6/25/2008

We took some time to level up everyone’s characters.  (Mike and Pat F., we’ll make sure your characters are good to go next time.)

You were inside the Labyrinth.  Shorty’s and Gaspar’s healing spells got everyone feeling well enough to continue (there were still bruises remaining from the hill giants' rocks).  It was decided to head back to town:  the party had thought of some items they should buy.  However, due to the tricky nature of the Labyrinth, you got a little lost trying to get out.  The first door you went to had a bad smell emanating from it, so you decided not to try that one.  Second door – found a goblin iron works.  Third door – you found three orc warriors with great axes.  For some reason, they were dressed in red marching band uniforms, complete with epaulets and feathered high hats.  They apparently did not speak Common, but Garlor was able to translate.  They said that they were lost, and that there was a spike trap in the next room.  They asked to be shown the way out, which you agreed to.  They’ve been following you ever since.  (This was particularly amusing because you had just been discussing the possibility of trying to find some fighter-type to join the party.)

You were able to leave the Old Ruins and go back the village of Sylmore without incident.  Keeping in mind the lesson of the cannibals and the missionaries, you left Shorty, Garlor, and Gaspar with the orcs in the woods, while Alfred, Melubb, and Sigyn went into town.

You bought some provisions and put some items on order at the trading post.  Melubb found “Miguel the Fence” and traded some black pearls for some of the regular variety (useful for casting *identify* spells).  The party had the better end of the deal:  “Miguel” fumbled his appraise check.  You talked to Sigyn’s mom (what was her name, anyway?), who provided a *cure light wounds* wand (only 5 charges left).  After providing her with some cash, she said she and the priestesses of Freya could create a new wand with 50 charges.  Those same priestesses also provided the party with some healing potions.  A talk with the “Javaman” yielded little new information, although he was able to sell the party three amulets that would keep the bearer from contracting lycanthropy (as from the bite of a werewolf).

You deposited most of your remaining cash at the trading post (they have a kind of merchant bank).
Troy: “We should give the money to Sigyn’s mother instead.”
Me:  “Wow, that was a very paladin-y thing to say.”
Patrick C:  “Yeah.  Too bad your character isn’t here.”

Back to the Old Ruins.  When you got to the first level, you found some tracks leading off into the distance.  They were determined to be those of a giant humanoid.  Alfred’s tracking ability was really doing well today.  You found that the giant had looted some of the restoration water from that black tree (which you had found earlier).  The giant was then heard to be snoring somewhere in the mushroom woods.  Shorty and Melubb became separated from the rest of the party due to the enchantment of the place, and came across the snoozing hill giant.  It was one of the ones you had fought earlier.  Melubb’s crossbow and Shorty’s short sword applied the *coup de grace*.  The giant, in addition to two vials of the *restore* potion, had seven quite valuable gems!

You went back to the second level of the dungeon, but this time went north.  Almost immediately, you found a thicket of thorny bushes, forming a wall.  There was a small round door set in the thicket.  Certain that this was the entrance to the Halfling town, you knocked.  Indeed, there were Halflings, and after telling your story, they were well-disposed to you and invited you in.

That’s where we left off.

Next game:  July 16th.