

Session/Game: D&D Wilderlands 9

Date: May 22, 2016

Episode 9: Flight from the IX Cavalry (Starblossom Quest part 2)

Campaign Date: June 21--30, 4433 BCCC

Characters:

The Pastor, mystic-4, neutral (Marlon Kirton)

Stanley Clapton, bard-1, neutral (henchman)

Yul Gibbons, Druid-2, neutral (Jason Liebert)

Tarvindulus, cleric-4, neutral (Tim Moyer)

Ramona of the Flashing Tiara, magic-user-1, neutral (henchman)

Judge: Dave Nelson

Log: (The Elsenwood and Viridistan, June 21-30, 4433 BCCC)

June 21: Achieving the Starblossom

2pm The party leaves the clearing with the large single tree and moves to another which seems to be a night-time gathering for were-rats. There they find 5 skeletons on the ground and manage to find 2 old suits of armor, a scroll and a magic ring.

3pm: They approach the graveyard, but are warned off by a team of 4 dismounted guards from the IX cavalry. The party moves back down the path, but soon are overtaken by 5 mounted soldiers demanding their surrender. Ramona uses a sleep spell to deal with 3 of them, Tarvindulus paralyzes another, and The Pastor kills the fifth. The unconscious and paralyzed soldiers are quickly murdered and it is made to look as if were-rats had done the deed.

4pm: The Pastor scouts the edge of the graveyard and finds that the cavalry has bunched together at the center of the graveyard.

5pm-6pm: Yul shape changes into the shape of a common bird and spies on the soldiers. He discovers that they are waiting for the blossom to appear at 9pm as well and plan to leap upon it, ignoring all other distractions until then.

6-7pm: the party litters the trail with debris and rope-traps to slow down eventual pursuit.

8:45: Yul transforms into a large raven and enters the graveyard.

9pm: The Starblossom appears and Yul outraces the soldiers to grab it with his talons and fly away. He is wounded by 2 arrows, but shrugs off a spell cast by the squad's evil priest and manages to escape the graveyard with the blossom.

9pm-12am: The party gets a head start on the cavalry and manages to outdistance them to a large clearing with a multitude of exit paths. Using care and Pass without Trace spells, they shake the pursuit and escape into the deep forest.

June 22: Deep Forest

The party rests a whole day in a secluded clearing.

June 23: Forest Edge

The party travels eastward along the edge of the Elsenwood, hoping to re-enter civilized lands at Moon Tower. They encounter a giant rattlesnake, but Yul uses his Druidic magic to make it into his friend.

June 24: Forest Edge

The party kills 10 wandering orcs and reaches Moon Tower at mid-afternoon. Entering without incident, claiming to be snake harvesters.

June 25: Emperor's Lands

They rush to Viridistan and sell the starblossom to Fernlace for the agreed 1000gp.

June 26-30: Viridistan

The party sells the magic ring for 3000gp, splits all the treasure and recruits some more henchmen.

B-Team Update
The B-team hired some more henchmen: Annoying Putz hired Hanz von Anvil (dwarf); Grim hired Goodly Shutz (gnome) and Tulip Blanch hired Hengest Von Tongs (dwarf lackey). They all paid their July maintenance and their time frame is advanced to July 1