

**Session/Game:** D&D Wilderlands 1

**Date:** January 17.2016

## **Episode 1: Running With Jimmy**

**Campaign Date:** March, 4433 BCCC

### **Characters:**

The Pastor, human, mystic-2, neutral (Marlon Kirton)

Kurt Crowbane, human, bard-2, neutral (Chuck Fleurie)

Guide Tarvindulus, human, cleric-2 (Gnosophim), neutral (Tim Moyer)

Trung, human, fighter-2, neutral (Robert Swan)

**Judge:** Dave Nelson

## **Log: (The City of Vlridistan, March 11-13, 4433 BCCC)**

### **Scene 1: Welcome to Viridistan**

It seemed like an easy job. What could possibly go wrong? All they had to do was escort Little Jimmy from the Red Roc Inn through the northern gate, across the drawbridge to the land outside of the city and deliver him to his Uncle Steve. No one could quite remember who had agreed to the job or chose the route, but our heroes found themselves at the corner of Stink Street and Alchemist alley, with mobs of angry locals closing in on them from three directions, screaming for Jimmy to be turned over to them.

As the three mobs swarmed toward the party, Kurt the Bard grabbed Little Jimmy and rushed into an unlocked house, quickly followed by Tarvindulus. The Pastor and Trung were charged by the enemy, each being slightly injured. The Pastor managed to use his excellent kung fu to kill one of the attackers.

Inside the house, Kurt and Tarvindulus discovered 2 robbers were holed-up there already. Kurt attempted to negotiate with them, but they reacted very poorly, figuring the adventurers to be guards or rivals. They attacked, not knowing that the adventurers were about to be joined by Pastor and Trung.

While Trung slammed the door behind him and braced it with his body to keep out the mob, Kurt, Tarvindulus and the Pastor killed the two robbers. The Pastor then used his mattock to break a hole in the back wall of the wretched little house into the house next-door, which was unoccupied.

The mob continued to swarm the door, attempting to force it open, while Trung held it fast. Kurt and Tarvindulus hustled Jimmy through the hole, up to the exit door of the adjacent house. Kurt opens the door and sees a mysterious figure in the shadows of the alley outside. The man turns to approach, but trips on his own feet and falls on his face.

The Pastor rushes back to help Trung with the door. He grabs one of the robber's short swords and uses it to help wedge the door closed. While Tarvindulus "helps" the stranger (who on close inspection turns out to be a beggar) to his feet and points him in the opposite direction, Kurt and Jimmy sneak past around the corner.

Kurt, Jimmy and Tarvindulus sneak back to the corner of Stink Street and Alchemist Alley and prepare to rush past the mob. The Pastor holds the door by himself to allow the much-slower Trung to get a head start in his escape.

Finally the door gives way, but Trung is already in the alley, and The Pastor uses his great mystic speed to sprint away from the mob safely. Jimmy and Kurt sprint down Alchemist Alley, behind the mob, but are spotted and chased by 5 of the men, with a second group more slowly behind. Eventually, the 5 catch Kurt and Jimmy, and bruise Kurt a bit, and manage to grab Jimmy by the leg.

Tarvindulus catches up, as does the lightning fast Pastor. Trung, meanwhile sneaks off in the opposite direction, circling around the block. Three of the opponents are struck down, and the other two run off, allowing Kurt to get Jimmy safely away.

The party reunites at Pitchman's Square and cross the bridge to the northern shore. There they meet Uncle Steve and hand over Little Jimmy. Each adventurer is paid 100gp and Steve explains that Jimmy's mother's family are part of the Natchai religion and that Jimmy was marked to be sacrificed in the Blood Sprinkle ritual. The mob were likely local members of the Natchai cult sent to retrieve him. Steve is surprised at the attack, since only he and his faithful henchman Bruno, who recruited the adventurers, knew about the plan. He surmised that someone at the Red Roc Inn where the deal went down must have overheard them talking and informed the cult.

The party decides to wait outside of town until morning and return to the city to look for more work then. They tell Steve that the spy who ratted out Little Jimmy was his problem, and they didn't care to follow it up.

## **Scene 2: A Visit to the Singing Sword Cellar**

Entering the city again at sunrise, they visit a tavern called The Singing Sword Cellar. Here they are fed terrible food and wine by an angry inn keeper named Praetor Meddan. They notice a strange singing coming from the basement. Trung attempts to enter the cellar, but is blocked by one of the armed bouncers who work there. He attempts to argue himself past the guard, but the guard doesn't like him any more than he likes the boss. Eventually, they leave the place and wander down the Grand Promenade. They all get mildly sick to their stomachs from the terrible food, Kurt even vomits in the street.

## **Scene 3: Information at the Golden Handle**

Farther down the Grand Promenade, they enter the Golden Handle Inn where they buy some early morning fire-water. The tavern's owner is a big, powerful, but friendly woman named Norwaka who points them to a patron named Silas as a possible source for job leads. After they buy him a few drinks, Silas tells them that he's heard that there's a rumor that a mysterious beggar is selling Carbellium arrow heads outside of the Amber Tip Inn, near the palace. A good detective could find him and get a big reward for turning him in. He also has heard that the captain of the VIII cavalry needs wranglers to deliver horses to Millo Fortress. After some discussion, the party decides to try to get the wrangler job, since it seems more straightforward than tracking down a mysterious beggar.

#### **Scene 4: But I Don't Want to Be a Cowboy**

They travel over to the barracks of the VIII cavalry. There they meet Captain Himset. Kurt manages to impress him with a rendition of the "Come Listen to my Story about a Man Named Jed, the Wrangler" ballad and soon they agree on the job. The party is to deliver 40 heavy horses to Millo Fortress, for a fee of 20gp a head. They go to the Zirquis Court where they sign a contract and are examined by court officials and official witnesses (since the horses are quite valuable). They acquire a map of the surroundings and make some purchases of supplies.