

The party left Oakenshield early one summer morning. The sun was just beginning to rise and the air was cool. The four adventurers made their way west towards Citadel Mirabar, home of several prominent dwarf clans.

Early in the morning while walking along the main road, Adran felt a sudden urge to venture off the road South into the forest. The rest of the party followed him a little ways into the woods when the halfelf paladin stumbled upon a familiar waterfall. Not sure if he was being deceived, for it wasn't possible for this same waterfall to be in this location, he approached cautiously. He went behind the waterfall to the spot where he found his amulet to the Goddess Eldath. He touched the small waterfall necklace and suddenly felt the Goddess' presence in his mind. She accepted his oath as her paladin, and granted him new powers to wield in her name.

Feeling strengthened but still unsure of what happened, the paladin stumbled from the cave and attempted to explain to his companions what had happened.

The four returned to the road and continued on, keeping the mountains to their right. A few hours after breaking for lunch, the party heard a commotion in the forest. They ran towards the sound of battle and came across a camp of bandits being attacked by orcs. Seeing orcs enraged the dragonborn warrior Masapen and he charged into the battle with little care for the human bandits. The rest of the party followed suit and the orcs quickly were slaughtered.

The party was suspicious of the bandits, and attempted to determine why the bunch had been camping in the wilderness near the road. The bandits were uncooperative, despite some less than subtle threatening from Masapen. Eventually they decided to flee the party rather than risk sharing the fate of the orcs.

The party searched the camp and found a sack of gold in one of the bandit's bedrolls. They once again returned to the road with the afternoon beginning to wane.

As the sun started to sink below the horizon, the group of adventurers found the road branching north into the mountains that Adran and the monk Milthrar knew contained Citadel Mirabar. They began to climb the switchback roads until sometime in the night reaching the front gates.

A dwarf guard, one of the Axe of Mirabar greeted the only dwarf in the group suspiciously while eyeing the rest of the party. The guard was resistant to the group's attempts to persuade their way into the city, but once he heard they came from Oakenshield he let them in telling them to go see Marchion Elastul Rauym, the leader of the dwarf city.

The group walked through the iron gates and into what could only be described as a cluster of shacks. Adran and Milthrar knew these were just the homes of the few human inhabitants who lived and worked in the citadel. They led the way to a small shack in the middle of the cluster, where the group found a wooden elevator suspended by a chain. They climbed in and Mazapen pulled the lever and the lift lurched downward.

The group descended in darkness for a long time. They lost track of how long before the lift suddenly came to a stop in front of a small dwarf leaning against the wall with his crossbow sitting next to him. The dwarf looked rather bored and seemed irritated when approached by the group. He pointed them down the narrow hall towards the city.

The group walked down the hall before it suddenly opened up and they found themselves in a large underground cavern shaped like a beehive. Looking up they saw two more levels cut into the stone, each level getting smaller in diameter so that the party could only see what was at the edges from below. There weren't too many dwarves around, and Milthrar knew from his dwarf senses that it was rather late in the evening by this point. The party wandered across the bottom level towards the merchant district.

After crossing the main road that led towards the grand stairs the group began to hear sounds in the distance. Off to their left they heard some shouting and the sound of things breaking, while straight ahead they heard the sounds of glasses clinking and general pub chatter. Milthrar led the way towards the tavern, and the rest of the party followed suit. As they approached the source of the noise they suddenly heard the sound of glass shattering and a dwarf yelling in rage. They saw a sign hanging above the door saying "The Shaved Dwarf Maiden."

Upon entering the tavern, they saw an obviously drunk dwarf stumbling his way through them out the door while the old dwarf behind the bar yelled obscenities at him. The group approached the barkeep and ordered gallons of beer, enough for the whole tavern. Upon hearing the request the old dwarf began pouring mug after mug of ale while the rest of the bar cheered for the group of newcomers. After a few beers for Adran and Adoros, and more than a few for Masapen and Milthrar, they began to plot their next move.

Adran approached the barkeep and inquired about rooms for the night. After acquiring two rooms he began to make small talk. He discovered that the city had been put in lockdown on order from the Elustrion and his elite dwarf guards, the Axe of Mirabar. The city had been told that orcs destroyed nearby Oakenshield, and were headed their way. Milthrar stumbled over and asked about Clan Battlehammer. The barkeep mentioned that the son of the clan leader, Torgar, was known to frequently spend his nights wandering the bars of the city and would likely be in at some point that night.

After thanking the dwarf, the group decided to go back outside and investigate the ruckus they had heard before going to the bar. They came upon what appeared to be some sort of makeshift fighting pit. In the center of a ring of chairs and overturned tables were two dwarves bare knuckle boxing. A middle aged dwarf with a dark beard and thick arms got several good punches in before knocking out his opponent with a right hook. The party saw some dwarves cheering and some groaning as a tall human man leaned over the crowd of dwarves handing out sums of coin.

Masapen shoved his way forward towards the small gnome next to the human man that was naming the next fights. He demanded he be let into the tournament, despite protests from the gnome that it was already the semifinals. Milthrar drunkenly stumbled up and shouted that he would also fight, and the gnome gave in.

Milthrar was in the first round. He fought a skinny human man in dirty clothes. Despite still being incredibly drunk from his time at the tavern, the dwarf managed to quickly dispatch the human and collect his sum of coins.

The next round saw Masapen fighting the dwarf that won the earlier fight. The strong dragonborn was also drunk, but due to his rather large size he wasn't nearly as drunk as his dwarf companion. Still, he found the stocky dwarf more than a match, and found himself on the brink of

defeat when he managed to make the dwarf lose his footing, and then his consciousness. He collected his winnings and exited the pit to get his wounds stitched up.

The final round of the night would determine who would fight in the last round of the tournament the following night. Since both Milthrar and Masapen had won their individual fights, they found themselves squaring off against each other. The two sparred for a while, the small and quick monk able to dodge more than a few of Masapen's heavy swings. The dwarf was able to get in a few quick punches, but the large dragonborn's size prevailed, and he eventually landed an incredible blow on the monk, knocking him out. The dragonborn collected a large sack of gold for the win, and Milthrar was revived, but sore. The party returned to the tavern.

They got back and it was early sometime the next morning. They were disappointed to learn that they had missed Torgar while at the fighting tournament. They went to bed, with Adran and Adoros in one room, and Masapen and Milthrar in the other.

Adoros, only needing several hours of meditation due to his elven heritage, left the tavern while it was still early in the day. He wandered the lower level, seeing a few dwarves moving about here and there starting their days. He eventually came upon the grand stair and began to climb the large stone steps towards the next level.

After several hundred steps, the elf finally reached the second level of the city. It appeared cleaner and nicer than the level below. There were large houses with gates around them and guards patrolling to his left. To the right the manors seemed to thin and he came upon a more well-to-do tavern called the "Pewter Mug." Walking further on the druid came upon a wide corridor with heat radiating from it. He cautiously approached the entrance to the hall before deciding the heat was becoming too intense and heading back for the stairs.

The elf ascended the stairs once more to the third and final level. He reached the top and saw two tall stone watchtowers with a large adamantine gate in between them. Behind the gate he saw a large metal door, closed, with balconies above and to either side. To his right the elf saw a small stone building and the lift that brought supplies between levels. He approached one of the guards at the gate and inquired about seeing the Marchion. The mean looking dwarf turned the elf away with the gruffness only a dwarf could muster.

The rest of the party began to awake back at the tavern and made their way into the city. They strolled through the merchant district, looking to spend some of their gold won from the night before. The three came upon a shop called the "Bloody Axe," and entered in search of weapons. Inside they found the dwarf Masapen had fought the previous night. The dragonborn was wary of the dwarf, but the blacksmith said it was a good fight and he held no grudge. The group then came to find that the dwarven smith could produce tempered steel weapons, improving their deadliness in the right hands. Adoros bought a sword, while Masapen replaced his hammer and blade. Milthrar was pleased to find some steel knuckles to aid in the power of his strikes.

The group then left the blacksmith and ventured towards the stair up to the second level. They climbed the stone steps reaching the second level just as Adoros was coming down them. Upon hearing about the intense heat Masapen requested Adoros to lead him to it. Milthrar and Adran decided to try to find the compound of Clan Battlehammer.

Masapen and Adoros approached the large corridor the elf had found earlier. They began walking down it and came upon a giant forge. They could see dwarves hustling about melting metals and cooling them into ingots. The large dragonborn got more than a few looks, and received short, rude answers when attempting to talk to dwarves hard at work.

Milthrar and Adran made their way around the second level when the monk felt a sudden sense of familiarity when looking at a certain manor. The dwarf approached the gates and suddenly realized he was looking at his old home. He contemplated finding a way into the compound when the pair noticed someone looking at them from a window at one of the other stone manors. They saw a guard rushing towards them saying that Lord Battlehammer had requested to meet them. They curiously followed the dwarf into the manor where they had seen the dwarf observer.

Upon entering they were brought down several stone hallways before coming into a sort of meeting room with a rather noble looking dwarf. He introduced himself as Lord Kramar Battlehammer. Upon learning the identity of Milthrar he told them what he knew of what was going on. He said for some reason General Ironheart had declared that no dwarf was to leave the city and that Oakenshield was razed by orcs. He said that no one knows that Oakenshield survived the attack.

He tells Milthrar that the mercenary group that killed his family so long ago, The Black Open, are in the employ of some noble in Waterdeep. He told the dwarf that he thinks it's somehow connected to Ironheart, and that the monk needs to get to Waterdeep to try to figure it out. He told them they need to leave the city as soon as possible, and that they were likely being watched by Ironheart. Adran and Milthrar decided to go collect their companions before escaping the city.

They found the elf and dragonborn coming back from the forge and led them back to the Battlehammer compound, explaining what they had heard. The group arrived back at the compound and decided it best to leave the city, despite Masapen's misgivings about missing the final fight in the tournament.

Lord Battlehammer told them that there were secret tunnels leading from some of the noble houses built in ancient times to escape attack. He told the party that he knew of one such passage, and that they had to hurry to the surface. He led them deep into the Battlehammer compound, finally coming to a large iron door. The old dwarf easily pulled the door open, and the party found themselves staring into a dark, rough cavern. Lord Battlehammer told them to always stay to the left of the path, lest they find themselves in the Underdark. Before the party set off he pulled Milthrar aside and gave him a small amulet, saying it had belonged to Milthrar's father, and that he had his cleric enchant it to aid Milthrar in his journey. The dwarf noble told the party to head to Luskan if they think they can stop the orcs headed there, but to hurry to Waterdeep. He bade them to be off, and closed the large door on them.

The party stood in darkness for a moment before Masapen lit a torch, and they set off walking down the tunnel. After several hours of walking and heeding Lord Battlehammer's directions, they reached the surface and found themselves staring out from the northwestern side of the mountain they had entered several nights ago. The sky was beginning to brighten behind them on the other side of the mountain, and they made their way down the mountainside.

By late in the morning the adventurers finally stumbled on the main road leading west to Luskan. In the distance coming from Mirabar they saw a wagon approaching. The four hid in the brush near the road and watched the wagon come down the road, seeing a human male with a large mustache driving the wagon. The party decided to come out of hiding upon seeing the human.

After the shock of seeing four well-armed warriors emerge from the brush, the human explained they were merchants from Luskan that had planned on selling their wares in Mirabar but had been turned away at the gate. They were making their way back to Luskan and offered to give the party a ride if they agreed to protect the wagon along the way.

The party agreed and found two more humans in the back of the wagon. They climbed in and set off west for Luskan while the sun climbed in the sky.