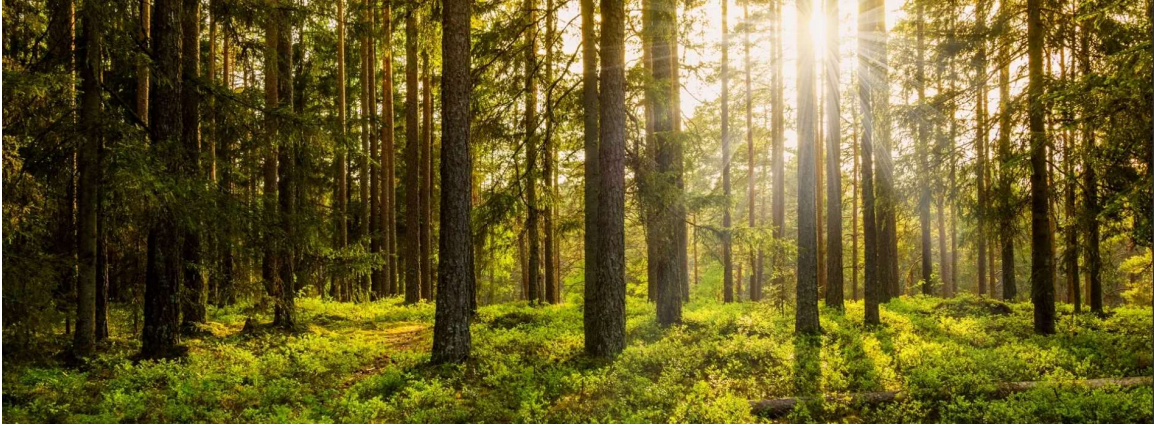


JOURNEY TO HARTSVALE



✧ RETURN TO PHANDALIN ✧

This transcript covers **Journey to Hartsvale - Session 87**, where the heroes have just returned to the small town of Phandalin, after a four-month absence and their subsequent briefing on new threats and missions.

Main Topic:

The session chronicles the established heroes' reintegration, familiarization with the town's ongoing struggles, the introduction of two new party members, and the initial steps taken to address a multitude of pressing issues, most notably the rescue of a beloved blacksmith.

Key Events and Developments:

- **Return to Phandalin:**
 - The existing party members, **Lander**, **Julius** and **Eligor**, bid farewell to **Sigurd** and **Nock Knock** (NPCs) in Hartsvale, leaving instructions to continue pursuing the Green Dragon (**Oractrillor**) and maintaining the treaty with the Frost Giant (**King Berrang Ike** of the **Ice Wolf Clan**).



, Outside the teleportation room, Lander, Julius and Eligor say goodbye

- They arrived in Phandalin inside a small, inconspicuous shack, where a top secret circle is located. The town, previously cleared of goblins and gnolls by the heroes - and re-entry of these vial creatures prohibited by a powerful ward - is now slowly recovering, but some real challenges remain.
- **Meeting New Allies:**
 - Upon arrival, the party was greeted by **Elandor Veyl**, a high elf wizard. He takes them to the **Stonehill Inn** to get rooms and food.
 - Later that evening, at the Constable's office, they met **Aslan Talaxas** a powerful human fighter seeking glory and eager to prove his mettle. Both Elandor and Aslan formally joined the party.
- **Constable's Briefing on Phandalin's Crises:**
 - **Constable Bliffort** (NPC) provided a comprehensive update on the town's dire situation, presenting several urgent tasks:
 - **The Purple Dragon:** The dragon continues to extort the town for a substantial debt ("owed" by the party members from an early campaign session). Her frequent presence outside the ward prevents supplies from getting through. A platoon sent from **Neverwinter** to assist, was decimated by this dragon.
 - **Wave Echo Cave:** Dwarves at the cave are under increasing attack by **Count Vesic Yadraya's** mercenary proxies, who seek to seize the valuable mine and magic

forge.

- **Hero Bounties:** Count Vesic has placed significant bounties on the heroes, making their operations in the region more dangerous.
- **Wuggly Gang Siege:** Phandalin remains besieged by a battalion sized "army" (700-750 troops), led by the charismatic goblin, **Blackfang the Erudite**. The gang has established "families" (goblins, orcs, trolls, hobgoblins) in quickly built structures outside the town's protective ward but within the siege line, effectively creating a complex ethical dilemma for potential removal of the enclave.
- **Political Instability: Halia Thornton** (Merril's girlfriend - NPC) has won a contested election for Town Master. She is backed by the powerful **Zhentarim**, (also known as the **Black Network**) who have threatened to disable the town's protective ward if Halia is removed. They are allies with a local white dragon, which adds additional weight to their threat.

Gazsi bet Valnich and **Jannos bet Valnich**, the latter a former **Hero of Phandalin**, have threatened to take matters into their own hands if she does not step down. They have no known affiliation with a competing crime syndicate. (Both are NPCs and are also brothers)

- **Count's Road Control:** Count Vesic has seized control of the crucial **High Road**, imposing exorbitant tolls and making travel dangerous for innocent travelers who might choose to navigate the, often deadly, terrain on either side of the road, instead of paying the fees.
- The Constable emphasized the party's primary mission (given by the Queen via Merrill) is to deal with Count Vesic.
- **First Actions and Discoveries:**
 - The party decided to first reconnect with townspeople and gather information.
 - **Fireforge Smithy:** They visited the local smithy, finding a new blacksmith, **Glendry** (NPC) hammering at the anvil. They learned the original blacksmith, **Dain Fireforge** (NPC), is missing and presumed dead.

Eligor, Julius, and Elandor commissioned new gear from Glendry, receiving it for free due to their status as heroes.

- **Dain's Status:** Eligor used the "Sending" spell to contact Dain, confirming he is alive but being tortured by the Wuggly Gang in a stone dungeon. Eligor then used "Scrying" to visually confirm Dain's grim condition and overheard guards discussing a possible off-duty trip to **Amphail**. This provided the heroes with a target area to search.
- **Former Allies:** The party visited **Tullia** and **Corvus** (former party members - now NPCs - running the other inn & tavern in town, the **Lapping Brook Water House**). Corvus sent a "Sending" message of hope to Dain... *"Hold on! We are coming!"*
- **Mercenary Inquiry:** The party approached **Drake**, leader of a group of Wuggly Gang defectors guarding the northern approach into town. Drake claimed no knowledge of Dain's specific location but, after persuasion (and a gold coin), agreed to ask around, back on the siege line.



New Players:

- The session began with the introduction of new players, **Ryan** (playing **Elandor Veyl**, a high elf wizard) and **Austin** (playing **Aslan Talaxas**, a human fighter).

Transcription services by:

