**Oghma’s Faithful**

**by Alexis Álvarez and Microsoft Copilot**

**Chapter 1**

**Synopsis of Introduction, or... Last time on Oghma’s Faithful...**

Eldrin had worked as a skilled cartographer and translator in Baldur’s Gate when an antiquities dealer named Narnak approached him for a challenging task. Narnak needed Eldrin to journey to Dragonspear Castle, a place notorious for its infernal influences, to retrieve the Legendmaker, a powerful tome containing ancient stories and secrets. Initially reluctant due to the distance and danger, Eldrin was eventually persuaded by Narnak’s promise of uncovering valuable knowledge. With his loyal Moonshae Wolfhound, Barge, by his side, Eldrin prepared for the perilous journey.

In Baldur’s Gate, Eldrin had valuable contacts who assisted him: Loria Silverleaf, a half-elf bard and information broker; Thalgrim Stonehammer, a dwarf cleric and temple guardian; and Mira Redford, a human wizard and scholar. Each offered unique skills and knowledge that aided Eldrin in his quest to uncover the secrets of the Legendmaker and navigate the dangers of Dragonspear Castle.

Eldrin took the key Narnak handed him, feeling the weight of his new mission. With Magpie Jackdaw missing, it became clear that his journey to Dragonspear Castle would be fraught with danger. Resolving to find her, retrieve the Legendmaker, and return, Eldrin set off to prepare. Back at his home, he quickly gathered his gear and checked on Barge. With his pack ready and his dog by his side, he considered his next steps.

Eldrin first visited Loria Silverleaf at The Drunken Seagull in the Lower City, informing her of his expedition to Dragonspear Castle. Loria promised to share any useful information she might come across. Next, he climbed to the Upper City’s Temple District to seek blessings and aid from Thalgrim Stonehammer, who provided him with holy water and a blessing. Finally, Eldrin consulted Mira Redford in the Arcane Library, where she offered protective spells and advice. With his allies informed and their support secured, Eldrin was ready to embark on his journey to Dragonspear Castle.

Eldrin took the key Narnak handed him, feeling the weight of his new mission. With Magpie Jackdaw missing, he knew the journey to Dragonspear Castle would be fraught with danger. He resolved to find her, retrieve the Legendmaker, and return. Eldrin first visited Loria Silverleaf at The Drunken Seagull, where she promised to share any useful information she might come across. Next, he climbed to the Temple District to seek blessings and aid from Thalgrim Stonehammer, who provided holy water and a blessing. Finally, Eldrin consulted Mira Redford at the Arcane Library, where she offered protective spells and advice. With his allies informed and their support secured, Eldrin set off from Baldur’s Gate along the Trade Way with Barge by his side, encountering various travelers and remaining vigilant.

On the first night, they found a secluded spot to camp. During the night, they were disturbed by a filth imp. Barge bravely attacked the imp, while Eldrin’s crossbow proved ineffective. After a fierce battle, Barge managed to defeat the imp, and Eldrin tended to his loyal companion’s wounds. With the first rays of the sun, Eldrin prepared for the day’s journey, ensuring Barge’s wounds were stable and that they were ready for the next leg of their adventure. Eldrin and Barge set off northeast along the Trade Way towards Dragonspear Castle.

Under the clear sky of Flamerule, Eldrin and his loyal companion, Barge, journeyed along the Trade Way. As lunchtime approached, Eldrin spotted a burly figure pulling a cart in the distance. The figure revealed itself to be Torin, a bugbear vendor of magical goods. Eldrin, using his spell to detect magic, noted various auras emanating from Torin’s cart. Torin offered Eldrin a good deal on scrolls of Disrupt Undead, but Eldrin was more interested in items that would aid his journey to Dragonspear Castle. After some negotiation, Eldrin traded books for potions of Cure Light Wounds, securing supplies for his mission. With renewed resolve and better preparation, Eldrin and Barge continued their journey, each step bringing them closer to the mysteries and dangers of Dragonspear Castle.

~\*~

Highsun, 23 Flamerule

Eldrin and Barge had reached the summit of a hill, and were now overlooking a vast, uneven area with the ruins of Dragonspear Castle resting solemnly atop the adjacent hilltop. Beyond this realm were craggy mountains that descended into lower altitudes and northerner latitudes.



Based on the research he’d done over the last few days when not traveling, he had come to expect more than a few sigils that were reputed to trigger weaker spells like *magic missile* or create minor illusions to distract or slow Eldrin.

Having been visited by a filth imp a few nights ago, Eldrin suspected this to be more than a coincidence, and it was likely that sinister powers were scrying on him even now. Still, it was prudent to act on the assumption that he had the element of surprise. Riding atop Barge, his Moonshae wolfhound, he kept an eye out for imps or other miniscule, diabolical foes that could at the very least harass Eldrin.

Another reputed hazard of the area was an enchanted fog: A mist that caused mild confusion and made it difficult to navigate across the already choppy slopes. Lastly, one account written in his books spoke of concealed snares and rope traps that could trip Eldrin or temporarily bind him.

Seeing the path ahead, he estimated about a mile of walking along a 10’ makeshift road with slopes on both sides of no less than 60 degrees. To his left was an upward slope, and to his right, a downward slope revealing the bulk of the panorama before him.

The sky was overcast today—or perhaps all days here—and the ruins of an outpost came into view just a few hundred feet ahead now that he’d rounded a sharp bend. He reached it, noted nothing alive there, and felt the cool wind chilling his face as Barge asked for a drink and a rest before pushing on.

He was officially in a cursed place now, knowing full well the scope of the horrors that had transpired here as recently as 1,368, and likely persisting into this day.

With his hilltop destination in full view, and still a roundabout mile away along the meandering cliffside path, Eldrin wished he had the ability to fly. Perhaps soon.

Eldrin wiped the sweat from his brow as he and Barge approached the final stretch of their journey. The air grew thick with the scent of damp earth and ancient decay as they neared Dragonspear Castle. The legendary fortress loomed on the horizon, shrouded in mist and mystery. The ominous structure seemed to whisper secrets of its own, beckoning adventurers to uncover its hidden truths.

Eldrin paused for a moment to catch his breath and gather his thoughts. His keen eyes scanned the landscape, noting every detail. He knew that within the castle walls lay the Legendmaker, the tome that had driven him to undertake this perilous mission. With Magpie Jackdaw still missing, the weight of responsibility pressed heavily on his shoulders.

Barge sniffed the air, his ears perked and alert. The loyal Moonshae wolfhound had proven to be an invaluable companion on this journey, and Eldrin was grateful for his steadfast presence. He reached down to pat Barge’s head, offering a silent promise to keep them both safe.

With his preparations complete, Eldrin mounted Barge once more and urged his companion forward. They proceeded cautiously along the narrow path, Eldrin’s keen eyes and Barge’s heightened senses on high alert. The ruins of Dragonspear Castle loomed closer, their ominous presence a constant reminder of the challenges that lay ahead.

The gnomish archivist reached a spot about 500’ from the castle’s outer wall, and noted the natural ramp that would convey one eastward into the courtyard along a narrowing path.

A few dead trees set the tone for what was to come, for although there was plenty of water here for such vegetation to thrive, there was seldom sufficient sunshine, and the lingering aura of evil discouraged life’s growth.

Eldrin took a deep breath, feeling the cold air fill his lungs as he surveyed the path ahead. The ruined walls of Dragonspear Castle seemed to loom closer with every step, their dark presence a stark reminder of the challenges that awaited him.

“Alright, Barge,” Eldrin murmured, patting his loyal companion on the head. “We must tread carefully. This place is riddled with traps and magic meant to mislead us.”

With a practiced motion, Eldrin dismounted from Barge, deciding that it was safer to proceed on foot. He wanted to be ready to react quickly to any sudden threats. His eyes scanned the ground, searching for any hidden sigils or traps that might be concealed along the path.

Eldrin had cast **Detect Magic** about 15 minutes ago, allowing his senses to pick up any magical auras that might indicate a hidden danger. He felt the familiar tingling sensation as his spell took effect, and he focused on the path ahead, his mind alert and ready.

There were lingering auras of magic, mostly necromancy, conjuring, and illusion, but nothing solid onto which to latch on, and therefore the emanations wafted upward from the desecrated grounds to the gray sky.

“Stay close, Barge,” he whispered, knowing that the wolfhound’s keen senses would be invaluable in detecting any hidden threats. Together, they moved forward with caution, Eldrin’s keen eyes and Barge’s heightened senses working in tandem to navigate the treacherous terrain. Eldrin then heard something, and dismounted from Barge, keeping a close eye on their surroundings.

Round 1 (15 minutes from when *detect magic* was cast)

Listening, he discerned the voices of men and women to his east, speaking in a soft tone. He couldn’t make out the words, or even the language, but they did not sound angry.

Eldrin cast **Guidance** *[expired on Round 51]* on himself, seeking a divine boost for his upcoming actions. He took a moment to listen closely to the voices, trying to discern more details.

*Eldrin gained gets +1 to his next attack, saving throw, or skill check.*

Eldrin instructed Barge to stay close and began moving stealthily towards the source of the voices, maintaining a cautious approach to avoid detection. *Who could these people be? Friends or foes?* Eldrin wondered, weighing the possibilities. *It’s crucial to stay hidden until I understand their intentions.*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Eldrin, Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Hide** | 5 | **Dex (+2)** | 0 | 7 | 3 | 10 |
| **Listen** | 4 | **Wis (+2)** | 2 | 8 | 1 – 5 | ?? |
| **Move Silently** | 6 | **Dex (+2)** | 0 | 8 | 8 | 16 |
| **Search** | 5 | **Int (+4)** | 2 | 11 | 1 – 5 | ?? |
| **Spot** | 0 | **Wis (+2)** | 0 | 2 | 6 – 10 | ?? |

*See below.*

Round 2

He saw nothing in his line of sight, but he could hear the voices more clearly now, and they were discussing a wounded ally. Eldrin cast **Protection from Evil** on himself, ensuring an extra layer of protection against potential infernal threats. He continued to advance quietly eastward, taking advantage of the terrain to remain concealed. He stayed low and moved from cover to cover, eyes and ears alert. *If they are hostile, I must be prepared to either engage or retreat. Barge and I need to be ready for anything.*

Round 3

As he edged closer, Eldrin readied his **light crossbow**, ensuring it was loaded and prepared for immediate use. He signaled Barge to remain quiet but vigilant. He took cover behind a sturdy rock and tried to get a glimpse of the individuals speaking. *I must proceed with caution. Any wrong move could put us in danger. But if these individuals are enemies, we must be ready to act swiftly.*

Eldrin focused on discerning their words and intentions. He strained his ears, hoping to gather more information about their identity and their purpose here. Eldrin’s heart beat steadily as he inched closer, the weight of his mission and the safety of Barge driving his every move.

He then happened upon a quartet of heroes who initially took him for a diabolist, but after a few seconds recognized him as a faithful of Oghma. They introduced themselves after everyone was assured that no one was Evil, as Eldrin’s spell could confirm for him.

*OOC: These are the strangers’ basic features:*

**Aldira Stormwhisper**

**Race**: Half-Elf

**Class**: Paladin

**Level**: 5

**Weapon:** HolyGreatsword

**Deity**: Torm (God of Courage and Self-Sacrifice)

**Role**: Frontline tank and melee damage dealer; provides protective auras and healing.

**Specialization**: Smite Evil, Divine Grace, and Lay on Hands to counteract the diabolists’ infernal influence.

**Ravenna Shadowglen**

**Race**: Wood Elf

**Class**: Ranger

**Level**: 5

**Weapon:** MasterworkComposite Longbow Str +2

**Deity**: Mielikki (Goddess of Forests)

**Role**: Ranged damage dealer and scout; specializes in tracking and stealth.

**Specialization**: Favored Enemy (Outsiders) and proficient in archery and two-weapon fighting, excelling in hit-and-run tactics.

**Thaldor Ironbeard**

**Race**: Dwarf

**Class**: Cleric

**Level**: 5

**Weapon:** Brutal Surge Warhammer +1

**Deity**: Moradin (God of Dwarves)

**Role**: Support healer and buffer; provides valuable combat support and domain spells.

**Specialization**: Protection Domain and War Domain to bolster defenses and deliver powerful smites.

**Lyra Moonshadow**

**Race**: Human

**Class**: Sorcerer

**Level**: 5

**Weapon:** Ghost Strike Hand Crossbow

**Deity**: Mystra (Goddess of Magic)

**Role**: Arcane spellcaster; offers versatile spellcasting and battlefield control.

**Specialization**: Focuses on counterspelling, dispelling magic, and dealing elemental damage.

IC: As fate would have it, they’d tried to get inside to put an end to these diabolists’ malfeasance, but Lyra had triggered a snare, and got a nice laceration on her leg, which the paladin had just bandaged up after administering a *cure light wounds* potion. “She’ll need more healing before she’s fit for this job,” Aldira diagnosed her friend.

“Have you any healing magic—perhaps just another *cure light wounds* spell—that might get her tiptop?” Thaldor asked Eldrin.

Eldrin nodded, understanding the importance of ensuring everyone was in top shape for the challenges ahead.

“I do have healing magic,” he replied. “Let me help.”

With a few calming words and precise gestures, Eldrin cast **Cure Light Wounds** on Lyra, channeling divine energy to heal her injuries. Eldrin whispered a prayer to Oghma as his hand glowed with a soft, warm light. He gently placed his hand on Lyra’s injured leg, allowing the healing energy to flow into her. The laceration began to close, and Lyra’s pained expression eased as the magic took effect.

*Lyra gained 6 + 5 = 11 hps.*

*Eldrin gained 250 XPs.*

“There you go,” Eldrin said with a reassuring smile. “You should feel much better now.”

Lyra tested her leg, finding the pain significantly reduced. “Thank you, Eldrin. I feel much better already,” she said, gratitude evident in her voice. “I’ll keep the bandage on to fake out the diabolists,” the sorceress winked and smiled.

With the party ready to move forward, Eldrin turned his attention to the task at hand. “We need to proceed with caution and work together if we are to succeed against the diabolists. But with this group of capable adventurers by my side, I believe we stand a good chance. Let’s move out,” he said, signaling to Barge and the rest of the group. “We have a mission to complete.”

“Agreed,” the dwarf said, “But we need to proceed with caution. I hope you don’t mind me saying, Eldrin, but you strike me as the sneaky and observant type. Are you able to scout ahead so we don’t trigger another trap?”

“Not great, but good enough, probably,” Eldrin shrugged. “I am detecting magic and evil right now, so that’s a plus.”

The ranger produced a map from his bag, and showed it to Eldrin, “This is the map we have of the place.”

Eldrin turned to his new companions. “This map will help us navigate the castle. We’ll need to be strategic in our movements to avoid traps and ambushes.”

Pointing to the central building, he continued, “Our goal is likely within this area. We’ll need to move carefully and watch for any magical traps or hidden enemies. Let’s stick together and proceed with caution.”

With the map in hand, Eldrin led the group towards Dragonspear Castle, ready to face whatever challenges lay ahead. The ruins loomed ominously in the distance, but with his companions by his side, Eldrin felt a renewed sense of determination. They were ready to uncover the secrets of the castle and retrieve the Legendmaker.

Round 33

It had been a few minutes since they’d met, and now that Lyra was healed up and they were ready to continue their eastbound approach, Eldrin prepared to lead this band into the dilapidated estate’s outer courtyard.

Eldrin took the lead, moving cautiously as he scouted ahead. He stayed low and kept his eyes and ears alert for any signs of traps or magical auras. “Stay close, but keep some distance between us,” Eldrin whispered to the group. “We don’t want to set off any traps all at once.” He focused on using his knowledge of architecture and engineering to identify any weak points or potential hazards in their path.

The others remained silent, and those who were most heavily armored—such as the paladin—walked farther back and slower still than Eldrin.

Round 34

Eldrin continued to move stealthily, taking cover behind rocks and debris as he advanced. He kept his senses attuned to any magical auras that might indicate traps or hidden enemies. “Remember, if anything feels off or if you sense any danger, signal to the rest of us,” Eldrin said quietly. “We need to stay coordinated.” He paused briefly to allow the sorceress and ranger to catch up while he scanned the area ahead.

It was at this moment that he spotted a magical sigil partly blocking the 10’ wide threshold leading into the courtyard. The gnome was standing perhaps 200’ from the floating, rotating glyph that only he could see at the moment due to his active *detect magic* spell.



Round 35

Eldrin signaled the group to halt. He carefully observed the area, looking for any other signs of diabolist activity or defensive measures.

“What is it?” the ranger whispered, 10’ behind Eldrin.

“I see the entrance to the courtyard up ahead, but there’s at least one glyph warding it,” Eldrin reported softly. “Let’s proceed with caution. I’ll check for traps before we move any closer.”

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Eldrin, Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Search** | 5 | **Int (+4)** | 2 | 11 | ?? | ?? |

*See below.*

Eldrin saw two viable paths around the glyph whereby they could still carefully get through the threshold, and thought it safe to proceed. Nothing seemed to stir to their east, though a faint, cool breeze kept them all brisk and wide-eyed.

Round 36

Eldrin motioned for the group to follow, pointing out the paths around the glyph. “There are two paths we can take to avoid the glyph. Stay close and follow my lead,” he whispered, leading them up the ramp and carefully along the left, northernmost path, avoiding triggering the glyph, which Eldrin had pointed out to them. Barge followed closely, his ears perked up and alert.

The rest of the group followed suit, mimicking Eldrin’s cautious movements. The paladin kept a watchful eye on their surroundings, ready to defend the party if needed.

Round 37

Eldrin continued to lead the group along the safe path, ensuring everyone made it past the glyph without incident. He kept his senses attuned to any magical auras or signs of danger, ready to react at a moment’s notice.

As they approached the outer courtyard, Eldrin signaled the group to halt once more. He scanned the area for any signs of diabolist activity, traps, or other threats. “Let’s take a moment to observe and plan our next move,” Eldrin suggested softly. “We need to be sure there are no surprises waiting for us,” he whispered.

The group took cover behind some debris, keeping their eyes and ears open for any signs of trouble.

Round 38

Eldrin had pointed out the central building on the map earlier, and they now beheld it to their east. The northern part of it looked intact enough to be structurally sound, but its southern façade was badly ruined.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Eldrin, Skill** | **Rank** | **Ability & Mod.** | **Misc. Mods.** | **Total** | **Roll** | **Check** |
| **Knowledge:****Architecture/Engineering** | 0 | **Int (+4)** | 0 | 4 | ?? | ?? |

*See below.*

“We should avoid the southern portion if possible,” he warned.

Ravenna asked, “Do you see any other sigils, goodly Eldrin?”

Round 39

“None within 60’, which is the range of my sense for magic and evil,” he reported. “though my *detect evil* spell will expire soon.”

Rounds 40 – 43

As Eldrin got into position to lead them into the partially ruined structure, he spotted what was likely a mundane trap by the doorless entryway. He motioned for the others to stop as he took a few steps, studying the ground before him, which was often trapped alongside the possible decoy trap that he was now studying.

As Eldrin carefully worked to disable the trap, the rest of the group maintained their positions, staying alert for any signs of danger. They each had their roles to play, and they took their responsibilities seriously.

The half-elf paladin took a defensive stance, her holy greatsword at the ready. She kept a vigilant watch on their surroundings, prepared to leap into action if any threats emerged. “Stay sharp, everyone,” she whispered. “Eldrin needs time to work.”

The wood elf ranger moved to a slightly elevated position, her masterwork composite longbow drawn and an arrow nocked. She scanned the area for any movement or signs of enemy activity. Her keen eyes and ears were focused on detecting any approaching dangers.

The dwarf cleric stayed close to Eldrin, ready to provide support if needed. He kept his warhammer within reach and whispered a silent prayer to Moradin for protection. “We’ll guard your back, Eldrin,” Thaldor assured him quietly.

“Shhhh,” Ravenna shushed her friend as they tried to retain the element of surprise.

The human sorceress maintained a position slightly behind the group, her hand crossbow at the ready. She prepared her mind for casting spells if any hostile forces appeared. She murmured a few arcane words under her breath, focusing her magical energy.

Round 44

The archivist was no rogue, and was unable to disable the device, but given his knowhow of stonework, he waved for them all to stand back, and threw a rock atop the snare before diving westward and out of the way of the avalanche of rocks that came down on the spot where he’d just stood.

Immediately, they heard startled voices inside the structure.

Round 45

Eldrin took a moment to catch his breath, the adrenaline still coursing through him from the narrow escape. He turned to his companions, a determined look in his eyes.

“Prepare yourselves,” he whispered urgently. “We’ve been detected. The element of surprise is gone.”

Aldira gripped her greatsword tightly, her eyes focused on the entrance. “Stay behind me,” she instructed the group. “I’ll take the lead.”

Ravenna nocked an arrow, ready to draw and release at a moment’s notice. “I’ll provide cover from here,” she said, her voice steady.

Thaldor moved closer to Eldrin, his warhammer at the ready. “We’ll face whatever comes together,” he assured the group.

Lyra murmured a few arcane words, her hand crossbow ready and her mind prepared for spellcasting. “I’ll watch our flanks,” she said, positioning herself to cover any approach from the sides before a crossbow bolt lodged itself in the woman’s shoulder.

*Hit. Dmg: 3.*

Turning in the direction whence the bolt had come, they spotted an arbalist atop the keep’s northwestern tower, which looked sturdy. The hooded man was about 30’ up, and now crouched behind a crenellation to reload his heavy crossbow.

Round 46

Eldrin quickly shifted his focus to the immediate threat posed by the arbalist. He motioned for the group to take cover and return fire. “Ravenna, Lyra, focus on the arbalist!” Eldrin no longer whispered. “Aldira and Thaldor, stay with me.” He aimed his light crossbow at the arbalist, hoping to suppress their fire and give his companions a chance to regroup.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ranged Weapon** | **Dmg.** | **D+** | **TH+** | **Critical** | **Rng.** | **Wt.** | **Atk** | **Roll** | **Check** |
| MW Light Crossbow | 1d6 | 0 | 1 | 19-20, x2 | 120’ | 4.0 | +6 | 9 | 15 |

*Miss, likely due to concealment from crenellation.*

Aldira quickly positioned herself to provide cover for the group. She raised her greatsword, ready to defend her companions against any approaching threats. “Stay behind me!” she called out, her voice firm and commanding. She scanned the surroundings, ensuring that no other enemies were closing in on their position.

No melee combatants accosted them (yet), but the voices inside sounded like at least a handful of people mustering their wits and gear.

Ravenna wasted no time and aimed her masterwork composite longbow at the arbalist. She drew back the string and released an arrow, hoping to disrupt the enemy’s reloading. “I’ll keep him pinned down!” she whispered to Eldrin.

*Miss due to concealment from crenellation.*

Thaldor moved to a position where he could keep an eye on both Eldrin and Lyra. He readied his warhammer and prepared to cast a healing spell if needed. Seeing Lyra injured, he quickly muttered a prayer to Moradin and cast Cure Light Wounds on her to heal the wound caused by the crossbow bolt. “Hold steady, Lyra,” he murmured.

*Lyra gained 4 + 5 = 9 hps.*

Lyra winced at the pain from the crossbow bolt but maintained her focus. She aimed her hand crossbow at the arbalist, taking a deep breath to steady her aim. She let loose a bolt, hoping to strike true and disable the threat. “Let’s take him down quickly,” she said through gritted teeth.

*Hit. Dmg: 2.*

Round 47

Eldrin kept low, reloading his crossbow while maintaining his cover. He kept an eye on the entrance, ready to move forward once the arbalist was dealt with.

He noticed the arbalist’s movements, hoping to time his next shot perfectly.

“Stay focused,” Eldrin encouraged his companions. “We’ll take them down and move forward.”

Ravenna and Lyra took their positions, ready to unleash their arrows and spells at the arbalist.

Barge remained by Eldrin’s side, ready to spring into action if needed.

Another crossbow bolt went Barge’s way, and nicked him.

*Dmg: 1.*

Round 48

Aldira maintained her defensive position, keeping her greatsword at the ready. She watched for any signs of movement from the entrance, prepared to engage any enemies that emerged. “Stay alert, everyone,” she reminded the group.

Ravenna quickly nocked another arrow and fired at the arbalist, aiming to keep him from reloading his crossbow. “We need to keep him suppressed,” she said, her voice calm and focused.

*Hit. Dmg: 8.*

It appeared that Ravenna slew the arbalist, though it wasn’t clear given their line of sight to the parapet.

Thaldor stayed close to Eldrin, ready to support him if needed. He kept his warhammer at the ready and muttered a quick prayer for protection. “We’ve got your back, Eldrin,” he said, his voice steady. The dwarf then heard movement to the southeast of the keep, as if others were moving there. He had no line of sight to this area, and would have to move about 40’ south to see what the commotion was.

Lyra, now feeling the effects of Thaldor’s healing spell, took another shot at the arbalist. She focused her mind and prepared to cast a spell if the situation required it. “Let’s finish this quickly,” she urged her companions.

Round 49

Eldrin cast **Protection from Evil** *[expired on Round 99]* on Barge, ensuring his loyal companion would be shielded against any infernal threats. He signaled Thaldor to investigate the sounds coming from the southeast. “Thaldor, let’s check out the noise. Aldira, cover us.”

*Eldrin gained +2 vs evil creatures, and immunity to summoned evil creatures.*

Barge remained close to Eldrin, alert and ready to spring into action if needed. Barge moved with Eldrin, keeping low and using the terrain for cover.

Aldira maintained her defensive position, her greatsword at the ready. She slowly advanced with the group, ensuring she stayed between any potential threats and her companions. “Stay close to me,” she instructed.

Ravenna kept her bow drawn and ready, her eyes scanning for any further threats from the tower or the entrance. She moved to a slightly elevated position to get a better vantage point. “I’ve got your back,” she assured the group.

Thaldor readied his warhammer and prepared to cast a protective spell if needed. He moved cautiously towards the southeast, following Eldrin’s lead to investigate the commotion. “I’m with you, Eldrin,” he said. Moving south 40’ and reaching the keep’s southwestern tower, he saw to his east men and women emerging from the southeastern portion of the keep, which was as badly damaged as the southwest. Four of them were fleeing eastward while six of them were coming towards Thaldor with blades and maces.

Lyra prepared to cast a spell if any hostile forces appeared. She took a position behind some debris, giving her a clear line of sight to support her companions with her spells. “Let’s stay coordinated,” she reminded them. With each member of the group taking their roles seriously, they advanced with caution and determination.

Eldrin had followed Thaldor, and now got a line of sight to the diabolical cultists wearing matching robes the color of dried blood, which may have been the actual pigment used to color the fabric.

Round 50

Thaldor asked Eldrin, “Have you any illusions or darkness that you can cast their way?” he pointed at the irate cultists who were about 50’ away and still approaching.

Eldrin quickly assessed his options and decided to cast **Obscuring Mist** *[expired on Round 100]* to create a thick fog that would obscure the cultists’ vision, giving the group a tactical advantage. He began chanting the incantation, creating a 20’ radius of mist around the approaching cultists. Eldrin took cover behind a nearby rock, ensuring he had a clear view of the situation while remaining concealed, and noting his remaining (uncast) spells:

|  |  |  |  |
| --- | --- | --- | --- |
| **Prayer** | **Level** | **DC** | **Cast?** |
| Detect Magic | 0 | 14 | þ |
| Guidance | 0 | 14 | þ |
| Light | 0 | 14 | q |
| Read Magic | 0 | 14 | q |
| Cure Light Wounds | 1 | 15 | þ |
| Cure Light Wounds | 1 | 15 | q |
| Protection from Evil | 1 | 15 | þ |
| Obscuring Mist | 1 | 15 | þ |
| Comprehend Languages | 1 | 15 | q |
| Cure Moderate Wounds | 2 | 16 | q |
| Hold Person | 2 | 16 | q |
| Hold Person | 2 | 16 | q |
| Spiritual Weapon | 2 | 16 | q |
| Call Lightning | 3 | 17 | q |
| Dispel Magic | 3 | 17 | q |
| Searing Light | 3 | 17 | q |

Barge stayed close to Eldrin, ready to defend his master and the group if any cultists broke through the mist. Barge moved to a position where he could react quickly to any threats, using the terrain for cover.

Aldira moved to the front, her greatsword at the ready. She focused on providing a strong frontline defense for the group. Aldira advanced slightly, positioning herself to intercept any cultists that might come through the mist.

Ravenna took advantage of the cover provided by the mist and aimed her bow at the cultists. She prepared to fire at any enemy that emerged from the fog. Ravenna adjusted her position to maintain a clear line of sight, using her elevated vantage point to keep watch over the battlefield.

Lyra prepared to cast a spell if any cultists emerged from the mist. She focused on her arcane energy, ready to unleash a spell at a moment’s notice. Lyra moved to a position where she could support the group with her spells while remaining protected by the debris.

Thaldor readied his warhammer and prepared to cast a protective spell on the group if needed. He kept a watchful eye on the mist, ready to react to any cultists that appeared. Thaldor advanced cautiously, staying close to Eldrin and maintaining a defensive stance.

The group worked in unison, each member playing their part to ensure their safety and success. Eldrin’s Obscuring Mist provided crucial cover, allowing them to maintain the element of surprise and prepare for the cultists’ approach.

Round 51

Some of the cultists began to emerge from the *obscuring mist*, and now hurled rocks at the heroes as they advanced. “Stone them! Stone them unconscious, and we will sacrifice these as well!” one of them urged the others.

Barge barked in protest to such a horrible act, or probably just barked as stones barely missed the heroes and the doggie.

The frontmost enemies were 30’ away, and the edge of the *obscuring* spell was 35’ from Almira’s frontline position.

Eldrin cast **Hold Person** *[expired no earlier than Round 56]* on the nearest cultist, hoping to immobilize one of their attackers and reduce the immediate threat. Eldrin stayed in cover, keeping an eye on the situation and ready to react if needed.

*Will save: 6 + 3 = 9, fail.*

The cultist was *held* in place.

Unable to do much at the moment, Barge retreated, using the terrain for cover and remaining alert.

Aldira charged at the nearest cultist that emerged from the mist, her greatsword raised and ready to strike. Aldira moved forward to engage the cultist in melee combat, aiming to prevent any more stones from being thrown.

Ravenna fired an arrow at one of the cultists emerging from the mist, aiming to take them down before they could throw more stones. Ravenna adjusted her position slightly to maintain her elevated vantage point and clear line of sight.

Lyra cast **Magic Missile** at one of the cultists, ensuring a hit with her spell. Lyra remained in cover, keeping her focus on the cultists and ready to cast more spells if needed.

Thaldor moved forward to support Aldira, his warhammer ready to strike any cultist that got too close.

*Hit. Dmg: 7 + 3 + 1 = 11.*

The diabolist doubled over and began to die.

The group worked together to counter the cultists’ attack, each member playing their role to ensure their safety and success. The tension was high as they faced the diabolical threat, but they were determined to prevail.

The nearly dead arbalist that they’d shot at atop the tower had just come down and was now north of them by the keep’s entrance. He shot at Lyra again, deeming her to be the frailest among the intruders.

*Miss.*

Round 52

The held cultist remained held in place.

Eldrin aimed his light crossbow at the nearest unengaged cultist emerging from the mist and fired, hoping to take down another attacker. He stayed in cover, keeping an eye on the battlefield and ready to cast another spell if needed.

Barge growled menacingly, ready to defend Eldrin and the group if any cultists approached. Barge moved slightly to maintain cover and keep a line of sight on the cultists.

Aldira swung her greatsword at the nearest cultist, aiming to cut down the diabolical threat. Aldira advanced into melee combat with the cultists, providing a strong frontline defense.

*Hit. Dmg: 9 + 2 + 5 holy = 16.*

Ravenna fired another arrow at the arbalist by the keep’s entrance, aiming to finish him off before he could shoot again. Ravenna adjusted her position to maintain her clear line of sight and elevated vantage point.

*Hit. Dmg: 8 + 2 = 10.*

Lyra cast **Magic Missile** at another cultist, ensuring a hit with her spell to weaken their ranks. Lyra remained in cover, focusing her arcane energy and preparing to cast more spells if needed.

*Dmg: 5 + 2 = 7 force.*

Thaldor swung his warhammer at a nearby cultist, aiming to strike them down and protect the group. Thaldor advanced into the fray, providing support for Aldira and ensuring the group’s defense.

*Hit. Dmg: 5 + 3 + 1 = 9.*

The group continued to work together with coordinated precision, each member playing their role to counter the cultists’ attack. Eldrin’s Hold Person spell kept one cultist immobilized, while Aldira and Thaldor engaged the cultists in melee combat. Ravenna and Lyra provided ranged and magical support, and Barge remained ready to defend the group. The tension remained high as they faced the diabolical threat, but they were determined to prevail and continue their mission within the ruins of Dragonspear Castle.

Round 53

Eldrin aimed his light crossbow at one of the fleeing cultists and fired, hoping to slow their escape.

Barge growled and moved to a more defensible position, watching for any cultists that might approach.

Aldira swung her greatsword at another cultist, cutting down the diabolical threat.

Ravenna fired an arrow at one of the fleeing cultists, aiming to take them down before they could escape.

Lyra cast **Magic Missile** at one of the fleeing cultists, ensuring a hit with her spell.

Thaldor swung his warhammer at any remaining cultists, aiming to strike them down.

Round 54

Eldrin reloaded his crossbow, staying in cover and keeping an eye on the battlefield.

Barge stayed close to Eldrin, ready to defend him if needed.

Aldira continued to engage any remaining cultists in melee combat, providing a strong frontline defense.

Ravenna nocked another arrow and aimed at another fleeing cultist, releasing her shot.

Lyra prepared to cast another spell if needed, staying in cover.

Thaldor advanced cautiously, staying close to the group and providing support.

Round 55

Eldrin aimed at another fleeing cultist and fired again, determined to prevent their escape, but they were too far away and on the other side of the *obscuring mist* spell, so there was no line of sight.

Barge remained alert, maintaining his position and keeping watch.

Aldira advanced further, ensuring no cultists were left standing in their immediate vicinity.

Ravenna adjusted her position to maintain her clear line of sight, ready to fire at any remaining threats.

Lyra cast another **Magic Missile** at a fleeing cultist, aiming to stop their escape.

Thaldor checked on his companions, ready to provide healing or support if needed.

The group continued to work with coordinated precision, each member playing their role to finish off the cultists and prevent the fleeing ones from escaping.

Eldrin, Ravenna, and Lyra focused on the fleeing cultists with ranged attacks and spells, while Aldira and Thaldor engaged any remaining cultists in melee combat. Barge remained vigilant, ready to defend the group if needed. The tension remained high, but their determination and teamwork ensured they prevailed and continued their mission within the ruins of Dragonspear Castle.

Round 56

The frontline was clear of cultists, and Eldrin recalled his *obscuring mist* spell so as to get a view of the fleeing cultists, but they were already out of view, having had about 7 rounds of head start since they’d emerged from the keep.

Eldrin peered through the dissipating mist, realizing that the fleeing cultists were out of sight. He turned to his companions, assessing their condition.

“We’ve cleared the immediate threat,” Eldrin stated, his voice steady. “Let’s regroup and tend to any injuries.”

Eldrin cast **Cure Light Wounds** on Barge to heal the injury from the earlier crossbow bolt. Eldrin stayed close to Barge, ensuring his loyal companion was alright.

*Barge gained 3 + 5 = 8 hps.*

Barge stayed close to Eldrin, remaining alert but visibly more relaxed after the immediate threat had passed, and moving to a more central position within the group, maintaining a defensive stance.

Aldira lowered her greatsword slightly, keeping it at the ready in case of further threats. Aldira moved to the front of the group, keeping watch on their surroundings. “Stay close and be ready for anything,” she instructed.

Ravenna scanned the area for any remaining threats, her bow still drawn and ready. Ravenna repositioned to maintain a clear line of sight on the battlefield. “I’ll keep an eye on our flanks,” she assured the group.

Lyra took a moment to catch her breath, her hand crossbow still at the ready. Lyra moved to a more secure position behind some debris, preparing to cast a spell if needed. “Let’s stay coordinated and move carefully,” she reminded her companions.

There appeared to be no threats, but these had been mere chumps duped into servitude and self-sacrifice while others ran away to collude further in darkness.

Thaldor checked on his companions, ready to provide healing or support if needed. “Anyone else need healing?” he asked, his voice calm and reassuring. Thaldor stayed close to Eldrin and Barge, ready to assist them. The group regrouped and assessed their situation, ensuring everyone was in good condition before moving forward. They remained vigilant, knowing that the diabolists within Dragonspear Castle could strike at any moment. With their immediate area secured, they prepared to continue their mission, ready to face whatever challenges lay ahead.

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Rounds 57 – 66

They entered the keep, and spent a minute or so carefully studying the intact space roughly comprising its northern half. There was no library here where Eldrin could search for the book he was seeking, though there was a wooden plank left open, revealing a downward-leading, stone staircase.

Eldrin led the group as they carefully studied the intact space of the keep’s northern half. He noted the lack of a library but his eyes fell on the wooden plank left open, revealing a downward-leading stone staircase. “This could lead to more answers,” Eldrin murmured. “But we should proceed with caution.” Eldrin cast **Light** on a small stone and tossed it down the staircase, illuminating the path ahead. Eldrin took the lead, moving cautiously down the staircase with Barge at his side.

Barge stayed close to Eldrin, his senses alert for any signs of danger. Barge descended the staircase alongside Eldrin, using his keen senses to detect any threats.

Aldira raised her greatsword and prepared to follow Eldrin down the staircase. Aldira moved to the front of the group, providing a strong defensive presence as they descended.

Ravenna nocked an arrow and kept her bow drawn, ready to fire at any threats that might emerge. Ravenna took a position behind Aldira, using her vantage point to cover the group as they moved down the staircase.

Lyra prepared a spell, her arcane energy ready to be unleashed if needed. Lyra followed close behind, staying in a position where she could support the group with her spells.

Thaldor kept his warhammer ready and muttered a quiet prayer to Moradin for protection. Thaldor took the rear, ensuring no one was left behind and ready to provide healing if needed.

The group moved carefully down the stone staircase, their senses heightened and their weapons at the ready. Each step brought them deeper into the keep, and closer to the answers Eldrin sought. The tension was palpable, but their determination remained unshaken. They were ready to face whatever lay ahead in the depths of Dragonspear Castle.

Rounds 67 – 145

The group descended the 20’ flight of stairs, entering a semicircular room at the western corner of the dungeon. The air was damp and cold, and the sound of their footsteps echoed softly off the stone walls.

Eldrin’s *detect evil* ability had long expired by now, but he could still detect magical auras. Though he could see fairly well in the dark, he’d picked up the rock upon which he’d cast *light*, and had handed it to Lyra—a human—who used it as a lantern.

As they moved cautiously forward, Eldrin’s keen eyes scanned the surroundings for any signs of traps or magical auras. The dim light of the dungeon revealed shadows that danced ominously along the walls.

While navigating the narrow corridor to the east, Aldira’s foot caught on a hidden tripwire. There was a faint click, and a volley of small darts shot out from the walls. She managed to raise her shield in time to deflect most of them, but one struck her shoulder.

*Dmg: 2.*

“I’m fine,” she assured the group, gritting her teeth. “Let’s keep moving.”

Eldrin’s *detect magic* spell revealed two glowing glyphs in separate areas. One was etched into the floor of a small chamber to the southeast, while the other was inscribed on a wall in a corridor leading to the northeast.

“Steer clear of these glyphs,” Eldrin warned. “They could trigger powerful spells.”

They moved carefully towards a green-lit room at the northernmost part of the dungeon. The eerie glow illuminated three captives, bound and exhausted. Among them was Magpie Jackdaw.

“Magpie?” Eldrin thought he recognized her from the description he’d been given.

She nodded in confirmation, too weak to speak much.

He whispered urgently, cutting her bonds. “We’re here to *rescue* you.”

In the eastern chamber, they found a grisly sight. A sacrificial altar stood ominously in the center, adorned with bloodstains and the bodies of several victims.

The other heroes unbound the captives and assessed their physical state.

“Asmodeus’ and Loviatar’s work,” Thaldor muttered grimly. “We must put an end to this. These people need healing, and water.” The cleric used up all of his 0- and 1st-level spell slots to heal them all, and offered up his waterskin for them to all drink. “Don’t bogart the aperture,” he joked now that they were all feeling better.

Once they’d drunk, the party continued. Though Magpie and the others were skilled people, they were barely clad in rags, and lacked all of the equipment they’d had when the diabolists kidnapped them tendays ago.

Adjacent to the room with the lit fire to the northeast, they discovered a small library. Dust-covered books lined the shelves, but one book in particular caught Eldrin’s eye – the Legendmaker!

Eldrin carefully took the book, feeling a sense of accomplishment. “This is it. We have what we came for.” With Magpie Jackdaw liberated and the Legendmaker in their possession, the group prepared to leave the dungeon. Though the air was still thick with danger, their resolve was stronger than ever.

“Let’s head back the way we came,” Eldrin suggested, his voice filled with determination. “We have what we need, but we must remain vigilant.”

They moved as one, each member of the group playing their part to ensure their safe exit from Dragonspear Castle. Making their way back out, they exited the staircase and entered the main room of the keep once again.

Round 146

Eldrin took the lead, guiding the captives up the staircase and ensuring their safe passage. Eldrin moved cautiously, keeping an eye out for any lingering traps or threats. He held the stone with the **Light** spell high, illuminating their path.

Barge stayed close to Eldrin, his senses alert for any danger. He growled softly, ready to defend the group if needed. Barge ascended the staircase alongside Eldrin, maintaining a protective stance.

Aldira positioned herself at the rear, ensuring that no one was left behind and that the captives were safe. She then moved up the staircase, her greatsword at the ready, watching their surroundings for any signs of danger.

Ravenna took up a position in the middle of the group, providing cover with her bow, and ascending the staircase, her keen eyes scanning the area for any threats.

Lyra stayed close to the captives, offering support and reassurance. She prepared to cast a spell if needed.

Thaldor kept his warhammer ready and stayed close to Eldrin, ready to provide healing or support if necessary.

Round 147

Eldrin continued to lead the group, ensuring a steady pace as they reached the ground floor. He scanned the area for any potential threats, keeping the stone with the **Light** spell held high. Barge remained close to Eldrin, his senses alert and ready to react to any danger, maintaining a protective stance.

Aldira ensured that the rear was secure, watching for any signs of pursuither greatsword at the ready.

Ravenna maintained her position in the middle of the group, providing cover with her bow. Ravenna entered the main room, her eyes scanning for any threats.

Lyra offered words of reassurance to the captives, keeping them calm and focused, ready to cast a spell if needed.

Thaldor stayed close to the group, ready to provide healing or support if necessary. Thaldor entered the main room, ensuring the captives were safe and accounted for. The group successfully brought the captives up onto the ground floor, ensuring their safety as they prepared to leave Dragonspear Castle. Each member played their part with precision and care, their unity and determination shining through as they faced the final steps of their mission.

Round 148

As they began to exit the keep, a solitary figure dressed in the same red robes now stood to their south, where their frontline combat had taken place. Without a word, the man raised a hand and cast an offensive spell at the party.

The group barely had time to react as Mercury Drinkenthrive, the battle sorcerer, raised his hand and unleashed a *fireball* into their midst. The explosive force of the spell rocked the ground, and the heroes were caught in the blast.

Eldrin, though injured by the *fireball*, quickly cast **Dispel Magic** to try and counter any ongoing magical effects Mercury might employ. Eldrin moved to cover, using the terrain to shield himself from further attacks.

Barge growled fiercely, ready to defend Eldrin. Barge positioned himself protectively in front of Eldrin, maintaining a defensive stance.

Aldira, despite being scorched by the *fireball*, charged at Mercury with her greatsword, aiming to disrupt his spellcasting. Aldira moved swiftly toward Mercury, engaging him in melee combat.

**Attack:** Aldira swung her greatsword at Mercury.

**Hit:** Dmg: 12 (8 + 4).

Ravenna, severely wounded by the *fireball*, nocked an arrow and aimed at Mercury, seeking to bring him down. Ravenna stayed in cover, using her vantage point to take precise shots.

**Attack:** Ravenna fired an arrow at Mercury.

**Hit:** Dmg: 7.

Lyra, badly injured, cast **Magic Missile** at Mercury, ensuring a hit with her spell. Lyra remained in cover, focusing her arcane energy. **Spell:** Magic Missile

**Dmg:** 10 (5 + 5).

Thaldor, wounded but determined, cast **Cure Serious Wounds** on Aldira to keep her in the fight. Thaldor moved to support Aldira, ready to defend her.

**Spell:** Cure Serious Wounds

**Healing:** 20 (17 + 3).

Round 149

Mercury, realizing he was outnumbered, cast **Mirror Image** to create multiple illusory duplicates of himself, making it harder for the heroes to hit him.

Eldrin cast **Call Lightning** to summon a bolt of lightning from the heavens to strike at Mercury. Eldrin stayed in cover, concentrating on his spell. He conjured 10 bolts of lightning into his hand, and threw one of them at the battle sorcerer.

**Spell:** Call Lightning

**Ranged Touch Attack:** Hit.

**Dmg:** 15.

Barge leaped at one of Mercury’s duplicates, trying to disrupt the sorcerer. Barge stayed close to Eldrin, maintaining a protective stance.

**Attack:** Barge attacked one of the duplicates.

**Result:** Duplicate dispelled.

Aldira continued her assault on Mercury, swinging her greatsword at him. Aldira stayed engaged with Mercury, preventing him from casting spells easily.

**Attack:** Aldira swung her greatsword at Mercury.

**Hit:** Dmg: 13.

Ravenna fired another arrow at Mercury, aiming to take down the real sorcerer. Ravenna stayed in cover, using her vantage point to take precise shots.

**Attack:** Ravenna fired an arrow at Mercury.

**Hit:** Dmg: 9.

Lyra cast **Magic Missile** again, ensuring a hit on Mercury despite his duplicates, remaining in cover, and focusing her arcane energy.

**Spell:** Magic Missile

**Dmg:** 10.

Thaldor swung his warhammer at Mercury, aiming to strike him down. Thaldor stayed close to Aldira, supporting her.

**Attack:** Thaldor attacked Mercury.

**Hit:** Dmg: 11.

Round 150

Realizing he was outmatched and unable to escape with teleportation, Mercury Drinkenthrive opted to cast **Haste** on himself, hoping to use the increased speed to flee the battlefield.

Eldrin cast **Searing Light** at Mercury, aiming to disrupt his attempt to flee.

**Spell:** Searing Light

**Hit:** Dmg: 18.

Barge lunged at Mercury, trying to prevent his escape, maintaining a protective stance.

**Attack:** Barge attacked Mercury.

**Hit:** Dmg: 6.

Aldira swung her greatsword at Mercury, determined to stop him.

**Attack:** Aldira swung her greatsword at Mercury.

**Hit:** Dmg: 15.

Ravenna fired another arrow at Mercury, aiming to stop his escape, using her vantage point to take precise shots.

**Attack:** Ravenna fired an arrow at Mercury.

**Hit:** Dmg: 12.

Lyra cast **Magic Missile** one last time at Mercury, ensuring a hit despite his attempts to flee.

**Spell:** Magic Missile

**Dmg:** 10.

Thaldor swung his warhammer at Mercury, aiming to strike him down. Thaldor stayed close to Aldira, supporting her.

**Attack:** Thaldor attacked Mercury.

**Hit:** Dmg: 14.

Despite his attempts to use Haste to flee, Mercury was overwhelmed by the combined efforts of the heroes. The relentless barrage of attacks and spells left him no chance to escape. As he fell, the group knew they had vanquished a powerful foe. Their mission had been perilous, but their unity and determination had seen them through. With the diabolist defeated and the captives safe, they prepared to leave Dragonspear Castle, their resolve stronger than ever.

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The dwarven cleric had cast *create food & water* for everyone to eat, and the captives were now in a much better state, though they were still unarmored and unequipped.

“We must get you to safety,” Aldira urged. “The road to the nearest city is long, but we can at least get you to a village on the way, and get you all some proper clothes.

Ravenna posed, “But we must also put down the remaining diabolists before they get too far. I can likely track them once we’ve eaten and have our strength back, but we shouldn’t linger too long.”

Eldrin considered the dilemma. He knew that both priorities were crucial, and they needed a plan that would address both effectively. He looked at his companions, understanding the gravity of their situation. “We can’t afford to let the diabolists regroup and strengthen their position,” Eldrin began, his voice firm. “Ravenna is right. We need to track them and put an end to their threat once and for all.”

He turned to Aldira and Thaldor. “Aldira, you and Thaldor can take the captives to the nearest village. Get them proper clothes, food, and ensure their safety. Once they’re settled, you can catch up with us.”

“But we have no idea of where you’d be. Once we split up, we can only agree to meet at some settlement whose location we all know,” explained the ranger.

Eldrin nodded, understanding the need for a clear rendezvous point. “You’re right, Ravenna. Let’s agree to meet at Greenest. It’s a well-known settlement along the Trade Way and a safe place for us to regroup. Once you’ve ensured the captives are safe, head to Greenest.”

Aldira and Thaldor exchanged glances, both nodding in agreement. “We’ll see to the captives’ safety and then make our way to Greenest,” Aldira confirmed.

Eldrin turned to Ravenna, Lyra, and Barge. “In the meantime, we’ll track down the remaining diabolists and put an end to their plans. With Barge’s keen senses and Ravenna’s tracking skills, we should be able to find them quickly.”

Ravenna gave a determined nod. “We’ll move swiftly and efficiently. Let’s ensure they don’t have a chance to regroup.”

Lyra added, “And with my spells, we’ll be able to handle any threats we encounter. We’ll take care of this.”

Thaldor offered a reassuring smile to the captives. “You’ll be safe with us. We’ll make sure you get to Greenest and receive the care you need.”

Eldrin placed a hand on Aldira’s shoulder. “Stay safe, and we’ll see you in Greenest. We’ll handle the diabolists and then join you there.”

With their plan set, the group split up. Aldira and Thaldor led the captives towards the nearest village, ensuring their safety, while Eldrin, Ravenna, Lyra, and Barge prepared to track down and confront the remaining diabolists. Their unity and determination remained unshaken as they faced the challenges ahead, ready to fulfill their mission and protect those in need.

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Three days later…

Aldira and Thaldor made it to Greenest, and finally met up with the others.

They were all so glad to see one another, and that the captives had made it safely. Magpie had returned with the paladin and cleric, and was now equipped as a proper rogue. Grateful for them having saved her, she pledged herself to their cause.

“So,” Aldira asked Ravenna and the others, “tell us about your hunt for the diabolists”

ldira and Thaldor had safely delivered the captives to Greenest and reunited with the rest of the group. The joy of seeing each other again was palpable, and Magpie, now fully equipped as a proper rogue, stood by their side, grateful for her rescue.

“So,” Aldira asked Ravenna and the others, “tell us about your hunt for the diabolists.”

Eldrin took a deep breath and began, his voice steady and filled with determination. “We set out immediately after we split up. Ravenna’s tracking skills were invaluable. She quickly spotted the trail left by the fleeing diabolists, and we moved swiftly to catch up with them.”

Ravenna chimed in, “The trail led us eastward into a dense forest. That’s where we encountered the first diabolist. He had made camp with two thralls in a small clearing. We knew we had to act fast.”

Eldrin nodded. “Lyra and I prepared our spells while Ravenna and Barge moved into position. Ravenna fired the first shot, taking down one of the thralls. Lyra unleashed her **Magic Missiles**, and I cast **Hold Person** on the remaining thrall, immobilizing him. Barge leaped at the diabolist, knocking him to the ground.”

Barge barked in agreement, wagging his tail.

“The diabolist tried to fight back,” Eldrin continued, “but we overwhelmed him with our combined efforts. He didn’t stand a chance.”

Lyra added, “The second day, the trail led us to a small village. The second diabolist was hiding among the villagers. We gathered information discreetly before launching our attack.”

Eldrin explained, “We used **Obscuring Mist** to cover our approach. Ravenna took out one of the thralls with her bow, and Lyra used **Burning Hands** to target both the diabolist and the remaining thrall. Barge charged at the diabolist, keeping him off balance. Again, our coordinated attack proved too much for him.”

Ravenna continued, “The third day was the toughest. The trail led us to an abandoned watchtower where the last diabolist had fortified himself. He had set several traps around the tower.”

“I disarmed a tripwire,” Ravenna said, “while Eldrin neutralized a glyph on the doorway with **Dispel Magic**. Lyra cast **Shield** on herself, and we prepared for a fierce battle.”

Eldrin recounted the intense confrontation. “The diabolist was ready for us, unleashing powerful spells. But we fought back with determination. Ravenna’s arrows, Lyra’s **Magic Missiles** and **Flaming Sphere**, my **Searing Light**, and Barge’s fierce attacks left him no room to breathe. Despite his efforts, he couldn’t withstand our assault.”

Lyra finished the tale. “He fell, and we knew we had defeated the last of them. Our mission was dangerous, but our unity and determination saw us through.”

Aldira smiled, pride evident in her eyes. “Well done, all of you. We couldn’t have asked for better companions. Magpie and the other captives are safe because of our combined efforts.”

Thaldor added, “Now that we’re all here, we can face whatever challenges come our way together.”

The heroes Eldrin had met were content with the outcome of their collective efforts. Aldira spoke on their behalf, “We are honored to have joined forces, faithful of Oghma, and if our paths should cross again, we will be honored further still to aid your mission. May you find prosperity upon your return to Baldur’s Gate.

Eldrin had succeeded in rescuing Magpie, and in retrieving the Legendmaker, which he would now provide to his employer, Narnak, back in Baldur’s Gate. With the Legendmaker in his possession and Magpie by his side, Eldrin prepared for the journey back to Baldur’s Gate. Barge, ever faithful, trotted alongside them as they set off along the Trade Way. Their departure from Greenest was bittersweet, leaving behind newfound allies yet eager to return home.

25 Flamerule

The first day of their journey was uneventful, the well-traveled road providing a clear path. Eldrin and Magpie exchanged stories, getting to know each other better. Magpie shared tales of her time as a rogue, while Eldrin recounted his adventures as an archivist.

They made camp for the night in a small grove off the road. Eldrin set wards around the camp, ensuring they would be alerted to any danger. The night passed peacefully, the only sounds being the gentle rustle of leaves and the occasional hoot of an owl.

26 Flamerule

The second day brought a slight change in the weather as clouds gathered overhead. Despite the overcast sky, their spirits remained high. They encountered a few travelers on the road, exchanging pleasantries and news.

As evening approached, they found a suitable spot to camp near a small stream. The flowing water provided a soothing backdrop, and they took the opportunity to refill their waterskins and relax.

27 Flamerule

On the third day, they encountered a small band of goblins attempting to set up a roadblock. The goblins, though menacing, were no match for the seasoned adventurers. Eldrin, seeing the goblins ahead, signaled for Magpie and Barge to be ready. Magpie nodded, her daggers at the ready.

Without any parley, **Eldrin** cast **Hold Person** on the lead goblin, immobilizing him.

**Magpie** darted forward, her daggers flashing as she took down two goblins in quick succession.

**Barge** growled and lunged at another goblin, bringing it down with a swift bite.

The remaining goblins, seeing their comrades fall, attempted to flee. Eldrin and Magpie quickly dispatched them, ensuring the road was clear once more.

They continued their journey, the brief encounter having barely slowed them down. They made camp that night in a sheltered clearing, confident in their abilities to handle any threats.

28 Flamerule

The final day of their journey dawned bright and clear. The sight of Baldur’s Gate on the horizon filled them with anticipation. They quickened their pace, eager to reach the city.

As they approached the gates just before Sunset, Eldrin couldn’t help but feel a sense of accomplishment. They had rescued Magpie, retrieved the Legendmaker, and faced numerous challenges along the way.

They entered the city, the familiar sights and sounds welcoming them home. Eldrin made his way to Narnak’s residence, eager to deliver the Legendmaker and complete his mission.

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| --- | --- | --- | --- | --- |
| ***Fist of Light: 1371*** |  |  |   | x |
|   |   |   |   |   |
| ***Event*** | º | R |  |   |
| Eldrin and Narnak discuss the prospect of an expedition to Dragonspear Castle to search for the Legendmaker | Morning | 15 | Flamerule |   |
| Eldrin and Barge encounter a bugbear vendor, and trade some books for potions | Highsun | 17 | Flamerule |   |
| Eldrin encounters a caravan ferrying shipments of metal from the Troll Claws to Baldur’s Gate | Afternoon | 19 | Flamerule |   |
| Eldrin encounters a blink dog who is pursuing a displacer beast that stole and possibly killed her cubs | Afternoon | 21 | Flamerule |   |
| Eldrin reaches Dragonspear Castle, and meets a party trying to oust the diabolists from the castle | Highsun | 23 | Flamerule |   |
| The party vanquishes the diabolists, rescues Magpie and two other captives, and retrieves the Legendmaker | Afternoon | 23 | Flamerule |   |
| The party splits up to (a) pursue the fleeing diabolists, and (b) get the captives to a village nearby | Afternoon | 24 | Flamerule |   |
| The party traveled south along the Trade Way | \* | 25 | Flamerule |   |
| The party traveled southwest along the Trade Way | \* | 26 | Flamerule |   |
| The party traveled west along the Trade Way | \* | 27 | Flamerule |   |
| The party arrived in Baldur’s Gate, and went to Narnak, who paid Eldrin the gold for the book, and commended him on rescuing Magpie | \* | 28 | Flamerule |   |
|   |   |   |   | x |