

# 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 adventures past on occasion.

All characters have been generated using the rules defined in the AD&D Player's Handbook. Ability scores were generated using one of the methods prescribed in the AD&D First Edition Dungeon Master's Guide on page 11, Method I and Method III being the most popular choice. Aging rules were strictly followed, calculating the age of character at creation and applying any modifiers to the ability scores. As the game progressed, these numbers could be changed as by the time of this writing, over 2 years of time has passed in game and a characters birth date was always recorded.

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This is the first of a series of stories, 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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