

Survival Stories From The Hinterlands

After participating in close to 112 gaming sessions so far using the 1st edition ruleset of Advanced Dungeons & Dragons, I have decided it was time to compose a journal of sorts to document these sessions. Quite a number of events in this game where tales of heroic deeds, tragic deaths, otherworldly transformations and magical transportations have transpired. The goal of this journal is to document much of this, mostly going forward in game time but perhaps to reminisce on adventurers past on occasion.

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This is the first of a series of tales, anecdotes and notes about a band of adventurers based out of a region known as the Hinterlands. The adventures began in a small town known as Gren, a community largely centered around a couple of taverns and a Temple to Riswa.

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