Adv 11

Jason has a heavy rug. The crossbow trap is active.

Jeremy and Davey run after the kobold and jump through the door and slay the kobold. The Kobold blew a horn hanging on the wall just before his death. Inside they see a dark, widening cave. (almost pitch black – light source?) To the right is a set of closed cages holding dire wolves just waking up from the horn blast (dangerous). Straight ahead (20 squares) is what looks to be a watch tower made of wood rising 20 feet to the top of the cave. They hear the sounds of bark-like grunts and some deep growls approaching. Some guttural commands are yelled out.

EN1

A group of skirmishers charge. Balls start to be shot from the tower. Unarmed minions wearing hide will attempt to run up to the cages to open them. A louder group of warcries are heard from the blackness behind the skirmishers.

Kobold skirmisher, Goblin minions (unarmed wolf handlers), Dire Wolves (caged), Slingers (in the tower), Hobgoblins attack. If they are defeated there are more coming down the tunnels. Large rectangular room with a pen full of wild boars is in the room. There are several barrels of water. A large sword sharpening stone. A small natural cavern breaks off to the NE and SE. SE looks to have been used as a latrine. NE has a table with a map on it, several bedrolls and a secret door. DC 20. Behind the secret door is large all iron chest.

Treasure: Hobgoblin leader has a dagger with a jewel in the handle. And a large iron key for the hidden chest. (200 gp)

A big tunnel branches of to the east and the west and slopes downward, growls and shouts are heard in the distance (5-10 minutes away). A horn sounds from down the tunnel.

The encounter group (plus one more group) will pursue the party in the cave but not into the sunlight.

Roll for the plague.

Outside the PCs will find their horses gone. A trail leads off to the east and can be followed. DC 25 6/3 The trail leads to the river (flows south).

EN2

During the night they are attacked by Zombies.

Back at Drummonds point:

* There is a wagon full of dead being taken out of the gate.
* If The Order find out they are furious that the party let the other group infected with the sickness return to Fallcrest to spread the disease. They call them un humane and dismiss them from service.
* The order has some prisoners of the BlackMoon in their basement holding cells.
* Alexi has some news for Uthar (a note delivered by a pastry seller): A man who was once known to work for Logoth has appeared in town again under suspicious circumstances. Contact me if you wish to know more.

Alexi’s son (Antoni) greets them. Alexi is not feeling well. The man has tried to remain in hiding but looked like he had wounds sustained from a battle (seemed to be favoring a chest wound). Legland Graybill. The house of his family is known.

Also, Alexi wanted to tell them something else. Logoth used to be in The Order. He was forcibly removed from his position. It is rumored this was because he had dabbled in necromancy. Well, his men have reported that some of the recently dead, buried outside the city have been removed from their graves… He spits, “The Seagate family doesn’t believe in coincidences like that”

EN3

Legland’s house:

Razor wire across the front entrance. DC 22 spot DC 16 disarm; +6 vs REF; 2d4 dmg and fall prone. This wire rings a bell.

Legland attempts to run out the back door. He is the same guy they captured back in the barracks. His wife and son are in the basement. His son is sick. He will talk if his family is spared.

He doesn’t know much more than before, only that he knew nothing about the plague. He does say he can tell them who might know more… Vert. In a holding cell at the Red Knife.

Vert – Former smuggler that escaped the PCs in a boat and is now in a Red Knife cell. Overheard the goblins use a word to open the door. He was napping in a pile of straw and leather when the attack started. He cowardly hid while everyone else died. Then continued to hide as the goblins retreated to their lair. He overheard a goblin call out “Urak geck ortier” (Goblin: Urak says open!)

Alexi Seagate– His waterfront shipping company (Swift Winds)

Goblins want their jewel back.

Goblins are coordinating with Kobolds to launch an attack on Drummond’s Point.

“Urak geck ortier” (Goblin: Urak says open!)

Logoth is furious at the complete destruction of his smuggling/bandit outfit.