stirges live around the grove and I've heard tell of a few nasty grigs. You want to talk to the Priest, I think. He has traveled further north. I'm afraid I don't get out of town much, especially with all the disappearances in the past year."

Posted by: Eve Jun 25 2006, 04:11 PM

"Thank you. I'll do that."

As Laurina leaves the healer she spots Arkethron down the street and calls out to him. "Good morning! I have a favor to ask of you. The healer has promised to make me an invisibility potion if I go into the forest to the North and collect a thistle that he needs. It is not a place that safe to go alone. I was hoping you and the dwarf, Pug, might be willing to accompany me there. An invisibility potion could be a real boon on the quest we are about to begin. Can you go with me?"

Posted by: Pug2n Jun 25 2006, 04:48 PM

Pug wakes up and quickly dress, heads towards the tavern.

"hi ya Lilly, what a beautifull day for killing trolls. Whats for breakfast?"
Sitting down at a table Pug continues with his questions without giveing Lilly a chance to replly.

"so where are the others, out and about i suppose? Where can I get some fire oil and is there a place where i can get enhanced weapons or armour"

After Catching his breath pug waits for the answers.

Posted by: Phatzeau Jun 25 2006, 06:31 PM

Zeaux is caught by an unsettling feeling... someone close by is considering a very perilous journey. How would I know this? ... I haven't had a mind link with anyone since before my people were destroyed... perhaps some of them survived as I did... hmmm almost afraid to hope such. Perhaps some wayward monk is practicing mind skills and I am just getting the fallout... in any case, if I were to be sure anyone was foolish enough to venture into the northern forests I may be willing to guide them through... after so many years of wandering there's very few places I haven't been. I don't much like towns... now I remember why... the stray thoughts of others are often unsettling... maybe I will find myself a quest... it's been so long since I had any real purpose... and besides, I no longer have any idea where to look for the answers I seek... maybe just forgetting about them for a while and refocusing on something else will help... I am running low on gold too... yes, I think it's time to seek out the source of this odd feeling... I am sure now it will lead me into some adventure or other.

This all makes me weary... perhaps I'll just go and sit in that Inn for a time and see what comes to mind.

Posted by: TheDarkWraith Jun 25 2006, 09:58 PM

Arkethron smiles "Yes, I will come with you, do you think you can come with me once we are done, I am going to go talk with a witch about her returning a stolen wand that we apparently will have use for in the quest, also there is this black dragon apparently, its related to the trolls, I think they work for it, scary things, but at any rate I am going to go to the shop, not sure I need anything there, but at any rate you can find me out by the bridge later, that is where I am going once I am done shopping, I wonder where Misha is, maybe she will join us too" he smiles and waits to see if Laurina has anything to add.

Posted by: Eve Jun 25 2006, 10:15 PM

"Thank you. I have been advised to talk to the priest, and I need to make a stop to see the mage. Will you ask Pug if he can join us? Also anyone else who might help. I'll meet you at the bridge as soon as I finish with the mage. And yes, I'd like to go with you to see the witch."

Laurina leaves Arkethron and heads for the temple.

Posted by: Zaz Jun 25 2006, 10:16 PM

Misha hurries across town to the Inn to speak with Lily. As she gets there, the dwarf is asking Lily some questions.

"Perhaps I can answer that," she says. "The smithy and the armour shop are just down the road. I don't know if they have anything enchanted, but you should ask them. I don't use them, myself." She looks oddly pleased with herself.

"Has anyone else expressed an interest Lily?" Misha asks.

Misha notes Zeaux's entrance to the inn. "There's that elf from last night again. I never found out what he does."

Posted by: Eve Jun 25 2006, 10:19 PM

Laurina heads for the temple. She enters cautiously and looks around. She spots someone in the shadows. "Hello there. Are you the priest? The Healer suggested that I speak with him before heading into the forest to the North in search of a certain thistle."

Posted by: TheDarkWraith Jun 25 2006, 10:24 PM

Arkethron whistles a little tune and sounds almost like a nightingale and walks to the shop, he wonders where he might find a dwarf, if he does not bump into him in the shop he will go check the two fighter shops across the street. He opens the door to the shop and says in a cheerful voice "good morning, what do you think I need for this journey in the woods and for finding the lost kids and for fighting trolls?"

Posted by: Zaz Jun 25 2006, 10:33 PM

The old priest looks up as Laurina enters. "Come for my blessing did you? This is a terrible business and about time someone did something about all the

goings on in the forest." He shakes his head, sadly. "I've told the lord of the manor again and again that this disappearances can't be ignored. Sadly it took his own children missing..."

He looks at her more closely. "Are you brave, bard? Going into the northern forests...there are strange things up there. But perhaps if you are brave enough there is something to help you on your quest. There is a ruined temple guarded by the undead. In it, I believe you will find a magical amulet - a dragon amulet. Misha should use this, it will give her extra strength in the final battle."

Posted by: Eve Jun 25 2006, 10:41 PM

"Have you any other words for me my lord? Where will I find this ruined temple? The healer mentioned stirges and grigs. I don't think I'm very brave, but I can't sit by and do nothing when children are taken. Have you a blessing for me?" She realizes she is beginning to babble. Takes a deep breath for control, lowers her eyes, and waits quietly to hear what the priest might have to say.

Posted by: Zaz Jun 25 2006, 10:52 PM

The shop is bustling with townspeople, most of them talking about the disappearance of the children and the brave adventurers.

"It's about time someone did something," Mr. Bayer, the shopkeeper says. "Those trolls have been disrupting my supply lines for the better part of a year. I'm lucky anything gets through!"

"As for what you may need, courage lad. The things I've heard suggest that the trolls are the least of your worries. They don't have any use for these people, do they? What are they doing with them? It doesn't make sense at all."

The townspeople have gathered around and several tell tales of their loved ones gone missing. There is wild speculation about their fate.

"As for useful things," Bayer muses. "I've heard rumors of a magical bow to be found in a cave in the Western Mountains. It's guarded by giants, I hear - but is a powerful bow that needs a skilled archer."

Posted by: TheDarkWraith Jun 25 2006, 11:02 PM

Arkethron listens to what he hears and he looks sad at all the lost people, he keeps what he believes to himself, namely that if the trolls are working for a dragon they will be used as slaves and then eaten at the whim of the dragon.

"I will remember about the bow, maybe it will be useful for somebody that joins us, and it does sound impressive in the right hands" he then excuses himself and decides to pop by the inn before going to the other two shops and to the bridge.

Posted by: Zaz Jun 25 2006, 11:16 PM

The priest lays his hand on Laurina's head and chants a blessing in a strange language. "You are more brave than you think, child."

Posted by: Eve Jun 25 2006, 11:30 PM

Laurina thanks the priest and leaves the temple reluctantly. She felt a great peace in his presence. Now she must gather her thoughts and return to her preparations. She will stop to visit the mage, then return to the inn and prepare to meet Arkethron. (Will he be willing to take time to seek the amulet the priest mentioned?) There is much to be done today and she must hurry. They need to be back at the inn to meet with Misha and the others before nightfall.

She enters the shop of the mage, notices the smell, and feels right at home. It is reminiscent of the odor in her mother's workshop. For a moment she forgets her quest as she is taken back to her childhood. The mage pulls her from her reverie when she speaks, "Can I help you?"

Laurina pulls herself together. "I am about to set forth with others to seek the missing children. I have come to you for any advice you may have and to ask for spells that may be helpful during our quest. Have you anything that might help us locate the children?" spoken softly and with hope in her eyes.

Posted by: Phatzeau Jun 26 2006, 08:23 AM

Zeaux pauses from his thoughts to regard a pretty young human monk... he reaches out with his mind training for some sense of her nature. [I might be interested](#), he says, rising to approach her... [we should not speak of such things loudly in public I fear... there are always ears and eyes we don't see about... some of them attached](#)

to wagging tongues.

What quest have you in mind that would require the skills of a ranger? I am for the most part a wanderer. I have at times shared my services as a guide and archer to worthy quests... tell me more.

Posted by: Phatzeau Jun 26 2006, 08:50 AM

Wait... I have heard rumors of a group that is going to seek missing children... are you with them? I am willing to seek these children, mysterious disappearances are something I have need to explore for my own reasons.

If you intend journey through the northern forest you'll need a party with varied skills... and great courage... there are wonders to delight the heart there... and terrors to freeze the soul too. What group goes with thee into this peril? Have you any plan of action made?

Posted by: Phatzeau Jun 26 2006, 08:55 AM

Forgive me... sometimes my mind races far ahead. Please tell me of your plans.

Posted by: Zaz Jun 26 2006, 09:31 AM

Misha nods to the elf. "So you are a warrior, sir?" she asks. "We have several who have joined this quest but will certainly need more. This dwarven warrior, Pug, was just asking about armour and weapons. You should obtain supplies you need in town and I can give you an advance of gold to help you with this. We all meet again at sundown to discuss the rest of our plans and anything we've learned today."

Posted by: Zaz Jun 26 2006, 09:39 AM

Glyselda looks up at Laurina. "Ah, the pretty little bard!" she exclaims. "Come to seek an old elf's wisdom, have ye? I see you traveling far. The children are already gone from here."

She fusses with her cauldron and and cackles.

"You must seek out the wand that the witch in the southern forest has stolen from me. It will be powerful in your hands against the black dragon. Know ye that she is an old and powerful dragon. It will require all of you and a little luck to defeat her!"

Posted by: TheDarkWraith Jun 26 2006, 09:45 AM

Arkethron gets into the inn and says to Misha and Pug (who still is there) "Laurina and I have found out a few things we want to look into, that would aid our quest. We could use some company, I plan to do a little more checking up in town here and then go to the bridge; but I don't know if it will take too long to do these smaller things before the meeting here at the inn."

He then tells Misha vaguely about the different things he had heard.

"I am off to see the tailor now, but will go to the bridge after that"

He takes two steps toward the door then pauses a bit and goes up to Lily and gives her a few coins for a few tasty sammies and he puts them away in one of his pouches "thank you Lily."

He smiles happily and whistles an old tune on his way to the tailor and goes inside "good morning. Do you have any advice, or goods to help me and my friends, on our quest to find and save the missing children?" he looks around the shop at looking to see what kind of fabrics and designs the tailor has.

Posted by: Phatzeau Jun 26 2006, 09:45 AM

Then a pact we have... I shall accept your advance and will meet with you all this evening at sundown. Would you know if there's an arrow-smith in town? I have a feeling a full quiver would be prudent.

Turning to Pug Zeaux offers his hand in Dwarfer fashion. Good morrow Sir dwarf... I am Zeaux of the North Calumbia Klan. So it's comrades we shall be then eh? You have the look of one who has tales to tell around the fire.

A fine weapon you have there...

Posted by: Zaz Jun 26 2006, 09:58 AM

Pug (who has requested I act for him today) takes **Zeaux's** hand in a surprisingly strong grip. "It's good to meet you," he says. "I was just on my way to the armourer and smithy myself. Would you care to come along?"

Misha hands over a pouch with 50 gold pieces to **Zeaux**.

Arkethron rushes in and tells her of the witch and other rumours he has heard. "I have heard of that witch," she says. "It is said she has charmed animals guarding her tower - even dire wolves! We should be certain to go as a party. There are many dangers in the forests.

Posted by: Phatzeau Jun 26 2006, 10:10 AM

[Excellent! Let us be off... until this evening then My Lady.](#)

Posted by: Zaz Jun 26 2006, 10:16 AM

Pug says to Zeaux, "The smithy first? You are interested in arrows?"

Posted by: Zaz Jun 26 2006, 10:35 AM

A elderly gnome looks up from his sewing. His movements are nervous and fidgety.

"Oh! One of the adventurers has come to me! Yes, indeed. Yes, indeed. I want to help. Indeed I do. But what can an old tailor do?"

He shakes his head and frowns. "If only I had phase spider silk, sir, then I could make you proper mage robes to help protect you from the dragon's bite! Robes of such beauty and craftsmanship! But I have no silk and the phase spiders to the east are too difficult for an old gnome. I am not as young as I used to be, you know."

Posted by: Eve Jun 26 2006, 10:35 AM

Laurina thanks Glyselda for her advice and leaves the mage shop. She sees the dwarf hurrying down the street with a tattooed elf she does not know. She returns to the Inn where she finds Misha. "I am glad for a chance to speak with you. I have been dispatched to the Northern forest on an errand for the healer. There I will seek a type of thistle that he needs to complete a spell of

invisibility. I think this will be a great boon to us in our search for the children. The mage has mentioned a witch in the south who has a wand that we should seek. I have spoken to Arkethron and he has agreed to accompany me on these errands. The priest has advised that we search out a magical amulet which is also in the North. I feel so rushed. I'm not sure we should try to accomplish all of these things today. What say you? I feel that I am forgetting something important, but can't think what. Have you any suggestions for further preparations I should make? I have some skill with cooking - do you want me to purchase foodstuffs for our journey or have you taken care of that already?"

Posted by: Eve Jun 26 2006, 10:40 AM

"Oh, and you should know - the mage has told me that our journey will be long. She sees the children have travelled far from here."

Posted by: TheDarkWraith Jun 26 2006, 10:44 AM

Arkethron smiles "phase spiders, mmm, that sounds like fun. Gathering up some silk would be useful, and maybe we could capture a couple of those spiders with some enchanting music and spells, or maybe just fry them and have them for supper. Sorry if that sounds disgusting to you, local custom in the far south, tastes like very spicy chicken, or at least the hand sized black spiders do. Phase spiders tend to be a bit trickier. I will try to get the silk for you, since I very much desire one of those robes you mentioned. Maybe you could also make a portable hole with phase spider silk, I hear that its the most important material in their making."

Posted by: Zaz Jun 26 2006, 10:49 AM

"Portable holes?" exclaims the tailor. "I haven't tried to make one of those in years. I kept losing the darn things and then falling into them!" He looks around nervously. "But if you like I will try. After all, you are risking your lives for those poor children."

Posted by: Zaz Jun 26 2006, 10:54 AM

Misha looks up from her writing. "Oh that would be very helpful! I am afraid I hadn't thought about food at all. Lily and Mr Bayer the shopkeeper should be able to help," she says to Laurina.

"As for these errands, I'm afraid they are too dangerous for just the two of you."

They will take time but will be worth it if these special weapons can be found. I am afraid we will be spending some nights on the road, so we should all make sure to have a bedroll or something for sleeping I suppose."

Posted by: TheDarkWraith Jun 26 2006, 10:57 AM

Arkethron chuckles "yeah they can be tricky, I once found a skeleton of a kobold in one, and a huge pile of dust that must have been its clothes and flesh once. If you do make a portable hole again promise to be careful, you seem to be a very nice man and you make so many pretty things too, I never was very good at making things on my own. I will see you later my friend, take care" he nods his head and touches a silk dress he near the door, he smiles "this is pretty, I hope some lady will afford it sometime, so that they can match each other and be an even prettier whole" he looks at the gnome and smiles, waiting to see if the gnome has anything to add.

Posted by: Zaz Jun 26 2006, 10:59 AM

"Travel safely friend," Tailor replies. "I will make preparations for the mage robes for when you return."

Posted by: Eve Jun 26 2006, 11:00 AM

"Oh, we were planning to take anyone with us who is willing to go. Arkethron was going to speak to the dwarf. I saw Pug with a tattooed elf a few minutes ago. He looks like he might be a good one to have beside you when going into danger. Perhaps he would also be willing to join in.
"I travel about a lot, so I have a bedroll, but I may need to replace an old blanket. It would not do to get too cold. I will talk to Lily now and then go visit Mr Bayer in his shop. Thank you!"

Posted by: Eve Jun 26 2006, 11:05 AM

Laurina finds Lily in the kitchen where she asks her help in preparing food for the journey. She thanks her and goes in search of Mr Bayer in his shop.

"Good morrow, sir. I am preparing for a long journey. I need to look at your blankets and acquire foodstuffs to take with us. Can you advise me?"

Posted by: TheDarkWraith Jun 26 2006, 12:01 PM

Arkethron exits the tailor and smiles, so many exciting things going on at once, he jumps into the air and flies up a bit and glides down to the gate landing near the old guard he talked to when he arrived, he says "good morning" he takes out one of the nice sammies with everything on it and offers it to the old man "thought you might like breakfast" he smiles and looks out over the town and then outside "did you hear or see anything around the time when the children vanished, or have any advice about where to start looking?" he asks politely and looks into the man's eyes and his own eyes show his friendly and relaxed attitude, yet at the same time respect for the old guard, he has a none too easy job, and likely don't get enough thanks.

Posted by: Zaz Jun 26 2006, 12:59 PM

"I reckon you plan to hunt in the forest?" Mr. Bayer asks Laurina. "And you're likely to find berries in season here and there." He taps his fingers on the counter. "My supply lines have been disrupted by the trolls. You deal with them and I'll let you have the last of my rice and beans. Those should travel well for you.

"What blankets and other supplies we have are over here," he says, leading the way.

Posted by: Zaz Jun 26 2006, 01:05 PM

"I ain't seen nothin'" the old guard replies to Arkethron. "All I knows is it must be them trolls. We seen big footprints across the bridge an' I says to meself, them is troll footprints, them is. Musta been a dozen or more! You done heard about them children? They been goin' missin' all year an' merchants and travelers too. I don't know what them trolls been doin' with all those people. I kin tell ye that the rumours is they been takin' em somewheres else."

The guard looks around for anyone that might overhear him. "'Course I wants to go after 'em meself, you know. Our orders is to guard the town though an' that comes first. Cain't be lettin' no trolls into town!"

Posted by: TheDarkWraith Jun 26 2006, 01:11 PM

Arkethron's face lights up when the man says he would have liked to go fight them on his own "I will go fight them for you, in my own way. You just make sure I have a place to come back to, this town is so pretty and peaceful, and it is thanks to you and he other guards, you do a great job here, so keep it up and be proud, and be strong. I am going to go take a look at the footprints now, I hope you enjoy your sandwich" he extends his wings and glides with a few

quick flaps he is over the wall and gliding over the bridge and circles back landing at the close side.

Posted by: Zaz Jun 26 2006, 01:13 PM

"That be one nice birdman," says the guard, munching into his sandwich. "Kinda strange he is but a friendly sort." He watches Arkethron through the open gate.

Posted by: Eve Jun 26 2006, 05:34 PM

"Beans and rice it is then. I'm sure we'll have at least one huntsman in the group. I can find berries and some roots. With those I should be able to make a good, filling meal. These are nice blankets. I don't recognize some of these fabrics, though. Are they extra warm or long-wearing? I think I'd like a nice bright red. Perhaps a brown would be better, though. We might need to move with stealth. Wouldn't want to give away our position with bright colors." The shopkeeper leads Laurina to his warmest, sturdiest blankets and helps her choose a subdued plaid with muted colors that will blend into the forest surroundings. She thanks him politely and goes back into the street. As she stands there trying to decide what to do next she remembers Pug and the stranger heading toward the smithy. She will try to catch up with them and see if they are joining her and Arkethron on their trip into the Northern Forest.

Posted by: TheDarkWraith Jun 26 2006, 09:57 PM

Arkethron takes out the sapphire he bought from the dwarf and concentrates and it gets an intense white glow to it, with a faint blue in it and he holds it up above his head then lets it go and it hovers and follows his movement as he carefully walks forward searching the ground around the bridge for clues, and he works his way across the bridge, listening, sniffing the air for scents and most importantly using his big sharp eyes to see any small details and the bigger details too. He is very silent while doing so, and those watching the spectacle will see his golden wings stretched out behind him quivering every now and again as he notices something.

Posted by: Zaz Jun 26 2006, 10:05 PM

Arkethron sees many signs of disturbance. The bridge has been washed clean by last night's rain, but the dirt at the far side still has the remnants of foot prints. It's hard to tell how many as they cross themselves back and forth. Grasses are crushed and sticks broken off the road and to the east. If these

were trolls...and there is a faint scent in the air still, they were not particularly worried about being followed.

As he scouts the area, Arkethron finds a small shoe. Perhaps this belonged to one of the children taken last night? It does not appear to have been there very long although it is still wet from the rain.

Posted by: Zaz Jun 26 2006, 10:09 PM

Pug and Zeaux arrive at the Smithy. Laurina comes in right after them.

Posted by: TheDarkWraith Jun 26 2006, 10:14 PM

Arkethron picks the shoe up examining it, but it is not one he recognizes, he smiles and takes off into the air flying a circle looking down, the gem manages to follow along too, but trails after slowly, he tries to see if he can notice any details from up above, after doing so for a few minutes he glides down to the gate and walks through it up to the old guard, the gem hovers above his head still glowing like a bright star "could you help me a little, I am curious if you know this shoe or who its owner is."

Posted by: Zaz Jun 26 2006, 10:17 PM

"Cain't say that I knows," the old guard says, peering at the shoe. "D'ya think it's one of them kiddies? It looks to be o'quality it does!"

Posted by: TheDarkWraith Jun 26 2006, 10:23 PM

"Could be" Arkethron sniffs the shoe memorizing the scent "definetly a child, not quite as strong a scent as an adult" he smiles and snatches the gem from the air snuffing its light out in the process and putting it in his pocket "thank you my friend"

Arkethron leans against the wall visualizing the bridge, those signs had not been there when he arrived if he recalls correctly, so the kids must have been out there as he flew over the town, and taken during his time at the inn, very strange timing he thinks, but probably just coincidence.

Posted by: Eve Jun 26 2006, 10:27 PM

"Excuse me, Mr Pug. Have you spoken with Arkethron? He and I are setting out for the Northern forest to look for a

particular thistle that the healer needs. He has promised us an invisibility potion if we bring him the thistle which is the last ingredient he needs. Would you be willing to go with us? We are going to need more than just two of us to ensure safety on this quest." Laurina glances at Zeaux wondering if he, too would accompany them into the forest. "And perhaps your friend would like to come along, too," spoken hopefully.

Posted by: Pug2n Jun 27 2006, 07:45 AM

" High Laurina, I believe i did and i will be joining you as soon aas i see if i can get any enchanted armour or weapons"

Pug turns to the owner and asks "do you have and enchanted armour of an enchanted dwarven battle axes ? "

Posted by: Zaz Jun 27 2006, 07:56 AM

The half-orc looks up from her anvil, the heat of the fire radiates from the smithy. She sets down her hammer and smiles in a quite attractive manner for her race.

"Yer a couple of them adventurers who are goin' after the trolls! I been hearin' about ye this morning. Ever'body's talking 'bout you. I been hearin' that yer gonna be fightin' the black dragon, too!

"I ain't got the supplies t'make anything to fancy. Ye might talk to Lancelot next door bout' armour though.

"There's a legend o' a famous an' powerful dwarven axe called the dragonslayer. It were so mighty the dragons banded together to steal it! It were broken up into three pieces an' hidden away in the forests. If'n you find them three pieces an' take 'em to the smithy in the dwarven village in the Western Mountains, he'll make ye a mighty axe indeed."

Posted by: Pug2n Jun 27 2006, 07:58 AM

"Thank you "

Pug goes next door and asks the armourer " Have you any enchanted armour ?"

Posted by: Zaz Jun 27 2006, 08:00 AM

Zeaux gets a far away look in his eyes. "Aye, I hope to join you on this quest but first I must meditate further on it. With luck, I will catch up with you before you get to the northern forest.

"I will need new arrowheads, missus, and will appreciate if you can make me some fine ones."

The smithy agrees to make some arrowheads and they work out a price.

Posted by: Zaz Jun 27 2006, 08:12 AM

"Enchanted?" growls Lancelot, a rather surly dwarf. "Good stout wooden shield is good enough for the lot o' you. Fightin' trolls me big toe. Look like a bunch of drunken fools to me."

He stomps around his shop and pulls out a crude wooded shield. "Kin let you have this fine shield for 40 gold pieces. Not like I got any mithril or adamantine. Not like the old days. People expect fine enchanted armour but do you see me havin' any fine materials?"

He glares at Pug and scratches his beard. "You. Maybe you are different, are you? I have heard of a fine dwarven hammer bein' used by one of them dirty trolls. Must've been stolen from a dwarf, never woulda sold it to the likes of a troll. You get me that hammer and I'll make you a fine enchanted shield."

Posted by: Pug2n Jun 27 2006, 08:18 AM

"You have a deal, good armourer. I will be back with iit soon"
Turning to the others "Come let us get this show on the road"

"So Laurina do you know where Arkethron is, if so lead the way"

Posted by: TheDarkWraith Jun 27 2006, 08:20 AM

Arkethron sings a song about long watch passes and noble guards and is dancing on the wall next to the gate entertaining the guards as best he can.

Posted by: TheDarkWraith Jun 27 2006, 08:36 AM

Arkethron feins falling off the wall and glides through the gate landing next to the old guard chief "I just thought of something" he smiles "do you have a

map?"

Posted by: Zaz Jun 27 2006, 08:43 AM

The head guard pokes his head out of the guardhouse, where he has been absentmindedly been watching the strange elf flying and dancing about. "A map! Come here young man, I've got a map. It's a fine map I have been workin' on for some time now. I get all kinds of information from travelers."

He looks rather excited about someone using his map. "You can tell me more when you get back and I can make the map even better!"

Posted by: TheDarkWraith Jun 27 2006, 08:55 AM

"Thank you for this, I will try to bring back good information gathered from the air" he smiles and puts the map away and wonders where his companions are.

Posted by: Eve Jun 27 2006, 09:41 AM

"Well, Pug, I was to meet Arkethron at the bridge. I think that is where we should go to look for him." And they head down the street looking for Arkethron.

Posted by: TheDarkWraith Jun 27 2006, 09:49 AM

Arkethron spots them coming toward the gate and makes the gem glow brightly from there and hover around him.

Posted by: Eve Jun 27 2006, 09:56 AM

"Show-off!" Laurina stops - Did I say that outloud? No, I guess not.

Posted by: TheDarkWraith Jun 27 2006, 10:02 AM

Arkethron chuckles and lets the gem fly back into its pouch "magic should be enjoyed whenever it is possible Laurina, or at least that is my point of view" he looks over his shoulder to the bridge "I noticed that the trolls headed east when I checked the tracks on the bridge, maybe we can catch up to them? But we should probably wait for Misha"

Posted by: Eve Jun 27 2006, 10:33 AM

"But aren't we going first to the Northern forest to collect the thistle for the healer. That invisibility potion will give us an edge when we find the trolls."

Posted by: Pug2n Jun 27 2006, 05:40 PM

Hi Arkethron, well meet. So are we ready to go" said with a grin at the thought of meeting some trolls.

"Lead on MAC Arkethron "

Posted by: TheDarkWraith Jun 27 2006, 05:47 PM

"Yeah we should get going as soon as possible, as for the invisibility potion it will serve us better when fighting the dragon I think, trolls we can deal with ourselves, let me just go fetch Misha or at least tell her what we know so far"

Arkethron makes a wing assisted jump to and glides up to the door of the inn going inside and runs up to Misha "I have found a trail leading from the bridge east, looks like the trolls, do you want to come with us to track them down?"

Posted by: Zaz Jun 27 2006, 05:50 PM

Misha looks a little surprised. "Of course! You're all ready already? I'm impressed." She shoulders her small pack and picks up a quarterstaff.

Lily and all those at the tavern wish the party well. Several follow them outside to watch them set off.

Posted by: TheDarkWraith Jun 27 2006, 05:54 PM

Arkethron smiles and sings a little song as they part for the gate and he smiles and says "we should be ready to face them I think" he makes the gem glow and hover before them to help them see the tracks, he heads over the bridge "I just hope we can intercept them before something bad happens to the children"

Posted by: Zaz Jun 27 2006, 05:55 PM

Misha hums along with Arkethron, looking forward to the battle. *At last a*

chance to use my skills, she thinks.

Posted by: TheDarkWraith Jun 27 2006, 06:12 PM

Arkethron is careful to follow the tracks as he leads the group on, he also sniffs the air and says "later or soon I will try a swift check from above to see if I can detect their direction from above"

Posted by: Eve Jun 27 2006, 06:48 PM

Laurina falls in line with the others. I feel so rushed! I'm not ready to go looking for trolls. I wanted to just take a nice little herb-gathering foray into the forest. Kind of a test run before the real adventure begins. Do I have everything I need? She mentally checks through her supplies. She has the rice and beans and the bread Lily gave her this morning. Her new blanket, her harp and her cooking pots. It's a good thing I used the packing spell and put everything into a nice, neat, *little* bundle this morning. It makes it all so much easier to carry. Her mental inventory complete Laurina begins to sing softly - a song with a good rhythm for walking.

Posted by: TheDarkWraith Jun 27 2006, 09:44 PM

Arkethron joins in and sees that the path ahead is rather straight and clearly beaten up and so he flaps his wings and flies into the air circling above the group "keep going, I will look ahead a bit!" he continues singing and the gem moves still as if he was still there with them along the path making sure to give it extra illumination so they don't miss the tracks, Arkethron flies forward trying to see what is ahead and see if he can notice the trolls wearabouts.

Posted by: Zaz Jun 27 2006, 10:51 PM

GM mode:

Arkethron, you see the forest growing more dense and gloomy. It becomes more difficult to track from the air but on the plus side, the disturbance in the forest is pretty clear to see.

Posted by: TheDarkWraith Jun 27 2006, 10:57 PM

Arkethron spirals around trying to memorize the disturbance and see if he can find where it ends up then he sweeps back and finds the party, he says from

up on a branch in the tree as they come up to him "the forest is getting dense further up, but I think they will be easy to track with all the chaos they have caused in their wake" he jumps down from the branch and glides up to them.

Posted by: Zaz Jun 27 2006, 11:03 PM

"Good," says Misha. "I wonder why they haven't tried to cover their tracks better." Misha watches and listens carefully as they move through the forest.

Posted by: Eve Jun 27 2006, 11:12 PM

Laurina has been mentally reviewing the things her mother taught her. She knows some detect and deflect spells. Yes, why haven't they tried to hide their trail? Ah - there is something her mother told her, if she can remember it right. "Perhaps they have set some sort of traps ahead and that is why they don't cover their tracks. Does anyone know how to recognize traps?"

Posted by: TheDarkWraith Jun 27 2006, 11:14 PM

Arkethron thinks and says "I am trying to not miss any details, but I have not specifically trained in finding traps though"

Posted by: Eve Jun 27 2006, 11:24 PM

"I have some skill in detecting magic. If they have left magical traps I might be able to find them. But I have never tried to dispel a trap. And if it is not of magical origin I don't think I could find it." Laurina wishes she had had more time with her mother - more time to learn from the powerful mage and practice under her watchful eye.

Posted by: Zaz Jun 28 2006, 12:30 AM

Misha says "I'm watching for traps but I haven't seen any, so far. The trolls seem to have just bashed their way through without even trying to stop anyone following them."

Posted by: Pug2n Jun 28 2006, 05:16 PM

"I have some skill in looking for and disarming traps though I lack the skill in finding magic ones"

Scanning whats along the trail pug turns to the group.

"From now on we should remain quiet as possible and only speak in whispers"

Pug then leads the party along the trail, ever watchfull and moving quiet as possible.

Posted by: Eve Jun 28 2006, 05:33 PM

Laurina is talking to herself again. Those trolls must be very confident of their own strength. They aren't trying to hide their trail, and apparently haven't even set traps to slow pursuit. Pug looks like a good fighter; Arkethron has some impressive magic and seems to be a seasoned warrior himself; Misha seems almost anxious to meet the enemy. She must have some skills to carry her through this situation, too. Laurina, you have skills that will be helpful, too. Pay attention, be ready, and don't let fear paralyze you when the time comes to act. Remember - we need to be quiet now. No singing!

Posted by: Zaz Jun 28 2006, 11:20 PM

As you creep through the forest you hear voices ahead of you. You can't quite hear what is being said but there seem to be several voices. There is a great deal of stomping and suddenly yelling.

"Let us go you monsters!"

Pug holds up his hand and stops the party from moving foward. "Wait here untill i call or come back." Pug then moves as quietly as possible to see whats a head.

Arkethron concentrates hard and tries to cast as strong a mage armour spell as he can on everyone in the group, as he does so his glowing gem flies up to him and falls into his pouch.

Pug has already moved forward. Everyone else gains +1 fortification.

Laurina greatfully accepts the magic armour. She follows behind keeping watch on everyone else.

Pug reaches the edge of a clearing. He can see two trolls visible standing near a campfire. Several humans are tied up against some trees on the other side of the clearing. He does not see any children.

Pug moves back to the party and tells them what he sees.

Pug says, "I will attack the first troll and Arkethron attacks the second"

Laurina gives herself another pep talk. "What would you like me to do?"

Pug replies, "You make your way to the others and set them free."

Arkethron says "I will try to take position above so that I can out-manoeuvre them, Laurina could you sing a song to set fear loose in the hearts of our enemies at the same time as it makes us braver?"

Laurina decides she likes Arkethron's suggestion. She knows just the song. In the hearts of good and true creatures it creates bravery. For those who are evil it causes fear and confusion.

Misha has been silent up to now. "I will attack the second troll as well. And if either is left standing, I will attack it too!"

A song is heard in the forest and the trolls look around, mildly confused. "What dat?" one asks the other. "Dunno, who dere?" the other shouts.

Arkethron will fly onto an upper branch and try to attack with magic.

Pug moves to the clearing and charges toward the nearest troll battle axe ready for a swing

Misha charges in, fists flying.

As she sings Laurina looks for a way around the clearing.

Pug hacks at the troll and the troll jumps out of the way, but not quickly enough. Misha hits the troll as hard as she can but the troll barely notices.

Laurina has made it half way around the clearing.

Pug keeps swinging his axe.

Having reached the branch above Arkethron starts building up a full blast of lightning, it arches between his hands as it builds in strength, once it is at its maximum he will release it on the trolls.

Laurina is torn between helping Misha and continuing on to free the prisoners. She sees what Ark is doing and continues around the clearing.

Arkethron concentrates and builds up the power of his spell. Pug attacks and gets in one good hit. Misha does clobbers the troll. Both are bleeding and angry. They turn on Misha and Pug and attack.

The troll swings hard on Pug with his mighty fist but Pug's chain armour prevents any damage.

The other troll hits a glancing blow to Misha but does no damage.

Pug swings his mighty axe at the troll again. Misha tries to hit the troll again.

Arkethron continues concentrating on his lightning trying to build it up faster.

Eve has nearly reached the prisoners. She pulls a knife out of her pack to cut their bonds loose. Her song is reaching a fever pitch but the trolls are no longer paying much attention to her.

Arkethron's spell builds in intensity. The air crackles around him.

Pug and Misha both hit the trolls hard. They are visibly hurt but come after Pug and Misha again.

Pug gets hit again but still manages to avoid damage, though he might be feeling it tomorrow. Misha dodges the troll's attack entirely and laughs. "Not so tough!"

Laurina cuts the bonds on the prisoners and they scramble to get up and out of the way.

Pug keeps swinging doggedly. Misha throws another punch.

Arkethron concentrates on building up the last part of his lightning spell focusing really hard, the arches of lightning send a purple glow down from where he is and there is a faint rumble around him.

Arkethron's spell finally reaches its full power and he releases the lightning, it flies at full blast toward the trolls arching around Pug and Misha to avoid hitting them, there is a loud rumble in the air around and Arkethron gets pushed back against the tree's trunk. Both trolls are lit up and briefly stand while sparks dance off of them. They both fall to the ground dead.

Pug leans on his battle axe and wipes the sweat from his brow and then proceeds to search around

Laurina checks the prisoners for injury applying soothing ointment and

bandages as needed. She hums a soothing melody as she works.

A prisoner stands up and speaks to Laurina. "My name is Graydon. My caravan was attacked by the trolls on our way to Langerhan. There were more of them and they had children with them. I heard them say they were taking the children to the black dragon in the western mountains."

"That took a while..." Arkethron shakes his head and chuckles and waits a little while before gliding down to see if he can help with anything.

Misha nods at Arkethron. "I'm glad there were only two," she says.

Posted by: Eve Jun 29 2006, 09:57 AM

Laurina is stunned. The battle was so intense and so scary. There is a bit of a let-down now that it is over. Our worst fears are confirmed. They are taking the children to the dragon. We must go after them! What will we do next?She looks to Misha and the others for direction.

Posted by: Phatzeau Jun 29 2006, 01:14 PM

Zeaux pauses from his rituals... his mind reaches out to feel for the adventurers in the midst of their first quests. His prayers are with them even though he can not yet join them physically. He enchants a spell of "moral boost" in the hope it may reach the party and help in some small way. It is never certain that these spells will travel as far as they are needed... but it hurts nothing to try.

Posted by: Phatzeau Jun 29 2006, 01:16 PM

returning to his thoughts... I'll catch up with them as soon as I can.

Posted by: Zaz Jun 30 2006, 02:35 AM

Pug looks around the area. The trolls seem to have been unarmed and he doesn't find much of use. The merchant's wagon has been ransacked. The trolls have eaten everything that could easily be eaten and drank all the ale. Sifting through the rubble, he finds a dwarven hammer that has apparently been used to break apart the wagon.

Misha turns her attention to Graydon and the other prisoners. "What more can you tell us of the children and the trolls?" she asks.

"We assume the children were from Langerhan. They were apparently late returning from play the night of the rain. Their names were Jessica, Emily, and Joshua. They were taken by a half a dozen or so trolls to the western mountains, as I said. I don't know why they didn't take us with them or what those two planned to do with us. I can't imagine it was good," Graydon replied.

Posted by: Pug2n Jun 30 2006, 07:40 AM

"hmm I wonder if this is the hammer i was suposed to find " Pug thinks to himself.

Fixing the hammer to his pack Pug then joins the others and listen s to waht is being said.

Posted by: TheDarkWraith Jun 30 2006, 07:41 AM

Arkethron looks troubled, he is not at all sure they are ready to face a dragon yet, but he is thinking that maybe the trolls could be intercepted "when did the other trolls leave?" he asks, then he says in a low voice to himself "I wonder if I could intercept them, but there would be six against one..."

Posted by: Eve Jun 30 2006, 04:20 PM

Laurina voices her thoughts, "I know I'm the scaredy-cat in the group and tend to be overly cautious - but -- I think we should take a day to prepare ourselves more thoroughly before starting out to fight a dragon. There's that invisibility potion the healer promised us and the priest said Misha would need a magic amulet he told me about for the final battle. And the mage's magic wand. I just think it is not a good idea to go unprepared if we don't have to. I know we need to save those children as soon as we can, but if we get ourselves captured or killed we won't be able to do them any good. The sooner we start our preparations, the sooner we will be able to find, and save, the little ones. What say you?"

Posted by: Zaz Jun 30 2006, 05:05 PM

Graydon has been thinking and answers Arkethron. "It's a little confusing, you

know, we have been knocked out at times. But I'm sure the trolls left the night of the storm. Was that just last night? Still, they took our horses and have nearly a day's head start."

Misha nods her head slowly, "Those are very wise words Laurina. Arkethron could maybe fly after them but the rest of us couldn't catch up with them. I would rather have you here with us Arkethron, than alone facing at least 6 trolls."

Posted by: TheDarkWraith Jun 30 2006, 10:07 PM

Arkethron thinks a little "I could not catch up to them if they have horses and a head start from last night, I don't even know what direction they took, so we should do the other things first" he looks Graydon over "can you recall anything else about what the trolls said or did? do you know if they have any allies, and did one of the children miss a shoe like this one?" he takes out the shoe from the bridge from one of his pouches, he also moves his hand into another of the packs and takes out a sandwich giving it to Greydon.

Posted by: Zaz Jun 30 2006, 10:14 PM

Graydon looks at the shoe. "One of the children...the little boy I think, was missing a shoe. I can't say for sure, though."

He thinks carefully and while thinking, pats his pockets, drawing out a pipe and some tobacco. An old, tarnished ring falls out with the rest of his things. "You're a mage, right? That was some impressive lightning. I don't know if this will be useful but I think it is magic." He hands the ring to Arkethron. "You are welcome to it. I don't have much left to reward you and your group."

Posted by: TheDarkWraith Jun 30 2006, 10:30 PM

Arkethron takes the ring and examines it "thank you, we should get you to town too"

Posted by: Zaz Jun 30 2006, 10:39 PM

Arkethron examines the ring carefully and rubs away some of the dirt with his thumb. It looks to him that a dragon is carved on the ring and... something that looks like runes.

He searches his memory for something similar.

Posted by: TheDarkWraith Jun 30 2006, 10:44 PM

Arkethron cleans the ring against a piece of cloth and reads the runes "hmm, could this really be... wow it is! This will be very helpful, thank you, it will allow me to hold the dragon at bay, if the legends are true" he looks at the ring and puts it on his left index finger.

Posted by: TheDarkWraith Jul 1 2006, 12:59 PM

Arkethron makes a quick search and concentrates hard casting a healing spell on each of the ex prisoners, once done he pants a bit and after a few moments he is calmed again "ok, we should probably escort you to town, and if we take the shortest path from here to the road and then travel by the road it should not take a long time, even walking. Although, we are close to the phase spider cave now I think, hmm, would be nice to get that out of the way, that way we could get good robes that protect us"

Posted by: Zaz Jul 1 2006, 01:02 PM

"Oh that's not necessary," Graydon says. "Thanks to you and the lovely bard, we are all fit. I know the way to town and can get help there to salvage what's left of our merchandise. Bayer will send some of his men for certain.

"Thank you again friends, I hope we can buy you dinner when you return to Langerhan victorious."

Posted by: TheDarkWraith Jul 1 2006, 01:09 PM

Arkethron smiles "that would be wonderful, just take care, and don't stay out at night, at least until we have cleared the area around the roads" he takes off into the air to make a quick scouting sweep, he looks around the forest and finds his bearings, he glides back down to his friends and takes out the map, he makes a few adjustments to it from what he saw, using magic, the cave should be there" he points on a place on the map "and we are here" he points on another place on the map.

Posted by: Eve Jul 1 2006, 05:21 PM

"Graydon, you and the others take care. We will see you soon.

"Arkethron, if you know which way to go, we should get started. We need to

finish our preparations as quickly as possible. So, please tell me more about these phase spiders. I don't remember all that I have heard of them.

"Everyone ready? Let's go." Laurina starts to sing a happy, marching tune to help them on their way.

Posted by: Pug2n Jul 1 2006, 08:52 PM

"Lead on then of to the phase spiders"
Pug grips his axe a bit tighter and starts to think of what he knows about them.

"Does anyone have a posion cure?"

Posted by: TheDarkWraith Jul 1 2006, 09:59 PM

"Yeah I can cure poison, but I suggest we try to avoid getting bit in the first place, so wait for prep spells before rushing in my friend, phase spiders can vanish out of view and appear in some other place I have heard, their poison is likely to be like other spiders, disabling you, but not killing"

Posted by: Pug2n Jul 1 2006, 10:10 PM

"ok my friend, I shall take care. May be if we have time we can find a staff for Laurina and teach her to use it "

Looking at Laurina "Would you like that ?"

Posted by: Eve Jul 1 2006, 11:20 PM

"That could be very useful. Thank you. But only if we have time. Do we have a plan for getting the silk from these spiders? Will they be really unhappy with us?" Laurina wants to know what lies ahead and how she can best help the others to obtain this magical thread.

Posted by: TheDarkWraith Jul 2 2006, 01:50 AM

"I have this crazy idea, maybe we can enchant a few and make them work for us, otherwise we will just have to try to keep them at bay and take the thread they have already spun all over the place, and if we kill some we maybe can extract silk from them too, I am not so handy with disecting things though"

Posted by: Zaz Jul 2 2006, 10:34 AM

Spiders, shudders Misha. "I hate spiders and phase spiders most of all. We'll probably have to kill them. They're too dangerous to be leave alive while we try to gather the silk. Though it'd be nice if they could be enchanted."

Posted by: Eve Jul 2 2006, 02:20 PM

"I think enchanting the spiders would be a good idea, too. I don't like to kill things deliberately. How big are they? Can one be crushed by stepping on it or are they huge monsters? Which is going to require more force: enchanting or killing? If they're really big that will require a lot of magical power." Laurina continues to worry about the details.

Posted by: Zaz Jul 3 2006, 09:52 AM

"They are pretty big - and fast," Misha says. "I don't know which one is better. But stunning might be worth a try. I have to admit, I just hate them and would rather kill them."

Posted by: TheDarkWraith Jul 3 2006, 11:44 PM

Arkethron smiles "We will figure it out, lets just make sure we cast armour before we go in, now follow the light" he takes out his gem and makes it glow and move ahead of them and then he walks after it, he looks back and waits for his friends to come along too. Then he will lead them toward the cave.

Posted by: Pug2n Jul 4 2006, 10:30 PM

Pug starts following the light, also keeping an eye out for a suitable quarter staff tree.

Posted by: Zaz Jul 5 2006, 12:30 AM

Misha follows, watching for anything unusual.

Posted by: Eve Jul 5 2006, 09:25 AM

Laurina follows the others, singing mostly to herself, and keeping an eye on the vegetation. Never know when you might spot something useful. After a time her stomach begins to growl. "Is anyone hungry? If we can stop for a few

minutes I still have some of the bread I got at the inn and I spotted some berries that should taste good."

Posted by: TheDarkWraith Jul 6 2006, 01:21 AM

Arkethron stops and nods "we could take a food break, battling on an empty stomach is no fun" he looks around for a nice place to sit down and finds a mossy rock, he takes out a towel from a pouch of his and puts it on the rock and sits down.

Posted by: Pug2n Jul 6 2006, 01:28 AM

"I am hungry too"
Pug gets a ration from his pack and starts eating it. He keeps looking around for anything danerous.

Posted by: Zaz Jul 6 2006, 07:09 AM

"Sounds like a good idea to me," Misha said.

Posted by: Pug2n Jul 21 2006, 06:01 PM

Pug finishes his ration and wait for the others to finishes thiers.
"Are we ready to go now? "

Posted by: Eve Jul 23 2006, 07:25 PM

Laurina looks around her as she packs up her bag to go. She has enjoyed a few minutes of rest and is very glad to have found the berries. A bit of sweetness is always welcome. When she's sure she has everything she answers Pug, "I'm ready to go. If we sit here any longer I'll get sleepy. Time to move on. Misha, Arkethron, are you ready to proceed?"

Posted by: TheDarkWraith Jul 24 2006, 08:40 AM

Arkethron had been sitting there contemplating and thinking of distant places and times and answers "huh, oh, yeah I am ready, was just thinking" he gets up and brushes his clothes up and makes sure he packs his things away and that everything is ready, his glowing gem starts hovering about again,

providing some extra light for everyone.

Once everyone is ready again he continues leading them toward the phase spider cave.

Posted by: Zaz Jul 24 2006, 09:08 AM

Misha gets up and stretches. "Yeah, I'm totally looking forward to those big ugly spiders." She shudders a little and follows Arkethron.

Posted by: Zaz Jul 26 2006, 11:06 PM

The group moves off with Arkethron in the lead, to the north-east. The forest grows darker and the trees seem to crowd against you. The air is heavy and sound seems dampened. It feels as though there are things out there. *Things watching you.*

OCC: Sorry I've been so slow! I'm catching back up now. I virtually promise to be faster!

Posted by: TheDarkWraith Jul 26 2006, 11:26 PM

Arkethron thinks a bit, he does really not like the feeling of this "hmm I think I should cast magical armor on you all now, I don't like the feeling I am getting from this place" he waits for the others to gather up around him and concentrates hard his eyes glowing purple until he releases a shimmering armor spell around everyone "that should keep you all safer" he says and smiles, everyone is surrounded by a faintly shimmering field of force.

"Now lets move on, but keep your eyes pealed for traps and things moving in the darker places" he slows his pace a bit to look out for nets and other things he thinks can be traps or enemies.

Posted by: Pug2n Jul 27 2006, 12:38 AM

Pug moves behind Arkethron, ever watchfull, battle axe ready to strike. In a wispher to Laurina "look behind us occasionialy, nn need to be suprised from that quater"

Posted by: Eve Jul 27 2006, 11:33 AM

Laurina's eyes are wide and her stance alert. She occasionally walks backward a few steps so she can watch the rear. It's creepy out here, but she is determined to be brave and do her part. She swivels her head from side to side peering into the dark places.

Posted by: Zaz Jul 27 2006, 02:25 PM

Misha looks around with a grimace. *Spiders, great, she thinks. Who's bright idea was this?*

You hear noises in front of you and to either side.

Posted by: Pug2n Jul 27 2006, 05:23 PM

Pugstops in his track at the increase sound comming from around him.

"I dont like this"says pug, as he scans the surrounding tree tops.

Posted by: TheDarkWraith Jul 27 2006, 09:27 PM

Arkethron starts casting a spell to speed everyone up, and says to Laurina "maybe you can try to charm whomever is near us, and put them under your spell?" he then concentrates on his magic.

Posted by: Zaz Jul 27 2006, 09:43 PM

You walk carefully forward when suddenly Arkethron shouts "Web!" Arkethron, Pug and Laurina evade the sticky web but Misha is caught in it.

"Oh #\$\$%&!" she grumbles, struggling with the sticky threads.

Posted by: TheDarkWraith Jul 27 2006, 09:48 PM

Arkethron notices Misha getting stuck and thinks fast, he concentrates on creating a blast of intense cold that avoids hitting his friends, but hits whatever else is there, he hopes that will make the net brittle.

Posted by: Pug2n Jul 27 2006, 10:08 PM

Pug moves closer to Misha, all the better to defend her and ready to cut her loose from the web.

Posted by: Eve Jul 27 2006, 10:57 PM

Meanwhile Laurina takes Arkethron's suggestion to heart and concentrates very hard to charm who or whatever is closing in on them.

Posted by: Zaz Jul 27 2006, 11:30 PM

While Arkethron and Pug gather around Misha, a phase spider appears from out of the ethereal plain right behind the group! Laurina is ready and casts charm monster, rendering the spider unexpectedly still.

Arkethron's spell helps Misha to break out of the web and with his and Pug's help she is on her feet again.

OCC: Phase spiders are mean creatures. They hit very hard and can move between the material and ethereal plain, making them hard to hit. If you can hit this one, you should be able to hurt it.

Posted by: TheDarkWraith Jul 27 2006, 11:36 PM

Arkethron looks at the spider and gets shivers "good work Laurina" he concentrates on his glowing gem making it brighter, he thinks a bit and says "I do not attack helpless creatures, you can if you like though" he uses mage hands to pull the net pieces to his hand and puts it away in one of his pouches.

Posted by: Pug2n Jul 28 2006, 04:27 PM

"Have you enough pieces of web for your task Arkethron?" ask Pug, as he prepares to attack the spider.

Posted by: Eve Jul 28 2006, 04:32 PM

I hope he's got enough. Then maybe we can get out of here! Laurina finds that she doesn't like spiders any better than Misha does.

Posted by: Zaz Jul 28 2006, 09:29 PM

Misha looks around for more silk and hopes the spider doesn't move. She finds a small amount and puts it in her backpack.

Posted by: TheDarkWraith Jul 28 2006, 09:47 PM

"If we want to make robes we need to gather a whole lot more of this silk" Arkethron says and increases the light from the gem to full daylight and it fizzes from heat it produces as a side effect and he looks around to see where they are and to see if there is any more net to collect.

Posted by: Zaz Jul 28 2006, 09:51 PM

You have been traveling toward the phase spider's lair. Given the sudden appearance of the spider, you must be very close.

- 1) You can look for more webs
- 2) You can attack the spider
- 3) You can continue on into the lair
- 4) You can run like the wind before the spider "wakes"

Arkethron looks around for more webs. He finds one more section of webbing.

Posted by: TheDarkWraith Jul 28 2006, 09:59 PM

Arkethron pulls the web to himself with mage hand and puts it into his pack "come, the lair must be this way" he walks toward the cave and enters.

Posted by: Pug2n Jul 28 2006, 10:08 PM

Pug follows ready to attack.

Posted by: Eve Jul 28 2006, 11:19 PM

Laurina, not wanting to leave her friends, follows Arkethron & Pug. If they meet more of these spiders the whole group will need to look out for each other. She is on alert and ready to fight if necessary to get her friends out of here safely.

Posted by: Zaz Jul 29 2006, 04:54 PM

Misha looks back at the spider and shudders. It wiggles a foot a little bit.

Walking into the lair, you find a musty smelling cave with webbing draped all over the place. You also hear a rustling down a passage. Would you care to explore the passage?

Posted by: Eve Jul 29 2006, 07:21 PM

"Can we get all the webbing we need here and then get out before we have to deal with any more spiders?" Laurina doesn't like the noises they are hearing from down the way. "If this isn't enough I'm working on another charm just in case."

Posted by: TheDarkWraith Jul 29 2006, 09:50 PM

"I will start collecting this, a charm spell sounds very wise" Arkethron pulls webbing off the walls with his mage hand spell and puts it into his bag but keeps listening and moving the glowing gem to see better what is going on around him, he seems nervous and uncomfortable with his surroundings, and it is not just the spider, its the uselessness and difficulty of flight in a confined space.

Posted by: Pug2n Jul 30 2006, 12:42 AM

Pug moves to a position to protect Arkethron and Laurina while they are collecting the webs.

Posted by: Zaz Jul 30 2006, 10:45 AM

"Maybe someone should search around and see if there is anything useful here," Misha says nervously, gathering web.

Posted by: Pug2n Jul 30 2006, 05:49 PM

Not sensing any imediate danger, Pug cautiously strats searhing.

Posted by: Zaz Jul 30 2006, 10:25 PM

Pug begins searching through the rubble. He finds five pieces of gold and a flat, dull piece of metal, like a broken piece of axe.

The noises from down the passage get a little louder, skittering sounds like many little feet.

Posted by: TheDarkWraith Jul 31 2006, 04:18 AM

Arkethron having collected quite a bit of phase spider silk by now says "I think its better that we leave than fight them, they were nice enough to provide all this silk after all" he then prepares to try to escape real quick.

Posted by: Eve Jul 31 2006, 10:48 AM

"Yes, I think you're right; we need to get out of here. But there's something interesting here in the corner. I'm not sure what it is or whether it would be useful. Will you take a quick look?" This being her first adventure of this kind Laurina relies on the others for guidance.

Posted by: TheDarkWraith Jul 31 2006, 11:47 AM

Arkethron smiles at Laurina and unties one of his pouches of holding tossing it to her "put it into the bag and then lets go and look at it once we are safe" Arkethron is getting claustrophobic in the cave now and imminent battle in a place where he can hardly fly about in is not his idea of fun.

Posted by: Zaz Jul 31 2006, 11:54 AM

Laurina finds an interesting looking rock. She puts it in the bag Arkethron gives to her.

Misha looks up from gathering web, listening to the little footsteps and looks down the passage. She sees many little dots of light, like... like eyes!

"If we are going to leave this cave I think now would be a good time to leave," she says, moving toward the entrance, while watching the passage.

Posted by: TheDarkWraith Jul 31 2006, 12:00 PM

Arkethron concentrates on the gem sending a bright flash down toward the other light sources and grabs Laurina's hand and runs out of the cave with her. The gem follows him out now only glowing faintly.

Posted by: Zaz Jul 31 2006, 12:06 PM

The sound of skittering footsteps stops at the bright flash of light.

Posted by: Pug2n Jul 31 2006, 05:58 PM

Pug follows the others as quickly as possible. Looking back very so often to make sure nothing is close enough to attack the party.

Posted by: Zaz Jul 31 2006, 09:44 PM

A baby spider skitters out of the passage just as you exit the cave. Mama spider, whom you've already met, wiggles several feet at you, clearly regaining her control. You have cleverly made it out of the spiders lair without killing.....or dying.

Misha pulls out the <http://moonlight.gamerzunderground.com/DRT/drtarea.jpg>. "Where to now?" she asks the group.

Posted by: TheDarkWraith Jul 31 2006, 10:12 PM

Arkethron smiles at Laurina "We probably should go get those herbs in the grove and from there we should be able to get to the temple easily enough"

Posted by: Eve Jul 31 2006, 11:05 PM

"Sounds like a good plan. Which way do we go?"

Posted by: TheDarkWraith Jul 31 2006, 11:41 PM

"let me just get my bearings straight" Arkethron says and flies up into the air and flies in a circle and then lands "that way" he points and his gem glows brighter again and flies toward the direction they need to go to get to the grove.

Posted by: Zaz Jul 31 2006, 11:43 PM

"Sounds good to me, sooner we are out of spider land the better," Misha says, looking behind her.

Posted by: Pug2n Aug 1 2006, 03:44 AM

"Off to the grove we go." says Pug as he gives the area around him one last glance and then heads off after Arkethron.

Posted by: Zaz Aug 1 2006, 10:43 AM

You move at a quick pace toward the grove (and away from the spiders). As you get closer, the ground becomes softer and... well spongy. In fact, it becomes rather muddy. Or bog like. Wet. And squishy.

Misha makes a face as her feet sink into the bog. "I don't remember anyone saying this grove was in the middle of a swamp..."

Posted by: TheDarkWraith Aug 1 2006, 10:47 AM

Arkethron starts hovering before he sinks into the bog, he is very happy that he can fly, he just wishes he could carry his friends too, but he is not that strong, maybe one of the lighter ones with great effort, but it would pretty much wipe him out after a little while.

"hmm maybe we could make the bog freeze or something" Arkethron thinks "that way it should be more solid to walk on"

Posted by: Zaz Aug 1 2006, 11:01 PM

A light glows in front of you, slightly to your right, between the moss hanging from the branches of the trees. It looks like someone is waving a lantern.

Posted by: TheDarkWraith Aug 1 2006, 11:52 PM

Arkethron points toward the light "I am going to go check that light out" he concentrates casting armour on himself and his friends before flying up toward the light, his glowing gem stays with the group

Posted by: Zaz Aug 1 2006, 11:55 PM

The light flickers, moving away from you,

Misha watches Arkethron take off flying toward the light. "I think he shouldn't

go alone!" she exclaims. "I'm going after him." She takes off running after Arkethron and the light.

Posted by: Pug2n Aug 2 2006, 12:46 AM

Pug moves quickly after Misha, cursing softly at the bog.

Posted by: Eve Aug 2 2006, 09:20 AM

Not wanting to be left alone Laurina runs after the others. "Don't leave me!" she calls fighting her way through the mud.

Posted by: TheDarkWraith Aug 2 2006, 10:42 AM

Arkethron hears everyone following and slows down to allow them to catch up, meanwhile keeping an eye on where the light is going, and will try to follow it a little while longer, he mutters "I wonder if this could be a trap"

Posted by: Zaz Aug 2 2006, 10:46 AM

The light slows down when you do and then waves back and forth a bit.

Posted by: TheDarkWraith Aug 2 2006, 11:04 AM

Arkethron decides to continue following the light, but keeps his speed slow enough to allow his friends to follow "I wonder what that light is, be on your guard though"

Posted by: Zaz Aug 2 2006, 11:11 AM

The light seems to wait for you, moving away in a vaguely swinging motion, much like someone carrying a lantern. You enter a clearing with an old dead tree in the middle of it and see a spongy yellow mass about one foot (.3 metres) wide. It seems to vibrate briefly and you hear a ghostly giggle before it blinks out and disappears.

<http://moonlight.gamerzunderground.com/DRT/drtarea.jpg> (you may need to clear your cache or refresh the map to see changes)

Posted by: TheDarkWraith Aug 2 2006, 11:15 AM

Arkethron shakes his head "sorry about leading you on a wild will'o'wisp chase" he says to his friends and then looks around at the area he was led to, he wonders if it was only after having fun or if there is something else going on that maybe it wanted them to see, so he does a search and scouting of area, still keeping himself above the ground though.

Posted by: Zaz Aug 2 2006, 11:23 AM

A rank odor of death hangs in the air. A creature - a man? - steps out from behind the tree, decaying flesh hanging from it's worm eaten body. It is dressed in tattered rags and carries a wooden club. "Kiiiiiiiill," it moans, advancing on the party.

Posted by: TheDarkWraith Aug 2 2006, 11:55 AM

Arkethron jumps ten meters into the air and once the initial shock passes he starts casting his favorite spell since its pretty: lightning.

Posted by: Pug2n Aug 2 2006, 04:05 PM

"Now you die the final death" screams Pug as he advances to attack the dead thing, battleaxe ready to strike.

Posted by: Eve Aug 2 2006, 10:58 PM

Laurina watches from a safe distance, wracking her brain for a way to help in this situation.

Arkethron is casting a spell, Pug is ready to fight, what can I add??

She begins to hum softly, a tune that helps her focus her thoughts and her energies.

There is a spell to turn the undead. I wonder if that would work. Can I remember exactly what my mother taught me about casting this spell? If I'm going to do this, it must be done quickly before anyone gets hurt. I don't want to interfere with what Arkethron is doing, though. I will watch and wait. If need be I can cast the spell later.

She feels better, being confident that she can cast a spell that will help if it is needed. She continues to hum, but now the tune is a bit livelier, more cheerful.

Posted by: Zaz Aug 3 2006, 08:47 AM

Misha assumes a defensive stance. She looks back and forth at Arkethron and Laurina, trusting the magic users to take care of this zombie.

Rustling in the trees alerts you and two more zombies trudge into the clearing. "Kiiiiiiiiiiiill," they moan.

OOC: Battle tonight kids?

Posted by: Eve Aug 3 2006, 07:23 PM

OOC reply: Sounds good to me! A good fight just might improve my outlook.



Posted by: Zaz Aug 3 2006, 11:02 PM

Laurina, Misha, Arkethron and Pug are facing 3 zombies in the clearing near the dead tree. Arkethron begins to cast a lightning spell and Laurina plans to use Turn Undead, Pug will attack and Misha is ready to defend.

Laurina casts her spell first taking one zombie out completely and making the other two stagger. Arkethron casts lightning and hits one zombie dead on, causing it to go up in flames. The last zombie's arm catches on fire but it continues advancing, Pug cleaves it neatly in two with his axe.

"Well that was easy," Misha says.

"Kiiiiiiiiiiiillll" moan three more zombies as they enter the clearing.

"Great, night of the living dead, excellent work on the first three Laurina!" Arkethron says and starts casting some more lightning.

Pug charges the zombies screaming "Time to meet your final death"

Misha stays back, if the magic users are in danger she will defend them.

"Thanks," Laurina says and prepares to cast another turning spell.

Two of the zombies attack Pug, hitting his armour but doing no damage. The other zombie attempts to attack Laurina but Misha gets between them and knocks it back. Laurina again gets her spell off first causing the one misha is blocking to turn into falling ashes after a bright flash. Pug cleaves one of those attacking him and Arkethron turns the remaining zombie into a crispy critter.

A light enters the clearing, confusing you briefly. "Who kill my zombies?" a ghastly voice cries.

Pug tries to focus in the area where the voice came from

As your eyes adjust, you see a mummy carrying a staff with a serpent carved into the top and glowing green eyes.

It sees Arkethron flying above the clearing and shoots a bolt of green light at him, knocking him out of the sky. Arkethron lands a little roughly but unharmed.

"I killed your zombies "screams Pug" and now its your turn". Pug charges towards the mummy

He turns his staff on Pug as he charges.

Laurina prepares yet another spell to turn the undead - it's worked well so far, might as well try again.

Misha attacks with fists of fury.

Arkethron shakes his head and concentrates hard he starts casting a firebolt spell.

Before she can cast the spell, she remembers the rock she picked up at the spider lair and throws it at the mummy hoping to distract him from Pug. Laurina then returns to her turning spell.

Laurina's rock hits the mummy (luck) and distracts it enough that his green bolt barely misses Pug, exploding a bit of ground at his feet instead.

Pug uses the opportunity to cleave off the mummy's arm - fortunately the one holding the staff. Arkethron's firebolt sets the mummy's wrap on fire and Misha beats him back. Finally, Laurina's spell blasts him into dust.

The arm tries to crawl toward Pug.

"Thanks for distracting the mummy who ever threw the rock" says Pug as he looks down in distaste at the moving arm

The arm lifts the staff and aims it toward Pug.

Arkethron shudders and moves his wings "that hurt ow, Pug finish that thing off!"

Arkethron concentrates and Pug's axe gets enveloped in flame that does not harm Pug.

Pug stikes at the hand, cleaving it from the arm and both the hand and arm burn to ash.

"Help me!" cries a small voice from across the clearing.

Pug looks closely at his axe . "I like that"

Laurina calls out, "Who's that? Where are you?"

Misha looks around for the source of the cry. "Who has a light?"

Arkethron moves rather slowly seeming to be in a bit of pain, the fire of the axe did not even leave the blade warm, and its now clean. Arkethron moves his glowing gem before him.

Pug starts to head towards the sound of the voice.

The gem casts enough light for you to see a young man tied to a stone altar.

Laurina proceeds cautiously in the direction of the cry for help. "Could this be a trap?"

"Help me! They were gonna kill me!" cries the young man, hardly more than a boy.

"Who are you?" Laurina asks.

Pug approaches the man very carefully

"He looks harmless to me," declares Misha.

Arkethron uses a mage hand to grab the mummy's staff and leans on it "no I think you should untie him" he looks at the boy "you are safe now, calm down" he says with a smile.

Laurina says, " OK. Let's untie him carefully." and Pug procedes to untie the man.

Laurina keeps an eye on the stranger, watching for any sign of attack.

"Thank you so much! You came just in time! Those zombies were going to kill

me! I have gold. Let me reward you!" He passes a small bag of gold to Pug.

[100 pieces of gold]

"Do you know your way home?" Arkethron asks and looks at the boy.

The boy looks a little shaken but says he knows how to get home and he will never come this way again!

"Thank you"says pug "I will divide this up amongst us later" and places the bag in his belt.

Pug then turns an starts to search the area but finds nothing more of interest.

Laurina picks up her rock and puts it back in her pack. Never no when you might need it again.

Posted by: TheDarkWraith Aug 5 2006, 09:29 PM

Arkethron seats himself on the altar and his glowing gem comes up to him as he examines the staff to see if he can figure out all its functions.

"Once I have recovered a bit more we can go to the grove as planned. That green bolt just really knocked the wind out of me, and my wings are a bit sore still"

He stretches his wings while examining the staff, and it slowly releases some tension in a few muscles that did not like his body being pushed back so suddenly.

Posted by: Pug2n Aug 5 2006, 11:54 PM

Pug finds a nice place to sit down and rest.

Posted by: Zaz Aug 6 2006, 10:44 AM

Arkethron notices that the staff may pack a nice wallop on it's own as a weapon. It is magically enhanced to shoot green bolts of energy and contains 8 charges left. It may be possible to recharge the staff. It seems likely to be most useful against creatures or constructs resistant to magic such as golems.

Misha stretches and looks at Arkethron. "Do you need some healing? I think Laurina said she had some skills in that. When you are ready, we should

probably get moving."

Posted by: TheDarkWraith Aug 6 2006, 11:39 AM

Arkethron smiles "I am a bit sore still, healing would be nice yes, but I should be able to walk while my wings recover. This staff is interesting, it has these green bolts that seem able to shatter and smach and push really hard, and being on the recieving end of one I can tell you it was not nice, I think I was lucky to not have been in contact with the ground though, I think it would have been far worse then"

Posted by: Eve Aug 6 2006, 01:56 PM

"Yes, I know a few healing spells. I have one that I think will help relieve your soreness and make you more comfortable." Laurina casts a comfort spell on Arkethron to relieve his pain and stiffness. "That should make it easier to get going again. You should be able to hover a bit now, but it will be a few minutes before you can take off and really fly."

Posted by: TheDarkWraith Aug 6 2006, 09:17 PM

Arkethron's wings feel a whole lot better and he smiles "mmm, thank you that is good. Oh do you think you want this staff? If we do encounter any constructs you are tied to the ground, while I am not, so I think you should have something to help protect yourself, I am not really good at hitting things with staffs or any weapon for that matter, I tend to hit myself though"

Posted by: Eve Aug 6 2006, 10:36 PM

"Yes, if you don't want the staff I can see that it might be a great help. However, I think perhaps Misha should be the one to carry it. I have magic to help me and Pug has his trusty axe, but Misha keeps fighting dangerous creatures with nothing more than her fists. What do you think, Misha? Could you make use of this staff?"

Posted by: Zaz Aug 7 2006, 05:10 PM

"Thank you Laurina," Misha smiles. "I don't use weapons. It's part of my training."

Posted by: TheDarkWraith Aug 7 2006, 09:28 PM

Arkethron smiles "then I think you should have it Laurina" he hands it to her and shows her what he learned of its function (how to fire bolts) "we should see later if we can charge it up more"

He gets up and flies up a bit in the air, his wings are mostly ok again, a little bit spent only. "I think its time to head out, I think grove first and then come back to check on temple, and then I guess after that we need to check out the witch, after that is done we prolly do need to go back to town to deliver what we have gotten, and get a good rest before heading out again"

Posted by: Eve Aug 7 2006, 09:28 PM

"I guess that makes me the proud owner of a very special staff. I will endeavor not to misfire it at any of you." Laurina laughs and winks at the others. She is secretly glad Misha didn't want the staff. She intends to make good use of it.

Posted by: Eve Aug 7 2006, 09:31 PM

"I can't find any fault with that plan, Arkethron. Let's get moving. A rest sounds very good to me." Laurina stifles a yawn.

Posted by: TheDarkWraith Aug 7 2006, 09:31 PM

Arkethron chuckles "I trust you with it" then he waits for his friends to get ready and heads out toward the grove, trying to find a solid path for them to thread instead of the sinking mud, he uses his gem to help in his scouting effort and to light their path, he stays a meter or two above ground at all times and waits for them so that he is never out of sight.

Posted by: Zaz Aug 7 2006, 09:33 PM

Misha bows to both of them. "Indeed, let us move on." She follows Arkethron easily.

Posted by: Pug2n Aug 8 2006, 03:14 AM

Pug follows the rest, happy to be moving again.

Posted by: Zaz Aug 9 2006, 09:39 AM

Soon you are trudging through the swamp again. No will o'wisps distract you

this time and you find the grove. The herb that Endo the healer wants. The herbs are fairly easy to identify based on his description.

Posted by: Pug2n Aug 9 2006, 05:02 PM

"I'll keep an eye out while you pick your herbs" says Pug as he moves around the area also doing a bit of searching.

Posted by: Eve Aug 9 2006, 09:30 PM

"Thanks, Pug. It's good to know you're looking out for us. I hope the wand is as easy to find as these herbs." Laurina picks the herbs and puts them in her bag.

Posted by: TheDarkWraith Aug 10 2006, 09:17 AM

Arkethron helps pick some herbs too, after checking what kind it was he needed to pick, he makes sure to leave some in each patch so that they can regrow quicker. "I think we should fly... go to the temple next..."

Posted by: Zaz Aug 10 2006, 09:45 AM

The trees around you start buzzing. You look around, wondering at the source.

"Stirges!" Misha shouts, spinning around. She kicks at a stirge buzzing her and knock it out of the air, then stomps on it.

OOC: Stirges are bat-like creatures, sort of like giant mosquitoes in my view. A single stirge is not much of a threat, a swarm is more difficult. They move fast and if they attach, will suck your blood until you kill it.

Posted by: TheDarkWraith Aug 10 2006, 09:50 AM

Arkethron jumps into the air and starts casting armor to protect himself and his friends.

Posted by: Pug2n Aug 10 2006, 09:01 PM

Pug starts swatting the stirges that are close to him.

Posted by: Zaz Aug 11 2006, 11:14 AM

A stirge attaches itself to the back of Arkethron's leg. Pug swats two out of the air and Misha stomps on one of those. Another buzzes Laurina and attaches to her arm.

Posted by: TheDarkWraith Aug 11 2006, 12:48 PM

Arkethron's eyes grow dark and he casts life draining touch "if you drain me I drain you!" he says in a dark voice as he touches the stirge.

Posted by: Pug2n Aug 11 2006, 05:51 PM

"Damm bugs" yells Pug as he moves towards Laurina in an attempt to remove the stirge from her arm.

Posted by: Zaz Aug 11 2006, 05:58 PM

The stirge on Arkethron's leg withers up and falls off. Pug knocks one off of Laurina, it stumbles around on the ground.

Another stirge attempts to attach itself to Misha. Two stirges attempt to attach themselves to Pug.

Posted by: TheDarkWraith Aug 11 2006, 11:09 PM

Arkethron will try to hit the stirges with magic missiles, he does not want to risk electrocuting anyone attached to a stirge with his favourite combat spell lightning.

Posted by: Zaz Aug 12 2006, 09:30 AM

Arkethron picks off 4 stirges with his magic missiles. Misha bashes the one attaching to her. Pug knocks one down with his axe. One attaches to Pug's back.

Two knocked down stumble around and head toward Laurina who is apparently frozen in fright.

Posted by: Eve Aug 12 2006, 02:29 PM

Laurina remembers the magic staff in her hand. First she swings it like a club hitting the stirge nearest her. Then she decides to try it's magical properties, taking aim at two stirges flying close together, she releases a burst.

Posted by: Zaz Aug 12 2006, 03:07 PM

Laurina bashes one stirge and explodes two more. Stirge guts fly through the air and sizzle when they hit the ground. Your magical armour protects you from hot stirge guts, which is quite fortunate.

Posted by: Pug2n Aug 12 2006, 10:54 PM

Feeling the extra wieght on his back, Pug falls over onto his back hoping to spuash the bug between him and the ground.

Posted by: TheDarkWraith Aug 13 2006, 12:32 AM

Arkethron tries to think what might be better against these stirges and he keeps firing magic missiles while thinking about that. He thinks that it is best to try to take them out quick, but he fears them conducting bigger spells into his friends.

Posted by: Zaz Aug 13 2006, 02:27 AM

Arkethron takes out three more stirges and Pug squashes the one on his back. Good luck getting that stain out!

Misha stomps the last stirge, wandering in a bit of a daze on the ground.

"Yuck!" she says. "I hate those things."

Posted by: TheDarkWraith Aug 13 2006, 03:02 AM

Arkethron nods "they are really scary, a friend of mine back home, a dwarven paladin almost died once, it had drained him so much that although he killed it it knocked him unconcious. I thankfully had a healing potion with me that time, and I learned healing shorty there after, it is not my expertise though"

He lands and checks up on his friends, his wound is mysteriously gone (he drained the life out of the stirge and the energy healed him) he touches Pug's back and concentrates, he is not the best healer, but after a few minutes the

wound is closed, he will then go on to help Misha and Laurina if they want help, just that he was afraid Pug would have pushed the spike into himself more with his technique for killing the stirge, happily that had not happened.

Posted by: Pug2n Aug 13 2006, 07:45 PM

"Thanks Arkethron" pug says after being healed and brushing off the leaves and dirt adhered to his armour and pack.
"Have you lot finished getting the herbs that you need?"
Pug looks around to make sure nothing is thereating the party.

Posted by: TheDarkWraith Aug 13 2006, 10:37 PM

"Yeah we have plenty of herbs now, I think we should head back to the altar and then to the temple, or I could find a brand new path for you through the swamp trying to keep your feet dry" Arkethron whistles "come here little gemmy!" after a few minutes his glowing gem bubbles out of the water and flies to his hand, he dries it off on a piece of cloth and makes it fly above him glowing like a torch.

Posted by: Zaz Aug 14 2006, 08:46 AM

"Off to the temple," Misha says. "We're doing pretty good at getting the things we were told to find."

Posted by: TheDarkWraith Aug 14 2006, 09:32 AM

Arkethron waits for everyone to get ready and then takes to the air, he tries to find a dry path for people to reach the temple easier, and he illuminates the path for them, meanwhile he sings a happy marching song to try to bring everyone's mood up.

Posted by: Pug2n Aug 14 2006, 04:28 PM

"Lead on Arkethron"
Pug follows the group.

Posted by: Eve Aug 14 2006, 07:19 PM

Laurina is becoming a bit jumpy. As she follows Arkethron and the others she looks around constantly, watching for any sign of another attack. She hears

Arkethron's song, takes a deep breath to calm herself, and begins to sing a counterpoint, blending her voice with his. As usual, the music calms and comforts her. Still she feels it is prudent to keep scanning for anything unusual.

Posted by: Zaz Aug 15 2006, 09:56 PM

The mood grows somber as you approach the old temple. There is something about it that makes you want to talk in whispers - and check over your shoulder.

There is an iron fence around the grounds. The gate is closed but not locked. Strangely, the fence seems to be in good repair for something as old as it obviously is.

There is a graveyard, untended by anyone and overgrown with weeds. The mood of the place is just depressing!

The temple itself has seen better days. Tiles from the roof litter the grounds around the building. At least part of one of the walls has crumbled. It really doesn't look particularly safe from here.

Posted by: TheDarkWraith Aug 15 2006, 11:11 PM

Arkethron sees the graveyard, he wonders a bit about the way humans seem to handle their dead, he knows some elves do it this way too, his people put their dead on small ships that they let set sail on the sea and those are never seen again. He however thinks the graveyard should have been treated better than this, since people took their time to actually make one, but they don't have time to tend the graves, and even if they do things will fall into disrepair again soon.

He touches the gate and then slowly opens it, he says a few words in elven meant to calm the spirits of the dead and tell them he wishes them peaceful sleep or safe passage to the better afterlife they deserve.

Posted by: Zaz Aug 15 2006, 11:16 PM

The gate opens slowly with a rusty creak that grates on one's ears in a particularly annoying fashion.

Posted by: Pug2n Aug 15 2006, 11:38 PM

Pug passes thru the gate, his battle axe ready to add to this graveyard. His sense tuned to any sound that seems out of place and his eyes darting to and throw looking for thins out of place.

Posted by: TheDarkWraith Aug 16 2006, 12:19 AM

Arkethron gets a bit more afraid as the noise is so loud and chants and casts armour on himself and the group, he then begins hovering again trying to get a good view of the area, he slowly approaches the temple too.

Posted by: Eve Aug 16 2006, 12:37 AM

Laurina reluctantly enters the temple grounds. She does not like the graveyard - the memory of mummies and zombies is too fresh in her mind. She hopes they will not encounter any more of the undead. (*Shiver*) She looks around warily. "Let's find that wand and get out of here. I don't like this place." She is greatful to Arkethron for the protection of magical armor.

Posted by: Zaz Aug 16 2006, 03:40 AM

Misha joins them warily. Looking around just in time to see a skeleton rise up from the weeds of the graveyard. Another is heading at them from the other side of the temple.

"I think we've woken someone up," she says, gesturing toward the skeletons. Another can be seen now standing up in the graveyard.

(OOC: I don't know how everyone is doing for a group battle. Give me an idea of when would be good for you.)

Posted by: TheDarkWraith Aug 16 2006, 04:46 AM

"That is just great, I wanted you to rest not fight us! I guess we have to force the issue" Arkethron says and hurries casting a lightning spell targeted at all undead his magic and eyes can sense, while trying to get higher up and out of the way, or so he hopes at least.

(OOC: You know my times I think 😊)

Posted by: Pug2n Aug 16 2006, 08:00 AM

Pug stands on the defensive waiting for the magi's to cast their spells.

Posted by: Eve Aug 16 2006, 12:08 PM

"OK! I should be getting good at this - I'm getting enough practice." Laurina again prepares to cast the spell to turn the undead, at the same time bringing her magic staff into firing position.

OCC: Best time for me is after 10:00 pm (MDT). Everybody else is asleep or settled for the night.

Posted by: Zaz Aug 22 2006, 12:03 AM

The gang just entered the graveyard of the temple and some skeletons rise and move toward them. Misha spots them and gets ready. Arkethron has cast armour already though and is now up in the air getting ready to hit the skellies with lightning, Pug is standing defensively waiting for the mages to unleash doom upon the skeletons, Laurina is turning undead and getting her staff into firing position.

Pug is waiting for the spells to go off before attacking.

A low moan is heard and the three skeletons approach our adventurers. Several more skeletons rise from the graveyard. Three more approach from around the side of the temple.

Laurina's turn undead spell turns two skeletons to dust and damages two more. Arkethron's lightning spell crisps the two damaged skellies and damages one other. None of the others are close enough for Pug or Misha to hit.

The remaining five skeletons rush the group. They get no hits this turn.

Pug advances and attacks the skelo's with gusto.

Misha attacks the damaged skeleton with her fists.

Laurina turns her staff toward the remaining skeletons ready to fire.

Arkethron says "rest in pieces!" and prepares to unleash some more lightning at them once he sees who is left.

Misha smashes the damaged skeleton and Pug deals a painful blow to one of the others. Laurina blows up a skeleton with her staff, pieces fly all the way across the temple ground. Arkethron takes aim from above and zaps two more skeletons with his lightning.

The remaining skeleton strikes at Pug but bounces off his armour.

Laurina again prepares to turn the undead, hoping to finish off the last skeleton

Pug repays the skels attack with a might response of his own.

Arkethron lets Pug finish the skeleton off himself.

Pug smashes the skeleton with a mighty blow! Then kicks the pieces about.

Laurina backs off her spell. Pug doesn't seem to need any help.

Pug says, "well that lots done with. Better head into the temple as quick as we can."

Arkethron flies around the temple to see if there is any more scaries outside.

Misha agrees with Pug, but stands ready in case Arkethron finds more skeletons. Or anything else.

Arkethron soon returns and almost lands next to them, staying hovering though "nothing moving as far as I can see, let's go inside"

Laurina remains alert to any new threat

Pug moves towards the front of the temple

You approach the big, heavy wooden doors of the temple. They look like they haven't been opened in a very long time. There is a large iron lock on the door.

Pug looks at the lock search for traps before attempting to unlock it

Arkethron looks on with great interest.

Laurina hangs back a bit, waiting to see if Pug can get the door open

Pug doesn't see any obvious traps.

Pug reaches into his bag and gets the lock pick out and attempts to open the

lock.

The lock clicks.

Laurina wonders if he will need magical assistance.

Arkethron claps his hands "good work Pug"

Laurina says, "Well done."

'Thanks people " says Pug removes the lock and tehen checks the door for traps before tring to open them

Pug sees no obvious traps.

"Can some cast detect magic traps before I try opening the door," asks Pug.

Arkethron casts detect magic at the door, but it does not register anything "no magic in the door"

Pug puts his wieght behind a might shove at the doors

The doors don't move. Perhaps Pug should try pull.

Misha waits a little nervously, the dwarf seems pretty concerned about the door.

After several attempt , Pug tries pulling the doors open

Once the handle is pulled, a mechanical pin is released and the doors slam open with great force knocking the dwarf down the temple steps, bowling over Laurina and Misha as well.

Laurina cries, "Ow!"

"Oof! Get off me Pug!" hollers Misha.

"Ouch" pug quickly gets tyo his feet

Arkethron scratches his head "interesting" he flies over to help everyone up.

"Thank you, Arkethron," said Laurina.

"You are welcome mi lady," replies Arkethron.

Pug move to the open door and peers inside

While you are all sorting yourselves out, a spectral voice is heard from the temple. "Who dares to violate the sanctuary of the Temple of The Caradon Monks? My legions will stop you!"

"EEP!" Misha yelps.

Laurina is anxious to find the wand and leave this place. "Gulp! Caradon Monks?"

Pug makes ready to strike.

A great deal of clanking is heard from the temple.

Arkethron gets airbourne again and makes sure the armour spell is still strong then prepares to shoot sparkly lightning at whatever threatens the group.

"Well? I'm going in," Misha says.

Laurina stands with her staff at the ready, just in case.

"I'm right behind you." Laurina says.

"I will follow" Arkethron says and follows behind the rest.

"Damn i wish i had that thingee on my axe" says Pug as he enters the room.

"Thingie?" Arkethron asks.

Three skeletons wearing ancient armour and carrying broadswords approach you from both sides.

Pug is so concentrating that he dose not hear Ark's question

"More dead people!" Laurina again prepares to turn the undead.

Pug attacks the one of them

Misha strikes with fury at the nearest to her.

Arkethron will try to help make Pug and Misha faster.

Arkethron makes Misha and Pug twice as fast. Laurina casts turn undead and all six skeletons are damaged slightly. Misha smashes through one skeleton

and Pug chops one into pieces.

Two of the skellies attack Arkethron but miss due to his extreme dexterity.

Misha is hit by two skellies doing a small amount of damage to her.

Pug attacks one of the skels that attacked misha

Misha attacks the other.

"Hey no hitting mages!" Arkethron says and releases lightning.

Laurina aims her staff, trying not to hit Misha or Pug.

Laurina hits one skeleton and his armour glows green for a second before he explodes into bits. Arkethron's lighting causes the other to dance until it bursts into flames.

Misha crushes one skeleton with her sped up fists. Pug hacks one into bits. Misha kicks the pieces around a bit. "That hurt you know," she says.

"poor misha" pug says.

The voice cries out, "You have no right in here! I will stop you!" The door to the sanctuary glows.

Pug suddenly realises that no more skels are around and starts looking around.

Arkethron concentrates and casts knock on the other door.

Laurina asks, " Misha, are you ok? Do you need a quick heal?"

Pug approaches the door looking for traps

Misha doesn't have time to answer before Arkethron blows the doors open with his spell. Pug, who has approached, gets hit by the electrical trap, doing minor damage.

A spectre looms. "You will not pass!" it howls, striking out at Pug. Pug is pushed back hard by his ghostly attack but not damaged.

Pug retelates with a swipe of his axe

Laurina casts a quick heal on both Pug and Misha.

Arkethron casts a purple magic missile at the ghost hoping it can hit.

Pug's blade passes through the spectre with no damage. Misha and Pug are healed. Magic Missile does minor damage to the spectre.

The spectre targets Misha before she can try to attack, knocking her back, nearly out the door.

Arkethron casts ghost touch on Pug's weapon and then tries to get a magic missile off as soon as he can.

Laurina decides to try a cold spell on this guy. Perhaps a frost blast.

"dang it went straight thur" says pug as he tries to strike again

Pug's axe glows with a ghostly aura. Laurina's spell catches the spectre in a cloud of frost, temporarily freezing it in place. Pug's enhanced weapon bites into the ghost doing moderate damage. Arkethron manages to get another Magic Missile off and does minor damage.

The spectre howls in rage and strikes out at Pug, knocking him back against the wall.

Arkethron breathes a bit heavily and slowly begins casting magic missile again, but he overextended himself a bit the last round, the ghost touch weapon is still holding though.

"YAY" says pug as he notices that the axe causes some damage - right before he is hit.

Laurina thinks "the frost slowed him down a bit. Maybe I should try the cone of ice."

Misha attacks with fists of fury!

Pug quickly gets to his feet and charges the spectre again.

Laurina's cone of cold surprises the spectre. The cold hurts! And Misha is able to get in two good hits. The spectre is visibly hurt.

Arkethron prepares to cast Magic Missile again and Pug stumbles to his feet, slowly "charging" toward the spectre.

"Stop! Stop!" cries the spectre. "Have mercy!"

Pug stops the downward swing of his axe as he hears the cry for mercy.

Arkethron lets the magic flow back into himself "good, finally someone sensible" he pants and concentrates on calming his body as he lands.

Misha stops and stares at the spectre. "You ask for mercy?" she demands. "Why should we show you, who have attacked us, any mercy?"

"You have shown yourselves to be brave and resourceful," the spectre says. "I will give you great treasure if you can help me. The souls of my brothers were taken prisoner by an evil wraith. He must keep their souls in torment to fuel his own strength. Please help me to set them free!"

Arkethron nods "sounds worthy to me, what do you think Misha, though I need a couple of minutes to calm my body"

Pug starts to search the area ready to attack again

"I think we should help him" says Laurina.

Misha's heartrate slows and she nods. "I have a duty to help the monks. As for the rest of you, it's your choice."

Pug says, "aye count me in "

Laurina chimes in, "I've followed this far. What do we do now?"

Arkethron takes out an apple for each of them tossing the only red apple to Laurina and munches on the most firm of the green ones himself.

"Thank you" Laurina says, neatly catching the apple.

"Thanks Ark" pug proceeds to munch on his apple.

The spectre wrings his ghostly hands. "The wraith holds the monks prisoner in the catacombs beneath the temple. The key to the catacombs is held in a box," he says, gesturing at the altar. "The boxes are labeled but only one contains the key. The other two contain a deadly poison which will certainly kill you all. Only one of the boxes' labels are true. You must solve the riddle to get the key."

Posted by: Zaz Aug 22 2006, 12:04 AM

The riddle of the boxes:

"The boxes are labeled but only one contains the key. The other two contain a deadly poison which will certainly kill you all. Only one of the boxes' labels are true. You must solve the riddle to get the key."

The key is not in this boxThe key is not in this boxThe key is in the 2nd box

Posted by: Pug2n Aug 22 2006, 05:34 PM

Pug starts to think long and hard on the problem. He reaches in to his bag and takes a bottle of asprin. Between popping pills he is heard to mutter, "i hate puzzles ," Boy do i hate puzzles ", " @\$%*&".

Posted by: Eve Aug 22 2006, 06:14 PM

Laurina ponders the problem. After a few false starts, she is sure she has solved the puzzle.

Posted by: TheDarkWraith Aug 23 2006, 07:18 AM

Arkethron seems to be doing something with his fingers while muttering quietly to himself (ooc skip till next red marker to not read the solution, or mark/select/highlight the area following this marker until next to see his whispered mutterings if you want to read them)

"If the key was in the right box, the left box would be true, the middle one would be true too, and the right box would be false, so that can't be it, since only one of the boxes speaks the truth..."

He scratches his head and continues "if the middle box contains the key it would be false yet the other two would be true, again only one was supposed to be true so it can't be it..."

He finishes his apple and continues "now if the key is in the left box it would be false, the middle one true, and the right one false, that is just one box speaking the truth, so it should be the left box"

(ooc second marker)

He looks at Laurina "have you come up with a solution?"

Posted by: Zaz Aug 23 2006, 08:18 PM

OOC: Pug and TDW gave me the solution, I imagine you got it too Eve. So, I'm assuming the group is in agreement.

Misha agrees with Arkethron. "It has to be in the 1st box." She reaches a little nervously and opens the box, finding the key.

"You are wise and brave adventurers," intones the spectre. "Save the brothers and I will give you a fine reward!" He shows the group to the door to the catacombs, in the back of the temple.

You unlock and open the door, revealing a dark stairway down.

Posted by: Eve Aug 23 2006, 08:43 PM

(OOC Yup, that's the same reasoning I used. Same answer, too.)

Laurina peers through the open door and sees the dark stairway. "Oh, great! I'm beginning to really not like this place."

Posted by: Pug2n Aug 23 2006, 10:04 PM

Pug puts away the empty bottle of pills and mutters to himself 'thanks the gods for that'

Pug turns to Arkethron and says "Arkethron, can you please cast magic on my axe again and let the light lead us down the stairs. I will go down first"

Posted by: TheDarkWraith Aug 24 2006, 01:17 AM

Arkethron makes his gem hover before him as he hovers and glow brighter, he then casts ghost touch on Pug's axe and also makes it surrounded by purple flames, the purple flame becomes cold purple due to the ghost touch aura, then he casts armour on group too "mmm, ok I think we are ready, I don't know how long the spells will last when you start using it Pug, but it should take nearly no energy until then" he makes the gem hover up and forward, staying near the ceiling of the passage down. He lets Pug go first preferring to stay back and above any likely action.