

A different type of game

One of my friends and blogging buddy posted some [notes on a game we played \(click to read\)](#). These were written by they guy running the game, so they were an overall view, as if someone was watching the action. I was thinking of writing something like that from a player's (character's) point of view. Just not with that game. I'm thinking of a game I'm a bit more familiar with....

Dungeons and Dragons... My Son-in-Law's campaign. But first a background of the character whose story will be told.

A short history of Calinth Knight of Deinir

Calinth of some temple in some town was orphaned at an early age and raised on the temple grounds. The Clerics there were good to him, and taught him their ways. All there thought he would grow to become a priest in that temple.

When Calinth reached the age of 11, the town and temple were attacked by a large band of orcs. Calinth was weeding and hoeing the small herb patch behind the living area when he was attacked. He drove his hoe blade deep into the head of the first orc, and then picked up the orc's sword and shield. He was able to make it to the Temple stairs by fighting his way there. Cut and bloody, he fought side by side with the holy warriors of the temple. Both clerics and knights were side by side to prevent the orcs from the worship area.

A great knight was knocked down by what could only have been an Ogre. (as seen by the eyes of an 11 year old. Actually just a very large orc.) Calinth jumped into the path of the Orc's sword, blocking the killing blow with his shield. This blow broke his arm and threw him over the downed knight. The Orc was furious that his blow was stopped. He raised his battle ax high over his head to kill both of the temple defenders. Calinth saw his chance to save both himself and the knight

under him. He pushed his sword up just under the Orc's breast plate with all his might. After that blow he passed out.

The next day he found himself in the infirmary, with the knight standing over him.

"I am Bahoson, and would like you to be my squire. I am a Paladin of this temple and I think you are also called to serve."

A warm feeling went over Calinth at that time. His arm was no longer sore. He felt a peace he had not known before. Yes, he would do that. He would be whatever a squire was.

Years passed, and Calinth learned the ways of the sword. He learned the ways of all that is right and good. In his 18th year, he became a knight in his own right. In his 22nd year, he saw the injustice of his own service. His master, mentor and friend, Bahoson, was driven out of town by a corrupt and power hungry official. Rumor has it, that Bahoson was assassinated on the outskirts of town. The law of the land and his calling prevented Calinth from interfering. A priest in the temple told him of "another way", and he was given directions to look for Kandomere in some other town. This started him on the path of the Grey Guard. There were all kinds of evil, corruption and chaos in the world, and now Calinth had a path to follow that could fight these problems at the closest source.

Calinth traveled far and wide fighting evil at its most foul. On the way back home from a successful campaign, he stopped at a strange Inn for a light noon meal. In the middle of town far from any sea, a large ship stood. The ship itself looked as though it could sail at any minute, except for the doors cut into its hull. Here is where Calinth's next adventure begins...