**Irridian Deamonte** Tiefling, Mage, Evocation, Thaumaturge

**Roksana:** Wood Elf Druid Sage, circle of the moon

**Nurixx The Destitute** Warforged Cleric, War, Forge Born

**Atum Kali** Wood Elf, Fighter, Archery, Thug

**Main territories:** The Midlands (Humans), Mordurr (Dwarves), Faelin’vas (elves)

**Great War:** war was between dwarves and elves, humans neutral. Chasm was created during the war. Dwarves created warforged to win the war, elves used ancient magic to create the chasm and keep them back out of their lands. Elves demanded all warforged to be destroyed, few survived that were hidden/lost.

***DM STUFF:***

**Dungeons:** party chooses direction, travel pace, and marching order. Each “turn” in dungeon is 10 minutes. Random encounter: Roll 1d20: 0-14: Uninhabited, 14-18: Typical encounter, 18-20: Dense Encounter. If encounter, roll for surprise (each character makes a wisdom check DC = 10+travel pace (5, 10, 15). Encounter Distance: roll 1d20+20= Distance in feet. Travel pace is slow (100 feet/turn) medium (200 feet/turn) fast (300 feet/turn).

**Wilderness:** Party chooses direction, travel pace, and marching order. Each “turn” in wilderness is 1 hour. Random encounter: Roll 1d20: 0-14: Uninhabited, 14-18: Typical Encounter, 18-20: Dense Encounter. Encounter Distance: roll 1d20+20 multiplied by 10 in normal terrain or 5 in difficult terrain for distance in feet. If encounter, roll for surprise (each character makes a wisdom check DC = 10+travel pace (5, 10, 15). Travel pace is slow (1 mile/hour) medium (2 miles/hour) fast (3 miles/hour).

Crit: Automatically do max damage, then roll damage one more time as a bonus. (Ex: Dagger=1d4, Crit=4+1d4)

Dying: If below 0HP, you roll a save vs death (1d20 DC:10) every turn. If you fail 3 times, you die. If you pass 3 times, you stabilize. If you roll a 1, you instantly die. If you roll a 20, you regain 1 hitpoint. If this raises you above 0, you regain consciousness.

Diplomacy: When talking to a person, you can determine its disposition (either a Ideal, Flaw, or Bond) with an insight (wisdom) check. A failed check will often give you the OPPOSITE of their disposition.

Numbers affected by Proficiency: Weapon attacks (STR/DEX mod + prof) Spell Attacks (INT/WIS mod + prof) Saving throws (only for listed stats) Skill checks (Stat mod + prof) Using tools (d20 + prof)

The night was cold, and snow was falling across the town. Kalesburg was a small town, and in the middle of this small town sat a small bar. Its roof was covered in snow, the windows fogged up from the warm air inside, and the large wooden door normally propped open was tightly shut to keep out the snow. Inside were many people. The town of Kalesburg sat near the border of the three great nations, and tended to have a variety of races attending. It sat in the Midlands, the home of the Humans, to the east was Faelin'vas, the home of the elves. To the north was Mordurr, the home of the Dwarves. Normally, its rare to see a member of an outside race in the homelands of another, but here at the borders it was quite common for cities to be filled with people from many races performing trade and bartering services. It was a great city for finding work. Inside the inn was a variety of races, Human, Elf and Dwarf. There was even a gnome, working furiously to repair a piece of unknown machinery in the corner. Sitting at a table in the corner is four adventurers, brought together by a job offer. You’re all here because of a job offer: You each applied and were selected individually for a difficult task. A local merchant has been having some issues with his caravans being attacked by Kobolds, and wants you to go wipe them out.

\*\*\*Ask the characters to tell you their backstory and how they ended up in this town and accepting the job offer\*\*

As soon as one of the characters tries to stand up or leave the building the merchant walks in.

The merchant is a thin, tall, lanky old man. He is about 6 feet tall, looks to weigh less than a hundred pounds, and is wearing an expensive, very puffy red velvet outfit that Irridian recognizes to have gone out of style many years ago. He’s wearing a matching red velvet beret, flopped haphazardly on top of his long, stringy white hair. He appears to be human, but looks FAR older than any human any of you have ever seen.

He approaches the party as says “So these are the four fine folk who are going to solve allll my problems, yes?” He discusses the job with them, asks if they know how to fight, and barters with them for a reward. He wants to pay 200 gold, split 4 ways, but will go up to 300 gold if the party can persuade him. He warns them that the kobolds have stolen a lot of stuff from him and they are to leave everything they find for him to collect later. He insinuates some of it is dangerous and could hurt the party but is pretty vague and nonspecific and refuses to tell them more. First: “make sure you don’t mess with any of the items, some of them are verrrry dangerous” if pressed: “you shouldn’t be looking through the stuff anyways, so it’s none of your concern”. If the party really presses hard he will tell them that some magical items were stolen that a mage told him was very dangerous but that’s all he knows. He gives them a map that will bring them to the kobold cave which is about 5 miles outside of town towards the borders of Mordurr. He tells them the location of his home and to visit him upon their return.

\*\*The inn is prepaid for the night by the merchant. Players free to do whatever. It’s late at night, 10-11pm. Streets are empty, shops closed, guards patrolling the streets. If the players try to leave a night, a guard will stop them and tell them that the kobolds are active during the night.\*\*

***Shops:***

**Alchemist:** Specializes in agricultural potions but does have some healing potions 50g each (2d6+2)

**Mage:** Selling a bag of holding for 1,000 gold. Had an amulet stolen from him by kobolds when out traveling back to town. They ambushed him on the road and knocked it off of his neck while he attempted to flee. He doesn’t say if it does anything or not, but if pressed will admit it’s a magical item but won’t tell you its properties. If you get this amulet back for him he will pay you 300g towards the bag of holding or half in gold coins.

**Jeweler:** The jeweler is an older female human around 50-60 years old. She wears a pair of glasses with 10 magnifying glasses of differing strengths, flipped up out of the way. She will appraise the emerald for 20g. She says it is worth 150g, and asks to buy it. It’s actually worth 300g but doesn’t tell the party that.

***Kobold Cave:*** Two kobolds posted outside, if at day, looking sleepy, not paying attention, if at night, very alert and paying attention. If spotted and get a round of actions uninterrupted, they will ring a large bell next to them which summons 3 kobolds from inside. One of the 3 is a dragonshield.

You enter the cave, and a long, dark hallway extends in front of you. As you move forward, the hallway splits off to the left, and a heavy wood/iron door in front of you. To the left, in room asleep is 3 kobolds if alarm didn’t sound, or nothing if alarm did sound.

The door is heavy and pulls right open. There is a huge circular room with a giant pit in the middle. There are a few torches lining the walls and you can see a door to your left, and door to your right, and a slightly larger door directly ahead across the pit.

Door to the left: You open the door and see that it is a barracks or sleeping area. You see beds all over the room, 2d6 sleeping kobolds, and 2 more awake to the right. The ones to the right don’t notice the party at first but will shout IMMEDIATELY. In the chests are fancy Vases, busts, mirrors, framed art, a non-magical crystal ball, the small chests contain all fancy clothes, hats, shoes, the large chest in the back contains a magical amulet of cheetah speed and a large flat heavy object oval in shape wrapped in heavy paper and tied up with lots of rope. If opened, it is a mirror. If a player looks into it at themselves, they see their face light on fire and melt. They notice nothing at first but are cursed with a bad luck spell that makes all rolls they make -2 until cleansed by a priest. Mages/priests will notice their bad aura right away and it makes them uncomfortable.

Door to the middle: It’s a tiny room with a big throne. On it sits a Goblin counting a small stack of coins, who speaks broken common. At his side is two wolves or a worg. He claims to be the leader of the “company” and claims you are disrupting business. He has 40g on him and a golden necklace (worth 25g).

Door to the right: If they try to enter this door first, it is locked and the key is in one of the chests in the room to the left. Inside, is a long dark hallway. As they move farther in they see it curve to the left. They follow it down for much longer and its dead empty. It’s a dead end with a torch lit at the end of the hallway. The rock is charred and burnt all around and it seems like this whole area was once engulfed in flames. If they wipe the soot off of the left wall they will find a small mechanism. It has 8 small openings, and two large bumps below that end up being buttons. The players must find out the sequence of left and right to unlock the secret door. The openings will light up with fire as the sequence is done correctly. The answer is left, left, right, right, left, right, left, right. If they get it wrong a slow loud clicking/grinding noise is heard behind the walls. Once they figure it out and enter it correctly all the lights go out and the whole door slides open. The small passage opens up into a huge cave, and in the middle of the room you see a huge pile of gold, gems, weapons, jewels, etc. Asleep on top of the treasure is a huge copper dragon. Don’t tell them its copper. It’s a metallic, golden color but a bit more brownish/orangish, NOT gold. If they approach and try to steal any gold it will awaken. Nurixx knows that metallic dragons tend to not be evil, gold dragons are actually very good, but others are not lawful and have been known to kill people before. He also knows this dragon is VERY old and VERY powerful and could easily kill them all in a single breath attack. If awoken, he will laugh and greet them, and jokingly ask if they were attempting to steal some of his gold. If they answer truthfully, he will flick a golden crown (fly for 10 seconds once a day, 20 charges) towards you, laugh, and say “Well, that’s brave of you to admit you’re stealing from a dragon. Be gone, before I decide to have a snack.” If they lie, he says, “Do you think you can lie to a dragon? Don’t test me, foolish mortals. \*laugh\* I haven’t had company in quite some time. If you can answer this riddle, I’ll give you a single piece of my treasure.”

“I have a head. I have a tail. But I haven’t got a body.” Answer: coin.

If the party answers very quickly he laughs and congratulates them, and gives them the crown. He then says “Well that one WAS a bit easy, how about another?”

If it takes them a while, he congratulates them, slides them a pile of gold coins (roll ALL dice give total), and tells them to leave.

Riddle #2: The poor have me, the rich need me, and im more feared than death. What am I. Answer: Nothing.

If they answer this one he claps, is very happy and then slides them a pile of gold (roll ALL dice, give total) and tells them to leave.

***Back in town:***

The merchant is very famous/popular in town so any guard/innkeeper etc will know where he lives. When you arrive a guard at the door will ask what you want, go inside and discuss with him, then come out and escort you in. The merchant will ask if you touched ANYTHING that was stolen. He wants to know specifically about the mirror but doesn’t want to mention it to you if you don’t know what it is. If you ask he will reluctantly tell you (DC 25). If you tell him you opened the package and looked into the mirror he will become angry, refuse to pay you and kick you out. “Its cursed you idiot, I told you not to touch it!” etc.

The characters set off the alarm outside the cave, they found gold in meat chests and put weapons in barrels full of poop. Found dragon. Answered both riddles and got crown + gold. Went to goblin leader first, killed both worgs, attempted to spare goblin’s life, he ran away into barracks and there was a stand off. Some kobolds poured out, got aoe’d down, kobolds holed back up in another stale mate. They used magic to scare the kobolds and intimidate them into surrendering. Goblin grabbed child in a hostage standoff. He kills the kid and the kobolds turn on him. He mob pushes and shoves and carries him and throw him at your feet. Players kill goblin. Leave kobolds, make them carry stolen treasure to entrance, tells them to let people come collect treasure. Go and tell merchant treasure’s at entrance but they can’t have cave. Merchant and players have heated argument and almost kill each other. Players tell soldiers specific instructions, tricking them into finding the dragon accidentally. The players split up, Nuriix steals crystal ball and mirror and takes them to get identified, is told is all very evil with no explanation. Meet back up at inn and decide to escape ASAP. Ride off towards elven town where irridian’s family lives for more info about the mirror.

Next town is Crosston, right on the border between the midlands and faelin’vas. As the party is walking through town a elven noble (rich green and white and gold robe with 2 heavily armored guards) approaches them, remarks about how well armed they are, and says his master has a job for them to do and to meet him at the big manor at the end of town. As the party approaches, a human (hood pulled up robe over armor) will stop them and call them over to an alley where he says the elves want to kick all humans from the town and that they are racist and want to be the only ones in this city. He gives you a counter offer to meet him at the dirty tavern to help over throw the elves.

***If party goes to elves:*** They will approach the manor and be greeted by a guard who is expecting their arrival. He will escort them to a fancy office where an elvish man dressed in the same green/white/gold robe will introduce himself as the mayor named Lyndolil and that he has a job for them to do. He says down at the docks a band of humans have been smuggling in illegal goods and selling them on the black market, and wants them stopped. He will pay 50 gold per person to go down there and destroy their goods. He said the guards will not interfere.

If the part goes to the docks, there will be a boat unloading several sealed boxes. The men will act friendly and swear they are bringing in regular goods that are not illegal. If the party asks to inspect they will open a crate and show bags of flour and rice. If the party says they need to destroy, the humans will know theyre working for the elves and attack. 3 with long swords, 3 with longbows, 4d10+5 hp, +2 to hit 15ac.

When the party goes back to the mayor he will deny that they were selling nonillegal goods and that the illegal goods were hidden inside. He will dismiss any idea of them being good people. He offers another job: to help him win re-election. There is a human running for mayor and he wants you to kill him. He said hes a terrible person and must be stopped at all costs. He says the man wants to turn the city into a smugglers den and kick out all of the elves and let crime run rampant. He said he lives in a house behind the inn. It’s a two story house with a single door. The man will go to the inn around noon every day, and is friends with many people. If the party is seen or caught they will be arrested and executed just like anyone else so they must do it quietly. He will pay 100g per player for his head.

***If the party goes to the humans:***  it’s a dirty inn with many people in it, mainly humans with a few dwarves and a single elf. A man will wave to them when they walk in, wearing heavy leather armor under a heavy brown robe. He will tell them the elves are oppressing his people and that they are trying to take over the town. He introduces himself as Richard and that hes trying to run for mayor to change the town for the better. He says he needs to stop the elves from ruling the town and removing the humans and wants their help with a task. He said the elves are trying to stop him from bringing in food for his people and needs you to meet a caravan at a inn 5 miles outside of town and escort it to town. They wont be seen attacking it once it reaches town but hes sure they will try to stop it. He will pay 50 gold per person to help get it to town. If they escort it, they will find it at the inn with two civilian humans driving. It will get attacked by 6 elves, 3 with long swords, 3 with longbows, 4d10+5 hp, +2 to hit 15ac. It gets to town safe and goes on its way. If they look inside any of the boxes they see only potions and armor, no food.

When they get back to the inn Richard will greet them again and tell them they just saved some lives. If they bring up what they found he will try to say it was in case the elves attack them they would need to defend themselves. He will say he has another job for them, which is to kill the mayor. The mayor is an evil person who is trying to remove all humans from the town and ruin their lives. The mayor goes to the church every day around noon. The guards don’t really escort him but they are posted often enough that he is always nearby. He said that he has only a single guard inside at night while hes sleeping, and that no guards are inside the temple, only 2 priests. He tells him he will pay 100g each for them to do this.

***If the players try to go to both factions:***  the person they talk to will know right away they went to the other first. If they can convince them they are not working for them he will give them the first job as a sign of loyalty and to earn his trust but will not pay them.

Players got to Crosston and slept in the nice inn, spoke with a mage who told them the mirror was evil and cast barkskin on atum and Nuriix. Went and spoke with the elves first, then spoke to humans, went to the docks, killed the smugglers, stole all the poison. They then went and did the human’s job, but when attacked by elves, turned on the humans and let the elves slaughter them. They went back to town and told the elven mayor, but refused his next job of killing Richard.

***VISBURG:*** *As you ride towards the city you see huge stone walls, tower before you. The walls are made from a very light stone that almost appears pure white in the sunlight. The gates are a rich mahogany color and gilded with gold. Two guards stand watch at the entrance, wearing ornate green and silver elven plate mail and armed with bladed glaives and scimitars.*

*You enter the town and see the streets filled with elves rushing about their daily business. Shops line the wide street which is cobbled in intricate stonework. Off in the distance is a tall, ornate building with many reaching rooks and towers. Irridian knows this to be the College of Faelin'Vas, the biggest and most esteemed college in the east.*

*As you approach the collage, the guards stop you at the front gate. "Halt, youre not wearing the college robes, so you must not be a student or a teacher here, what business do you have at the collage?" He nods and says "Oh, old Jirald huh? Okay, follow me, ill take you to his office." The guard escourts you through the great hall of the collage, a huge room hundreds of feet tall, made from ornate marble and granite, with beautiful carvings and stone work throughout. Many robed elves hastily walk by in all directions, and everyone looks incredibly busy. He brings you to one of the offices not too far from the front entrance and says "This is him, ill have someone wait here for you when your ready to leave." You enter a lavishly decorated office, with marble floors, deep red valvet rugs, tall bookshelves lining every wall, and a huge, mahogany desk underneath a massive stained glass window. Sitting at the desk is a old, withered Tiefling, in a lavishly ornate robe made of many fine silks. He immediately notices Irridian and they enter and greets them all warmly.*

He tells the party what the mirror of Desolation is (never age, cursed -2 to all attack/check rolls) and the only way to break the curse is to smash it with Garen's Hammer, an ancient weapon that has been locked away in his tomb for hundreds of years. He gives them the location of the tomb, which is not too far into the Lost Woods. He said many people have tried to enter the tomb but the door is locked with a powerful magic that no one can dispel. He doesnt know of anyone attempting to enter in many years, and the last person that tried was right after the great war about 400 years ago. He said its rumored that Garen was also buried with a powerful magical orb that he would pay handsomely for. He offers 400gp, but a persuasion check DC10+100, DC15+200, DC18+300.

**Blacksmith**: All regular equipment, Elven Chainmail (8k GP), Efreeti Chain (4k GP), Glamoured Studded Leather (500gp), Chain Mail +1 (400), Leather Armor +1 (400), Glaive of Disruption (500gp), Keen Scimitar (1500gp)

**Mage**: Bag of Holding (500gp), Staff +1 (500gp), Staff of Charming (1k), Staff of Striking (4k), Wand of Enemy Detection (500gp), Wand of Magic Missiles (500gp), Ring of Protection (1k) Flying Carpet (10k gp)

**Alchemist**: Potion of Climbing (100g), Potion of Diminishment (200g), Potion of flying (300g), Potion of healing (50g), Potion of Invisibility (200g), Potion of Waterbreathing (100g)

***GARENS TOMB:*** The tight path opens up into a small clearing and before you stand two tall statues of elves. Both are wearing ornate, old fashion armor and standing at attention armed with spears. They stand about 30 feet tall. In the middle of the two statues is a staircase leading down into the earth. At the end of this short staircase is a heavy stone door.

Inscribed on the doors is a simple message in elfish: “The only way to move forwards is to turn around and go back”. The door cannot be budged with a strength check, but if the party performs one and hasn’t awoken the gargoyle yet, it will awaken and sneak up on them for a surprise attack. The only way through the door is to turn around and walk backwards into the door, which will let you pass right through it.

All tombs contain either a Ghost or a Ghoul, roll a 1d6, even Ghost, Odd Ghoul.

For loot: roll a 1d6 1: nothing 2: A single coin coin over each eye 3: A ornate piece of décor worth 25gp 4: 1d20+5 gp 5: a piece of gold/silver jewelry worth 50gp 6: a jewel worth 200gp

1. Two crypts on either side of the room, with a heavy wood and steel door in front of you. The room is pretty small and the only source of light is the door you came in through. Behind each crypt is a smaller version of the same elfish statues you saw outside.
2. The door is unlocked but rigged with a trap. DC15 to notice the trap. A piece of rope is fed through the keyhole with a knot at the end. If they open the door without untying the knot, it will pull a trigger that fires an arrow out of a hole in the wall inside the door, it does 1d8 damage with a dc15 dex check to dodge.
3. Everyone roll a perception check when they enter DC17 to notice the statue on the right is a gargoyle. Looks just like the other elven statues but noticeably bigger than the rest inside. It is a long hallway with an opening on its right side. If the party fails the perception check but doesn’t approach the gargoyle it will not attack. If they stand near the door way or be near the gargoyle for longer than usual, it will attack. At the end of the hallway is a set of big wooden double doors.
4. The ceiling has collapsed into the doorway leaving damp earth exposed along the ceiling and a large pile of rubble blocking the way. It doesn’t quite reach the ceiling but theres not enough room to climb over, just a small gap at the top. The rubble is comprised of 3 or 4 big large pieces and a few smaller ones filling the gaps. To clear the rubble it’s a DC12 STR check, if they fail the gargoyle will surprise attack them.
5. Inside the room is A Gelatinous Cube. The party will all make either a perception or search check upon entering, DC12 to spot it. The cube is 10 feet tall and 10 feet wide, and almost completely transparent. Suspended in the cube is a longsword. After defeating the cube, the sword falls to the ground. It is a +1 longsword.
6. At the end of the hall way sits two heavy wooden and steel doors. The doors emit a slight, magical glow that cannot be seen until very close. They do not budge and do not have a lock. Written in elfish along the front in an elegant font is the phrase “The magical may enter, the weak cannot”. The solution to the door is to touch it with ANYTHING magical, then make a DC10 strength check. If the strength check is failed the gargoyle will awaken and perform a surprise attack.
7. A tomb
8. A tomb
9. A tomb
10. A tomb
11. An ornate tomb with elfish runes carved all over its edges and the same elfish statue built into its lid. When opened, nothing happens. The inside had a mummified elf, and next to it a huge, two handed mace. The mace is of obvious elfish origin and is gilded with silver and gold. It is a +1 maul and has the special ability to nullify the magic of any magical item it is swung at. Simply touching Garen’s mace to a magical item does nothing.
12. An orb sits upon a pedestal. It has a faint, red glow, and swirling, red energy can be seen churning inside. When picked up, the pedestal bursts into flames and a pillar of fire shoots straight up into the ceiling. Nothing else happens. On their way out, if they did not awaken the gargoyle, he performs a surprise attack as they walk by.

When the party first woke up and left the in Richard was waiting for them and attacked. After they killed him they went back to Crosston and turn in his head to the mayor for the reward. They then went to Visburg and met with Irridian’s Uncle who told them about the tomb, the mace and a orb. They went to the tomb, solved the first door puzzle to get in, clear two tombs before disarming the trap on the door. They did not notice the gargoyle and cleared the rocks using a levitate spell + a strength check which they failed, which alerted the gargoyle who then sneak attacked them. They killed the gargoyle and found that in the room blocked by rocks was a gelatinous cube. They killed the cube (nuriix and irridian both got sucked into it) and found a +1 longsword that was inside of it. They then explored the rest of the tomb, cleared out 4 more crypts and found the mace. They then picked up the orb with a burst of magical fire and delivered it back to Jirald.

*Jirald is excitedly looking over the orb with childish glee for a moment before turning to the party. “Well, as excited as I am to have this orb, its near useless without the other one. No one really knows what they do when theyre brought together, but the old legends state that they can “create and destroy”. We have all of the proper equipment and fail safes in place to run experiments on these ancient devices to figure out what they really do. The ancient text that told us where this orb was located was right, so maybe the other orbs location is true as well. Unfortunately, the place where the orb was hidden is now…. Occupied.”*

He tells the party that the area surrounding the cave has been infested with orcs for years. The army will occasionally send a troop to clear them out but they always come back. He said that the second orb is located in the Deeprock Barracks, which is near the dwarven border, about 80 miles away. Head north, following the treeline and you cant miss it. He says normally the orcs are holed up in the cave, but that he assumed theres some kind of magical barrier preventing them from getting into the deeper portions of the cave where the orb resides. The army hasn’t been out to clear out the orcs in several years so he has no idea how fortified they have become since then. He offers 400gp, but a persuasion check DC10+100, DC15+200, DC18+300.

When the party travels north, they will come across a town about 35 miles north, small, single inn, basic blacksmith, only healing potions at alchemist, no mage.

Further north there is no road but its mostly open plains so it doesn’t affect their movement speed.

Random encounters will be 5 orcs riding on worgs, (HP: 2d12+2, attacks: greataxe: +4, 1d12+2, worg bite: +5 1d10+2, max damage pulls prone, 2x dmg vs prone)

About a mile north from where the forest ends, sits a huge orc fortress. It has wooden walls about 20 feet high, and is built into the side of the mountain. The front gates are open at day and closed at night. There are two orcs posted as guards at the front gate at all times. Inside is a basic camp, big cooking fire in the middle, lit at night, dormant at day.

Inside the camp is 1 Hill Giant, 2 Ogres, 6 orcs. Orcs will use bows until the big creatures are down then storm in with melee. There are more orcs but they all run inside the cave and lock the door behind them. The door to the cave is a big, wood and iron double door. Lock is a DC15 to open, a failed pick causes the orcs to kick the doors open. There will be 3 orcs with pikes lined up in the front, with 2 orcs with bows in the back, and the orc leader behind that. Once the front line orcs go down the leader and two archers will run deeper inside the cave. The room inside the cave is filled with furs on the floor for sleeping, with 4 female orcs that pick up weapons and fight, and 3 children orcs that cower in the corner.

The cave is actually a building built into the side of the mountain. The hallways are about 10 feet across and 10 feet high. The hallways are all lined with brick and have torch holders every 15 feet. The room with the orcs was off to the left,

The party was introduced to the rogue by Jirald who had hired him before. The party purchased adventuring gear and Eldin purchased a grappling hook. They left town heading north at high speed and got to a small town around 330pm. They stayed the night and left the next day. They were attacked by a bandit with a bounty for their head: 2000g. They continued north and were attacked by 5 worg rider orcs. They moved into a small group of trees nearby and made camp. They were attacked in the middle of the night by an ogre. Roksana scouted their camp as an owl but was spotted and fired at. The party moved out to the entrance to the orc fortress and walked out in the open towards the door. The orcs saw them coming, rang a bell alerting everyone and shut the door. Irridian blasted the door with burning hands and lit it on fire. They killed the two guards and smashed down the burning door. They killed the fortress full of orcs, went inside the cave, finished off the Orc leader and the rest of the orcs, but spared the women and children. They found an outline of a door carved into the stone wall dead end where the orcs kept their gear.

Directly forward leads to a pile of boxes and supplies, all piled up at the end of a dead end. Once the junk is moved out of the way, you find a wall with a silhouette of a door carved into the stone. Carved into the door is the words “You cannot enter if you leave without a trace”. The solution is to trace the outline of the door, a flash of magical light bursts forth and a solid oak and steel door appears in its place.

**LOBBY:** Perception All: DC10 notice hole in roof (Nuriix history check DC10 to know dwarven siege drill), DC17 hear rapid clicking sound. Door to stairs locked with two unpickable locks. Attack by Behir

**SLEEPING QUARTERS:** Perception DC20, Search DC10 to find skeletons/armor. Attack by X Armor Skeletons (use dinosaur: ankylosaurus)

**ARMORY:** Piles of weapons and armor cover the floor. Attack by X magical sets of armor (use Gargoyle)

**DUNGEON:** Chest behind two Executioners with greataxes. Use Hill Giant stats, chest is a mimic, inside mimic is key to lobby door.

**TRAINING GROUNDS:** Big pile of rocks on ground in middle of room. As rocks come alive, stone walls grow out over the doors to block them. Attacked by Stone Giant

**MESS HALL:** Magical trap: ray of frost eye on top of 10 foot tall pedestal. Turns to look at party on entering room and fires a ray of frost on anyone who steps into sight, dex check DC13 to dodge. HP 20, knocking it out of place also stops it.

**KITCHEN:** Big cauldron greenish clear sticky liquid. Anything that touches will harden after 5 seconds. Takes 1d2 hours to soften. Key to lobby door at bottom, easily seen.

**UPSTAIRS:** Locked door before entering DC20. War Room, Lich Attacks. Orb at far side. Blue glow.

The part returns the orb and Jirald will do anything to get his hands on it. If the party refuses to hand it over he will use magic to rip it from their hands. They can get him to pay first if they refuse to hand over the orb as their only compromise. Once he has both orbs, he cackles manically, grabs an orb in each hand, and smashes them together. A huge, dark purple and black energy field surrounds him, and lifts him into the air. His body begins to glow bright white and then begin to transform into a massive demon. He still looks vaguely tiefling, but is now a light purple color with the lower body of a goat and huge black leathery wings. Once hes transformed, he will raise his hand at the party. The party will lift into the air, enveloped inside of a whirling black and purple energy field, and they all lose consciousness.

The party first tried to trace the door outline with charcoal, but it didn’t open. Traced again with finger and door opened. Cleared out sleeping quarters of skeletons, found magical ring of Initiative (+2), went into mess hall and shot at by magical trap, eldin used previous door as a shield to move across room, found kitchen with pot of green/clear goo. Went back to party and told them. Nuriix sprinted across room while Irridian used Yaznik to tear the eye from the trap and disarm it. Nuriix and eldin worked together to tip over cauldron, eldin stood on countertop while the goo spread across the floor, covered Nuriix feet up to the ankle, and then solidified. Found key inside cauldron. Nothing they tried could make a dent, except melfs acid arrow. Used two acid arrows to free Nuriix but caused damage to him in the process. Scouted out training room but turned around before entering. Went and cleared out armory of living armor. Went into training room, walls were covered by growing concrete, stone giant appeared. Party killed giant and found +1 studded leather armor. Went into dungeon and cleared out two executioners. Found chest, tried to open it and found out it was a mimic, killed it and found key inside. Used both keys on door in lobby and went up into mages quarters. Killed the lich and recovered the orb. Returned to orb to jirald who turned on them, smashed the orbs together, and turned into a demon. He used purple and black magical energy to envelop the party, lift them into the air, and knock them all unconscious.

Party wakes up on an island. Night time, raining heavily, on a plateau, surrounded by water in all directions as far as they can see, giant tomb infront of them with a door at the base. Crypt/mausoleum. When they open the door, its just a staircase leading down. Its very, very long. Takes about 6 hours to reach a landing, and a big ornate double doors. Doors swing open easily, inside is a big, empty room with a single tomb inside. Lid of tomb is completely covered in slashes, claw marks etc. As they approach tomb, doors slam shut, and the lid of the tomb flys off to the side, and skeletons begin crawling up out of the tomb. If they look down inside, the tomb is bottomless. If they jump into it, they die. The skeletons are demon skeletons, with tails, wings and horns. They are not armed but have fangs and claws. Every time one gets hit for the first time, another crawls out of the tomb.

Demon Skeleton

AC: 16 STR:+3 DEX:+0 CON:+5 HP: 50

Clawx2 +5 1d8+4 Bite:+6 2d8+4

Eventually the party will be overwhelmed and die. “You wake up”. They wake up in the same room, but different. The ceiling is caved in in a corner, and sunlight shines through, showing the building has a regular ceiling and isn’t below ground. The tomb is closed, but has no scratches on it. Inside is a reward based on how many skeletons they killed. Roll a 1d6 for each X skeleton killed and give the following item: (1)Hide armor +1, (2) dragon leather armor, (3) +1 Staff, (4) +1 Greataxe, (5) +1 Shield, (6) +1 Rapier.

Once the party leaves the tomb, they are in the town of Daggerford.

When they leave the inn a courier approached and says the Open Lord Dagult Neverember wishes to speak to them. They escort the party to Castle waterdeep where they meet 3 Lords, and the Open Lord. They tell the party that the Demon attacks are increasing and that the party is the only people who seem to know anything about it. They ask for help stopping the demons and have a few ideas. They offer the party 1000 gold to undertake this mission of helping the realm and promise much greater rewards if the demon attacks can be stopped.

Silverymoon- Look for Taern “Thunderspell” Hornblade, one of Alustriel’s senior advisors and the leader of the Spellguard. He has done extensive research on demons and is probably the most knowledgeable person on the demonic realm in all of the north.

Mirabar- Look for Zespara Alather, owner of “The House of the Bright Blade” the most famous armory in all of the north. She has made specialty blades designed to kill specific creatures, most notably “ScourgeBlade”, a weapon that can kill undead and ghosts in a single hit. To get to Mirabar the party can take the Long Road or the High Road.

He mentioned a stronghold near ardeep forest has been taken over by Orcs and could use some help clearing it out. They don’t NEED any help, they can take care of it on their own, but would prefer to use resources for defending against demons. If the party clears it out they can take whatever they find. Big stone building, single room, filled with all kinds of non-magical armor and weapons. Any kind of armor or weapon available, fitted for elves/humans.

The Laughing Hollow: Pixies are holding a man, woman and child hostage on the side of the road. The pixies are claiming the man stole a candle from them, he is saying he didn’t. The candle is in his pants. If they can give the candle back to the pixies they will tell the party about a pool of water that when a magical item is dipped into will turn it into a +3 weapon that deals 1 damage to the wielder on every successful hit. Guarded by a group of 5 centaurs. HP: 50, AC 14 +2 initiative, Lance: +4 1d12+2, long bow: +3 1d8+1.

Rassalantar: Foggy. Anyone at the inn will tell the party the fog has been there for 5 or 6 years when a Fen Creeper moved into the bog. If the party kills the creature the town offers them either a shovel that lets you dig forever without getting tired or a watering can that never runs dry. Fen creeper: HP 100 AC: 13 +1 initiative, multi attack: 2xClaw: +4 1d8+2, Stomp: +4 1d12+4.

The High Road: Iniarv’s Tower to the east contains 10 bandits, 50 gold. Locked trapped door with 3 locks. If they open it a lich flies out and attacks. If killed, down in his library is a ring of light.

A cabin is on the side of the road and an old man is outside tilling a small field and greets the party. He rambles on about a dragon and a huge amount of treasure. If the party stops to talk to him eventually Blackrabbas Khuulthund comes out and tells them the man isn’t right in the head and to ignore his ramblings. If the party asks about the dragon he will tell them about Chardansearavitriol, the black dragon known as EbonDeath. The bog is filled with evil creatures and vast treasure, yet few who enter live to tell the tale. Mornhaven Towers, Wolfhim House, Holk House, and castle Naerytan all exist in the bog and each most likely has its fair share of undiscovered loot and creatures protecting it. Each location will have an encounter as well as a 50% chance to be attacks in between each place. Loot: 1) +1 spear 2) +1 long bow 3) +1 banded armor 4) +1 shield 5) 400 gold 6) +1 dragon armor. If the party searches long enough they can find the cave of the black dragon, filled with gold and treasure.

Irridian is getting pulled in by a will-o-the-wisp. If she tries to turn away she finds out shes under a charm person spell. Once she gets to the ghost woman, she disappears and a huge Otyugh leaps out of the water and gets a surprise attack.

Once they are in they realize the fog is magical and they are lost. They must make a survival (wis) check to start moving towards something. DC20-22= Dragon attack, DC16-20 Castle Naerytar, DC12-16 Holk House, DC 7-12 Wolfhill House, DC2-7 Mornhaven Tower, DC<2 Wander randomly, battle and recheck.

Dragon Attack: EbonDeath will swoop down from the foggy sky, and blast a spray of acid on them in a surprise round. On the 2nd normal round of combat, Blackrabbas appears with a huge fireball. “What are you fools doing?”

Castle: Filled with 12 Lizardfolk and a lich. They are not aggressive, but tell the party to leave immediately. Inside the castle all rooms are looted and torn apart, the lizard men only use simple gear and have no gold, but at the top level for the observatory is a locked door, and inside is a beautiful telescope, made of gold. It weighs 50lbs but can fit in the bag of holding. It’s worth 500gold.

Holk House: Inside is Hellduth FlameSpell. Same stats/spells as Irridian. House is mostly empty. He has 100g on him and a +1 staff.

Wolfhill House: Side of the building destroyed. Sleeping Elder Behir inside. He will roll a perception check to wake up. Inside is a +1 Longbow

Mornhaven Tower: When approaching, Hydra heads peak up out of water and hydra attacks. Inside tower is destroyed and looted. Staircase upwards broken about halfway up at 100feet. If they use crown of flight, it will get them to the staircase. Part will break off and fall, dex check DC12 to not fall. If fall, take 10d6. At top is a chest, bed, desk looking out over window. Inside chest is old tattered clothes, a map of the marsh and a potion of featherfall.

NORTH ON HIGH ROAD:

Leilon: If the party enters “the orc’s tusk, the bartend will approach them noticing they are well armed. He says a demon has taken up residence in the nearby Mines that the city is famous for and the lack of mining is destroying the town. It is a succubus. She is looking for a magical stone and has 30 of the townsfolk charmed and digging day and night looking for it.

The High tower of Thalivar: abandoned mage tower rises in the center of town. It's guarded by its own ward. Details on the ward's powers and the existence of tokens remain unknown. It's known to have guardian monsters, and they've so far proven deadly to all adventurers seeking to plunder the magic reputed to be there. The tower is surrounded by high walls, and the only entrance is guarded at all times. They will not allow the party inside. The only person with that authority is Lord Pelindar Filmarya, who was a former adventurer as well. He reasons with the party and tells them the chance of fortune isn’t worth their life. DC15 check to gain entrance. Looking through the front door shows an empty room with a staircase. If they pass the threshold of the door, they are in a demonic plane. Big, empty rock floating in a sea of lava. A single Asmodeus is on the rock. The doorway is no longer visible but walking through where it should be leads back outside.

Mines of Leilon: Long dark passage with mining cart tracks, sounds of pick axes hitting stone and whipping is heard, with the occasional demonic female laughter. Dead end near entrance, an invisible Bone Demon appears and gets a surprise attack. Players “feel their hair stand on end and a chill go down their spine”.

They enter a big chamber at the end and the room is filled with about 10 villagers, a pile of dead bodies to one side and the succubus. She will greet them formally and let them know that she is almost done and will leave and never come back. She says she has a proposition for the party that will benefit them both greatly. She has been granted the power to give one “Wish” spell, and will give it to the party if they perform a simple task for her. She said in the tower back in leilon, there is a simple trap that is easy to bypass if you know what it is and how it works. She says the solution is simple: Walk in backwards with your eyes closed and the spell that disintegrates you will let you pass unharmed. Inside is two items, a huge, beautiful diamond, and a Staff that’s said to let weaker mages cast powerful spells. The diamond is nonmagical, you can check it if you want. Bring it to me and I’ll grant you my wish.

Surrounding the party on all sides is 12 invisible Quasits that will appear and attempt to Hinder, knock down, and cause fear to the party. If all quasits are killed, the succubus will command the miners to all turn and attack. Hitting the succubus with Garens hammer will destroy the charm effect.