

Entry One:

I have decided to begin a log of our adventures. By our, I mean mine and those I travel with. My name is Beth, and I am traveling in search of answers. But, that is for another time. I am ~~for~~ joined by Delany Yentius, an Elfin Rogue, Tyrone, a human Monk, Alleigh, a half-Elfin cleric, and [Somewhat recently, and maybe temporarily] Kriscaron Wivernack, a human Paladin. Hopefully, through documentation and reflection on our adventure, we can hope to make sense of this world, which while I am very new to, I fear is in grave danger.

We entered Skullport today. Dirty, filled with deviants, and clearly a bastion of sturdiness, this City (should this word ever be appropriate) is not a comfortable place. However, our guide insists this will bring us safely into Water Deep. After stabling our horses and cart (and dealing with Jim (Classic Jim)) we entered a backalley tunnel into a labyrinthian exit structure. I am convinced that many such structures exist in this City. While initially cramped, it led into a tunnel with many sub-tunnels in which we could stand. After what seemed like an hour of walking, we were ambushed by a giant armored centiped. This foul beast, while not terribly strong, proved effective at dealing damage quickly to those in our party less

adept at quickly dodging. The encounter was short, and Delany managed to keep from hurting himself. However, he did ponder search the beast for valuables...

We exited the tunnel into a bar, which filled me with much joy. Much to the Padma, our babysitter from the Lord's Alliance, ^{displeasure of} we stopped for approximately 1 [10] drink.

We traveled through Water Deep, which took the better part of 30 minutes. This City is huge, and filled with a diverse and rich population, the likes of which I have never seen. Shops, Peoples, Vendors, foods.

So many new experiences and sights. It is almost more than I can process. In our travels to the Hangout at the Lord's Alliance [LA], we passed a highly magical tower. I believe Padma mentioned its relation to a mage's guide... Note: Check out.

Once we arrived at (and didn't fight) the Mansion which serves as the HQ of the LA, we met with the 1st of the LA, Rigor Luric. He is an older High Elf, and met us with much kindness.

He apologized for the secrecy, but seemed to know much about us... Tyrone asked him a probing question on his knowledge of us, to which he was able to aptly & succinctly respond.

He asked us to help the besieged city by:

- There are spies in the city, nobody is outside suspicion. =>

- Unblock the sea blockade by Seaserpents.

• Determine and take care of the one controlling the sieging forces \Rightarrow Fire giants, orcs, etc...

To aid us in our efforts, Rigal has found a local Paladin, Kriscaragn Wyverstack. Tall, well built, and serious, K& seems... intense and anxious. I am uncertain how I feel about any sort of long term involvement with us. I am weary of religious folks... especially those who wield magic. However, if I know our group, we will "charm" her immediately.

Before we left, Rigal brought a priest in to heal my foot. After 100's of miles, and many weeks, my foot is finally healed. It hurt like nothing else, but I finally feel more whole again. Padma is in charge of helping us in the city and requested we wait to leave until later tonight. I believe I will rest until then. Until later.

Seeth

