Storyline

While venturing through a nearby forest, a group of 4 human fighters (level 5 and 6) stumbled upon a stairway going down into the side of a mountain. Within the chamber that it led to, they copied the writing that was displayed on columns on each side of a portcullis. Taking it into a nearby city, an elf cleric named Denaris deciphered it and knew what they had discovered. It was the entrance to an ancient underground city called Lorath. Now in ruins, some say it is once again being occupied.

Deciding to investigate further, Denaris travelled to the Great Library in Waterdeep. Comparable to Alexandria, it housed records from time the city was occupied – and spoke with many of the Elven scholars who lived during the period. They understood the tongue and said that Lorath's lower levels were occupied by monsters from within the depths of the earth. News soon spread that Lorath had finally been located. Fueling the development of a walled city nearby, Gnomes have been seen going to and fro.

Learning of the city's noted treasures, long lost in the mists of time, the 4 men ignored advice provided to them by Denaris and put together a group of adventurers willing to head into the underground complex to bring back a few of the items Denaris spoke of, and offered the unwary adventurers a share of all earned profit from the venture. Two groups of parties went in, taking in an additional 10 people. Of these people, only 5 returned, leading city officials to close the entrance.

= Years Pass =

Not able to keep out robbers and other people curious about what was inside, many inquired about what was likely ahead to anyone who ventured into the complex. Stored within the main library in Alberon was a text containing Denaris' research and some said that it should have been kept under lock and key. Taken by thieves who scoured the city, Denaris attempted to get it back, but was killed by a group of assassins wishing to get information about what was inside. The location is known, but the book was lost.

STORYLINE IS STILL IN DEVELOPMENT