

Chronicles of Spartans

Episode 1:

Just given their first quest by the Adventuring Guild, the party set forth into the city. Walking into the town square, their attention was brought to the fountain in the middle of the square. Recognizing the magic script along the basin, the Dark Knight led Gorgeous George and Ja'Ki to bond with the Waystone in the square's fountain.

The party did a little shopping: the Dark Knight finding a fitting duster of deception, Gorgeous George managed to squeeze his meat into some armor and found a mace that suited him, while Ja'Ki found himself just to be a poor frog.

They were introduced to the Holy Light Cathedral (Captain Dreadbeard was at the bar, "networking"), where Sister Brenna removed Ja'Ki's toad curse. Between the shophand of "Raw Exhibition" and Brother Darius, the party found information on how to battle kobolds for their mission.

As the party readied to leave town, Captain Dreadbeard rushed to catch the party, joining them just before spotting the kobold encampment. Upon attempting to discuss strategy on how to deal with the matter, George leaps into a rage and charges towards the campfire. Quickly, the other party members give chase and take positions around the encampment. Just as the party closes in on the unexpected Kobolds, Berat delivers the punchline to a joke he'd been refining causing Duris to laugh so hard that he fell off his log, flat on the ground. As Bet threw up his arms in (premature) triumph to the sound of his friends' laughter, a BANG rings out as Captain Dreadbeard's firearm discharges a round through his head and he slumps to the ground.

Kus screams and takes cover as the party moves in to slaughter his friends: Tik even manages to land a hit to the jaw of the Dark Knight before he's eviscerated. Dud and Kim, managed to hold their own until they were pushed into the flames of the campfire and cut down.

Alerted to skirmish by the noise of metal on metal, Ranger Kuvastim slid down from the observation deck to a small ledge to delay the villains attacking his homestead. Attempting to keep the monsters from stealing from the colony he loosed arrows at the party members in sight, but was magically pushed back. Loosing arrows from hiding, he attracted the attention of a hulking undead beast that actually climbed the wall by digging his hands in the rock wall.

As the beast climbed towards him, he heard a scream, the scream of a fledgling: if the colony was not aware before, they certainly would be now. With only one of the interlopers in sight, they must be making their way into the colony itself, and suddenly the beast was upon the Ranger. With mighty swing after mighty swing, the Ranger barely managed to avoid being crushed by the foul smelling thing. At the first opportunity, the Ranger leaps away and up the mountainside to the observation post to alert whom he can.

Feeling empowered by the easy victory over unexpected watch, the party moves towards the cave entrance. Alerted to noise coming from the main hall, the Shaman notices a small regiment marching from the depths of the cave, and begins to desperately scale the wall after George. The Dark Knight, not to be outdone, climbs over the Troll, both stuck to the wall, outstretched like cats on curtains. As the Captain contemplates the rest of the loot, he sees his fellows (poorly) scaling the mountain side and becomes concerned.

Episode 2:

As our party was attempting to scale the mountain side, from the depths of the the Kobold Colony erupted several drake hounds, supported by Ironscales and a pair of Dragon Priests. As George futilely pursued the escaping Ranger, The Dark Knight finally caught up to George. Noticing the forces pouring fourth from the cave, and that Ja'Ki was still dangling on the wall, with drake hounds snapping at his heels, The Dark Knight leaped from the ledge to assist his comrade.

Quickly overwhelmed, The Dark Knight took attack after attack, nearly at death's door. The Priests came all the way to the Colony entrance, yelling for answers, unable to determine why they had come under such attack. As The Dark Knight lay bleeding, George seemed to realize that all the yelling and clanging was his under attack and made a decision, he leaped from the ledge himself, pounding the ground and sending a static shock across the ground into the enemies. Encouraged by his comrades launching into battle, Ja'Ki drops from the wall and readies a spell: sending a blaze of aura into the surrounding Ironscales and destroying each and every one of them. Driven by a greed worthy of a pirate, Captain Dreadbeard was able to grab one more piece of loot as he laid down covering fire for the party members.

After the devastation of their holy warriors by the Troll Shaman, Ki was witness to his brother Priest Tal's death as the abomination brought its giant fist down and through Tal's head, pulverizing him. Tal's death scream of "Whyyyyy?", ringing in his ears, Ki runs, blindingly cast magic over his shoulder just hoping to survive this encounter. As Ki collapsed against the back wall of the main hall, tears in his eyes, Ranger Kuvashtim appeared to console the young Priest. "There now, I am here, and by Starfire's Flame, we shall defend the colony together." Exemplar Duragon stood by with two elite Ironscales, nodding to Ki, as a clattering noise echoed from the hallway. A war raptor was charging up the hallway, mounted by Templar Durvaskitarn, striding through the abomination and darkly clad swordsman and into the clearing filled with their dead comrades. As the mighty hero declared himself to the intruders, they coward before him.

Ja'Ki addressed the Templar, explaining that they were here to deal with the Kobold problem, and that he was a Kobold, so they were here to deal with him. The Templar, unimpressed, declares that the party has made a mistake and charges down on the Troll. George and The Dark Knight, unable to damage the Exemplar in the hall, and under fire from the Ranger, retreat.

Ja'Ki manages to use his magic to temporarily hold back the Templar while The Dark Knight, the last of the party is able to escape. Even with the delay, it is clear the Templar chose not to pursue the party as they ran back to the road. Looking back, the party sees the Kobolds pouring out the Colony entrance to deal with their dead, the Templar staring them down, as if to dare them to return. Instead, the party heads south to Starlight City, contemplating the events of the day.

Episode 3:

Having barely escaped with their lives, but still filled with confidence from the battle, the party wanders back to Starlight City in the late afternoon. Ja'Ki, the Troll Shaman, clearly the most excited by the encounter, attempts to convince the others that they'll report that they managed to clear out 2-3 thousand kobolds. The party agrees and heads directly into the Guild Hall. Only seeing a few adventurers nearby and no one manning the desk, Captain Dreadbeard inquires with a young lady with a standard, while The Dark Knight and Ja'Ki decide to look for D'Shaun's Riverboat.

Teresa, still mending injuries from her recent battle defending the Kobolds from the Undead, turns to see no other than two undead inquiring to her. Stifling her fear, Teresa sees that these two are much different than the hordes she faced. With a smile, she happily gathered their initiate and mission paperwork to assist anyway she could. Seeing that party members were missing, she carefully asks how the mission went. To her great shock, the skeleton explains how they wiped out the nearby Kobold camp. Horrified, Teresa kindly asks the undead to report to the brigg as Lexi slips out the door to alert the guard.

Dirk watched a slinky, purple hued Elf, Lexi, sauntered up to Logan and whispered in his ear. Waving Dirk along as Logan headed to the transport hub, he explains that they have some violent criminals to round up, again. Nonchalantly, Dirk sighs as if bored and follows Logan to man the door. As Dirk mans the door, he doubts the capability of the two: a wee Troll and an Elf dressed like a bat. With dreams of leather clad Elves in his head, he escorts the pair back to the Guild, watching as they horrify Teresa. Holding back laughter inside his helm, he escorts them to a cell, and stands guard until the Captain arrives.

As the party is discussing their plight, Captain Leonidas and a lady with gauntlets the size of her head approach the cell. In an almost disappointed tone, the Captain challenges their claim to clearing the Kobold Colony, and upon their insistence, the lady chides them. Between the two of them, they make it clear that attempting to start a war between the Starlight City and the neighboring Kobold Colony was not a wise career decision. Lady Starlight makes it extremely clear that they were "never" part of the Guild, as that would

officially tie the Guild to an act of war. Agreeing to a night in jail for their mistake, the Captain even leaves them unguarded as they have not resisted at any point.

Once alone, The Dark Knight slips a lockpick from under his mask and easily opens the cell door. George, excited at his freedom, loudly rips open the locker holding his gear. As everyone else is recovering their gear, George spots something shiny and rips open another locker, from which loot pours out.

Sensing that they must quickly devise a plan, Ja'Ki turns the party into Toads, except for George whom he orders to break through the outerwall. Unable to break through the wall, the amount of noise George makes attracts the attention of two Guards who stumble upon the scene.

Rushing into the room alongside Galahad, Dugar begins yelling, but falters as he takes the scene in. A giant undead, who speaks, and a few Toads on the ground. As Galahad points out that the undead clearly belongs in the cell, Dugar asks him nicely to return to his cell. The mountain of undead flesh responds simply, "Babies" and scoops up the Toads. As Galahad and Dugar exchange looks, George throws the Toads over the 2 Adventurers.

Landing with confidence, Captain Dreadbeard attacks the armored Elf with his new boney tongue, which barely manages to distract the Knight. George rushes forward and hugs Dugar, spinning to switch places with him. Running for the door, the Toads stick to George with their tongues and the party steers George out of town, east along the Main Road. At their backs, a sunset, a drawn bridge, and a Town filled with trouble for them.

Episode 4:

With only the Guild's map to give them hope, the party set out for Sira Village, but stopped by the road to make camp. As the toads struggled to help George collect appropriate firewood, they wondered how they were to light the campfire. Suddenly, the gentle sounds of the night were interrupted by soft and curious snorting.

"What's that?", Bacon said to herself as looked up from her search for mushrooms, mushrooms were her favorite. "What a funny smelling mushroom!" Bacon squelled as she enthusiastically rush to investigate, then the shroom hopped, "Ooh what fun, moving mushrooms!" Bacon had great fun chasing the funny mushrooms, but decided between the smell and the odd noises that she didn't want to eat them, they were too much fun.

"Hello!", Virginia lit their fire, "I'm Virginia.". As the group got to know their new friend, the Dark Knight, ever in character decided to show off his new trick. "Hey guys, watch this.", and he very promptly, and in a great hurry disappeared. His party members were very impressed until Virginia asked if he was always this good, the party's concern grew with the realization that he was not, usually, this good.

Prey was loud, prey was invasive, prey was inviting to the clutch for them to feast: they set the trap, they sprung the trap, they bundled the prey to wait. Then the prey followed the prey: rushing in, the prey stinking like the not prey, then there was more not prey, and hurting prey, and fire: it hurt the Mothers, even the Queen, burning away flesh and carapace. The prey broke free, but had yet to escape.

Catching their breathe, the party blessed their good fortune to survive, and in as good standing as they did. Just as she begin to celebrate, Virginia and Bacon noticed that they hadn't actually managed to break the treee line, and could no longer see the campfire or the road. They had loot to split, a friend to find, and a mystery to solve.

Episode 5:

Weary from a long day, and a long evening of killing spiders, the time slipped away and the only thing the party was sure of was recovering their friend. Their only clue, a muffled, grunting sound from somewhere above in the trees.

While looking for the Dark Toad, Ja'Ki happened across a curious looking mushroom: as Ja'Ki's tongue wrapped around the mushroom he felt his entire body relax from his tongue to his tail (he now thought he had a tail). Leaping to his rescue, Captain Dreadbeard jumps inbetween Ja'Ki and odd mushroom, feeling the effects as his body relaxes and he begins to see the magic in the air.

Bacon, looking after her funny mushroom friends, noticed the life slip out of them and went to rescue them. Bravely eating the attacking mushroom, Bacon felt some mild floating, but concerned for her tiny friends nudged them up her snout and onto her back where Ja'Ki sprawled out, unbelievably comatose.

Virginia set to collecting the gear from their aggressive Arachne friend, and George decided to get revenge on the sticky string that previously bound him. Eventually, George found a structural point to the very elaborately woven web structure, and it came crashing down, to include a giant cocoon, nearly the size of George. Seeking to free their friend from the sticky prison, Virginia set the cocoon ablaze and George begin flailing at it. As the flames quickly spread across the silk the cocoon began to flail and rock dramatically, the muffled screams becoming more intense. Suddenly, out of the cocoon bursts a huge zombie.

"Who's the new guy?" Dark Frog said from behind George. Finally free of the branch that trapped him up in the tree, he had simply leaped down the tree to the ground, to be re-united with his friends.

Feeling the need to rest, the party divied up shifts and set watch throughout the eerily silent night, only broken the crackle of the fire and a soft moaning that seemed to soak into the night. As the fire begins to finally die down, Virginia starts her shift by search for more wood to burn. Once she leaves the campsite, she realizes that she's unable to find her way back and decides to

help her new friend find her by screaming and light a nearby tree on fire. As the illusions of the forest prevented them from navigating the forest, they did their best to physically mark the ground and call out to one another, eventually comparing the moon and sun to guide them eastwards toward Sira Village.

As the trees became healthier, and the light grew, the Dark Knight stopped to sense the magic, and could feel the draw of his lighter brethren. Intrigued, Virginia tried to join him in sensing the magic, but could only get a vague impression of the magics: a sweet scented perfume, a light breeze on her face, and a sour scent like rotting fruit. As they followed the sweet scent of Elvish magic, the air became saturated with it, pressing in on George in the most uncomfortable of fashions.

As they pressed into the outskirts, an old man waves them down from a house embedded in the side of a giant tree, excited to meet people that wandered in from the forest. Gregarious introduced himself, expressing a fascination with George, half talking to George, half talking to the group, he goes on excitedly about George, explaining that he's pieced together, and is almost more of a they than a he. Only knowing one man, Barthalomew, that would even know anything about something like George. Exhausting himself, Gregarious welcomes them to return on their way out of town, climbing the steps of his house in a giant tree as the party trudged onto the village proper.

Episode 6:

As the party wanders into the town, they take in the site of the giant Fey Wood trees, adorned with domestic housing at the base and Bertberry vines wrapping around the trunks. Lined with vegetables (corn, wheat, squashes, root vegetables), small gardens adorn the neighborhood while Elves work through the morning.

Exhausted with the cursed woods, Captain Dreadbeard sets out to find the local tavern.

Pushing farther into the village, the group seek out the large buildings in the east. On approach, a regal looking Elf steps out of large building, and introduces herself as the head of the Guardwatch of Spira Village. After some

casual introductions, Arestella guides them to the Town Hall to speak with the village Elder.

As the party enters, Arestella introduces Elder Ulma and Grandmaster Terris. After patiently waiting, the party gives their request to want to restore their form from Toads to humanoids. Agreeing to perform a ritual before the village dinner, Ulma dismisses the party to explore the town: diving into the town well, chatting with a friendly human hunter and a stand offish dark elf knight, even buying George a shiny pendant and Virginia some turnips.

Later, the ritual to reverse the toad forms is laid out, and Ulma begins to extend magic from Grandmaster Terris through herself to a circle made of leaves and branches and small berries in which the toads were placed. Captain Dreadbeard, who had finally found his drink, was stolen by George from drinking Travis the hunter under the table. During the ritual, Grandmaster Terris assumed his Bear form, and while Ja'Ki pestered him for advice on how to shift, he continued to respond in Bear for the rest of the night.

As they moved to the Banquet Hall, the party and villagers engaged in small talk, sharing small stories about the state of the wood and their past exploits. Even negotiating a contract for adventuring work. In exchange for returning the toads to humanoid form, and some future compensation, the party agreed to force the Fey out of the wood north of Spira Village.

It did happen to come up that it didn't matter whether the Fey were forced back to the plains of the Peril, as long as they left the wood. With the aggressive sights the Fey have had on what remains of Elven wood, it became clear that the free-loving Elves would never insist on war with the Fey, but would not miss their absence.