

## **What on Oerth is going on? – Session the first 30 March 98**

The Scene is the Adventurers Guild in Greyhawk City. Five malcontents sit huddled at a corner table, heads bent in conversation. A bewildering variety of intoxicating liquids are arrayed at the table. It is obvious by the rapid consumption of hard liquor that these are no ordinary men and women (or Elves & er, hmm, Girlie Elves) they are ADVENTURERS!!! (with three exclamation marks – higher level parties just need the one).

So let us join this doughty team:-

### **“Prince” Galen**

A male Elvish Fighter whose lordly countenance regards the world with an aristocratic disdain. Well versed in useful adventuring skills such as etiquette and light conversation he is a sophisticated and elegant fighter. A specialist with the Longbow since he doesn't like to muddy his clothes in close combat he nevertheless is able to wave it about a bit.

### **Andrea**

A Half-Elven female Ranger whose life mission is to personally insult the entire population of the known world should be a great asset to any adventuring party, especially during sensitive negotiations with obviously powerful NPC's. Andrea makes up for all of this by packing a punch that could drop a troll..... if only she could hit anything...

With all of the useful Ranger skills such as “Kill Animal”, “Cook Animal” and “Eat Animal” Andrea is sure to be a great hit in the Wilderness.

### **Astra**

The Elven Magic User/Thief Astra is allegedly an accomplished carnival performer often to be found tarting around various entertainments in the Greyhawk area. I'd love to say more about this taciturn figure but it's a bit tricky without a character sheet.

### **Raven**

Raven is a male Elvish Fighter/Magic User whose favourite word is caution. Being blessed with an unremarkable set of abilities this boy has to take care or he'll be history if hit by anything harder than a stare. We'd take the piss a bit more but he hasn't given me a copy of his character sheet yet.

### **Alvin**

As a Half-Elven Magic User/Cleric Alvin is often confused about which of the many spells he should either memorise, pray for or just decide that he should have. Magic positively fizzles around this boy such that if he were ever accidentally isolated from the rest of the party and attacked by magic resistant monsters.....hmmmm.

He seems to like going around with an armour spell active.

We re-join our heroes in the bar as they try out the beverages available at the guild's well stocked but simple bar. Diverse drinks such as pints & halves of whiskey (Did you feel your DEX & WIS reducing?), Fine wine and Greyhawk's Old Ale were consumed enthusiastically. The Bar Steward, impressed by the thought of his cut of the bar take, hands over a card inviting a large group of low-level adventurers to a meeting with a certain "Mr Tooroot" who may have a bit of a job for them. After a few more bevies the party staggered upstairs to encounter the mysterious Mr Tooroot who just happens to be a talking Owl, in the upstairs reception room.

Tooroot asks them if they would consider employment as Adventurer/Guards for his friend & associate. The mission would involve a flat fee, a percentage of the monetary profits recovered, combat with "evil" (shudder) creatures and the loan of (wait for it) MAGICAL WEAPONRY to aid them in their task. The party discussed this for a while during which the charming Andrea excelled in her mission of insulting the whole population of the known world but without moving and whilst looking exclusively at the Owl, which being a sentient and not-unpowerful creature promptly charmed the irritating low-level Ranger. Alvin noticed this and the Owl noticed that he noticed and winked at him. (So not malicious then?)

The party eventually agreed to meet Tooroot's associate who awaits them but a short walk from the guild.

Tooroot's associate turns out to be a twelve foot tall blue skinned humanoid creature. He is richly dressed in merchant style robes and wears a lot of gold jewellery. He invites the party into his warehouse where they are intrigued to notice a pair of large hunting cats (Cheetahs actually) with jewelled collars that are obviously under the merchants control. Inviting them to join him for food and drink (a table is set with various tasty titbits and expensive looking drinks) the party, except the sullen Andrea who confines herself to extolling the virtues of that charming Owl (more truth there than she suspects) join the merchant to hear what he proposes.

His says his name is Sereen and he is a member of an ancient race known as The Arcane. He explains that the Arcane are traders in magical items and that he is currently engaged in a deal to procure a certain item for a client. The party naturally want to know more and so with a little prompting he tells them the following...

He recently came into possession of a tome entitled "Dissertation on Mining Techniques" and found it to contain a hidden message written in his own tongue by another Arcane called Theldor. The scroll hints that a cube of force – an item for which Sereen has a ready customer – is hidden somewhere in the tomb of one Clarshh who was an evil priest serving the Lawful Evil deity Nergal. (His symbol is an anti-Paladin in full Armour and Shield)

Not too much is known about Clarshh other than his downfall some 30 years ago. When the cult was overthrown, Clarshh's body was to have been displayed publicly as a warning to others however the body disappeared before this could happen.

Sereen is pretty hopeful that the scroll will enable him too locate the tomb and hence the cube of force. He says he will accompany the party, travelling in the huge (12 horse) wagon that he uses while travelling on business but he is too large to be going into dungeons and the like. Pressed a little by the party he admits to being rather a coward and anyway isn't that why he's hired you lot?

### **The Deal**

During the deal Sereen & Tooroot disappear behind the curtain to discuss things. When they emerge Sereen makes a new offer beyond the original proposition...

Initial offer 3000 GP plus 20 % of monetary treasure

Later offer 3000 GP plus 60% ditto

The bargain is struck for 3000 GP plus total treasure take, minus the cube of force.

Andrea & "Prince" Galen are particularly stropy about the amount of money. All that drink probably went to their heads.

### **The next Day - Investigations 1**

Andrea, enroute to the mercantile quarter, encountered a sexist/racist half orc who managed to taunt the fearless tree-hugging Amazon into combat. Unfortunately our hero came off much worse and eventually distinguished the party's first combat by running away severely wounded. I hope this isn't going to set a precedent.

Alvin and Astra, unable to let each other out of sight (is it love or have they just played together before?) head off to the Magic User's guild to find out about the Arcane. For a bargain research fee they are successful and discover the usual info about the Arcane Race

Raven canvasses some contacts in the mercantile quarter and discovers that Sereen is a well known trader in Magic items. Generally considered honest and truthful he is known for never supplying guarantees or receipts.

Galen remains in the bar spending the last of his paltry inheritance in the usual noble aristocratic fashion, attempting to drink the bar dry. The ridiculously obsequious steward seems to have taken to the "Prince" and informs him that Sereen & co are known in Greyhawk as reputable traders. The toady procures a nice bottle of posh plonk for our Lordship.

Our heroes assemble again for a session of pointing and laughing at Andrea who is by now in bed bleeding sullenly. Both of the medically inclined party members offer assistance which is most ungratefully received with Alvin calling upon all the mighty power of his deity casts Cure Light Wounds for an enormous 1 point recovery. Andrea is suitably unimpressed.

## **Investigations 2**

Alvin, exercising his "split level character" takes advantage of his clerical leanings to allow a spot of investigation at his Temple. He fails to discover anything useful about Clarshh but while he is there he procures two vials of holy water for 40GP and 1 hour of prayer. (Did I say tomb once too often then?)

Raven using his herbalism proficiency procures the necessary plants to make poultices for Andrea. She insists upon paying the 5 GP that they cost him.

Galen did that other thing that aristos are good at and went off for a nap. Circumstances were cruel however as he was attempting to sleep in a room next door to an asthmatic Dwarf on night shift.

Astra, another multi-classed type, disappeared off to the Thieves guild. She returned with information about Sereen and co that seems to back up the general party impression.

Andrea is still in bed recovering - poor little bunny.

Alvin has another go with Cure Light Wounds and Andrea's Hit points are restored to normal.

## **Magical Weaponry – ON LOAN**

This was handed out as follows:-

Galen +1 sword

Andrea +1 Short Sword

Astra +1 Long Sword

Raven +1 Comp. Longbow & 6 sheaf arrows +1

Alvin \*6 +1 Stones

## **Conclusion**

The party seem happy with the deal. They agree to leave Greyhawk at the beginning of the next day, travelling with Sereen.

Screen's Scroll

Clarsih who escaped in death lies under  
the third mountain peak, north of Lammdon,  
in his hand a magical force cube and  
about him treasure. The way is sealed.  
To find the key locate five objects in the ruin:

One: A symbol of the god, four paces left  
of center beneath The Hand.

Two: An iron key in Cooper's place.

Three: What it opens, up Thendrake's  
chimney.

Four: Use only what's within when the  
Gem behind the Butcher's Block is brought  
near.

Five: Spread the contents in the gatehouse  
the god chooses. The gate will reappear  
for a time.

*Beware: in the sepulchre a monster  
magic must defeat. If water was  
not fouled it would serve well.*