The Red Book III
of The Forgotten Realms

Entries from the great Bard Ed Greenwood

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Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun

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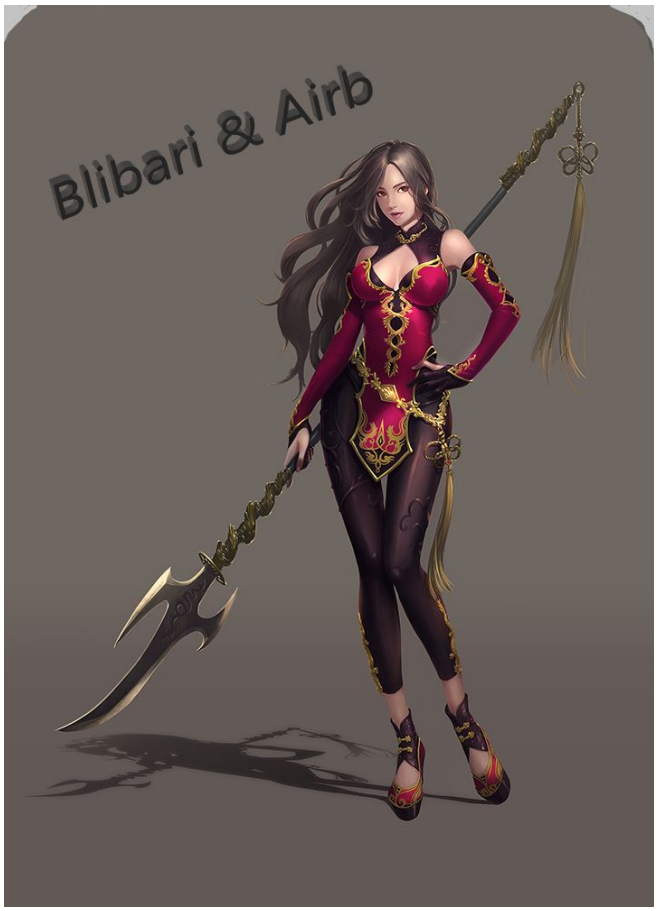

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The Lonely Orphan

The Five Points

Gallant Dorn Buckman, Human Paladin (ryan), 1st lvl, 0 exp

Veteran Blibari, Human Female Fighter (brooke), 1st lvl, 0 exp

Prestidigitator Salazar Falone, Human Wizard (kyle), 1st lvl, 0 exp

Veteran Peren Galonadel, High Elf Archer (eric) 1st lvl, 0 exp

Runner Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 1st lvl, 0 exp

However your journey got you here, you are in Waterdeep, "The City of Splendors", a port city located along the western coast of Faerun, hanging out in your favorite dive tavern, "The Lonely Orphan" for most of the day and now well into the night. There are a few smoky oil lamps providing dim light to the room, which you swear is spinning, as Freedo, your favorite bartender brings you more cheap ale. You think you see a very dark skinned elf in the doorway – a shiver runs down your back from the tales you heard as a kid of the torture the dark elves – drow - enjoy to perform on others. You then hear a yell, then the thrum of crossbows. You feel a sting on your neck and then all goes black….



You have no idea how long you have been out or where you are now, but you are very sluggish and have a cold heavy iron slave collar tight around your throat along with heavy, tight manacles connected to an iron belt by a short length of chain. As your eyes adjust and your head clears, you can see you are in a very dark cave about 15' x 30' with a heavy iron barred gate at the only entrance. You find your 4 drinking companions here as well as an assortment of other prisoners.

You soon learn of your captors, drow, as you feared. The cruel priestess, Mistress Ilvara of House Mizzrym, robed in silken garments and always flanked by 2 males, Shoor Vandree and Jorlan Duskryn (Jorlan has new

facial scars, seemingly now out of favor). Mistress Ilvara likes to impress her will with scourge in hand and remind you that your life now belongs to her. "Accept your fate, learn to obey, and you may survive." Her words echo in your memory, even as you plan your escape.

Over the next 6 days, you are split into 3 groups and do hard, menial labor 1/3 of each day. You all feel the lash of the whip or kick of a foot or claw of a Quaggoth more than once. You are fed a watery mushroom soup once per day.

One day, Jorlan tells Blibari that he will leave the gate unlocked and create a distraction so you can all escape. He tells you about the armory where you can find your stuff, then you can jump over the hanging bridges into the webs below, then out of the webs into the pool below that, then make your escape from this cavern.



During the next guard change, you hear horrible droning buzzes echoing through the cavern followed by inhuman shrieking. Alarms sound, the guards take off, you open the gate and run across the rope bridge. You see horse size "bees" chasing demon looking winged things around the cavern. They all seem to ignore you. You barge into the armory

and meet 3 drow males. During the battle, Blibari and Dorn jump on the table and then jump up into the hole in the ceiling and start throwing down armfuls of weapons and then grab the groups backpacks. You manage to give the drow a few minor wounds, then jump over the rope bridge into the darkness & the spiders that await you below.

Your slave mates are;

Buppido – a male derro, gregarious and talkative. He was one of the 1st in battle during your escape, but fell from damage.



Prince Derendil – A gold elf from the kingdom of Nelrinddenvane in the High Forest. The evil wizard Terrstor trapped him in his current form of a hulking Quaggoth and exiled him from his homeland. He became enraged during your escape and fought fiercely, but was also knocked down. Aelar tried to pull him over the edge but failed, then Blibari managed to grab the Prince's foot and pulled him over with her.

Eldeth Feldrun – a female shield dwarf from Gauntlgrym. High spirited and proud and hateful of all drow and other corrupt dark dwellers such as derro and duergar. She asked Blibari to take word back to her family along with her shield and warhammer if she doesn't make it. She fought very bravely during the escape, but also fell.

Jimjar – a deep gnome with a devil may care attitude who is annoying as he wants to bet on just about everything. He

currently has 3 gp due from Blibari for escaping the room within 2 hours and 5 gp due from Dorn for escaping the room and for Dorn not being able to get up to the armory. During the escape he jumped over with Salazar, Sarith, Shuushar, Topsy and Turvy.



Ront – an orc from the Iceshield tribe. He is a mean, hateful, stupid bully. During the escape he fell.

Sarith Kzekarit – a drow, sullen and keeps to himself. He is accused of killing another drow, though he can't remember the incident. He varies from believing the whole thing is a setup to believing it is all true. He knows that all the prisoners, including himself will be sent to the Drow city of Menzoberranzan to either become sacrifices to Lolth or be slaves and be used as torture amusement for centuries – with the help of spells of healing to bring one back from death & longevity potions to make one youthful again. He jumped over during the escape, following Salazar.

Shuushar the Awakened – a kuo-toa, a fish like humanoid who is a calm and peaceful presence. "It is what it is." as he comments on his current situation. He jumped over the edge with Salazar.

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Stool – a myconid sprout, lonely and frightened, wanting only to return to its home in Neverlight Grove. Stool uses rapport spores to communicate with other creatures. It jumped over the edge with Salazar.

Topsy & Turvy – Twin deep gnomes from the city of Blingdenstone in the Underdark, captured by the drow while gathering mushrooms in the tunnels near their home. Topsy is by far the more social while Turvy constantly mumbles and mutters darkly. Topsy then repeats what his brother says. They both jumped over with Salazar.

Escape from Velkynelve

The Five Points

Keeper Dorn Buckman, Human Paladin (ryan), 2nd lvl, 380 exp

Warrior Blibari, Human Female Fighter (brooke), 2nd lvl, 525 exp

Evoker Salazar Falone, Human Wizard (kyle), 2nd lvl, 575 exp

Veteran Peren Galonadel, High Elf Archer (eric) 1st lvl, 150 exp

Strider Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 2nd lvl, 390 exp

As you are laying in the dark in a somewhat comfortable sticky webbing, you recollect your last moments of freedom back at the Lonely Orphan.



You should have been back home in your bed, but Freedo "twisted" your arms, telling you all to have "just one more". You have a slight chuckle as you wonder how much you would of bet Jimjar if he was with you, that you would willingly jump over a rope bridge into darkness and hope to land in spiderwebs that could only be created by spiders big enough to kill you all.

The Drow shouts from above quickly snap you out of your thoughts and you try to untangle from the webbing which spans as far as you can see in 3 directions. The 4th direction, 25' away drops off into darkness.

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The group is on opposite sides of a giant stalagmite which is an anchor for the webs. Jimjar moves first, but is stuck in the webbing, Blibari tries to help him, but accidentally pushes him deeper in. Aelar comes over and helps pull Jimjar back out. As you all decide where to go next, giant spiders (about 6' in diameter) start creeping in on you from both sides. Aelar goes over and tries to bring Prince Derendil back to consciousness, Dorn Buckman wants to go towards the waterfall (past a spider) and jump over. Salazar decides to scramble through the webs (away from all spiders) and heads for the closest edge of the webs and jumps over into the darkness, again putting his trust in Jorlan Duskryn (the out of favor male Drow who helped you escape) and hope that there is a lake below. Shuushar the Awakened follows Salazar over the edge and Stool is trying to make it over as well (ever so slowly). Back on the other side of the stalagmite, a giant spider bites Prince Derendil. Aelar Agrippa Daloneth bravely steps over the Prince to battle the spider only to be bitten himself and falls over unconscious (or dead) into the webbing.

Meanwhile, Turvy also gets bitten by the spider on the other side, he fights back. His brother Topsy joins in the battle, swinging fiercely at the giant spider. Jimjar, now free of the webs, dashes for the edge and jumps over. Dorn Buckman abandons his waterfall run and jumps over. Blibari, carrying 3 backpacks and still in slave irons decides to throw 2 backpacks over the edge to free up her hands some, then grab the unconscious Aelar and jump over the edge pulling him with her. As she tumbles over, she sees the 1 spider start wrapping up Prince Derendil and the other spider finish off both Topsy & Turvy starting to wrap up one of them. Meanwhile, below, Salazar falls 100 feet into a dark, deep lake, a mere 15' from land, which would have been a death fall for all of the them. He swims to shore, but thinks he feels something brush alongside him. Shuushar splashes in behind him and as the fish he resembles, swims very swiftly and plops out of the water onto land. Stool then drops in, and then starts to submerge, quite obviously going to sink & drown. Shuushar dives in and brings him back to shore quickly. Jimjar then drops, but as he is swimming to land, he is attacked by a gray snake like appendage. Blibari, with the

unconscious Aelor then drops. Blibari considers saving the 2 backpacks (Peren's & Aelar's) that are floating away or save Aelar, she chooses Aelar. As they get to land, Jimjar is taken underwater by what lies below. Blibari tells the group when she was in the water, she could hear a voice cry out "Flesh for the Faceless Lord!". The group decides to go through the west passage, but a wounded demon-Vrock drops hard to the ground in front of them. It's a standoff for a round, then the Vrock flies off. Blibari's eyes go wide and she just takes off by herself running for the passage and runs & runs & runs. The group follows, but find out how slow Stool is, so Alazar picks him up. Aelar is still laying on the ground, so Peren Galonadel appears and picks him up and carries him out of the cavern.



After Blibari finally stops running 5-10 minutes later, the group walks on for another hour before stopping for a short rest and to decide what they should do. Stool wants to go home to Neverlight Grove and promises sanctuary for all, but doesn't know how to get there. Shuushar suggests visiting the kuo-toa town of Sloobludop to acquire boats, though he doesn't know how to get there from here, but he knows the Darklake very well and can get close to Neverlight Grove from the Lake. Sarith Kzekarit would like to take Stools offer of sanctuary and he knows how to get to Sloobludop. The rest of the group is totally (TOTALLY) lost.

The group starts at a fast pace to try to escape from any perceived pursuit from their former Drow captives. Hours upon hours of dark, twisting tunnels, deathly quiet at times, other times you hear far off sounds that can't be distinguished. Sometimes, a faint light is up ahead or off in a little side passage. The light is from some small lichen, mold or mushroom.

After many more hours, the passage ahead is full of muck as far as you can see. You all decide to backtrack about 30 minutes to the last passage. After an indeterminable time (some of you think its been days-but it's still day 1 of your escape), you come across a cavern about 20' wide that is full of fungi growth. Up ahead, some of the bigger mushrooms (5' tall) start shrieking, loud & clear. You run full speed past them till you

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finally you can't hear them anymore, wondering what sorts of vile creatures also heard the shrieks.



After some more time, you find a small alcove and collapse from exhaustion. You all try to remove your slave irons, with some success. You have escaped the drow, for now, but you have lost 7 of your fellow prisoners and most of your supplies and equipment. You take stock of what you have left, realizing you only have 1 day of food and water, then fall into a fitful uneasy sleep where you have strange dreams with disturbing images – dark shadows reaching for you – endless mazes of tunnels – oily tentacles brushing against you – great buzzing and howling – infested wounds bursting in clouds of spores and crawling masses of maggots and insects. You wake often from these nightmares in cold sweats feeling as though something is out there in the dark depths – something far worse than the drow.

Peren Galonadel; rapier, longbow, 20 arrows. (lost backpack).

Aelar Daloneth; short sword, longbow, 20 arrows. (lost backpack).

Blibari; glaive, dungeoneer's pack (crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days rations, waterskin, 50' hempen rope), cards, insignia of rank, 5' silken rope.

Dorn Buckman; warhammer, shield, priests pack (blanket, 10 candles, tinderbox, alms box, 2 blocks incense, a censer, vestments, 2 days rations, waterskin), holy symbol, prayer book.

Salazar Falone; quarterstaff, arcane focus, spellbook, scholars pack (book of lore, bottle of ink, ink pen, 10 sheets of parchment, little bag of sand, small knife)

Stool; nothing

Sarith Kzekarit; a flint shard (used as a dagger), 2 gold coins

Chasm Korg Cherries

The Five Points

Keeper Dorn Buckman, Human Paladin (ryan), 2nd lvl, 300 exp

Warrior Blibari, Human Female Fighter (brooke), 2nd lvl, 350 exp

Savage Barnabes Harrigan, Human Barbarian (kyle), 2nd lvl, 400 exp

Veteran Peren Galonadel, High Elf Archer (eric) 1st lvl, 150 exp

Strider Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 2nd lvl, 300 exp

During the night as Dorn Buckman is keeping watch, he sees a big figure moving towards him. Its Prince Derendil !!! Then 2 arrows speed past the Prince towards the group as Dorn yells to wake up everyone. The quaggoth, severely injured (looks like 1 of his arms was chewed off) charges, makes a claw attack at Dorn and knocks him out (apparently, it's not the Prince). 3 goblins join the battle. The Five Points fight well, kill the quaggoth and 2 goblins, the 3rd goblin runs back into the darkness. You continue watch, then leave in the morning (deciding/forgetting to inspect the dead bodies for anything of value).

The fungus on Sarith's face is growing and he spends more of his time in a daze. He lets you scrape/cut off as much as you can. He is still your only guide, though you sometimes wonder if he knows where he is going.

You travel for the rest of the "day" at a normal pace, so you can forage for food/water. You find a few edible mushrooms and then find a little "safe spot" to take a long rest.



Sometime during the next day, you come across a chasm, 25' deep and 50' across with a deeper gorge running down the middle with dim light, possibly coming from crystals deep down. There is a thick rope spanning

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the chasm. The group all make it across except Aelar who falls twice and now is so wounded, he is afraid to try again. The righteous paladin, Dorn Buckman crosses back to help Aelar. As they are down in the chasm (on the wrong side), 2 drow appear from the passage above them and start crossing the rope. Salazar cuts the rope as the drow are about ½ across. One drow falls on Salazar's side of the chasm, the other falls deep into the gorge. The next round another drow appears in the passage. They are all looking intently towards Salazars passageway. Meanwhile, Dorn & Aelar are moving away and hiding in the rocks down below.

Then everyone feels a slight tremor, then the earth quakes, cavemen – korgs and cherries materialize and fall all over the chasm. During the madness, the drow retreat back down the passage and Dorn and Aelar make it back up with their group. Only stool is missing.



Inventory: Total food: ½ day for 6 Total water: ½ day for 6

Peren Galonadel; rapier, longbow, 20 arrows. (lost backpack).

Aelar Daloneth; short sword, longbow, 20 arrows. (lost backpack).

Blibari; glaive, dungeoneer's pack (crowbar, hammer, 10 pitons, 10 torches, tinderbox, waterskin, 50' hempen rope), cards, insignia of rank, 5' silken rope.

Dorn Buckman; warhammer, shield, priests pack (blanket, 10 candles, tinderbox, alms box, 2 blocks incense, a censer, vestments, waterskin), holy symbol, prayer book.

Salazar Falone; quarterstaff, arcane focus, spellbook, scholars pack (book of lore, bottle of ink, ink pen, 10 sheets of parchment, little bag of sand, small knife)

Stool; nothing

Sarith Kzekarit; a flint shard (used as a dagger), 2 gold coins

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Gnoll Pack Lord

The Five Points

Keeper Dorn Buckman, Human Paladin (ryan), 2nd lvl, 380 exp

Warrior Blibari, Human Female Fighter (brooke), 2nd lvl, 525 exp

Savage Barnabes Harrigan, Human Barbarian (kyle), 2nd lvl, 575 exp

Veteran Peren Galonadel, High Elf Archer (eric) 1st lvl, 150 exp

Strider Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 2nd lvl, 390 exp

The drow originally created by Gary Gygax are now "essentially the drow of fantasy fiction today", according to Ed Greenwood, who believes them to be "arguably Gary Gygax's greatest, most influential fantasy creation" after the D&D game itself.[6] Designer James Jacobs considers the drow to be a rare example of a D&D-invented monster becoming mainstream, with even non-gamers recognizing them.

After a long rest, Sarith's fungus growth is worse than ever and it is very hard to "wake" him up. He still is your best hope out of here. It looks like he is turning into some kind of plant or fungus.

You also come to realize that the faint odor of rotting fish is Shuushar.

And Stool keeps asking "how long till we get there?"





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After several hours, you all hear clicking, clacking and scraping, then 2 huge turtle/bird/lobster clawed beasts run towards you but then duck down a small side passage. A round later, 4 yapping, giggling, crazy gnolls also come down the tunnel, apparently chasing the turtle creatures. 2 gnolls decide to attack your group only to find their death. You continue down the passage, and in a few rounds meet up with 5 more yapping gnolls, 1 of which is a gnoll pack lord. Sarith takes a few arrows and drops, Blibari charges, hits, gets hit, then drops. Dorn lays hands on Blibari, then both Dorn and Blibari both get hit again and again and both drop. The Five points are fighting (rolling) horribly except for the savage, Barnabes Harrigan, who in his rage, saves the day. Dorn is about to die when Shuushar shows a new ability and cast a small cure spell on him. The 2 turtle beasts "attack" the gnolls from the back and therefore help you, though Aelar still shoots arrows at them.

After all the gnolls are dead and the wounded hook horrors are in hiding, the group takes a short rest and grabs some gnoll weapons and armor. You also find a few somewhat edible things and some nasty looking water in a skin water bag. Blibari takes the pack lords very nice glaive.

You then continue along the paths that Sarith suggests. They lead down, down, down & down for 2 more days. There are lots of turns and twists and small cavities and larger passageways. It's all very confusing. You find a few edible mushrooms and some full of water.

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In the "morning", Sarith has dramatically changed and is no longer responsive to you. Shuushar is still calm & says, "that it is what it is, and who can say what end it might eventually lead toward?"

Inventory: Total food: ¼ day for 6 Total water: ¼ day for 6

Peren Galonadel; rapier, longbow, 20 arrows.

Aelar Daloneth; short sword, longbow, 19 arrows + 8 gnoll arrows. 2 gold coins

Blibari; 2 glaives, dungeoneer's pack (crowbar, hammer, 10 pitons, 1 torches, tinderbox, waterskin, 50' hempen rope), cards, insignia of rank, 5' silken rope. Flint shard (dagger)

Dorn Buckman; warhammer, shield, priests pack (blanket, 2 candles, tinderbox, alms box, 2 blocks incense, a censer, vestments, waterskin), holy symbol, prayer book.

Barnabes Harrigan; quarterstaff, arcane focus, spellbook, scholars pack (book of lore, bottle of ink, ink pen, 10 sheets of parchment, little bag of sand, small knife)

Stool, Shuushar the Awakened & Sarith Kzekarit; nothing

The Murder of Sarith

The Five Points

Keeper Dorn Buckman, Human Paladin (ryan), 2nd lvl, 580 exp

Warrior Blibari, Human Female Fighter (brooke), 2nd lvl, 625 exp

Savage Barnabes Harrigan, Human Barbarian (kyle), 2nd lvl, 775 exp

Ghost Veteran Peren Galonadel, High Elf Archer (eric) 1st lvl, 200 exp

Strider Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 2nd lvl, 590 exp

As you are crossing the chasm via the rope bridge, you see the frightening madness in Salazar's eyes, he opens his mouth as if to scream, then lets go of the rope and as he is plunging out of sight deep into the gorge, you hear his hideous howl fading away. You awaken in a sweat, another "night" of nightmare terrors.

Now awake, the group debates about what to do with Sarith. The Paladin Dorn Buckman and Blibari decide (out of fear) to put Sarith out of his "misery". Sarith is standing peacefully and quietly next to Stool. The 2 "mercy warriors" or some would say assassins, both walk up to mushroom-Sarith and "sucker punch" him with their weapons, dropping him after their 2 hits. Stool is in obvious distress, jumping up & down and releasing many spores all over the place. After some minutes, Stool quiets down and allows Blibari to carry him as the group wanders on, though Stool is silent.

Without your guide, and in total darkness, with only Aelar & Shuushar able to see (maybe Stool, too) the group is just going down the tunnel, very slowly, looking for food and water and hoping for something.

After an undetermined number of hours, you all smell something awful from up ahead. Aelar can see what looks like a dead cow (an underdark version – a rothe) laying in the middle of the tunnel with some sort of movement around it. You light your last torch and move in. The rothe looks and smells like its been dead for several days and there are several 2' long maggots on and in it. As you walk around, a 6' long Grick darts out of a small hole and attacks Blibari, then another Grick emerges and attacks Aelar and Barnabes. The Grick on Blibari hits her abdomen with its tentacles, then chomps in with its



beak, dropping Blibari on the spot. Aelar gets hit, then reaches over the dead rothe and gets bit by a giant maggot. Shuushar starts chanting. Dorn misses badly (maybe his paladin god is punishing him for killing a passive plant). Barnabus gets hit, then rages. After a few rounds, The Five Points defeat another monstrosity of the Underdark. They elect not to venture into the Gricks lair and not to eat anything they just killed, including the protein filled maggots. They may regret that later.

The food and water have run out. Your stomachs are growling. You know you will start losing energy soon enough.

The passage has many smaller tunnels going in all directions, but you continue on the "main" passage for many more hours, until you see a dim light ahead. As you cautiously approach, you see what appears to be a Derro (you have only met one before and that was Buppido in prison), crouching in a small stream trying to catch something with his hands. The glow is also coming from the stream bed.

Inventory:

Total food: no food

Total water: no water

The shade of Peren Galonadel; rapier, longbow, 20 arrows.

Aelar Daloneth; short sword, longbow, 19 arrows + 8 gnoll arrows. 2 gold coins

Blibari; 2 glaives, dungeoneer's pack (crowbar, hammer, 10 pitons, 1 torches, tinderbox, waterskin, 50' hempen rope), cards, insignia of rank, 5' silken rope. Flint shard (dagger)

Dorn Buckman; warhammer, shield, priests pack (blanket, 2 candles, tinderbox, alms box, 2 blocks incense, a censer, vestments, waterskin), holy symbol, prayer book.

Barnabes Harrigan; Great sword, spear, shield,explorer's pack (bedroll, mess kit, tinderbox, waterskin, 50' hempen rope)

Stool, Shuushar the Awakened; nothing

Sloobludop

The Five Points

Keeper Dorn Buckman, Human Paladin (ryan), 2nd lvl, 680 exp

Warrior Blibari, Human Female Fighter (brooke), 2nd lvl, 725 exp

Savage Barnabes Harrigan, Human Barbarian (kyle), 2nd lvl, 835 exp

Ghost Veteran Peren Galonadel, High Elf Archer (eric) 1st lvl, 200 exp

Strider Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 2nd lvl, 690 exp



You approach what looks like a small dwarf, but has blue-gray skin, straight white hair and pale white eyes that lack both irises & pupils who appears to be trying to catch something from the small underground stream. Dorn finds they both speak dwarvish. The creatures name is Y, a derro, and a member of the Society of Brilliance, whose mission is to solve all of the Underdarks problems. Y, who is very talkative, tells you the Society fears some kind of "demonic incursion" and something about strange magic areas.



He rambles on, giving you verbal directions to Sloobludop, telling you some drow, led by Ilvara Mizzrm, a very angry Priestess is looking for you. He says she appears obsessed with finding you thinking you are part of a

conspiracy or perhaps some test of her worthiness. Y then find much interest in Blibari's newly found glaive. After failing to trade for it, he decides to help Blibari get "in tune" with her magic weapon. After an hour of intunement, while the rest of the party is either catching fish, guarding or relaxing in the stream (Shuushar), Blibari is now one with her weapon. Its name is Airb, a +2 glaive, gives off light 20'radius, 40' dim and 1/day for 10 rounds; Shield spell and/or Fire blade, +3d6 fire damage.

Aelor hears something approaching, Y tells you all to hide in the cave & if things go bad to jump into the 10' deep, dark hole the water is falling into. Your drow "friends" come by, Y meets them and points them onward. Hiding in the shadows, you see 8 drow walk by.

You depart Y and continue on for a day. You come across a patch of yellow mold, Dorn takes a nice big breath of it and starts hacking for 5 minutes. After some failed rope tricks, you all hold your breath and run for it.

You pass 6 kou-toa traders with a cart full of dead fish pulled by 2 rothes. You pass each other peacefully.



The next day a group of 8 kou-toa attack you with nets, claws and one, called a Monitor hits you with lightning claws. Dorn drops, Blibari is netted, then drops, Aelar & Barnabus are both taking heavy damage, but the Five Points pull through again.

An hour later, you come across another group of Kuo-toa, this group is friendly. The leader (speaking with tongues) tells you he is Ploopploopeen, archpriest of the Sea Mother, Blibdoolvpoolp. And you are the answer to his prayers and will be rewarded. You just need to pretend to be sacrifices to Blopplippod, his daughters cult of the Deep Father.

You arrive in the rickety town of Sloobludop, you guess about 150' wide by 300' long with a 20-120' cavern ceiling and on one side is Darklake, which has docks and small boats. The massive tangle of reeds is lit by glowing spots of phosphorescence. You see hundreds of Kuo-toa here. They all seem to be in a religious fever, forever moving about in groups following whoever is currently talking. As the ritual starts, the characters are brought

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near the alters. A bruised duergar is brought forth and taken up first. The kuo-toa begin chanting and circling. Blibari hears a voice in her head that says to flee now – find a boat and go. She urges the group, but in the hysteria and the hundreds of moving, chanting kuo-toa, they find themselves split up. She notices some of the kuo-toa that are in the Darklake start flailing and crying out as several of them are pulled under by unseen forces. The water foams red with blood. Back at the altar, the father, "your friend", Ploopploopeen climbs up it and strikes his daughter, Blopplippod. Dorn Buckman also races up and just as the young archpriest (the daughter), calls out "Leemooggoogoon!", Dorn strikes a final, fatal blow, dropping her before the profane alter. Then, farther out in the Darklake, the water begins to bubble and foam. A thick, oily tentacle bursts forth,





followed by another, Then two monstrous heads break the surface, each resembling hideous, angry baboons with wickedly curved tusks, red eyes burn with bloodlust & madness. The creature rises from the lake and must be at least 30' tall. As water cascades down its back & shoulders,the great demon throws back both its heads and roars!

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Inventory:

Total food: 1 day food for 5

Total water: 1 day water for 5

The shade of Peren Galonadel; rapier, longbow, 20 arrows.

Aelar Daloneth; shortsword, longbow, 19 arrows + 8 gnoll arrows. 2 gold coins

Blibari; 2 glaives, dungeoneer's pack (crowbar, hammer, 10 pitons, 1 torches, tinderbox, waterskin, 50' hempen rope), cards, insignia of rank, 5' silken rope. Flint shard (dagger)

Dorn Buckman; warhammer, shield, priests pack (blanket, 2 candles, tinderbox, alms box, 2 blocks incense, a censer, vestments, waterskin), holy symbol, prayer book.

Barnabes Harrigan; Great sword, spear, shield,explorer's pack (bedroll, mess kit, tinderbox, waterskin, 50' hempen rope)

Stool, Shuushar the Awakened; nothing

Leemooggoogoon!

The Five Points

Keeper Dorn Buckman, Human Paladin (ryan), 2nd lvl, 810 exp

Warrior Blibari, Human Female Fighter (brooke), 2nd lvl, 825 exp

Savage Barnabes Harrigan, Human Barbarian (kyle), 2nd lvl, 905 exp

Ghost Veteran Peren Galonadel, High Elf Archer (eric) 1st lvl, 200 exp

Strider Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 2nd lvl, 820 exp



As the Demon Prince rises to stand over 30' tall, the whole cavern falls into a eerie silence. Then Demogorgon throws backs both his heads and roars as his tentacle arms slam into the water and he approaches the docks. Of the hundreds of Kuo-toa, some of them stand in utter awe & fright, some run, some start wailing a strange fish yell, others start fighting amongst themselves, some give you an evil look as if to blame you for drawing this doom down upon them. Others start chanting over & over "Leemooggoogoon!"

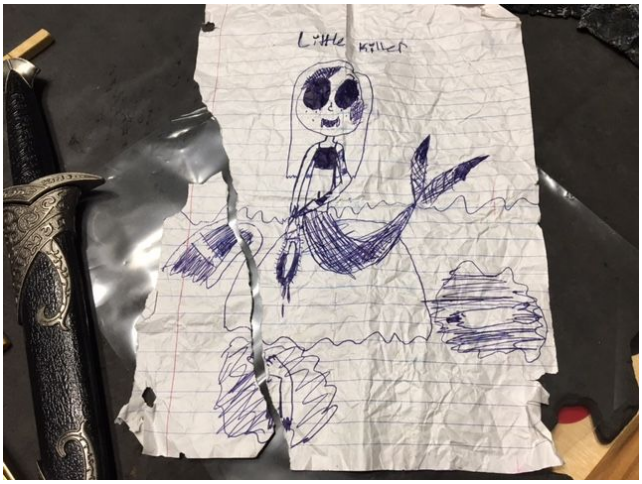
Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun

Aelar & Shusshar stand in awe, not sure what to do. Barnabes grabs the bone necklace of the decapitated head of the dead archpriest, Bloppblippodd, then heads to her hovel to loot it, finding some small spider engraved trinkets, a bronze cup & 3 small azurite gems. Blibari tries to get everyone onto a boat. As Demogorgon approaches, waves starting to lap at the dockside, The Five Points all get on the boat. They see Hemeth, the duergar who was to be the first sacrifice, look to them for help. The Five Points push off as Hemeth gets stabbed from a kuo-toa and then falls. The boat is about 20' from the docks as Demogorgon slams a tentacle down in the water near the boat, almost capsizing it. Blibari & Dorn both get knocked out into the water. Manta (Demon) rays immediately attack them. As both are climbing back on board, they are both hit by the barbs in the Demon Rays' tails and both go unconscious. The group manages to row on, leaving the roars, shrieks, cries, screams of Sloobludop far behind them.



You find a disturbing drawing in the boat, Shuushar knows nothing about it.



As hours turn into days, with nothing but the sound of your rowing or sometimes small rapids or dripping water, all in total blackness, you wonder how you ever ended up in a place



like this. The Darklake appears to be a giant labyrinth of lakes, waterways and canals that connect myriad caverns and chambers. Some of these caverns are massive, with immeasurably deep water and vaulted ceilings far outside the range of any light. Others are narrow, with only a few feet of space between the ceiling and surface and some are completely submerged. Stalagmites, stalactites and columns are everywhere.

Every so often, Shuushar points out ancient duergar runes (road sign, he tells you), carved along the tunnels, though most are nearly worn away with the passage of time.

Down one passage, the rapids are extremely rough, though you try to avoid the major stalagmites sticking up, you smash into a few, damaging the boat and sending Barnabus over the side. When you reach the end of the rapids, as you are trying to throw a rope to him, a school of quippers attack him. Thanks to his armor, they can't rip him to threads.



At one point, complete darkness, (Aelar can't penetrate it with his darkvision), consumes the back of the boat and then you hear a struggle, then a big splash. The darkness drifts 15' behind the boat, but Shuushar is now missing. Moments later, he pops up 20' in front of the boat, gets back on, then you all row fast.

Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun



In another small passage, the water becomes shallow, only inches deep. Aelar sees an intersection up ahead and also notices cracked bones and skulls in the shallow water and pictographs painted in blood or dung on the walls.

All the images are of lizard like humanoids killing all sorts of other creatures. You all (except Stool) get out of the boat and start walking it over the shallow area. As you get to the intersection, you notice a horrendous





smell and then hear and then see a group of Lizard-like folk charging at you.

Dorn purifies the Darklake water once per day, you all drink as much as you can and also fill your 3 canteens. Your food has run out 2 days ago, though.

Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun

Inventory:

Total food: 0 days food for 5

Total water: day by day - water for 5

The shade of Peren Galonadel; rapier, longbow, 20 arrows.

Aelar Daloneth; short sword, longbow, 19 arrows + 8 gnoll arrows. 2 gold coins

Blibari; 2 glaives, dungeoneer's pack (crowbar, hammer, 10 pitons, 1 torches, tinderbox, waterskin, 50' hempen rope), cards, insignia of rank, 5' silken rope. Flint shard (dagger)

Dorn Buckman; warhammer, shield, priests pack (blanket, 2 candles, tinderbox, alms box, 2 blocks incense, a censer, vestments, waterskin), holy symbol, prayer book.

Barnabes Harrigan; Great sword, spear, shield,explorer's pack (bedroll, mess kit, tinderbox, waterskin, 50' hempen rope)

Stool, Shuushar the Awakened; nothing

Darklake Travels

The Five Points

Keeper Dorn Buckman, Human Paladin (ryan), 2nd lvl, 810 exp

Warrior Blibari, Human Female Fighter (brooke), 2nd lvl, 825 exp

Savage Barnabes Harrigan, Human Barbarian (kyle), 2nd lvl, 905 exp

Ghost Veteran Peren Galonadel, High Elf Archer (eric) 1st lvl, 200 exp

Strider Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 2nd lvl, 820 exp

As the troglodytes are charging down the tunnel towards you, they are preceded by a horrendous smell. Both Aelar and Blibari become nauseous, feeling weak to the stomach.

As you battle the 6 troglodytes, you notice 1 hanging back, a slightly bigger, meaner, more viscous looking one. Part way through the battle, you lose track of him, he's gone. After you all get some wounds, you manage to defeat the foes. You then all grab the boat and try to push/pull it through the sandbar (2" of water). Another minute and another 6 troglodytes come rushing towards you, a few female ones this time. The "leader" is still hanging back, watching, waiting…



Shuushar is in full "battle" chant, Stool is nervously bopping around on the boat. Blibari gets hit a few more times and falls unconscious. Barbabes is raging again. Aelar & Shuushar are trying to drag the boat through the shallows. The troglodyte leader seems to vanish again. You defeat the 2nd wave of troglodytes. Barnabes is wistfully looking down the passage they came from wondering what sorts of treasure is so close for the taking. But the rest of the group just wants to get moving, so they push into deeper water.

Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun

Rowing, resting, darkness, stillness, quiet, drips, splashes, unease, hunger, the endless madness of Darklake.

Travelling down a small passage, Aelar notices a faded rune on the cave wall. He gets Stool to release his telepathic spores and asks Shuushar what this one means. He says it's another ancient duergar rune, a "road sign", nearly worn away from the passage of time. Such knowledge of finding and reading them takes years, if not decades of wandering the Darklake to acquire. As he talks to you, you notice another reason why sometimes it's so disturbing talking to any of the kuo-toa - they lack eyelids - so, they never blink, they are always moving, gesturing when talking in their bubbly, gurgling voices. He tells you that the maze of tunnels, passages and pools of the Darklake is a kind of meditation - a spiritual journey and he has spent a lifetime in solitary contemplation here and that is how he has become "enlightened" and is so happy to be able to help you all to become "enlighten" now.

You ponder that thought while you row out into an enormous cavern. Shuushar says the rune points to across the far end. After several minutes, you can't see any walls or ceiling or feel the bottom with your oar.

Some time later, you hear splashes behind the boat, they get closer till you see "demon ray" fins getting ever closer. There must be at least 6 of them. After several tense moments, you hear gnawing on the bottom of the boat and see the bottom of the "wings" of a demon ray on both sides of the boat. Blibari stabs at them with her glaive, Airb. The gnawing stops and the wings vanish below. The demon rays follow about 30' behind the boat.

You see a small island up ahead with a patch of mushrooms growing on it. You land on it, explore the mushrooms which resemble rotting flesh. Shuushar starts eating it. Calls it ripplebark, better if roasted, but edible. You also find an 8' x 4' sealed iron barrel in the midst of the mushrooms. The only thing you can find on it are the letters "KWALISH".

You take a long rest and move off, the demon rays are nowhere to be seen. You reach the end of the cavern lake and enter a small passage where the flow becomes quicker and quicker and Aelar notices sharp stalagmites piercing the surface and the passage ceiling is getting lower and lower.

Glowing Mushroom Island

The Five Points

Keeper Dorn Buckman, Human Paladin (ryan), 2nd lvl, 850 exp

Warrior Blibari, Human Female Fighter (brooke), 2nd lvl, 865 exp

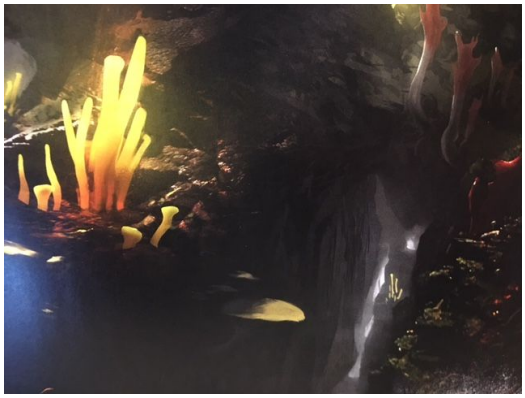
Savage Barnabes Harrigan, Human Barbarian (kyle), 2nd lvl, 925 exp

Ghost Veteran Peren Galonadel, High Elf Archer (eric) 1st lvl, 210 exp

Strider Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 2nd lvl, 870 exp

As the rapids pick up, taking your boat faster & faster down the ever shrinking passage, Aelar manages to spot deadly rocks just below the surface of the water and the group working as a team with Barnabes shouting orders and Shuushars expert steering of the boat, you manage to miss most of them, taking very little damage to the bottom of the boat. Though both Dorn & Barnabes both got hit a few times by the low ceiling. Dorn even chips one of his precious Buckman teeth.

After the rapids slow and the passage widens, minutes turn into hours. Blibari lights up Airb, as she feels there needs to be light. The group doesn't protest, as only Aelar, Shusshar and possibly Stool can see in the dark.



The next "day", after several more hours, you see a light up ahead. It is a small island with glowing mushrooms on it. Dorn investigates, and notices every time he touches a mushroom it turns off, then back on if he touches it again. He tries to carve one up like a pizza, but finally just chops the head off the 8' tall mushroom and places it in the boat, turning if "off". You then continue rowing.

During your long rest, you still have nightmares of terrible things chasing you in the darkness, but there are some moments of peace, tranquility, a meditative state, "it is what it is". So you either awaken clenching your

weapon or with thoughts about there is something good & wonderful about your current situation.

Dorn keeps purifying water each day, but it has now been 2 days since you have last eaten or have seen any duergar runes.

Hours and hours later, as you approach a bend in the stream, Aelar sees an old, haggard looking women sitting on a rock, staring into the water, whistling ever so softly. As you cautiously approach, Blibari lights up Airb. The old woman looks up and greet you nicely, in a croaky voice. Blibari decides to paddle over & jump up on the rock, thinking the women may be in need of help. The women, Nanny Plunk, claims to be a witch of the Dark Mirage, and offers to guide your party through her domain, but only if you agree to perform a task for her, which is to steal back her magical talking toad from her evil sister, Dame Spiderwort. You agree, so Nanny Plunk jumps in the water as her legs turn into a "mermaid" tail. The group is reminded of the sketch of "little killer" they found in the boat. She swims ahead and guides them, leading them to a bigger cavern with an island with a shack on it and a rock ringed well about 50' away that. Right before she disappears under the water, you notice her long skinny fingers, tipped with claws and her pointed teeth. She smiles and tells you "if you are afraid of fighting monsters, then swim through the rock ringed well to get to Dame's shack". The group decides to paddle around the island and keep going.



Shuushar tells the group he has never seen this part of the Darklake and was a bit confused at an intersection before, so this time the group takes the other path, but after many more hours, come upon a small island with glowing mushrooms, one of them cut up like a pizza. So you go on and then come upon the same bend with Nanny Plunk sitting on the rock, staring at the water, whistling softly. You again take up her offer and she leads you to Dame Spiderwort's cavern. This time, you all go onto the island and find a 15' wide by 20' deep pit in front of the shack with rubbage at the bottom and what looks like a motionless small humanoid laying in it. But then, a 9' tall greenish monstrous humanoid splashes out of the water to your left and viciously attacks you with its razor sharp claws.

Hag Coven

The Five Points

Protector Dorn Buckman, Human Paladin (ryan), 3rd lvl, 920 exp

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 955 exp

Berserker Barnabes Harrigan, Human Barbarian (kyle), 3rd lvl, 975 exp

Warrior Peren Galonadel, High Elf Archer (eric) 2nd lvl, 350 exp

Scout Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 3rd lvl, 930 exp

The giant aquatic green creature (Brutus) claws Blibari to near death while Aelar throws a rope down the 20' deep pit and pulls up your long lost comrade, Peren Galondel. (Peren was recaptured by the Drow during your escape from Velkynvelve, as well as Prince Derendil, Buppido (derro) and Eldeth Feldrun (shield dwarf). They were all taken back to the cell and tortured horribly for days on end. Then Ilvara let her quaggoth brutes pull Buppido apart limb by limb, eating some of him and leaving the rest to lay in the cell. Eldith is hanging naked upside down by hooks through her feet. Everyday, they flay her a little more. Each session though, Ilvarra becomes more enraged. When her male drow scouts come back empty handed (from searching for you), she totally loses it and starts scourging them. The next day, 10 drow, the Prince & Peren all leave Velkynvelve and head into the tunnels, moving quickly, running most of the time. They meet up with 3 old women, though Peren cannot understand what was said, he was taken by the women and thrown into the pit where you found him.)



Brutus then bites & claws Dorn till he drops. Aelar quickly heals Dorn. Barnabus, Blibari & Peren run to the edge of the island and dive into the water swimming towards the well. Stool freezes, Shuushar backs away, Aelar grabs the unconscious Dorn and jumps into the 20' pit, then heals him again.

Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun



Barnabes climbs into the well and starts swimming down followed by Blibari, then Peren. The underwater passage levels out and seems to be heading for the Hags hut. Blibari starts feeling as if the seaweed/vines in the passage are starting to entwine her (Barnabes later tells her, he did not notice any vines in the passage). Peren also becomes "entangled" in the vines, underwater, and then strangely starts eating them, not swimming forward anymore. Blibari looks back, grabs him and tugs him forward.



All three get sucked up a trapdoor into a 40'x50'x40'tall room with 3 doors and a small window way up high. Even though this room is way bigger than the hut, the window pane is the same. Peren starts scratching the mold/dirt/whatever he can off the ground and starts eating it all. Barnabes & Blibari finally have to tie him up. Blibari opens a door to find a full size old mirror behind it. Barnabes punches it and the glass breaks. The 2nd door she opens also leads nowhere, but emits a greenish gas which smells deadly, but has no noticeable effect. The 3rd door opens into a round 40' room, with 40' ceiling full of stuff, like an alchemist dream room. Their is an old haggard woman sitting behind a table working her potions. She looks up finally and greets her "guests". She is Dame Spiderwort and she will get you out of her sister, Nanny Plunks maze if you agree to go to her other sisters abode, Maven Delve and bring back her headstone. Her henchmen, Brutus will escort you there.



Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun

As you reach Maven's abode, you have to exit your boat, climb over some sharp stalagmites and climb 40' up the sheer cliff using some handholds you find. As Dorn is still unconscious, only Barnabes, Blibari & Peren go up. At the top, you find a small passage full of vines that attack you. Barnabes & Blibari get through, while Peren is hurt & entangled (again). You enter a small cave with a headstone in it. As you start hacking at it, an old lady appears and starts yelling at you, telling you she will get you out of your current mess, if you go to Nanny Plunks place & steal a recipe book for her. You agree again and take off for Nanny Plunks place.

You take a long rest and have strange dreams about bar brawls.

Hag Coven II

The Six Points

Protector Dorn Buckman, Human Paladin (ryan), 3rd lvl, 920 exp

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 955 exp

Berserker Barnabes Harrigan, Human Barbarian (kyle), 3rd lvl, 975 exp

Warrior Peren Galonadel, High Elf Archer (eric) 2nd lvl, 350 exp

Scout Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 3rd lvl, 930 exp

Footpad Nylar Nailar Cithreth, Wood Elf, Rogue (nia), 2nd lvl, 360 exp



As you are getting a severe beating at Nanny Plunks abode, (a small broken down stone building on a small stretch of rock on the side of the passage), a river rat approaches, an elf in a mushroom-top boat, who runs around a little like she is



going to do something, then jumps into your boat as you are all running from the witch (Aelar swung at Nanny, though she vanished and came back a few feet away floating over a pentagram. Nanny transforms into something hideous - Peren runs for his life and Dorn actually drops unconscious from fright - Barbabes goes back to the boat - Aelar grabs Dorn and Blibari grabs

Excerpts from the Red Book III

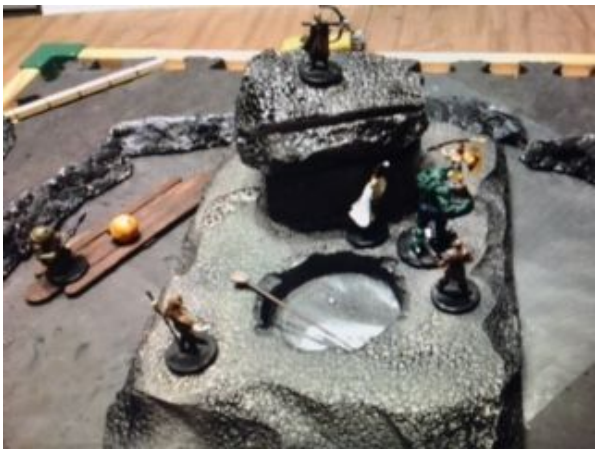
Legends and Tales of the Heroes of Faerun



Aelar's weapon and then wants to give it to Peren as Peren is weaponless. You all notice the small 2-headed doll Nanny has tied unto her rope-belt.



You paddle ever onward, you come across your glowing mushroom island again. Then the low whistling old lady on the rock again. Its Nanny, she spits in Nylars face, tells her how ugly & disgusting she is, the leads you to Dames' abode, warning you not to fail again.

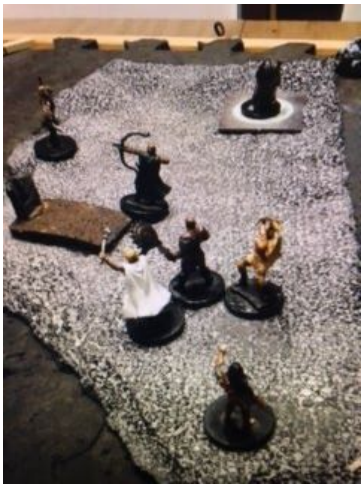


You go to Dame Spiderworts hut and Aelar goes scouting around the hut and vanishes. The group waits 15 minutes, then explores the small island when Brutus, the 9' green brute bursts out of the water and attacks. AIRB, Blibari's magical scimitar, flames up and deals much damage, multiple times. Barbabes flanks in with a shot, Dorn is attacking, Peren is on the roof, ready to leap, when Nilar, the river rat comes through with a killing arrow that drops the beast 20' into the pit. Nylar feels good about helping the group, but then notices how the thing seems to keep moving.

Meanwhile, Aelar is inside the witch's hut, talks to her a bit, bargains with her about getting the tombstone and now a dragon egg (since you are bothering her again) from the city of Gracingrack (or something like that). As Dame is giving Aelar a rock which she says will protect you all against Nanny Plunk, he notices a toad in a jar on a shelf. With the "magic" stone in his hand, he feels like now there is a chance to defeat Nanny Plunk and leaves the hut. When he meets up with the rest of the group, some wonder why Aelar didn't grab the toad, instead of taking this "worthless" stone.

Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun



You go to Maven Delves graveyard in the cliff face, through the blight vines. Barnabus starts kicking the tombstone, as Nylar is hiding (so she thinks/hopes) in some vines. Maven is furious with you, again messing with her headstone. After successful negotiations with her, you agree to get her recipe book from Nanny and also the talking toad from Maven. She gives a magic arrow to Aelar and Nylar. Each arrow will kill a particular sister. They take it eagerly.



Now, as you paddle onward, you hear a long, low wail. It gets louder and sadder. And louder and louder, its echoing in the small cavern as if the screeching howl is coming from everywhere. Other voices break in - *Dame, wait* - <u>We are not strong if we are apart</u> - **They killed my son, they will pay with their humanity** - *No Dame, wait for us.* **They are weak surfacers, I will turn them into slugs for all eternity!!!** As the wail picks back up, your ears are now hurting, you see a shimmering path in the water far behind you and in a split second, reaches your boat and surrounds it with a shimmering glitter. Then, a moment later, you notice something about 60' behind the boat, just below the surface of the water, approaching extremely fast , then when its about 25' away it goes down deeper...

Dame's Mourning

The Six Points

Protector Dorn Buckman, Human Paladin (ryan), 3rd lvl, 1170 exp

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 1200 exp

Berserker Barnabes Harrigan, Human Barbarian (kyle), 3rd lvl, 1235 exp

Warrior Peren Galonadel, High Elf Archer (eric) 2nd lvl, 350 exp

Scout Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 3rd lvl, 1180 exp

Footpad Nylar Nailar Cithreth, Wood Elf, Rogue (nia), 2nd lvl, 610 exp



There is a tremendous bang from below the boat, but Nylar keeps it from tipping, Dame Spiderwort in all her fury and hideous visage bursts up out of the water, spraying water everywhere. Dorn & Barbabus take one look at her and freeze in fear. As Dame comes back down, Nylar shoots an arrow at her and misses and Blibari swings wildly with her glaive. Dame slams into the side of the boat bringing it down, capsizing it, despite Barnabus sea legs (though now shaking sea legs). Everyone goes over and they get to experience the real horror of an angry sea hag in her environment. Dame's hair becomes a tangle of tentacles and lashes out at the closest creature which happens to be Shusshar. As well as Shuushar swims, he is no match for an angry Sea Witch

Excerpts from the Red Book III



and tentacle after tentacle entangles Shuushars limbs and he is pulled down into the depths of Darklake. While you are tipping your keelboat back upright, Nylar is bobbing around on stool. Everyone climbs back aboard and while the women want to save Shuushar, the 2 frightened human men are paddling as fast as they can to get away. Aelar takes the male side. You see a few bubbles from where Shuushar went down, but nothing else but silence.

After some time, Aelar sees an ancient mostly worn away duergar rune on the side of the cave wall. He hasn't seen one since the witches.

He thinks he sees a G on it with an arrow and remembers the City with the dragon egg started with G, so he opts to turn left at the intersection. Just then, you all hear a low, long whisper coming from behind you. Then Nylar notices Nanny's 2-headed doll sitting in the corner of the boat. Under protest from others, she insists on holding onto it.

The water ends and you drag the boat ashore and walk up the 7' wide passage into a dimly fungus lit cavern with 3 floating spheres in it. From this distance, in this light, with their huge eyes staring right at you and their tentacle eye stalks swirling around, as if trying to sense you, some of you remember childhood spooky tales that were told of the evil eye tyrants that could turn you into dust in an instant. The elves shake their heads, silly human tales, they say to each other and silently slip pass the "monsters". After Dorns army crawl, the humans all retreat back to the boat and push off, opting to go down the other path. Each group waits for the other for about 30 minutes, then both decide to move on.



Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun



Aelar performs his first (of many) animal summonings (an 8 hour ritual) and a giant (6' wide) wolf spider crawls down the wall and sits next to him. Nylar is ready to go, so they wade into the water along the edge, partly swimming, partly rock jumping with the friendly spider crawling along the wall above them. A lone quipper tries to bite into Nylars flesh, but gets all leather.

Meanwhile, the humans, are taking a long rest, Blibari is on guard with the light of Airb keeping them "safe". A darkness pervades them, eclipsing the light and rocking the boat. You hear a splash and hear a movement in the water. As the darkness recedes, you notice Stool is gone.



You paddle ever onward and come upon a dam (lock) in the waterway. A gray dwarf appears and demands 10 gold pieces for toll to continue onward. After some negotiation (which almost got it up to 15 gp), you pay the 10 gp and move through the locks.

Meanwhile, as the elves are ever slowly making their way along the water's edge, a boat approaches with a gray dwarf on it. He brings you on board, then tells you that you will be taking to Gracklstugh as slaves. Aelar is a little skeptical, not wanting to put the slave collar and chains back on, but Nylar thinks it's a great chance for something and locks herself up.



Another endless hour paddling through the Darklake down another endless passage when you all hear a shrieking coming down the passageway towards you. In a moment, you see a flapping, hideous - thing.

With about a 3' wingspan, it quickly flies by trying to bite each of you. Barbabes and Dorn both strike it. It lands on Blibari's shoulder and gives her a kiss, then falls backwards into the water, lifeless.

Over the next days, everytime Blibari lights up Airb, Barbabes and Dorn notice Blibari is, to be blunt, getting uglier. She is losing her hair, her face is becoming gaunt, thin, her ears are growing larger.

Everyone: You glimpse an orange glow in the distance, and hear faint metallic echoes, growing louder as you come closer. Firelight illuminates massive columns with structures built around their bases. The cold air of the Underdark is becoming warmer even at this distance, and you can now see a variety of piers made from zurkwood, stone and plain rock jutting out along the edge of a huge cavern.

Humans: You see at least 30 rows of piers in which you can dock. There must be at least 100 boats here, of all shapes and sizes, most like yours. But some are grand, 3 levels high and surely able to hold 50 people or more. The docks near you are least crowded, so you head in that direction. As you get closer, you notice, some humanoids sitting in a few of the boats. A few are endlessly rowing, but the boats are chained up, therefore not going anywhere. You row closer, trying to watch everything.

Elves: After the dour, duergar gets you out of the boat, and gently taps the spider with his oar to move it along with you, 3 more duergar guards escort you to the main gate. Aelar tells Nylar he thinks he may of swallowed too much of the noxious Darklake water, as he just had a hallucination that a spear appeared from nowhere and staked his spider to the boat floor, killing it instantly. Aelar spits to his side. One of the guards gives him an even more dour look than usual.



Gracklstugh

The Six Points

Protector Dorn Buckman, Human Paladin (ryan), 3rd lvl, 1370 exp

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 1400 exp

Berserker Barnabes Harrigan, Human Barbarian (kyle), 3rd lvl, 1435 exp

Warrior Peren Galonadel, High Elf Archer (eric) 2nd lvl, 650 exp

Scout Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 3rd lvl, 1380 exp

Footpad Nylar Nailar Cithreth, Wood Elf, Rogue (nia), 2nd lvl, 810 exp

Elves: Chained and shackled together, you are taken to the cells at Overlake Hold. While there, another group of slaves arrive, one of which is Prince Derendil (your former prison mate from Velkynvelve who is a High Elf transformed into a Quaggoth). He tells how Ilvara saved him from the spiders, only to torture him for weeks, then brought him here in exchange for any of you, as she is beyond mad with finding you all. After a few days, you are taken to meet with the commander of the stone guard, Captain Errde Blackskull, a tough, female duergar who explains you are worth nothing here to most, but she has a few tasks for you and in exchange promises to outfit you all with supplies and gear from the Stones Guard's own armory and safe passage out of the city. And she will be watching you.

- Investigate corruption in the city.
- Find Droki, who Errde believes is linked to a foul conspiracy involving the Council of Savants and maybe even elements of the clan lairds. He frequents the blade bazaar and lives in the West Cleft District.
- Investigate rumors of the Empty-Scabbard Killers. Though Errde doesn't personally believe in their existence, she says that some of her underlings have reported bodies with puzzling wounds. She asks the party to follow any leads they come across, if only to confirm the lack of evidence for her.

Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun

Humans: You tie your boat up in the least crowded section of the docks (must be over 100 boats here), and cautiously enter the City of Blades. You enter into the blade bazaar which is filled with hundreds of humanoids, mainly duergar, some derro, deep gnomes and orcs, a few quaggoths, drow, even a couple humans and dwarfs. There are shops and stalls selling almost everything available in this city. Lots and lots of weapons for sale. You walk straight through, looking for a tavern and finding Ghohlbrorn's Lair, the only inn for non-duergar guests. Its halls are damp and cold, your room is dark, cramped and uncomfortable, but safe and defensible. While in the small dining hall, Dorn buys 2 Darklake stouts (Clan Muzgardt's latest ale) for 2 surface dwarfs (Hillock and Noll) at the bar. The dwarfs are from the hills in the southern portion of Buckland and the 3 merrily talk and drink for hours about the splendour of Buckland. Dorn wakes up the next morning, with a terrible hangover, waking up everyone with wracking coughs and spewing thick, black phlegm. Barnabus is looking scary whenever he thinks the barmaid is coming over to ask for money while Blibari is pulling out tufts of her hair.



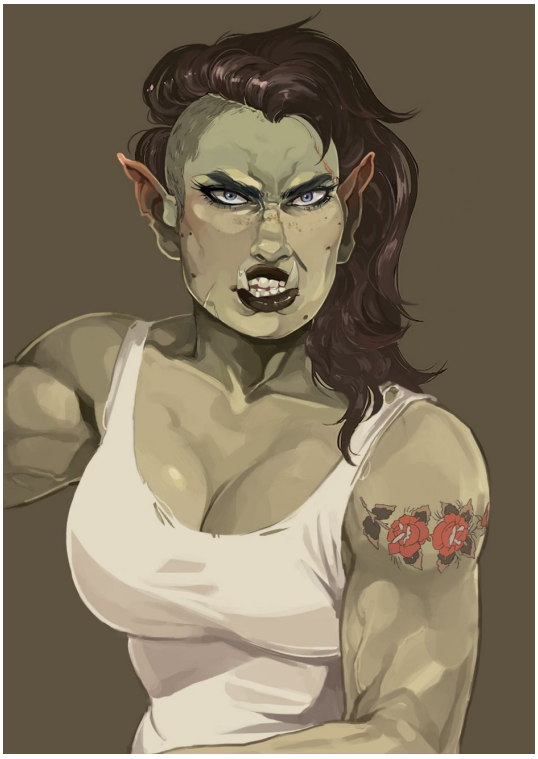
While in the blade bazaar, Gorglak, a stone guard approaches you and after a brief harassment, starts eyeing up Blibari's glaive telling you he can get you pass the gates in exchange for the glaive. He doesn't want to make the trade here, but instead tells you to meet Werz Saltbaron tomorrow at the far end of the docks (by The Shattered Spire - a tavern) and to give him the glaive. You all head back to the Inn, don't see Hillock & Noll, so head to your room to eat & drink.

All: As Nylar goes on a shopping spree at the bazaar, the humans stroll past and you are all happy to see each other again. You tell each other your stories, then head to the docks and see an apparent assassination attempt on a merchant by 2 hooded duergar with glowing weapons. With some indecision on all, Nylar finally shoots an arrow at an assassin, then Dorn & Barnabus go up and kill him. The other assassin makes an unbelievable jump to the next dock and then disappears in the water. The wounded merchant, Werz thanks you and tells you to meet him at the Spire tomorrow (after he heals) to make the trade. He hurries off, you search the dead assassin, finding no weapon, but a piece of fish skin with the likeness of Werz drawn on it and then you all rush off, just before the stone guard arrives to investigate.

Excerpts from the Red Book III

Legends and Tales of the Heroes of Faerun

The next morning, after Nylar wakes everyone by hacking and spewing black phlegm, Dorn hangs out with his surface Dwarf friends at the inn, while the rest of the group go in search to help Blibari and her awful ugliness. Keeping Airb's light on seems to keep the ugliness from getting worse, but also brings attention to you all. The looks, or I should say, the diverted gazes toward her are uncomfortable. Aelar and Pelen think if they can find the Derro Savants, maybe they will have some sort of cure.



Peren Galondel

The Six Points

Protector Dorn Buckman, Human Paladin (ryan), 3rd lvl, 1470 exp

Swordsman Blibari, Human Female Fighter (brooke), 3rd lvl, 1500 exp

Berserker Barnabes Harrigan, Human Barbarian (kyle), 3rd lvl, 1535 exp

Warrior Peren Galonadel, High Elf Archer (eric) 2nd lvl, 700 exp

Scout Aelar Agrippa Daloneth, Wood Elf, Ranger (brad), 3rd lvl, 1480 exp

Cutpurse Nylar Nailar Cithreth, Wood Elf, Rogue (nia), 3rd lvl, 910 exp

Archeologist Kentucky Jones, Dwarf, Thief (alex), 2nd lvl, 800 exp

Dorn chases down his friends after he learns some vital information from his surface dwarf friends, bringing with him Kentucky Jones.

Leaving the Darklake district and entering the city through massive gates, Aelar shows his insignia that the commander of the Stone Guard, Captain Errde Blackskull gave them. The stone guards at the city gate still questioned them thoroughly. Inside the city, it is less crowded, and you only see duergar moving about. The group is still split about where to go and not sure how to get anywhere, but you all manage to find Laduguer's Furrow and then enter the West Cleft District (where the poor unwanted derro make their nasty abode).



As you pass through the gates, the stench in the air changes from acrid and metallic to fetid and repugnant, the fires of industry replaced by squalor. The homes are mostly burrows carved into the walls and simple structures piled atop one another, arranged in n o apparent order The chatter in the air is unnerving, with hundreds of derro muttering, screaming at each other and otherwise reveling in their insanity. Those who spot you look at you with burning hatred. After several minutes of venturing in this dark, nasty place, you are attacked by several groups of derro. You fend them off, somewhat easily, but their numbers are growing and they are encroaching in ever closer. One of them

questions you about why you are here. Though it's hard to understand his gibberish, you ask how to find the council of savants and he tells you to go back into the city, go left and they are in the Hall of Sacred Spells.

Back in the city, the rhythmic hammering of the city's forges is drowned for a second by a thunderous roar and the sound of crumbling rock. You turn to see a two-headed gray-skinned giant burst through the gate, howling madly and lashing out left and right, littering the plaza with rocks and stone debris. As he bellows, one of his swings connects with a duergar soldier, whose broken body flies through the air and crashes near you with a sickening crunch. Nylar desperately wants to help the giant, but doesn't know how, then notices the giant appears crazed and terrified. Stone guardsmen appear out of thin air and at twice their normal size to attack the giant. As the battle continues, you all slip away to find the Hall of Sacred Spells.



You are in front of a huge stalagmite with gates carved into the stone side of it. You all decide to go around the side and cast the minor passwall spell the dwarfs gave Dorn. You arrive in a worship room. There are about 6 derro kneeling (praying) and 1 derro savant (he is dressed much nicer and speaks in fluent common. After some banter between you all, the savant sends the lesser derro away to hear your request in private. Meanwhile 2 other derro savants enter through the door. You want them to cure Blibari of her increasing ugliness (though no one knows where she is at the moment) and in exchange, they want you to kill



The Deepking, Horgar Steelshadow V. After a little bickering, Nylar tries to sneak to a door (in plain site). She feels as though a spell was cast on her, so Peren decides to attack and shoots an arrow at one of the savants, striking him in the arm. The Five Points strike quick, attacking and moving from all angels, meanwhile the derro savants start unleashing spell after spell, while disappearing and reappearing throughout the chamber. The derro are getting hit time and again, but to no avail. Finally a burning sheet of flames puts Peren on the ground, unconscious, then seconds later a lightning bolt,

first kills Aelars spider companion, then scorches Barnabus, then kills Peren outright. One of the savants calls for a truce and the fighting stops. They now demand you either kill the Deepking or his loyal protector, Stonespeaker Hgraam of Clan Cairngorm. They will also resurrect Peren. More savants appear and six of them circle Peren's lifeless body and perform a ritual of resurrection. After several moments, and still no movement from Peren, they inform you that the elf is too weak of soul to return to this place and has moved on.

While in shock of Perens death, a savant leads you to a glowing disk and instructs you to touch it, and you will be transported back into the city.

Back in the city, you all take a moment to reflect on your friend, Peren Galonadel.

- He was from the East, from Myth Drannor, the great elven city that fell to demons during the weeping war creating a strong desire to destroy demonkind.
- He had a passion to kill and destroy, even seemingly switching sides at a moments notice, that is quite unlike many of his kind. Perhaps he has been taken over by some sort of madness.
- His last roll, he only needed to get below 95...

