Session 6

1. Ship arrives at Karak's Keep

2. Inn Stay - military folks are hating on the Orcs - common folks, not so much.

3. Rough terrain into the mountains - cold but not a lot of snow - go past outpost one, dwarves marching from outpost 2 to outpost 1 with armored fighting hounds, some are carrying carcass of a large beast dripping yellow blood, later on, yellow blood leading off trail (side adventure A)

5. Outpost two, more dwarves, want to know what they're doing in the area. ask them to leave. Vlok, dwarf military commander, is here.

6. The DreadWall. Orcs will let them through but not a dwarf. Heroes must find a way past.

7.

SA:A:

Off trail you find a dying owlbear fighting off several of the dwarves' hounds. Heroes can join in on either side. If heroes help owlbear, she leads them to a short cave where she's been caring for several orphaned animals. Heroes can also hear marching sounds deep in the ground.

- **A Blink Puppy** resembles a small, fluffy chow chow dog with vibrant, shimmering fur that shifts colors like a rainbow. They have large, soulful eyes that gleam with a faint magical light. Their most notable magical property is their ability to teleport short distances in a blink of an eye, allowing them to appear and disappear at will. This ability makes them excellent companions for adventurers, as they can quickly traverse obstacles and surprise enemies with their sudden appearances.

- **A Moonstone Owlet** is a tiny owl-like creature with soft, downy feathers that shimmer with a pale, ethereal glow reminiscent of moonlight. Its large, round eyes are a deep, iridescent blue, reflecting the mystical properties of the moonstone embedded in its forehead. These owlets possess the innate ability to harness lunar energy, allowing them to cast gentle spells of healing and protection. They are often sought after as companions by those who seek guidance and solace under the night sky.

- **A Sylvan Foxling** is a small, agile creature with fur that shifts in shades of green, brown, and gold, blending seamlessly with their woodland surroundings. It has keen, intelligent eyes that sparkle with mischief and curiosity. The foxling possesses a deep connection to nature, allowing it to communicate with forest spirits and animals. It can also harness natural magic, weaving minor illusions to aid in stealth and agility. Sylvan Foxlings are valued companions for rangers and druids, serving as loyal allies in their quests to protect the wilderness.

- **An Arcane Hedgehog** is a small, spiky creature with sleek, iridescent fur that shimmers with hues of violet, blue, and silver. Its quills crackle with faint arcane energy, giving off a soft glow in the darkness. These hedgehogs possess innate magical abilities, able to manipulate arcane forces to create protective barriers and illusions. They can sometimes block an entire spell from taking effect. Arcane Hedgehogs are favored companions for wizards and sorcerers, valued for both their magical prowess and their endearing charm.

SA:B:

Dwarves are mining from outpost 1, under the wall, and are getting ready to invade Grathawk's Haven. Heroes can stop it only by convincing the top military commander, Vlok, to not do it. Vlok's only child was killed by orcs which is his motivation. Vlok can be "eliminated", or if he gets really drunk, can be convinced to forgive(?).

Zawn: It's the night of a full moon. Don't spend the night in the inn; go commune with nature

Amy: drink beer with military commanders, get info

Moothalamoo: Help the Owl bear.

Eclipse: Help the Owl bear.

Valathar: Help the Owl bear.

Stephen: Play cards/gamble in the Inn.