

The Mul

Hnossa, Bhaltair, and Sigurd are hanging out in and around Tor Keep.

Hnossa studies sylvan with **Fulgara** and learns the principles of priesthood from Novice William, a low-level flunkie in the Church of St. Llwellyn the Valiant.

Hnossa and Fulgara

Fulgara is basically Hnossa's age, another girl, and unlike Hnossa is in over her head. So she really likes Hnossa. Hnossa is brave!

Fulgara's grandmother was an emissary to the Beowode for the Duke of Halleck under Good King Omund's rule. She taught Fulgara Sylvan and Elven and High Elven, Celestial.

She heard of The Teeth of the Dragon and while Hnossa does her lessons in Sylvan, Fulgara does research.

She knows there were six swords (Deneb, Rigel, Arcturus, Gemini, Orion, and Narada) and the elves forged them to stop the end of the world.

The end of the world, in this case, means the death of magic brought on by men. They are anti-human weapons.

Her grandmother said that Lord Xarvoxinivax, Good King Omund's Lord Marshall, wielded Orion. It may be buried

Hnossa and Novice William

Rector Ullwen is not super happy with the fact that Baron Ceris allows these ratcatchers free run of the city, but with Sir John's support, there's not really anything he can do.

Novice William thinks Hnossa is crude and uneducated ("Can you...can you read?" he asks patronizingly) but that's mostly stuff his master, Rector Ullwen, poured into his head, he's not a bad kid.

Llwellyn teaches that to engage a weaker foe is shameful. The greatest glory is found in desperation. When the odds seems hopeless **if your cause be worthy**, Llwellyn will aid you, just as Adun aided him in the Ambush at Crennoc Hill.

Channel Divinity: Llwellyn's Blessing

You may use your Channel Divinity to summon the blessing of Llwellyn the Valiant. **While outnumbered** you gain an extra attack when you take the attack action. Yes, this means Hnossa can attack three times per round.

Sigurd

A runner, a kid from Blackbottom arrives with the handout. He waits. If grilled, he says "Mistress Cora said there was a place for me in the firm if I did a good job!"

If Sigurd questions this, it becomes clear the kid thinks Cora and Sigurd are agents of the Clock, which is dangerous. Dangerous to pretend to be those guys. But maybe he wouldn't mind getting in on the ground floor of something new. Depends on how Sigurd reacts.

He waits for a reponse.

Bhaltair

Drogan the Mason who runs Bhaltair's construction project, asks how he wants it done. Raven stylings? Open an accessible, or like a fortress? Will you be keeping prisoners here lord? Need ye a study to hold books and writings and such? And how high will sir be wanting it?

Liandra, a carpenter, asks Bhaltair why he wanted his tower near the Gol Stone. She's seen him studying it, it's just an old rock, isn't it? He father said they should go near the Standing Stones. Built by demon-worshippers, they were. Used for sacrifices, she heard tell.

Then Lord Pelliton arrives.

Sir Pelliton

A knight arrives outside the Raven Monestary. He wants to meet Bhaltair

He's a diplomatic envoy from Bedegar. His ultimate goal is to get Ceris, The Baron Tor to recognize the legitimacy of the Regent, Lord Saxton.

Baron Ceris has no idea what the hell's going on up north and so this seems perfectly reasonable. Sir Pelliton also arrives with three amulets that will protect the wearer from the spells of *domination* (he doesn't say 'potions,' don't want to give too much away) so they don't get abducted like everyone else in Tor!

Of course, before this can happen, Fulgara is kidnapped!

"I wish you'd listened to me, Lord Ceris!" Pelliton said. "Of course, Bedegar will aid you in hunting down whoever did this. The plague that affected us has moved south, as we feared. But we have the cure."

This is, obviously, contingent upon the Baroness recognizing Lord Saxton's claim to the Barony.

Any investigation will show that in the days leading up to Sir Pelliton's arrival, four strangers arrived and took rooms at the drunken bishop/happy friar. They came at different times, on different days, and acted like they didn't know each other, but now they're gone.

If things get close with this, Vorrikus arrives.

Vorrikus

Eventually Gertz shows up and things proceed to the ruins of Castle Greywall, and then the Underdark.

Random Encounters from Out of the Abyss.

Finally, the heroes are overwhelmed by Duergar. A patrol. As things are going well, another patrol arrives, this one with a pet Intellect Devourer.

Tor Keep

Tor Keep is a large walled city, with lots of shops and pretty much everything you need except magic items.

Male: Caden, Doneryth, Gowan, Jory, Marrek,

Female: Derowen, Elestren, Jenna, Kelyn, Senara, Tressa

The Sign of the Happy Friar

The local inn, when Sir John can usually be found. Often called the Drunken Bishop.

Sir John of Tor

Bard, knight, basically the minstrel version of Nathan Fillion. Huge proponent of the Revenant Vow. Typically fights with Rector Ullwen about the proper way to deal with stuff.

The Baron

The Baron Tor is a tall, willowy woman, regal, in her sixties.

Her knights are the Knights Of Nine Stars, their symbol is nine stars ascending against a blue field. Commemorating the Battle of Barden's Grove over three hundred years ago, when the stars were said to rise into the heavens. Like, the opposite of falling stars.

They're all off fighting Wyrmlord Koth in the Witchwood.

Her Wizard

Fulgur, a young woman a little in over her head. Her master Tono died recently and left her his tower.

"I'm sorry, I'm afraid I'm still a bit new at this. Start again, from the beginning, don't leave anything out."

The Rector of Saint Llewellyn the Valiant

Rector Ullwen is a tall, broadshouldered man, largely in charge of fighting off the humanoids and agents of chaos.

"Lady, the Baron Tor has given me charge to stop the agents of chaos, tame the wilderness so to speak. I intend to do it. How would you like to help?"

"Yes, there's always the unexpected, isn't there?"

The Alchemist

A Dwarf. Orkoz. Grumpy. Business has dropped off quite a lot because everyone assumes he's in with the slavers.

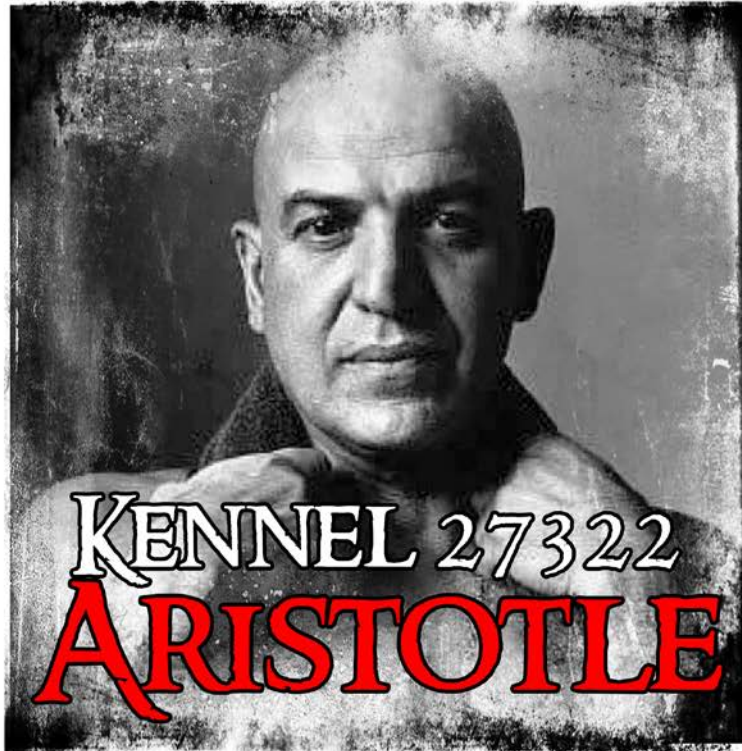
BOSS-

The Black Dogs ran these four to ground. I got to know them in the Kennel. Could probably spring one, new recruit style of thing. Lemme know who you like.

-C

P.S. The Wizard you want is a guy named Tace up in Bedegar. He's got a spell that will restore a cursed soul. Won't be cheap, tho. We're gonna owe this guy a big favor. And the Clock runs fast in Bedegar.

GUESTS OF THE BLACK DOGS



RACE: HUMAN
NATIONALITY: COMMONWEALTH
CRIMES: MURDER, EXTORTION,
VIOLATING THE CENTURION CODE OF CONDUCT
SENTENCE: DEATH BY HANGING
TALENTS: HAND TO HAND COMBAT,
ARMY TRAINING
STATUS: IN CUSTODY OF THE BLACK DOGS

*Tough guy. Anyone ever tries to muscle in on our territory, spy on us,
he'll be the first to know.*

GUESTS OF THE BLACK DOGS



RACE: HUMAN
NATIONALITY: RIOJAN
CRIMES: HIGH TREASON, MURDER, ESPIONAGE,
FORGERY
SENTENCE: DEATH BY HANGING
TALENTS: SMALL SQUAD TACTICS, LEADERSHIP POTENTIAL,
ESPIONAGE POTENTIAL, RUTHLESS
STATUS: IN CUSTODY OF THE BLACK DOGS

Smart, highly trained. Good assassin, squad leader.

GUESTS OF THE BLACK DOGS



RACE: HUMAN
NATIONALITY: VASLORIAN
CRIMES: MURDER, CONSPIRACY TO COMMIT MURDER,
UNAUTHORIZED DEMONIC CONTENT, RESISTING ARREST
SENTENCE: DEATH BY HANGING
TALENTS: ARCANE KNOWLEDGE,
ABYSSAL KNOWLEDGE
STATUS: IN CUSTODY OF THE BLACK DOGS

*This one's crazy, boss. But fun. She knows a lot of crazy wizard shit
but isn't stuck up like a wizard. You'd like her.*

GUESTS OF THE BLACK DOGS



RACE: HALF-ORC
NATIONALITY: QARTOUM
CRIMES: MURDER, CONSPIRACY TO COMMIT MURDER,
THEFT
SENTENCE: DEATH BY HANGING
TALENTS: HAND TO HAND COMBAT, STREETWISE,
EXTENSIVE STEALTH TRAINING, THIEVERY
STATUS: IN CUSTODY OF THE BLACK DOGS

Good thief. can get into places, bag stuff, and get out without getting caught. well, nine times out of ten,