

The Disappearance of Harold

Orcslayer

Hoard of the Dragon Queen

After coming back from the Orclands and getting the praise from Lord Peredur, you find themselves loitering around and doing much of nothing. After awhile, that gets on your nerves and basically on everyone around you as well. You decide to again travel to Sterling to visit the enigmatic sage Nostradamus.

Coming again to his dark tower on the outskirts of the town, and again being hailed by the demon in the door, and again being ushered into Nostradamus extensive and large library/sanctuary/laboratory, by the foul smelling, disappearing manservant. Nostradamus seems pleased that you are back and bids you to follow him. You retell the tale of you adventures in the Orclands and he seems already informed of your success.

He tells you that he has a proposition, that is why some dreams haunted your nights in Durham and made you come back to him. He apologizes for the inconvenience. He tells you that he is part of a realm encompassing organisation called the *Society of the Mirror Corridor*. He explains that the organization is composed of several mages and scholars in different realms. All residing behind the mirrors of the Corridor of Eiyedor. A nexus of gates leading to different realms across the macro cosmos. He leads you to a very large and strangely colored door, that you think is made of some metal, but you have never seen anything like it. It gleams and pulsate, and sometimes it seems there are glyphs appearing deep inside it that fades back as you concentrate on them.

Nostradamus opens the scintillating door and the room, or corridor, behind it is even more strange than the door. Framed, what looks like mirrors, on each side of the corridor, spaces between two to five meters apart, never opposite one another. The corridor is about eight meters wide and lit by some unknown light source. It stretches as far as you can see in the distance.

Nostradamus bids you to enter and sweeps his robes arm out to encompass the whole corridor with it's portals.

"This is the Corridor of Eiyedor, a nexus point of many portals to other realms. It has, according to my own studies, come into being by the Banestorm event and some strange dimensional magic. It is very powerful and lets a person travelling through a portal to be transformed into another self in the new realm, with juxtaposition, making the person travelling to the new realm to assume or assimilate the correct aspect of oneself in that realm."

"We in the Society need champions to police these realms, and my proposition to you is to travel to other places, see wondrous things, meet strange and mystical beings and persons. Fight for good, and make a difference in the cosmic playground. Protecting this and other realms from powers or events that might destabilize them or even destroy them. Of course, whatever treasures and other things you find are yours, and besides that fact you will be able to get things from me as an added bonus. What say you?"

Since you are curious and ever interested in seeing new things and battle evil wherever you go, the answer is of course yes.

Nostradamus tells you of some strange events that he has received information of from the realm of Abeir-Toril on the continent of Faerûn.

“My contact there, a monk by the name of Leosin Erlanthar have come back with some information about a cult threatening the whole continent, the Cult of the Dragon. Leosin needs the some of the Society's champions to unravel what the cult is doing and how to stop it, and I thought you would be the perfect agents, the saviors of Lady Bronwyn and the vanquishers of the orchorde of the Orclands. He says that you should go to the small town of Greenest for further information.”

He briefly tells you about the magic of the Corridor of Eiyedor and how it might affect you, for instance, the Aesir god of Gunnar might be converted to a storm god in Faerûn, and that goes for almost everything you know, from knowledge about herbs and plants to places and history. It is very powerful magic.

He says the time is of essence and asks if you are ready to start right away. He gives you ten silver each and comes up to a portal that shows green hills and a road in the distance. The weather is sunny and it seems to be in the middle of the day.

You step through with some hesitation but once you're on the other side you notice that there is no portal on the other side. The question about how you're supposed to get back is on your mind, but there is nothing to it. You're here and you need to fulfill your quest.

Greenest in Flames

23/12-24



You soon comes out to the road you saw in the distance and briefly wonder which way to go. But all have the feeling that following the road eastwards would be a good choice.

You start walking and soon meet some people looking scared and distraught. They get the information that the town of Greenest is under attack. A draconian hoard of creatures and a real huge dragon has attacked the town, they are looting and burning. The day is coming to an end and in the distance you can see smoke in the fading light.

Cresting a hill you look down upon the beleaguered town some kilometers away. In the dim light you can see several small fires, and small dots of people milling around, some seem to be chasing others. Over the town a large shape can be seen flying around. The Dragon. In the fading light it looks slightly blueish.

It seems you come in the midst of an attack. You quickly devise a plan to approach as stealthily as you can, and seek out the keep that seems to be situated on a hill in the middle of the town.

Coming in from the west you sneak about in the fast approaching twilight. The fires have not really spread to the buildings in the town itself but ave set fires to outbuildings and hay bars mostly. The light produced by these fires gives an eerie atmosphere but at least you can see well enough to sneak around.

 All of a sudden a wounded and limping man and three children, a little boy and a year or two older daughters, rush out from an alley between two buildings. After them comes a determined woman armed only with a broken spear. She defiantly turns around to stave off what is an attack from pursuing little red scaled dragon-like creatures. Instantly your magically altered memories tell you that these are kobolds. Small craven reptilian humanoids that worship evil dragons as demigods and serve them as minions and toadies. You know they see good in the dark and like to bully weaker prey with large numbers, they don't usually work alone or on their own initiative. There are eight of them fanning out to take on the valiant woman protecting her family. She taunts the reptilian kobolds and tells her husband to move to the keep with the kids. He does not heed her words. 


Daisuke charges the group of kobolds without any hesitation, on his way throwing deadly shurikens, taking out one of the assailing kobolds with a hit straight to the face. Gunna shouts a battle roar to make the kobolds change their target which works partially. Five of the eight kobolds targeting the woman now turn towards Gunnar and Daisuke. Gavil throws a spear at one kobold and skewers the monster. Gunnar moves to engage. The woman tries to attack one of the kobolds but misses and the kobold misses her as well.


The dim light makes it harder for you to fight but it does not seem to affect the kobolds the least. Gavril draws his sword and Gunnar already has his axe ready when he attacks. The fight is short and after Daisuke does some wheel kicks, open hand strikes and other martial arts he kills all of his opponents. The woman has during that time been hit once but not fatally. Gavril chops and dices three kobolds while Gunnar takes care of the rest.

After the last of the kobolds are dealt with you escort the family safely towards the keep. You get there by being stealthy, the woman who introduces herself as Linan carries the small boy, Daisuke and Gunnar the girls and Gavril lends a hand to the husband, Cuth.

You reach the keep, that so far has not been attacked and are let in by the main gate. A commanding voice can be heard from the battlements to bar the gate. No one is to be let in since the attackers are heading up to surround it.

You make sure that the family you rescued get attention. There is pure chaos in the courtyard of the keep. Lots of injured people from the town, mostly humans and halflings, but some dwarfs as well. None seem to be in any shape to fight and all are afraid and ill prepared for what has happened.

You get information that the person in charge is the governor of Greenest, governor Nighthill, and you seek him out up on the parapet. On your way there you ask if there are any spears you can borrow to help in the defense of the keep, and are shown the armory with a very diminished supply of weapons. A stout dwarf stands outside it and asks you who you are and if you are capable to fight for the defense of the town. He is a shield dwarf with knotted, tangled, bright red hair. He carries an enormous ring of iron and brass keys to the many locks in the keep. He introduces himself as the castellan of the keep, Escobert the Red. You tell him you are here to help and he gives you a couple of spears as requested. He thinks it might be a good idea to go up to the governor and tell him of your arrival. 

You walk up the stairs to the parapet and soon come before governor Nighthill. A human male of sixty years. He is pacing atop the parapet of the keep. Nighthill welcomes them. The right side of Nighthill's face and head are bandaged, his right arm hangs in a sling, and his light blue tunic is stained with his own blood. He received these wounds, he says, during the early stages of the attack and waves absently away any questions if he needs them tended to. 

He is sorely in need of competent men, and you do seem very competent. He asks if he can entrust

you with different tasks in the defense of the keep. You agree without any hesitation, which makes him look a little more at ease, he straighten his back and takes a deep breath, his eyes gets a steely look and a small smile can be seen on his harrowed face. He thanks you profusely, and tells you o first make sure there is a way into the keep now that the gate has been barred. The need to rescue as many of the towns people are still a priority, and there are still a lot of them out there at the mercy if these raiders.

He tells you of an old tunnel under the keep, running all the way to the bank of the river some 50 meters south of here. If you can scout the tunnel, never been used since it was build, and make sure the exit is safe and that there is a way for townsfolk to come into the keep that way, or bar it, if it seems it can be used to sneak in by the raiders.

He tells them to get to the interior door with the help of the castellan Escobert, he has keys to both the inner door and the outer iron grate.

After chucking some well aimed spears at some raiders you find the castellan again. He tells you that the tunnel's main function was as a secret means of collecting water from the stream during a siege, but it can double as a sally port. Since the keep has never been besieged, the old tunnel has never been used. Barrels and crates are piled in front of the door. You quickly clear a path to the massive ironbound door that he opens with one of the keys on his keychain. He gives you another that he says maybe will open to iron grill, but he is not sure..

Behind the inner door is a narrow tunnel, only capable of accommodating one man abreast. It is pitch dark and you use one torch each that you get from Escobert. The tunnel has not seen use for decades and is dusty, moldy and have spiderwebs everywhere. You can here the small feet of rats somewhere up ahead.

You move cautiously in the tunnel that slopes gently down.

Before too long you get nearer the exit of the tunnel but then the light disturbs a nest of rats that in their panic swarms over you, trying to bite and chew wherever they can. You flail about, stomping and tossing rats everywhere. Gunnar uses his shield to bash lots of them. Finally you chase the rest of the rats away.

The iron grate before you is covered somewhat on the outside by bushes. You carefully shield your torches so that the light does not spill out passed the grate. Daisuke checks the lock and sees that it might be difficult even with the key, that does not seems to work, to get it open. Gunnar that thoughtfully has taken some lamp oil with him to grease the hinges and lock, pour some into the mechanism. Daisuke gets to work, failing his first attempt at getting the lock open, but after another try and some medative concentration gets the lock open without much sound.

You hear noise coming towards you from the west, low talking and chittering. You keep quiet and soon there is a group of the hated kobolds among some cultists, walking along looking for stragglers. They do not notice you when you sit in the tunnel exit. There are two cultists and six kobolds, and even though you probably wouldn't had any problems dealing with them, you opt to just let them pass. When they are close enough you hear from the conversation etween the cultists that they are looking for hiding townsfolk. They disappear, moving west along the riverbank.

Having secured an entry into the keep that seems for now to be a secret to the invaders, you lock the gate with Daisukes nimble lockpicking skills, and then move back to report to governor Nighthill and Escobar. You have established a secret code that lets you into the keep compound again when you come to the entry door to the old tunnel.

While speaking with governor Nighthill you learn that he wants to know what's going on, and when you do make excursions out into the town, it would be advantageous to get some prisoners to interrogate. The higher up in the hierarchy the better. You agree and tell him that you will try your best to get someone to interrogate,


After that you move out into the town again through the old tunnel. You are hunting for someone to interrogate and any townsfolk that need the sanctuary of the keep. You come out and follow the riverbank eastwards, you think you can hear some commotion there and also see some ominous smoke in that direction.

The river is not deep, only up to your knees, and the bottom is gravel, so easy to traverse if need be. You move to the other side of the river, pass some houses that are partly on fire and move east. You hold to the forest and the shadows as much as you can. You cross the river again when you come to a place that you definitely can hear some commotion from. Through a small forest you come out on looking at an irregular built stonewall about 1,5 meter high. Behind it you can see a temple dedicated to the goddess Chauntea, the goddess of agriculture. The temple is a large building, made of field-stone with a peaked slate roof, and square in shape. It is taller than most other buildings in town. Inside, the altar occupies the middle of the temple, with other worship areas arranged around it.

Some attackers have tried setting fire to the stout structure but had little success. You face the rear exit of the temple and a thick smoke is laying across the area. You can vaguely see that some humanoids are trying to set the doors on fire. You can also hear the sounds of a battering ram from the other side of the structure. You lay low for a while to observe, and soon see that a large patrolling group of kobolds, cultists and some kind of dragon wolf creatures are walking around the temple, obviously on the lookout for townspeople or someone coming to the rescue of the temple.

You wait until the group passes you then move towards the back exit, in the hopes that you can overcome them and get anyone inside the temple out before the large patrol comes back around.

You do the best you can, sneaking up to the raiders trying to set fire to the back door. Which seems to go poorly since mostly it seems there is a lot of smoke and not that much fire.

There are six kobolds and two cultists trying to set fire to, what seems to be, damp straw, piled up  against the rear exit door. You sneak up on them and Gavril and Gunnar throw a spear, while Daisuke moves into close combat. The raiders are surprised and you use it to your advantage. Soon you have killed all the kobolds and one of the cultists. The second one you knock out and plan on taking with you to the keep. You get the attention of someone inside and get them to open up the door for you.

Inside the temple you can hear the front door of the temple is getting attacked by a battering ram, and it seems you come in just the right time, because the door cannot hold for much longer. You look around you in the big area of worship, the altar occupies the middle of the temple, with other worship areas arranged around it. The townsfolk are all near panic but you can see a calm man standing in their midst, trying to calm them down. He wears the regalia of a priest of Chauntea and he is a half-elf. The townspeople are too panicked to listen to you and you approach the half-elf priest. You quickly get his name, Eadyan Falconmoon, and tell him that all need to leave now before the patrol comes back. He calmly gathers the panicked townsfolk around and tells them to follow you. During this time Daisuke has been keeping an eye out for the patrol and while the others herd the townsfolk to the wall and make them climb over it, he moves to meet the patrolling raiders. He gets seen but dashes off eastbound, driving the pursuing raiders away from the fleeing townspeople.

Gavril and Gunnar lead the townspeople through the forest and west towards the old tunnel. When

they arrive a panting Daisuke catches up to them after leading the raiders on a merry-go-round in the forest. You all sneak into the tunnel, only to remember that you forgot the cultist you took as prisoner.

Governor Nighthill is very pleased with your performance and he tells you that he saw from the parapet that the temple was attacked and was going to ask you to go and help, but since you already did so, he is double pleased. You are indeed just the kind of heroes the town needs in this hour of need.

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