

<i>CHRONICLES OF RAPPAN ATHUK—ADVENTURE LOG JOURNAL</i>		<i>Log #:</i>	<i>1</i>
<i>Adventure Name: Journey to Last Chance</i>		<i>Date:</i>	<i>Jan. 15, 2008</i>
<i>Player Name:</i>	<i>Character Name:</i>	<i>Class & Level</i>	<i>Experience Gained</i>
<i>Andrew R.</i>	<i>Bosch (half-orc)</i>	<i>Fighter – 1st level</i>	<i>600 xp</i>
<i>“ “</i>	<i>Dorgin (dwarf)</i>	<i>Cleric – 1st level</i>	<i>600 xp</i>
<i>Pat G.</i>	<i>Elrhindira “Rinny” (Elf)</i>	<i>Rogue – 1st level</i>	<i>600 xp</i>
<i>“ “</i>	<i>Grop (half-orc)</i>	<i>Barbarian – 1st level</i>	<i>600 xp</i>

Log Notes: Four adventurers journey to the city of Last Chance by ship. Onboard they meet a young woman traveling with her three children ages, eight, five and 9 months. The woman was traveling to Last Chance to join her husband who had went on ahead to earn money to buy land for his growing family. The ship arrives at night and the captain warns the passengers about the streets of Last Chance at night. The woman who befriended the adventurers asked if they could escort her to the inn called The King’s Road located in the northwest corner of town. In exchange she would give the adventurers a city map of Last Chance. On the journey through the city the adventurers encounter a pair of wererats and dispatch them. They collect a silk cape, two light crossbows, two rapiers, mwk studded leather armor, potion of cure light wounds, a gold charm and gold bracelets. They reported the encounter to the city watch and collect a reward of 100 gp for dispatching the wererats. The husband is grateful for the adventurers escorting his family and shows them where his family will be settling. The party learns about Last Chance from some of the locals at the inn and from the travelers staying at the inn.

<i>CHRONICLES OF RAPPAN ATHUK—ADVENTURE LOG JOURNAL</i>		<i>Log #:</i>	<i>2</i>
<i>Adventure Name: Temple Slavers</i>		<i>Date:</i>	<i>March 15, 2008</i>
<i>Player Name:</i>	<i>Character Name:</i>	<i>Class & Level</i>	<i>Experience Gained</i>
<i>John M.</i>	<i>Lee Carson (human)</i>	<i>Cleric – 1st level</i>	<i>525 xp</i>
<i>Andrew R.</i>	<i>Bosch (half-orc)</i>	<i>Fighter – 1st level</i>	<i>525 xp</i>
<i>Pat G.</i>	<i>Rinny (elf)</i>	<i>Rogue – 1st level</i>	<i>525 xp</i>
<i>Phil M.</i>	<i>Burj (human)</i>	<i>Ranger – 1st level</i>	<i>525 xp</i>
<i>Terry T.</i>	<i>Grop (half-orc)</i>	<i>Barbarian – 1st level</i>	<i>525 xp</i>

Log Notes: The four adventurers begin their day meeting other adventurers looking to join a group. Two humans approach and are interviewed and allow to join, one is a ranger called Burj and the other is a cleric called Lee Carson. The party decide to go to the south side of the city, known as the slums and is also where the city guard has their headquarters. During the party’s exploration they come across a run down temple of Pelor where a kind hearted priest called “Father Beamus” who runs a orphanage and tells the party about his concerns about the temple of Wee Jas where the poor would go to get help and they seems to disappear. They try to talk to some of the people who have joined the temple but they are not allowed to speak with others and the party spies on temple. They learn that the priestess is running a slave ring and that a old warehouse was the transport center. The party meets a Penny Bloom who is homeless and hangs out at a empty warehouse next door to the transport site. She tells the party of the schedule of the slave ring and the party awards the woman with some food and a few gold pieces. The adventurers ask her to call the city watch if their attack on the slavers goes awry, and she does. The attack on the warehouse spoils the slave exchange and the city guard arrive to finish the clean-up as the party chases down the priestess to the temple and after defending her acolytes, her bodyguard and a few elite guards at the temple. The man-servant of the bodyguard, named “Lank” told the adventurers where to find the priestess Elan Kanto who was found in a small underground temple to Nerull. Grop grapples with the priestess and pins her which allows the others to finish her off. The party gain a lot of armor and weapons and a few potions. Father Beamus could not award the party but he promise to heal any of them if they needed healing as long as they were in Last Chance. Lank the man-servant slave from the temple had nowhere to go and asked to serve the party. The adventurers brought the old warehouse and decided to renovate it into a base of operation for themselves. Penny Bloom and Lank were hired to live at the warehouse and help renovate it. Penny knew down and out laborers who could work to renovate the warehouse for the party as needed. Lank took a shine to Bosch and serve him like a house servant who cooks and cleans the place.

<i>CHRONICLES OF RAPPANATHUK—ADVENTURE LOG JOURNAL</i>		<i>Log #:</i>	<i>3</i>
<i>Adventure Name:</i> <u><i>The Great Rat Slayers</i></u>		<i>Date:</i>	<u><i>April 19, 2008</i></u>
<i>Player Name:</i>	<i>Character Name:</i>	<i>Class & Level</i>	<i>Experience Gained</i>
<i>Andrew R.</i>	<i>Bosch (half-orc)</i>	<i>Fighter – 2nd level</i>	<i>1,537 xp</i>
<i>John M.</i>	<i>Lee (human)</i>	<i>Cleric – 1st level</i>	<i>1,537 xp</i>
<i>Pat G.</i>	<i>Rinny (elf)</i>	<i>Rogue – 2nd level</i>	<i>1,537 xp</i>
<i>John B.</i>	<i>Bardok Raun (human)</i>	<i>Cleric – 1st level</i>	<i>1,537 xp</i>
<i>Richard B.</i>	<i>Carp'ool (human)</i>	<i>Wizard – 1st level</i>	<i>1,537 xp</i>
<i>NPC</i>	<i>Curly Barns (Gnome)</i>	<i>Bard – 2nd level</i>	<i>1,537 xp</i>

Log Notes: The party seeks work and introduces themselves to the Captain of the Guard for the city, who is a dwarf called Stern Skullcrusher. The captain had work for a group who would go down into the sewers to take care of a rat problem. The party did not want to take the job but there was not much else in the city. Bosch, Lee, and Rinny stopped by an inn to plan where to enter the sewers when two humans asked to join the party and a local bard named Curly Barns who wanted to do a little adventuring. The party of six entered the sewers and discovered the rat problem was a den of wererats and the party killed 7 wererats and 20 dire rats before Curly casted a sleep spell that helped even the odds for the party who were fighting with some members out of action. To collect the bounty for slaying the rats, the party presented the cut tails of the wererats. Curly was quick to write a song about his rescue of the party, and the local children made up a song about the Great Rat Slayers. For Bardok and Carp'ool this was their first and last adventure with the party. The adventurers collect 500 gp for the wererat tails and also recovered the following gear from the lair; 125 gp, 7 rapiers, 7 light crossbows, 70 bolts, 6 leather armor, 1 mwk studded leather armor, tanglefoot bag, 7 daggers, 6 gold signet rings, mwk handaxe, breast plate, potion of cure light wounds 10 sapphires and silver calendar.

<i>CHRONICLES OF RAPPANATHUK—ADVENTURE LOG JOURNAL</i>		<i>Log #:</i>	<i>4</i>
<i>Adventure Name:</i> <u><i>Stronghole (part 1)</i></u>		<i>Date:</i>	<u><i>June 21, 2008</i></u>
<i>Player Name:</i>	<i>Character Name:</i>	<i>Class & Level</i>	<i>Experience Gained</i>
<i>Andrew R.</i>	<i>Bosch (half-orc)</i>	<i>Fighter – 2nd level</i>	<i>525 xp</i>
<i>John M.</i>	<i>Lee (human)</i>	<i>Cleric – 2nd level</i>	<i>525 xp</i>
<i>Pat G.</i>	<i>Rinny (elf)</i>	<i>Rogue – 2nd level</i>	<i>525 xp</i>
<i>“ “</i>	<i>Grop (half-orc)</i>	<i>Barbarian – 1st level</i>	<i>525 xp</i>

Log Notes: The adventurers meet Elrod the local storyteller who is known to hold his audiences spellbound with his stories of great adventurers and old artifacts and lost cities. He drops a hint to the adventurers about some trouble out on the frontier from raiding orcs. The party ventures outside the city and to the southwest just past the established farmlands. The group encounters intelligent Gribbons with daggers and some zombies as they campout. They stumble onto an old stronghold being occupied by a small group of kobolds and hobgoblins. They collect 4 studded leather armor, 4 longswords, 4 light wooden shields, and 8 javelins.

<i>CHRONICLES OF RAPPANATHUK—ADVENTURE LOG JOURNAL</i>		<i>Log #:</i>	<i>5</i>
<i>Adventure Name:</i> <u><i>The Orchard</i></u>		<i>Date:</i>	<u><i>June 28, 2008</i></u>
<i>Player Name:</i>	<i>Character Name:</i>	<i>Class & Level</i>	<i>Experience Gained</i>
<i>Phil M.</i>	<i>Burj</i>	<i>Ranger – 1st level</i>	<i>658 xp</i>
<i>Carl T.</i>	<i>Waylln</i>	<i>Sorcerer – 1st level</i>	<i>658 xp</i>
<i>NPC</i>	<i>Kytor the Red</i>	<i>Fighter – 2nd level</i>	<i>658 xp</i>

Log Notes: Burj comes into town and finds the party is out of the city on an adventure so he stops into the "Kings" to get an ale and see if there is some work. He notices a group of adventurers who's make-up includes; a half-drow dressed in black robes, a nasty little halfling in black leather armor, a human monk, and a well armed human who is hiding the hold symbol of Nerull under his shirt. This group is talking to a man while a trio of young dwarves are playing a drinking game with a barbarian at a corner table. Elrod stops by with a female and introduces her to Burj. She is Mrs. Kensington and her husband, who is talking to the other adventuring party have a problem at a newly acquired farm located just north of the city. There seems to be some sort of animal living in the house and the couple are looking for some adventurers to slain the beast. Burj agrees to try if he can find some others to go out with him he will let them know the next day. He helps out a gnome called Waylln, who was being threaten by some thugs on the south side near the warehouse and he agrees to help out as does a fighter named Kaytor. The trio go out to the farm which turns out to be an apple orchard & cider mill. They sneak up to the house and using a mirror discover a large wolf like creature with blue fur. Realizing their party is under manned they head back to Last Chance. On the way to the farm they encountered two orcs and 3 spiders which they dispatched with no problem. On the way back to Last Chance they run into an orc druid and a barbarian grimlock. The duo defeats the trio and rather than kill them out right, the druid takes all their gear and leaves the party naked. The trio arrive back to the city wearing rabbits skins to hide their man-hood and sticks for spears and unfortunately Curly Barns happens to be hanging around the city gate when they arrive back. Does not take long for the song "The Naked Adventurers" to be heard in the inns of the city and the children point to the trio and refers to them as "The Naked Adventurers".

CHRONICLES OF RAPPANATHUK- ADVENTURE LOG JOURNAL		Log #:	6
Adventure Name: <u>Stronghold (part 2)</u>		Date:	<u>July 5, 2008</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 3 rd level	175 xp
John M.	Lee (human)	Cleric – 2 nd level	175 xp
Carl T.	Waylln	Sorcerer 1 st level	175 xp
Pat G.	Rinny	Rogue – 3 rd level	175 xp
Phil M.	Burg	Ranger – 2 nd level	175 xp
John E.	Extiz	Wizard – 1 st level	175 xp

Log Notes: Burj joins the party with Extiz as the group explores further into the stronghold and fight with 6 orcs and 4 kobolds. They collect a mace, 4 small gold rods, a onyx statue of a bull, 6 falchions, 6 stud, 4 studded leather armor, 4 spears, 4 leather armor (small), 4 slings and a jeweled dagger. They also have an encounter with 9 dire rats.

CHRONICLES OF RAPPANATHUK- ADVENTURE LOG JOURNAL		Log #:	7
Adventure Name: <u>Stronghold (part 3) & Zombies on the Farm</u>		Date:	<u>August 23, 2008</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 3 rd level	863 xp
John M.	Lee (human)	Cleric – 2 nd level	863 xp
Pat G.	Rinny (elf)	Rogue – 3 rd level	863 xp
Phil M.	Burg (human)	Ranger – 2 nd level	863 xp

Log Notes: The party loses two members who disappear in the stronghold but survive having killed 8 orcs, 2 giant centipedes and 3 large spiders. They collect 8 studded leather armor, 8 falchions, and 8 gp. On their way home to Last Chance they see a large raven feeding on something just off the trail they are following. As they approach a little closer they notice the raven has glowing red eyes and that the bird is feeding off a baby less than a year old. The adventurers quickly chase the bird away and both Rinny and Bosch realize that the baby is Brack, who is the child of the young women they met on the ship and escort to the King's Road Inn to meet her husband. The party recovers the small body and follows the trail where they come to a small farm where the bodies of a man and woman and two children lie dead in front of their house. On the door to the house the symbol of Nerull is painted in blood. The party checks the farm and finds that the dead bodies are animated and attacking them. The adventurers have to again kill the undead and then seek

out the necromancer who did this terrible act. They kill him, his two orc bodyguards and the necromancer's imp who took the form of the raven. Once the evil adventurers are dispatched the young couple and their children are give a proper burial and the group decides to call themselves "Brack's Wolves". They collect the possession off the orcs and necromancer and find 23 gp, 2 studded leather armor, 2 longswords, 2 battleaxes, 2 shortbows, 40 arrows, 2 poison daggers and ring off the wizard. Found a magical short sword at the farm along with the deed and 22 sp and 45 cp.

CHRONICLES OF RAPPAN ATHUK- ADVENTURE LOG JOURNAL		Log #:	8
Adventure Name: <u>Into the Woods & Revenge is Sweet</u>		Date:	<u>Nov. 15, 2008</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Phil M.	Burj (human)	Ranger - 2 nd level	695 xp
Andrew R.	Bosch (half-orc)	Fighter - 3 rd level	695 xp
Pat G.	Rinny (elf)	Rogue - 3 rd level	695 xp
Pat G.	Grop (half-orc)	Barbarian - 2 nd level	695 xp

Log Notes: The party reports what happen at the farm and decides to purchase the young couple's farm for a future family. They inquire about purchasing the warehouse that was used as the slave transport center and told the price. In order to earn the money they will need to go after the Green Bandits who have been attacking caravans traveling along the road called Merchant's Way. In order to hunt down the bandits they will need to supply their party with horses and a cart and realize they need to hire a wrangler to manage the horses and camping gear. They find a wrangler at the Temple of Pelor helping out Father Beamus and his orphanage her name is Erin the daughter of a slayed caravan master. Her father was slayed by the Green Bandits on the last caravan and she is looking to average his death. When she hears of the adventurers mission she asks to join for very little pay and wishes them to teach her how to better handle the sword. In the woods the adventurers meet Glida Waynetrop and her large wolves Rinn and Rann. She is a druid who sometimes visits Last Chance and knows the location of the Green Bandits camp. On the way there the party encountered 6 armed gibbons and avoided an owlbear but did not find the Green Bandits camp. On the return trip to Last Chance the party happen on a half-orc druid and a barbarian grimlock. Burj was pleased to dispatch the duo and recover his stolen gear from the pair.

CHRONICLES OF RAPPAN ATHUK- ADVENTURE LOG JOURNAL		Log #:	9
Adventure Name: <u>The Grimlock Cave</u>		Date:	<u>Dec. 20, 2008</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter - 3 rd level	675 xp
Phil M.	Burj (human)	Ranger - 2 nd level	675 xp
John M.	Lee (human)	Cleric - 2 nd level	675 xp
Jae W.	Morrin (human) NPC & rat familiar "Corwin"	Sorcerer - 3 rd level	675 xp

Log Notes: Elrod the storyteller recommends Morrin a sorcerer to join the party on their next adventure. Elrod has been teaching Morrin how to control his magic since the Wizard Academy does not allow sorcerers to study at the school. Morrin's parents sent him to Last Chance to learn to control his magic after he blew up a pig at the farm. The party considers adding the sorcerer to the group since they lack a arcane spellcaster and lately they have faced some enemies that can cast magic. On their trip along Merchant's Way they discover a cave, which is a home to some grimlocks. During their nights camping in the woods they have encountered a large spider and 6 goblins. They have collected on this foray 12 javelins, 6 studded leather armor, 6 morningstars, a gold ring off a skeleton small wooden music box, 5 battleaxes, 5 hide armor, a fine tapestry, two mink furs 2 silver bars, a gold necklace and 29 gp and 2 sp.

CHRONICLES OF RAPPAN ATHUK- ADVENTURE LOG JOURNAL		Log #:	10
Adventure Name: <u>A Murder of Crows</u>		Date:	<u>Jan. 17, 2009</u>

Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 3 rd level	525 xp
Phil M.	Burj (human)	Ranger – 3 rd level	525 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 3 rd level	525 xp
John M.	Lee (human)	Cleric – 3 rd level	525 xp

Log Notes: 150 xp established for scroll making for the party's spell casters to use on divine or arcane scrolls. Elrod informs Brack's Wolves of trouble among the farms near the edge of the frontier. Reports have come to the City Watch about small bands of orc raiding the farms. The party needs the money to help pay for the renovations at their warehouse home. Penny has arranged for laborers to work on the roof to make sure it is fixed before winter sets in. It is late summer and many of the farmers are preparing to harvest their crops. The adventurers head towards their farmlands and ask for lodging at a nearby farm for the night. The farmer allows the party to sleep in the barn and charges only 1 gp to the group. That night a small party of orcs raid the farm and the adventurers dispatch the orcs and save the farmer and his family. The adventurers collect off the 4 orcs the following; 4 greataxes, 8 javelins, 4 studded leather armor and a total of 40 gp. Before the adventurers leave this farmer asks for their help in finding his son who has been missing a couple of days. Burj follows a some old tracks far into the woods away from the farm and stirs up a flock of crows feasting on something hanging from a tree. It turns out to be the body of a teenager who has been gutted like livestock and hunks of meat is missing off the body. The group hunt down a pack of gnolls and slay everyone of them. The adventurers collect 6 scale armor, 6 large wooden shields, 6 battleaxes, 6 shortbows, 60 arrows and 4 gp. The farmer Hal, promises to consider taking in some family to help out at his farm for the adventurers returning his son's corpse for proper burial and for hunting down the son's killers. Brack's Wolves now have 4 mules, 2 guard dogs, one war dog, a cart and a wagon as part of their gear. On the way back to Last Chance they encounter 6 wolves and have the hides tanned into capes for their adventuring group. They have also come up with a design for their guild sign.

CHRONICLES OF RAPPAN ATHUK – ADVENTURE LOG JOURNAL			Log #:
Adventure Name: <u>Fire in Shanty Town Tonight</u>			<u>11</u>
			Date: <u>March 21, 2009</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Terry B.	Trebok (dwarf)	Fighter – 1 st level	320 xp
Phil M.	Burj (human)	Ranger – 3 rd level	320 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 3 rd level	320 xp
John M.	Lee (human)	Cleric – 3 rd level	320 xp
Pat G.	Rinny (elf)	Rogue – 3 rd level	320 xp
Andrew R.	Bosch (half-orc)	Fighter – 3 rd level	320 xp

Log Notes: The party arrive back to their warehouse to the news that the Wizard's Academy has books missing from their library and while they were gone the city has experience undead on the street. The Captain of the Guard, Stern has asked for help from the king who is sending his Arch-Mage to the city. In the mean time Stern has asked for help from Elrod who was a former head master of the Wizard's Academy before he resigned to go off adventuring with his form group on a epic adventure. Elrod delivers the message from Stern to hire Brack's Wolves to explore the sewers for the thief of the summoning books from the Wizard's Academy. That night fire elementals are summoned and they set Shanty Town on fire. The adventurers help to collect refuges from Shanty Town and assist the dieing and then have to gather supplies for the 100 refuges now at their warehouse. They do a foray into the sewers and find another lair of wererats and kill them. They find the same weapons and armor like the previous wererats and an iron box with 125 gp inside. As the group was exiting the sewers Rinny hears chanting far off in the distance in the sewers and mentions it when they are back at the warehouse. Burj dives into a refuge heap and pulls out a intelligent, +1 longsword called "Alura" who talks to him.

CHRONICLES OF RAPPAN ATHUK – ADVENTURE LOG JOURNAL			Log #:
Adventure Name: <u>The Lion Sleeps Tonight</u>			<u>12</u>
			Date: <u>April 18, 2009</u>

Player Name:	Character Name:	Class & Level	Experience Gained
Phil M.	Burj (human)	Ranger – 3 rd level	1,050 xp
John M.	Lee (human)	Cleric – 3 rd level	1,050 xp
Andrew R.	Bosch (half-orc)	Fighter – 4 th level	975 xp
Pat G.	Rinny (elf)	Rogue – 3 rd level	1,050 xp

Log Notes: With 100 refugees from Shanty Town fire, the adventurers decide to go off into the Nip Woods to look for a place to settle the refugees for a new life. The rush is on to get a settlement started before fall and then winter sets in. They are out in the woods for a week checking out sites and encountered 3 ghouls, a dire boar, a dire lion and 2 trolls that were drawn to the dire boar and dire lion kill. The adventurers got out of the area and left the trolls to their meals. Later on their way back to Last Chance they encountered a single troll and 4 ogres which were dispatched. They collected off the bodies, 2 diamond stud earrings, a gold bracelet, 4 large hide armor, trinkets worth 102 gp and an iron box with 125 gp.

CHRONICLES OF RAPPANATHUK – ADVENTURE LOG JOURNAL		Log #:	13
Adventure Name: <u>Into the Sewers</u>		Date:	<u>June 20, 2009</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 4 th level	496 xp
Phil M.	Burj (human)	Ranger – 3 rd level	521 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 3 rd level	521 xp
Terry B.	Trebok (dwarf) he died in this adventure	Fighter – 1 st level	521 xp
Andrew R.	Dorgin (dwarf)	Cleric – 2 nd level	521 xp

Log Notes: Morrin creates 4 mage armor scrolls and 2 magic missile scrolls and uses 6 xp from the 150 starting xp for scrolls. (150-6=144 xp) The adventurers are lend silver weapons from the city armory to use while in the sewer in case they run into more wererats. The Wizard Academy's library is destroyed by a Pit Fiend the night before to cover up the stealing of a dangerous summoning book. The group purchases 5 potions of resist fire and Bosch purchases regular banded mail armor. The party finds an old opium den and later they find the home of a renegade wizard. The group battles 10 regular rats, 2 krenshar, 4 dretches and kills them all along with Belker and captured Kaiser but the wizard Bezlur escaped after fireballing Morrin, Dorgin and Trebok who died from his wounds. From Kaiser, the adventurers find out that Bezlur is going after the "Heart of Darkness". The arch-mage who is now in Last Chance explains what the Heart of Darkness is (an artifact) and asks the group to track down Bezlur and recover the book and keep him from acquiring the artifact.

CHRONICLES OF RAPPANATHUK – ADVENTURE LOG JOURNAL		Log #:	14
Adventure Name: <u>Into the Woods Again</u>		Date:	<u>July 25, 2009</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Terry B.	Dorgin (dwarf)	Cleric – 2 nd level	392 xp
Pat G.	Rinny (elf)	Rogue – 4 th level	392 xp
Phil M.	Burj (human)	Ranger – 3 rd level	392 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 3 rd level	392 xp
Andrew R.	Bosch (half-orc)	Fighter – 4 th level	392 xp
John M.	Lee (human)	Cleric – 3 rd level	392 xp

Log Notes: Scrolls were made for both Morrin, Dorgin and Lee which are 1st level spells and a total of 36 were made so from the scroll xp of 144-36=108 xp left. The party is traveling light using only the cart and mules and riding horses for those who have purchased such mounts. They encounter a patrol of 10 orcs who are slayed and a large monstrous spider. They follow some tracks to a cave of a two-headed ettin and rescue a young bard called Arialle who Erin knew. They return the girl to her village and to her father the blacksmith. He agrees to move to the settlement when the adventurers establish it for the refugees. From the lair of the ettin the adventurers collect a

ring of wizardary (1st level spells), 3 large spears, a magic helm and 1,100 gp, 14,600 sp, and 8,400 cp. From the orcs they acquire 10 falchions, 10 javelins, 10 studded leather armor. The encounter with the ogre gave them a hugh great club, long spear and hide armor.

CHRONICLES OF RAPPAN ATHUK- ADVENTURE LOG JOURNAL		Log #:	15
Adventure Name: <u>Guess Who's Coming To Dinner</u>		Date:	<u>August 22, 2009</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Pat G.	Rinny (elf)	Rogue - 4 th level	690 xp
John M.	Lee (human)	Cleric - 3 rd level	690 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer - 3 rd level	690 xp
Andrew R.	Bosch (half-orc)	Fighter - 4 th level	690 xp
Phil M.	Burj (human)	Ranger - 4 th level	690 xp

Log Notes: The adventurers go further north and discover the Green Bandits and their camp. After successfully killing all the bandits they hide all the weapons and armor in one of the look-out towers in the bandit's camp. They store 11 longswords, 11 shortbows, 11 leather armor. They take with them, dwarven waraxe, heavy crossbow, 10 bolts, scale mail, heavy wooden shield, gold necklace, 65 gp, mwk rapier, light crossbow, 20 bolts, leather armor, mwk longsword, mwk shortsword, composite longbow (+2 strength), 25 arrows, mwk studded leather armor, 4 kegs of fine ale, 330 sp, 16 pieces of jewelry worth 160 gp and 2 cases of fine wine worth 60 gp/case. The head of the Green Bandit leader is taken to the nearest authority to collect the 500 gp bounty. Erin tells the party about a little village called Twain north of the bandit's camp about one-and-a-half days journey. The group heads there and encounters a owlbear and some assassin vines on the way to Twain. Burj skins and takes the hide of the owlbear for tanning and keeps the skull and paws.

CHRONICLES OF RAPPAN ATHUK- ADVENTURE LOG JOURNAL		Log #:	16
Adventure Name: <u>On the Trail to Twain</u>		Date:	<u>October 17, 2009</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Pat G.	Rinny (elf)	Rogue - 4 th level	457 xp
Andrew R.	Bosch (half-orc)	Fighter - 4 th level	457 xp
John M.	Lee (human)	Cleric - 4 th level	457 xp
Phil M.	Burj (human)	Ranger - 4 th level	457 xp
Terry B.	Dorgin (dwarf)	Cleric - 2 nd level	514 xp
Chris D.	Maak (half-orc)	Barbarian - 2 nd level	514 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer - 4 th level	457 xp

Log Notes: The adventurers reach Twain and located in Quail Valley and turns in the Green Bandit leader's head to the local law enforcement authority. They have the 500 gp delivered to their guild house for Miss Penny to use for feeding the refugees. They sell the gear to the local military that the adventurers did not traded up from the bandit leaders possessions. Dorgin purchases a light warhorse, Rinny buys a pair of rudy earrings for 100 gp and Burj gets the owlbear skin tanned for 75 gp. Gather information from the local in the village of Twain tells about a Lost City of Barakus nearby in the hills and that a wizard managing the description of Belzur has passed through the village a week ago. The party heads north toward the town of Pembrose which is near the so called Lost City of Barakus.

CHRONICLES OF RAPPAN ATHUK- ADVENTURE LOG JOURNAL		Log #:	17
Adventure Name: <u>All Hollow Night (part 1)</u>		Date:	<u>October 31, 2009</u>
Player Name:	Character Name:	Class & Level	Experience Gained
Pat G.	Rinny (elf)	Rogue - 4 th level	560 xp
Chris D.	Maak (half-orc)	Barbarian - 2 nd level	612 xp
Phil M.	Burj (human)	Ranger - 4 th level	560 xp
Terry B.	Dorgin (dwarf)	Cleric - 2 nd level	612 xp

Andrew R.	Bosch (half-orc)	Fighter – 4 th level	560 xp
John M.	Lee (human)	Cleric – 4 th level	560 xp
Jae W.	Morrin (human) & L. Corwin (rat)	Sorcerer – 4 th level	560 xp

Log Notes: The party of seven adventurers and the wrangler, Erin are on the trail to Pembrose. As the last rays of sunlight are fading, the party notices a little girl on the trail. She is silent as she beckons them to follow her on a little used path off the trail. The party follows and are lead to the ruins of a old asylum called “Haverthold”. Erin and the horses, mules, dogs and cart remain outside the gates while the adventurers continue to follow the silent girl. As they enter the main building the little girl disappears and the party begins searching the first floor. The gloomy rooms begin to show the asylum’s past as ghosts from the past tell a strange tale to the building’s intruders. The adventurers face possessed figurines, animated straightjackets, vargouilles, shadows, swarms of centipedes and skeletons. They find two healer kits among the decaying supplies in the hospital wing.

CHRONICLES OF RAPPANATHUK– ADVENTURE LOG JOURNAL		Log #:	18
Adventure Name: <u>Creature in the House (side quest)</u>		Date:	Dec. 19, 2009
Player Name:	Character Name:	Class & Level	Experience Gained
Pat G.	Grop (half-orc)	Barbarian – 2 nd level	250 xp
Phil M.	Burj (human)	Ranger – 4 th level	225 xp
Jae W.	Morrin (human) & L. Corwin (rat)	Sorcerer – 4 th level	225 xp
Terry B.	Dorgin (dwarf)	Cleric – 2 nd level	250 xp

Log Notes: Before Brack’s Wolves set out to Twain, 4 of the party members did a little job for a couple who just purchased a old apple orchard and cider mill. Burj had taken a job for the Kensington to clear out a creature living in the house on their property. Unfortunately the creature was bigger than a party of three could handle. On the journey back to Last Chance, Burj and his two companions ran into a half-orc druid who stole their gear and left them naked in the wilderness. Burj again makes contact with the couple and strikes a deal to rid them of the creature. He describes the creature and Elrod, the storyteller inform them they will be facing a Barghest. Morrin spends some gold to research the creature at the wizard’s academy while Dorgin spends the day purchasing some scrolls of healing. At their warehouse, Miss Penny has set-up a seamstress business and the adventurers meet one of their neighbors, Captain Elizabeth Beckett and her twin girls. Captain Beckett is the owner of the pub called “The Crows Nest” located on the docks not to far from the Wolf’s Lair. The group journeys to the Kensington house and encounters a Greater Barghest and defeats it. Burj skins the creature and plans to have it tanned for their warehouse. They find a small pouch with 6 diamonds worth 100 gp each at the house. Upon returning to the King’s Road Inn, the Kensingtons pay a total of 200 gp for ridding them of the barghest and promises to deliver some barrels of apples each year from their operation to the warehouse. Once the apple orchard is cared for and the cider mill is put back into operation, the Kensingtons will be looking for laborers and may consider employing some of the refugees if they have any skills.

CHRONICLES OF RAPPANATHUK– ADVENTURE LOG JOURNAL		Log #:	19
Adventure Name: <u>All Hollow Night (part 2)</u>		Date:	Jan. 23, 2010
Player Name:	Character Name:	Class & Level	Experience Gained
Terry B.	Dorgin (dwarf)	Cleric – 3 rd level	2,565 xp
Pat G.	Rinny (elf)	Rogue – 4 th level	2,280 xp
Phil M.	Burj (human)	Ranger – 4 th level	2,280 xp
Andrew R.	Bosch (half-orc)	Fighter – 5 th level	2,000 xp
NPC	Morrin (human) & L. Corwin (rat)	Sorcerer – 4 th level	2,280 xp

Log Notes: The elf says, “Oh look, let’s follow the river of blood”. The group starts in the basement but stops when they notice a river of blood flowing through a crack in the wall. Rinny peeks through the crack and sees a door with faces swirling on the surface and the door looks like it is breathing in and out. The group decides to leave the basement for last and go explore the second floor of the building.

Before they get out of the basement they encounter a wright and 3 allips. On the second floor they come across a collapsing floor, a cloud of chemicals, two spirits of doctors, ooze spirits, a possessed operating table and 6 children of the asylum. The party finds a brass key, scroll of vampiric touch, potion of lesser restoration, potion of gaseous form, mwk silver dagger, +1 dagger bane (human), a ring of iron keys, a potion of neutralize poison, 2 potions of cure moderate wounds, found a jar of healing ointment, 2 flasks of acid, 2 flasks of anti-toxic, a healer's bag and some tinder twigs.

CHRONICLES OF RAPPAN ATHUK—ADVENTURE LOG JOURNAL		Log #:	20
Adventure Name: <u>All Hollow Night (part 3)</u>		Date:	Feb. 20, 2010
Player Name:	Character Name:	Class & Level	Experience Gained
Terry B.	Dorgin (dwarf)	Cleric – 3 rd level	1,800 xp
Pat G.	Rinny (elf)	Rogue – 5 th level	1,500 xp
Phil M.	Burj (human)	Ranger – 5 th level	1,500 xp
Andrew R.	Bosch (half-orc)	Fighter – 5 th level	1,500 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 4 th level	1,600 xp

Log Notes: The group clears the second floor and releases a pair of dwarfs who were capture and imprisoned in one of the asylum's cells. The dwarves tell the party they were on their way to Pembrose when they followed the little girl to the asylum. The group now begins to head back to the basement to deal with the breathing door. They encounter 2 allips and find an animated mass pyre of bones and before leaving have to fight a bone devil. Once they defeat the bone devil all the spirits that have been trap are free to leave, including the little girl who brought the adventurers to the asylum. The party gets out just as the asylum crumbles around them. As they make their way back to the trail, the little girl appears and smiles at them and then waves as she disappears. When she finally fades away a piece of parchment floats down from the sky and the adventurers discover that it is a map, but only half a map.

CHRONICLES OF RAPPAN ATHUK—ADVENTURE LOG JOURNAL		Log #:	21
Adventure Name: <u>A New Adventure</u>		Date:	March 13, 2010
Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 5 th level	250 xp
Pat G.	Rinny (elf)	Rogue – 5 th level	250 xp
Phil M.	Burj (human)	Ranger – 5 th level	250 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 5 th level	250 xp
Terry B.	Dorgin (dwarf)	Cleric – 4 th level	350 xp
Chris D.	Maak (half-orc)	Barbarian – 2 nd level	369 xp

Log Notes: The adventurers enter Pembrose which is larger then Twain and fine this town has an armory, a weapon smith, general store warehouse, mill a winery and a brewery that is also a inn. Bosch orders a cold iron halberd from Odger's Excellent Arms and Burj orders mwk cold iron greatsword and Morrin orders a cold iron long spear.. Dorgin orders a mwk breast plate from Cultwert's Perfect Armory and a small wmκ steel shield. The town has a constable which is a half-orc called Wershaw who is incharge of the local militia. The party sells all the falchions and studded leather armor they had gathered on the journey north. They spend a couple of days in Pembrose at the The Lonesome Drake Inn and they make 5 scrolls which cost 30 xp from 108 which leaves 78 xp for making scrolls. They encounter a halfling who remembers seeing a wizard on the trail to Pembrose a week ago. Rinny recognizes the halfling to be a rogue and when the party intimidates him he gives them the other half of the map, he had stole from the wizard. They let him go and start out for the cave, which is located a day and a half away from Pembrose. Rinny purchases a silver charm bracelet from the halfling before he leaves town. On the way to the cave the group encounters and slays an owlbear.

CHRONICLES OF RAPPAN ATHUK—ADVENTURE LOG JOURNAL		Log #:	22
Adventure Name: <u>Into the Cave</u>		Date:	April 17, 2010

Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 5 th level	589 xp
Pat G.	Rinny (elf)	Rogue – 5 th level	589 xp
Phil M.	Burj (human)	Ranger – 5 th level	589 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 5 th level	589 xp
Terry B.	Dorgin (dwarf)	Cleric – 4 th level	875 xp
Chris D.	Maak (half-orc)	Barbarian – 2 nd level	975 xp

Log Notes: They group starts at the cave entrance and leaves Erin, the horses, mules, dogs and cart about one hour away in a defensible position. The party enters the cave through a pair of double doors and head down stone stairs. The cave is pitch black and a torch provides light for those who lack dark vision. The adventurers do not go very far into the cave when they encounter a ghoul which gives Burj ghoul fever. The party collects a silver bracelet worth 25 gp, 28 cp, and find 3 potions of cure light wounds. They leave the cave to hurry back to Pembrose before the ghoul fever takes, but encounter 5 orc raiders and 3 ogres. They defeat the oppositions and collect 4 falchions, 4 javelins, 4 scale mail armor, a greataxe, and a chain shirt from the orcs and 3 hide armor, 3 great clubs and 3 javelins from the ogres. On the road to Pembrose they meet up with Jeffar, a female cleric from Bostwick who is able to cure Burj of his ghoul fever. They hire her to stay with Erin and provide healing for them if they need it. They camp out the night and will re-enter the cave the next day.

CHRONICLES OF RAPPAN ATHUK– ADVENTURE LOG JOURNAL		Log #:	23
Adventure Name:		Date:	June 12, 2010
Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 5 th level	825 xp
Phil M.	Burj (human)	Ranger – 5 th level	825 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 4 th level	960 xp
Terry B.	Dorgin (dwarf)	Cleric – 4 th level	960 xp
Chris D.	Maak (half-orc)	Barbarian – 3 rd level	1,080 xp

Log Notes: On the trip to the cave entrance, the party encounters 2 ogres and Morrin finds himself in the front lines and ends up dying when one of the ogres makes a critical hit. The party defeats the ogres and quickly returns to camp to see if Jaffar can raise the dead. It costs most of the party's gold to pay for Morrin to be raised. Morrin is surprised that the party elected to spend their hard earned money to raise him and he ponders over the matter. The group collects the 2 javelins, great clubs and hide armor off the dead ogres. That night the camp is attacked by a troll with the group dispatches and gains only a small pouch with 10 gp. The next day they re-enter the cave and fight 6 wolf skeletons, 3 ghouls and a orc with 2 war dogs. They gather a ivory brooch worth 50 gp, a set of thieves tools a greataxe, and 3 javelins from the orc's lair. A party of dire rats venture into the orc's lair and Burj makes contact with the rats who came because they smelled the fresh blood. Burj communicates with the rats making an arrangement where the party will not attack the rats as long as the rats do not attack the adventurers. The dire rat leader agrees as long as they are allowed to feast on any creatures the adventurers kill in the caves. The rats also lets the party know they may be following them to feast on any dead the group leaves behind. They adventurers enter an old throne area in the cave and the party notices a summoning circle where the salt has been disturbed and spot the large cloven hoof tracks burned into the stone floor. Rinny who entered the cave with them seems to be missing. Burj is follow some tracks when all of a sudden a bell begins to ring loudly.

CHRONICLES OF RAPPAN ATHUK– ADVENTURE LOG JOURNAL		Log #:	24
Adventure Name:		Date:	July 17, 2010
Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 6 th level	2,285 xp
Phil M.	Burj (human)	Ranger – 5 th level	2,325 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 4 th level	2,550 xp
Terry B.	Dorgin (dwarf)	Cleric – 4 th level	2,250 xp

Pat G.	Rinny (elf)	Rogue – 5 th level	2,325 xp
Chris D.	Maak (half-orc)	Barbarian – 3 rd level	2,625 xp

Log Notes: In the throne area the adventurers prepare for company to be coming down one of the three corridors in front of them. They heard a strange language coming from one of the corridors and out of the darkness Rinny appears asking about who set off the trip wire. Burj was the culprit and Rinny reports having heard and seen large rats further ahead. The group is attacked by bi-pedal ratman. The party follows the two ratmen who leads them to their lair and so the adventurers are battling for their lives against raging ratmen with battleaxes and a rogue-type ratling leader and a magic casting female. They maintain a battling retreat from the ratlings only to encounter a swarm of centipeds. They make short work of the vermin and then encounter a large group of dire rats who Burj confirms that these are the dire rats the party met before. Burj also mentions there is a lot of fresh food up ahead with all the dead ratlings that have been slayed. The rats move past the adventurers to the fresh meat. The party exits the cave and retreats back to camp only to find that Erin has moved the camp further away from the cave.

CHRONICLES OF RAPPANATHUK – ADVENTURE LOG JOURNAL		Log #: 25
Adventure Name: <u>A Wave of Evil</u>		Date: <u>August 28, 2010</u>

Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 6 th level	1,800 – 600 = 1,200 xp
Phil M.	Burj (human)	Ranger – 6 th level	1,800 xp
Pat G.	Rinny (elf)	Rogue – 6 th level	1,800 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 5 th level	2,138 xp
Chris D.	Maak (half-orc)	Barbarian – 4 th level	2,280 + 600 = 2,880 xp

Log Notes: In camp they find out that the cleric, Jaffar has been sensing undead in larger numbers moving toward the cave. For better protection Erin moved the camp another ½ hour away from where the camp was originally set-up. That night the camp was attacked by a hill giant. The party collected a great club, hide armor, bag of throwing rocks, pouch with 450 gp and a potion of bull's strength off the hill giant. The next day the adventurers re-enter the cave and explore one of the other passages and encounter 2 ogres and slay them and collect hide armor, great clubs and 100 sp. Next they kill a durgar, a carrion crawler and fight a gargantuan centipede zombie. Further into the cave the party members who are wearing metal armor kept their distance from a pair of rust monsters and allowed the leather wearing members to take care of those monsters. Last encounter was a ogre skeleton who was a tough fight and when they strip the skeleton of his armor and weapons, Morrin discovered they were magical. The ogre skeleton had a +1 hide armor, +1 great club and was wearing +1 amulet of natural armor. The adventurers decided to leave the cave and go back to camp because they were running low on potions of healing and had taken a lot of damage.

CHRONICLES OF RAPPANATHUK – ADVENTURE LOG JOURNAL		Log #: 26
Adventure Name: <u>The Dream (side quest)</u>		Date: <u>Sept. 5, 2010</u>

Player Name:	Character Name:	Class & Level	Experience Gained
Pat G.	Rinny (elf)	Rogue – 6 th level	none
Phil M.	Burj (human)	Ranger – 6 th level	none
Jae W.	Morrin (human)	Sorcerer – 4 th level	none
NPC	Grop (half-orc)	Barbarian – 2 nd level	none

Log Notes: The party is resting at camp when Grop shows up carrying a note from Miss Penny. She was wondering when the group was going to come home. The adventurers had been gone for about a month and the 100 refugees are getting impatience and supplies are running low. The group turns in for the evening and four members fall into a deep sleep and share a dream together. They find themselves in a corridor with very little light and are attacked by 3 bugbear zombies. A search of the room yields 100 gp, 3,000 sp, a red-brown spindle worth 70 gp and a smoky quartz gem. Another room has 4 bugbear zombies and yields 300 gp and a silver pearl worth

120 gp. The group fights 12 medium spiders, 2 large spiders and one huge spider. They collect a total of 1,200 gp from the floor and webs the spiders had spun. The adventurers dodge a ceiling trap, acid arrow trap and pit trap and battle off 5 chokers to gain 9,000 cp. The toughest fight was with 3 wrights who blocked the exit out of this crazy dungeon. Once the light flooded the room the adventurers find 800 gp, a +2 short, vicious bow (when it hits does 1d6 damage to the shooter) and a scroll of haste. They awake to find they are still in camp, but have all the booty they collected in their dreams.

CHRONICLES OF RAPPANATHUK- ADVENTURE LOG JOURNAL		Log #:	27
Adventure Name: <u>Time of Decision</u>		Date:	Oct. 23, 2010
Player Name:	Character Name:	Class & Level	Experience Gained
Andrew R.	Bosch (half-orc)	Fighter – 6 th level	720 xp
Phil M.	Burj (human)	Ranger – 6 th level	720 xp
Jae W.	Morrin (human) & Corwin (rat)	Sorcerer – 6 th level	720 xp
Pat G.	Rinny (elf)	Rogue – 6 th level	720 xp
NPC	Maak (half-orc)	Barbarian – 6 th level	720 xp
NPC	Dorgin (dwarf)	Cleric – 6 th level	720 xp

Log Notes: The note from Miss Penny has the adventurers debating what to do. They have entered the cave several times, only to be forced to retreat to heal and gather up new supplies. The wizard Bezlur, is suppose to have gone in looking for the artifact called “The Heart of Darkness”. He summoned something but it escaped the circle and human tracks were found going in the opposite direction of the summoned creature. As the group is packing up the horses and mules, a large dire rat approaches the party. Erin and Grop have their hands full keeping the dogs under control. The dire rat is carrying a piece of parchment in his mouth as he slowly approaches Burj. The ranger recognizes the rat leader and cautions everyone not to harm it as it drops the parchment at his feet before turning and running back to the cave. The nibble edges on the parchment shows that a few rats tasted the parchment before abandoning it. The funny brown color ink is dried blood and the note is written in a trembling hand. It says, “I summoned him but he escaped and he caught me. He wants the Heart of Darkness for his army of undead, but I would not tell. In his rage he burned me but I will never tell him where it is located. He will have to search all of Barakus to find it. He took the summoning book and left me to die. If you are reading this beware of Orcus for he is wishing to bring back his temple and is seeking worshippers.” The adventurers decide to return to Last Chance and let the arch-mage know what has happen. On their journey to Bostwick the party encounters 3 dire wolves, 3 ogres, 12 white fist orcs and 2 trolls. More evil has invaded Quail Valley in the past month and the constable of Bostwick, Travis is trying to make a militia out of farmers and trademen. They group sells all the mundane weapons and armor to Travis for the town’s militia and gain 390 gp. They quickly make for Pembrose where a boat is waiting to take the adventurers home to Last Chance and the Wolf’s Den.

CHRONICLES OF RAPPANATHUK- ADVENTURE LOG JOURNAL		Log #:	
Adventure Name: _____		Date:	
Player Name:	Character Name:	Class & Level	Experience Gained

Log Notes: