

### *15 Marpenoth, 2013 Fourth Age*

*We are setting out tomorrow towards Fallcrest. It's our usual route and the past few years have brought safety to the area. But recent events have me spooked a bit. Days ago, two caravans were ambushed by orcs wielding the symbol of a red spear. I've heard that Lady Landra has hired a number of adventurers to escort us to Fallcrest. I've been reassured that the orc threat has been dealt with, but just to be safe she's sending these mercenaries with us. I don't mind, I'd rather have too many men-at-arms than too few. Especially these who have been armed both by Lady Landra and by the royal dwarven alchemist Andronsius.*

### *16 Marpenoth, 2013 Fourth Age*

*We left Winterhaven in the morning and have recently set up camp for the night. We're staying close to the beach, and we can see the Cairngorms in the distance to the east. I was told that the mercenaries were actually adventurers, but they seem to be too individualistic to form an actual adventuring party. There are three dragonborns, which are being escorted by Karyn Padraig, Lord Padraig's bastard daughter. Then there's a half-elf mercenary, an eladrin bladesinger, and a very scary half-orc. At least they seem to be keeping any threat at a distance.*

### *17 Marpenoth, 2013 Fourth Age*

*We've stopped for lunch. Our journey has brought us to the yellow fields. Most of the harvest is now over, but there are places where there shall be no harvest. Here on the borders of Cimmeria there are still wild fields and abandoned farmsteads.*

### *18 Marpenoth, 2013 Fourth Age*

*We're now moving into more civilized areas, where there are actually cleared fields and irrigation. We've stopped near a source of water for lunch.*

### *19 Marpenoth, 2013 Fourth Age*

*Our journey has taken us along the shores of the Eridanian Lake. Parts here are forests for lumbermills, especially since the area is too rugged for fields. We have passed through the most dangerous parts of our journey without any problems, and our mercenaries seem to be no stranger to travel, except maybe Miss Padraig.*

*20 Marpenoth, 2013 Fourth Age*

*A number of us, including the mercenaries, have started to explore the areas that we pass through. We're safe now, at least from orcs. I saw some of the mercenaries take a walk down on the beach as the caravan continued the journey along the road nearby.*

*21 Marpenoth, 2013 Fourth Age*

*We've moved away from the shore and are moving inland. We've reached the peninsula and are moving through the forested areas of the Moon Hills. We are not far from Fallcrest now. This place is so wild, but that's not strange since it's only recently that the kobold threat in the area was removed.*

*22 Marpenoth, 2013 Fourth Age*

*We've passed through the orchards and manses in the Moon Hills and are nearing the other side of the peninsula. It shouldn't be long now before we reach the Nentir River, and then we'll follow it down stream until we reach the capital of Fallcrest along the shores of the Eridanian Lake.*

*23 Marpenoth, 2013 Fourth Age*

*We made it safely to Fallcrest yesterday evening. We moved into the eladrin district where the mercenaries left us. They went exploring after settling at a variety of taverns. Apparently they were going to the Cruls Plains, and had been paid for their services of protecting us by getting free passage on an R&L Cog Ship that sails today.*

*25<sup>th</sup> of Marpenoth on the 2013<sup>th</sup> year of the Fourth Age*

*Lady Landra has apparently sent a band of adventurers south to the Cruls Plains. We've given them free passage on the Blue Breeze. Miss Karyn Padraig came down to the harbor the day before we set sail to check that everything was ready. She was apparently staying at a nearby tavern with three dragonborns that were going to join us as well. Then there was a half-orc who apparently got lost down in Low Town, probably causing problems along with the River Rats there. She also mentioned a half-elf who was out shopping in the goliath district and an eladrin who was staying in the eladrin district where they had arrived to from Winterhaven along with a caravan sent from Lady Landra. Most of them seem to be seasoned travelers, except Miss Padraig, who is still holed up below deck completely seasick. Poor girl, we still have two days to sail across the Eridanian Lake, and I truly hope for her that she starts feeling better before we arrive to Sembia.*

### *Marpenoth 28<sup>th</sup>, 2013 of the Fourth Age*

*We have left Sembia and are travelling towards Ovarlode. Two adventuring parties have joined us. There's the Freeriders, which are famous here in the Truls Plains. Led by Megan Swiftblade from Sembia, the poor girl has led the Freeriders for months now, making them famous for clearing out a large foul cabal of cultists in the Witchlight Fens, a group of fanatics that threatened many lives not only in Sembia but in all of Truls Plains. She has somehow gathered a group of adventurers that include a dwarven Thalerneer (a dwarf priestess of Sharindlar) by the name of Dalgina, an elven scout known as Sylen, a strange and mysterious woman known as Ghena, and a strange little lost halfling known as Madrick who has a raccoon called Bandit following him around.*

### *Marpenoth 29<sup>th</sup>, 2013 of the Fourth Age*

*I have learned a little about the other adventuring party, which is much less organized, and they seem unharmonious. I'm not certain anyone leads the group, or if they are even a group. There are three dragonborns known as Alwin, Balasar, and Thorinn who seem to be travelling with a woman called Karyn. Apparently they have some kind of political power of some sort, but at the same time they don't. I don't know, and I've stopped worrying about it. Then there's a strange and scary half-orc known as Balmung. Finally, there's a half-elven mercenary called Jenanso and an eladrin bladesinger called Quinthica who seem to know each other, at least they go scouting together a lot.*

*Marpenoth 30th, 2013 of the Fourth Age*

*I knew that Megan was originally from Sembia, but I've heard that she's bringing the Freeriders to Ovarlode at the request of Dalgina. I heard whispers, but the Freeriders have confirmed it. Ovarlode has sent out a Call to Arms to every adventurer, mercenary, and soldier across the Ametian Alliance. Apparently, a large organized army of orcs holding a red spear banner are marching through the valleys of the Dawnforge Mountains. They are coming from the east and are planning to attack Ovarlode and the nearby dwarven stronghold of Bordinrak, the entrance to the dwarven kingdom of Dawnforge. Dalgina is from Ovarlode, and has convinced Megan to bring the Freeriders to Ovarlode to answer the Call to Arms and defend not only the dwarves of Bordinrak but also all of the Ametian Alliance, including the Cruls Plains and the Septarchy of Cimmeria. Sylen seem to have some experience with orcs, and also seem to have some kind of relationship with Megan, both reasons why he's stayed with the Freeriders for this adventure. Ghena is hard to read. I'm uncertain of her motivations. Then there's the little lost halfling Madrick. I'm not sure, but I think he has made a deal with Megan that if he helps the Freeriders on this adventure, then the Freeriders will help him find his way back to the Harken Jungle far to the north.*

*Uktar 1<sup>st</sup>, 2013 of the Fourth Age*

*I've learned a little more about the other group of adventurers. Apparently, they had been on an adventure together where they rescued one of the High Septarch's apprentices from a tribe of orcs in the Cairngorm Hills on the other side of the Eridanian Lake. According to the bard Balasar, they are being led by Sire Alduin, the heir to the dragonborn throne of Olympus. I didn't even know that*

dragonborns had their own nation. They are going to Ovarlode on a diplomatic mission and are being overseen by Karyn Padraig, the half-sister to the apprentice Thurann Padraig. They had stumbled upon the half-orc during their previous adventure, and apparently this crazed creature seemed to hate orcs more than any other race. Why he's travelling with them to Ovarlode is a mystery, however. There's more, he seems strange, and slightly familiar, but I don't know why. Maybe some of the strange events in Sembia that transpired before we left are tied to this mysterious figure. The other two, the scouts Jenanso and Quinthica have been sent on a quest by Lady Landra herself to Ovarlode. I'm definitely staying out of that. Anything Lady Landra sends people to do, is their own business.

Uktar 2<sup>nd</sup>, 2013 of the Fourth Age

Yesterday, Jenanso and Quinthica came back to the caravan. Jenanso was yelling "Orcs". They had spotted a band of a dozen Redspear Orcs out in the wilderness, and they were coming this way. We were told to hide the caravan in a nearby grove of trees while the two adventuring parties set up an ambush. The Freeriders were sent to sneak around behind the orcs, except for Dalgina who clearly isn't stealthy. The rest walked towards the orcs, who started to charge when they saw the adventurers. The Redspear Orcs stopped when the Freeriders came out of hiding and the orcs found themselves surrounded. Balmung was sent forward to communicate with the orcs. Whatever he said, the orcish sergeant was clearly terrified, and demanded that the adventurers restrained Balmung and disarmed him. Once they had done that, they agreed to put down all of their weapons and leave the Truls Plains. Before they left, Miss Karyn asked if there were more of them in the Truls Plains. The sergeant answered that they were a band of orcs that had disagreed with the rest of the

tribe. They had broken off from the Redspear Orcs against orders to go and pillage the countryside. Then it was the Balmung said "That's all I needed to hear." and before anyone could react he pushed Alduin away and drew forth a hidden magical wand. With it he withered away the sergeant's right arm, all of it withering like a dead tree and crumbling in the wind, all the way up to the shoulder. The orc fell to his knees and the rest of the Redspears disbanded, running in all directions. The adventurers were more focused on the horrors they witnessed. Karyn and the two dragonborns tackled Balmung and took his wand from him while Alduin ran forward to heal the sergeant, who was in complete shock, and even though they tried to interrogate him further, there was nothing more they could do for him. They left him there in the wilderness, unarmed and alone, missing an arm that had been withered away by a half-orcish warlock. They came back to us with Balmung having been knocked unconscious by Alduin. They tied the half-orc to the rear wagon and we continued our journey for the rest of the day.

*5<sup>th</sup> Ulstar 2013 4<sup>th</sup> Age*

*A group of adventurers have arrived to Ovarlode with the R&L Trading Caravan from Sembia. These adventurers hail from all over the Ametian Alliance, and beyond. The three dragonborns Alduin, Balasar, and Thorinn are known to have worked shortly in the docks of Fallcrest, a little in Sembia, and a bit here in Ovarlode to earn a few coins for their journey. They have come with Miss Karyn Padraig from Winterhaven, who is apparently officially in charge of the group of adventurers. Then there's a half-elven mercenary called Jenanso, who has gotten quite lost here in Ovarlode. He has asked for directions many times to the Salty Mug in Tradetown, and has been seen accompanying the eladrin bladesinger Quinthica, who was both seen in the Salty Mug and at the Dawnforge Treasurer. Apparently Quinthica has been asking specifically about a ring in the name of the R&L Trading Company, a ring she clearly cannot afford, yet. Finally, there was Balmung. He's the reason I'm writing about all of this. This large and scary looking half-orc was found loitering in Elftown. A patrol wanted to ask him a few questions, and when he ran, they chased him through the streets, calling for reinforcement. When Balmung resisted arrest in one of the alleys, he was also charged with loitering. A little while later, the two patrols of guards captured him and sent him to prison. I have decided to force him to attend the meeting of the Council of Elders. They are calling a meeting today in response to the Call to Arms they've sent out. It is time for them to send as many adventurers and mercenaries out to intervene the Redspear Orcs, which are threatening Ovarlode and Bordinrak, if they haven't already taken over the nearby dwarven stronghold.*