

Kismet's First Campaign

Journal of Events, Part I:

Uktar 1, 1378: Graduated from Thandell Academy. Our classes were formed into teams. In my team is my fellow paladin Aseir (follower of Torm), Thorik Wyvernbane dwarven cleric of Moradin, Tika Frostdale halfling rogue, Camara Dardragon halfling wizard and Adar, a human fighter. Tomorrow we will go out on patrol while accompanied by Commander Silverstrike.

Uktar 2: We ventured outside of the city and encountered a group of orcs. Aseir charged one and was quickly gutted. The rest of us were able to slay the orcs and Thorik was able to prevent Aseir from dying. For some strange reason Aseir being gutted by an orc struck Commander Silverstrike as hilarious. We also encountered and slew another group of orcs and two harpies. Traveling back to the city on the river we were attacked by two lacedons, but Thorik was able to turn them. Once we returned the Commanders gave us a couple of hours to relax and then led us underground to an arena. There we fought and killed ten derro and five duergar. Due to how well we performed Commanders Dragonthorne and Silverstrike would accompany us to go hunting for white dragon hatchling by Mithral Hall. That night we celebrated with a toast of Assassin Vine wine and we all got very drunk. Tika ended up dancing naked on the table.

Uktar 3: Prepared for our hunt. We made a deal with Mistress Talindra to bring back a live dragon hatchling for 5,000 gold. We also convinced Commander Silverstrike to make custom manacles, mouth brace and a reinforced cage for transporting the dragon. That night Lyrina stopped my grandmother from beating my little sister Aleria by casting shocking grasp on her.

Uktar 4: Set out from city. Four lacedons attacked us on the river, which we defeated and when we landed we were ambushed by five gnolls, which we killed. Later that day we were attacked by three more gnolls, which Commander Dragonthorne killed.

Uktar 5: Ambushed by a group of ten orcs, which we slew. We had to borrow healing potions from Commander Silverstrike for some severely injured party members.

Uktar 6: A total eclipse of the sun. During the eclipse a powerful sense of evil could be felt. What this means, or the cause is not known.

Uktar 7: Traveled without incident.

Uktar 8: Encountered a group of ten goblins, of which we slew the majority. However the surviving goblins brought reinforcements of eight hobgoblins, of which we also slew the majority. A short while later we found a group of white dragon hatchlings sunning themselves. We attacked and slew three, captured the fourth and drove off the fifth. We decided to take a detour to avoid the same goblin/hobgoblin tribe. While traveling we were attacked by an Ice Worm, from which we fled to some nearby caves. Somehow Aseir was able to cast light without speaking or spell components. How he managed to do this we do not know, but my guess is that he might be a latent sorcerer, but only time will tell. Inside the cave we were attacked by five evil pseudo-dragons. We slew three and Commander

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

Dragonthorne slew the other two when they attempted to flee. Due to everyone being injured, the Commanders took watch while the rest of us slept.

Uktar 9-10: Recovered in cave.

Uktar 11: We recovered enough to travel. While in the cave we encountered and slew a choker. Exited the cave and started traveling back home.

Uktar 12: Crossed the river and returned back to Thandell. We sold the three dead white dragons hatchlings to Master Doran for 500 gold each. Mistress Talindra received her live dragon and we received our 5,000 gold. We reimbursed Commander Dragonthorne 250 gold for the cost of the dragon restraints and 200 hundred gold for the healing potions he used on us. Later that day we found out that a wife and child departed to some sort of celebration for the eclipse. The two should have returned days ago but they have not. I think that it is likely that they have been eaten by the evil lycanthropes when they were traveling by the Moonwood. We have one week to build a case and present it to Commander Dragonthorne to get permission to go out and look for the family. While buying weapons we discovered through gossip that six veteran dwarven fighters had escorted a different family to the festival and none had returned. Later that day my sister Aleria told us that there was yet another family that had gone to the festival and never returned. At dinner in the tavern there was a man listening to our conversation. Tika tried to follow him but he lost her in the crowd. Later that night Tika searched the houses of one of the missing families and found an unholy symbol of Cyric. Commander Silverstrike took the unholy symbol to Mithral Hall to see if divination spells would reveal any information. We were able to convince Commander Dragonthorne to check to see if any Academy students were missing.

Uktar 13: After class we searched another one of the homes of the missing families and found another unholy symbol of Cyric. Later that night I lost my virginity to Lyrina.

Uktar 14: Searched the house of another family that went to the festival and never returned. Found yet another unholy symbol of Cyric. That night Aseir lost his virginity to the cleric Erolondra and Tika lost hers to the gnome bard Jermax.

Uktar 15: Commander Silverstrike returned and informed us that divination spells showed over a hundred people at an old druid mound in the Moonwood. While Commander Silverstrike goes to speak with the queen we are to continue to see if we can find any additional families that went to the festival and never returned.

Uktar 16: Camara was able to bargain with the rogue Noshen for another name. Thorik spoke with Camara's parents, retired rogues, who were concerned because they had a brother who took his wife and five children to the festival and never returned. Within one night Camara's parents were able to discover 80 people that went and never returned from the festival.

Uktar 17: We were brought before the queen and were given permission to investigate the festival. We restocked and rented some light warhorses and riding dogs before heading out of the city.

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.
Special thanks to those in it for the long haul: Niki, Rich, and Robert.
Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

Uktar 18-20: Traveled by the Moonwood. The forest is unnaturally quiet and we have seen no animals.

Uktar 21: Encountered what was left of the festival. Many people were sacrificed and a powerfully strong aura of death and evil are still present. We battled and destroyed allips, wraiths, weights, and vargouilles. Also the majority of the people attending had been turned into zombies. After the battle Camara and Thorik drew copies of the runes found in the ground while the rest of us burned the bodies.

Uktar 22: Traveled back to Thandell. Moonwood still unnaturally quiet.

Uktar 23: Attacked by three black dragon hatchlings, which we slew. During the fight Aseir was sprayed with acid several times, but it had no effect on him. We are unable to figure out why Aseir has these strange magical abilities.

Uktar 24: Returned to Thandell and sold the three black dragon corpses for 1600 gold. Commander Silverstrike had us brought before the queen where we gave our findings. Later that night Aseir got drunk and told the story to an elf, who happened to be a messenger from Silverymoon. For revealing what Thandell wanted to keep a secret he was whipped. During the whipping it was evident that he has a birthmark that is a name in the celestial language on his back. I asked Lyrina and Korek (my mentor, cleric of Helm) to look into the name.

Uktar 25: Conducted an experiment with Aseir and a more experienced paladin of Torm. I put a bit of acid on the paladin of Torm and he was burned. But when I put a bit of acid on Aseir he was not. I'm hoping that this proves that his resistance to acid does not stem from his god.

Uktar 26: Patrolled the wall. Slew three trolls that attacked us.

Uktar 27-30: Patrolled the wall.

Nightal 1: Patrolled the wall.

Nightal 2: Tika found a bronze hatchling dragon, named Candremi, that had been captured by a slaver. She picked the lock and brought the dragon to Commander Silverstrike. Commander Silverstrike introduced Candremi to the queen and the queen offered to let her stay. Candremi happily agreed. Thorik received a letter from his family in Citadel Adbar. In the letter it mentions dark rumors in the Anauroch desert during the eclipse. That night Commander Silverstrike told us that young children were going missing in the poor section of town. On patrol we found an evil presence with a child. We chased the presence through town and down into the sewer. After slaying several chokers we entered the lair of four araneas. After slaying them we found the bodies of 30 dead children and one survivor. In the lair we also found a secret passage but we decided to wait until morning before exploring it. We delivered the child to Commander Silverstrike before heading home.

Kismet's First Campaign

Nightal 3: Explored the secret passageway, which was lined with the unholy symbols of Cyric. Shortly inside we were attacked by a chaos beast and a later a belker. Tika discovered a hidden stash of magical potions, scrolls, platinum and a silver unholy symbol of Cyric. The passageway led to a house that was abandoned. Inside the house we found a magical electricity trap, more potions, scrolls, a cursed ring of dreams, ink made from blood and a shadow weave rod of darkness. We found some writings made in blood in abyssal and draconic, which we later delivered to Mistress Talindra.

Nightal 4: Spent the day identifying potions and scrolls. Thorik was able to use a combination of the cursed ring, a cleric spell and one of the potions to somehow scry the location of the cursed place in Anauroch that his family wrote about.

Nightal 5-7: Pass.

Nightal 8: Aseir bought a two-story house.

Nightal 9: First thing in the morning we were summoned to the great hall. Met with Commander Silverstrike, Commander Dragonthorne, Mistress Talindra, and the head dwarven cleric, Marcon. We are to investigate the place in Anauroch. After restocking on supplies we said goodbye to family and friends.

Nightal 10: Left at dawn. Attacked by an ankheg, which we slew and took the shell for sale. That night we encountered another Thandell patrol and made camp with them.

Nightal 11: Encountered a man and woman bleeding to death in the snow. We revived both and discovered that the man was Lorent Garwood, one of the queens advisors and the woman his wife. However his wife, Melisendra, is a slave trader and a smuggler and Lorent was attempted to slay her. Once we found this out a nightmare came out of the woods and she leapt upon it and flew away. Lorent begged us to keep quiet of the affair and bribed us with a thousand gold.

Nightal 12: Attacked by a winter wolf at night, which we slew.

Nightal 13: Attacked by another winter wolf while we slept. This one we defeated, escaped before we could slay it.

Nightal 14: Arrived at the beautiful city of Silverymoon. While I was in the temple of Hoar I was approached by a poor peasant woman who had been raped by drow and was afraid that her family would kill her in an attempt to kill her unborn child. I was so moved by her story that I gave her 3 platinum. Later Camara dragged me to the temple of Mystra where she showed me a picture of the goddess wearing the same necklace that Lyrina wears. I asked some of the priestesses about the necklace but they didn't know anything about it.

Nightal 15: After selling the ankheg shell and winter wolf pelt we rented 5 hippogriffs and a gnomish ranger animal handler. At the temple of Mystra I was told that Elminster gave the necklace to the

Kismet's First Campaign

goddess as a gift. Meanwhile Thorik and Aseir went to separate parties and got quite drunk. That night we were summoned by the elven scout Zerous who gave us prophecies by the seer Alaundo of Candlekeep.

Nightal 16: Last night in the city. Aseir wondered into the temple of Sune and slept with three priestesses.

Nightal 17: Met with our animal caretaker, the gnome ranger Jedrek and flew for Everlund. We made Everlund that night and had an audience with the queen, the niece of our queen of Thandell. She told us that Nesme had kidnapped the prince, and the king of Everlund had taken his army through the Troll Moors to attempt a rescue. At the inn we heard rumors that the queen of Everlund was sleeping with her head general, who is also her uncle.

Nightal 18: Left Everlund for the High Forest to meet with some elven druids to discuss having the dark magics done at the festival undone. On the way we were attacked by 5 arrowhawks in midair. We were able to slay the majority and make camp. In the middle of the night we were attacked by 5 sinister bats, which after a long and bloody battle we were able to drive them off.

Nightal 19: Jedrek was able to track the surviving sinister bats to their lair. We entered their cave and were able to slay all but one. Inside their lair we found several dead bodies and a decent amount of loot.

Nightal 20: After breaking camp we heard screaming in the distance. A couple of miles away we found a female drow nailed to a tree with her eyelids cut off. To our amazement she was not evil. After cutting her down and healing her we found out that her name was Ananda and that she had escaped from her city and that her family was chasing her. Since she was not evil, she had never been accepted as a cleric of Lolth and was instead trained as a courtesan. Later that day Jedrek made contact with the elven druids of the High Forest and explained how a place in the Moonwood had been fouled with evil magics. Everyone in the party donated gold for to purchase equipment for Ananda, our newest member of the party.

Nightal 21: Awoke to find a small black and gray kitten curled up on my chest. During Jedrek's watch he found the poor thing alone and decided to give it to me for some odd reason. Aseir and I decided to name it Lucky. Before we left we were attacked by 5 Gloomwings and a Gloomwing Larva. After a long and difficult battle we were able to slay them.

Nightal 22: Reached the small hamlet Jalanthar. Aseir and I got drunk while the rest of the party restocked on supplies.

Nightal 23: Left Jalanthar.

Nightal 24: Tika awoke with rabies and attacked Adar. I was able to use my paladin abilities to remove the disease but I fear other members of our party may also be infected. Flew through light rain.

Kismet's First Campaign

Nightal 25: Reached the border of Anauroch. Much to our surprise we found an encampment of desert nomads and they invited us into their camp sharing their food and smoke with us. I bought a magical mirror for 200 gold.

Nightal 26: We learned from our host that there is a man in the camp that is sick in his mind. From the description given it sounds as if he may have been at the Standing Stones during the full eclipse. Tika decided to sneak through the man's possessions and she found an unholy symbol of Cyric. Tomorrow Thorik is going to attempt to use his spells to cure man.

Nightal 27: Thorik cast several spells and was able to cure the man of his mental damage. The man told us that his brothers took him to the Tortured Lands to be sacrificed to Cyric but that he was able to escape, although foul creatures chased him through the Tortured Lands and the Anauroch Desert. It looks like we may have another location to explore after we deal with the Standing Stones. When Thorik went to buy some supplies from a merchant he was almost killed by two very skilled cloaked figures wielding dual scimitars. Although he was near death, Thorik was able to use a thunderstone to alert us to the danger. We were able to revive Thorik but the merchant was missing. After searching the camp we found the dead bodies of the merchant, his cousin (our host) and the healer. We figure that the murderers were after the magical mirror that I bought. After re-examining the mirror we found that we were unable to determine which race made it, although we can tell that it is very old. There is writing on the back which none of us could read. Using the spell comprehend languages Camara read us the inscription:

In the Reflection of Life
The Name Must be Called
To Bring Back the Dark Ones of Old

There was also some magical writing on the mirror that was not translated by the comprehend languages spell. When Camara cast read magic she was cast down by some sort of dark curse that left her unconscious but made her eyes jet black. For some reason Tika thought this would be a good time to sneak back and attempt to rob the dead merchant. When she did she was attacked by the same two figures who had attacked Thorik earlier. Thanks to the use of a thunderstone she was able to quickly alert us to danger and we rushed to her aid. A total of five covered figures attacked us from ambush, each wielding dual scimitars. The men were better skilled than us, but we had better numbers and better equipment. Still the battle was very close and several of us came very close to dying. At one point in the fight the men using oddly accented common to offer to let us live in exchange for the mirror. In the end we prevailed but the desert people blamed us for the death of their people and we had to flee else they would have attacked us. We only flew a short distance away and spent the rest of the day resting.

Nightal 28: During my watch during the day I noticed a small creature spying on Camara and Tika's tent. Sensing that it was evil I attacked it. It was able to get into the air, but I was able to bring it down on my hippogriff. Thorik was able to identify it as a homunculus, a small creature constructed by wizards for various purposes. Around its neck was a magical collar that Thorik recognized as being used for scrying. When Thorik smashed the collar with his mace he was shocked with electricity.

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.
Special thanks to those in it for the long haul: Niki, Rich, and Robert.
Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

Camara's condition is unchanged despite the uses of Thorik's spells. That night while flying we had to land to avoid the notice of an ancient blue dragon. We can only hope and pray that it did not notice us.

Nightal 29: Camara began to speak in some strange language that none of us had heard before. Ananda believes that it is the same language that is on the back of the mirror.

Nightal 30: We attempted to enter the Standing Stones during the day hoping that whatever undead we had to face would be weaker. Around the Standing Storm is a huge unnatural whirlwind that we could not fly or walk into without having the sand shred us to death. We decided to wait until the whirlwind ended or two days passed, whichever came first. At sunset the whirlwind stopped and we entered. A multitude of dead bodies, bleached white by the sun awaited us. Aseir detected evil, but the evil pulsing from the Standing Stones was so strong that it caused him to pass out. He fell 40 feet to land among the skeletons, which then began to rise and meld together into one huge skeleton, 50 feet tall. After a very long battle we were able to destroy it, but when we landed we were attacked by wraiths and allips, which we were able to slay all but one. Once we finished with the undead we were attacked by two shadow mastiffs, which we also slew. Adar and Thorik traced the runes while the rest of us burned the bodies. Since there were over a hundred bodies this took a while. Off of a dead Zhent we found a magical falchion and a masterwork buckler, which Aseir decided to use.

Hammer 1, 1379: Spent the day resting.

Hammer 2-6: Traveled.

Hammer 7: Reached the city of Whitehorn. At the church of Ilmater Thorik and Tika received spells of restoration to heal damage done by the undead. After several spells of break enchantment and greater restoration Camara is returned to us. We also found out that Thorik and Adar had the same dream of being dwarven brothers rushing towards an evil doorway emitting an unholy green light. The cleric at the church of Ilmater was able to identify the door that Adar had drawn as being the gateway to Beshaba, the evil goddess of bad luck.

Hammer 8: Left the city of Whitehorn. That night Camara told us that the mirror is one of nine keys that are needed to release the Phaerimm, a race of evil creatures from the underdark that use to war with the ancient city of Netheril. Camara learned that someone is attempted to release the Phaerimm. Considering how evil and powerful the race is, this is something that we cannot allow. In order to use the mirror you must be trapped inside it, but once you are you learn where the other mirrors are. During the night we were attacked by a dun pudding, which split every time it was hit with a weapon. That single dun pudding split into 7 before we figured that it, and it managed to destroy the armor of Ananda, Aseir, Jedrek and Thorik before we were able to slay them all. Flew back to Whitehorn to buy new armor.

Hammer 9: While we were in the inn a dwarf named Seregorm from Darmshall approached us and asked if we had heard any news from the dwarven kingdoms west of Anauroch. Seregorm told us that on the first of Hammer all the pregnant dwarven women miscarried and that it was caused by divine

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

magic. He also told us the location of an another location where a mass sacrifice to Cyric may have occurred. We have decided to teleport Camara and Adar back to Thandell to see what our orders are. Adar drew some pictures to sell for extra gold, including one of Aseir being naked with Camara playing the bongo on his butt.

Hammer 10-15: Waited for Camara and Adar to return. Ananda found out that there was a noble family that had a missing son. A reward is posted for his safe return.

Hammer 16: Camara and Adar returned. Part of their delay is that the initial teleport missed and put them in the middle of the High Forest. Our orders are to continue onward and investigate the new sights of sacrifice. Much to my chagrin, Camara sold the picture of Aseir in the nude to my sister.

Hammer 17: Left Whitehorn and flew north. During the night we were attacked by two Lamia. This would not have been so bad except that they charmed Tika into lighting the tents on fire and their touch drained us, similar to that of the undead.

Hammer 18: Reached the sight in the Tortured Lands. This sight has a powerful solid magical darkness that we could not press through. Like the other sight, it collapsed at sunset and allowed us to enter. We were attacked by seven vampire spawn and two mohrgs, which we destroyed. Among the dead we found a corpse wearing very fine clothing. We believe that this is the body of the noble that is missing. Camara and Thorik traced the runes and burned the bodies.

Hammer 19: Flew back to Whitehorn.

Hammer 20: Reached Whitehorn for what will hopefully be the last time. While the rest of us restocked on supplies Thorik and Ananda delivered the body to the noble family. Thorik informed the church about the unholy sight to Cyric and they are going to make a journey there to undo the foul magics there. Aseir and I did some serious drinking and for some reason we thought it would be funny to put very hot spices in their food. When we passed out Camara and Tika put stew down our shorts. The following morning when Tika awoke us with a scream Aseir and I rushed out with nothing but swords in our hands and our shorts dripping with stew.

Hammer 21: Ananda did not return that day so we decided to spend the day resting and enjoying the comforts of town.

Hammer 22: Left Whitehorn.

Hammer 23: Attacked by 4 huge arrowhawks, which we slew.

Hammer 24-26: Traveled.

Hammer 27: Reached the city of Darmshall. When we arrived we watched a wizard named Oren almost hang because the dwarven woman blamed him for their miscarriages. We stopped the woman

Kismet's First Campaign

and told them that the deaths were not just in Darmshall. A local dwarven priest, Ithan, told us disturbing news that the humans of Darmshall have been taking advantage of the dwarves. That night we spent the night at a dwarven inn and had a very pleasant surprise, that the innkeeper and his daughter are of the same dwarven clan as Thorik. We were treated to some of the best-cooked dwarven meals of my life. It was obvious that Eliora, the innkeeper's daughter, is scouting Thorik out as a potential husband. Late that night Jedrek snuck into Tika's room and gave her the best sex of her life.

Hammer 28-30: Rested in town.

Alturiak 1: The mage Oren had his shop completely robbed, and whatever was not robbed was broken. I gave Oren a couple hundred gold to help him on his feet and spent the day helping him clean up his shop.

Alturiak 2-5: Spent the time looking for the possible location of the rumored sight to Cyric. Thorik and Eliora are doing some seriously flirting.

Alturiak 6: Thorik spoke with a high noble, the lady Ainsley, about bringing several women into town for the miners. Their plan is to fly down to one of the port cities and buy several female slaves and then transport them back to town. Aseir and I felt that buying female slaves to be wives, regardless if they wanted to or not is a violation of our paladin code. Instead we went to the church of Moradin and we got an assignment from Ithan. We are to fly to the half-orc city of Palischuk and see if we could arrange trade between them and the dwarves of Darmshall. The second part of the assignment is to explore the mines of Talagbar and find out why several dwarven miners have disappeared. Our payment would be free healing at any time in the future. Considering that we are anticipating fighting undead and evil outsiders soon, we felt this would be a good deal. Aseir and I left Darmshall.

Alturiak 7: Traveled.

Alturiak 8: Reached the town of Palischuk. One of the leaders, a huge half orc named Oruk, greeted us after reading the papers we brought and invited us to stay in his house. We were given huge bags of gold along with list of equipment and magical goods that they wished to buy. Aseir and I decided to drop off the payment before exploring the mines of Talagbar. Spent the rest of the night healing injured miners.

Alturiak 9-10: Traveled back to Darmshall.

Alturiak 11: Arrived back at Darmshall and dropped off the payment. Decided to spend the night in town and sleep in a bed.

Alturiak 12: Left Darmshall.

Alturiak 13: Traveled. During the night a shadow mastiff attacked us. We were able to drive it off but Aseir was badly injured.

Kismet's First Campaign

Alturiak 14: Decided to rest, heal and regain our spells before entering the mines.

Alturiak 15: Entered the mines of Talagbar. These ancient mines had been built by the dwarves in such a way that it is almost impossible to spot the entrance from the air. Eventually we found the entrance and entered the mine. We noticed that the walls of the mine were completely turned black, leaving fingers of darkness. It appears as if an explosion of darkness had occurred, permanently draining the wall of any colors. Aseir remarked that Tika's old house looked the same way, after her parents ended up disappearing in their magical accident. After walking for quite a ways we found that the walls were rich with veins of valuable gems. When we reached a fork we took the left path, which eventually led us to an ancient doorway. Aseir told me to stay in place and walked forward, somehow he was able to see in complete darkness with no difficulty. He looked through the doorway, screamed, and began to flee. A large shadow dragon came after him and hit us with its breath weapon, which felt worse than the touch of any undead creature I had ever felt. The dragon then unleashed some sort of living shadow entity that chased Aseir and I through the mines. By the gods blessing when we reached the outside the shadow thing did not go out into the daylight. We hopped on our hippogriffs and got the hell out of there.

Alturiak 16: Arrived back at the city of Darmshall. We went to the church of Moradin and received spells of restoration (for free) and told Ithan about the shadow dragon. Ithan was grateful for the news and gave us a hundred gold each.

Alturiak 17-22: Rested in town waiting for the rest of our party to return. Spent the time helping at the church of Moradin and the mage Oren.

Alturiak 23: The rest of the party returns. They told us how they brought the supplies for 100 women and hired a boat and then went to the meeting place. When they arrived there were almost betrayed and killed by pirates except that one of the pirates happened to be Melisendra, the woman we saved outside of Thandell. Since we had saved her life she arranged for the party not to be slain. Then the party loaded the women onto a boat and sailed them for a bit, then built a cage and flew them to Darmshall. The party made several thousand gold, but most of it was donated to the church of Chauntea.

Alturiak 24: Departed from Darmshall and camped above the mine entrance we believe contains the next unholy sacrificial sight to Cyric.

Alturiak 25: Entered the mines and were attacked by 15 gibberlings. After slaying the majority we followed the blood trail of a survivor and found more gibberlings that had put up a flimsy barricade. After breaking the barricade down we encountered about 90 more gibberlings, most of which we slew. Camara's burning hands spell claimed most of the gibberling lives. Further on we were attacked by an aballin ooze. Once we killed it we found several gold coins and a magical short sword with some drow writing on it. Ananda read the inscription, which read that the short sword belonged to Arolinde, daughter of Drizzt Do'Urden and Cattie-brie. Further down the mines Thorik found a hidden tunnel which we explored. After passing several bones we found a huge pile of copper coins. Inside the

Kismet's First Campaign

copper coins was a deepspawn, which after a very long battle we were able to slay. Although we guess that there may be between one and three thousand gold worth of coppers, there are way too many coins to be able to take them anywhere we could spend them. Exited the mines and rested.

Alturiak 26: Went back into the mines and slew 32 zombies, 6 ghastrs and 2 morghs. This sight had a lot less dead bodies and all of them had been savagely ripped apart. While Camara and Thorik traced the runes the rest of us dragged the dead bodies outside and burned them. After Camara and Thorik had finished with the runes, but while the rest of us were still working on transporting the bodies the walls shook and then 30 morghs came out of the walls. They chased us deeper into the earth until we triggered a sliding floor trap that sent us sliding down further into the dark. Eventually we came out and fell a good ways, injuring the party further. In the fall I broke some ribs, Aseir his leg and Tika her arm. We were able to heal the broken bones by using several charges off of the wand of healing. Then to our horror several drow came out of hiding and demanded our surrender. Since we were very much outnumbered and they looked much better equipped than us we did. After surrendering we found out that the drow are from Ust Natha and that the trap was actually set for Drizzt Do'Urden. We passed by the bodies of his dead children, which the drow were using as bait. One of the drow recognized Ananda and said that they would get more gold for her alive than dead. Her former lover, Triel, had attempted to have Ananda killed. Even worse for us, Triel had recently killed her own mother and was now a Matron. After leading us for a while we were put magically to sleep.

Alturiak 27: We awoke in a stone cell with our clothes, rations, and not much else. The cell blocks all magic, and Tika is not able to pick the lock without her equipment. Adar and Ananda are not with us. None of us remember Adar being with us when the drow captured us. We are not sure if he escaped the mines, was killed by the morghs, or somehow managed to avoid the trap that the rest of us fell victim to.

Alturiak 28-30: Spent in cell.

Ches 1-2: Spent in cell.

Ches 3: A winged elf was brought into our cell. We have all heard stories about the avariel, but we all believed that they were extinct. This poor woman was dumped in our cell covered with cuts, bruises and semen. Her name is Caelia and we have not learned much else except that she has been down here for a long, long time.

Ches 4: Spent in cell.

Ches 5: A group of ten drow soldiers came to take Caelia. Aseir almost attacked them but I was able to convince him that this was not the time to attack a bunch of heavily armed men while we have no armor or weapons. We do not know where they took Caelia.

Ches 6: A group of drow came for me and put me to work shoveling gravel in a mine.

Ches 7-8: Shoveled gravel.

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.
Special thanks to those in it for the long haul: Niki, Rich, and Robert.
Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

Ches 9: Returned to cell. I learned that Thorik and Aseir had been made to mine and Tika had been sweeping floors. Camara and Jedrek were taken and have not returned.

Ches 10: Caelia brought back to our cell. She had a message from Ananda, to wait and be patient, that she had a plan to get us free and out of the city.

Ches 11: Jedrek was brought back to us severely injured. He told us that he had fought when the guards came for him, and that he was beaten unconscious and brought to some sort of demon blooded drow torturer. Jedrek briefly escaped his bounds and managed to kick the half fiend in the balls, but then he was caught, strapped to several devices and tortured for days. Thorik and Aseir have began making plans for causing trouble, but I tried to convince them that we need to play along until Ananda has a chance to make her move.

Ches 12-13: Spent in cell. Thorik made a small stone blade by rubbing a rock against the floor until it had a sharp edge.

Ches 14: Thorik finished his small blade. Due to the close proximity we share we have discovered that at some point all of us have been tattooed with a small symbol. I asked Thorik to cut my out, but no matter how deep he cut, they symbol remained. My guess is that the mark is magical and that it, rather than the cell might be responsible for blocking access to our magic.

Ches 15: Tika taken to house Despana. In the house she briefly saw Ananda who warned her not to say anything. Then she was left alone and tied up for so long that she wet herself. When Matron Triel finally entered, she tortured Tika by holding her in the lit fireplace. Then she rubbed Tika's face in the wet spot like you would a dog. Next she was taken to the bathhouse and almost drown her in one of the giant tubs. After everything was done she was given a mop twice her size and told to clean up the mop. Once she finished soldiers from house Despana held her down and shaved her head. Tika held in house Despana and forced to work until Tarsakh 4th.

Ches 16: Aseir taken to the tower of wizardry where he was questioned and magically experimented on to find out about his heritage and magical abilities. After the experiments he was taken to the wizard Mocluss and questioned about which party member Ananda liked most. Then he was given to Captain Lothalia who tortured him in several ways, including rapping him with a magical barbed snake. She also cut two vertical lines down his back and filled them with spider eggs. There he hung until they ate their way out of his flesh. Aseir remained in Lothalia's dungeons until Tarsakh 4th.

Ches 17: I was taken to the middle of the drow city with several other slaves and chained to a large contraption. There we were whipped off and on with magical snake whips until Tarsakh 4th.

Ches 18: Thorik was brought with several other dwarves and forced to polish gems. He gave his tiny blade to another dwarf, but that dwarf was killed when he attempted to use it to kill one of the drow guards. Thorik forced to work on the gems until Tarsakh 4th.

Kismet's First Campaign

Tarsakh 5: All of us except for Jedrek, Caelia and Camara were returned to our cell.

Tarsakh 6: Caelia returned to our cell, and she had a message from Ananda. Ananda had convinced the wizard Moclyss to help us, but he wanted to speak with us first. It was implied that we would have to do something for him before we would give his aid. Several hours later we were brought to House Despana and chained to the wall. Then Camara was brought in, and to our horror we saw that her fingers and tongue had been cut off. Next Jedrek was brought in, strapped to an altar, and then Triel sacrificed him to Lolth. After the sacrifice a servant came in with one of the magical mirrors, which then caused some sort of magical reaction in Camara. She somehow magically regenerated her fingers and tongue and launched several powerful spells at the drow present. Camara killed several drow, injured several more and teleported Jedrek's body somewhere before she passed out. Unfortunately she did not kill Matron Triel, who ordered us beaten and then had all of us (except for Camara) thrown back into our cell.

Tarsakh 7: Brought before the wizard Moclyss and made a deal that he would teleport us to the surface. In exchange we would each be asked to make a sacrifice, but that sacrifice would be left to fate. Each of us agreed.

Tarsakh 8-9: Left in cell.

Tarsakh 10: Ananda opened our door and we ran to the wizards' tower. On the way it looked like a huge magical battle was going on with House Despana. Inside we were met by the wizard Moclyss that explained that powerful mages have come for Camara and were battling the drow to get to her. Then he teleported all of us except for Ananda to the surface. Before we appeared each of us had a vision, and we are sure that it was a deal with Moclyss is the cause. When we appeared we had the majority of our equipment along with two sets of full plate and two cloaks of resistance. Aseir and I took the armor while Thorik and Tika took the cloaks. Jedrek's and Camara's equipment was teleported as well. Since she had been underground for so long, the sunlight nearly blinded Caelia. Still she wept to be above ground and we were all happy that she was able to come with us. By the blessings of the gods the hippogriffs were still in the area and we were able to convince them to come to us and let us ride them. We reached Darmshall that night only to discover that the Inn owned by Thorik's clan was burned down. Inside the church of Moradin Ithan told us that Thorik had offended the Lady Ainsley so she ordered the inn burned. Ithan also told us that the counsel broke their word to Thorik by seizing the woman brought to Darmshall and auctioned them off as slaves. Thorik and I both agree that she should die, but while I just want to go in and kill her, Thorik wants to cause a revolt and have the people rise up and slay the counsel. Since I find this idea not only bad but suicidal we spent several hours arguing about it. Finally we decided to sleep on the idea.

Tarsakh 11: Thorik and Eliora reunited with a passionate kiss. Eliora then fixed us one of the best breakfasts ever made. Ithan spent a couple of hours talking Thorik out of his idiotic plan for revolt. Later that day we discovered that Adar was alive and had made it back to Darmshall only to be arrested and thrown in prison. We also discovered that the mage Oren was also imprisoned, although nobody knew why. After tracked down the dwarf Tidus who built the prison we learned of a secret entrance that

Kismet's First Campaign

would lead us in past the guards. That night we staged a prison break and released all the prisoners. Then we, Beven (the innkeeper), Eliora, and Oren all flew to Thentia. That night as we went to bed we noticed that the small symbols we had been tattooed with had disappeared.

Tarsakh 12: A massive storm is preventing us from flying out of Thentia. We restocked supplies and I bought silver holy symbols for Aseir and Tika as late birthday presents. Since we could not leave we went to a magical auction of several minor magical items. Aseir bought a box, and when he opened it he found a letter from the wizard Mocylls. The letter stated that his father (a celestial) was being held captive by an evil wizard and would die soon if he did not rescue him. Oren told us that he had heard rumors that the church of Azuth in Thentia was trying to kill all the sorcerers. That night while Aseir and Tika were out for a walk they heard screaming. Going to investigate they discovered the slave center, and found where slave women had their unborn children magically removed from them against their will.

Tarsakh 13: Got my first tattoo, a picture of Jedrek on my left shoulder. We went to another auction and I bought a magical longsword and two cursed items (a ring and a heavy lance). Then we went to the opera, which was performed by gnomish wizards and bards. It was one of the best performances I have ever seen in my life.

Tarsakh 14: At the inn we met some dwarven sailors who was from Citadel Feldbar. The dwarven captain Ocymos had arranged to have a cleric of Valkur teleported into the city to end this storm caused by Umberlee. Captain Ocymos asked us to gather as many people as we could to the docks at dawn to perform a powerful ceremony to end this storm. We agreed to help and we all split up and went all over the city attempting to convince people to show up and help. Later that night while restocking supplies Tika happened to witness two murders. The murderers chased her but she was able to make it to the inn before being dropped by a poison arrow. When she recovered she told us what happened, and then we went and told the church of Tyr what happened. The cleric of Tyr recognized the poisoned arrow as being used by the followers of Mask. After grabbing some city guards we and the cleric of Tyr went and found the murder victims, both of them appearing to be sorcerers. We dropped off the bodies at the temple of Tyr but on our way back to the inn we were ambushed by five rogues firing crossbows from rooftops. It was a tough fight since all of their weapons were poisoned, but fortunately some drunk sailors came to our aid and we were able to chase them off. Tika slept in my room that night and we awoke to the sounds of a struggle. The noble, Zalios, who we had met earlier, was drinking the blood of one of the rogues of Mask that had ambushed us earlier. We discovered that Zalios is an aranea, a race of spider shapeshifters that survive off of blood. Since Zalios has more gold then he knows what to do with, he allowed us to keep the equipment of the dead rogue, which included a cloak of resistance and bracers of armor. Zalios warned us that we might want to have Aseir double-checked to insure that the drow didn't leave any hidden surprises for him. Tika decided to look in on him and found spiders and snakes eating their way out of his flesh. Thorik and I were able to heal him, but now he has a severe phobia of spiders and snakes.

Tarsakh 15: At dawn we gathered at the docks with several hundred other people and gave our voices to the ritual of Valkur. After a powerful burst of wind the storm stopped. We arranged to have a wizard

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

teleport Beven, Eliora, and Caelia to Citadel Adbar. Just as they were fading out Thorik mentioned marriage to Eliora. Zalios gave Thorik a star gem (worth over 1000 gold) to use for her wedding ring. Oren decided to stay in Thentia so the rest of us mounted up on the hippogriffs and flew out of Thentia.

Tarsakh 16: Traveled.

Tarsakh 17: Reached the city of Whitehorn. We spoke to the clergy of Ilmater and learned that they were unable to dispel the unholy sight of Cyric in the Tortured Lands.

Tarsakh 18: Left Whitehorn. During the night during Tika's watch we were attacked by five Nyth that used magic missile at will. It was a tough battle and I broke Argo's wings when I crashed him into the ground. Three of the Nyth dropped gems when they died, which Tika appraised as being worth a thousand gold each. Thorik, Aseir and I set Argo's wings and we rested the rest of the night without incident.

Tarsakh 19: Entered Anauroch desert.

Tarsakh 20-23: Traveled.

Tarsakh 24: Reached Citadel Adbar. Citadel Adbar is easily the largest and most heavily defended fortress we have ever seen. We were met and questioned by the dwarven captain Halian, and then escorted to the city below to meet Thorik's family. Thorik's mother informed us that last year there was a plague that killed most of the very young and the old among the dwarves, and most of the humans. We cleaned up and made ourselves at home. Eliora is nowhere to be seen.

Tarsakh 25: Thorik went with his brother Agan to look at different designs of rings. The rest of us restocked on supplies.

Tarsakh 26-30: Thorik forged the wedding ring for Eliora.

Mirtul 1: Thorik proposed to Eliora. She was sitting with a bunch of her friends and she gave him hell for the way that he proposed just before she teleported away. After she had teased and given Thorik hell she said yes.

Mirtul 2: Prepared for wedding.

Mirtul 3: Received a note from a Thandell soldier named Denin that Commander Silverstrike would not be able to attend the wedding. According to his letter some rogues from Nesme were able to get past the wall and burned down some buildings. The wedding for Thorik and Eliora was held in the temple of Moradin. dwarven weddings are very different then human weddings, but the entire thing was filled with joy. We then had some wonderful dwarven food before retiring for the night. Thorik and Eliora spent their first night together as husband and wife.

Kismet's First Campaign

Mirtul 4: Recovered from hangover.

Mirtul 5: Left Citadel Adbar with Caelia, Beven and Caelia.

Mirtul 6: Reached the city of Sundabar. While we were restocking supplies someone recognized the short sword Tika wore (which originally belonged to Arolinde) and subtly threatened her before he left.

Mirtul 7: Left Sundabar.

Mirtul 8: Arrived at the beautiful city of Silverymoon. We returned the hippogriffs to the stables and then told the owners about Jedrek's death. The owner told us that Jedrek had a wife and child (which Tika was not happy about), and after the initial surprise wore off we tracked them down and gave them Jedrek's equipment. Next we split up, with Thorik and Tika taking Caelia to see Lady Alustriel. Lady Alustriel was not available, but her assistant Kailwyn was. Kailwyn, a royal gold elf, told Caelia that there are other avariel still alive and that she could go with them if she wished. After Caelia went with some assistants Thorik and Tika told Kailwyn about how we found Caelia in Ust Natha, how we escaped, and about the fate that befell the children of Drizzt Do'Urden. Meanwhile Beven, Aseir and I manacled Adar and dragged him to the church of Sune. While Adar enjoyed the tender care of the church. Aseir also entered and discovered that all three clerics that he had slept with were pregnant. I visited the church of Hoar and after donating some minor magical items encountered Inessa, a mischievous cleric. We decided to play a prank on the church of Sune by making some stink bombs and throwing them through the open window. The prank went off beautifully, and soon the patrons of the church came running out, most of the naked. It was then that we learned about the three pregnant priestesses, Gileslia, Llanira and Sunitra. Later that night we all gathered together and did some drinking, during which a reward from the city of Silverymoon consisting of 500 platinum, a ring of warmth, and several sets of noble clothing and pins of elven friendship were delivered.

Mirtul 9: After inquiring how much it would cost to send Aleria to the bardic college in Silverymoon we departed and flew to Thandell. Once we arrived we were promptly arrested and thrown in a cell. The queen herself visited us and said that Mithral Hall had heard reports that we were the ones that had slain the children of Drizzt Do'Urden. Commander Silverstrike accompanied us as we were brought by underground tunnels to Mithral Hall. There we were magically questioned about how we came across our bodies, and how we were captured and then escaped from Ust Natha. Late that night Drizzt Do'Urden came in and questioned me himself about the state of his children.

Mirtul 10: Much to our relief we were released and taken back to Thandell. Once we reached Thandell we were told that later we would each have to individually give a report as to everything that had happened since we were gone, but that the day was ours. I went to the church of Helm and found out that my sister Aleria was staying with my grandmother. At my grandmother's house I learned that she and others had been attacked with some sort of foul poison that could not be cured, neither normally or magically. Thorik and Tika took Camara's equipment to her parents and told them everything that had happened to their daughter. Aseir went to his mother's house only to find it burned to the ground. She and Commander Dragonthorne were poisoned by the same foul substance as my sister and they are

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

being kept care of in the church of Helm. Aseir's mother did not seem particularly pleased to hear that she was going to become a grandmother.

Mirtul 11: We were summoned to the castle and we each gave our individual reports. Afterward we were both praised and scolded for our behavior during the mission. Later that day Erolondra tracked Aseir down and beat him down and beat him within an inch of his life with her morning star. That evening I slept with Lyrina in Aseir's bed.

Mirtul 12-13: Enjoyed being home.

Mirtul 14: Helped patrol the wall. Killed two trolls.

Mirtul 15-23: Enjoyed being home.

Mirtul 24: Mistress Talindra summoned Tika to her tower and spoke with her about Camara. Thorik spoke with Marcon and Commander Silverstrike and learned that Bruenor led the dwarves of Mithral Hall against Menzoberranzan. This will hurt our war campaign severely as we were depending on dwarven weapons and aid. Aseir learned from his mother the names of two people in Calimport that may be able to help us.

Mirtul 25: We have decided to travel to Calimport and look for the cure of this foul poison. It took some effort but we were able to arrange for an audience with Mistress Talindra regarding a teleport. Unfortunately she said that she could not teleport us there, but she did give us gold to buy the cure for Commander Dragonthorne. Since we have lost Camara and Adar will not be joining us I asked Lyrina if she would like to join our party, to which she agreed. I arranged for us to leave as guards with a caravan in a couple of days until we reach Silverymoon. While visiting his mother Aseir noticed suspicious movement and the fact that the guards around Commander Dragonthorne's door were missing. Going to investigate he found a cloaked figure slowly and painfully killing the commander. Aseir leapt to her defense and was able to keep the figure from the commander long enough for the guards to come and arrest her. Much to his surprise he recognized the woman as someone he had drunk and talked with in Sundabar. The woman, Morelia Elliriel, said that she is the half elf daughter of Valeria and that the commander tried to kill her when she was a baby. Morelia also said that the Commander Dragonthorne spent several years slaying those with mixed blood simply because they were alive.

Mirtul 26: Jilrun had a letter requesting that the Commander and her daughter be spared until they could be healed that he asked Aseir to arrange to have delivered to the queen. Made preparations to make another long journey.

Mirtul 27: Left Thandell by caravan.

Mirtul 28-29: Traveled.

Kismet's First Campaign

Mirtul 30: Arrived at Silverymoon. I had a wonderful time giving Lyrina a tour of the city. During the tour I took her to the temple of Mystra and showed her the painting of Mystra in which the goddess is wearing the same necklace that she does. Lyrina told me that she has had the necklace for as long as she can remember and never takes it off. Aseir, Thorik and Tika went to the temple of Sune and warned the three pregnant priestess that they may be in danger.

Kythorn 1: Met Kailwyn at the temple of Corellon Lorethian, who introduced us to Earindrel, an ancient elven wizard. Earindrel warned us that since the Calimshan desert was once the battleground between djinni and efreeti, sometimes magically worked differently then it normally does, which may cause completions with the teleport. We agreed despite the risk, and when the teleport was done instead of finding ourselves outside the city we found ourselves in the middle of the desert, which nothing but sand in every direction. After a bit of discussion we decided to wait out the worse of the heat during the day, and then headed south during the night.

Kythorn 2: While we were traveling a sandstorm sprung up. We could see the sand blowing off of something, and when we investigated we found that it was an invisible building. Needing to get out of the sandstorm we entered and found several freshly eaten human bodies. Inside the dinning room we found more bodies, several of them children. It looks like something attacked during a meal, but that some of the folk had enough time to try to fight. We found some notes, and after a quick comprehend languages spell we learned that these people put themselves into some sort of enchanted slumber a hundred years ago. They recently awoke, only to be slain by monsters. After searching the top floors and finding nothing but bodies and supplies we were searching the bottom when Aseir and I fell into some sort of sand trap that dragged us down into an underground cave. A couple of minutes later Thorik, Tika and Lyrina followed us in. Inside we found the bones of an adult brown dragon, and six very hungry brown dragon hatchlings. It was a very tough battle, since the dragons could burrow and spray us with their acid breath from beneath the sand. At one point in the battle we feared that Tika would be slain, since she had been knocked unconscious and a hatchling dragon had it's teeth around her neck. Fortunately I was able to dive in and pry the dragon's mouth open and Thorik pulled her to safety. After slaying the dragons we decided to rest in their lair before moving on.

Kythorn 3: Explored the dragon's lair and found a good amount of gold and jewelry, enough to pay for our teleport back to Thandell. We also found some magical bracers, which Thorik took, and a magical short sword called "Death of Sands", which Tika took. After raiding all the supplies we could carry we gathered all the bodies and burned them. Left and continued south.

Kythorn 4: Came across a skinny little man with a scar on his forehead in the middle of the desert. His name was Hektar and he told us about how he had been enslaved by lizard people. Later that night we across a group of lizard people leading a long band of chained humans through the desert. I wanted to ambush the lizard people and release the humans, but Aseir sensed that something wasn't right, and decided to talk with them. Aseir approached and found out that the lizard men are called Esobi and that they are paid by Calimport to take their criminals and walk them in the desert heat until they die. While the Esobi are clearly evil, they also struck me as being very honorable. Each of the prisoners had a symbol branded into their forehead, representing the crime they were convicted of. After some

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

questioning we found out the truth about Hetar, that he had gotten drunk one night and had his way with his granddaughter. I felt that for his crime that Hetar did deserved to die, but I also felt that he did feel genuine guilt over his crime (and not just regret over being caught) and that he would not do the crime again if he had the choice. Thus I gave him some mercy and beheaded him, instead of leaving him to be walked to death in the desert heat. Thus was our first meeting with the people of Calimport.

Kythorn 5: During the day a halfling ranger named Atonna came to our camp. She is very friendly and shared several stories with us about the people and legends of Calimport.

Kythorn 6: Reached the city of Calimport. Some of our party bought clothes to better blend in with the city.

Kythorn 7: Restocked on supplies and toured the huge markets of Calimport. Later that night Aseir and Tika took a tour of the city from a guide and ended up in some sort of illicit drug den. They were taken to a room where people inhaled drugs and watched magical dancing flames while slaves sexually pleased them. Then Aseir and Tika inhaled some of the drugged smoke and watched a slave girl being raped by a lizard man (not an Esobi) and later they watched a female slave have her clitoris cut off. Both Aseir and Tika passed out during dinner.

Kythorn 8: When Aseir and Tika awoke they found Aseir had been stripped naked. He lost the gold he brought with him, some clothing, and his magical great sword. The only reason that Aseir and Tika were not killed and/or raped in their sleep is that a halfling flier named Jhaldrym stopped the other attendants from going to far. When they returned to the inn Thorik was so angry that he attacked Aseir and knocked him unconscious with a sonic burst spell. All in all it was not our finest hour. I had an idea that we might be able to track down Aseir's spell by having Lyrina fly over the city with a locate object spell active. We went over to the halfling fliers and after Lyrina used a spell to shrink herself to their size she was able to fly over the city on a dire hawk with the spell active. Unfortunately she was not able to locate his sword. Later that night guards came for us and brought us to a beautiful palace. There we were introduced to the Suleiman, a powerful noble in Calimport and one of the two people that Aseir's mother told us to seek. While we were speaking we watched his features transform from white hair and blue eyes to black hair and black eyes. The Suleiman invited to stay as guests, and we spent the night in his guest quarters.

Kythorn 9: At dinner the Suleiman introduced us to his wives and children. Two of his children have the bloodline of the Efreeti and another has celestial blood. We made an agreement with the Suleiman, he would help us in finding the cure for the poison, and in exchange we must bring Senedana back to him.

Kythorn 10: In the morning a child awoke Aseir and told him that the Suleiman had summoned him. However it was not the Suleiman that greeted him, but his daughter Velia. Velia challenged Aseir to single combat, with his missing magical great sword as the prize. They fought, but Velia was a very skilled monk and defeated him easily. Velia's somehow poisoned Aseir with a contact love potion, and by the time he was defeated he had been dosed several times. While she gave Aseir the sword anyways,

Kismet's First Campaign

Velia claimed her victory by taking him to a hidden place and fucking the hell out of him. Thorik was awoken by a messenger bringing a notice from Jhaldrym that he would like to take Tika as his fourth wife. After breakfast when Tika came back to her room she found it filled with flowers, but many of them were filled with scorpions. At the temple of Sharess she learned that when two rogues court each other in Calimport they often test each other's abilities. Tika spent the night learning how to dance and social skills from a fire genasi elf, the same that taught Senedana. At dinner a feline-drow woman danced for us.

Kythorn 11: We awoke to discover that the palace guards had found Aseir. When we were taken to him we found out about Velia's body secretes an oil that causes any man to touch her to fall hopelessly in love with her. Worse the condition is permanent and there is no known cure. He spent the entire day telling us about how his plans to marry her and settle down. We heard a story that Velia is not the first person to have this ability. In legend there was a queen named Iljura from another plane that used to rule Calimport, and when she died all of the males she had infected committed suicide. The Suleiman's wizards were able to determine that the poison infecting our loved ones back home had come from a plant on another plane. Using samples of the poison they believe they can use a magical book to open a temporary portal. However the portal will only be open for 200 hours, and we do not know which plane it will open to, or what the plant looks like. That night we attempted to convince Aseir to sleep in the temple, but he would not have it. Instead Tika slept in his room, but Velia attacked her when she snuck in to visit Aseir. Tika was able to summon us with a thunderstone, but not before Velia threw her out a window.

Kythorn 12: When Tika awoke most of her things had been stolen and Jhaldrym said that he had nothing to do with it. After breakfast we were teleported to a new plane, which appears very similar to our own. We appeared in a crossroads next to a tree that looks like it had been struck by lightning several times. In the distance we saw a city and we made that our destination. Along the way we met some dwarves who spoke with thick dwarven accents we had not seen before, and they seemed very wary of us. Eventually we reached the city, called Ankh-Morpork and inside we were met by a member of the thieves' guild and told that we would have to arrange our yearly mugging schedule. Not wishing a fight we scheduled a mugging for after we would be gone and paid him a little gold to leave us alone. Inside of a bar we found several guards, most of them too drunk to walk. From some conversation with some dwarves, we learned that they had never heard of Moradin and they worshiped gods we had never heard of before. Even more bizarre they said that the gods of this plane do not grant their followers access to divine magic, meaning that their clerics and priests cannot cast spells.

Kythorn 13: We made our way to the Unseen Academy where the wizards of the city gather. Inside we found several overweight olden men gorging themselves on food, although eventually we were able to find a man named Ponder Stibbons to help us. Ponder and Lyrina spoke at length about the magic of this world, and she told us that if Ponder is correct, this world's magic is much more powerful than ours, but less people use it. This means that magic is much stronger, but much more difficult to harness and control. Ponder led us to a strange contraption called Hex (High Energy Xperiment) and used it to create a magical stone that would glow brighter as we got closer to the plant we needed. Then Ponder led us to the city's library, which is larger on the inside than on the outside. The librarian was a wizard

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

that suffered a polymorph mishap and is now an orangutan. Despite his strange appearance he was happy to help us and even found a book about Faerun, although the map showed the world as it was over a thousand years ago. The librarian drew us a copy of the old map, in exchange we helped to update him on information about our plane. After we left the library we walked by the various guilds of the city to see if we would get a reaction from the stone. It was not until we stopped for lunch that our stone began to glow. To our amazement we discovered that the one person who made the stone glow was a talking dog by the name of Gaspode. Gaspode had been prowling around and found a strange bunch of plants that smelled similar to our poison sample. In exchange for 3 months worth of food, Gaspode would show us where these strange plants are.

Kythorn 14: After everyone suffered from disturbing dreams we made plans on how to enter the heavily trapped underground lair where the plants are being held. We decided the simplest way was to have Lyrina cast gaseous form on all of us, that way we could simply float past all the traps. This part of the plan worked beautifully. When we came to the plants we were amazed to find that they were intelligent. The plant is covered with purple flowers, and in the flowers were tiny faces. After a bit of conversation we began stuffing the flowers into our sacks when three gates closed, trapping us inside the room. Next spike sprang out of the ceiling, and the ceiling began to lower. While Thorik, Aseir and I struggled to lift the gate Tika found a hidden passageway that led to the sewers. We fled down the passageway and into the sewers, but not before we were all hit by poisoned bolts. Although we tried to lose them in the sewers between the weight of our armor and the poison flowing through our veins the assassins had little trouble catching up to us. We fought and were able to slay two and chase off the third. However the assassins had done their damage for Lyrina and I had been sickened with the poison with no cure. The rest of the group dragged Lyrina and I to the surface and they washed off the filth of the sewers. Then the group rented a cart, threw Lyrina and I on it and dragged us to the crossroads. Once at the crossroads we said our goodbyes to Gaspode then returned to our plane. Lyrina and I were taken to the temple of Sharess to rest while the rest of the group delivered the magical flowers to the Suleiman and enjoyed a good meal.

Kythorn 15-17: Rested.

Kythorn 18: Aseir awoke in darkness with a naked Velia beside him. She sexually teased him for a bit, and then asked him to slit his own throat, which he did, and waited until he nearly died before healing him. That night Lyrina and I were given the antidote for the poison, and we instantly recovered. Tika began to court Jhaldrym in the Calimport fashion by setting several traps for him in his bedchamber, some of which he fell victim to.

Kythorn 19: We were brought before the Suleiman and he announced to us that his wizards had succeeded in making more of the antidote. Even better he had managed to keep the magical flowers alive and if necessary we could contact him again if we needed more. The Suleiman also said that a couple of his wizards had been experimenting with ways to safely teleport past the Calimport desert. If we would subject ourselves to this experimental procedure the Suleiman's wizard would attempt to teleport us back to Thandell for free. We agreed to the deal and decided to leave first thing in the morning. Afterward Ysona took us to meet members of Aseir's family. While we were visiting his aunt

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

told us a disturbing rumor that the Suleiman sacrificed slaves to keep himself and his wives young. According to Aseir's aunt Senedana was one of the women that the Suleiman had sacrificed slaves for. Aseir's uncle also believed the story, but he didn't believe that Senedana had asked the Suleiman to do so on her behalf. That night Jhaldrym snuck into Tika's bedroom wearing nothing but a dagger of wounding. They fought and Tika managed to knock him unconscious but he healed himself completely when she briefly left the room looking for rope to tie him. Tika was forced to give the dagger back, but he left without inflicting any further harm other than a kiss. Aseir paid to have some dark powerful presence engrave lines of poetry he wrote for Velia over his heart. The writing is magical so it will never fade, nor can it be carved from his flesh.

Kythorn 20: When we awoke we were all served with an invitation informing us that there would be a banquet in our honor at midnight. During the day Thorik, Lyrina and Tika did some last minute shopping and found a box with the same type of writing on it that the magical mirror had. According to the shop keep the writing is Netherese. While they were out Thorik paid a mage from the temple of Azuth to add 24 inches of hair to Tika's head. At the banquet Aseir and I made a bet over who would kill the most Nesmean soldiers. Whoever loses the wager will have to replace all items lost, destroyed or used up in the war, with a 1000 gold maximum. Halfway through the banquet we were surprised when we were told that for our entertainment several people would ceremonially fight to the death. We attempted to convince the Suleiman that this was not necessary, but the only compromise we could convince him to take was that everyone participating would do so of their own free will. During one of the battles Velia dropped from the ceiling and killed both opponents and then just stood there until Ysona rose and left the table. When Velia took her place she and the Suleiman spent most of the meal trading vicious yet polite comments. During the meal Velia learned of the bet between Aseir and I and threw in one of her earrings for the wager. After the meal when we went to sleep Velia snuck into Aseir's room and fucked him half to death.

Kythorn 21: We were brought before the Suleiman and he invited us to return if we wished, and gave us parting gifts of gold. Then his wizard teleported us back to Thandell. Before we arrived we each had strange dreams or visions. I dreamed that I was Hoar and that I was being corrupted by Shar. Aseir dreamed that he was having sex with Velia while Daelomiel watched. Thorik dreamed of two ancient dwarves battling each other by the portal of Beshaba. One of the battling dwarves was a cleric and he laid down a powerful curse that effected the dwarf and his entire clan. Tika dreamed about seeing her brother in the city of Shade.

Kythorn 22-27: Passed in unknown place.

Kythorn 28: We awoke in a stone room that had a portal and two large stone doors. Looking through the portal we could see drow using a torture chamber. When Tika tried to open the doors she triggered a trap that caused the room to start filling with water. She was able to get the stone doors open, but there was a short hallway and another pair of locked stone doors behind them. Fortunately Tika spotted a hidden door in the ceiling and with the aid of a spider climb potion she was able climb up, disable the trap, pick the lock, open the door and leave rope for the rest of us to climb out. Once we all climbed to the room above we found some very surprised royal Thandell guards. We were taken captive (again),

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

and then magically questioned. Afterward we were taken to the queen and we gave our report on how the mission went and gave her the antidote. She then led us to a nicer part of the castle, rewarded us with 2000 gold each and told us that Melisendra had arranged to have a secret portal build under the city of Thandell which she used to trade slaves with the drow of Menzoberran. Eventually Melisendra was betrayed by a rival and driven out of Thandell, but the kingdom has not yet found a way to destroy the portal. Instead it is guarded so that none can use it. We also learned that King Bruenor and his army had reached Menzoberran and was suffering horrible loses.

Kythorn 29: All of us spent time with family and friends. Aseir attempted to talk with Erolondra about being an aasimar but she was still too angry with him to talk. He also tried speaking with Morelia, Valeria's daughter, but she seemed too bitter to take any good from it.

Kythorn 30: I spoke with Commander Dragonthorne and learned that she intended to let her daughter live. We spent the rest of the time relaxing and enjoying being home.

Flamerule 1-4: Spent relaxing at home.

Flamerule 5: We heard from Beven that two caravans of supplies never made it to Thandell. I gave Aleria 200 gold so that she could buy herself some equipment.

Flamerule 6: Aseir and I spent the day shopping with Aleria for weapons, armor and adventuring equipment.

Flamerule 7: We were ordered to find out what happened to the missing caravans so we left Thandell and traveled by horseback. At night we were attacked by werewolves, but we were able to kill four and drive off the fifth. Thorik used his spells to find out that the werewolves were originally from Thandell and had not chosen to be infected with lycanthropy.

Flamerule 8: Spent most of the day burying the dead Thandell citizens.

Flamerule 9: While traveling we were attacked by a large black dragon and its two offspring. During the battle Aleria showed up and helped to the best of her ability. After we killed the adult dragon and drove off its offspring Thorik and I yelled at her for stealing a horse and following us. We decided to stay by the dragon corpse in case the baby dragons returned.

Flamerule 10: Thorik was able to use his spells to determine that the black dragon's lair is in a cave in the river. We decided to loot its lair so Aseir and I stripped off our armor and went swimming. Eventually we found the lair, but we were chased off by three wyrmlings and two very young black dragons. Later that night Tika and Aleria killed a wolf.

Flamerule 11: Aseir and I went back underwater but this time we had spells of waterbreathing, our potion belts and some crossbows. Once again we fought with the young black dragons, and at one point Tika jumped down into the river and aided us in the underwater battle. After a long fight we were able

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

to slay three wyrmlings and three very young black dragons. Inside the underwater lair we found the supplies and bodies from the missing caravans. While Aleria, Tika and I spent hours dragging the bodies, supplies and treasure out of the lair and onto land Thorik and Aseir went to Silverymoon to grab carts to transport everything there. While Thorik was getting the carts and some dwarves to help transport everything Aseir went to the temple of Sune where he discovered that Gilesia had been killed, Sunitra was missing and Llanira was being kept at the temple of Hoar for safekeeping. Aseir paid for a divination spell to locate Sunitra, and it revealed that she was in the High Forest. Next he went to the fliers' guild, rented a hippogriff and flew south to look for her.

Flamerule 12: Thorik returned with carts, dwarves and some clerics of Sune to help transport the goods and return the dead soldiers home. After a lot of discussion all of us except for Aleria agreed that I should go to Silverymoon and look for Aseir by hippogriff. In the High Forest Aseir found the scattered remains of Sunitra and took them to the temple of Sune, where they were cremated. Then after visiting the room where Gilesia had been murdered and reading the taunts that had been left in her blood he got on his horse and began his journey back to us.

Flamerule 13: I was getting ready to depart when Aleria demanded to go with me. After several minutes of arguing I realized that she was refusing to listen to good sense, so I manacled her and left. A couple of miles down the road I encountered Aseir and the two of us returned to the camp. The clerics of Sune loaded the bodies onto carts and dragged them back to Silverymoon while the rest of us began taking the carts full of goods back to Thandell.

Flamerule 14: Traveled on the road.

Flamerule 15: Attacked by a troll, which we killed.

Flamerule 16: When we awoke we noticed that Aleria had disappeared in the night. As her tracks led back to Thandell we were not overly worried. When we reached Thandell we dropped off the supplies, sold the dragon parts and went home. At Tika's home she learned that her sister had given birth to a baby boy and at my home I found a note from Aleria stating "I can be selfish too." I asked Lyrina to pull some strings, and she was able to get a friend to do some scrying to find out that she was traveling east with Nym on a caravan. I relaxed, figuring that if she was with a member of Tika's family she would be safe. This brief respite lasted until Tika told me that her brother is not a good, safe, or decent individual and Aleria was in danger from him. We restocked our supplies and then we rode out after Aleria.

Flamerule 17: Found the bodies of two dead humans. Thorik was able to use his spells to determine that they had been killed by barbarians.

Flamerule 18-23: Traveled.

Flamerule 24: Reached the city of Neverwinter. We all split up to look for Nym and Aleria and Tika found Nym in a brothel with a 12 year old girl. According to Nym barbarians attacked the caravan, but

Kismet's First Campaign

he escaped undetected before he was noticed, leaving the rest to their fates. Using a sorceress to scry we learned that Aleria was being held captive by barbarians. We attempted to convince a ranger that worshiped Selune to help track them, but he refused.

Flamerule 25: I attempted to convince Tika to allow herself to be teleported into Aleria's tent to help rescue me, but the rest of the group started arguing that rescuing my sister was becoming too difficult and expensive. I was finally convinced to stop pursuit for the moment when the group paid for a commune to show that Aleria was not going to be killed. Headed back to Thandell.

Flamerule 26-30: Traveled back to Thandell.

Eleasis 1: Reached Thandell. We were given the assignment to help de-trap the Troll Moors.

Eleasis 2: Before we were to begin our mission we were summoned to see Mistress Talindra, who offered to teleport Tika to the barbarian camp. Tika agreed and she was teleported into Aleria's tent. After untying Aleria, Tika helped sneak her out, silently killing several barbarians on their way out. After Tika and Aleria stole some horses they snuck out of the barbarian camp.

Eleasis 3: Aseir, Thorik, Grab Throat Shin Kicker (Thorik's new cohort), and I rode out and met up with Tika and Aleria. We then all rode back to Thandell.

Eleasis 4: Rested. That night most of us went out drinking.

Eleasis 5: We found out that Tika's aunt and uncle had been sent to Nesme to assassinate certain people in Nesme. We were summoned by Commander Dragonthorne and told that her daughter Morelia would probably try to kill her in the war. Commander Dragonthorne told us that if Morelia did try to kill her, to keep the Nesmeans off her long enough to deal with her daughter. In addition she asked us that if she did die, to insure that her body made it back to Thandell so she could be raised. On our way to the swamp we heard general Gethrad and prince Aron from Everlund arguing over who would marry princess Laera. In the swamp Tika disarmed five traps and set one off. We also fought and killed a gray render and a shambling mound. At one point three trolls attacked, but when we dropped one troll the other two trolls stopped attacking us in order to eat the third.

Eleasis 6-7: Restocked supplies and sold spells.

Eleasis 8: Tika disarmed more traps in the swamp while the rest of us guarded her.

Eleasis 9: Rested.

Eleasis 10-12: Tika continued to disarm traps while the rest of us guarded her.

Eleasis 13: Thorik, Grab Throat, Aleria and I awoke to find the entire city magically asleep and we were unable to wake anyone. I saw a glowing horse, which we followed and it led us outside of the city.

Kismet's First Campaign

Then it opened its mouth and said "Mine". From outside of the city we noticed that the swamp gas was glowing gold, so we went to investigate and found a five headed lernaean hydra. After we slew the hydra it turned into platinum coins and I gained an extra smite evil per day. Meanwhile Aseir awoke to find a black glowing horse with red glowing eyes. He gathered his gear and got onto the horse, which transported him into the underdark. There he fought Lothalia, the drow who had tortured him in Ust Natha. With her snake whip she beat him into unconsciousness. However she healed him so she could torture him again, only this time he was able to defeat her. Instead of killing her he left her alive, destroyed her snake whip and took her necklace.

Eleasis 14: We noticed that all of the platinum pieces from the hydra had the Netherese crest on them. When Thorik showed the coins to Commander Silverstrike he ordered us to have the coins reminted. I asked to have my platinum coins reminted with the holy symbol of Hoar.

Eleasis 15: Went into the swamp where Tika disarmed more traps. While Tika was disarming a trap we noticed several trolls running from a 24-foot tall giant. The giant attacked us, but I discovered during the battle that the giant isn't evil. I was able to convince the giant not to kill us, and we healed him before he left. Later that day we had a vicious fight with a hill giant, which we killed.

Eleasis 16: Rested.

Eleasis 17: Learned that some gold dwarves from the Great Rift had come to help convince Bruenor to stop fighting the drow.

Eleasis 18-25: Army moved out, marching through the swamp.

Eleasis 26: Met with the army of Nesme. After exchanging several volleys of arrow fire we charged their front line. Once the battle was started in earnest several thousand troops came out of invisibility, flanking us. During the battle I saw that a Nesme soldier had somehow captured Korek and was attempting to drag him off to be a prisoner. I was able to kill the soldier and untie Korek, bringing him back to the battle. After a long and bloody battle the order was given to fall back and Aseir helped to form a retreating line to make the retreat more orderly. During the battle Tika had turned invisible and managed to loot 60 potions. She had to turn most of them in to the army, but we were allowed to keep 10 cure light wounds, 10 cure moderate wounds and 1 cure serious wounds potions.

Eleasis 27: Thorik, Aseir and I treated the wounded. Denin came with an order to bring Tika before Commander Silverstrike. When they arrived at the spot a poisoned dart knocked Denin unconscious and Akordia, the trainer of Thandell's assassins stepped out. Akordia showed Tika the crests of the noble families of Nesme and said that if Tika could kill a couple of Nesme nobles that she would give Tika shadowdancer training. Akordia also threatened to kill Tika if she didn't improve her rogue skills. That night I learned that Inessa, the cleric of Hoar from Silverymoon, was fighting on our side.

Eleasis 28-30: Rested in camp.

Kismet's First Campaign

Eleint 1-2: Rested in camp. Met Aedrethaed, a noble from Everlund. We were reinforced with dwarves from Mithral Hall.

Eleint 3: Before the battle Inessa cast bull strength on Thorik and I, and resist elements fire on Aseir and Tika. Once again we clashed with the main army from Nesme and during the thick of battle Morelia attempted to kill Commander Dragonthorne. While the rest of us kept the Nesmean soldiers from her, Commander Dragonthorne beat back her daughter several times, but not before being slashed by Morelia's poisoned blade. After our positioned was fireballed several times the paladin from my dreams appeared before me. We attempted to avoid battle, to prevent the dream from coming true, but some fellow Thandell soldiers knocked him down. When they did an unholy glow was seen from the direction of the Moonwood, and then all of the dead soldiers began to rise and attack the living. Commander Khemed was torn apart by three undead trolls and Commander Halandar was beheaded by a pair of undead rogues. Then the noble Aedrethaed removed his cloak and his mask of disguise to show himself as our prince, Daereth. Daereth called for everyone to retreat back to Thandell, and promised that all Nesmean soldiers would be treated well. There was a pulse of green unholy light from the sight, and then all of our magic users collapsed. We picked up as many as we could carry and began our retreat.

Eleint 4: I searched among the unconscious mages but I was not able to find Lyrina. Discovered the name of the paladin from my dreams in named Elodan, and that he serves Savras. Aseir and Thorik met a non-evil tiefling rogue named Tace.

Eleint 5: Marched.

Eleint 6: Marched. We told prince Daereth about the unholy sights of Cyric and the Netherese mirrors. He had not heard about either, and was not very pleased to have been kept out of the loop.

Eleint 7: We were almost to Thandell when Commander Burgell Songtorn was torn apart by undead trolls. Tika used an almost depleted wand of fireballs she had taken from an undead rogue to kill the undead trolls responsible, avenging Commander Songtorn's death. Milran Tholengild, the dwarven master forger, lost his arm. When we reached Thandell we found an army of undead blocking us from the castle. Then Commander Marcon Vengeancehammer came forth and using a miracle spell he turned the river into holy water, destroying all the undead in the water. Then he began to use his turn undead, exploding the undead in his wake. We all entered the castle as quickly as we could. General Gethrad wanted to throw the Nesmean soldiers outside the walls but Commander Dragonthorne stopped him. Tace stayed at Tika's house, while Elodan and Inessa stayed with Aseir and I.

Eleint 8-10: Rested and attempted to fit back into our lives. Lyrina is still missing, despite all of our efforts to find her.

Eleint 11: Tika's aunt and uncle returned, however Tika's sister Aloni and her baby Jedrek are missing, along with 2,000 gold. Meanwhile I released Aseir from the majority of the bet but I still claimed the earring from Velia as my prize. Although I did not want to, Aseir talked me into giving him some time

Kismet's First Campaign

to raise 500 gold to buy the earring. I talked with Thorik and Tika and convinced them not to loan Aseir the gold, but Aleria overheard me and made a deal with Corkaury to borrow the gold. That night I celebrated my holy day with Inessa and then I summoned my hippogriff Suron and together we flew over Thandell.

Eleint 12: Tika's aunt and uncle asked us to help them raid Dorn's shop in three days, to which we agreed. Aseir learned that his mother had taught Aleria Alzhedo, the language of Calimport. Later that day we learned that Thandell had gained a barbarian population. During the war Nesme had paid one of the Great Wyrms tribes to attack Thandell. Thandell was able to kill most of the attackers, but when the undead rose, all those dead barbarians went back to kill their women and children. The barbarian woman and children made a run for Thandell and most of them were able to make it inside. Thorik and I healed as many injured barbarians as we could and then we introduced a barbarian boy, Onan, to Thorik's father in law. Onan and Beven were able to make a deal where the barbarian people would work for food and supplies.

Eleint 13: Wall duty.

Eleint 14: Aleria was able to help Aseir overcome Velia's curse. Although I didn't want to, I released him from his promise not to court my sister.

Eleint 15: During the night we met in front of Dorn's shop and Tika's aunt and uncle disarmed some very nasty traps. When we entered everything in the shop was empty except for a single beautiful gem. The moment we saw the gem, Aseir, Thorik and I all fell under a magical compulsion to own the gem. I reached the gem first, but when I grabbed the gem I was suddenly shrunk and teleported inside of it. While Thorik and Aseir fought to possess the gem I was trapped inside, Tika snatched the gem and threw it to her aunt. Branda drank a potion of expeditious retreat and was able to out race Thorik and Aseir, hide where they couldn't find her, and then smash the gem, releasing me. In one of the broken shards of the gem was my name written. We went and gave a report to Commander Silverstrike.

Eleint 16: I was summoned to speak with prince Daereth. He asked me to fly to the Moonwood and investigate the Cyric sight. I asked Inessa and Tika to come with me.

Eleint 17: We flew to the sight, and in the middle of a hideous bit of green unholy light was Lyrina, lying face down. Tika made a lasso and roped Lyrina and when we pulled her out from the sight the green glow faded and then her necklace exploded. We were able to wake Lyrina but she had lost all of her memories, including her name. At Thandell all the mages awoke and most of them unleashed all of their magic, killing a great number of the undead.

Eleint 18: We flew back to Thandell and I dropped Lyrina off at the church of Helm. I then proceeded to get very drunk and then broke the majority of my things in my room with a warhammer.

Eleint 19-21: Wall duty.

Kismet's First Campaign

Eleint 22: A cloaked woman was dropped off in front of our house by one of the fliers of Silverymoon. Her name is Maenala and she is a half-drow ranger that had been sent by the church of Sune. She bore a package for Aseir that only he could open, and inside was a magical illusion of his newborn daughter, Ravana. After learning that Maenala had been asked not to return to Silverymoon we invited her to stay in Thandell. Then we all celebrated the birth of Aseir's daughter.

Eleint 23 – Marpenoth 24: Battled the undead outside the city.

Marpenoth 11: Celebrated the holy day with Inessa. I told her that I wish for us to be together and that I wanted her by my side to hunt drow in the High Forest. She promised to travel with me but asked that I court her, to which I gladly agreed.

Marpenoth: Famine and plague in Thandell.

Marpenoth 30: While healing the sick, Jilrun, cleric of Helm neglected his own health and died of the plague.

Uktar: Grab Throat and Tika began sleeping together. Elodan led several of the Nesmean soldiers back to Nesme. Aseir, Grab Throat, Tika and Aleria all received several marriage proposals.

Uktar 1: Thorik invited several people to celebrate our one night anniversary of us being a group.

Uktar 2: Celebrated our one-year anniversary as a group. We gathered at the same inn that we did the year before and did some serious drinking. Along with those that were present last year (except for Lyrina and Camara) we were joined by Inessa, Commander Silverstrike, Commander Dragonthorne, Prince Daereth and Cythera Goldmarrow, gold dwarven princess of the Great Rift.

Uktar 3: Maenala and I left to spend some vacation time in Waterdeep.

Uktar 15: Camara's birthday. I had Grab Throat make a masterwork light crossbow and left it in her bedroom for whenever it is she returns.

Nightal: Aseir switched from being a paladin of Torm to a paladin of Sune. In order to stave off a mass of female suitors looking for marriage, Aseir and Aleria pretended to be engaged.

Nightal 3: Maenala and I arrived back in Thandell.

Hammer 1380: Birth of the new year. We celebrated and exchanged gifts.

Alturiak 2: We decided to give Aseir an unusual birthday present. Using sleeping potions made from his mother we drugged Aseir and took him to Silverymoon.

Alturiak 3-7: Traveled to Silverymoon with an unconscious Aseir.

Kismet's First Campaign

Alturiak 8: When Aseir awoke we went to the church of Hoar and met his daughter Ravana. Llanira told Aseir that she was going to her have appearance and true named changed so that she could not be found. She asked if she could live in Thandell, so that she and Ravana could be next to Aseir. Although it was very hard for him, Aseir told her that it would be better if she and Ravana were as far away from him as possible.

Alturiak 9: We all split up to enjoy the splendor of Silverymoon, then met back up at night for dinner and to watch a performance. Aleria and Aseir played a trick on me by pretending to have sex, loudly. It worked and I quickly fled to a different room.

Alturiak 10: Enjoyed the sights of Silverymoon.

Alturiak 11: Inessa and Maenala dropped off notes attempting to make contact with the church of Eilistraee.

Alturiak 12-13: Waited for response from the church of Eilistraee. Enjoyed Silverymoon during the wait.

Alturiak 14: While sight seeing we ran into Kailwyn, the elven assistant of Silverymoon, and he looked very unwell. When Inessa and I questioned him he looked very distracted and seemed as if he had not slept in a great while. Inessa picked up on his play on words and told us to inquire with the church as to what is wrong. We went to the church of Hoar where I met Lomela. Lomela told us that Lady Alustriel is very sick and that so far nothing has been able to cure her. I told Lomela about the magical poison from the other plane and how Thandell and the Suleiman in Calimport have the cure. Inessa and I flew to Thandell that night.

Alturiak 15: We told Commander Silverstrike about Lady Alustriels's sickness and he went to inform the prince. That night we were awoken by Corkaury, who wanted to see who was sleeping in Aseir's house while he was gone.

Alturiak 16: Commander Silverstrike gave us the cure to the poison that had previously infected Commander Dragonthorne and my sister. Inessa and I flew back to Silverymoon and delivered it to Lomela.

Alturiak 17: Waited for contact from the church of Eilistraee

Alturiak 18: My friends left Silverymoon to journey to Calimport. I pray for their safety and that we will see each other again.

Alturiak 19-26: Waited for contract from the church of Eilistraee.

Kismet's First Campaign

Alturiak 27: Inessa received a note that a representative from the church of Eilistraee will meet with us soon.

Alturiak 28: Waited for contract from the church of Eilistraee.

Alturiak 29: A half drow named Celine came to our door. After a tense conversation in which I almost drove her away she agreed to help me in way of information. She would arrange to alert us when a group of drow following Lolth were raiding in the High Forest. It would be up to me to find a group of people to follow me into battle and to arrange transportation into the High Forest and back.

Alturiak 30: Inessa and I enjoyed the day for ourselves.

Ches 1: We heard a disturbing rumor that Sylune, the ghostly sister of Lady Alustriel had disappeared. A trio of dragons, Talaudrym (a red), Nicos the Oathbreaker (a black) and Jaekteth (unknown) are claiming responsibility for Sylune's disappearance and Lady Alustriels's sickness. According to the rumor they said that they restore both, but only if they are given control of Silvermoon.

Ches: Through very difficult negotiation I was able to convince the churches of Tempus, Corellon Larethian and Clangeddin Silverbeard to help with my cause. The church of Tempus has loaned us the services of big and little Anath, two female barbarians of fierce temper and Chevin, a human cleric of intelligence and skill. The church of Corellon Larethian loaned us the services of an elven cleric and fighter. The church of Clangeddin Silverbeard loaned us the services of three dwarven fighters and two dwarven clerics, Rezdan Folkshield and Nelin Giantbiter. Inessa spent the month selling spells to raise the necessary gold to pay for the spells and healing equipment that we would need.

Tarsakh: Through very difficult negotiation I was able to convince the churches of Mystra, Yondalla, and Garl Glittergold to help with my cause. The church of Mystra loaned us the services of a human wizard. The church of Yondalla the services of two halfling paladins and three halfling fighters. The church of Garl Glittergold loaned us the services of five gnome rogues. Inessa spent the month selling spells for gold.

Mirtul: Through negotiation I was able to convince the churches of Tymora and Azuth to help with my cause. The church of Tymora loaned us the services of a human cleric. The church of Azuth was very generous and loaned us the services of two wizards, two sorcerers and two clerics. In addition the church would give a ten percent discount to all spells purchased from them. One of the wizards, a powerful man by the name of Thalantyr is going to assist by bringing a large mirror in his bag of holding that can be used for the spell mirrorwalk. Unfortunately I was unable to convince the church of Lathander to aid in any way except for the donation of a scroll of daylight. Inessa continued to sell spells for gold.

Kythorn 1-4: I was able to convince the church of Tyr to lend us the services of two human fighters.

Kismet's First Campaign

Kythorn 5: Received word from Celine that a group of drow had kidnapped several children and were making their way back to the underdark. Since some of the kidnapped children were drow I had to promise Celine that I would do all I could to bring back all of the children alive if possible. Inessa and I secured a promise from the church of Sune that the children, regardless of race, could stay safely at the church until homes could be found for them. Next I informed all of my men that I would allow none of the children to be harmed. Several of my men had problems with this, and the cleric from the church of Corellon Larethian, three fighters from the church of Clangeddin Silverbeard, three fighters from the church of Yondalla, a rogue from the church of Garl Glittergold and a sorcerer from the church of Azuth all left.

Kythorn 6: My men and I gathered at the church of Azuth and prepared for battle. The church of Azuth was able to scry the location of the drow raiding party and we prepared a circle of teleportation to bring us to them. Foolishly I decided that the teleportation circle would lead us into the middle of the drow raiding camp and when I went through first I found myself fighting multiple drow with no backup. I was able to kill a drow fighter before being beaten into unconsciousness, but a gnome rogue was able to tumble to my position and revive me with healing potions. The leader of the drow raiding party, a cleric using magical spider legs to move among the trees, used the spell suggestion that I look for the children instead of fighting. I spent a good deal of the fight looking for the children, but once I found them the spell was broken and I was ready to aid my men. Looking around I saw the cleric of Lolth forty feet in the air, casting spells. Drinking potions of bull strength and spider climb I ran up a tree to engage her in battle. It was a tough battle, and at one point she cast some spell that summoned a spear that dealt vile damage, but in the end she it was her corpse that went crashing to the ground. After her death we were able to kill the majority of the raiding party, although a couple of drow did manage to escape and flee into the forest. At the end of the battle we were triumph, but not without cost. The elven fighter from the church of Corellon Larethian, the wizard from the church of Mystra, one of the paladins from the church of Yondalla, the cleric from the church of Tymora, a cleric from the church of Azuth, and both fighters from the church of Tyr had been slain. We collected the children, gathered our dead and looted the dead drow and were preparing to leave when Thalantyr, instead of casting mirror walk, cast a circle of death. His spell killed all of the children, the other paladin from the church of Yondalla, two rogues from the church of Garl Glittergold, and all the surviving members from the church of Azuth. All of us that survived attempted to kill Thalantyr but he escaped using spells of expeditious retreat and invisibility. While what few survivors were left were trying to figure out how to get back to Silvermoon when an unarmed evil male drow druid named Tathlyn asked us what we were doing in the High Forest. We spoke for a bit and he made a point of stating that the drow of the High Forest and its people deserve to live. Eventually we made an agreement. In exchange for the bodies of the dead drow children and raiders he would have one of his mages cast the spell of mirrorwalk. A powerful looking female moon elf stepped out of the forest and cast the spell, and we carried our dead through the mirror and back to Silvermoon.

Kythorn 7: After hearing the account of all the survivors the church of Azuth assumed responsibility for the actions of the wizard Thalantyr and agreed to have everyone raised in exchange for a months service from all involved. Everyone agreed and the church began raising the dead, starting with the children.

Kismet's First Campaign

Kythorn 8-13: Recovered from the battle. I've been racked with guilt over the deaths of the children and those under my command.

Kythorn 14-30: Worked with the church of Azuth. I've also been getting regular visits with Celine and she has been explaining the ways of her goddess and the drow to me. Celine has also been teaching me a little of the drow language and Inessa has been teaching me the elven tongue.

Flamerule: Inessa and I finished our month of service with the church of Azuth. On my birthday she bought me presents of an enchanted saddle and two courier outfits before treating me to dinner. On the Midsummer festival I got a tattoo of Hoar laced with silver on the back of my right hand.

Eleasis 1: I arranged to have wanted posters for Thalantyr sent to Commander Silverstrike in Thandell, General Gethrad in Everlund and the paladin Elodan in Nesme. Next Inessa and I debated if it would be appropriate to ask that Hoar lend us one of his outsider followers. Eventually we both agreed and Inessa cast the spell lessor planner ally and a hound archon named Lannion appeared. Lannion laid out a plan to blow up some of the tunnels that the drow raiders use to get to the surface, and that I would do so in the name of Blingdenstone. My first task is to find a Svirfneblin ambassador to bring with me to Citadel Adbar to arrange for enough explosives to collapse their tunnels.

Eleasis 2: I visited all of my men to see who was still willing to fight by my side. Big and Little Anath, both dwarven clerics of Clangeddin Silverbeard, both halfling paladins of Yondalla, the cleric of Tymora and the cleric and wizard from the church of Azuth all said they would still be willing to follow me against the drow a second time. Even more fortunate the two cleric of Clangeddin knew they could recruit two dwarven fighters, the cleric of Tymora knew he could recruit two human fighters, and the group from the church of Azuth knew they could recruit another cleric and two additional wizards. I told my men and the new recruits Lannion's plan to collapse some of the drow tunnels and they all agreed the plan was feasible and agreed to help. Next I went to the church of Garl Glittergold seeking the Svirfneblin survivors of Blingdenstone and from there I was directed to the shop of a minor merchant. At the shop I was met by a gnome who led me underground and past several powerful and nasty wards and waited in a waiting room until the Svirfneblin agreed to hear me out. I explained my plan, but it upset some of the Svirfneblin so much that fighting broke out among them. While the fight was without weapons it still took a while to die down and the leader of the Svirfneblin told me to return in three days to hear their answers.

Eleasis 3-4: Enjoyed the splendors of Silverymoon.

Eleasis 5: I returned to the shop and was led beneath the earth to hear the answer of the Svirfneblin. They agreed to my plan with some minor concessions. The first concession was that none of the Svirfneblin was willing to travel with me to Citadel Adbar, instead they wrote out a message for me to deliver. The second concession is that I am to have a human mercenary named Dravin Clearwater to travel with me and to insure that I did not attempt to betray them at any time. Finally I had to pass several magical test to prove my identity and my honesty. I asked Inessa if she wished to travel with me to Citadel Adbar but she said that she would prefer to await my return in Silverymoon.

Kismet's First Campaign

Eleasis 6: I met Dravin and I rented him a hippogriff before leaving the city.

Eleasis 7: Traveled.

Eleasis 8: We reached the city of Citadel Feldbar. After restocking supplies we stayed the night.

Eleasis 9-10: Traveled.

Eleasis 11: We reached the city of Citadel Adbar. It took me most of the day to talk my way into the underfortress.

Eleasis 12-14: Spent time talking with a counsel of dwarves requesting the explosives to collapse the drow tunnels. At night Dravin stayed at an inn on the surface while I stayed with Thorik's family and enjoyed good dwarven food and stories.

Eleasis 15-16: Awaited the counsel's decision.

Eleasis 17: The counsel agreed to supply the explosive for free but told me that it would take time to gather all the necessary materials to make it and more to properly test it.

Eleasis 18-21: Waited for the explosives to be finished.

Eleasis 22-30: The explosives were finished and packed onto the hippogriffs. Since both hippogriffs were carrying 500 pounds of explosives it took us longer than usual to travel back to Silverymoon.

Eleint 1: Dravin and I returned to Silverymoon. When I spoke with Lannion he told me to acquire a special plant that when exposed to flame it causes other plants to grow. I left a note with Celineade that we would need as much of the plant as she could arrange to be gathered.

Eleint 2-4: Awaited Celineade's response.

Eleint 5: Celineade and I met and she told me that it would take 2,000 gold to pay to replace all the plants they would take. I paid her with the gold that Inessa had earned from selling spells.

Eleint 6-9: Awaited arrival of the special plant.

Eleint 10: Celineade arrived with about a hundred pounds of the plant.

Eleint 11-15: My men and I marched out of Silverymoon heading south.

Eleint 16: We stayed the night in Everlund.

Kismet's First Campaign

Eleint 17-19: Departed Everlund and traveled south, into the High Forest.

Eleint 20: We reached and descended into the drow tunnels but eventually we reached a fork so we had to split up the men. Dravin and I led one team while Inessa led the other. My team went deep into the earth until we triggered a trap that alerted the drow to our presence. We were attacked by the drow but we were prepared for them so we were able to kill several and drive off the rest without any losses of our own. Finally we reached our destination, a large chamber filled with a giant fungus called the Araumycos. The Araumycos is a special fungus that is immune to magic and can only be harmed by fire and acid and sometimes attack those that attempt to harm it. Through the echoes of the tunnels we could hear that Inessa's team was in battle, but we didn't know how to reach them. Once we could no longer hear them in battle we yelled that we were setting the explosives, lit the fuse and ran for the surface. When we met Inessa's team it was obvious that they had met stiffer resistance than we had. One of the dwarven fighters, two cleric and two wizards from Azuth were slain and their bodies had to be left in the tunnels, which means that we will not be able to raise them. All of those with healing gave what spells we had left to the injured and we began our trek north back to Silverymoon. During the journey Inessa told me how she had battled a drider.

Eleint 21-22: Traveled North through the High Forest.

Eleint 23: Stayed the night in Everlund.

Eleint 24-28: Traveled north towards Silverymoon.

Eleint 29: We reached Silverymoon and after selling and splitting the loot we all went our separate ways.

Eleint 30: I was brought below to see the Svirfneblin and they rewarded me with a bag of gems worth 6,000 gold!

Marpenoth 1-10: Rested and enjoyed being in Silverymoon.

Marpenoth 11: Inessa and I celebrated this holy day at the church of Hoar. I gave my church a small fortune to have shock added to my longsword and everbright added to my armor. Later that day Lannion told me that I was needed to rescue someone in the Lurkwood. I left without my main weapon or armor.

Marpenoth 12: Traveled.

Marpenoth 13: I found Caelia alone in the woods, and she had given birth to something that had done vile damage to her as it was born. Caelia said that she had snuck out of Silverymoon so that I could kill the thing she was carrying. She also said that after she gave birth "they" came and took the winged child.

Kismet's First Campaign

Marpenoth 14: I took Caelia to the church of Helm in Thandell and had her injuries healed.

Marpenoth 15: I flew Caelia to Silverymoon and gave her to Kailwyn with the warning that she had just given birth to the avariel equivalent of a draegloth. I offered to have Inessa cast the spell Innocence of the Virgin on her, but Kailwyn said that they would like a couple of days to think about that option.

Marpenoth 16-17: Awaited Kailwyn's reply.

Marpenoth 18: Celinede stopped by to discuss my replacement, since I would have to go back to Thandell. I was suggesting Karris the halfling paladin when Inessa said that she would do it. We discussed it, at length, and while I was hoping that she would travel with me back to Thandell it does seem for the best. Celinede also confided that Qilue, the youngest of the seven sisters, is dead.

Marpenoth 19: Awaited reply.

Marpenoth 20: Inessa and I were summoned and we were told by the assistant of Kailwyn that we would be allowed to cast the spell on Caelia. When I told Caelia what the spell effect would be she cried in happiness. Before Caelia cast the spell, she told us that the name of the demon that rapped her is Mourngrym, and she gave us a description of him. Once Inessa cast the spell it was like a great weight was lifted from Caelia. From the description Caelia gave us Inessa thought that the demon was a balor, but when we gave the description of the demon to the church of Azuth they thought that it was a glabrezu with some special abilities.

Marpenoth 21: I left Silverymoon and flew to Thandell to visit Thorik. His wife Eliora told me that Tika's sister Aloni had been kidnapped and that Thorik, Grab Throat, Jermax, and Tika went to Neverwinter to rescue her. Eliora cooked me a wonderful dinner and I told her what I had been doing while they were gone. She did not tell me much about the trip to Calimport but I got the impression that things had not gone well. I wish I could say that I was surprised.

Marpenoth 22: Flew back to Silverymoon.

Marpenoth 23-29: Relaxed in Silverymoon.

Marpenoth 30: Thorik, Tika, Grab Throat, Jermax, Aloni and baby Jedrek all came into Silverymoon today. They told me how Aloni had tried to pay off her husband's gambling debts with the gold that she stole from Tika, but when she paid them the thieves' guild betrayed her. Instead of releasing Aloni's husband they killed him, kidnapped her and made her their slave. Thorik and Tika rescued her by scrying on her, summoning a later archon, using a spell to turn it invisible and then having it teleport to her location. Then it kept teleporting higher and higher until it could tell which building she was in. Next Thorik and Tika went to several good churches and gathered a large group of guards, cleric and a couple of paladins and then stormed the thieves' guild. Instead of telling me what had happened in Calimport, he gave me his journal so I could read about how badly things had gone. After I finished reading I went to the church of Tempus and beat one of their followers who they wanted punished,

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.

Special thanks to those in it for the long haul: Niki, Rich, and Robert.

Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

healed him, and then beat him again. Then the church had several of their more experienced fighters battle me with blunt weapons until I could work the rage out of my system and calm down a bit. That night Inessa and I came up with a plan to get vengeance against Aseir that might not involve killing him.

Uktar 1: I told the group about how Inessa had cast the spell Innocence of the Virgin on Caelia, and that I wanted to have the same spell cast on Aseir. We paid to have Aseir scryed and learned that he and a very large group of people were just leaving Everlund, heading north. After a bit of discussion we decided to intercept Aseir and his group on the road, and I prepared myself to kill him if the spell did not work.

Uktar 2: Celebrated our 2nd year anniversary together.

Uktar 3: Aseir and his group of people came riding north. We came out of hiding and Thorik and Inessa cast their spells of hold person on him, and once they saw that one of the spells worked they both rushed forward and cast the spell Innocence of the Virgin on him. When the hold person spell wore off it appeared that Innocence spell worked, and it seemed that Aseir looked much happier than he had before.

Uktar 4-5: Traveled north with Aseir and his large group of companions.

Uktar 6: We reached and stayed the night in Silverymoon. That night Tika had a dream about ancient beings that lived under the earth. In the dream Camara told Tika to ask the elves about the creatures that man has forgotten.

Uktar 7-8: We are staying in Silverymoon, relaxing and getting to know all the people that Aseir has brought to live in Thandell. Castianira, a cleric of Sune, spent this time re-teaching Aseir about sex.

Uktar 9: Aseir is still receiving sex education lessons. Thorik and Tika went to the church of Corellon Larethian and asked them to research the ancient beings talked about in Tika's dreams and send the result to them in Thandell.

Uktar 10-11: Relaxing in Silverymoon. Aseir is still having his lessons and gave each of his followers 100 gold.

Uktar 12: We all left Silverymoon and headed towards home to Thandell.

Uktar 13-20: Traveled. Although it meant that getting to Thandell would take longer, we decided to travel by caravan to insure everyone's safety.

Uktar 21: We all reached the city of Thandell and most of us stayed at Aseir's house, which was very cramped for the night. Tika gave me a lot of wine and gold that was a gift from the Suleiman.

Kismet's First Campaign

Uktar 22: Thorik and Tika gave their report of everything that had happened during their trip to Commander Silverstrike. Aseir and I spent the day looking for a new house for myself.

Uktar 23-30: Everyone settling back into life at Thandell. I spent most of this time house hunting and Aseir looked around for a place to build a temple of Sune.

Nightal 1: I bought my first house. Everyone helped move me in.

Nightal 2: Aseir threw a huge party at his house. Our regular group, Commander Silverstrike, Lelex & Orban (the two soldiers I saved during the war), Bill, Erolondra & her new boyfriend, and Lyrina & her new husband all were there and we drank heavily and had a good time. Seeing Lyrina with her new husband was awkward but I gave her back her good luck charm and gave her husband 100 gold as a wedding present. Aseir lost his "virginity" with Castianira and I passed out trying to drink Grab Throat under the table.

Nightal 3: Thorik and I went down to the Thandell prison and convinced the warden to let the barbarians out on work duty under the supervision of Thorik. Most of the barbarians will be working under the supervision of Beven.

Nightal 4: Tika and I flew to Silvermoon.

Nightal 5-11: I spent time with Inessa.

Nightal 12: I delivered messages from various churches requesting information about the status of Lady Alustriel. Kailwyn informed me that Caelia had been made infertile by the birth of her half-demon son and asked me if I would be willing to journey to find a cure that would enable her to have children. I told him that it would be my honor to help.

Nightal 13: Spent time with Inessa.

Nightal 14: I set Tika up with a blind date with Delwin the halfling paladin.

Nightal 15-23: Spent time with Inessa.

Nightal 24: Tika and I flew back to Thandell. When Tika got home Aloni told her that a couple of humans had stopped by looking for her. Evidently Tika's parents had hired a group of humans to bring some supplies to them.

Nightal 25: My grandmother stopped by and asked me where Aleria was. I gave her a very edited version of what had happened.

Nightal 26: A dark skinned human woman named Luena stopped by Tika's house wanting to drop off some spell components. According to Luena she was paid half up front, and was expecting the other

Kismet's First Campaign

half of the payment (2,000 gold) to be paid now that she had delivered the product. Tika paid Luena the gold and then arranged to have the spell components stored at the church of Moradin in a chamber that cannot be scryed. Then she left a note with Mistress Talindra requesting that she examine the components when she was able.

Nightal 27: A messenger from Mithral Hall came looking for Thorik. After the messenger delivered his message Thorik and Grab Throat packed their gear and headed north to Mithral Hall. Inessa stopped by in Thandell and asked if she could stay.

Nightal 28: Thorik arrived at Mithral Hall and learned that an illithid colony had sent all of their unwanted duergar slaves to attack the Hall and that all but five of the slaves had been killed. Mithral Hall was not sure what to do with the captives and sent for Thorik since he was a highly regarded pupil of Marcon. Thorik advised keeping the duergar alive and learning all that they could about the illithids, and to attempt to redeem the duergar if possible.

Nightal 29: Tika awoke in the middle of the night in the middle of the Troll Moors with nothing but a blanket, waterskin, flint, steel, and a note from the thieves guild in Neverwinter. Tika began her journey home, being forced to hide from several bands of trolls. Thorik began trying to win the trust of the duergar but he did not get very far in his efforts.

Nightal 30: Jermax awoke Inessa and I, telling us that Tika's house was on fire! Jermax was able to pull Aloni and baby Jedrek from the flames, but Tika was nowhere to be found. Inessa took Jermax, Aloni and Jedrek to stay at Thorik's house while I went to the temple of Helm and paid to have Tika scryed. From the spell I learned that Tika was somewhere in the middle of the Troll Moors naked and unarmed.

Hammer 1, 1381: I spent the day flying over the Troll Moors, looking for Tika. Tika heard a male voice calling itself Nalambar in her head and this voice is able to tell her information and increase her rogue abilities.

Hammer 2: I found Tika not far from Thandell, and flew her home.

Hammer 3: Large party at Aseir's house, gifts were exchanged.

Hammer 4: Did volunteer work at the church of Helm.

Hammer 5: Tika discovered all of her missing equipment in her bag of holding. Later she and Nalambar had a fight over if she should steal gold from a merchant. She told Nalambar to leave, and he said that he would. While doing volunteer work at the church of Helm a servant of the Thayan house of Volkos came in for healing. Tika learned from Commander Dragonthorne that a red wizard from Thay was here to negotiate a possible enclave for Thandell. Completely unrelated, several people are throwing garbage and threatening the half-breeds of Thandell, including several followers of Aseir.

Kismet's First Campaign

Hammer 6: When Thorik went to speak with the duergar captives he found an illithid the room killing them. Thorik wisely retreated, yelling for the guards and sprinting for his equipment. When Thorik returned he found that the illithid had killed several dwarven guards but that Grab Throat, one remaining dwarven guard and the surviving duergar were still fighting. Thorik joined the fray and they were able to drive the illithid away, but not slay it.

Hammer 7: While Tika was at the church of Helm visiting her someone left her a flower encased in ice. At Mithral Hall Thorik convinced the dwarven cleric to raise one of the dead duergar. That night Tika awoke to find herself fully dressed in the middle of the hall. She blacked out, awoke to find herself running down the street, and then blacked out again.

Hammer 8: Tika awoke wearing all of her gear and covered in blood. When she went outside to wash the blood off she found her dog dead and saw Jermax sneaking up to see her sister, evidently the two of them have been having a relationship. Later that day when Tika came to visit me at the church of Helm we spotted a halfling man with beautiful butterfly like wings. We spoke to the winged halfling and he told us that his name is Tarlo and that he has fey blood in him. When I used my paladin ability to see if he was evil I detected evil in Tika! I escorted Tika to the church of Helm and had her stripped, where we found several bits of blood stained jewelry on her. After several spells were cast Korek was able to determine that Tika was possessed by some evil outsider. Fortunately Inessa was able to easily drive it out with a dismissal spell.

Hammer 9-10: I continued volunteer work at the church of Helm and Thorik continued to work with the surviving duergar at Mithral Hall.

Hammer 11: Mithral Hall held a funeral for all of the dwarves (including the duergar) killed by the illithid.

Hammer 12-14: I continued volunteer work at the church of Helm and Thorik continued to work with the surviving duergar at Mithral Hall.

Hammer 15: Lukela the duergar told Thorik that she always wanted to learn how to read. She also told Thorik that she had beaten numerous times for sneaking looks at illithid books. While she could not read the symbols, she did remember some of them and was able to reproduce them when Thorik brought her parchment and ink.

Hammer 16-17: I continued volunteer work at the church of Helm and Thorik continued to work with the surviving duergar at Mithral Hall.

Hammer 18: After Tika was released from the temple of Helm she apologized to the family of the merchant that she killed and then arranged to have her dead dog Zumbro raised. Tika and Tarlo also did some hunting together and were able to kill, skin and sell the pelt of a winter wolf.

Kismet's First Campaign

Hammer 19-29: I continued volunteer work at the church of Helm and Thorik continued to work with the surviving duergar at Mithral Hall.

Hammer 30: Thorik and Grab Throat left Mithral Hall.

Alturiak 1: Thorik and Grab Throat traveled.

Alturiak 2: Thorik and Grab Throat arrived in Thandell. I was able to convince the group to go dragon hunting.

Alturiak 3: While buying supplies for the dragon hunt we ran into Lyrina, who is pregnant! We also met the Lady Volkos, the diplomat from Thay and took her drinking in a dwarven bar.

Alturiak 4: Recovered from hangover.

Alturiak 5: We left Thandell and were ambushed by three winter wolves. Only one winter wolves escaped us, but one winter wolf's corpse was so badly mauled that we will not be able to sell the pelt. While Tika and I were flying in the air, we saw that the surviving winter wolf was trampled to death by a dire elk that was heading our way. The dire elk attacked us and although several of us were trampled a couple of times, eventually we were able to slay it. Thorik and I argued if we should take what we have and head back to town, or if we should continue on. Since Thorik won the argument we headed back to Thandell and sold the winter wolf pelt and much of the meat of the dire elk. We made a deal with the Great Wyrms tribe in Thandell, by giving the tribe the antlers they could make anything they wished from them. However we would receive half of the gold that they made if they sold any goods made from the dire elk antlers.

Alturiak 6-7: Left Thandell and went dragon hunting.

Alturiak 8: We came across a cliff with a cave entrance 80 feet up the cliff wall. Since we had hippogriffs from Silverymoon entering the cave was not a problem and inside the walls were lined with frost. We had not ventured far into the cave when four very young white dragons attacked us. The battle was going well and we had managed to kill one and drive off another when their mother, a young adult, entered the fight. Early in the fight the mother dragon swooped down and grabbed Thorik in her mouth, chewing on him while she flew past us, slashing us with her claws and using her breath weapon on us. Since our arrows and crossbow bolts could not penetrate her scales I called Suron to me and I took to battling her in the air, while Grab Throat and Thorik began throwing alchemist fires at her. Meanwhile Tika had used a potion of invisibility and jump and jumped onto the dragon's side and was backstabbing it repeatedly. This alarmed the dragon so she flew further down the cave and then crashed through some ice, taking herself and Tika, who was still attached, underwater. Wishing to draw the dragon back into the fight (and not wanting Tika to drown) I began destroying the dragon's treasure, while Grab Throat began to loudly loot and shout insults. This enraged the dragon and she came back to slay us. It was a long, painful battle and she threw us around the cave like rag dolls. But at the end we

Kismet's First Campaign

were bloody, frost covered, and victorious. Although the mother dragon escaped we were able to slay her four young and had access to her treasure hoard.

Alturiak 9: Traveled back to Thandell.

Alturiak 10: Arrived at Thandell and spent most of the day selling the treasure.

Alturiak 11: Unable to find any other buyer in Thandell for the bodies of the dead white dragons I sold them to T'zara of Thay. While she was examining the bodies I told her about the spell components that were delivered to Tika. T'zara was very interested in the components and I arranged for her and Tika to meet. Tika agreed to sell T'zara the components on the condition that these components would not be sold in Thandell. While they were negotiating over the sale of the spell components Tika mentioned the rod of darkness made from the shadow weave that we had found and T'zara bought that from us as well. That night the father of Rama's child came to Thandell looking for her.

Alturiak 12: We met with Commander Dragonthorne and were officially put back on duty. During the meeting we caught up with Thandell gossip, were told that evil outsiders were being found coming out of the sight in the Moonwood and that another sight might have been found in Chult. Two major points of interest were also brought up. The first is that Silverymoon has contacted Thandell and asked if a cure for Caelia could be found if we would be willing to quest for it, which we answered that we would be happy to. The second item is that the Academy is looking for new instructors for the rogue, bard and monk positions and is even considering creating new positions for the ranger and druid profession. Of troubling news is that Thandell is thinking of replacing instructor Heavenstorm. Later that day Tika and Rama convinced Aldym that Rama had married Tika's cousin.

Alturiak 13-25: Wall duty.

Alturiak 26: Eight female followers of Sune showed up at Aseir's door. They were on a quest to find an ancient Sune temple that had been lost for five hundred years. This lost temple was magically enchanted so that only the fae, or someone with fae blood could find the entrance. The reason this temple was lost was because the clerics that ran the temple became corrupt, greedy, and decadent, abusing the fey and promoting perversion and pain instead of passion and love. A powerful cleric of Sune cursed the temple so that only a paladin of Sune and three drops of blood given from three willing fae could open the front door. Aseir agreed to help, but I said that I want to perform some magical test before I would agree to aid them.

Alturiak 27: I had Inessa perform magical tests on the eight followers of Sune. Once they passed all the tests I agreed to help them in their quest.

Alturiak 28: We asked Tarlo if he would work for us as a guide to finding fae willing to aid us in our quest.

Alturiak 29: We all left Thandell. Inessa, Tarlo and I reached Silverymoon.

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.
Special thanks to those in it for the long haul: Niki, Rich, and Robert.
Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

Alturiak 30: While Aseir and Illeandra traveled by horse, Inessa, Tarlo and I did research.

Ches 1-2: While Aseir and Illeandra traveled by horse, Inessa, Tarlo and I did research.

Ches 3: Aseir and Illeandra reached Silverymoon.

Ches 4: We all departed Silverymoon.

Ches 5-7: Traveled south. During the journey I told Illeandra a lot about Aseir and his past.

Ches 8: Spent the night in Everlund.

Ches 9-11: Traveled south, into the High Forest.

Ches 12: When we awoke all the sweets that we had set out along with my flask of whiskey was missing. It would appear that we have found some fae.

Ches 13: In the middle of the night our tents collapsed. Later during Aseir's watch his pie, tent and sword all started talking to him. After talking with his equipment for a while Aseir finally managed to convince the fae to introduce themselves. Five strange tiny creatures, that looked like cricket centaurs introduced themselves as Qunix, Slingsby, Zywick, Balquis and Belim. Aseir struck a deal that in exchange for a hundred pies they would help us with our goals. The grigs lived up to their promise quickly and located another fae, a small green pixie woman named Para, that would agree to help us in exchange for cooking her a pie made from narcotic berries.

Ches 14: I accidentally changed the deal from one hundred pies to 100 pies for each of the grigs. I quickly flew to Everlund and bought every pie from every bakery, merchant and housewife until I had six hundred pies. Illeandra told Aseir that she is a tantrist, which means that she can only regain her spells through sex. Not surprisingly Aseir was only more then happy to help her with her spellcasting needs.

Ches 15: I delivered the grigs their six hundred pies, which they ate in one night.

Ches 16-17: Tarlo and the grigs spread out through the High Forest to see if they could locate any fae that knew where the lost temple of Sune was and if they were willing to aid us. At the end of the time none of the fae they spoke with knew where the temple was or was willing to help us.

Ches 18: Left the High Forest and headed to Olostin's Hold.

Ches 19: Reached Olostin's Hold. We met with the only cleric in the city, a cleric of Silvanus, and asked him to ask all the fae he might know and ask if they knew where the lost temple of Sune was and

Kismet's First Campaign

if they would be willing to aid us in our quest. The cleric agreed to help us, but told us that it would take him a ten-day to get a response from all the fae he knew.

Ches 20-28: Awaited a response in Olostin's Hold.

Ches 29: Received our reply that none of the local fae knew where the lost temple of Sune was, or were willing to help us. Inessa and I decided that we would fly back and rent hippogriffs for Aseir and Illeandra.

Ches 30: Inessa and I flew to Silverymoon and rented a hippogriff for Aseir and Illeandra.

Tarsakh 1: Inessa and I flew back to Olostin's Hold.

Tarsakh 2: We all flew back to Silverymoon. A giant image of the Simbul appeared in the sky and announced that she would not let her sister suffer and then commanded that the city celebrate.

Tarsakh 3: We flew to the Moonwood, but Tarlo and the fae did not like the woods at all and asked to leave. I told them I would take them to Quaevarr, but when we arrived all we found was darkness. Flying around the darkness I found that it covered the entire town. Inessa contacted Commander Silverstrike with a sending spell and then we set up camp. During the night we were attacked by a bodak, and thanks to Aseir running it down we were able to slay it.

Tarsakh 4: Flew to Thandell. Aseir took the fae to his home and while they had fun playing pranks on Aseir's followers he has sex with Norcia. I gave Commander Silverstrike my report on what we found in the forest.

Tarsakh 5: We flew to the Lurkwood. Although we found a lot of orcs they ran from us rather than fight. Pity.

Tarsakh 6-7: Looked in the Lurkwood, but we did not find the lost temple of Sune or any fae willing to aid us.

Tarsakh 8: Traveled.

Tarsakh 9: Reached Neverwinter Woods. We camped by some natural hot springs and were able to enjoy a nice hot bath.

Tarsakh 10: Enjoyed the hot springs.

Tarsakh 11: The grigs found a satyr named Neelan that was willing to help us in exchange for a night of sex. Illeandra accepted and we could hear them all night long, which seemed to upset Aseir greatly.

Kismet's First Campaign

Tarsakh 12: Neelan brought us to the guardian of the temple doors, a beautiful woman that looked human except for her brightly glowing eyes. According to the guardian she was a child of Sune, but we did not know if she meant literally or figuratively. Aseir was eventually able to convince her to open the door, but only on the condition that we agree not to take the fae inside the temple, and that once we left Neverwinter Woods she would not allow us back inside. We agreed and the guardian let inside where we met and slew four harpies. Further inside the temple we met two caryatid columns, and although we were eventually able to destroy them they delivered us a vicious beating in the process. We left the temple and recovered in the hot spring, and Aseir happily helped Illeandra regain her spells.

Tarsakh 13: We entered the temple and while we were exploring we were attacked by five medusas. During the battle Aseir was turned to stone, and I was surrounded by the medusas that were stabbing me to death. Only by having Illeandra cast two fireballs with me at the center allowed me to survive. After the battle we dragged Aseir outside of the temple and Inessa used a scroll of break enchantment to unpetrify him.

Tarsakh 14: We entered the temple again, only this time when we encountered medusas Inessa cast darkness and the rest of us used the ability/spell of detect evil to determine the location of the medusas. One of the medusas was a cleric dressed in full plate and she was very difficult to slay. After the battle she we went outside to rest and Aseir asked Illeandra to travel with us on a permanent basis.

Tarsakh 15: Entered the temple and came to an L shaped pool that glowed several different colors. Hanging on the walls were several scrolls, but when Illeandra tried to read one it exploded, harming us all. Illeandra recognized the scrolls as explosive runes, a spell that causes the writing to explode when they are read. Inessa summoned a celestial baboon and it went around the pool safely collecting the scrolls for us. I was suspicious about the water so I had Inessa cast detect magic on the pool. According to her the water was enchanted to change colors and to be continually purified. Just to be careful I had her summon another celestial baboon and had it examine the water. When it did it stopped at the water and Inessa was unable to regain control over it before the spell's duration ran out. Next we tried simply walking around the pool but Illeandra and I became hypnotized, and Inessa and Aseir had to drag us to the opposite door, which was locked. Aseir dragged me back around the pool and into the hallway and managed to awake me from the trance by slapping me several times. We were preparing to drag the girls back to the hallway but something pulled them into the pool! Aseir drank a potion of jump and leapt across the pool and pulled Illeandra out while I threw rope to Inessa (who was awoken by the water) and pulled her to the side of the pool. After having Inessa cast a locate object to determine that the key to the door was in the water she summoned a lantern archon and a small water elemental to retrieve the key. However when they were both destroyed we lost patience and Illeandra cast two lightning bolts into the water. An injured looking water naga rose from the water and cast melf's acid arrow at Illeandra and the fight was on. After sending several volleys of arrows and spells we were able to slay the naga and we dragged its corpse out of the temple. Around the neck of the naga was the key to the door.

Tarsakh 16: Reentered the temple and opened the locked room by the pool. Inside was a beautiful chapel where we were attacked by two more caryatid columns and during the battle Aseir and I shattered

Kismet's First Campaign

our magical swords against them. Despite the loss of our swords we were able to destroy the caryatid columns, but as I was throwing a temper tantrum over my destroyed sword a spirit naga entered from a supply closet and attacked. Early into the battle I was charmed and given a magical suggestion to take my friends and go home. Eventually Inessa cast hold person on me so they could continue fighting the naga. When the spell wore off I begged everyone to stop fighting and even allowed the spirit naga to use me as a shield! Fortunately Aseir, Illeandra, Inessa and a summoned celestial dire wolf were able to slay the spirit naga despite my interference. After the battle we restocked our supplies from the supply closet, dragged the dead spirit naga out of the temple and called it a day.

Tarsakh 17: We decided to take the day off. We sent Para and the grigs to Neverwinter to buy some non-magical weapons and supplies. Inessa used sending spells to tell Commander Silverstrike and Damia the location of the temple. Afterward we decided to play a prank on Damia's group and told Neelan about the approaching followers of Sune. He arranged it with the other fae creatures of the forest that the only way they could get into the temple is if each of the women was willing to meet his sexual demands.

Tarsakh 18: Inside the temple we came to a beautiful room with one of the most extravagant and expensive statues of Sune I have ever seen. The statue was made completely of mithral, with emeralds for eyes and her red hair was made from garnets. Curled around this beautiful statue was one of the biggest snakes I've ever seen. Also in the room was the snake's master, a butterfly winged elf named Relma. According to Relma she was born part fae, and she was captured by the clergy of this temple and unwilling forced into prostitution. Although she was powerful and evil, I felt sorry for her and we allowed her to leave the temple without a fight. As thanks Relma warned us that the last door was a test from Sune herself. We entered the door into darkness, but we were each quickly separated and the ghost of the head cleric of Sune, Maerimydra, showed us visions. Aseir saw Velia sitting atop a pile of gold and gems, with shadows moving beneath her skin. When Aseir kissed her the darkness poured itself down his throat. Then Maerimydra dragged Aseir over to a mass guillotine over every woman he ever had sex with. She then explained to Aseir how he didn't love any of his lovers, and she killed them, one by one in front of him while explaining that passion and beauty are empty without love. I was shown my parents as rotting undead and they showed me how my sister Aleria was tortured in Calimport. Then I was shown Velia as a child, right after her mother left her. Much to my surprise I felt sorry for her. When I saw Aseir outside of the door I attacked him, but Inessa and Illeandra prevented me from slaying him. I told him that I expected my sword to be repaired and that if he wished to live he should never allow me to see him again. Maerimydra then removed our memories of what we saw inside the chamber and we waited for Damia and her party to arrive.

Tarsakh 19-24: Awaited for Damia's party to arrive. Spent time enjoying ourselves in the hot springs.

Tarsakh 25: Damia and her party were allowed inside the temple, all of them looking quite sore. Inside the temple there is a room where there are murals of the temple's history. There are new murals that have magically appeared, showing the four of us reclaiming the temple!

Tarsakh 26-27: Rested and helped categorize goods left in temple.

Kismet's First Campaign

Tarsakh 28: We had a meeting with Damia and she promised to have our magical swords fixed along with an additional reward as well. After the meeting we introduced Damia to the grigs and she arranged a yearly supply of pies to be delivered to them in exchange for their aid.

Tarsakh 29: Damia gave a reward of 572 platinum each!

Tarsakh 30: Waited for our swords to be repaired.

Mirtul 1-3: Waited for our swords to be repaired.

Mirtul 4: Received our repaired swords. We departed from the temple and headed for home.

Mirtul 5: Arrived in Thandell. Aseir introduced Illeandra to all of his followers and then gave them all 10 platinum each. There was a message for Inessa stating that she is needed in Silverymoon.

Mirtul 6: Left Thandell and flew to Silverymoon. Aseir asked Illeandra to stay in Thandell and instead took Castianira with us. Tarlo also came with us on the trip and agreed to help find the berries that Para wanted.

Mirtul 7: I bought a ring of protection and a Heward's Handy Haversack. Aseir took Castianira to see the town while Tarlo left to find the narcotic berries.

Mirtul 8-10: Waited for Tarlo to return.

Mirtul 11: Tarlo returned with the berries we wanted.

Mirtul 12: I flew back to Thandell alone.

Mirtul 13: I convinced Eliora to bake the narcotic berries into a pie. After she finished her cooking it turns out that she had enough berries to make three pies.

Mirtul 14: Illeandra and I flew to Silverymoon.

Mirtul 15: Tarlo, Illeandra, Para and I flew into the High Forest.

Mirtul 16: Tarlo, Illeandra and I ate one of the narcotic pies while Para ate the other two. We were very intoxicated and saw people and creatures that probably did not exist. In Silverymoon Aseir learned that Damia was kicked out of the newly discovered temple of Sune when she attempted to cast the spell *Hallow* on it. It seems that Damia hates Illeandra because she slept with Damia's lover to regain her spells, and Sune does not approve of her hatred.

Kismet's First Campaign

Mirtul 17: After saying our goodbyes to Tarlo and Para Illeandra and I flew back to Silverymoon. Inessa has learned of possible drow activity so she is going to stay in Silverymoon when I head back to Thandell. We spent our last night together for what could be quite a while.

Mirtul 18: Illeandra and I flew back to Thandell while Aseir and Castianira traveled back by horse.

Mirtul 19-21: While Aseir and Castianira traveled back to Thandell I helped Illeandra locate a new house and move in.

Mirtul 22: Aseir and Castianira returned to Thandell and Aseir put down a huge amount of platinum to have a temple of Sune built that should be finished on Flamerule the 11th. Later that day Aseir and I spent time giving Bill advice on how to court a woman that he hopes to marry.

Mirtul 23: Ulvenar told Aseir that he wished to follow and live with Thorik instead of him, and told him that Norcia left one month after they had sex. Later that day Aseir ran into a first year academy student named Kelara and beat her into unconscious, breaking her armor. He told me that I need to meet and spar with Kelara.

Mirtul 24: After visiting with everyone I met Kelara. After she told me how Aseir had bullied her we spared for a while and I taught her some combat tricks.

Mirtul 25: Spent part of the day helping to build the new church of Sune. Spent the rest of the day sparing with Kelara.

Mirtul 26: I brought Kelara to Aseir's house so that she could spar with some of Aseir's followers.

Mirtul 27: Spent the day sparing with Aseir's followers. Onan from the Great Wyrms barbarian tribe showed up and participated as well.

Mirtul 28: Aseir has decided to go to Waterdeep and look for Norcia. I flew to Silverymoon and picked up a hippogriff for him.

Mirtul 29: I flew back to Thandell.

Mirtul 30: Aseir, Illeandra and I flew to Silverymoon.

Kythorn 1: Spent the day in Silverymoon. Inessa said that she would be willing to travel with us.

Kythorn 2: While flying we were attacked by a black dragon, which we drove off.

Kythorn 3: While breaking camp we were attacked by an ogre magi, which we drove off.

Kythorn 4: Arrived at Waterdeep.

Kismet's First Campaign

Kythorn 5: Aseir found Norcia, and she told him to meet us at a particular ship. When we arrived we found out that Aleria was performing! While the rest of us enjoyed her musical performance Aseir and Norcia went off and had sex.

Kythorn 6-7: I visited with my sister while Aseir enjoyed Waterdeep.

Kythorn 8: A bard named Roana told Aseir that Velia was in Waterdeep and had seduced her. According To Roana Velia polymorphed her into a man and used her magical seducing touch on her. Then when Roana was transformed back to a woman Velia polymorphed herself into a man so she could teach Roana how Aseir likes to be touched. Velia made it quite clear that she was to travel with Aseir back to Thandell and be their messenger.

Kythorn 9: We said goodbye to Aleria and Norcia and left Waterdeep. Spent the night in Triboar.

Kythorn 10: Traveled.

Kythorn 11: Reached Thandell and dropped almost everyone off.

Kythorn 12: Inessa and I flew to Silverymoon and I returned the rented hippogriffs. Spent the night with Inessa.

Kythorn 13: I said goodbye to Inessa and returned to Thandell.

Kythorn 14: Aseir had Roana pass a message to Velia. Commander Heavenstorm left a message that she wanted to see Aseir and I in two days.

Kythorn 15: Aseir told Maenala about Roana. He also got very upset when he found out that Castianira had sex with a woman in Aseir's bed.

Kythorn 16: Aseir and I left Thandell with Commander Heavenstorm.

Kythorn 17: Rode with the Commander.

Kythorn 18: We reached a small village where all the people had barricaded themselves inside their homes since they had been repeatedly attacked by swarms of plague ants. Commander Heavenstorm went off to fight the swarms, while Aseir guarded the village and fought two swarms that made it past her.

Kythorn 19: Aseir the people of the village into digging a large trench around the village. Meanwhile I flew back to Thandell and asked Illeandra to join us.

Kythorn 20: Helped finish the trench around the city and lined it with firewood soaked with oil.

Kismet's First Campaign

Kythorn 21: When the swarms of plague ants arrived we lit the firewood and many of them burned to death. While Aseir and I battled the plague ants that survived passing through the flames with flasks of oil and lit torches Illeandra hammered them with spells of fire and lightning. Commander Heavenstorm destroyed most of the swarms that stayed outside of the circle of fire.

Kythorn 22: We decided to wait three days to see if the plague ants would return. I flew back to Thandell to buy additional supplies.

Kythorn 23-24: Waited to see if additional swarms of plague ants would arrive.

Kythorn 25: Left the village and began to ride around the Troll Moors.

Kythorn 26-30: Continued to ride.

Flamerule 1-3: Continued to ride.

Flamerule 4: Arrived at Olostin's Hold. Commander Heavenstorm introduced us to her husband Ray and her children Jory and Dara.

Flamerule 5: Commander Heavenstorm decided to spend the day with her family. While Aseir and Illeandra enjoyed each other's company I wandered around the town and spoke with Felevel the town druid and had some drinks with Aedelvana the local sorceress.

Flamerule 6: Commander Heavenstorm showed us around the town, introducing us to most of the important people living here. During the evening as Aseir and I were about to retire a juvenile green dragon attacked the town. With the help of two town guards named Ash and Merrick we were able to drive the dragon off, it did a considerable amount of damage before it left. By the end of the fight Merrick had been killed, Aseir and I were lying unconscious and several townsfolk lay dead. Were it not for Illeandra getting to us quickly with some healing potions Aseir and I would have died that night. While we were recovering at Commander Heavenstorm's home Illeandra told us she had a dream about Moclyss. In the dream Moclyss told her that when we arrived where we were going, those that we faced would use that which was forgotten.

Flamerule 7: A cleric of Lathander stopped by and healed Aseir and I for free. After a quick visit from Ash we all left for Everlund.

Flamerule 8-10: Traveled.

Flamerule 11: Reached the city of Everlund and restocked on supplies.

Flamerule 12: Left the city of Everlund.

Flamerule 13-15: Traveled.