Adv 10

After some discussion brief confusion and delay, the PCs head out to 1 of the 3 possible locations of the cross. They travel for 8 hours on horse to the north to the long abandoned Trescany Mine (Black Mines)

At the mine/cave they find a group of adventurers from Fallcrest. They have just cleared out the cave to rescue some kidnapped towns folk. (The same m.o. as Sgt Vloss spreading the plague) If pressed they think the cave was kind of strange. The kobolds in there were weak. They couldn’t have done this on their own…. There is a hole at the back of the cave they did not investigate because they found what they were after. (The rescued people are sick)

The town of Fallcrest is a trading town several miles up the river from Drummond’s Point. That town has some NPC’s that have been lured to a dungeon. PCs meet them at this dungeon.

Inside the mine the party encounters several groups of kobolds until they reach an audience chamber. In here they see a tall thing goblin with a red bone mask. (Urak) He has tribal robes on him and face paint/tatoos. He is wearing a necklace make of shrunken Kobold Wyrmpriests (white bone masks). He lifts up a glowing red orb (just like Logoth) and opens a portal to an unknown place. Once he steps through, he ushers in a white wyrmling to attack. (The glowing sphere is one of the fabled Orbs of the Portals)

The party defeats the encounter and runs after a retreating kobold. He heads for a large stone door just like the one seen in the smugglers cave. After jumping through he pulls a lever to raise the stone door like a draw bridge.

Jeremy and Davey run after the kobold and jump through the door and slay the kobold. Inside they see a dark, widening cave. (almost pitch black)