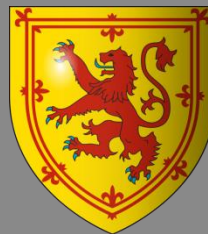


FT31

ADVENTURES IN FILBAR™

BY FRANK SCHMIDT



TIMEL

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TIMEL

The walled city of Timel is located east of the foothills of the Dorgel Mountain chain in a valley that promotes farming, hunting, and mining factions. This nestled valley is the last spot of humanity before the mountains swallow the land. The timber walls have protected the town for years and is well entrenched. Noted as a traveler's respite, Timel offers rest and trading for adventurers and merchants alike. As part member of the Confederacy of Thegos it metaphorically sits at the crossroads of the confederacy and the Imperial Realm. It is home to some mountain Dwarves, the Horseriders of Carlosica <Plains of Carlosica> as well as simple farmers. All are welcome in the town and trading is abundant. While considered backwoods by most because of its remote location, Timel is slowly gaining credit for being a peaceful spot in the wilderness. The militia and townspeople have been quite adept at keeping the area safe despite a high number of humanoid inhabitants in the surrounding mountains. The town is never boring and always a hotspot for adventurers and would-be adventurers alike. The town is known as a potpourri of merchants and goods of all types can be found at one time or another in Timel. Most of the buildings within the walls are made of white stucco with wood trim from the forest that once stood where the town is although in this area of the wilderness lumber is always within easy reach. Timel's best known resident started as a lowly guard but through a career as an adventurer has the new title of "Bard of Filbar".

1. Guard Towers – Captain Renden Stoneaxe

Security for the community and Captain of the Watch is a Dwarven fighter from the Hammerskin Clan. Renden is a rather ill dispositional individual who only cares about security and his troops. While Renden normally works the Daywatch he will sometimes wander in at any notice of strangers at the gate. He has been the head lawgiver for almost a decade and personally oversaw the building the palisade and iron banded gates that protect the community. He constantly drills his troops which also reside in the towers. Unlike most Dwarves he does not drink to excess. He has fifteen troops of mixed races that guard the walls. In times of trouble the townspeople are ready, willing, and able to assist in the defense of the town. Renden has two catapults positioned in the town should they come under attack. For the most part these items are used by the children

to play on which aggravates the old Dwarf. He will be the first person to greet the party and be rather demanding as to their business in "his" fair city. He doesn't have much of a sense of humor when it comes to security.

2. Caravan Master – Madon Elidin

While not yet completed, this building's construction is just under operation. Madon Elidin is a Halfling who is always on the move. He has traveled most of the Plains of Carlosica and found his way into the outer reaches of the Realm. He has always been fascinated with the caravan and has worked his way up in life to start his own caravan stop here in what he calls "the middle of nowhere". His plans are to change that and bring more business and travelers to the area with the help of the Dwarven road. While most people in this area are not fond of Halflings his intentions have allowed him to be accepted quicker than would normally occur. His shop includes and upper level still under construction where he, his wife, and three children will reside in place of the hovel behind the shop currently.

3. Tanner – Lich Gothor

With two giant black kettles in the front yard and lines in the back this spot belongs to Tanner Gothor and his family. Although it initially presents a rather pungent aroma to newcomers the other buildings have moved far enough away that it is only a temporary annoyance. Lich lives at his shop with his wife, two children and her elderly parents. While happy enough Lich does not trust strangers. He will deal with them on leather products but until he gets to know people he's rather standoffish.

4. Armorsmith – Tetra OGREBANE

While rare, there are some Dwarven females to practice their smithing ability in the eyes of the public. Tetra moved to Timel after her husband and family were killed in a humanoid raid on their village. She was born and raised a Hill Dwarf from the East where she learned her trade from her father. She and Captain Stoneaxe get along rather well as she tends to make sure his troops are suitably

protected from the dangers of their jobs. While not quite jovial, Tetra doesn't mind strangers and enjoys the tales of any bard that comes to town.

5. Weaponsmith – Bran Foehammer

Bran is a Mountain Dwarf from the Southern mountains and moved his wife and young son to Timel for political reasons. Issues had broken involving his family name and he could no longer tolerate the atmosphere so he moved his family. He is a fine crafter of weapons and can put an edge on just about anything made of flint or steel. He enjoys the company of the other Dwarves but is a guarded person. He enjoys his mead a bit too much and at times has had to be removed from the bar by his wife, who has quite a temper to match her red hair.

6. Maps O' Plenty – Dormius the Scrollmaster

The local surveyor and proprietor of maps in the area is Dormius the Scrollmaster. Dormius is rather stout gnomes who, with his wife, record the local terrain as well as buy and sell maps. Dormius has the finest collection of maps and scrolls in the area. His wife Gisele has always had the ability to find unusual canvas for their maps and works with several herbal concoctions to create interesting colors and properties of inks. While ordinary maps have no need for such creations, the magical community comes to her to assist them in the creation of magical scrolls.

7. Chicken Rancher – Zidar Ritic

Upon entry into the town the party notices a vast supply of chickens roaming freely. For the most part these creatures belong to Zidar who enjoys breeding them and allowing them free reign on his property. Unfortunately his chicken population has grown extensively and the half-wit cannot contain his population. While most of the townsfolk accept that the chickens are his and pay him when one goes "missing" the problem is getting worse and the roaming chickens have now got the town in an uproar for the aroma. Several of the citizens are now working with him to build a bigger pen. This originally bothered Zidar but since he is slow it was explained that they are building the pen so that he can enjoy his chickens more.

8. Inn of the Angry Dragon – Halmar Abardon

This establishment sits off the road behind some apple trees. A three story building it is one of the tallest in Timel. When Halmar was growing up his village was decimated by "Big Blue" a fierce dragon that has terrorized portions of the Plains of Carlosica for years. His father perished at the claws of the dragon and his mother brought Halmar and his sister south to a very small village of Timel. Since then both his mother and sister perished from the plague. His wife survived it and has borne him four sons and a daughter. Together the inn is a family affair.

9. Mason –Torrence Freerock

The towns mason is Torrence Freerock who has lobbied unsuccessfully for years that the town upgrades its timber perimeter to a stone base. While sound advice it has fallen on deaf ears. Slowly but surely he is convincing the townsfolk that they should utilize stone bases for their homes as there has been tornado activity in this area before and the stone base would keep themselves safer. He is a widower thanks to the plague with no children to keep him company.

10. Warehouse – Under construction

The stone base and partial wood skeleton is the only thing that currently exists at this location. It is the future home of a warehouse for the town's goods. While most of the citizens keep their own supplies, it has been agreed upon that a general storehouse would come in handy. A portion of this undertaking has been paid for by Madon Elidin to utilize once his caravan route is established. While the origin of his coin is dubious the townspeople are grateful that Madon has infused the community with building projects.

11. Cobbler – Valcalenien Ealovaul

Most people wouldn't think that an Elf would be able to create boots sturdy enough for a Dwarf to want but Valcalenien has proven them wrong. This middle age Elf and his wife came from one of the plains forests and have been residents for several years. His wife is now expecting their first child. Valcalenien boot making skills have quite amazing and has even drawn the attention of the Dwarf

Lords. The elf makes several kinds of footwear and has several different prices. While everyone appreciates the boots he wears <Elvenkind> he always passes them off as one of a kind.

12. Lonesome Tankard Tavern – Sithik “Hick” Jethol

“Hick” Jethol is the owner operator of the Lonesome Tankard Tavern. While he rarely imbibes in the spirits he serves he does love to do business. “Hick” as he prefers to be called is a friendly and gregarious man. Most will say he has never met a stranger but a future friend. Portly and balding his tavern is his pride and joy. The bar’s top is made of marble from the Dorgel Mountains. He paid handsomely for the item but loves it nearly as much as his tavern. “Hick” has served time in the realm’s army, been an adventurer, ridden with the Horseriders of Carlosica and travelled far and wide. At times he will tell stories but in doing so remembers the bad as well as the good and sends him into a “mood” for a few days. He employs many of the towns children to help and give them coin to help their families as he feels he has more than enough worldly riches.

13. Antiquities Dealer – Alana Malbrineil

Among all the shops in town this is the only one that children are not permitted in. It’s not that the Elven woman Alana doesn’t like children, on the contrary she enjoys the company of youth and dotes on the children of the village with cookies and treats. She doesn’t allow children in her shop because it contains wondrous and dangerous items from all over the continent. A self-professed antiquities dealer Alana specializes in the buying and selling of unique gifts. Some of the items in her store are quite magical and very powerful. A magic user herself she has the ability to protect herself and her store quite easily but as she always says “good magic in the wrong hands is bad magic”. She and Gisele #6 are close friends and can often be found in each other’s company.

14. Fletcher – Celeyan Ealovathar

The towns best shot with bow is the older Elf Celeyan from the Treetop Forest to the north. Celeyan was a former adventurer who did not appreciate the direction of the Elven Kingdom was going and has left his homeland. After his travels he

decided to stay in Timel as his companion Alana #13 enjoyed the area. The relationship between the two Elves is difficult to understand but in Timel most people are not nosey enough to ponder it for very long. Celeyan has a son who runs with the Horseriders of Carlosica and visits from time to time. When he does the three Elves are inseparable.

15. Tracker/Scout – Ranger Adiannon Senic

When Dormius the Scrollmaster needs assistance the first person he contacts is Adiannon. A ranger by profession he grew up in these mountains and has travelled off the beaten path for many years. While he is avoided by most he is often asked for help to find missing items, animals or children. He is quite skilled but shrouded in mystery. Rumor has it that he was a scout for the Imperial Realm years ago. He and Nelena #32 tend to spend time together.

16. Personal Residence – Gnish G-nome

This home appears quite ordinary except for the lock on the door which is quite complex and apparently of Gnomish invention. The odd thing about the lock is that while it secures the door the windows to the residence are wide open. If asked the townspeople will point out that the residence belongs to Gnish the Gnome and he tinkers with a wide variety of inventions. While some of his inventions like the self-pumping well have been quite useful other inventions have caused quite a stir. One famous story is when his house “exploded” into the air 5’ and landed on the foundation crooked. The Gnome emerged from his house laughing with smoke pouring out of every window. When he was asked if he was okay he said “I’m quite all right although I’m afraid the candy isn’t what I expected it to be” and fell over. It took the clerics two days to get him to stop babbling.

17. Jeweler – Brana Zildar

Considered a natural jeweler Brana has been working with metals and gems since a very young age. While only thirty he possesses the skill that some Dwarves have to work a lifetime to obtain. He’s not quite sure where he obtained his skill but anyone who watches realizes that he fully engulfs himself in his

work. His meticulous nature is why his skill is so profound. If he makes an error he starts completely over. He doesn't feel that fixing a problem is as good as not making one. He is a widower with two teenage sons.

18. Church of Framu – Priestess Melisande Zestol

This large stone church is dedicated to Framu the Goddess of Madness and Mountains. High Priestess Melisande along with three female clerics preside over the largest church in the area. The cornerstone of the great chapel was laid last spring and it took Torrence Freerock and his workers nearly six months to get the exterior completed. Services are held regularly and healing can be obtained for a donation fee of course. Melisande and her clerics are very vocal about their faith but not to the point where the townspeople want them gone. Two of the clerics are quite comely and have garnered a fair amount of attention from the single men in town.

19. Miner's School – Agamm Trollbasher

While this location isn't so much a residence as it is a bunkhouse it is Miner's Union building. Here Agamm teaches his students the ways of mining and stone working. This school is open to all races but Hill Dwarves are the primary population. Agamm is a very good miner and worked as a sapper in the army for a few years. He moved to Timel to open up the educational opportunities to those who needed it. Much like a knight has a squire Agamm opened his doors so that there was a strict level of training and discipline with no familial favoritism given. Parents have sent their children here to learn from a master and they pay well for the tutelage.

20. Goat Herder – Airis Seth

One of the main suppliers of meat, milk, and cheese to the community is from Airis and his family. Airis with his fifteen <8/7> children have several herds of goats that they care for. While most of the herd resides in the glade and the foothills, Airis will bring them in town to collect the milk and cheese. When it is time to butcher them they are brought in separately. At any given time Airis will

have 2-4 of his children with him. His eldest daughter works at the Lonesome Tankard Tavern with "Hick". He is widowed.

21. Governor's Residence – Lando Shardo

The job of chief magistrate for the town, and essentially surrounding countryside, falls on the shoulders of Lando Shardo. While he was the original owner of the Angry Dragon he had to sell it to Halmar in order to accept the job of Governor. Initially sad Lando has relished in his position of authority. Under his leadership the town has grown and become a safe haven in the wilderness. He has been able to strike deals with the Dwarf Lords and several tribes of Horseriders. He was also instrumental in getting Timel to be recognized as a part of the Confederacy of Thegos although he feels he is paying more than he is getting at this point from that deal. He is working closely with Madon to get the caravan route going because he knows it will bring in more business and monies to the town.

22. Fiery Castle Inn – Errinaya Bedic

This colorful inn has painted it's façade to resemble a castle on fire adding to the mirth that its owner possesses. Errinaya is a widower with three daughters and a large son that all assist her in making the inn a success. She lost her husband to the plague a few years ago after the two opened the inn. Because of her keen business sense and aptitude at cards she has been able to stay in business and actually flourish. A larger woman some speculate that her dark skin comes from Horseriders heritage and they would be correct. Her one foible in life is that she enjoys smoking cigars and is rarely seen without one.

23. Engineer – Gaeil Orckiller

One of the chief architects of the town's layout and the building of the palisade was Gaeil. A Dwarf from the Hammerskin clan, he left their kingdom to strike out on his own. After a short stint of an adventurer's life he settled down with his bride and is father to two daughters. Gaeil works closely with the Miners School and Mason Freerock. He does not get along with Gnish and will be angered easily

if Gnish's name is even mentioned in his presence. His daughters think Gnish is funny while their dad finds him dangerous.

24. Private Residence – Nigor the Enforcer

This location is locked and belongs to a mercenary named Nigor the Enforcer who is usually out campaigning to the highest bidder. Nigor is gone frequently as he has a tendency to ask few questions and completes his missions in a quick fashion. Few speculate on what kind of work he performs as it is better left unsaid.

25. Cattle Baron – Hezag Galiron

The biggest rival to Airis in town is Hezag "Hez" Galiron. While Airis works with goats Hez handles cattle. His herds are sought after for their hide, milk and meat. Hez charges a higher price but claims that his beef is better than goat any day. While most would disagree there is still room for both groups to coexist. While Airis is a happy go lucky individual Hez is a rather driven soul who would prefer to be the only meat in town to garner more revenue. He has a low opinion of Airis and it is quite evident.

26. Druid Shrine – Wal-eye Pathpounder

New to the town Wal-eye is a semi-retired Druid who purchased his residence from an adventurer who initially helped found the town. Wal-eye likes his residence and has turned the room into a veritable garden of paradise of Holly. A loner Wal-eye decided to move into the walled town rather than die in his sleep from some wandering humanoid. He has made the most of his lot in life and is now attempting to enjoy the rest of his life. He is quite skilled in the druidic arts and is an excellent healer.

27. Stables of Timel – Gryni Actar

Gryni was once a tribesman of a Horseriders clan but found his skills at horse training to be in high demand in the civilized lands. An outcast from his clan he

moved off the plains and into Timel to open his own stables. He was able to fund his endeavor by selling some of his personal horses. Since then he has replenished his herd and doubled it to eight trained horses. Gryni loves living in Timel and likes the closeness of the townspeople which he routinely calls his brothers and sisters. The town has adopted him quite well and he has changed their opinions of what the Horseriders were like. Gryni has been promised the opportunity to house any horses from the caravan route by Madon in area #2 of whom he calls his "big brother" which is quite amusing since Madon is a Halfling. Madon took a great interest in Gryni when he came to town and helped him as much as he could to adjust to living within walls. Gryni has also taken quite an interest in Errinaya of the Fiery Castle #22. He recognizes her heritage and often brings tobacco by the inn where they sit and discuss their heritage.

28. Brewmaster – Kildal Thunderfoot

Set next to the creek that runs through town is the home of the Brewmaster Kildal Thunderfoot. A Hill Dwarf by birth he has been raised by humans since he lost his parents in a humanoid attack. Young by Dwarven standards he has already mastered the ability to make a fluid he calls "Hill Mead". It is a clear but very potent mixture of alcohol that rivals Dwarf Spirits. He has been able to make it in a variety of flavors using fruits, berries, and honey. He lives with a human orphan named Tanis that helps him with the mixture.

29. Gristmill – Frederika Halmar

A large wheel in the creek signifies that this building houses the miller. A cart is being packed with sacks of flour by two daughters of Frederika. Frau Halmar, as she likes to be called, has run the gristmill since losing her husband to the plague two years ago. She and her four children <2/2> have become quite successful at the business and have finally begun to make a profit. Along with many others in town she looks forward to having a caravan stop in Timel although she personally doesn't care for Madon as she finds him pushy.

30. Beekeeper – Vanthos Aeralond

Vanthos and his wife Vanthea both came from the Gortelburg in the I.R. several years ago. Older Elves, their children are in several parts of the continent and one is even rumored to be an advisor to the Duke of Bast. While they miss their children they are content to live out their lives in this quiet part of the continent. They have discovered that people in this area enjoy the honey that their bees produce as well as the candle wax byproduct. The Aeralond's have traveled the width of the continent in their several hundred years of existence and have experienced a great deal. They are quite intelligent and are often called upon to give sage advice to townspeople and travelers alike.

31. Carpenter – Master Helmsman Sunete "Sonny" Gibolt

This large wooden house is big enough to be an inn although it is actually just the residence and workspace of "Sonny" Gibolt a former ship's captain of the Newmack Sea. While they say the sea in is your blood Sonny will tell anyone that once they face a dragon turtle your blood changes. After losing his craft and crew Sonny became despondent and moved his wife Canda and two sons to Timel. Sonny grew up taking care of boats and is a master carpenter. Working with wood was always his first love although he came from a family of seafarers. He still receives requests from the I.R. to return and joins the Imperial Navy but freely admits he can't do it. Sonny is now one of the leading artisans in the area and can do just about anything with wood. People joke that he must have Druidic blood in his veins as the wood speaks to him so easily.

32. Huntress – Nelena

Nelena was once one of the Horseriders, she moved to Timel several years ago when she lost her husband in battle. Now the Amazonian warrior lives in Timel and makes her way by being a hunter/tracker. Like most of her kind, Nelena enjoys stalking her prey be it man or animal. During times of intense humanoid infestation Captain Stoneaxe will hire her to go out and does reconnaissance work. Most of the time her reconnaissance "fixes" the issue. Not many individuals are able to keep up with this woman although she and Ranger Senic <#15> enjoy challenging each other to different contests. The townspeople really enjoy

those days when they challenge each other to drinking games in the Lonesome Tankard Tavern. The amount each can consume is frightful.

33. Butcher – Ixen “The Blade” Eythil

The town’s butcher is Ixen Eythil or as most calls him “The Blade”. Ixen came from Thegos where his past was unsavory to say the least. When he arrived in Timel he was looking for a fresh start. The townspeople welcomed him as he seemed to be an expert butcher and can easily find the choicest cuts of meat. Even then he was called “The Blade” because of his prowess. About a year ago some travelers came into town and noticed Ixen and identified him as “The Blade”. When asked how they knew his nickname the roughnecks responded with an evil laugh and pointed out that Ixen has been “The Blade” for years but not because of his butchery. Since then people have wondered but because of his personality people care little about his past. He has since married and his wife Taumu is expecting their first child.

34. Inn of the Goodly Master – Ysane Drophar

Arriving from Sentinel Ysane opened the Inn of the Goodly Master to some acclaim. Ysane already had a reputation in Sentinel as an outstanding host. It was his Inn that sponsored the meeting initiating the Confederacy of Thegos. His servings of pork liver are one of the finest things on his menu. The item is so popular that the Dwarf Lords have left their mountain to try it. Ysane left his inn in Sentinel to his son and daughter in law to run and wanted to start all over again to regain his spark. He chose Timel and the town is quite happy he did. He has been working closely with Madon and the governor to get a caravan stop in Timel to increase everyone’s business.

35. Whiskey Fisher Tavern – Mairba Silverhand

Mairba Silverhand lived in Sentinel and worked closely with Ysane <#34>. She maintained her tavern in Sentinel despite the loss of her friend until she received notice from his wife. Jasmine Drophar missed Mairba so much that she asked for her to come to Timel and start a tavern there. The Drophar’s and Silverhand’s were close friends and it was Jasmine who helped Mairba through the loss of her

husband. With little left for her in Sentinel Mairba chose to sell her tavern there and move to Timel to be with her friends. In the six months she has been in town she has been welcomed with open arms. She is also very close friends with Captain Stoneaxe.

36. Cartwright – Thaldae'r "Thal" Ondoeth

Few handle wood better than "Thal" in the community including Sonny Gibolt <#31>. The middle aged Elf makes and fixes carts, wagons, and casks. He and his wife Meldoria live on the edge of the town and face the open spaces of the back of the town. Thal is always quite busy and works as fast as he can always looking to do more for the community that saved his wife's life from the plague a few years ago. The two were traveling when Meldoria came down with the fever and nearly died had it not been for the townspeople taking care of her.

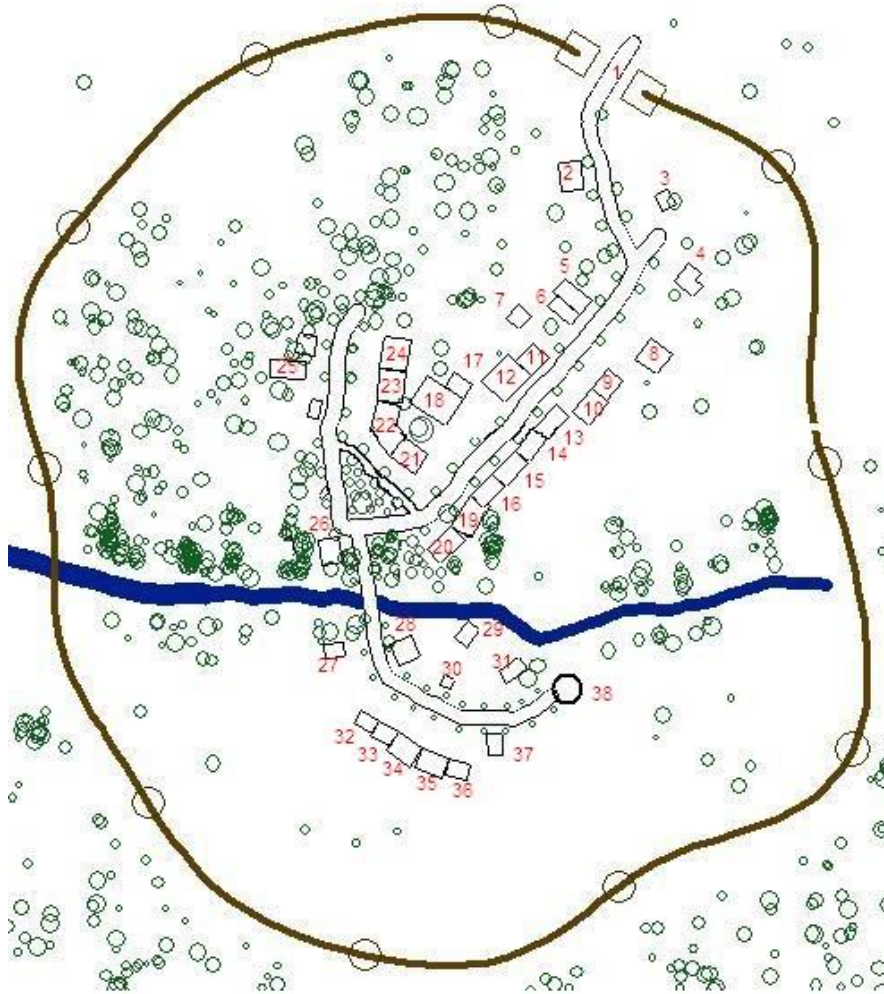
37. Winemaker – Ahanna Tamilfist

Ahanna, his wife Gorella, and their three children <2/1> have quite a large vineyard growing at the back of the town. They also have holdings outside the palisade as well. They started out as a small fruit farm outside on the foothills of the Dorgel Mountains and have upgraded to a sizable grape business in which they have made a large amount of coin in their wine production. They still retain their fruit trees which are used in jams but their main business is now making their Tamilfist honey wine. Every inn and tavern in town serves at least one of their products and they are doing quite well for themselves.

38. Tower of Porlious – Porlious Tammarack

The largest structure in Timel belongs to the neutral half Elven wizard Porlious. He and his female apprentice live a mostly quiet life except in times of need. On several occasions the mage has assisted the town militia with "troubles" both inside and outside the walls. As a neutral wizard Porlious and his apprentice Maygar Soulseacher are more apt to greet the party with nonchalance and may or may not assist strangers. When not working on conjuring spirits they are imbibing them at the Whiskey Fisher Tavern. They have a standing table in the corner so that they may watch the comings and goings of different people. The

two make a strange pair and Maygar just appeared overnight at Porlious's doorway seeking training. His origin is unknown to anyone aside his master. Porlious came from the city of Filbar and his experience is as vast as a well. He will not take additional pupils but can help mages with their studies. A favorite story of the townspeople is Maygar had just learned the spell of sleep. One night Nelena and Ranger Senic were engaging in one of their legendary drinking contests when they began to brawl. Porlious decided that the brawling was causing more damage than necessary and told his apprentice to cast the sleep spell on the two fighting. Maygar miscalculated and put everyone but Porlious to sleep in the tavern. As punishment Maygar had to clean the bar while everyone slept.



Welcome to the Angry Dragon
Today's Menu

Breakfast
Monkey brain
Sharp cheese
Curds
Apple
Corn pone
1sp

Lunch
Chicken half
Duck eggs
Green beans
Peach
2sp

Supper
Whole duck
Taro
Onions
Nut bread
Pecan pie
2sp

Snack
Duck eggs
Stewed prunes
Coarse rye bread
1sp

Welcome to the Fiery Castle
Today's Menu

Breakfast
Beef steak
Curds
Goose eggs
Banana
Oatmeal
1sp

Lunch
Sausage
Chicken eggs
Broccoli
Apple
2sp

Supper
Lamb chop
Spinach
Corn
Rice
Rhubarb pie
2sp

Snack
Goose eggs
Banana
Mush
1sp

Welcome to the Goodly Master
Today's Menu

Breakfast
Beef steak
Chicken eggs
Duck eggs
Pear
Coarse rye bread
6sp

Lunch
Chicken half
Chicken eggs
Collard greens
Currants
8sp

Supper
Pork liver
Succotash
Cabbage
Corn pone
Plain cake
1gp

Snack
Duck eggs
Melon
Rice
4sp

Welcome to the Lonesome Tankard
Today's Menu

Breakfast
Kippers
Duck eggs
Curds
Raspberries
Oatmeal
1sp

Lunch
Wild boar headcheese
Soft cheese
Taro
Dates
2sp

Supper
Stuffed trout
Yams
Cabbage
Pine nuts
Custard
2sp

Snack
Soft cheese
Strawberries
Oatmeal
1sp

Welcome to the Whisky Fisher
Today's Menu

Breakfast
Kippers
Goose eggs
Griffin-milk cheese
Sea-grapes
Corn pone
3sp

Lunch
Sausage
Sharp cheese
Green beans
Currants
4sp

Supper
Mixed grill
Turnips
Okra
Rice
Plum pudding
5sp

Snack
Curds
Stewed prunes
Tahini
2sp



Gates of Timel

Personal Diary of Meekus Tomo – Guardian of Timel

...which has been quite redundant. On a more speculative note I have discovered several of my friends have tiny red spots on their face and arms. The strange markings occurred after a routine tour of the border hills to the south. They said they were bored but it has to be standing on this godforsaken wall.

Month of Emus – 9th Day

It has been nearly a week since I first noticed the spots on my friends and the illness has begun to spread like wildfire. Nearly a quarter of the guards have the pustules on exposed areas as well as their nether regions. It is looking better that I did not get chosen to make the journey south. Two of my associates are said to be near death and several townspeople have also contracted the growing disease. In one more day I come off the wall and will be able to check out town and see how bad it is.

Month of Emus – 15th Day

Here I sit atop the ramparts of the stockade fence of Timel. The Sergeant told me last night that the malady is called Goblin Pox and is highly contagious thereby regulating me to stand here. It does keep me safe but in the town below I can see people passing out and the Clerics don't seem to be making any progress. Today I discovered that carrier pigeons have been sent out requesting aid. Over half the population has contracted the disease and several deaths have been associated with it.

Month of Emus – 17th Day

I'm quite bored and running low on ink. The situation in Timel is deteriorating quickly and unless help arrives in the next day or two I'm afraid I will be the only one left. A passing group of bears made it to the gate but after sniffing the air took off. I'm beginning to think I may be dumber than a bear.

Month of Emus – 18th Day

The sound of the sick and dying can be heard from my post and it is disheartening to say the least. While I do not have any family myself, I feel bad for my associates that do. Those that are surviving have quarantined the sick and are doing their best to ease

the suffering. I'm told I am one of the lucky ones...riders in the distance are coming from the mountains of the Dwarves. I wonder if they are bandits or have come to aid our community in time of need. I have gate duty, I suppose I will know soon enough!

Month of Emus – 19th Day

I must write quickly as I am being sent out with the group of adventurers that arrived in town late last night. The group, known as the "Major League Adventurers", were apparently in Havendale a few days ago when one of the pigeons arrived with the missive for assistance. These men, and one female, took it upon themselves to gather the healing berries and rush them to our fair city. Their arrival was well received but they report that the Dwarven Kingdom is under attack and they pledged to render aid to those folk.

The group of delvers have asked for able bodied help to go and save the Dwarves. If most of the city watch ill, I have been offered the opportunity to ride with them as payment for their trip here. I must confess that I always wanted to be an adventurer and getting out of town is necessary for me. Captain Stoneaxe has given me leave to go with the group and given me a horse and better armor. I hope to make a difference in this world and will continue to log the accounts as much as I can.

Month of Emus – 20th Day

The ride to the eastern entrance of the Dwarven Kingdom was hard and humanoids were spotted advancing on the great iron doors. We made it into the massive hall of polished stone and discovered multiple dead bodies. These Major League Adventurers have taken credit for the dead monsters and led us to an antechamber where they were supposed to help an injured Dwarven Cleric. As we arrived the demi-human was nowhere to be found.

While searching the area we were attacked by a group of humanoids, Kobolds, which put up quite the fight. The group of adventurers have apparently been together quite a while and fought in a cohesive nature. I myself did fairly well until a pair of the small dogmen swarmed me. The Dwarf of the party was able to throttle one of the creatures as I dispatched the second. I was disheartened when I remarked how tough Kobolds were and they laughed at me. Hopefully I perform better in our next encounter...