

## Timeline

What has gone before:

The company first gathered together in the month of Tahnt in the year 642. At this time, they were four strong: Nylan Sandro, Katherine, Shalon Ritzo, and Ryn Dahl. They gathered in Last Hope, where they were recruited by Kerowyn Hucrele to find her son and daughter. The children had disappeared in the Sunless Citadel. The companions were up to the challenge and immediately took off for the Citadel. Along the way, they met Pockets and Santiago Saltambanco, who joined and then left when things got too rough.

In the Citadel, they fought Yussdrayel, the kobold sorceress, and her minions, a baby white dragon (that Shalon Ritzo insists on calling an adult), and Belak the Outcast. The gnome Tome', the human Orlpur, and the elf Keldor Tezra joined the cause. In the end, the companions defeated Belak, but not before he could teleport the Hucrele kids to Favaro's Stronghold, an evil mage if we ever saw one. Belak himself merged with a magical tree and escaped capture, too.

It was at this point that the Answer came into the picture. They teleported in, questioned the group, and "invited" the group to join (rather like La Familia—this was an invitation the companions did not want to refuse).

The Answer and the companions prepared to attack the Giggler's stronghold. The Answer beat on the front door and the companions snuck in the back. They found Favaro completing an ancient ritual that would turn him into a god. Figuring they could not allow that to happen, the companions

attacked the equipment. Shalon Ritzo actually scored the arrow hit that shut down the ritual.

And crashed the moon, Little Brother, into the earth.

Right where Favaro's Stronghold was.

Fortunately, Tendas appeared, teleported the group out of the stronghold, and battled with the Giggler. A huge magical battle ensued while the moon came crashing down.

The rest of the Answer used their magical prowess to move everyone—some 30-50 people—the five miles needed to escape the impact zone. Orlpur and Keldor Tezra did not return from the fray. Others, like Shalon Ritzo and Tome', were very singed from the impact.

The group decided to rest and relax for a while.

At the end of the Festival of Follidays, Andrew Stoutheart came calling on the Answer's castle in Ilapur. He asked for asylum because he was being followed by Warrior X. Oh, yeah, he was also charged with murdering his wife and her lover (who just happened to be Tyler Bright, son of the noble Samuel Bright). Tarthan Underhill, the halfling sorcerer, joined the group at this time.

The companions (Nylan Sandro, Tome', Ryn Dahl, and Tarthan Underhill) and the Rogue/Cleric Oli from the Answer decided to escort Andrew back to his town, Tynce Dadui. They also thought they would hang around and do some investigating work because they believed

Andrew when he said he didn't kill anyone.

While in town, they met Andrew's lawyer, Abner Dewsfen, and Tarthan was not impressed. They knew they had better find out what happened because poor old Abner had no clue what was going on. In fact, he had not yet won a case in court (of course, he was going against Vernon Mellowfern, the well-known [in Tynce Dadui, at least] prosecuting attorney).

The group snooped around Andrew's house and followed some tracks that led to a cave. In the cave, they found Andrew's sister, Victoria, who happened to be a vampire. After killing her (OK, so they really drove her gaseous form out and did not allow it to recover on the sacred ground), they beat feet back to Andrew's trial.

There, they found out that Andrew is really a lycanthrope (but a really nice one, as lycanthropes go). Still, with the evidence they presented (including Andrew's wife's dead body and Victoria's lifeless one), Abner won his first case and had to marry his long-standing girlfriend. He was very happy, too, once he was revived.

The companions remained in Tynce Dadui to help Abner with his wedding plans (his girlfriend, Daisy, asked them to stick around to make sure Abner actually goes through with it). While they hung out, word came of a marauding wolf.

Wen 2-3

Shalon Ritzo, who had just made his way from the castle at Ilapur, Tarthan Underhill, and newcomers Dalamar dan

Saldonesti (elven sorcerer), Quin Malik (human rogue), Veet Goblinsmasher (dwarf fighter), Garrett Underhill (halfling bard), and Thalia Rose (female human cleric) investigated.

After interviewing the farmer who said the wolf attacked him (and his more intelligent daughter), they figured out that the wolf was not a danger. They went back into town where they killed a group of men who were trying to bring harm to the wolf. They then followed the wolf to where its master, Tamris dan Sorrell, was trapped in a pit. One thoroughly defeated ambush later, the group pulled out Tamris and headed back to Tynce Dadui.

Before they could head out, Tamris told them that one Belak the Outcast was burning the woods in Evening Star.

Wen 3-10

The group heard about a new wizard, Sionaas, who had moved into the area and was building a tower. The town wizard, Risperdyll, was none too happy.

They also saw a symbol painted in red on several buildings of an eye surrounded by a sun.

On the 10<sup>th</sup> of Wen, they heard a worker come running into town saying the wall had collapsed. Figuring it was something to do at the wizard's tower, the group (Nylan Sandro, Shalon Ritzo, Tarthan Underhill, Thalia Rose, Dalamar dan Saldonesti, Garrett Underhill, Quin Malik, and newcomer Glim, a halfling bard) was off to see the wizard.

Upon arrival at the wizard's tower, they were told, in no uncertain terms, not to use magic. That the ground had been

enchanted and that use of magic would create a huge wild surge that would destroy them all. They agreed to this and began digging at the fallen wall.

After an hour, they found a survivor, who told them his legs had been eaten. They looked and found small tunnels made by (duh!) burrowing animals.

After a bit more digging, they found a larger tunnel leading down. Following it down, they came across an anklebiter and her 20 chilluns. The group dispatched these with relative ease, only taking a major injury to Thalia Rose, who ended up unconscious.

Unfortunately, the cavern they were fighting in collapsed, sending the party sprawling down a very small crack in the earth to spill out in a larger cavern even farther under the earth.

Interestingly, there was an ancient building in this cave. When they explored the building, the party was attacked by two special black panthers and four opportunistic cave dwelling creatures (who looked like flying squid).

A long battle ensued in which Nylan Sandro and Shalon Ritzo both took massive damage and almost died. Tarthan Underhill attempted to be heroic but failed and almost died. In the end, it was Glim, Dalamar, and Garrett who saved the day. Just think, two bards survived while the Big Bad Fighters went down for the count. What type of song do you think they will sing now?

Wen 11-14

The party rested and healed up a bit. Tarthan was attacked by a flying squid-like beast and was knocked unconscious.

Garrett took up for his fellow halfling and tried to beat it to death. Once the squid escaped, Garrett pulled out his sword and sliced it in two.

There was also a rat attack while the party was resting. Garrett broke his longsword during this fight; now he has a dagger.

The party explored the building and found nothing but empty bedrooms. They then went into the cave system. The first room beyond the cave with the building in it was a room with red and purple gems where they fought and defeated a tough Cthuluesque monster with three eyes, three arms, three legs, and one huge mouth on the top of its head.

They rested here and heard footsteps and talking. They prepared for an ambush, but the voices disappeared very soon afterwards.

The next morning, the party headed to where they heard the voices and discovered a shimmering portal. Six black goblins walk through the portal as the party is walking into the room. The big fight is over almost before it has begun.

While the party was deciding what to do, both Dalamar and Shalon noticed a campsite with about 5-6 goblins torturing a human and a half-elf. Once this was mentioned, the party tripped over themselves to go through the portal. Only Dalamar said it might not be a good idea to do this.

The big fight that followed was a Big Fight. The goblins had a worg that appeared to speak goblinish, cast spells, and lead the humanoids. Oh, yeah, it was

very tough. It single-handedly took out Shalon, Thalia, and Tarthan. In the end, it was the rescued monk, Solomon, who ended up driving it off. And was the only party member left conscious.

Before the creature left, it changed from a worg into a goblin and said, "You may have driven me from the field of battle, petty human, but don't think the day is won. I will be back, you will die, and your soul will be mine to play with. So swears Huzuraal!"

With that, the shadows swirled around him and he was gone.

Solomon found a chest with healing potions, gold, and a letter in it. He healed up Shalon Ritzo, Thalia Rose, and Frazz Dragonspirit. They rested for the night.

The next day, Thalia was extremely sick and could only function at partial efficiency. But, she healed up Garrett Underhill and he helped by getting Dalomar dan Saldonesti back on his feet.

Nylon Sandro was healed and then searched the area, finding wolf, panther, and some strange tracks. The group decided to rest and set traps.

At mid-day, Huzuraal came back with some friends—4 goblins, 3 imps, and a bone-looking demon. The party ran for it, and then, foolishly, decided to attack. Nylon killed the demon and seriously wounded Huzuraal. They got out after losing a few to unconsciousness.

After a lengthy discussion, they decided to destroy the gem and close the gate. Nylon took care of that task.

They wandered through the cave system and found a room with dead bats in it. The bats appeared to have been killed by an inhaled toxicant. So, they turned around and left.

They found a room with a 10' spherical boulder and a plaque dedicated to Koral Liernan. There were also two tunnels leading up that were caved in.

Nylon, Shalon, Frazz, and Solomon worked on clearing out the tunnels. Thalia tried to not throw up. Garrett examined the sphere. Dalomar lay on the floor, unconscious.

Garrett ended up breaking his sword by inserting it into one of three sword-sized slits he found in the sphere. Frazz found that the rocks moved when he pulled one. He did a **mage hand** and caused a cave-in. Interestingly, the spherical rock did not get touched by the cave-in.

The party almost ran up the tunnel to freedom. All, that is, except Garrett, who had to be dragged up by Shalon.

At the top of the tunnel, they found a very small opening to the outside. They yelled for help, but no one came right away.

Nylon shot an arrow through the opening and Garrett climbed up it to freedom. Up there, he heard creatures talking and approaching. He hid before 9 goblins came into sight. The party also hid below. The goblins dropped in a torch and called out. No one answered. So, they left.

Garrett came out of hiding and was attacked by the two goblins who had been left to guard the opening. He

jumped back into the hole, and an arrow battle ensued, with the party ending up victorious.

They then climbed out of the hole, made their way back to town, got Thalia cured, holed up in the Single-Masted Frigate Inn and healed up.

They were surprised on the morning of Wen 21 when Sionaas, the wizard who had hired them to help discover what had happened to his tower, showed up and asked to talk with them.