Adv 4

Jason J – His character is looking to make some money at the merc guild. He tried to get into town during the day yesterday, but had to sneak in. (before or after the fight)

The next morning:

Gragetor has a cough.

Thelia is still missing. Gragetor has a hunch on what has happened.

The PCs are encouraged to visit The Order. There they receive the usual recruiting schpiel and greet the revived Uthar.

The Order learned the guards at the north gate were found “asleep”. Temporary anger. They were ALL asleep. Must have been magical.

Gragetor interrogates the smuggler prisoner (Vert) and learns of a house in Drummonds Point where Logoth is rumored to have lived at.

Gragetor says “It’s lucky I got anything out of him. The man is losing his mind. He was babbling on about Goblins attacking and gods striking down the mountain or some nonsense”

If the PCs decide to persue:

Interrogation: DMG 79

–He might mention a chant filling the cave before the attack…. (password)

E1:

A boy sitting on a barrel is staring at Uthar. He gets a note to him “Alexi requests your presence”.

Alexi, contacts Uthar and tells him someone has been “sniffing around” for info on the attack and “removal of goods” from the smugglers cave. He says his men know to keep their mouths shut, but eventually the truth will be learned. He suspects Logoth, leader of the smugglers. He offers some illegal magical items his men found in the cave as compensation though it would benefit them both to have him removed. He was prepared for this eventuality and tells him of a hideout he located out in the foothills.

Logoth’s house:

He has not lived there for some time. Dates back to his days at The Order. In this house is a guardian, cursed sword, magical armor (or robes?), (a magic circle that will protect whoever is inside from the guardian) in need of repair and a map of a building. (The Kryton-Sul barracks; strange language; identifiable symbol at the top) This shows a hidden tunnel.



Kryton-Sul barracks:

PCs can go and search for this possible smugglers hideout. The barracks/fort is a 3 hour hike north of town. The PCs will not be allowed to leave town via the roads without a pass from Gragetor.

The tunnel to the watchtower is behind a hidden secret door. Tough to locate without the map.

Later in the day, Gragetor receives a ransom demand. His proof is another of the TR daggers. He demands they meet at high noon tomorrow at the old watch tower of the Kryton-Sul empire.