Adv8

Ajax must roll for his arcane scroll that he put into place and decide any passwords.

Once inside the dark tunnel (only Genau has a torch) they hear squeaks, falling dirt and another vibration.

They are attacked by a couple more goblins and goblins beat on the door behind them. Ahead in the tunnel they see rubble on the floor and a disturbance on the walls.

Something has burst out of the tunnel where the wall meets the floor. Imbedded into the far wall is what looks like a wrought iron cage/carriage. A goblin is standing next to it fiddling with something.

The iron is black and hammered in an uneven fashion. The supports are roughly banded together at the joints though it feels sturdy. The iron is warm to the touch and heat is radiating from the gems at the front. It appears that the “tip” gem has “melted” into the rock on the far side of the passage and only half of it is visible.

There is a shallow metal bowl covered in carbon and soot. Behind that is a cage with the dried, bleached corpse of a fire beetle inside it.

A squeal of noises announces the imminent arrival of a group of goblins. Also a much larger roar is heard down the freshly cut side tunnel.

Skill challenge to get the gem out(5/3) DC 15 thievery DC 16s strength. With each failure 1d4 damage. If they fail the gem glows red hot for 1 full round and can’t be touched.

The rope bridge might break with more than 1 person on it or the large Ogre beast.

At the barracks –

A party of goblins sit outside. (2 tougher goblins)

Dire Wolves (MM 264) can be heard howling in the distance. (Goblin riders) Chasing them down. (2 are tougher goblins)

One of the horses are missing. (Mounted Combat DMG 46)

The Blackmoon soldiers become hostile now that they are out of danger. No respect for Ajax. Try to steal 2 horses for themselves.

At Drummonds point –

The guards are anxious to hear of a cure.