Stick in the Mud

Adventure Log -

Scene 1: Oneus Earthmane, a local goliath sorcerer believes he has discovered the location of his ancestor’s ancient abode. He hires the character to find the ruined keep, and if possible, bring back Voran’s greatest creation, the *staff of earthen might.* Oneus knows little about the valley, but cangive the player information on Voran, his keep, and the *staff of earthen might.* Oneus approached Aelion and asked for help. He noticed him because he stood out from the rest of the villagers, not to mention he knew nearly of the villagers, and Aelion was a new face in town. Aelion, desperate for work, set out to perform the seeming innocent task of retrieving the staff. He gathered his supplies, and set out on the three day journey to the ruins.

Scene 2: Upon arrival to the ruins, Aelion notices that the keep had rather large walls and was surprised that portions of the walls had collapsed. Aelion was no expert in the construction of castles, but even he could notice the sub-par construction of the walls. Aelion gave pause, as he wondered about the rest of the construction of the keep. It was almost as if the keep was hastilly constructed with little regards to its proper construction.

Aelion approached the keep cautiously, and paused by its entrance in order to ascertain if the ruins were inhabited or not. He does not detect anything, so he carefully walks into the ruins avoiding the mud pits where he can. All the while he starts his sweep of the ruins looking for stairs or an entry way leading to the sub surface chambers of the keep. After only 6 minutes Aelion was able to find what appeared to be a trap door leading to the lower portion of the ruins. Aelion, smiled to himself and straightened his back for a moment before leaning over to open the trap door. As Aelion was pulling up the trap door, he sensed the presence of multiple frog-like creatures. He let the trap door drop, as he sprang into action.